

APEX STRIKE FILE: LOW LEVEL RESCUERS



OGL

3.5 SYSTEM COMPATIBLE



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AN OTHERVERSE AMERICA SUPPLEMENT

APEX STRIKEFILE: **LOW LEVEL RESCUERS**

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APEX Strikefile takes its inspiration from the sealed booster packs of roleplaying miniatures. Each APEX Strikefile includes complete statistics, tactics and roleplaying hooks for a small, thematic group of adversaries. At least one character per strike file is designed for use as pre-gen starting character.

This Strikefile includes statistics for a group of four low to mid-level Lifer soldiers. They can be used together as a rescue-cell, be pre-gen characters or supporting cast for a Lifer-centric campaign, or be used independently as individual threats. The Game Master can also infinitely re-use these characters as standard Lifer grunts. They also provide gamers with some concrete examples of the diverse, effective characters that can be built using tools in various Otherverses Games releases.



Codename: Hopper

Evan Darrow, Lifer Fast Hero 1 (CR 1)

Medium Humanoid- Patriot Mechanic (Psionic)

Init +3 **Senses** low light vision **Aura** none

Languages English

Defense 16, **touch** 16, **flat-footed** 13 (+3 DEX, +3 class)

HD (1d8+) (HP)

Fort +1, **Ref** +4, **Will** +1

Speed 30 ft

Melee Space 5 ft x 5 ft.; **Reach** 5 ft

Base Atk +0; **Grp** +0

Atk Options +0 collapsible baton (1d6 bludgeoning, 19-20/x2)

+3 Skorpion machine pistol (2d4 ballistic, 20/x2, 40 ft range increment, semi auto, 20 round box mag)

Abilities STR 10 DEX 17 CON 13 INT 16 WIS 13 CHA 11

Starting Occupation Criminal

Additional Class Skills Disable Device, Knowledge (streetwise)

Feats Gearhead (racial), Simple Weapons Proficiency, Personal Firearms Proficiency, Aircraft Operation (heavy aircraft)

Skills Balance +5, Computer Use +9*, Craft (mechanical) +7, Drive +11*, Knowledge (streetwise) +8, Knowledge (tactics) +4, Knowledge (technology) +5, Knowledge: theology & philosophy +4, Pilot +11*, Repair +7, Speak/Read English, Tumble +7

*includes bonus from Mag-Link Headjack

Talents Evasion

Possessions Car opening kit, deluxe electrical tool kit, mechanical tool kit, deluxe, multipurpose tool, digital camera x2, Skorpion machine pistol,

Cyber Implants and Smartlights Smartlight

Palmtop (upgraded +2; acts as laptop), Dreamscape Smartseed Messenger (acts as cellphone and PDA), Nightvision Optics (lowlight vision), Mag-Link Headjack (bonus on high-tech skills)

Action Points 5

"Hopper grew up poor white trash in the Anchorage Enclave, and according to his own words, didn't even meet a Choicer or a real-life pagan until he was in 16. Hopper got his start as a joyrider, boosting mak-tic sports cars from wealthy Lifers. He did about 2 years in an Enclave juvie for car jacking, hooked up with the Alaskan AOG when he got out. My best guess: he's Lifer not out of some weepy, B-S commitment to the preborn, but because they've got the best planes and let him fly 'em.

He's Patriot Mechanic, and has a head full of piloting neuro-cybernetics. Hopper is rated expert on the Lifer "Baby Bouncer" VTOL, which is why he picked up the name Hopper. He's usually the guy in the cockpit delivering troops on a 'combat-hop.'"

-Personal Datastack, MSGT Eric A. Castillo, Warname: Toledo

Evasion (EX): If Darrow is exposed to any effect that normally allows a character to attempt a REF Save for half damage, Darrow suffers no damage on a successful saving throw. This ability can only be used when Darrow is wearing light armor or no armor.

Racial Skill (EX): Darrow is especially skilled with Repair, and may always take 10, take 20 or take any number between 10 and 20 on any Repair check. Repair is always a class skill for Darrow.

Mechanic's Telekinesis (SU): Darrow's telekinetic gifts are uniquely focused on manipulating metal and plastic. Merely by touching a Huge or smaller mechanical object for one minute, Darrow can perform routine cleaning and maintenance (such as cleaning and disassembling a gun, sharpening a blade, or degreasing an engine block).

Darrow can telekinetically manipulate unattended objects made mostly of glass or plastic weighing up to 20 lbs at will, as if using the *mage hand* spell. Patriot Mechanics can manipulate objects telekinetically within 30 ft.

Darrow can perform skill checks remotely at no penalty, due to the fine control the mutate has over inorganics, but suffers a -8 circumstance penalty if he uses this ability to launch an attack (such as by telekinetically firing a handgun).

Finally, as a full round action, Darrow can touch a Medium or smaller metal or plastic object and physically transform the object into any type of Improvised Tool Kit. Doing so destroys the object, ruining it for its original purpose.

Codename: none used

Randall Guice, Lifer Dedicated Hero 1 (CR 1) Medium Human (Psionic)

Init +2; **Senses** lowlight vision (NV goggles) **Aura** none

Languages English, Spanish

Defense 13, **touch** 13, **flat-footed** 11 (+2 DEX, +1 class)

HD 1d6+1 (7 HP); **DR** 10/- ballistic (when Anti-Ballistic Shell is active)

Fort +2, **Ref** +2, **Will** +4

Speed 30 ft

Melee Space 5 ft x 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** +1

Atk Options +1 combat knife (1d4+1 piercing, 19-20/x2)

+1 stun gun (1d3 electrical plus paralysis 1d6 rounds / FORT DC 15 negates)

+ 3 Griffin Arms .32 Machine Pistol (2d4 ballistic, 20/x2, 40' range increment, full auto, 32 round box mag)

Psionic Abilities Anti-Ballistic Shell (no action, automatic response- gains DR 10/- against Ballistic weapons- field shuts down after absorbing 100 HP worth of damage within a 24 hour period)

Abilities STR 13 DEX 15 CON 13 INT 12 WIS 16 CHA 11

Starting Occupation Termite (Otherverse America Campaign Setting)

The Least You Need to Know: Patriot Mechanics

The Patriot Mechanics are a psionically gifted, artificially evolved species detailed fully in the APEX America sourcebook. They are low-level telekinetics who can manipulate machines with a touch. These mutates are one of the most common human subspecies in the Otherverse America campaign world, and serve with every faction as mechanics, hackers, lab techs, pilots and combat engineers.

Additional Class Skills: Demolitions, Disable Device

Feats Simple Weapons Proficiency, Personal Firearms Proficiency, Lightning Reflexes, Anti-Ballistic Shell (Psi-Watch Campaign Setting)

Skills Craft (visual arts) +3, Demolitions +5, Disable Device +8, Knowledge: streetwise +5, Knowledge: theology & philosophy +2, Listen +7, Spot +7, Speak/Read Language (English, Spanish), Treat Injury +4

Talents Skill Emphasis: Disable Device

Possessions Nightvision Goggles, Bolt Cutter, Multi-tool, Electrical tool Kit, Lock Release Gun, Chemical Light Sticks x4, pen flashlight, Combat Knife, Stun Gun, Griffin Arms .32 machine pistol
Cyber Implants and Smartlights Dreamscape Smartseed/Messenger (functions as cellphone and PDA)

Action Points 5

“Randall Guice is small time, just manifested his powers, and is trying to follow his uncle Joseph into the AOG. He’s a little smarter than the average Lifer troop, and he’s got a pretty decent handle on his psi-talent.

The AOG’s got the kid tapped for bigger things- if we don’t get this kid soon, he’s gonna earn himself a Warname and really be trouble. Might be tougher than it looks- we’ve had agents on him in Dallas and Baton Rouge, and he’s gotten away clean both times. Wedge thinks he tagged

him in the shoulder at Baton Rouge, so he might be sporting a fresh scar. Maybe.”

-Personal
Datastack, MSGT
Eric A. Castillo,
Warname: Toledo

Skill Emphasis

(EX): Guice receives a +3 bonus on all Disable Device checks. He is a skilled infiltrator and saboteur, a decent shooter and passable medic. He’s a good support member / generalist for any rescue-cell.

Anti-Ballistic Shell

(SU): The ballistic field provides Damage Reduction 10/- against ranged weapons, which stacks with DR from other sources, such as Tough Hero class levels for the purpose of resisting bullets, arrows and other missiles.



Once the Anti-Ballistic Shell absorbed 100 hit points worth of damage within a 24 hour period, the shield shatters, and this feat becomes temporarily inactive. A shattered Anti-Ballistic Shell field regenerates within a day. Guice is *shaken* for 1d6 minutes after his field shatters, due to neural feedback.



Codename: Mad Momma 13
Jessica “Nina” Munoz,
Lifer Powered Hero 3, Soldier 1
(CR 4)

Medium Human (Psionic)

Init +3 **Senses** normal **Aura** none

Languages English, Spanish

Defense 18, **touch** 15, **flat-footed** 15

(+3 DEX, +2 class, +2 medium combat armor (non proficient), +1 shield)

HD (3d8+1d10+4) (23 HP)

Fort +5, **Ref** +6, **Will** +2

Speed 30 ft

Melee Space 5 ft x 5 ft.

Reach 5 ft

Base Atk +3; **Grp** +5

Atk Options +7 combat knife

(1d4+6* piercing, 19-20/x2)

+7 collapsible baton

(1d6+6* bludgeoning, 19-20/x2)

+7 Shooter Type Energy

Blast (2d6 force, 20/x2, 25 ft range increment)

Tear Gas Grenade (10 ft radius burst, targets stunned for 2d6 rounds, FORT DC 25 negates)

Abilities STR 19 DEX 17 CON 14 INT 11 WIS 12 CHA 12

Starting Occupation Block Mother (Otherverse America campaign setting)

Additional Class Skills Spot, Listen (+1 competence bonus in each)

Feats Simple Weapons Proficiency, Personal Firearms Proficiency, Combat Reflexes, Power Attack, Meaningful Ink, Weapon Focus (Shooter-Type Energy Blast)

Skills Balance +5, Climb +7(+2 in armor), Demolitions +2 Hide +10, Intimidate +4, Jump +6, Knowledge: tactics +3, Listen +5, Spot +5, Speak/Read (English, Spanish)

Talents Ability Push (DEX) Shooter Type I, Shooter Type II

Possessions medium combat armor (D20 Future), gas mask, collapsible baton, combat knife, zip tie handcuffs, digital camera, 3x tear gas grenades

Cyber Implants and Smartlights Dreamscape Smartseed/Messenger (functions as cellphone and PDA), Kevlar Replacement Muscle Groups (increases strength and flexibility), Integral Combat Bracers (shields in forearms)

Action Points 25 Maximum 10+1d6 remaining for use

“There’s been a “Mad Momma” serving with the Lifer AOG since the mid 1980s, when an early anti-choice terrorist named Shelly Shannon created the codename. Jessica Munoz is the 13th woman to take up the identity. Born and raised in Pensacola, she’s following in her mother’s footsteps proudly. She became a mom at 14, a Block Mother at 17, and she was implicated in the murder of her first abortion doctor, a Gardnerian priestess from Choicer Miami named Mina Astara by the time she was 19.

HUMINT puts Mad Momma somewhere in the Jacksonville Enclave. She’s been quiet for about a year now, recovering from minor cybernetic upgrades. She was born Powered, and her natural energy weapons impress even me, but now she’s strong enough to punch through a brick wall. The Lifer nation must be equally impressed with Munoz if they’re willing to spend that kind of money upgrading her.”

-Personal Datastack, Major Maggie Newhope, Warname: Pinpoint

Genetic Enhancement Package (EX): Mad Momma has the typical civilian Genemods: AgeWell, Cornucopia, Freshen, and Geno-receptor. She is vulnerable to any Genefeat (such as Metabolism Burn), which specifically exploits those genemods.

The major in-game effect of these genemods is that Mad Momma requires roughly half the food of an unmodified human of similar build, and lives significantly longer. It is also much easier for Mad Momma to undergo additional genetic enhancement than it would be for a normal human.

Ability Push (EX): Once per day, Mad Momma can increase her Dexterity score by +2. This enhancement lasts for one hour, and requires a full round action to activate.

Meaningful Ink (EX): Mad Momma’s breasts and shoulders are covered by greyscale images of sleeping cherubs, and a beatific gestating fetus is inked on her toned belly. Her extensive Lifer-style tattoos grant Mad Momma a +2 morale bonus on melee damage rolls against those directly opposed to her Lifer allegiance- usually Choicer and Fed-Gov soldiers and abortion providers.

Shooter-Type Energy Blast (SU): Mad Momma can fire a blast of energy which inflicts 2d6 points of force damage on a successful hit. This energy blast has a 25 ft range increment. This natural weapon is usable at will, as a standard action.



Codename: none used

**Lily Rose Chakyin, Lifer Sidewalk Counselor
5, Personality 1 (CR 6)**

Medium Human (Psionic)

Init +1 **Senses** normal **Aura** none

Languages English, Spanish, Chinese, Russian

Defense 10, **touch** 10, **flat-footed** 10 (+1 DEX,
+2 class)

Resist Fire 10, Electricity 10, +4 bonus on WILL
Saves vs dangerous smartlights

HD (6d6+6) (27 HP)

Fort +3, **Ref** +4, **Will** +3

Speed 30 ft

Melee Space 5 ft x 5 ft.; **Reach** 5 ft

Base Atk +2; **Grp** +3

Atk Options +2 unarmed strike (1d4+1 subdual)
+3 Griffin HighUV laser pistol (2d8 fire, 20/
x3, 30 ft range increment, 50 shot energy cell)

Abilities STR 12 DEX 13 CON 10 INT 15 WIS
13 CHA 19

Starting Occupation Targeted Idol (Othervers
America campaign setting)

Additional Class Skills Perform (sing), Knowl-
edge (theology & philosophy) (competence bonus
chosen in both skills)

Feats Trustworthy, Intellectual Mastermind, Renown, Simple Weapons Proficiency, Alertness, Natural Empath, Meaningful Ink, Personal Firearms Proficiency

Skills Bluff +13, Diplomacy +17, Gather Information +6, Knowledge (popular culture) +12, Knowledge (theology & philosophy) +5, Listen +5 Perform (sing) +18*, Sense Motive +4, Spot +5, Speak/Read English, Spanish, Speak Chinese, Russian

Possessions palmtop computer, digital camera, Griffin Arms HighUV Laser Pistol

Cyber Implants and Smartlights Dreamscape Smartseed/Messenger (acts as cellphone and PDA), Thermal Umbra II (protective fields grant Fire and Electricity Resistance 10), Provalactic Mirror (+4 to WILL Saves vs smartlights and thought viruses)

Action Points 39 Maximum 18 +1d8 remaining for use

"Ms. Chaykin is an vital part of the Lifer pseudo-nation's memetic warfare efforts. Lily Rose Chaykin is a talented singer, signed to Three Nails Media. She's released two albums (Shook With Shockwaves and Lifepoint) and personally hosts an 'abortion recovery' Mesh-site in collaboration with top Lifer psychologists.

She is attractive, intelligent, vivacious, confident and personable, with endless reserves of compassion even to her Choicer adversaries. In short she's everything the common stereotype tells us Lifers, especially Lifer females, can't be. In short, to the Lifers on the ground, she might just be the second coming of Ellen Dacoveney. I sincerely hope she never lives up to that potential."

-Personal Datastack, LT Devin Atlanta 977-45, Warname: Rift

Intellectual Mastermind (SU): Lily Chaykin's latent psi-talents allow her to add her INT modifier as an untyped bonus on CHA-based skill checks. She is an excellent diplomat and compelling performer- even Choicer audiences are in awe of her grace, beauty and style.

Natural Empath (SU): Each day, Lily Chaykin receives a pool of bonus points equal to her total character level plus her ranks in Sense Motive (6th level + 3 ranks or 9 points). She may spend up to 6 of these bonus points to improve the result of any of the following skill checks:

Bluff, Diplomacy, Handle Animal, Knowledge: behavioral sciences, Perform (any), Sense Motive

She may spend points to improve a check result at any time, even after the results of the check are announced, reflecting her supernatural skill at reading a target's ever changing moods and modulating her approach.

Convincing Argument (EX): Four times per day, Lily Chaykin may add her ranks in Knowledge (popular culture) as a competence bonus (+9) on any Bluff or Diplomacy check.

Awaken Grief (EX): When interacting with any sentient creature, Lily Chaykin renders that creature *shaken* for one round any time she rolls a natural 20 on a Bluff or Diplomacy check. The target must creature must have a Choicer or similar allegiance, or must have undergone, seriously considered a performed an abortion.

This ability does not affect creatures immune to fear or mind-influencing effects. By spending an action point, Chaykin can choose to activate this ability on any successful Bluff or Diplomacy check.

Choose Life (EX): After spending a full round in conversation with a sentient creature, and spending an action point, Lily Chaykin can attempt to temporarily change that creature's primary allegiance to the Lifer pseudo-nation.

The target may resist the attempt by making a DC 16 WILL Save (charisma based). The target must be sentient with an INT score above 5, must be within 30 ft of the Sidewalk Counselor, and must be able to clearly see and hear him.

The effects of this ability last for 1d4+1 rounds. While Chaykin has no specific control over

the target, nor will the target act in any way against his basic personality, the temporary allegiance change might cause the target to look more favorably at Chaykin, change a planned action, or even cease hostilities.

The temporary allegiance change may render certain class abilities or feats useless for the duration, and in modern magic campaigns, might prevent spell casting or require an atonement spell to be cast afterward. The effect ends immediately if Chaykin or her allies make any hostile gestures toward the target.

Unlimited Access (EX): Lily Chaykin is a major Lifer celebrity, with a multi-million dollar recording contract with a top-flight Lifer label. When she, as a first level Personality buys any time of ticket for entertainment, transportation or anything else, she can attempt a Diplomacy check to get that ticket upgraded and receive special privileges.

Meaningful Ink (EX): Lily Chaykin has undergone extensive tattooing. Both arms are covered in intricate lily and vine patterns, rendered in nano-active ink, which moves and shifts with her mood. Her extensive Lifer-style tattoos grant Chaykin a +2 morale bonus on any Perform checks made against anyone with a Lifer allegiance.

The Sidewalk Counselor Intermediary Class was originally presented in *Choice and Blood* (LPJ Designs, 2006). It is reprinted here for ease of use. As an Intermediary class, it is an option for first level characters, as an alternative to an attribute based Hero Class. Once a character decides to take an Intermediary Class, he or she must complete all levels of the class before multi-classing.

The Sidewalk Counselor Intermediary Class

You've been gifted by God with a head for Scripture, for debate, and for conversion. You're a street corner evangelist, winning converts and using your words, your faith, your mind and your cunning voice to help end the horror of abortion. Part grief Counselor, part old school preacher, part politician, you are the smooth voice of the pro-life movement.

The Sidewalk Counselor is a slower path into the Negotiator advanced class than a typical Charismatic hero. A third level Charismatic hero can become a Negotiator, while it takes the Sidewalk Counselor two additional levels to make the transition, a sacrifice the highly motivated, deeply faithful Sidewalk Counselor is glad to make. The Sidewalk Counselor is an expert at one on one debate, capable of incredible feats of oratory, brining a unique faith and interesting social-combat abilities to the Negotiator advanced class.

Requirements: Like their opposite numbers in the pro-choice camp, Sidewalk Councilors are drawn from the young and strong in the pro-life camp, the passionate, articulate believers. At least one of the Sidewalk Counselor's allegiances must be towards an established pro-life organization, conservative political group or cause, or a similar ethos or religion.

Transition: For the Sidewalk Counselor, there is no transition. They've been called to witness and to save the preborn, something they will do for their entire careers. They make no distinction between a gawky 14 year old convert attending his first rescue and a nationally respected conservative politician; both bring something special and irreplaceable to the movement.

Class Information

The following information pertains to the Sidewalk Counselor intermediary class.

Keyed Advanced Class: Negotiator (from the D20 Modern core rulebook)

Hit Die

The Sidewalk Counselor gains d6 hit points per level. The character's Constitution modifier applies. Sidewalk Counselors are impressive debaters and self-taught psychologists, but they are drawn from ranks of physically average humanity. A first level Sidewalk Counselor receives 6 HP plus his CON modifier.

Action Points

The Sidewalk Counselor gains a number of action points equal to 5 + one-half of his character level, rounded down every time he attains a new level in this class.

Class Skills

The Sidewalk Counselor's class skills are as follows.

Bluff (CHA), Computer Use (INT), Concentration (CON), Craft (visual art, writing) (CHA), Demolitions (INT), Diplomacy (CHA), Disguise (CHA), Gather Information (CHA), Intimidate (CHA), Investigate (INT), Knowledge (behavioral sciences, civics, current events, streetwise, tactics, theology & philosophy) (INT), Perform (act, sing) (CHA), Read/Write Language, Research (INT), Sense Motive (WIS), Spot (WIS)

Skill Points at Each Level: 7 + INT Modifier. A first level Sidewalk Counselor receives four times this amount.

Bonus Feat: At 2nd and 4th level, the Sidewalk Counselor receives a bonus feat, which must be chosen from the following list.

Alertness, Aligned Zealot, Attentive, Brawl, Combat Expertise, Compassionate, Cleric, Deceptive, Educated, Evangelist, Faith Healing, Heroic Surge, Grifter, Improved Initiative, Iron Will, Mob Violence, Meaningful Ink, Parental Demeanor, Personal Firearms Proficiency, Point Blank Shot, Street Demonstration, Renown, Trustworthy, Windfall

Convincing Argument (EX): The Sidewalk Counselor uses pro-life science and faith as twin weapons, blending fact, faith and outright fiction into one emotionally compelling whole. A number of times per day equal to his CHA modifier (minimum once daily), the Sidewalk Counselor can add his ranks in his highest ranked Knowledge skill as a competence bonus on any Bluff or Diplomacy check.

Simple Weapons Proficiency (EX): In addition to the two feats all characters start with, a first level Sidewalk Counselor is proficient with all simple weapons.

Training Regimen (EX): The Sidewalk Counselor must place maximum ranks in Bluff and Diplomacy until he has 6 ranks in each. Additionally, he must place maximum ranks in Knowledge: theology & philosophy until he has 6 ranks. The Sidewalk Counselor must select Alertness prior to selecting any other feat.

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Convincing Argument, Training Regimen	+0	+2
2nd	+1	+0	+2	+2	Bonus Feat	+1	+2
3rd	+1	+1	+2	+2	Awaken Grief	+1	+2
4th	+2	+1	+2	+2	Bonus Feat	+1	+3
5th	+2	+2	+3	+3	Choose Life	+2	+3

Awaken Grief (EX): The Sidewalk Counselor knows how to twist the knife emotionally. He calls it awakening women to the horror they underwent in the clinic; pro-Choicers call it cruel emotional blackmail. Anytime the Sidewalk Counselor critically succeeds on a Bluff or Diplomacy check (by rolling a natural 20) when confronting any one with a pro-choice allegiance, or who has ever had or is considering an abortion, the target is considered shaken for one round.

Characters immune to fear effects or mind influencing effects are immune to this class ability.

Action Enhancement: By spending an action point, the Sidewalk Counselor can activate this ability on any successful Bluff or Diplomacy check made against an eligible target.

Choose Life (EX): A few well chosen words can bring almost one around the Sidewalk Counselor's way of thinking, and the Counselor is an articulate spokesman for his faith, constantly winning new converts.

By spending a full round in conversation with the target, and spending an action point, the Sidewalk Counselor can temporarily alter that target's allegiances to match his own. The target may resist the attempt by making a WILL save (DC 12 + the Sidewalk Counselor's CHA modifier). The target must be sentient with an INT score above

5, must be within 30 ft of the Sidewalk Counselor, and must be able to clearly see and hear him.

The effects of this ability last for 1d4+1 rounds. During that time, the target's allegiances change to match the Sidewalk Counselor's. While the Sidewalk Counselor has no specific control over the target, nor will the target act in any way against his basic personality, the temporary allegiance change might cause the target to look more favorably on the Sidewalk Counselor, change a planned action, or even cease hostilities.

The temporary allegiance change may render certain class abilities or feats useless for the duration, and in modern magic campaigns, might prevent spell casting or require an atonement spell to be cast afterward. The effect ends immediately if the Sidewalk Counselor makes any hostile gestures toward the target.



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