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GAMES**



# CLOSED

MONSTERS OF THE ARMY OF GOD

CHRIS A. FIELD



Threat Name	Type and Subtypes	Challenge Rating	Artwork Provided By....
Artemis	Large CN Outsider (lifechained, native)	CR 29	Felipe Gaona
Artemis' Harbinger, Brig. General Jericho Lang	Large LE Aberration (lifechained, psionic)	CR 22	Felipe Gaona
Baby Ghost	Medium CE Monstrous Humanoid (cyborg)	CR 10	Vic Shane
Baby Nightstalker	Medium CG Humanoid (mechanic, psionic) Smart 4	CR 3	Vic Shane
Big Rescue Rollins	Large NG Humanoid (nanofeaster, psionic) Powered 8	CR 7	Louis Porter Jr. Designs Image Portfolio
Birthright	Medium NE Human (lifechained, psionic) Powered 7/Combat type 2	CR 8	John Picot
Chaykin, Lily Rose	Medium LG Human (psionic) Sidewalk Counselor 5/Charismatic 1/ Personality 1	CR 6	John Picot
Coalition Kid	Medium LN* Monstrous Humanoid (psionic)	CR 3	Vic Shane
Comstock	Medium CN Human (half dragon, lifechained, psionic) New Promise Infantry 1/Powered 7	CR 9	Alejandro Garcia Palomeres
Dacoveney, Fairfax	Medium LE Human (psionic) Chaplin 17	CR 16	Amanda Webb
Dacoveney's Bodyguard, Jelly	Medium LG Humanoid (Fluxminx, shapechanger) Rogue13/ Bodyguard 4	CR 16	Amanda Webb
Faceless/Voiceless	Large CE Monstrous Humanoid (cyborg) Strong3/Soldier3/Closer 2	CR 7	Amanda Webb
Ghost Boss	Medium LN Human (psionic) Fighter 6/Powered 9	CR 14	Scott Holmes
Harrier	Medium N Humanoid (psionic)	CR 8	John Picot
Motherless	(reskinned from Harrier)	CR 14	JSDiamond
The King of Rest-In-Peace	Medium CN Aberration (lifechained, psionic)	CR 17	
Life Tank	Huge CE Aberration (lifechain)	CR 19	Alejandro Garcia Palomeres
Ghost of Babies Past VIII	(reskinned from Lifetank)	CR 20	Vic Shane



Threat Name	Type and Subtypes	Challenge Rating	Artwork Provided By....
Lifer Insurgent	Medium N* Human Warrior 2	CR ½	Amanda Webb
Lifer Veteran	Medium LE Human (psionic) Powered 3/Soldier 5	CR 7	Black Hand Source
Mad Momma 13	Medium LN Human (psionic) Powered 3/Soldier 1	CR 3	Black Hand Source
Moonshot	Medium LG Human (psionic) Powered 10/Field Officer 2)	CR 11	John Picot
Nanofeaster Gunner	Large LE Humanoid (nanofeaster, psionic)	CR 5	Anthony Cournoyer
Neverborn, Angel Helix Grunt	Medium LE Undead (neverborn) Powered Hero 4	CR 3	Anthony Cournoyer???
Neverborn, Judgment Horror	Gargantuan N Undead (lifechained)	CR 13	Amanda Webb
Neverborn McDuff: Susan Glauchester	Medium LN Undead (lifechained, Neverborn, psionic)	CR 6	John Picot, Amanda Webb
Neverborn Scout	Medium N Undead (neverborn, lifechained) Tough 4/Strong1	CR 4	Louis Porter Jr. Designs Image Portfolio
Neverborn, Rescue Hound	Small N Undead (neverborn)	CR 2	Purple Duck Games
Neverborn, Skeleteen	Medium CG or CN Undead (Lifechained, Neverborn, psionic)	CR 5	Scott Holmes
New Promise Grunt	Medium LN Human (psionic) New Promise Infantry 2	CR 1	Sade, Vic Shane
New Promise Non-Comm	Medium LN Human (psionic) New Promise Infantry 4	CR 3	
New Promise Senior Enlisted	Medium LN Human (psionic) New Promise Infantry 8	CR 7	
New Promise Baby Judgment Pilot	Large LN Human (psionic) New Promise Infantry 8	CR 10	Amanda Webb
Nuremberg Consciousness Tracer	Medium N Ooze (incorporeal)	CR 9	Christopher Smith of Wooden Vampire
Opportunistic Officer	Medium LE Human	CR 4	Ean Moody
Pentecostal Medic	Medium LN Human (psionic)	CR 2	Empty Room Studios



Threat Name	Type and Subtypes	Challenge Rating	Artwork Provided By....
Pentecostal Medic	Medium LN Human (psionic)	CR 2	Empty Room Studios
Pentecostal Medic (Patriarchal Template)	Medium LN Human (psionic)	CR 3	
Pronghorn	Medium LG Humanoid (anthro, psionic) Fast 3/Powered 7	CR 9	Felipe Gaona
Pronghorn (Pacifist Template)	Medium LG Humanoid (anthro, psionic) Fast 3/Powered 7	CR 8	Amanda Webb
Psalmist	Small LN Human (psionic)	CR 1	Cobra Games
"Righteous Samson" Combat Mecha	Huge N Construct	CR 11	John Picot
Shoemaker, Jonah	Medium N Human Ranger 4	CR 3	John Picot
Switchblade 73	Medium N Human (psionic) Fast 5/Vindicator 4	CR 8	Mark Hyzer
Terminus Rescue	Medium CE Humanoid (psionic) Powered Hero 11	CR 10	Anthony Cournoyer
Witchhammer (Rescue Judo Expert)	Medium NG Humanoid (nanofeater, psionic) Strong 4, Martial Artist 3	CR 6	John Picot
Witchhammer (Combatant)	Medium NG Humanoid (nanofeater, psionic) Combatant 9	CR 8	
Witchhammer (Warrior Ghost)	Medium NE Humanoid (nanofeater, psionic) Strong 10/Martial Artist 3/Fast 4/GoBP 2	CR 18	

## ***Closed: The Monsters of the Army of God***

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Requires the Use of the D20 Modern Core Rulebook Published by Wizards of the Coast

Fully Compatible with the PFRPG.

*"The last thing I want to say: If you believe abortion is a lethal force, you should oppose the force and do what you have to do to stop it. May God help you to protect the unborn as you would want to be protected."*  
*-the last words of Paul Hill, executed September 3, 2003, for the murders of Dr. John Britton and James Barrett*



The Lifer Army of God fought Fed-Gov and Choicer forces to a standstill for thirty agonizing years before the Army's dreams died in the Boston snow.

For the last sixteen years, the Lifers have rebuilt the Army of God in secret, operating out of hidden bases across North America. The reborn Army of God is better trained, better equipped and deadlier than its predecessor, and it will- it must!- succeed where its predecessor failed. The reborn Army of God only lacks one critical component: its immortal, alien general Artemis, who died at Boston. For sixteen years, Lifer veterans have whispered that one day their alien messiah would return in glory. The Lifers cached guns, they trained, they tested the Choicer Covenant's strength and resolve with hit and run skirmishes and acts of terrorism, and they've prayed, every day for Artemis to return to them.

Their prayers have finally been answered.

It is January 22, 2107. Artemis returns this very night, and America burns.....

## ***Closed: Monsters of the Army of God***

...is a definitive study of the Lifer military, presenting a diverse array of threats that will challenge Choicer adventurers of all levels. The title comes from the anonymously written pamphlet and terror manual *Closed: 99 Covert Ways to Stop Abortion*, circulated by the real world's Army of God, and from *Closed: The Manual of Lifer Strategic Doctrine*, the official operational handbook of Otherverse America's Lifer military.

## ***A World In Transition***

*Closed: Monsters of the Army of God* set on the shelf for more than a year, for a variety of reasons. During that interim, I did massive amount of works for two of my other campaign worlds, *Black Tokyo* and *Heavy Future*, and transitioned those worlds fully from being D20 Modern-based to being powered by the *Pathfinder Roleplaying Game*. That includes the presence of spellcasting classes, heroic class options like Fighters, Barbarians, Rogues, Druids, Wizards and more, not just Strong, Fast and Smart Heroes, and the presence of powerful magical items....not to mention monsters built with the PFRPG in mind.

*Closed* starts making that same transition for Otherverse America. Characters within this sourcebook are given PFRPG style alignments, as well as allegiances, which give you an idea of the character's loyalties, obsessions and personality. Many of these creatures have impressive spell-like abilities, and creatures with class levels might have fantastic, PFRPG class levels either in addition to, or instead of, D20 Modern basic classes.

This book heavily references the following non-Othervers America sourcebooks, each of which describes a new 20 level base class usable with the *Pathfinder Roleplaying Game*:

- The Combatant (non-supernatural martial arts)
- The Modern Spellcaster (spell point based caster with an unlimited spell list)
- Powered Hero Evolution (modern military superhumans)

Many of the cybernetics and weapons (plus the occasional spell) wielded by the characters throughout this sourcebook are fully described in the consolidated mega-sourcebooks, as well as appearing in other Otherverse Games products.

- The Advanced Arsenal (weapons)
- The Modern Grimorie (spells for Modern Spellcasters)
- The Polymer Path (cybernetics)





## Artemis (CR 29)

**XP** 6,560,000

**Large CN\* Outsider (lifechained, native)**

\*Artemis was LN before her genocide of the Truegrey

**Init** +9; **Senses** darkvision 120 ft., low-light vision, scent, sensor suite equal class VII starship sensor array; **Perception** +37

**Allegiances** Christianity, the Lifer cause; **Affiliations** none

### Defense

**AC** 28, touch 13, flat-footed 24 (-1 size, +3 Dex, +1 dodge, +25 natural)

**hp** 740 hp (40d10+520); fast healing 10; regeneration 15 (acid, electricity, and lifechained natural attacks)

**Fort** +35, **Ref** +25, **Will** +16

**Damage Reduction** 15/epic

**Immune** ability damage, ability drain, ballistic damage, cold, death from massive damage, disease, energy drain, fire, force, nonlethal damage, poison, predatory lifechain abilities, radiation, sleep, starvation, stunning, suffocation, thirst, vacuum

**Resist** electricity 15

### Offense

**Speed** 50 ft., fly 100 ft. (perfect); starleap space flight

**Melee** unarmed strike +49/+44/+39/+34 (4d8+9 plus stunned for 1 minute and knocked prone; Fort (DC 18) negates both conditions; ignores up to 10 points of damage reduction) and optic lasers



**Ranged** Huntress Beam +44/+39/+34/+29 (25d12 fire/17-20/x3; ignores all fire immunity or resistance, 10 mile range increment in atmosphere, full autofire, unlimited payload) and optic lasers  
**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** Optic Lasers (automatically hit as swift action 1/round within 1,000 ft, 100 force damage)

**Special Qualities** No Breath, Greater Starflight

**Spell-like Abilities** (CL 29<sup>th</sup>; concentration +31)

At Will – Flame Strike (R-DC 19)

3x/day – Summon (call hunting maidens 100%)

- Meteor Strike (R-DC 23)

### Statistics

**Str** 28 **Dex** 16 **Con** 37 **Int** 12 **Wis** 17 **Cha** 15

**Base Atk** +40; **CMB** +50; **CMD** 64

**Feats** Cleave, Deadly Aim, Dodge, Fearsome Violence, Fly-By Attack, Frightful Presence, Great Cleave, Greater Penetrating Strike, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Mobility, Penetrating Strike, Point Blank Shot, Power Attack, Spring Attack, Vital Strike, Weapon Focus (Huntress Beam), Weapon Focus (unarmed strike), Whirlwind Attack

**Skills** Bluff +36, Diplomacy +33, Fly +43, Intimidate +37, Knowledge (tactics) +35, Knowledge (theology & philosophy) +35, Knowledge (physical sciences) +35, Perception +37, Sense Motive +37

**Languages** all

**Possessions** the trust, love and military resources of an entire terrorist nation.

*“Mortal Moonshot, named by false father for humanity’s hard scrabble up the gravity well to your world’s singular satellite. You, who are named for the moon must realize that the cisilunar space is not all there there is. Take the sky with me, moon-child Moonshot. We shall speak of many things.*

*Your strength will lead my assault. I, Goddess of the Hunt, yet Christian redeemed, and you, Valkyrie magnetar, yet equally Christian child, will be the first warheads to fall on a world of pagans.”*

*-The reborn Artemis to her reluctant protégé, Moonshot, the night of January 20, 2107*

Artemis was broken when she fell to Earth.



Her endless war with her mother, the Roe, had left her exhausted, her weapons depleted, and her sanity gone. Seeking an advantage- *any advantage*- against her despised Mother, Artemis had destroyed entire cultures...including the Truegrey. Horrified by her own actions, by her own callous genocide, Artemis exiled herself beyond the known galaxy.



She wept, all alone in the darkness, for aeons. Finally, an intercepted television signal- a ghost whispering out in the darkness- gave the bereft goddess a new hope, a new way to atone. Answering the faint, electro-magnetic call, Artemis drifted into Earthspace. The goddess, older than time itself, accepted and was baptized into a finite human faith, and accepted a finite human cause. To atone for her sins, to wash away the Truegrey's blood, the mad goddess would fight to save Earth's unborn.

Taking the identity of Artemis, Greek goddess of childbirth and the hunt, the alien warmachine became the general of the Lifer Army of God. Artemis provided the Lifers with access to her technology, allowing innovative cyber-weapons and revolutionary shell suits to be reverse-engineered from her own body. With Artemis at their side, the Lifers could not be defeated. Even when Roe Athene entered the War on the Choicer side, the best the Covenant could hope for was a long, bloody stalemate.

The two deities waged their ancient war on Earth for 30 turbulent years, until they finally met during the Battle of Boston. With both armies exhausted, the battle came down, at long last, to Roe and Artemis. When the duel was over, Roe stood triumphant, and Artemis' dying body fell to the stained snow. After the peace treaty was signed, Roe personally saw to the burial of her estranged daughter. The mad goddess was laid to rest in a tomb carved from asteroid rock, and left to orbit a dead star.

That was 16 years ago.

What happens next, not even the gods know.

For all her power, Artemis is a fundamentally broken being. Her experiences have driven her mad, and her involvement with the Lifers has only worsened her mental state. She is driven entirely by guilt and rage; when she is not on the battlefield, she collapses into a melancholy depression. During the worst days of the War, she hardly left her quarters, only entering battle when the Lifer army was on the verge of defeat. The goddess is plagued by horrible hallucinations – images of the slaughtered Truegrey and mutilated human fetuses plague her every waking moment.

Artemis is dangerously unpredictable, flying into a rage at the slightest provocation. She contains her anger around other Lifers, trying her best to inspire and lead them. However, without her rage, Artemis is a pale creature indeed. She can barely bring herself to speak above a whisper; the only time she doesn't stutter and mumble is when she's shouting commands on the battlefield. There, Artemis is the leader and the hero she desperately wishes herself to be.

### Appearance

*"So the Lifers call themselves good Evangelical, God-fearing Christians, but they worship a warrior goddess with a pagan name. Artemis. You know they don't realize the irony there, and that's why we'll win. Even more than irony, their choice of a goddess opens up some interesting tactical possibilities: I was dissecting a thought virus designed to kill goddess worshippers last night and guess what I found out? As far as this Lifer weapon's concerned, if you hack out one or two limiter files, Artemis is enough of a goddess for infection. So irony kills, kats. Let me show you how...."*

*- "Raygun Ra," Bastian hacker; Mesh-post on Tactical Action Wicca, 2104*

Artemis is a massive woman with armored skin as dense and grey as the barrel of a submachine gun. Artemis stands more than nine feet tall, and the heavy, three-pronged iron crown she wears upon her brow adds another two feet to her height. The tines of her crown are honed to a razor's edge and gleam in mute threat. The giantess clothes herself in an armored shell. Her segmented cybernetic armor attaches to her body, and draws its power from her endless divine energies.

Artemis' armor is the inspiration for the Lifer field uniform. This god-crafted armor is a compromise between a knight's plate mail and an ultramodern Shell suit. Her carapace is a royal purple, with an intricately articulated black and grey understructure. Artemis wears the Lifer Sigil proudly upon her left breast, and touches the symbol constantly for reassurance.

Artemis's main weapons are the heavy particle beam cannons she wears on each gauntleted forearm. The long barrels of these weapons are made of some unknown crimson xeno-polymer dense and heavy enough to contain stellar-temperature energy.



Luminous techno-organic veins are visible beneath her armor, and feed energy directly to the cannons from Artemis' cybernetic heart.

### **Special Abilities**

*"I'm imagining something outta a fucking horror movie if she flips out on us completely. If she snaps.....do we have anything that can kill it? A nuke, anti-matter, anything? If she's as nuts as Emir says..... personally I don't trust the thing to lead a pizza run, much less the Army of God."*

*-Ghost Boss, on the newly recruited Artemis, Spring 2059*

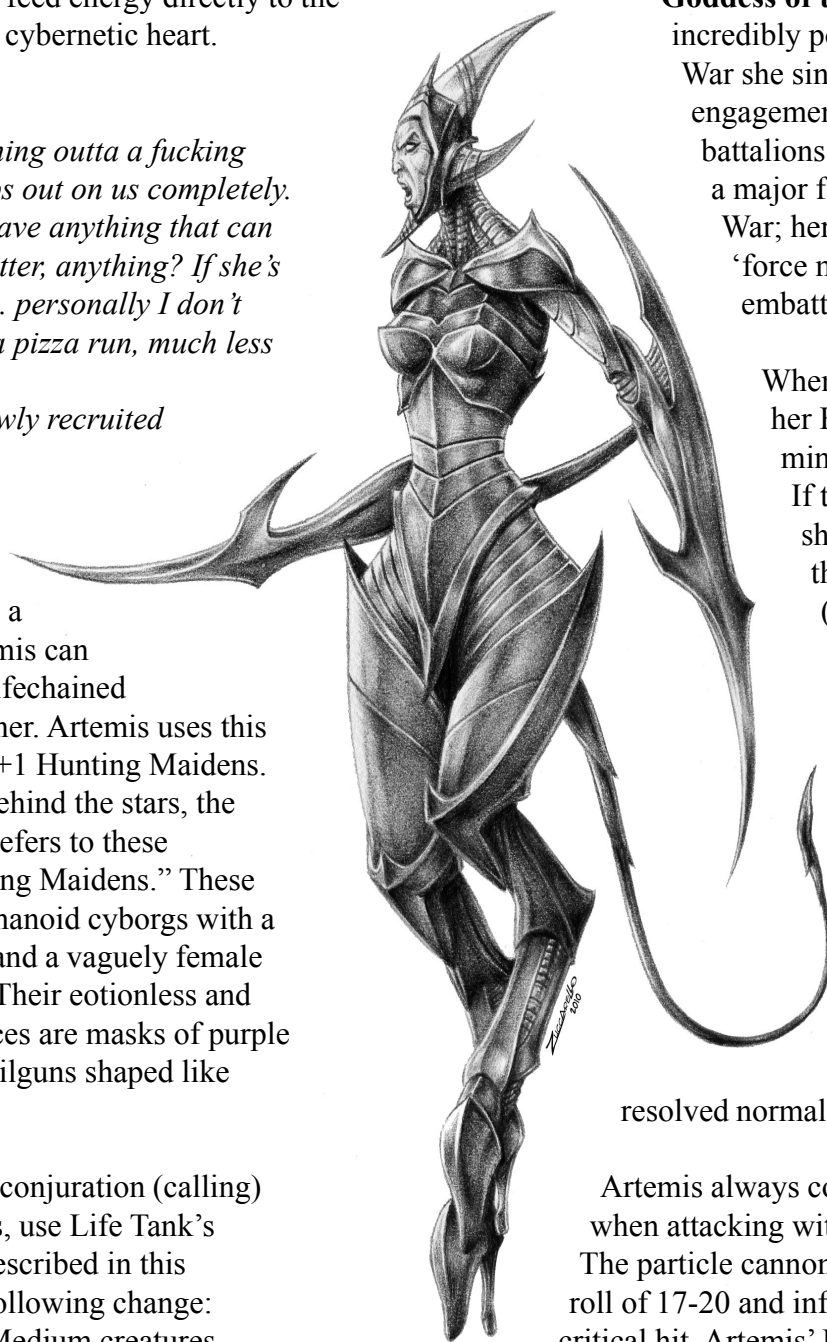
### **Call Hunting Maidens (Sp)**

Three times per day, as a full round action, Artemis can bring forth powerful Lifechained warmachines to assist her. Artemis uses this ability to summon 1d4+1 Hunting Maidens. Called from the dark behind the stars, the mad goddess Artemis refers to these creatures as her "Hunting Maidens." These creatures resemble humanoid cyborgs with a glossy black carapace and a vaguely female chassis configuration. Their emotionless and somewhat feminine faces are masks of purple steel. Their arms are railguns shaped like twisted scimitars.

This ability is 9<sup>th</sup>-level conjuration (calling) effect. For the Maidens, use Life Tank's statblock (CR 19) as described in this sourcebook, with the following change: Hunting Maidens are Medium creatures.

**Frightful Presence (Su)** Artemis can inspire terror by charging or attacking. Affected creatures must succeed on a DC 32 Will save or become shaken, remaining in that condition as long as they remain within 60 feet of Artemis.

Artemis has the Fearsome Violence feat, which improves her frightful presence. Each time the Artemis kills a living creature during a particular encounter, this save DC increases by 1. Creatures within range of Artemis' frightful presence aura must succeed on a new save after each kill.



**Goddess of the Hunt (Su)** Artemis is incredibly powerful, and during the War she single handedly won engagements against entire tank battalions. Artemis' presence was a major factor in prolonging the War; her might was the ultimate 'force multiplier' for the embattled Lifer nation.

When Artemis attacks with her Huntress Beam her minimum attack roll is 12. If the gamemaster chooses, she may simply declare that the Artemis rolls 12 (for a total of +55 to hit maximum) on her attack roll, without having to use dice. If Artemis wishes to expend additional effort, she can roll to strike normally. In this case, the minimum attack roll possible is 12. A roll of 1-11 is treated as a roll of 12, and a roll of 12+ is

resolved normally.

Artemis always confirms a critical hit when attacking with her Huntress Beam. The particle cannon scores a critical hit on a roll of 17-20 and inflicts triple damage on a critical hit. Artemis' Huntress Beam ignores any Fire Resistance or Immunity possessed by its target. The lancing, urine-yellow beam burns hotter than a main sequence star, and can scorch even Roe's invulnerable flesh.

**Lifechained (Ex)** Artemis is the first child born in our universe, the last and least of the Third Pantheon. For all her world-shaking power, she is considered to have a single Lifechained feat for the purposes of predatory feats. Artemis is immune to the effects of predatory Lifechain feats.

**Lifechain Primacy (Su)** As the first begotten child of the Third Pantheon, Artemis can restrict the behavior of lesser Lifechains. Lifechained creatures cannot easily attack or hinder Artemis.

- Non-Lifechains are not affected by this ability in any way.
- Lifechain creatures with 19+ HD are immune to the effects of this ability.
- Lifechain creatures with 9-18 HD cannot make attacks of opportunity against Artemis.
- Lifechain creatures with fewer than 9 HD cannot attack or take direct hostile actions against Artemis.
- Lifechained creatures with 4 or fewer HD cannot attack or take direct hostile action against either Artemis or known allies of Artemis, providing those allies are within 60 ft of the Goddess.

Each Lifechain feat a creature possesses reduces its effective character level/Hit Dice by -1 for the purpose of this ability.

**Optic Lasers (Ex)** Integrated laser systems are built into Artemis' eyes, allowing her to slice apart any adversary she can see. These crimson laser beams require no attack roll, and automatically hit any single target within 1,000 ft., dealing 100 points of force damage. Activating the optic lasers is a swift action, usable once per round. She usually uses this ability to finish off wounded targets, destroy lightly armored vehicles or assassinate specific Choicer targets or VIPs while using her Huntress Beam against superhuman guardians.

## *Artemis' Harbinger, Brigadier General Jericho Lang (CR 22)*

(aka Jerry Lane, Gerald Long, etc.)

**XP 614,400**

Large LE Aberration (lifechained, psionic)

**Init** +8; **Senses** darkvision 60 ft., sensor suite equal class VII starship sensor array; **Perception** +35

**Aura** defenseless hands, guardian halo

**Allegiances** Artemis, the Lifer cause; **Affiliations** none

### Defense

**AC** 29, touch 14, flat-footed 25 (+4 Dex, -1 size, +15 natural, +1 morale)

**hp** 323 (34d8+170 hp); fast healing 5; regeneration 5 (acid, electricity, and lifechained natural attacks)

**Fort** +16, **Ref** +15, **Will** +26

**DR** 8/-; **Immune** disease, fire, nonmagical cold, poison, radiation, suffocation, vacuum

### Offense

**Speed** 40 ft; fly 80 ft. (good)

**Melee** unarmed strike +30/+25/+20/+15 (4d6+6 plus 10 fire/x3 plus 50 fire)

**Ranged** Triangular Plasma Bolts +28/+28 (20d10 fire plus heavy irradiation for 1 round/19-20/x3; 1,500 ft. range increment, full autofire, unlimited payload)

**Special Attacks** Seeking Plasma Bolt (as Triangular Plasma Bolts but automatic hit within 1 mile, once per 1d4 rounds)

### Statistics

**Str** 22, **Dex** 18, **Con** 20, **Int** 17, **Wis** 20, **Cha** 18

**Base Atk** +25; **CMB** +32; **CMD** 47

**Feats** Advanced Firearms Proficiency, Aligned Zealot, Burst Fire, Cleave, Combat Martial Arts<sup>B</sup>, Defenseless Hands, Double Tap, Great Cleave, Guardian Halo, Improved Initiative, Iron Will, Meaningful Ink, Morbid Speculation, Neural Conditioning, Personal Firearms Proficiency, Point-Blank Shot, Power Attack, Starship Operation, Strafe,

**Skills** Computer Use +29, Heal +31, Intimidate +34, Knowledge (history) +29, Knowledge (tactics) +33, Knowledge (theology and philosophy) +30, Perception +35, Pilot +30, Stealth +29

**Languages** all



**SQ Tactical Spacefold** (summon 2d4 Baby Bounce VTOLs as full round action), Triangular Semper Fu

Brigadier General Jericho Lang resigned his commission in the USMC shortly before the Abortion War went hot. Lang was one of America's most tactically brilliant commanders, who proved himself time and again during the "Mexican Sweeps" of the 2040s. He was also a committed proto-Lifer Christian, who was raised in a militant Evangelical tradition, which he spread to the troops under his command. Unknown to his superiors, General Lang's first loyalty was to the emerging Lifer nation—during his tenure in the Marines, he steered intelligence, military weaponry and expertise to the Lifers. When Lang resigned, he took whole battalions of loyalist troops with him; some of these Marines resigned or were dishonorably discharged, while others simply went AWOL and disappeared into the Enclaves.

Lang's vision shaped the Lifer military. His example is the reason the Lifer AOG uses



Marine Corps rank structure, and why the New Promise Infantry training offered on Kodiak Island is partially modeled on Parris Island. Lang served as part of the Lifer high command from the first day of the Abortion War to the last. After Artemis fell at Boston, General Lang found himself one of the most wanted men on the planet. His only viable choices were a last suicide charge, a life sentence in a supermax, or exile in deep space. Lang chose a blind jump, out into the Big Black.

That was 16 years ago.

### Appearance

When Brigadier General Lang escaped Earth after War's End, he was in his 80s. By 22<sup>nd</sup> century standards, he was approaching late middle life, but carried himself with the bearing of a career Marine many years his junior. General Lang disappeared from the historical record, hiding out somewhere in the Big Black. Those few who contacted him in during the post-war years reported he maintained the severe high & tight and short mustache he'd worn since he was 18, and acted more like a commanding officer than a hunted fugitive.

Something he met out in the Black changed Lang. When he returned to Earth during the first week of 2107, he was a god-warrior of the Lifechain, remade by the reborn Artemis' own hands. In his transfigured state, General Lang stands more than seven feet tall, and the crown of his head is surmounted by an axe-shaped horn, similar to the mating crest of a stag beetle. General Lang's bio-cybernetics are modeled upon Artemis' own. General Lang's ultra-dense, segmented carapace is a dark, bruised violet; his underlying artificial musculature and dermal layers are a mottled grayish

black. A luminous version of the Lifer Sigil glows a threatening crimson at the center of Lang's breastplate.

Lang favors a Lifer officer's great coat, with a high collar, worn over his integral armor. He wears his general stars proudly. His main weapons are fist sized triangles, made of crimson xeno-alloys, which glow with internal power. These flattened triangles float about three inches above Lang's knuckles, held in their orbit above his fists by intense electro-magnetic fields. When Lang clenches his fist, a bolt of lava-like plasma erupts from the triangular weapon, capable of vaporizing a city bus in a single strike.

### **Campaign Use**

Brigadier General Lang served with the Lifer Army of God since its inception, and is responsible for shaping many of the Lifer nation's military traditions and tactics. Now a post-human, he is even deadlier. He considers himself a harbinger of Artemis' return- John the Baptist to her returning Christ, or perhaps more accurately, the Silver Surfer to Artemis' Galactus.

General Lang is a unique 'boss monster' for the Lifer nation, among the most powerful new superhumans at its disposal. Like Artemis herself or Life Tank, General Lang could easily be the final adversary of a long campaign. If your campaign verges on Epic levels, or if your 20<sup>th</sup> level player characters are willing to risk everything in a last ditch assault on Artemis, General Lang can be a deadly 'mini-boss' immediately preceding the campaign's ultimate conflict.

### **Special Abilities**

**Defenseless Hands Aura (Su)** Four times per day, as a move action, General Lang can activate an aura that takes the form of illusory children carved from ghostly white light. This field extends to a 60 ft. radius and remains active for 3 rounds per activation. All creatures within the aura with a Pro-Choice or similar allegiance, as well as anyone who has ever had or performed an abortion, suffers a -3 morale penalty to AC and all saving throws.

**Guardian Halo (Su)** As a free action, up to six times per day, General Lang can call a guardian aura into being around himself. This produces a force effect identical to the *shield* spell, providing a +4 deflection bonus to AC and blocking *magic missiles*.

Any creature with a Pro-Choice or similar allegiance as well as those who have undergone or performed an abortion, are considered shaken while within sight of the Guardian halo and for 1d6 rounds after, unless they succeed at a Will save (DC 15). Once activated, this ability remains in effect for approximately 30 minutes. This is a mind-affecting effect.

**Lifechained (Ex)** General Lang is considered to have three Lifechained feats for the purpose of predatory Lifechained abilities.

**Meaningful Ink (Su)** General Lang's tattoos grant him a +1 morale bonus to his AC. They also grant him a +2 bonus to attack and damage rolls against those who are opposed to the Lifer philosophy.

**Seeking Plasma Bolts (Su)** Once every 1d4 rounds, as an attack action, General Lang can fire a "seeking" plasma bolt. This attack functions identically to a standard plasma bolt, but is an automatic hit against any visible target with less than total cover within one mile. Concealment does not affect this blast.

**Tactical Spacefold (Su)** Once per day, as a full-round action, General Lang can open an ITF space-warp to call in reinforcements. Doing so summons 2d4 "Baby Bounce" VTOLS (CR 12) which act as support for Lang and follow his orders exactly. The gamemaster can also substitute any non-unique Lifer character of CR 10- CR 12 or less instead of one or more of the "Baby Bounce" VTOLS.

**Triangular Plasma Bolt (Su)** General Lang can fire long range plasma blasts from his triangular weapons. These weapons inflict massive damage, and any target struck by them is considered to have been exposed to a heavy irradiated hazard for one round (Fort DC 21, 2d6 hour incubation, 1d6 CON initial and secondary radiation poisoning damage). The effects of multiple blasts are cumulative.

**Triangular Semper Fu (Su)** The combat triangles floating above his knuckles are deadly close combat weapons in addition to their primary role as heavy-energy artillery. Lang adds +10 fire damage to any successful punch. On a confirmed critical hit, Lang instead adds +50 fire damage. This fire damage is added in, not multiplied on critical hit.



## The Baby Ghost (CR 10)

Medium Monstrous Humanoid  
(cyborg)

**XP** 9,600

**Init** +6 **Senses** Darkvision 90 ft,  
lowlight vision, wifi/cellular/television  
and radio reception **Perception** +16

**Languages** English, Spanish

### Defense

**AC** 24 **Touch** 16 **Flatfooted** 18 (+6  
DEX, +8 natural)

**HP** 13d10 + 52 hp (124 HP)

**FORT** +10 **REF** +14 **WILL** +4

**Immune** cyborg immunities

### Offense

**Spd** 60 ft **Climb** 40 ft

**Melee** two +19 unarmed  
strikes (2d10+2  
bludgeoning, 19-20/x2  
plus grab)

**Ranged** two +19 reflex  
lasers (2d10 fire, 20/x4, 50  
ft range increment)

**Special Qualities** Ballet of  
Death, Freedom of Movement,  
Unhealing, Violence of the Preborn  
**Spellcasting Spell-Like Abilities (CL**  
**13<sup>th</sup> Concentration +15)**

Constant – Freedom of Movement

At Will- Cause Fear (W-DC 13)

3x/day – Fear (W-DC 16)

- Hallucinatory Terrain (W-DC 16)
- Phantasmal Killer (W-DC 16)

### Statistics

**Str** 15 **Dex** 23 **Con** 18 **Int** 12

**Wis** 11 **Cha** 15

**Base Atk** +13 **CMB** +19

**CMD** 31

**Feats** Agile Maneuvers, Combat  
Reflexes, Dodge, Improved Critical  
(unarmed strike), Lightning Stance, Mobility, Spring  
Attack, Weapon Finesse (unarmed strike), Wind  
Stance

**Skills** Acrobatics +22, Climb +26,  
Perception +16, Stealth +20, Sense  
Motive +16 (racial modifiers: +8  
Climb, +4 Stealth)

### Ecology

**Environment** any urban (at night,  
when you're alone, when your  
defenses are down)

**Organization** solitary

**Treasure** standard

### Special Abilities

**Ballet of Death (Ex)** Once per  
encounter, if Baby Ghost begins  
her action with a charge, she  
may make both two unarmed  
strikes and two reflex laser  
attacks, all at her full attack  
bonus.

### Freedom of Movement (Sp)

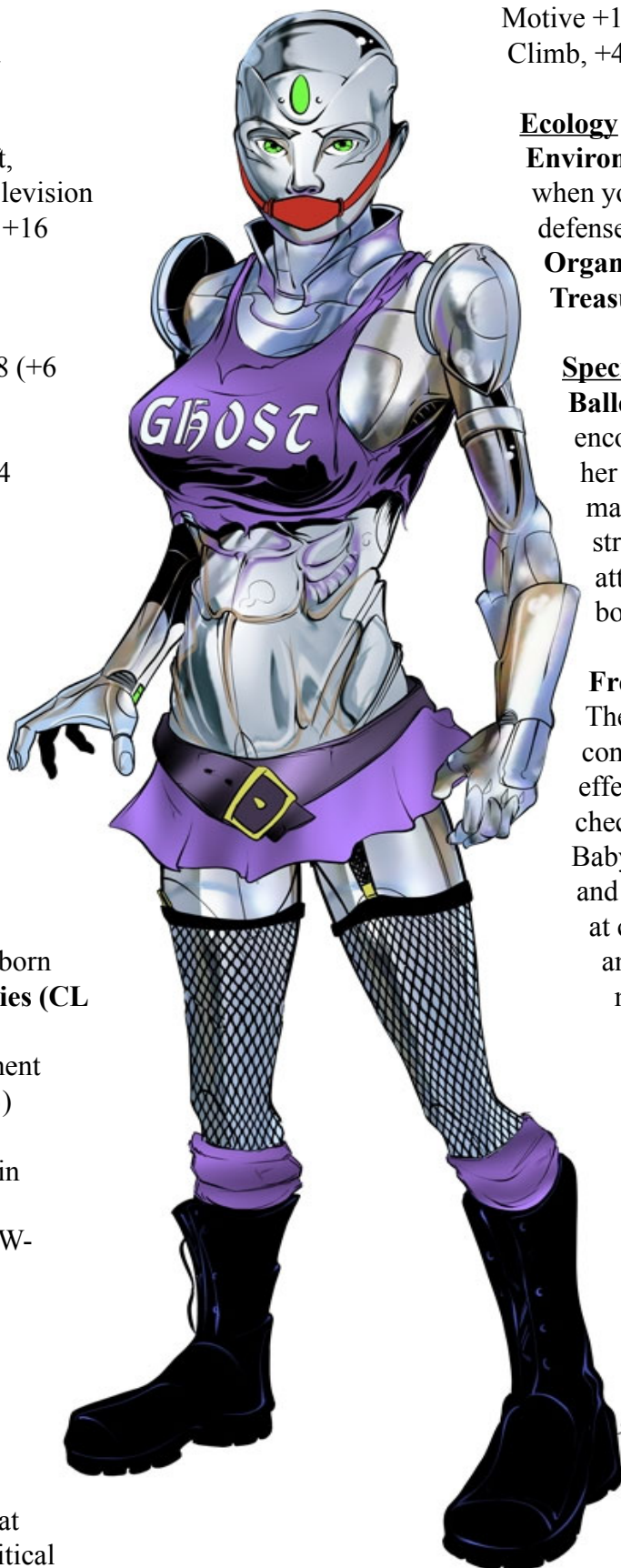
The Baby Ghost is under a  
constant freedom of movement  
effect. All combat maneuver  
checks made to grapple the  
Baby Ghost automatically fail,  
and she automatically succeeds  
at combat maneuver checks  
and Escape Artist checks  
made to escape a grapple or  
pin.

### Lightning Stance (Ex)

If Baby Ghost takes two  
actions to move or a  
withdraw action in a  
turn, she gains 50%  
concealment for one  
round.

### Reflex Lasers (Ex)

The Baby Ghost  
fights with high  
intensity laser  
emitters built into  
her palm. She never  
provokes attacks of  
opportunity for using





these weapons when engaged in melee or adjacent to an opponent.

**Unhealing (Ex)** The Baby Ghost does not heal damage naturally, and healing spells and effects only have half the normal effect when used to benefit her.

**Violence of the Preborn (Su)** The Baby Ghost is spurred to greater violence by the presence of Lifer fetal gore propaganda, almost omnipresent in the Enclaves. If she is within 30 ft of a piece of Lifer fetal gore artwork (including displays on Lifer body armor or vehicles) she may three unarmed strikes as part of her attack routine.

Increase the WILL Save DC of all the Baby Ghost's spell-like abilities by +4 when within 30 ft of Lifer horror art.

Note that the Baby Ghost can create such images using her hallucinatory terrain spell-like ability.

### **Roleplaying**

Not much is known about "The Baby Ghost".

She calls herself the sixteenth Ghost of Babies Past but she hasn't earned the name yet. On January 22, 2107 she attacks an abortion provider, assaulting and possibly killing her cybernetic guardian, as the Abortion War reignites. This may be Dr. Julie Riddle or a doctor in your own campaign, or a player character. Regardless, the attack comes out of nowhere, with no hint at the gleaming chrome cyborg's true origins or capabilities.

She's a full conversion cyborg with an emphasis on speed and agility, a chrome chassis with micro-tolerance joints and precision machining- a 50 million dollar chassis, at least. There's nothing about her chrome body that's off the shelf, nothing that has the expected Lifer crudity or bulk. The Baby Ghost is as lithe and ballerina-beautiful as a Choicer combat cyborg, and she isn't talking about where she acquired her one of a kind steel body, nor from whom.



The Baby Ghost dresses in bondage wear, and displays a brazen sexuality unusual in both Lifers and full conversion borgs.

She favors hit and run strikes and psychological warfare. Her tactics are those of a horror movie slasher- kill the target's friends, torture their family, fuck with their heads until they're good and panicked then and only then, go for the killshot. She fights alone and her connections to the formal AOG are tentative at best. She's an outsider among the Lifers, trying to find a way inside through violence, trying to write a reputation in blood.

Baby Ghost's onboard weapons include Philosophy-based psychoactive weaponry, including subsonic



emitters that can induce paranoia and hallucination in humanoid brains, holo-projectors with resolution and visual range that Hollywood wishes it has, and onboard psychologist AI that knows the best way to exploit her target's fear. She runs a constant uplink to the Nuremberg AI, and knows the habits, location and psychological weakness of every abortion providing Midwife along the East Coast.

## *Baby Nightstalker (aka Nadine Chu)* *(Lifer "Termite") (CR 3)*

### **XP 800**

Smart hero 4

Medium CG Humanoid  
(mechanic, psionic)

**Init** +1; **Senses** low-light vision (contacts);  
**Perception** +4

**Allegiances** Her Termite mesh-community, the Lifer cause, chaos; **Affiliations** none

### **Defense**

**AC** 14, touch 13, flat-footed 12 (+1 class, +1 Dex, +1 dodge, +1 equipment)

**hp** 16 (4d6)

**Fort** +1, **Ref** +4, **Will** +3

### **Offense**

**Speed** 30 ft.

**Melee** unarmed strike +2 (1d3 nonlethal)

**Ranged** Pathfinder pistol +3 (2d4; 20 ft. range increment, single shot, 6 shot cylinder)

### **Statistics**

**Str** 11, **Dex** 13, **Con** 11, **Int** 19, **Wis** 12, **Cha** 15

**Base Atk** +2; **CMB** +2; **CMD** 14

**Starting Occupation** Termite

**Talents** Packrat, Read the Street

**Feats** Cautious, Creative (Craft (visual art) and Perform (sing)), Deceitful, Dodge, Gearhead, Lightning Reflexes, Personal Firearms Proficiency,

**Skills** Bluff +7, Computer Use +12, Craft (electronic) +14, Craft (mechanical) +8, Craft (visual art) +13, Demolitions +12, Disable Device +14, Disguise +4, Drive +4, Investigate +10, Knowledge (art) +10, Knowledge (current events) +10, Knowledge (popular culture) +10, Knowledge (streetwise) +11, Knowledge (technology) +11, Perception +4, Perform (sing) +7, Repair +10, Stealth +7

**Additional Class Skills** Disable Device, Stealth  
**Languages** English, Korean, Mandarin Chinese, Spanish

**SQ** mechanic skills (disable device), mechanic's telekinesis

**Possessions** Nightsight Contact Lenses 6 pair, Pathfinder pistol with laser sight, 2 full speed loaders (6 shots each), Spidersilk armored jacket, palmtop computer with digital video camera built in (upgraded +2), various bugging and surveillance devices, tap detector, K-Rescue lockchain, several small vials of concentrated spray paint

**Cyber Implants and Smartlights** smartlight palmtop with most commercial applications (acts as palmtop), cybershare link (allows others to experience her recorded sensations), audio upgrade (+8 on Perception checks to hear, can't be deafened)

**Action Points** 13+1d6 remaining (24 maximum)

*"Baby Nightstalker made an appearance at Rock for the Preborn's side-stage, freestyling for several*

*minutes getting those P-cola Elders pumped up before playing clips from her new documentary "Sad Slippery Senility." She's got solid proof that Diana Cybernetica's neuro-mods lead to Alzheimer's-like symptoms and that the Choicer company just doesn't care enough to issue a warning to its 'borgs! The clips Baby Nightstalker showed were chilling, and spectacular – she had to go undercover in the pagan Lunar colony to get this footage!"*

*-The Pensacola Lifeline, Arts & Entertainment Link, August 4, 2106*



### **Appearance**

Nadine Chu is a tiny woman who though in her early 30s, can still easily pass for 13. She dresses in Lifer street style, and wears a Kryptonite chain around her neck (a friend of hers shaved the chain down to fit her petite frame better). Every overstuffed pocket of her spidersilk duster is filled with technological gadgets, cameras and external memory backups for her implanted computers. What's surprising is how quickly the gregarious and frequently profane little woman can go silent, and just melt into a crowd. Even when wearing the dead baby T-shirts she favors, somehow she can blend into even Choicer crowds. In one of her most famous ambush-videos, she spent half an afternoon with a group of Choicer Midwives, in full Lifer regalia, without them seeming to notice the fact her T-shirt was playing a continual loop of mutilated fetuses.

### **Campaign Use**

Nadine Chu is a skilled and self taught investigator and competent spy. She makes a passable thief. She isn't much of a combatant – instead, she's going to be either a frustrating street criminal that returns again and again to embarrass and annoy the heroes, or one of their best street-level contacts. She's a good informant, and can probably be hired by a Lifer cell who needs tech support for a mission.

Her statblock can be easily converted into any low level espionage agent or detective the players encounter. Changing out a few skills and feat choices gives you entirely different experts: give her a few ranks in Forgery, and you have somebody born to annoy the US Treasury Department. Upgrade her people skills with ranks in Diplomacy and Gather Information and you've got a ready made intel agent or private detective.

### **Special Abilities**

**Mechanic's Skill (Ex)** Chu is especially skilled with Disable Device, and may always take 10, take 20 or take any number between 10 and 20 on any Disable Device check, though results above 10 take as much time as the number chosen (e.g. taking 14 requires fourteen times as long as normal). Disable Device is always a class skill for Chu.

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

Chu 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. She can manipulate objects telekinetically within 30 ft.

Chu can perform skill checks remotely at no penalty, due to the fine control she has over inorganic materials, 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, Chu 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.

**Packrat (Ex)** By making a DC 10 Intelligence check, Nadine Chu can pull out any Tiny or smaller piece of equipment or technology she needs, so long as the gadget's purchase DC is 10 or less. She is assumed to have had the necessary item on hand.

Each additional time Chu tries to produce a needed item, the Intelligence Check DC increases by +1d4. The check's DC resets between adventures, or if Chu returns to her base to resupply.

**Read the Street (Ex)** By spending a standard action and making a Knowledge (streetwise) DC 10 check to examine local graffiti, Nadine Chu can determine what gang controls that neighborhood, how many blocks their sphere of influence extends, and what the gang's set colors are.

Additionally, by making a DC 15 Knowledge (streetwise) check as a full round action, Chu can attune herself to that particular block, quickly familiarizing himself with the neighborhood's rhythms. By attuning to a neighborhood, Chu gains a +4 bonus on all Perception checks made in a 2 to 3 block radius of the place where she attuned herself. This temporary bonus lasts until Chu leaves the neighborhood and can be reestablished at any time with a new skill check.



# *Big Rescue Rollins* (aka Feral Rollins) (CR 7)

Large NG Humanoid (nanofeaster, psionic)

Powered Hero 8

XP 3,200

**Init** +0 **Senses** lowlight vision, Darkvision 60 ft, smell nanonics, Perception +13

**Languages** English

## Defense

**AC** 17 (19) **Touch** 11 (9) **Flatfooted** 17 (19) (-1 size (or -2 size), +3 class, +1 armor, +4 natural) (+7 natural when Huge)

**HP** 8d10 + 32 hp (76 HP) (92 HP when Huge)

**FORT** +10 (+11 Huge) **REF** +3 (+2 Huge) **WILL** +5

## Offense

**Spd** 40 ft (50 ft) Fly 60 ft (average)

**Melee** +13 unarmed strike (1d6+8 bludgeoning, 20/x2 plus nanofeast) and +13 bite (1d6+4 piercing, 20/x2 plus nanofeast on a critical hit)

**Melee** (when Huge) +16 unarmed strike (1d8+12 bludgeoning, 20x/2 plus nanofeast) and +16 bite (1d8+6 piercing, 20/x2 plus nanofeast on a critical hit)

**Ranged** +5 M2HB Heavy Machine Gun (2d12 ballistic, 20/x2, 110 ft, full auto, 100 belt)

**Fighting Space** 10 ft (15 ft) **Reach** 10 ft (15 ft)

**Special Qualities** Ability Push (STR), Hulking Appetite, Nanofeast, Smell Nanonics

## Statistics

**Str** 27 (35) **Dex** 11 (9) **Con** 18 (22) **Int** 11 **Wis** 15 **Cha** 4

**Base Atk** +8 **CMB** +17 (+16) **CMD** 27 (26)

**Powered Hero Talents** Flyer I, Mega-Scale Strength I, Warform I, Warform II

**Feats** Armor Proficiency (light), Burst Fire, Cleave, Great Cleave, Enhanced Predation, Exotic Firearms Proficiency (heavy machine guns), Hulking Appetite, Personal Firearms Proficiency, Power Attack, Step Up

**Skills** Climb +17, Demolitions +8, Drive +6, Perception +13, Pilot +6, Repair +2

**Starting Occupation** Military

**Additional Class Skills** Demolitions, Pilot



**Gear** leather jacket, vintage M2HB heavy machine gun and 2 spare belts, dagger, cellphone

## Ecology

**Environment** any urban (most active around the Detroit and Chicago Enclaves)

**Organization** usually solitary, sometimes accompanied by a mostly human Lifer squad or 1-2 Nanofeaster Gunner protégés

**Treasure** standard (including gear)

*"He's wearing a nano-wire mic implanted in his belly. Toshiba Vokal3. I've smelled those before- like just before my cell in Detroit got skragged. Gut him and clear out."*

*-Rollins, dedicated rescuer with the Flint Furious AOG, May 2104.*

### **Special Abilities**

**Ability Push (Ex)** Once per day, Big Rescue Rollins can increase his Strength score by +4. This enhancement lasts for one hour, and requires a full round to activate.

**Big Man (Ex)** Big Rescue is the biggest, toughest and most intimidating member of any squad he's serving on. When Big Rescue uses his Power Attack feat to the greatest extent, all adjacent allies gain a +1 luck bonus to AC for one round.

**Hulking Appetite (Ex)** Anytime Big Rescue consumes nanotech using his Nanofeast racial ability, he becomes size: Huge for the duration of the encounter. His statistics in this size are listed in parenthesis.

**Mega-Scale Strength (Ex)** Big Rescue is superhumanly powerful. He never suffers encumbrance or armor check penalties due to his superhuman strength. His carrying capacity is roughly one ton, and in practical terms is almost unlimited.

**Nanofeast (Ex)** A nanofeaster who destroys any external cybernetic implant based on nanotechnology using a natural weapon or unarmed strike, or inflicts a critical hit with a bite attack against a foe enhanced by a nano-colony completely consumes that nanotech. Jesse's body quickly breaks down the nanotechnology, and uses the bio-tech to enhance the cannibal mutate's own physical capabilities.

Each destroyed nano-cybernetic provides the Nanofeaster with 2d4 temporary hit points, and a +2 bonus to his Strength score. These bonuses stack with themselves, and fade an hour after a nano-colony is consumed.

There is no cap on the STR bonus or temporary HP that Big Rescue can gain via Nanofeast, but note that both enhanced strength and temporary HP still fade after an hour.

**Smell Nanonics (Ex)** The Nanofeaster is instantly aware of the presence of any nano-colony, nano-tech based genetic enhancement or soft-tech cybernetics, as well as all cybernetics and smartlights, including inactive devices. If he moves within 60 feet of one of these devices, the Nanofeaster becomes aware of their presence.

The Nanofeaster may attempt a Wisdom check (DC 12 + the item's restriction rating) to pinpoint the location of the device. If the Nanofeaster succeeds at the check by 10 or more points he gains a basic awareness of the device's purpose and capabilities.

### **Roleplaying**

Big Rescue Rollins is a murderously efficient fighter, either close in or dug in and firing his Vietnam-era belt-fed, air cooled machinegun. Compared to the standard issue Nanofeaster Gunner, Rollins is bigger, meaner and more experienced. He's capable of limited, albeit clumsy flight, and armed with his M2 machine gun, he's as deadly as an A-10 Warthog.

Big Rescue Rollins is a self-sacrificing and heroic warrior- he feels, as the biggest, toughest and most badass Nanofeaster to ever crawl out of a Kodiak Island womb-tank, that it's his duty to protect the 'little guys' on his squad. Everybody's a little guy to Rollins, and he goes into a murderous rage if any of the soldiers under his command are killed. Despite his size and commitment to the preborn, Rollins isn't much of a bully. He's as brutal as he's ordered to be, but no more so than absolutely necessary. He takes prisoners and doesn't mistreat them directly and if he's feeling especially protective that day, might say a few quiet words to any squaddies doing so within his sight.

He doesn't talk much, except to other Nanofeasters. To them, he's a big brother and alpha male. To everybody else, he's a dependable steel wall carrying a machine gun.

### **Appearance**

Big Rescue Rollins is a hulking, tattooed Nanofeaster, more than eight feet tall under normal conditions. When the adrenaline's pumping in combat, after he's devoured a nanotech implant still warm and bloody from the victim's body, he tops fourteen feet, and weighs about a ton, give or take. Big Rescue Rollins





goes shirtless (because he can never find one that fits right), usually dressed in a ratty old leather jacket and well-worn fatigue pants. He carries a 70 lb machine gun (that's been in his family for 4 generations) and several ammo belts as if it weighed no more than his cellphone.

## ***Birthright*** ***(aka Manuel Ortega) (CR 8)***

**XP 4,800**

Powered hero 7/combat type 2

Medium NE Humanoid (human, lifechained, psionic)

**Init** +7; **Senses** receives unencrypted media signals; Perception +2

**Allegiances** his AOG cell, the Lifer cause; **Affiliations** none

### **Defense**

**AC** 21, touch 19, flat-footed 18 (+5 class, +3 Dex, +2 natural, +1 morale)

**hp** 72 (9d10+18 hp)

**Fort** +12, **Ref** +7, **Will** +4

### **Offense**

**Speed** 30 ft.

**Melee** unarmed strike +10/+5 (1d3+2 nonlethal)

**Ranged** energy blast +11/+6 (2d10 fire plus 2d6 force; 100 ft range increment, unlimited payload)

**Special Attacks** energy outburst 7/day (10 ft. burst, 2d10 fire plus 2d6 force, DC 19 Ref half)

### Statistics

**Str** 14, **Dex** 16, **Con** 15, **Int** 13, **Wis** 14, **Cha** 13

**Base Atk** +8; **CMB** +10; **CMD** 24

**Starting Occupation** dilettante

**Talents** Shooter Type I (fire), Shooter Plus, Artemis-Tech Plasma Blast, Energy Outburst

**Feats** Armor Proficiency (light), Artemis Enhancile, Battle Hardened, Genetic Completion, Great Fortitude, Headshot Surprise, Improved Initiative, Meaningful Ink, Personal Firearms Proficiency, Point-Blank Shot, Precise Shot, Simple Weapons Proficiency, Soldier Name

**Skills** Acrobatics +11, Climb +10, Disguise +7, Intimidate +10, Knowledge (current events) +9, Knowledge (streetwise) +10, Stealth +9; **Additional**

**Class Skills** Knowledge (current events)

**Languages** English, Spanish

**SQ** ability push (Dexterity), bio-mech anatomy, enhancement protocol (genetic enhancement), genomic weapon (force), metahuman physique, threat assessment

**Possessions** none

**Cyber Implants and Smartlights** subcutaneous body armor (light)

**Action Points** 30+2d6 remaining (60 maximum)

*"Manuel Ortega licensed the venerable Lifer codename "Birthright" from the Coalition for Life's merchandising arm. It cost him 130,000 dollars. The implants he purchased, black-market Artemis-tech at its worst, had a street value of over 5 million dollars. Ortega was a wealthy man before his crusade; he isn't now. Now, the fifth man to call himself Birthright sleeps in alleyways, where his implanted weapons array keeps him warm on cold nights. He's sacrificed everything- fortune, friendships, a cushy existence in the Detroit Enclave to his quest. Now before you think there's anything admirable about Manuel Ortega's single-minded commitment to Big Action Rescue, remember that last week he killed three women."*

*-Steve Mortari, Mesh-Know-Now blogpost, December 16, 2106*

### Appearance

Manuel Ortega sleeps in the street, and survives on commitment rather than a steady diet or reliable maintenance schedule for his cyber-systems. He's

dressed in whatever scavenged clothes the shelters have for him that day, and usually shreds his clothes and fights nude: he can't afford more durable armor anymore and street-rags aren't cut out for metahuman combat.

He's a thin, scraggly Hispanic man who looks twice his 26 years, with ratty beard and unkempt black hair. His chest and forearms have been laced with extensive and obvious cybernetics weapons systems. Two gem-like structures cover his rebuilt pectoral muscles – these strange organic rubies allow Birthright to fire his deadly energy blast. Glowing crimson veins carry energy to lower intensity discharge nodes on his knuckles. Whatever body parts aren't covered in cybernetics are inked with gothic gangster lettering announcing Birthright's psychotic commitment to the unborn.

### Campaign Use

Birthright is a fearsome ambush predator. All but invisible on the street, he prefers to blend with local homeless before unleashing a devastating blast. If he can catch a target unaware, usually the only way to identify the victim is by DNA traces. Birthright is confident (and fanatical) enough to stand and fight even when the odds are against him, but if the opportunity presents itself, he prefers to melt away after a kill. Birthright is in competition with himself. Six months ago, he murdered five 'abortion-priestesses' in a single day- he wants to know if he can top that number.

Birthright's statblock is an ideal template for any Lifer blaster. Use it to create an entire corps of deadly Lifer snipers and ambush shooters.

### Special Abilities

**Ability Push (Ex)** Once per day, Birthright can increase his Dexterity score by +3. This enhancement lasts for one hour, and requires a full round to activate.

**Battlehardened (Ex)** When exposed to any stimulus or status ailment that reduces his effectiveness, such as a stun grenade's blinding flash, a fear effect, tear gas's nauseating effects, or similar situations, the duration of the effects are reduced by 50%.

**Bio-Mech Anatomy (Ex)** Powered heroes such as Birthright are transformed into posthumans by



cutting edge genetic or cybernetic enhancements, which present unique difficulties if they are injured. Medics attempting to use the Heal skill to aid a powered hero suffer a -4 penalty on the check result, unless they possess the Xenomedic feat.

**Combat Codename (Ex)** Four times per day, Birthright may declare his codename and allegiance on the battlefield. Doing so is a standard action which does not provoke attacks of opportunity.

Any sentient creature hostile to the Lifer cause within 30 ft who can clearly see and hear him must succeed at a DC 20 Will save or be overcome by debilitating memetic effect. For 1d3 rounds, any enemy who fails his or her save fights sloppily, and during that time, all actions they take during battle always provoke attacks of opportunity.

**Headshot Surprise (Ex)** When firing at a flat-footed target known to have any Choicer or neo-pagan allegiance, Birthright resolves the attack as a ranged touch attack, ignoring natural and equipment bonuses to Defense. His target must be within the weapon's first range increment.

**Meaningful Ink (Su)** Birthright's tattoos grant him a +1 morale bonus to his AC. They also grant him a +2 bonus to attack and damage rolls against those who are opposed to the Lifer philosophy.

**Metahuman Physique (Ex)** Birthright receives a +4 bonus on FORT saves made to resist fatigue or exhaustion, as well as FORT saves made to resist suffocation, thirst or starvation, thanks to his highly efficient digestive system. Birthright recovers an additional 2 hit points per day of rest and healing, or twice this amount when under long term medical care.

Birthright can perceive "un-encrypted" radio, television, wireless Internet (or Mesh signals in the Otherverse America setting) and cell phone signals and the like, exactly as if the character had the appropriate cybernetic implants.

## *Chaykin, Lily Rose* *(Lifer Diplomat) (CR 6)*

### **XP 2,400**

Sidewalk counselor 5/charismatic hero 1/personality 1  
Medium LG Humanoid (human, psionic)

**Init** +1; **Senses** Perception +13

**Allegiances** Good, the Coalition for Life, the Lifer cause; **Affiliations** Pro-Life Artist's Council

### **Defense**

**AC** 14, touch 14, flat-footed 13 (+1 Dex, +3 class)  
**hp** 27 (7d6)

**Fort** +4, **Ref** +6, **Will** +4

**Defensive Abilities** +4 bonus on Will saves against dangerous smartlights; **Resist** fire 10, electricity 10

### **Offense**

**Speed** 30 ft.

**Melee** unarmed strike +3 (1d3+1 nonlethal)

**Ranged** Griffin High UV Laser Pistol +3 (2d8 fire/x3; 30 ft. range increment, single shot, 50 shot energy cell)

### **Statistics**

**Str** 12, **Dex** 13, **Con** 10, **Int** 15, **Wis** 13, **Cha** 19

**Base Atk** +2; **CMB** +3; **CMD** 14

**Starting Occupation** targeted idol

**Talents** charm (females)

**Feats** Alertness, Intellectual Mastermind, Meaningful Ink, Natural Empath, Personal Firearms Proficiency, Renown, Simple Weapons Proficiency, Skill Focus (diplomacy), Skill Focus (Perform (sing))

**Skills** Bluff +16, Diplomacy +19, Knowledge (behavioral sciences) +12, Knowledge (current events) +12, Knowledge (popular culture) +12, Knowledge (streetwise) +8, Knowledge (theology and philosophy) +13, Perception +13, Perform (sing) +20, Sense Motive +13; **Additional Class Skills** Perform (sing), Knowledge (theology & philosophy)

**Languages** English, French, Mandarin Chinese, Russian, Spanish

**SQ** awaken grief, choose life, convincing argument, training regimen, unlimited access

**Possessions** palmtop computer, digital camera, Griffin Arms High UV Laser Pistol

**Cyber Implants and Smartlights** Dreamscape Smartseed/Messenger, Thermal Umbra II, Provalactic Mirror



**Action Points** 18+1d8  
remaining (41 maximum)

*“Ms. Chaykin is a 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 but am prepared to act decisively if she does.”*

*-Personal Datastack,  
LT Devin Atlanta 977-45,  
Codename: Corvette*

### Appearance

Lily Rose Chaykin is an attractive Hispanic woman in her early 20’s. Always well dressed, she dresses in a modest, yet seductive Lifer style. She keeps her hair cut short, in a style that’s more Choicer than Lifer, a visual touch she probably adopted to appeal to the cross over market or to assure Lifer tweens that she’s not as unhip as the last generation of idol singer.

Her on-stage personality is modest, gentle and yet obviously ready for the monogamous heterosexual passion that is the Lifer sexual ideal. Unlike most Lifers, she has no explicitly Lifer tattoos- all her ink is



extensively symbolic, floral work of roses and lilies packed with meaning that only a Lifer anthropologist could ever fully ferret out.

### Campaign Use

Lily Rose Chaykin makes a good contact for most groups – for Lifer characters she can be a mentor or intel source, and for Choicers, this moderate might be a way into the insular Enclave. Alternatively, Federal characters (or even rogue Lifers) might protect Chaykin from the most extreme elements within her



own faction – Garbagemen sociopaths who want her dead for preaching coexistence, however feebly.

Her statblock can also be used for any young, committed street-level Lifer activist. She's still a local figure, not a national level decision maker, which makes her more attractive to Game Masters who want their campaign fixed to a specific location. With the addition of a few more levels, she can become a high level Lifer power player.

### **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, or 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.

**Charm (Ex)** Lily gets a competence bonus on all Charisma-based skill checks made to influence females. The bonus is equal to Lily's Charismatic level (e.g. +1).

Lily can only charm NPCs with attitudes of indifferent or better. The charm bonus can't be used against characters who are unfriendly or hostile.

**Choose Life (Ex)** After spending a full round in conversation with a sentient creature, and spending an action point, Lily 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. The target must be sentient with an Intelligence score above 5, must be within 30 feet of Lily, and must be able to clearly see and hear her.

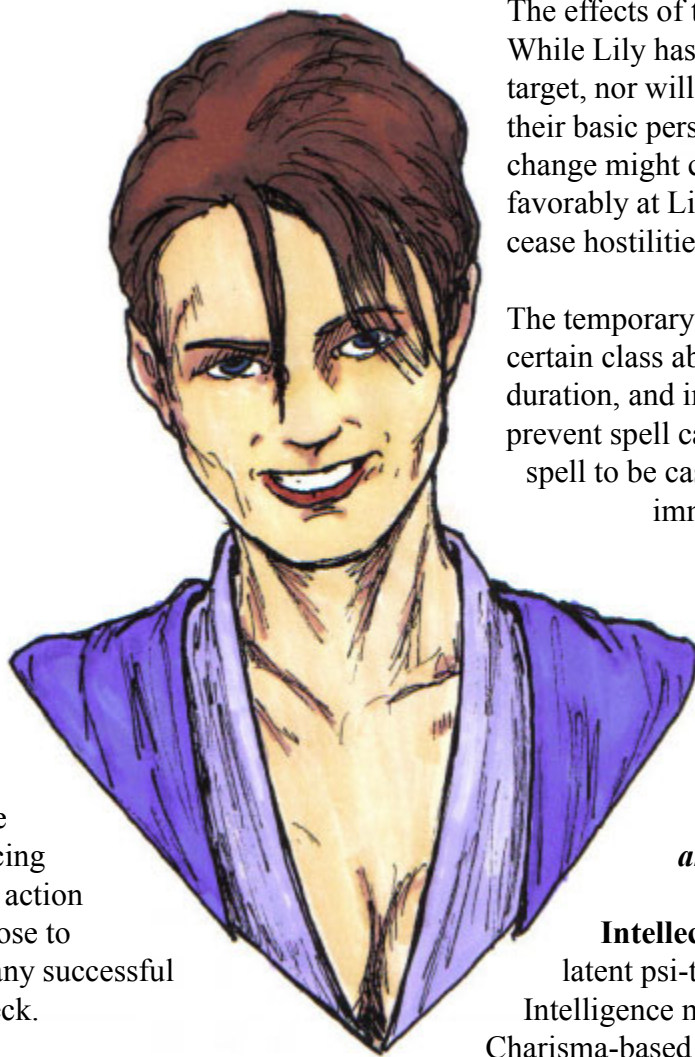
The effects of this ability last for 1d4+1 rounds. While Lily has no specific control over the target, nor will the target act in any way against their basic personality, the temporary allegiance change might cause the target to look more favorably at Lily, change a planed action, or even cease hostilities.

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 Lily or her allies make any hostile gestures toward the target.

*Convincing Argument (Ex)*  
**Four times per day, Lily may add her ranks in Knowledge (popular culture) as a competence bonus (+7) on any Bluff or Diplomacy check.**

**Intellectual Mastermind (Su)** Lily's latent psi-talents allow her to add her Intelligence modifier as an untyped bonus on Charisma-based skill checks (already factored into her stat block). She is an excellent diplomat and compelling performer – even Choicer audiences are in awe of her grace, beauty, and style.

**Meaningful Ink (Ex)** Lily 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 Lily a +2 morale bonus on any



Diplomacy and Perform checks made against anyone with a Lifer allegiance.

**Natural Empath (Su)** Each day, Lily receives a pool of bonus points equal to her total character level plus her ranks in Sense Motive (e.g. 7<sup>th</sup> level + 7 ranks, for 14 points). She may spend up to 7 of these bonus points at a time to improve the result of any of the following skill checks: Bluff, Diplomacy, Handle Animal, Knowledge (behavioral sciences), Perform (any), or 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.

**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 type of ticket for entertainment, transportation or anything else, she can attempt a Diplomacy check to get that ticket upgraded and receive special privileges.

Upgrade	Diplomacy DC
Seat at sporting event to field pass	10
Hotel room to suite	15
Concert or theater ticket to backstage pass	20
Economy transportation to first-class	25

## Coalition Kid (CR 3)

Medium LN\* (or any other alignment) Monstrous Humanoid (psionic)

**XP** 800

**Init** +3 **Senses** Darkvision 60 ft, Perception +6

**Languages** English, Spanish (usually, may substitute other languages as desired)

### Defense

**AC** 15 **Touch** 13 **Flatfooted** 12 (+3 DEX, +2 armor)

**HP** 4d10 + 8 hp (26 HP)

**FORT** +6 **REF** +4 **WILL** +4

**Immune** Fire, Force

### Offense

**Spd** 40 ft Fly 80 ft (average)

**Melee** +8 unarmed strike (1d4+4 bludgeoning, 20/x2)

**Ranged** +6 Benham 2061 Plasma Rifle +6 (2d12 fire; 80 ft. range increment, single shot, 40 shot cell)

Or +6 fragmentation grenade (4d6 slashing; 20 ft. burst radius, 10 ft. range increment)

### Statistics

**Str** 18 **Dex** 16 **Con** 14 **Int** 11 **Wis** 10 **Cha** 11

**Base Atk** +4 **CMB** +8 **CMD** 21

**Feats** Advanced Firearms Proficiency, Armor Proficiency (light), Improved Unarmed Strike, Personal Firearm Proficiency

**Skills** Acrobatics +9 Fly +13, Perception +6, Stealth +9 (Racial modifiers: +4 Fly)

**Gear** Benham 2061 Plasma Rifle and 2x spare cells, 3x fragmentation grenades, studded leather armor

### Ecology

**Environment** any land (barracked on Kodiak Island, common at all levels of the formal AOG)

**Organization** pair, fire team (3-5) or accompanying other Lifer squads or unique Lifer NPCs

**Treasure** standard (including gear)

### Special Abilities

**Energy Redirection (Su)** The Coalition Kid is immune to Fire and Force damage and absorbs such damage as additional energy. The Coalition Kid records and stores the damage a Fire or Force attack would have otherwise caused her; stored energy remains in her body for one turn, after which time it harmlessly discharges from her eyes and hair.



The Coalition Kid can use stored energy in one of several ways, as an immediate action.

- She can expend points of stored energy to gain Temporary HP, with 3 points of stored energy providing 1 Temporary HP, which lasts for one minute.
- She can expend points of stored energy to heal her wounds, with 5 points of stored energy allowing her to recover 1 HP.
- She can expend points of stored energy to receive a deflection bonus to AC against a single attack, with 1 point of stored energy providing a +1 deflection bonus.
- She can supercharge her Benham Plasma Rifle, increasing the damage of one successful attack by one point per point of stored energy expended.

### **Roleplaying**

Coalition Kids were born and raised at the Kodiak Island refuge, knowing nothing but the traditions of the Army of God, and trained for 'big rescue' since they could walk. These young soldiers have the easy confidence and mastery of their post-human gifts of veterans. They've been waiting for the Abortion War to go hot again, dreaming of the day they can step on a battlefield in full daylight and fight the Choicers openly, of the day they can be heroes their drill sergeants tell them they were conceived to be.

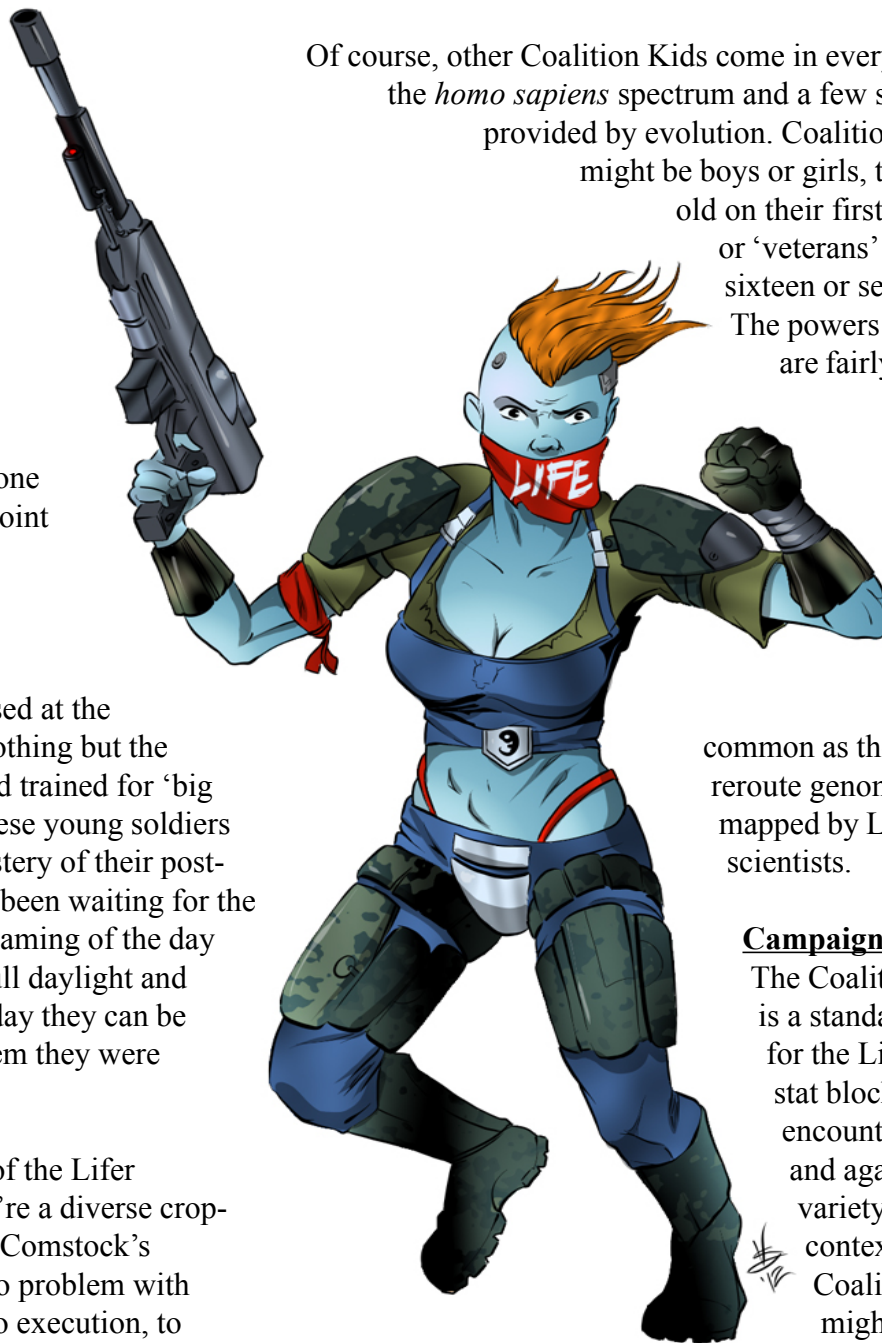
Coalition Kids are the backbone of the Lifer nation's metahuman forces. They're a diverse crop from buzzcut zealots who follow Comstock's uncompromising lead and have no problem with raping captured Midwives prior to execution, to honorable and disciplined child soldiers who take Moonshot's example and fight in accordance with both the Geneva and the Baghdad Conventions. Others fall somewhere in between, with personalities

ranging from terrified, uncommitted conscripts to driven, steel eyed soldiers.

### **Appearance**

This particular Coalition Kid is an athletic teenager with metallic meta-human skin. She wears distinctly non-regulation fatigues and cut down armor that exposes her girl-abs (her training officers let her get away with this since she's more than a little bullet proof).

Of course, other Coalition Kids come in every color of the *homo sapiens* spectrum and a few shades not provided by evolution. Coalition Kids might be boys or girls, ten years old on their first mission, or 'veterans' of sixteen or seventeen. The powers displayed are fairly



common as the energy-reroute genome is well mapped by Lifer scientists.

### **Campaign Use**

The Coalition Kid is a standard grunt for the Lifers, a stat block you'll encounter again and again, in a variety of contexts. The Coalition Kid might be a standard

infantry soldier, a minor boss for a very low level Lifer cell. During peacetime, extremely similar metahumans guard the entrances of Lifer enclaves, mil-surplus Benhams in their strong hands.

The Coalition Kid is a living attack coptor, a natural born tank-killer. She's only CR 3, but she's got more fight in her than her paltry 800 XP would suggest. This is a well disciplined, smart soldier with flight capability and a decent balance between attack and defense, and she's got enough tactical training to remain a credible threat even to high level parties, especially if she hits and runs.

## Comstock (CR 9)

### XP 6,400

Half-dragon human new promise infantry 1/  
powered hero 7

Medium CN Humanoid\* (lifechained, psionic)

**Init** +8; **Senses** darkvision 60 ft., low-light vision;  
**Perception** +2

**Allegiances** his AOG cell, the Lifer cause; **Affiliations**  
none

### Defense

**AC** 27, touch 13, flat-footed 27 (+10 equipment, +4  
natural, +3 class)

**hp** 78 hp (1d8+4 plus 7d10+28)

**Fort** +12, **Ref** +8, **Will** +6

**Immune** fire, paralysis, radiation, sleep

### Offense

**Speed** 20 ft.; fly 80 ft. (good; able to travel at mach  
1.5 outside combat)

**Melee** unarmed strike +18/+13 (1d4+10) plus 2 claws  
+13 (1d4+6) plus bite +13 (1d6+6)

**Ranged** Benham 2061 Plasma Rifle +12 (2d12 fire;  
80 ft. range increment, single shot, 40 shot cell)  
Roeder Short Barrel Rail Pistol +12 (3d6 ballistic; 100  
ft. range increment, single shot, 20 rounds)

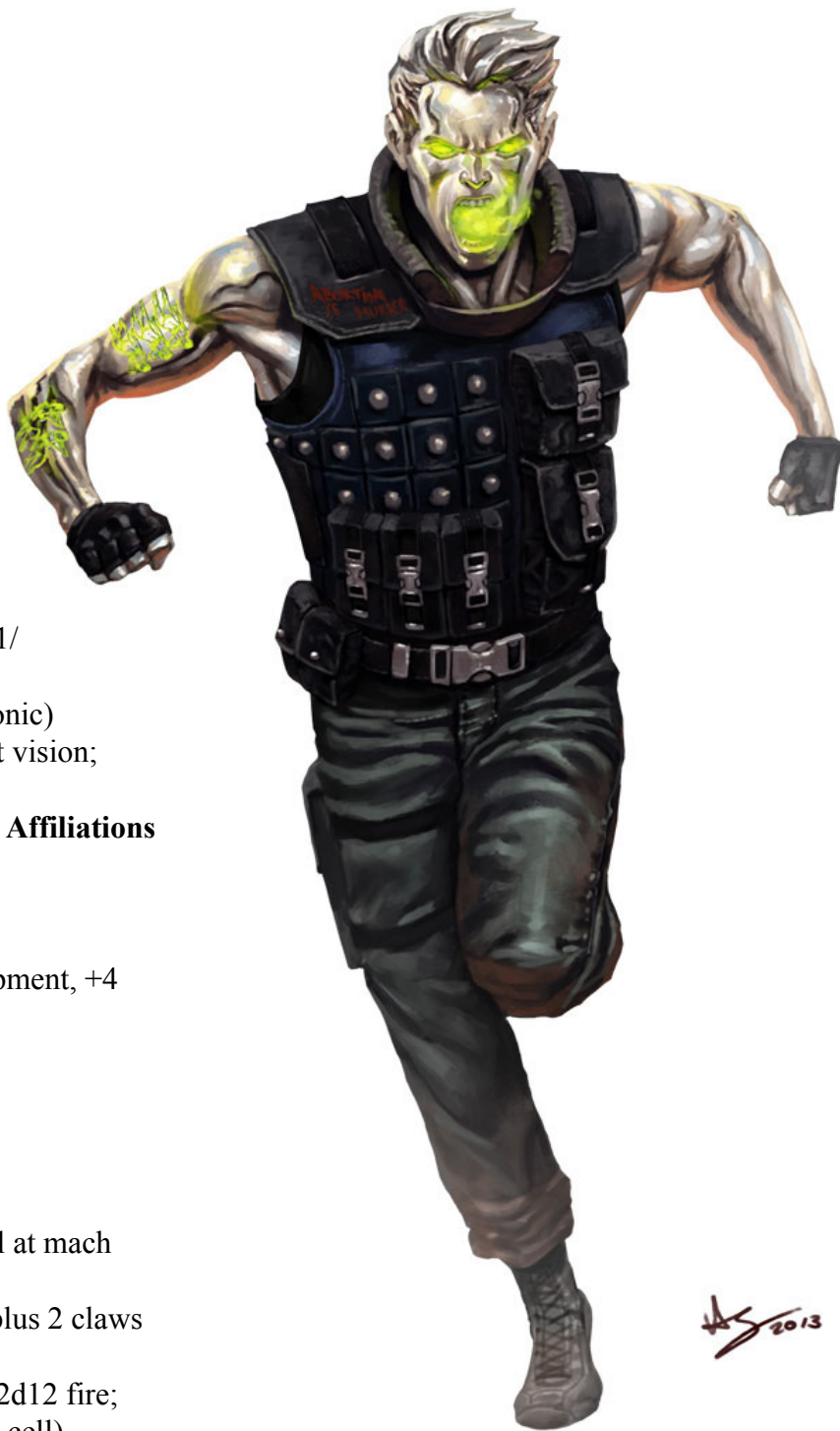
**Special Attacks** breath weapon (60 ft. line of  
radioactive fire, 8d6 fire damage plus heavy radiation,  
Reflex DC 18 halves fire and negates radiation)

### Statistics

**Str** 31 **Dex** 18 **Con** 18 **Int** 14 **Wis** 15 **Cha** 15

**Base Atk** +8; **CMB** +18; **CMD** 32

**Starting Occupation** Hereditary CFL Kid (kill  
markings)



**Talents** Ballistic Flight, Continental Range, Flyer I,  
Flyer II, Mega-Scale Strength I, Mega-Scale Strength  
II, Mega-Scale Strength III, Thrower  
**Feats** Advanced Firearms Proficiency, Armor  
Proficiency (heavy), Armor Proficiency (light), Armor  
Proficiency (medium), Cleave, Combat Martial Arts,  
Great Fortitude, Improved Initiative, Iron Will,  
Lightning Reflexes, Martial Weapons Proficiency,  
Personal Firearms Proficiency, Power Attack, Powered  
Plus, Powered Plus, Powered Plus, Simple Weapons  
Proficiency



**Skills** Bluff +9, Fly +2, Intimidate +9, Knowledge (history) +9, Knowledge (tactics) +9, Knowledge (theology and philosophy) +9, Pilot +1, Sense Motive +5, Stealth +3, Survival +8, Swim +8; **Additional Class Skills** Stealth, Swim

**Languages** English, Russian, Spanish

**SQ** ability push (Strength), basic military training, bio-mech anatomy, military teamwork

**Possessions** Standard New Promise Infantry loadout (see appendix)

**Action Points** 20+2d6 remaining (52 maximum)

*“Don’t listen to that. Just don’t listen to it, man. We all know Moonshot’s not strongly pro-life. We all know that she’s lifer-in-name-only, lean as the cafeteria’s beef. She’s telling you we gotta accept a Choicer’s surrender if they put their hands up. Let me tell you, those hands, they’ve got babies blood on them, and it doesn’t matter if they’re raised or still holding a gun. Every Choicer you put in the ground, each and everyone, that’s one less Choicer killing babies. Think about it. One dead Choicer, how many babies couldn’t she kill over the what, 60-70 more years she’d live? Ten thousand, twenty thousand? I’m saying if you don’t take that shot, man, you’re a coward and you’re no good to me or to the Army.”*

*-Comstock, December 2106*

### Appearance

Comstock has the physique of a high school football star, tall and muscular, with arrogance seemingly coded into his genes. His perfectly Caucasian features are sheathed in gleaming silver, a natural carapace that can shrug off anything smaller caliber than a Sidewinder missile. His silver hair is cut, by military lasers, into a severe buzz cut. Comstock’s eyes are



pools of green fire, and wisps of emerald plasma leak from his chrome lips while he speaks. Comstock’s muscular forearms and the palms of his hands are covered in dozens of tiny female symbols, each glowing with poisonous green light. Each of these tiny kill-markings, more than two hundred so far, represents a Choicer target Comstock has personally murdered.

Comstock wears undecorated Defender of Life bodyarmor, keeping it cleaner than even the hardest Lifer drill sergeant would demand. His weapons are similarly well maintained, but during a firefight, he prefers to cut loose with his natural gifts or throw a car at (through!) an opponent than resort to human-scale firearms.

### **Campaign Use**

Comstock is a brutal, simpleminded thug in the service off the Lifer Army of God. His favorite tactic is to slam into a single target from high orbit and at transonic speeds, enjoying the feel of flesh splitting and entrails sliding over his gleaming silver hull. His handlers would rather he confine his Ballistic Charges to taking out hardened targets: vehicles, full conversion cyborgs, and enemy mecha, but Comstock has lately shown a disturbing penchant for aiming right at female targets, armored or not.

Comstock is designed as an intense, straight up brawl. He's simple to run. Most of his abilities are purely physical and most of his feats are passive, and require very little game master adjudication. The half-dragon template, as presented in the *Pathfinder Roleplaying Game Bestiary*, was used to punch up Comstock's superhuman combat abilities. In story, this is explained by the use of alien, Lifechained DNA during Comstock's creation process. However, he doesn't have the Dragon type, which doesn't really fit into the Otherverse America world; gamemasters can easily change his type if desired.

Comstock is usually accompanied by a squad of New Promise Grunts (CR 2), a few Non-Comms (CR 4) and maybe a low level Powered Hero or two, and might also accompany Moonshot for a particularly important mission. During a fight, he's going to be a mindless engine of destruction. While other NPCs try to achieve more subtle objectives, his sole goal will be to blow up any abortion clinics (or preferably) slaughter any female abortion providers or priestesses within his range. Even as other members of the squad fall back or switch tactics, he's going to remain at the center of the fight. There's a good chance that the player characters will kill Comstock first in any given encounter, just because of his idiotic, sociopathic tactics.

### **Special Abilities**

**Ability Push (Ex)** Once per day, as a full round action, Comstock may choose to gain a +7 inherent bonus to Strength. This effect lasts for one hour.

**Autostabilizing Armor:** Comstock is automatically stabilized when reduced to 0 hit points or less thanks to a gadget in his armor.

**Ballistic Flight (Ex)** When making a charge while airborne, Comstock is treated as having damage reduction 10/- until the end of the charge. The charge attack receives a +21 bonus to damage in addition to the normal effects of charging.

**Mega-Scale Strength III (Ex)** Comstock is superhumanly powerful. He never suffers encumbrance or armor check penalties, and in addition his base lifting and carrying limits are 10 tons. For every two points Comstock beats a DC 10 Strength check by, he can lift and carry an additional ton.

**Military Teamwork (Ex)** Comstock grants a +3 bonus when using the aid another action to assist a New Promise Infantry soldier. He also receives this bonus when being aided by another New Promise Infantryman.

**Radioactive Breath Weapon (Su)** Once per day, Comstock can breathe out a 60 ft. line of radioactive green flames, dealing 7d6 fire damage to all targets. Additionally, targets in the line are considered to be exposed to a heavily irradiated area for 1 round. A Reflex save (DC 18) halves the fire damage and negates the effects of radiation.

**Thrower (Ex)** By taking a full-round action to throw something, Comstock adds his entire Strength score (+31) to the attack and damage rolls.

### *The Leader of Men*

Fairfax Dacoveney is built as a Chaplin, a new base class presented in the *Pure Steam Campaign Setting*, from ICOSA Entertainment LLC. This steampunk activist and manipulator makes an ideal 22<sup>nd</sup> Century politician, especially in a setting where Object Philosophies allow the strongest and most committed believers on either side to manifest powerful, nearly magical effects by sheer force of belief. A few modifications were made to the class to make it fit Otherverse America, mostly giving Fairfax access to a few spells from *The Modern Grimorie*, despite the fact these aren't technically Chaplin spells.

### *Ellen*

If you're running a campaign set during the Abortion War (and prior to her suicide), you can easily use Fairfax's statblock to represent his mother.



## *Dacoveney, Fairfax (Commander in Chief of the Lifer Nation) (CR 16)*

Medium LE Humanoid (human, psionic) Chaplin 17  
**XP** 78,800

**Init** +2 **Senses** lowlight vision, wifi/cellular/television and radio reception, Perception +4

**Languages** Arabic, English, Farsi, French, Hebrew, Portuguese, Spanish

### Defense

**AC Touch Flatfooted** (+2 DEX, +4 armor)

**HP** 17d8 + 17 hp (97 HP)

**FORT** +11 **REF** +7 **WILL** +12

**Cybernetic Security Risk** -2 (-0 with active Attack Barrier)

**Resist** Electricity 5, Fire 10, Force 10 (armor)

### Offense

**Spd** 30 ft

**Melee** +10/+5 unarmed strike (1d4 nonlethal, 20/x2)

**Ranged** +10/+5 snub-nosed ion pistol (2d6 electrical, 20/x2, 10 ft range increment, semi auto, 15 cell)

**Spellcasting (CL 17<sup>th</sup> Concentration +23)**

Fairfax Dacoveney is a spontaneous divine spellcaster. He can use any of these spells, in any combination desired a number of times shown in parenthesis under (X slots).

### Chaplin Spells Known

**Zero** (six slots) Daze (W-DC 18), Fertility Control\*, Infographic\*, Stabilize, Tweet\*, Virtue (usually chooses fertility control (to ensure pregnancy), infographic and stabilize as his orisons)

**First** (seven slots) Charm Person (W-DC 19), Cause Fear (W-DC 17), Comprehend Languages, Delusional Pride (W-DC 19), Forbid Action (W-DC 19), Know Lusts\*, (W-DC 17)

**Second** (seven slots) Cat's Grace, Cure Moderate Wounds, Geopolitical Awareness\*, Eagle's Splendor, Suggestion (W-DC 20), Unadulterated Loathing (W-DC 20)

**Third** (six slots) Addiction Purge\*, Armored by Failure\*, Charm Monster (W-DC 21), Glibness, Geas (lesser) (W-DC 21), Weapons Upgrade\*

**Fourth** (five slots) Break Enchantment, Daze (mass) (W-DC 22), Hold Monster (W-DC 22), Modify Memory (W-DC 22), Utter Contempt (W-DC 22)

**Fifth** (five slots) Breath of Life, Late Train\*, Raise Neverborn\*, Vengeful Outrage (W-DC 23)

**Sixth** (three slots) Brilliant Inspiration, Heal, Traveller's Passport\*

\* See The Modern Grimorie (Otherverse Games, 2013)

### Statistics

**Str** 11 **Dex** 14 **Con** 12 **Int** 18 **Wis** 19 **Cha** 23

**Base Atk** +8 **CMB** +8 **CMD** 20

**Feats** Armor Proficiency (light), Educated, Elocutionary Talent, Greater Spell Focus (enchantment), Iron Will, Personal Firearms Proficiency, Skill Focus (diplomacy), Spell Focus (enchantment)

**Skills** Bluff +19, Computer Use +14, Diplomacy +22, Heal +8, Intimidate +19, Knowledge (earth & life science, history, physical sciences) +14, Knowledge (religion, tactics) +16, Perform (oratory) +19, Profession (politician) +19, Sense Motive +17, Spellcraft +8 (racial modifiers: +2 Profession-politician)

**Gear** specially tailored armored business suit, palmtop computer, snub-nosed ion pistol (any thing else he needs is carried by a bodyguard or soldier)

**Genemods** Careerist (+2 racial bonus on Profession: politician)

**Cybernetics** Attack Barrier x2 (negates Security Risk), Expert Database (17 skill ranks, all Knowledge skills are class skills), Expertise Plexus (always take 10/20 on Diplomacy checks), Lowlight Optics, Onboard Computer

### Ecology

**Environment** any urban (strongholds in Boston, MA, Pensacola, FL and Kodiak Island, AK)

**Organization** usually accompanied by Jelly and several high-level CFL Killdevil body guards, Powered private security operators or CFL Kids

**Treasure** triple standard at least (Fairfax Dacoveney is one of the wealthiest and most influential men in the 22<sup>nd</sup> Century)

### Special Abilities

**Cybernetics (Ex)** Fairfax Dacoveney's headware allows him to treat all Knowledge skills as class skills. He may always take 10 or take 20 on Diplomacy checks, even if stress or distractions would otherwise prevent him from doing so.

### **Elocutionary Talent (Ex)**

Dacoveney can apply two different applications of gravitas to a single gravitas action, but uses up an additional daily use of this ability each time he does so.

**Gravitas (Su)** Dacoveney's voice and personality carry such power and unearthly authority that he can bolster or weaken a creature's resolve with a single utterance. Each day he can use this ability fourteen (14) times.

With one use of this ability, Dacoveney can bestow  $9d6+6$  temporary HP to one ally, including himself, within 30 ft. these temporary HP last for up to 11 rounds, and do not stack with temporary HP from any other source.

Alternatively, Dacoveney can use gravitas to inflict an amount of  $9d6+6$  nonlethal damage. Creatures that take nonlethal damage from gravitas receive a DC 24 WILL Save for half damage. Nonlethal damage dealt by gravitas can never become lethal damage.

Using gravitas is a standard action, and does not provoke attacks of opportunity. Fairfax may target up to 8 targets with a single use of gravitas. If a targeted creature is still effected by a previous use of grivaas, the effects of the previous use of gravitas immediately end on the creature, then the new use's effects are applied. Gravitas is a mind-affecting, language-dependent ability.



### *Allay Injuries Gravitas*

Dacoveney's words can make his soldiers forget their wounds briefly. When Dacoveney would use gravitas to bestow temporary HP, he can instead use this ability. When using this version of gravitas, affected allies do not gain temporary HP. Instead, they recover up to 25 lost Hit Points. This ability also heals non-



lethal damage by the same amount, but this healing is not magical. It does not end bleed or other effects that end when receiving healing, nor does it harm creatures vulnerable to positive energy. An individual cannot benefit from this healing more than once per day.

#### *Clear Mind Gravitas*

When using his gravitas ability to bestow temporary HP, he can instead choose to use this ability. When using this version of gravitas, Dacoveney can remove any of the following conditions from his allies:

- Confused, dazed, fascinated, or stunned.

The chosen condition can only be removed if it was caused by a mind-affecting effect. If the chosen condition cannot be removed, affected conditions can instead ignore the chosen condition. The chosen condition returns after 1d4 minutes unless the affliction that caused the condition is removed during this time.

#### *Demoralizing Gravitas*

When using gravitas to inflict non-lethal damage, Dacoveney may choose to use this version of gravitas. When using this version of gravitas, all affected enemies are dealt 25 points of non-lethal damage and suffer a -3 penalty to attack rolls and WILL Saves for eleven rounds. A successful WILL Save halves this nonlethal damage and negates this penalty.

#### *Despairing Gravitas*

Dacoveney's strong voice rattles the souls of his Choicer enemies. Whenever Dacoveney would use gravitas to inflict nonlethal damage, he can choose to use this ability. When using this version of gravitas, all enemies are instead 25 points of nonlethal damage and become *shaken* for eight rounds. A successful WILL Save halves this nonlethal damage and negates this penalty. This is a fear effect.

#### *Subjugating Gravitas*

Dacoveney can force his will on others, making them act against their own interests in sometimes shocking ways. Whenever Dacoveney would use gravitas to inflict nonlethal damage, he can choose to use this ability. When using this version of gravitas, all affected enemies are dealt 25 points of non-lethal damage and are commanded to take a specific action for up to 8 rounds. A successful WILL Save halves this nonlethal

damage and negates the effect. Each affected enemy gets another WILL Save to break free from this ability at the start of each turn after the first. This is an enchantment (compulsion) effect.

Dacoveney can issue one of the following commands. If a subjugated creature can't carry out Dacoveney's command on its next turn, the subjugation immediately ends.

*Approach:* On its turn, the subject moves towards Dacoveney as quickly and directly as possible. The subject may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal. If the subject takes damage from attacks of opportunity provoked by this movement, the subjugation immediately ends.

*Cease:* The subject remains in place. It may not take any actions, but is not considered helpless.

*Kneel:* The target falls to the ground on its turn and remains prone for one round. It may act normally while prone but takes appropriate penalties.

*Relinquish:* On its turn, the subject drops whatever it is holding. It cannot pick up a dropped item until the subjugation ends.

*Retreat:* On its turn, the subject moves away from Dacoveney as quickly as possible. It may do nothing but move during its turn, and provokes attacks of opportunity for this movement as normal. If the subject takes damage from attacks of opportunity provoked by this movement, the subjugation immediately ends.

**Resilient Persona (Ex)** Dacoveney gains a bonus equal to his CHA bonus (+6) on saving throws against enchantment spells and effects.

**Rumor Mill (Ex)** Dacoveney adds half his Chaplin level (+8) as a bonus on Knowledge (local) and Diplomacy checks made to gather information. Dacoveney may make any Knowledge skill check untrained (even if his headware, which allows the same feat, crashes).

**Slippery Mind (Ex)** Dacoveney is incredibly strong minded. If he is affected by an enchantment spell or effect and fails his saving throw, he can attempt it one round later at the same DC. He only gets this one extra chance to succeed on his saving throw.

### Roleplaying

*"Aside from the occasional war crimes prosecution, I really thought we'd seen the last of my mother's loyalists, Jelly. I just received an encrypted databurst from Old Man Lang himself on her private back channel. She's returning, and there's not a thing I can do or say to stop Artemis from opening hostilities on The Anniversary. I can't talk her down and if the entire post-human arsenal of the Choicer Nation couldn't kill her 16 years ago, there's no way I can today...even if my Kids would obey that order.*

*So once again, we've got a war we're not ready for and can't possibly win.*

*Jelly...I've got a way to win this. To win it all. To get back everything the Choicers have stolen from this country, everything we lost at Wars End....but some of the actions will have to take will look like high treason, and probably will be. I need you with me."*  
*-Fairfax Dacoveney, January 15, 2107*

Fairfax Dacoveney is a handsome, well sculpted Caucasian man in his mid 50s, which is still attractively young by 22<sup>nd</sup> century standards. His chestnut hair is liberally streaked with grey, and the first stress-wrinkles are just starting to appear on his forehead. He dresses in a conservatively tailored business suit that can withstand anti-tank energy weapons, and moves with total confidence and self assuredness.

Dacoveney's not just a politico- he served with the Baby's Listening electronic warfare unit during the War, and was discharged a general. He knows how to handle the light e-pistol he carries at all times, and can take intelligent, effective command in a crisis, should his trusted defenders be incapacitated.

Dacoveney is a careful, methodical leader, and has been able to completely rebuild the shattered Army of God to a level superior to its pre-War footing, while outwardly adhering to the terms of the Treaty of Boston. The Choicer intelligence community paints

Dacoveney as a tactical genius and complete bastard. However, while he can be lethally decisive, and order or even carry out killings in the name of his faith, he is far from a sociopath. Unlike some of the monsters under his command, Fairfax Dacoveney is actually capable of love, even the occasional moment of joy.

### Friends, Family and the Lifer Soul

Dacoveney loves his wife, and huge family, and genuinely likes children in general (which is a rarer thing than you might expect among the Lifer Nation). Dacoveney treats the older CFL Kids as his own extended brood, and while he regrets the necessity of creating gene-cut child soldiers, he does so without a second thought. To a lesser extent, he loves and respects the soldiers under his command- a weakness that might cause him to balk at strategies that might lavishly spend lives for victory.

While Dacoveney will use Artemis as a living WMD, he loathes her, an emotion which wars with the raw terror he feels at her return. Artemis lost the War, due to her madness and incompetence, and she will never be allowed to assume command again, as long as Fairfax Dacoveney is alive. Dacoveney is acutely aware that by marginalizing Artemis, he's making enemies among the most extreme elements within his own faction, some of whom might have no problem with returning Artemis to command by murdering him. Dacoveney uses the extremists who want him dead as expertly as he uses everybody else, even the mad goddess Artemis.

Dacoveney is accompanied almost everywhere by Jelly, his Fluxminx bodyguard/body double. She's guarded him since he was born, and Fairfax loves and trusts Jelly in a way he did his mother, years ago. After his mother's suicide, Jelly became the closest thing Fairfax had to a mother-figure. She is the one person on planet he trusts implicitly. More than once, he's followed Jelly's advice over that of his most trusted commanding officers or cabinet members.

Fairfax Dacoveney owns a palatial home in Brookline (a posh district of Boston, MA) which he almost never sleeps in, and is the father to five children, who he sees more often than his handlers and security detail would prefer. Unlike his mother, who left Fairfax in the care of nannies and bodyguards, Fairfax Dacoveney dotes on his children. However, realizing



his precarious security situation does not allow them anywhere near One Eagle Plaza.

In the tradition of many Lifer households, Dacoveney leaves the running of the household to his wife, Dana Schuller-Dacoveney. The couple met during the Abortion War, when the idol singer preformed for the ELINT unit the young politician was attached to. The pair married in 2093, two years after War's End and had their first child (Regan Thomas Dacoveney) later that year. Today Dana is a trusted voice on the Giana's Blessings Mesh forum, and has helped recruit many young Lifer post-humans into the movement.

## *Dacoveney's Bodyguard, Jelly* (CR 16)

Medium LG Humanoid (Fluxminx, shapechanger)

Rogue (investigator) 13, Bodyguard 4

XP 76,800

**Init** +4 **Senses** lowlight vision, Perception +21

**Languages** Cantonese, English, Farsi, Russian, Spanish, Tagalog

**Allegiances** Fairfax Dacoveney, his family

**Affiliations** The Killdevils

### Defense

**AC** 19 **Touch** 17 **Flatfooted** 13 (+4 DEX, +1 dodge, +2 armor, +2 class)

**HP** 4d12 + 13d8 + 17 hp (102 HP)

**FORT** +7 **REF** +16 **WILL** +9

**Immune** critical hits 25% (light fortification)

### Offense

**Spd** 35 ft

**Melee** +14/+9/+4 combat gloves (1d4+1 bludgeoning, 20/x2)

**Ranged** +19/+14/+9 psi-pistol (2d6 force, 20/x2, 60 ft range increment, semi auto, 15 cell)

**Sneak Attack** +7d6

### Statistics

**Str** 13 **Dex** 19 **Con** 12 **Int** 17 **Wis** 18 **Cha** 14

**Base Atk** +12 **CMB** +17 (+18 disarm) **CMD** 27

**Feats** Advanced Firearms Proficiency, Agile Maneuvers, Armor Proficiency (light, medium), Combat Reflexes, Dodge, Disarming Strike, Extra

Rogue Talent x2, Fleet, Improved Disarm, Personal Firearms Proficiency

**Skills** Acrobatics +21, Bluff +19, Climb +18, Computer Use +21, Disguise +26, Escape Artist +19, Intimidate +19, Knowledge (local, tactics, technology) all +21, Perception +21, Sense Motive +21(+24 sexually oriented), Stealth +21

(Racial modifiers: +8 Disguise, +2 Escape Artist, +3 sexually oriented Sense Motive)

**Gear** +1 combat gloves (as brass knuckles), +2 Psi-Pistol and 2x spare cells, armored skinsuit (as leather armor), palmtop computer, 12x zip tie handcuffs

**Action Points** 24 maximum (12+1d8 remaining)

### Ecology

**Environment** at Fairfax Dacoveney's side, until he is dead or she is

**Organization** accompanying Dacoveney and leading his elite security squad "The Killdevils"

**Treasure** double standard (including gear)

### Special Abilities

**Amorphous Physiology (Ex)** Jelly is extraordinarily difficult to kill. She has a 25% chance to ignore the effects of a critical hit, as if she had the light fortification feature.

**Combat Sense (Ex)** Jelly can designate a single opponent during her action and receive a +1 competence bonus on attacks against that opponent. Jelly can select a new opponent on any action.

**Deadly Sneak (Ex)** When Jelly takes a full attack action, she may take a -2 penalty on all attack rolls until the start of her next turn. If an attack during this time is a sneak attack, she treats all 1 and 2s on the sneak attack damage dice as 3s instead.

**Fast Stealth (Ex)** Jelly can move at full speed while using the Stealth skill without penalty.

**Follow Up (Ex)** Jelly can roll twice on any Diplomacy check made to gather information, and receives the information for both results. This takes the same amount of time as one check. If the lesser of the two checks reveals false information, Jelly is aware of it. False information is not revealed in this way if the people she questioned do not know it to be false.

**Harm's Way (Ex)** Jelly may elect to place herself in the path of danger to protect a single ally. Once per round, if Jelly is adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), the Bodyguard can subject himself to the attack in an ally's stead. If the attack hits Jelly, she takes damage normally. If it misses, it also misses the ally.

She must declare her intention to place herself in harm's way before the attack roll is made. She selects her ally either prior to combat or immediately after Jelly makes her initiative check. She cannot change her ally (usually Fairfax Dacoveney) for the duration of the combat.

**Improved Evasion (Ex)** If Jelly makes a successful REF Save that normally deals half damage on a successful save, she instead takes no damage on a successful save, and only half damage on a failed save. Improved Evasion can only be used if she is wearing light armor or no armor, and not helpless.

**Improved Uncanny Dodge (Ex)** Jelly cannot be flanked, nor caught flat-footed, nor does she lose her DEX bonus to AC against an invisible opponent.

**Killdevil Training (Ex)** Jelly receives a receives a +1 competence bonus on all ranged attack and damage rolls when within 30 ft of the ally designated by her Harm's Way ability. If Jelly's target is also within 30 ft of the protected ally, Jelly inflicts one extra die of damage with all ranged weapon attacks against that target.



**Morphic Erotica (Ex)** Jelly can alter her body at will, as a full round action, fundamentally similar to Alter Self. Jelly can alter its apparent age, race and control the minor details of its form, such as hair and eye color, the presence of scars and tattoos and the like. While shapechanging, Jelly's distinctive voice pattern changes to imitate the creature mimicked. Jelly can imitate any Medium or Small humanoid creature, and may vary its apparent height by up to three feet in either direction.



After at least 5 minutes of conversation with any sentient humanoid who would be attracted to the Fluxminx' apparent gender, Jelly can attempt a DC 15 Sense Motive check. If successful, the Fluxminx can 'custom-design' an altered form specifically catering to the sexual desires and wishes of that person. The Fluxminx receives a +2 circumstance bonus on all CHA based skill checks made against the target while in that specific 'masque'.

Jelly can remain in an altered form indefinitely. When sleeping or unconscious, the shapeshifter relaxes and returns to her default form, as she would if slain.

**Opportunist (Ex)** Once per round, Jelly can make an attack of opportunity against an opponent who has been struck for damage in melee by another character. This counts as an attack of opportunity for this round.

**Psi-Pistol (Ex)** Jelly uses a Valiente Psi-Pistol of prototype make- politics aside, the Choicer Nation makes a hell of a gun.

By spending an action point or hero point while wielding the weapon, the user gains the ability to resolve attacks with the Psi-Pistol as ranged touch rather than normal ranged attacks. This enhancement lasts for one round once activated.

**Sudden Action (Ex)** Jelly can focus her effort into a burst of sudden action when the situation calls for it. At the start of any round, before other characters act, she may use this ability to improve the results of her initiative check by up to +4 as a free action.

**Slippery Mind (Ex)** If Jelly is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again one round later at the same DC. She only gets this one extra chance to succeed on her saving throw.

**Surprise Attack (Ex)** During the surprise round, Jelly's opponents are always considered flat-footed, even if they have already acted.

**Trap Spotter (Ex)** Whenever Jelly passes within 10 ft of a trap, IED or similar hazard, she receives an immediate Perception check to notice the trap.

### **Jelly's Story**

*"When Artemis arrives, whenever she arrives, you're with her. Take Moonshot with you. As far as Moonshot is concerned, you two are her honor guard- she's young enough to see it all as a great adventure. But I want to know what Artemis has planned, before she forms the plan....assuming she's capable of planning anything and doesn't just carpet bomb San Francisco back to the Late Neolithic.*

*Before she does, I want you to reach out to some of your contacts among our loyal opposition- Meredith if you can find her, Waio if not. They're already expecting an action on The Anniversary, but I doubt they appreciate the....scale of what's coming. Educate them.*

*Get Moonshot out of there when the inevitable happens. I don't care about Artemis, you know that better than anyone, but don't let her get you killed. Or Moonshot.....guard her like you would my born-children, Jel'.*

*Now....while the Choicer nation's engaged with Artemis, that's when we counterpunch. And that's when it gets fun..."*

*-Fairfax Dacoveney, January 15, 2107*

The Lifer operative and security expert who calls herself Jelly was born in the Fluxminx ghetto in Little Rock, Arkansas. Possibly the highest ranked Fluxminx operative on planet, Jelly has become a role-model for her species despite herself. She is respected equally by Lifer and Choicer Fluxminx for doing what few members of her race have ever done- make a life without ever once taking a porn-corp dollar.

After graduating college, Jelly hired on with the ATF, and was assigned to infiltrate proto-Lifer terror cells across the South. Within two years, Jelly realized that she was treated better by the terrorists she was infiltrating than by her own command staff. In 2048 she handed in her resignation, ensured every bit of evidence she had collected would be useless in a court of law, and walked calmly over to the other side.

Unlike many Lifers, her decision to join the emerging Army of God was a personal one, not a political one. Her own opinions on abortion were moderate at best, and she lacked the fanaticism of her colleagues.

Though she speaks rarely about religion, those closest to her realize that Jelly is a fairly cynical atheist, or at best an agnostic. She joined the Army because she liked the people of the movement, not the cause. Despite her fairly moderate views and past as a government infiltrator, Jelly's obvious skill let her advance through the ranks.

In 2054, she was assigned to the protective detail surrounding that era's Lifer commander, the passionate evangelist Ellen Dacoveney. Jelly acted as a body double, bodyguard and confidante, eventually heading up the protective detail. Jelly remained at her mistress' side throughout the Abortion War, and took on new responsibilities with the birth of Ellen's son, Fairfax. While Ellen busied herself with the day to day running of a terrorist nation-state, Jelly effectively raised the boy. After Ellen's death in the hours after the Treaty of Boston was signed, her son took the reins of the decimated Lifer nation. Jelly remained at Fairfax' side through the post-War years, serving him in the same way she served his mother and becoming one of the leader's most trusted confidantes.

Fairfax Dacoveney has a myriad of operatives that he would trust with his life, and with the future of his faith, but Jelly is his right hand. Jelly is the Coalition's assassin, its war-hound, the guardian of its leaders and their families. She's killed more Choicer black agents than any other Lifer, and is so lethally efficient that the Choicer intelligence community respects her far more than it hates her.

### **Appearance**

In her natural state, Jelly is a lean but athletic woman built from an intelligent orange smart-polymer that grows and replicates like living tissue. She can change her form with a thought, but prefers the shape Sanger gene-science gave her, and she stands at her charge's side in mute threat. She moves rigidly, every step measured and planned- the sense of control she exudes is almost painful.

Jelly wears a light and flexible combat skinsuit in the typical dark, Lifer-approved palette. When she fights, its with a set of weighted

combat gloves or a prototype *Valiente* light energy pistol stolen from the Choicer armorer, by an operative on her own side.

In her natural form, Jelly's voice is strange and thick, the wet, nasal tones of a woman born with Downs Syndrome. When Jelly reconfigures her palate to accommodate a new shape, her voice becomes ordinary...something that shouldn't bother her after all this time, but still does.





# Faceless/Voiceless (aka Gareth John Gibbons) (CR 7)

**XP 3,200**

Human full conversion cyborg strong hero  
3/soldier 3/closer 2

Large NE Monstrous Humanoid (cyborg)

**Init** +1; **Senses** low-light vision,  
darkvision 90 ft.; Perception +1

**Aura** Psycho-Weapon Hull (fascination,  
30 ft. range, DC 12 Will negates)

**Allegiances** his AOG cell, the Lifer cause;

**Affiliations** none

## Defense

**AC** 23, touch 15, flat-footed 22 (+1 Dex,  
+5 class, +8 equipment, -1 size)

**hp** 77 (3d8+9 plus 3d10+9 plus 6d4+11)

**Fort** +10, **Ref** +4, **Will** +5

**Defensive Abilities** 50% resistance to  
critical hits and sneak attacks; **DR** 1/—;

**Immune** ability drain, energy drain,  
nonmagical cold and heat, nonmagical  
disease and poison, radiation, starvation,  
suffocation, thirst, vacuum.

## Offense

**Speed** 40 ft.

**Melee** +12/+7 cyber-sabers(1d10+8  
slashing, 19-20/x2 plus 1 bleed)

**Ranged** rescue railguns +7 ranged  
(3d10+2 ballistic; 100 ft. range increment,  
single shot only, unlimited payload) or  
slowpulse grenade +6 (60 ft. radius burst,  
all targets slowed for 1 minute, DC 24 Will negates) or  
tear gas grenade +6 (15 ft. radius, targets nauseated for  
1d6 rounds, DC 25 Fort negates)

## Statistics

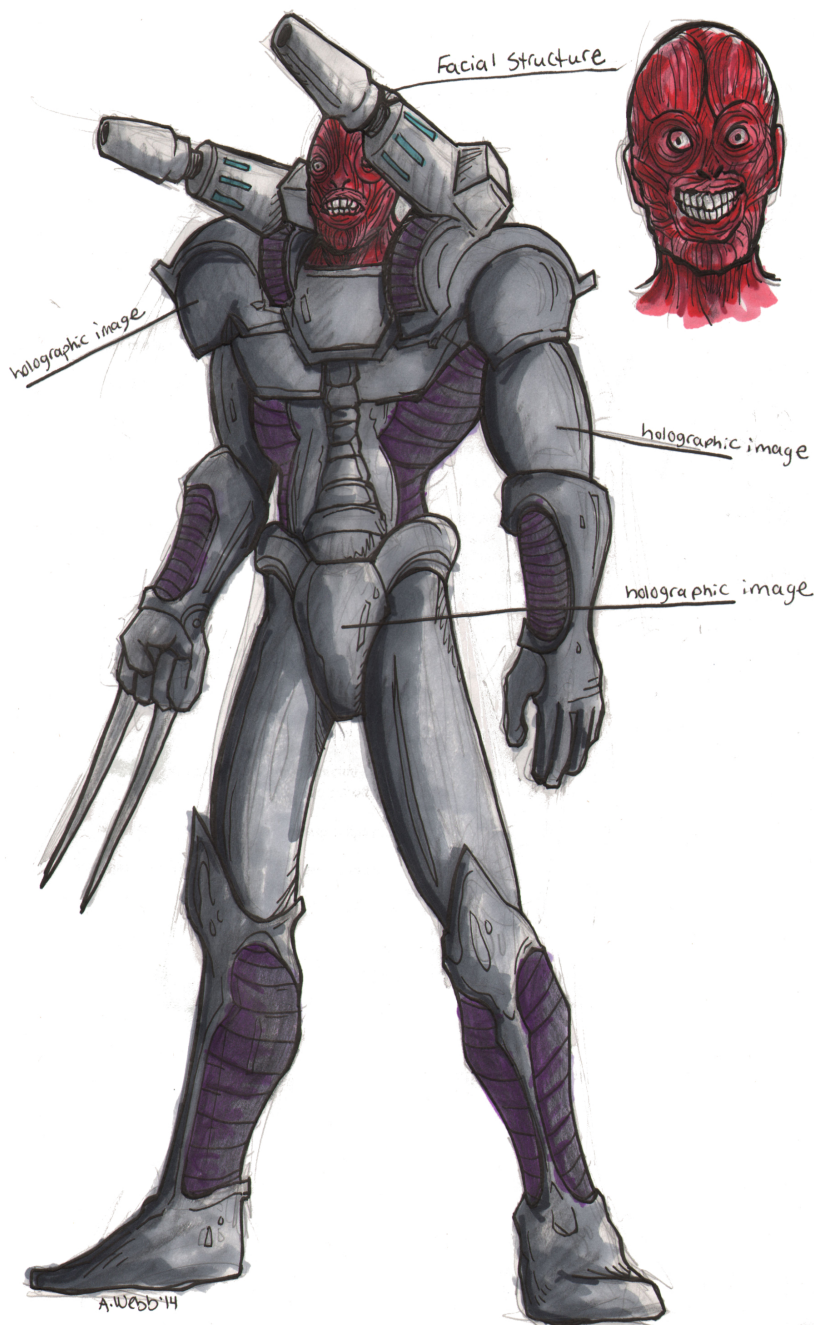
**Str** 23, **Dex** 12, **Con** 16, **Int** 9, **Wis** 13, **Cha** 10

**Base Atk** +6; **CMB** +13; **CMD** 24

**Starting Occupation** military

**Talents** improved melee smash, melee smash

**Feats** Advanced Firearms Proficiency, Aligned Zealot,  
Armor Proficiency (light), Armor Proficiency  
(medium), Combat Martial Arts, Elite Clearance,  
Endurance, Far Shot, Iron Will, Personal Firearms



Proficiency, Point-Blank Shot, Power Attack, Simple  
Weapons Proficiency, Weapon Focus (rescue railgun),  
Weapon Focus (unarmed strike), Weapon  
Specialization (rescue railgun)

**Skills** Acrobatics +11, Climb +14, Intimidate +6,  
Knowledge (tactics) +6, Linguistics +3, Repair +5,  
Stealth +4; **Additional Class Skills** Knowledge  
(tactics), Stealth

**Languages** English, Spanish

**Possessions** 2 slowpulse grenades, 6 tear gas grenades

**Cyber Implants and Smartlights** Kevlar

Replacement Muscle Groups (increases strength and  
flexibility), Lactic Acid Scrubbers (increases strength

and endurance), Psycho-Weaponized Hull (distracting/fascinating patterns are displayed on the cyborg's armor), Zombie Style Implants (cosmetic effects only)  
**Action Points** 24+2d6 (50 maximum)

*"Calls himself Faceless, Voiceless. Bigtime Lifer symbolism in that name, if you couldn't tell already. There's not much known about him- grew up in Utah, in the Great Salt Lake Enclave. He's a full conversion, so naturally our shrinks suspect some kind of sexual abuse in his past, plus his dad died unexpectedly when Faceless was 14, but no courtroom proof either way. He's not talking. He never talks much period, so getting him to open up about that just ain't gonna happen.*

*Earned himself the codename 'Faceless' by replacing most of his facial skin and muscle with clear polymer and synthe-muscle, and now he looks like a bloody skeleton inside his cyber-armor. He's what civilians think of when they imagine a Lifer terrorist. Naturally, he doesn't go out in public much – only time he's ever spotted in the open is when he's on a mission, which makes planning a take-down strike difficult. That's the only reason this sadistic SOB is still alive."*

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

### Appearance

Like all Lifer cyborgs, Faceless/Voiceless is grim steel gargoyle. Intentionally designed to be terrifying, he presents a vision of torture and mutilation that promises worse to his enemies. Faceless/Voiceless stands well over seven feet tall. The bloody red, naked muscle of his face, throat and upper torso are visible beneath a millimeter thin layer of transparent armored polymer. The rest of the giant's body is charcoal grey and royal purple alloy plating.

Faceless's back, shoulder pads, upper arms and groin are sheathed in display armor, whose painted on LCD screens display a constant loop of anti-abortion gore. His current favorite clip is a 13 minute long public domain video of the vacuum aspiration abortion of an 18 week fetus cribbed from a medical instruction Meshsite.

Faceless's main arguments are the twin railguns mounted on his shoulders. Capable of independent targeting, the guns' AI is even smarter and more

committed to direct-action-rescue than their host. The articulated gunbarrels twitch constantly, like spiders' legs, as if anxious to be used in anger.

### Campaign Use

The brutish and silent Faceless is a prototypical Lifer mid-level threat – cunning without being intelligent, brutal but showy and inefficient, terrifying but fallible. He knows he's a weapon in the service of the pre-born, but Faceless/Voiceless doesn't realize just how disposable his superiors consider him. Faceless's statblock can be adapted for use as any mid-level Lifer adversary, and the Closer makes an excellent and deadly "boss monster" commanding a squad of 1-4<sup>th</sup> level Lifer grunts.

**Full Cybernetic Conversion (Ex)** Faceless/Voiceless is a full conversion cyborg, who receives the following enhancements, as a result of his onboard cybernetics.

- Faceless gains *lowlight vision* and *darkvision* with a 90 ft. range.
- Faceless receives an implanted communication link and onboard computer, similar to the implants described in the Dept Seven Tech Update: Cybernetics. These implants allow the cyborg to communicate wirelessly through the Mesh, send and receive radio and cellphone signals, and perform computer use tanks as normal for a standard computer system. Faceless physically disables his wireless card when it is not in use, and cannot easily be hacked.
- Faceless receives a standard IFF (Identification Friend/Foe) transponder which identifies his rank and allegiance in the Lifer Army. The cyborg can activate or suppress this transponder beacon as a standard action.
- Faceless integrated armor provides the creature with a +8 equipment bonus to Defense.
- Faceless no longer needs to eat, breathe, or drink. He becomes immune to the effects of vacuum and radiation. He becomes immune to non-magical heat and cold. As a cyborg, Faceless is immune to non-magical disease and poisons, ability drain and energy drain.



- Redundant organs and self repair systems enable Faceless to shrug off lethal damage. Faceless has a 50% chance to ignore a critical hit or precision damage, as if he had the *fortification* ability.

**Psycho-Weaponized Hull (Ex)** Faceless's hull is layered with high-resolution display screens and surrounded by interlaced Smartlight matrixes. He displays a constant loop of gory, anti-abortion propaganda on his hull. These bloody fetal images are laced with debilitating smartlight viruses. Anyone within 30 ft. who can clearly see the cyborg must succeed at a DC 12 Will save or be *fascinated* for as long as the cyborg remains in range, and 1 round after.

Activating or deactivating this ability is a move action. Once active, this ability remains online without requiring additional actions. Faceless can maintain the hull display for up to 5 minutes (50 rounds).

**Unhealing (Ex)** Faceless does not heal damage naturally, and healing spells and effects only have half the normal effect when used to benefit him.

## *Ghost Boss (aka Tara Brownlee)* (CR 14)

Medium LN Humanoid (human, psionic) Fighter 6,  
Powered Hero 9

**XP** 38,400

**Init** +6 **Senses** lowlight vision, Perception +13

**Languages** English

### Defense

**AC** 21 **Touch** 15 **Flatfooted** 19 (+2 DEX, +3 class +6 armor)

**HP** 15d10 + 14 hp (132 HP)

**FORT** +13 **REF** +8 **WILL** +7

**Weaknesses** Bio-Mech Anatomy (-4 penalty on Heal checks to aid Ghost Boss unless the treating medic has the Xeno-Medic feat)

### Offense

**Spd** 40 ft

**Melee** +22/+22/+17/+12 dagger (1d4+7 slashing, 17-20/x2)

**Ranged** +20/+15/+10 Uzi (2d6+1 ballistic, 19-20/x2, 60 ft range increment, semi auto, 20 box)

Or +16/+11 Uzi (2d6+1 ballistic, 19-20/x2, 60 ft range increment, semi auto, 20 box)

Or +17 frag grenade (4d6 slashing, 20 ft burst, R-DC 15 half, 15 ft range increment)

**Special Attacks** Phasing Shot (resolve ranged attacks as ranged touch attacks)

**Special Qualities** Ability Push, Bravery, Weapon Training

### Statistics

**Str** 21 **Dex** 15 **Con** 14 **Int** 11 **Wis** 14 **Cha** 12

**Base Atk** +15 **CMB** +20 **CMD** 32

**Feats** Action Bank, Advanced Firearms Proficiency, Armor Proficiency (light, medium, heavy), Blind Fight, Catch Off Guard, Cleave, Deadly Aim, Double Slice, Far Shot, Improved Critical (uzi), Improved Initiative, Improved Unarmed Strike, Power Attack, Toughness, Two Weapon Fighting, Weapon Focus (uzi)

**Skills** Climb +14, Intimidate +12, Knowledge (local) +5, Knowledge (religion) +2, Knowledge (tactics) +5, Stealth +11, Perception +13, Profession (soldier) +7

**Powered Hero Talents** Ability Push (STR), Density Control, Density Decrease, Density Increase, Disrupting Phase, Phasing Shot

**Action Points** 65 maximum (1 permanent plus 30+1d12 remaining)

**Gear** tactical vest, 2x masterwork Uzis, 6x spare clips, 2x frag grenades, +1 keen dagger of haste, palmtop computer

### Ecology

**Environment** any (born and raised in the Lifer South)

**Organization** usually leading a squad of 4-10 Lifer "direct action"

grunts (use the statistics for a New Promise

Non-Comm

or New

Promise

Senior

Enlisted),

accompanied

by a

Baby

Bounce VTOL, 1-2

Technicals or other mecha-support

**Treasure** standard (including gear)

*"You squelch that giving up shit, Cassidy! Right muthafucking now! Giving up when things turn to shit is what the Choosers do! Not us!"*

*-Ghost Boss, Spring 2060*

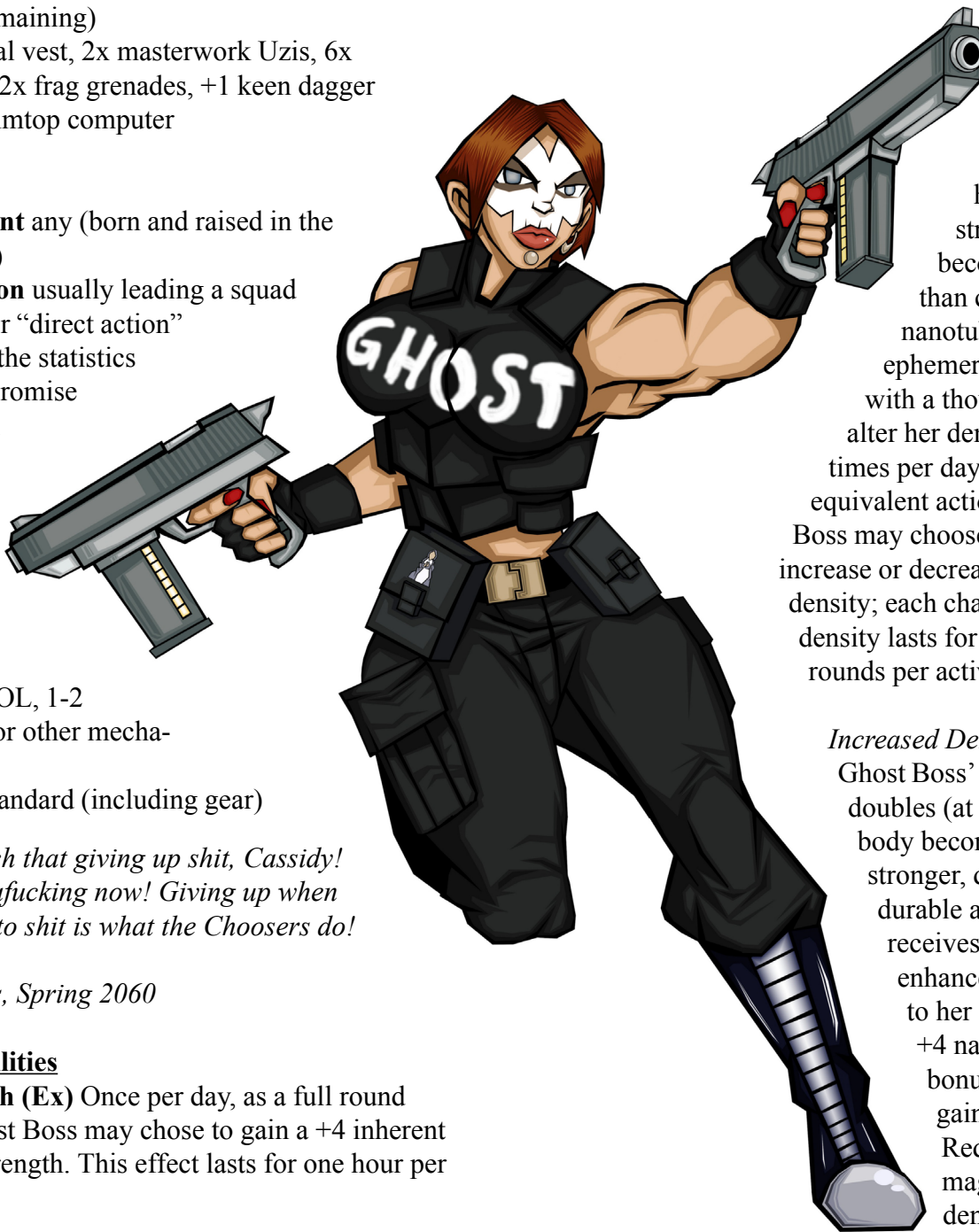
### Special Abilities

**Ability Push (Ex)** Once per day, as a full round action, Ghost Boss may choose to gain a +4 inherent bonus to Strength. This effect lasts for one hour per activation.

**Action Back (Ex)** Ghost Boss regains one action point/hero point at the beginning of each day.

**Artemis Enhancile (Ex)** Ghost Boss' metahuman genetics were derived from bio-tech recovered from Artemis' own body. She receives a +1 competence bonus on attack and damage rolls against creatures with the Lifechained subtype with natural or melee weapons or when activating her Phasing Shot ability.

**Bravery (Ex)** Ghost Boss receives a +2 bonus on saving throws against Fear effects.



### **Density Control (Su)**

Ghost

Boss can manipulate her molecular structure, becoming denser than carbon

nanotubes or as ephemeral as fog,

with a thought. She can

alter her density up to 12

times per day as a move

equivalent action, and Ghost

Boss may choose to either

increase or decrease her

density; each change to

density lasts for 1d6+1

rounds per activation.

#### *Increased Density*

Ghost Boss' weight

doubles (at least) and her

body becomes much

stronger, denser and as

durable as stone. She

receives a +6

enhancement bonus

to her STR score, a

+4 natural armor

bonus to AC, and

gains Damage

Reduction 14/

magic while her

density is

increased.

#### *Decreased Density*

Ghost Boss's body becomes diffuse and fog-like. She

receives a +6 enhancement bonus to her DEX score,

an a +4 bonus on melee attack rolls, and benefits from

a constant *featherfall* effect while her density is

increased.

Ghost Boss may also choose to become completely incorporeal as well, while reducing her density. In this state she gains a Fly speed 40 ft (average). If she



moves through non-living objects while incorporeal, the object suffers 3d6 electrical damage.

**Phasing Shot (Su)** By spending an action point as a swift action, Ghost Boss can vibrate her twin Uzis partially out of phase with the rest of reality, allowing her bullets to ghost through flesh, bone and tactical armor. For 1d6+1 rounds after spending the action point, Ghost Boss resolves all ranged attacks as ranged touch attacks instead.

**Weapon Training (Ex)** Ghost Boss receives a +1 bonus on attack and damage rolls with submachine guns.

### Roleplaying

*"Be cool. I can phase my way beneath the street, hit that big gal from underneath. Sully, you and Lorane get up on the rooftop, give me some solid covering. The rest of you, when I move, y'all coordinate your firepower on the turret. Christ...one Choicer tank and you go all to pieces."*

*-Ghost Boss to her ops team, a raid on a Choicer clinic in Birmingham, 2059*

Ghost Boss was born Tara Brownlee, in one of the grimier parts of Lifer Florida in the 2039s. She upgraded to post-humanity at 16, and she was dead by 2061, shot in the face by the woman who was nominally her commanding officer.

To this day, nobody's sure what motivated Brownlee to become Ghost Boss. Her Christian belief was about a centimeter thick, and unlike most of the Lifer's core of direct action superhumans, she'd never had any personal experience with abortion. She had few friends, but many subordinates and protégés, so maybe she was just in it for the power and the joy of battle? She certainly despised the Choicers, but her loathing seemed to be more based on divisions of class than religion, and she fucking loathed the Fed-Gov with the fervor a girl born and raised in an old-line Tea Partier/ doomsday prepper household.

Ghost Boss lead the "direct action" side of the pre-War AOG- the shooters and bomb-throwers, with little patience for Ellen Dacoveney's brand of semiotic manipulation. She was a hero to the direct action crowd, having lead dozens of successful raids against abortion clinics and Choicer covensteads in the run-up

to the War. She was one of the AOG's chief recruiters- she brought in Clayton Cassidy (and look what came of that) as well as hundreds of others experienced warriors....quite a few of whom took major and violent issue with her murder on that cold night in January, 2061...the night before the War awoke.

### Appearance

Ghost Boss is a powerfully built, butch woman that might be a weathered 25 or an easy living 40. She's old-phenotype white, with the best musculature that RNA-transcription can buy. She favors black jeans or fatigue pants, worn-in steel toe boots and a black tank top or t-shirt. When she goes into battle, she wears a military surplus tactical vest in matte black, with the word GHOST spray-painted in stenciled white. She usually paints her face with a grey-white skull that glows in the dark.

## *Harrier*

*(aka Theodore "Theo" Varley)  
(Lifer Modern Spellcaster) (CR 8)*

### **XP 4,800**

Modern Spellcaster 9

Medium N Humanoid (human, psionic)

**Init** +2; **Senses** Perception +13

**Allegiances** his AOG cell, the Lifer cause; **Affiliations** none

### Defense

**AC** 22, touch 16, flat-footed 20 (+2 Dex, +3 class, +6 equipment, +1 morale)

**hp** 34 (9d6)

**Fort** +3, **Ref** +5, **Will** +10

**Immune** inhaled toxins (gas mask)

### Offense

**Speed** 25 ft.

**Melee** combat knife +4 (1d4/19-20)

**Ranged** sawed-off shotgun +6 (2d8; 10 ft. range increment, single shot, two internal) or fragmentation grenade +6 (4d6; 20 ft. burst, 10 ft. range increment)

**Spells Known** (CL 9<sup>th</sup>; 36 spell points; concentration +13)

9<sup>th</sup> – *storm of vengeance* (DC 23)

8<sup>th</sup> – *sat-kill*\*

7<sup>th</sup> – *prismatic spray* (W-DC 21)  
 6<sup>th</sup> – *mislead* (W-DC 20), *veil* (W-DC 20)  
 5<sup>th</sup> – *cloudkill* (F-DC 19), *raise dead*, *raise neverborn\**, *summon monster V*  
 4<sup>th</sup> – *black tentacles*, *contagion* (F-DC 18), *fear* (W-DC 18), *phantasmal killer* (W-DC 18)  
 3<sup>rd</sup> – *animate dead*, *bestow curse* (W-DC 17), *fireball* (R-DC 17), *necrotic shot\** (W-DC 17), *vampiric touch*  
 2<sup>nd</sup> – *death knell* (W-DC 16), *lifekill\** (F-DC 16)  
 1<sup>st</sup> – *bane* (W-DC 15), *cause fear* (DC 15), *doom* (W-DC 15), *magic missile*, *sanctuary* (W-DC 15), *shield of faith*  
 0 – all (DC 14, if applicable)

From *Modern Grimoire*

### Statistics

**Str** 11, **Dex** 15, **Con** 11, **Int** 19, **Wis** 14, **Cha** 13

**Base Atk** +4; **CMB** +4; **CMD** 17

**Starting Occupation** Hedge Wizard

**Feats** Armor Proficiency (light), Armor Proficiency (medium), Direct Action Ghost, Maximize Spell, Meaningful Ink, Neural Conditioning, Personal Firearms Proficiency, Point Blank Shot, Simple Weapon Proficiency, Soldier Name

**Skills** Computer Use +16, Drive +10, Diplomacy +13, Intimidate +9, Knowledge (streetwise) +15, Knowledge (tactics) +15, Knowledge (theology and philosophy) +17, Perception +13, Sense Motive +13,

Spellcraft +15, Stealth +10; **Additional Class Skills** Diplomacy, Knowledge (theology and philosophy)

**Languages** English

**Possessions** gas mask, sawed-off shotgun, 24 shells, tactical vest, Bible, 6 fragmentation grenades

**Cyber Implants and Smartlights** Dreamscape Smartseed/Messenger

**Action Points** 15+1d6 remaining (65 maximum)

*“We took Theo in after his father’s martyrdom at Boston, and the young man quickly became one of our most promising warriors for Christ. Theo took to Object Philosophical training readily, and as you know, demonstrated great promise in psionic combat from a very early age. However, Theo’s powers have*





*recently achieved a new potency, and the young man has found new purpose. He seems to no longer need the rigid mental discipline of the Philosophical trance-state, and has demonstrated an array of miracles that frankly, put my own to shame.*

*Yesterday, Theo raised a little girl named Jessica from the darkness of abortion. For myself, raising a Neverborn to new life is a tasking duty that leaves me drained for days. Theo accomplished the same feat with casual ease. More importantly, he seems hungry for more of our Lord's work – he wants to raise more unjustly murdered children like Jessica, wants to burn down the Choicer abortion-temples around the Midwives inside, and most of all, wants to avenge his father. I recommend we accelerate Theo's training and place him in a leadership role prior to our planned offensive."*

*-Thoughtmaster Elmore Cabbot, encrypted email to AOG High Command, November 2106.*

### **Appearance**

Harrier is one of the most fearsome of this generation of Lifer post-humans, using psi-based miracles that defy every known law of physics. Most Lifer Philosophers bend reality - Harrier snaps reality, causality and the conservation of matter and energy like brittle twigs.

Harrier's combat kit is a midnight blue hoodie, over which he layers old-style Lifer tactical armor, inherited from his slain father. The slight young man conceals his face behind a dog-like gasmask of hammered *bucksteel*. He wraps his arms in purple cord in the tradition of Kabbalistic mystics, and his slender arms are sheathed in mystical Christian tattoos depicting the Tree of Life, while his back is dominated by a massive grey scale piece showing Christ crucified at Golgotha between the two thieves- who bear the faces of infamous Lifer rescuers from the last days of the War. One of those faces is his own father's.

Outside his armor, Harrier is disappointing. The newest terrorist-god of the Lifer Nation is a petite white kid in his early 20s. He is baby-faced, and a bit too emo. Harrier wears his hair a bit longer and shaggier than most other Lifer kids, just long enough to get a second, suspicious glance from some of the older rescuers.

### **Campaign Use**

Modern Spellcasters are extremely rare in the Otherverse America campaign setting, and are a post-war refinement of existing Object Philosophies. Harrier is a particularly dangerous example of the breed – an utterly committed Lifer fanatic who can pull off dark miracles. Despite his relative youth, Harrier has command of any Lifer squad he joins, and capturing him alive would be a major coup for the Choicer intelligence community. He is accompanied by a squad of several New Promise NCOs (CR 4) and one or two New Promise Senior Enlisted (CR 8) as bodyguards.

Harrier's listed spells known are not the only ones he has learned, by any means. However, they are his tactical favorites, and the ones he will most likely lead with during any given encounter. Harrier favors clerical spells that either inflict direct damage or negative status conditions, or arcane spells with a potent offensive punch or necromantic theme. He favors offense over defense.

### **Special Qualities**

**Direct Action Ghost (Su)** As a free action on his turn, Harrier can become incorporeal. In this state, his unarmed strikes and melee attacks ignore natural and equipment bonuses to AC, and he gains a fly speed of 20 feet (clumsy) but can hover in place.

Harrier can remain incorporeal for up to 18 rounds per day (1 minutes, 48 seconds). These rounds need not be consecutive, but always are always taken in increments of at least 1 round. A good tactic for Harrier sees him pulling the pins on his grenades, dropping them at his feet, and then ghosting out, leaving nearby Choicers caught in the blast.

**Meaningful Ink (Su)** Harrier's tattoos grant him a +2 bonus to attack and damage rolls against characters with Choicer allegiances, as well as a +1 morale bonus to AC.

**Modern Spellcaster (Su)** Harrier can cast any spell in the *Pathfinder Roleplaying Game Core Rulebook*, D20 *Modern FX* rules or other source, from any class list. If a spell is available to multiple classes, Harrier can learn it at the lowest level possible. Harrier is a spell point-based spell caster – to cast a spell, he must

spend a number of spell points equal to the spell's level (including any metamagic level adjustment). He can also attempt to cast spells beyond what he safely can cast, called overcasting, but at great personal risk.

Harrier can safely cast up to 5<sup>th</sup> level spells.

Eight hours of sleep or restful calm allows Harrier to recover 13 spell points, or he can spend an action point to instantly recover 1d6+1 spell points as a full round action.

**Overcasting (Su)** Harrier can attempt to cast spells beyond 5<sup>th</sup> level, including those enhanced by metamagic. Doing so is risky. Harrier must succeed at a Will save (DC 15 + spell level) or the spell is not cast. Furthermore, Harrier suffers 1d10 points of damage per level of the failed overcast spell. In addition, if Harrier fails his Will save by 5 points or worse, he expends every spell point remaining in his pool, suffering +1 hit point damage per spell point expended.

**Soldier Name (Ex)** Harrier can taunt Choicer targets and reveal his identity as the "Harrier" as a standard action which does not provoke attacks of opportunity. Any Choicer within 30 feet who can clearly see and hear Harrier must succeed at a DC 15 Will save or fight sloppily. For 1d3 rounds after Harrier uses this ability, the Choicer character provokes attacks of opportunity from any action they take in combat. Harrier can invoke his soldier name up to twice per day.

## *Creature Variant:* *Motherless (CR 14)*

XP 38,400

Motherless is a reskinning of Harrier's statblock. This powerful, Lifechained spellcaster has extremely similar abilities, save that she is a 15<sup>th</sup> level Modern Spellcaster, and has the following modifications.

Motherless is Chaotic Neutral, with a propensity for violence that terrifies her mother.

### **Roleplaying**

Motherless was born Helena Black, the oldest (and

angriest) daughter of former hard Lifer badass turned moderate kids television show host Miriam "Dolfie" Black. Motherless grew up hearing stories about her mom's younger and angrier days, wishing she had that mom instead of the washed up hippy that she shared a house with. Against her mother's express wishes, Helena left home at 15, and hooked up some of her mom's old contacts.

Last year, she volunteered for an experimental genetic upgrade at Kodiak, and became a Lifechained combat-witch, fully the equal of her mom's techno-arcane firepower in the old days. Helena took the name Motherless and is waiting, none-too-patiently, for Artemis to return and the War to begin. Whether she keeps up her enthusiasm for Choicer genocide when it all starts for real is up for debate. Some of her trainers are unconvinced, calling her a spoilt little rich girl behind her back, rather than the hardcore direct-action superhero she wants to be regarded as.

Meanwhile, Dolfie Black is reaching out to contacts she hasn't touched for nearly 20 years looking for any clue as to what happened to her missing daughter. Her search is starting to make waves, and unknown to Dolfie Black, the Choicer intelligence community is starting to take notice...

### **Appearance**

Motherless' genetic upgrades have turned her beautifully inhuman. Her sleek, skin is bifurcated- one side milk-white, the other a smoky grey, split down the exact mathematic centerline of her torso. Her forearms are covered in Hebrew and Aramaic words, which spell out vaguely heretical Gnostic Christian invocations, which she's convinced give her power.

Her body crackles with barely contained power; she's got a higher yield than most metropolitan fusion reactors. Her resting body temperature tops 115 degrees F. Motherless dresses in a very seductive set of ebony Kevlar, cut to accentuate her busty figure, and has dyed her naturally silver hair a shocking, anime pink, which she wears in long twintails. In addition to atomic fury, Motherless exudes raw carnality; she is looking for a man worthy of fathering her first, long awaited baby, and her search (and attendant romantic misadventures) sometimes distracts her from tactical concerns. She's got enough arcane artillery at her disposal that even occasionally



wavering attentions don't make her a liability, as far as the AOG is concerned.

### **15<sup>th</sup> Level Modern Spellcaster**

Motherless has 12d6 Hit Die (42 HP).

Motherless has an expanded pool of 48 Spell Points.

Motherless can safely cast up to 8<sup>th</sup> level spells.

Eight hours of sleep or restful calm allows Motherless to recover 19 spell points, or she can spend an action point to instantly recover 2d6+2 spell points as a full round action.

### **Additional Spells Known**

In addition to the spells Harrier knows, Motherless knows the following additional spells. She focuses on overwhelming direct damage spells and battlefield control/utility effects.

9<sup>th</sup> – *Dark Passover* (W-DC 23)

8<sup>th</sup> – *Sunburst* (F-DC 22)

7<sup>th</sup> – *Limited Wish* (specializes in battlefield control & tactical alteration only)

6<sup>th</sup> – *Acid Fog* (F-DC 20)

5<sup>th</sup> – *mage's faithful hound*

4<sup>th</sup> – *Calcific Touch* (F-DC 18), *Detonate* (R-DC 18)

\*From *Modern Grimoire*

### **Special Abilities**

**Death Throes (Su)** If Motherless is slain, she detonates like a 2 kiloton pocket-nuke (whether she's aware her biologic instability or not is up for debate). When slain, she erupts in a nuclear blast that inflicts 10d6 damage (half electrical and half fire, as her plasma strike) plus 1d6 additional damage per five points remaining in her Spell Pool (max 20d6) to all creatures and objects within 60 ft (REF DC 19 half).

**Lifichained (Ex)** Motherless is considered to possess a single Lifichained feat for the purpose of predatory Lifichain abilities.

**The Raw Power of the Stars (Su)** Motherless can fire devastating beams of white plasma as her primary attack form, above and beyond her unique spell casting talents. Half of this attack's damage is



electrical, half is fire. Immunity or resistance does not apply to this plasma strike, unless the target is immune or resistant to both Electrical and Fire; if the target has differing amount of resistance to these energy types, use the lower resistance against plasma strike damage.

When making a ranged attack with her plasma strike, Motherless may make a single ranged attack roll against any two opponents, who must be within 30 ft of each other, applying the attack roll against both. Motherless has Weapon Focus and Improved Critical (plasma strike).

Add the following attack

**Ranged** +10 plasma strike (4d6 electrical/fire, 100 ft range increment, 19-20/x3)





## *The King of Rest-In-Peace (CR 17)*

Medium CN Aberration (lifechained, psionic)

**XP** 102,400

**Init** +1 **Senses** Lowlight vision, Perception +24

**Languages** English, French (Creole), Spanish

**Aura** Neverborn Aura Lock (30 ft, Neverborn cannot transform)

### Defense

**AC** 30 **Touch** 16 **Flatfooted** 29 (+1 DEX, +5 deflection, +14 natural)

**HP** 26d8 + 208 hp (325 HP)

**Regeneration** 10 (any energy)

**FORT** +18 **REF** +9 **WILL** +22

**Immune** ability score damage/drain, energy drain, negative energy, mind-affecting abilities

### Offense

**Spd** 40 ft Fly 120 ft (poor)

**Melee** +29/+25/+19/+15 unarmed strike (2d10+10 bludgeoning plus 1d8 force, 20/x2)

OR +29 unarmed strike (8d10+10 bludgeoning plus 1d8 force, 20/x2)

**Ranged** +20/+15/+10/+5

biological particle beam (2d12 ballistic, 20/x4, 100 ft range increment, unlimited payload)

**Special Attacks** Neverkill (WILL DC 30)

**Spell-Like Abilities (CL 20<sup>th</sup>)**

**Concentration** +25)

**At Will** – Bleed (W-DC 15)

- Cure Light Wounds
- Finger of Death (F-DC 23)
- Horrid Wilting (F DC-23)
- Stabilize
- Shield of Faith (included in AC stat block)
- 3x/day- Cure Serious Wounds
- 1x/day – Cure Critical Wounds
- Raise Neverborn\*
- either Transfigure Species\* or Twist Lifeskein\* (F-DC 21)
- Transformation (blocks spell-

like abilities)

\*From *Modern Grimorie*

### Statistics

**Str** 30 **Dex** 12 **Con** 26 **Int** 13 **Wis** 21 **Cha** 16

**Base Atk** +19 **CMB** +29 **CMD** 40

**Feats** Ability Focus (Neverkill), Arcane Strike, Alertness, Cleave, Great Cleave, Great Fortitude, Greater Vital Strike, Improved Iron Will, Improved Sunder, Improved Unarmed Strike, Improved Vital Strike, Intimidating Prowess, Iron Will, Lunge, Personal Firearms Proficiency, Power Attack, Vital Strike



**Skills** Bluff +31, Drive +3, Intimidate +41, Perception +24, Knowledge (local) +30, Knowledge (religion) +3, Sense Motive +34, Stealth +30

**Cybernetics/Smartlight** Dreamscape Smartseed

**Gear** palmtop computer

### Ecology

**Environment** Pensacola, FL born and bred (he's never been more than 300 miles from the Florida state line in his life)

**Organization** solitary, accompanied by his women or a few McDuff Neverborn he's protecting

**Treasure** triple standard (the King of RIP has accumulated a lot of wealth over the decades, some of it legally)

### Special Abilities

**Improved Iron Will (Ex)** Once per day, the King of RIP can reroll a failed WILL Save.

**Lifechained (Ex)** The King of RIP is considered to have 3 Lifechained feats for the purpose of predatory Lifechained abilities.

**Neverborn Aura Lock (Su)** Neverborn within 30 ft of the King of RIP are locked into their more human form, and cannot activate any powers requiring transformation into their undead state.

**Neverkill (Su)** The King of RIP created the Neverborn species; he can terminate individual Neverborn with little more than a hostile look. He's never told anybody how he can do this, but it only makes sense that the King of RIP left himself some 'backdoors' in the *Life From Death* Philosophy he perfected.

As an attack action, the King of RIP can attempt to destroy any visible Neverborn within 60 ft. The Neverborn must succeed at a DC 30 WILL save or be destroyed. The Neverborn suffers 5d6 damage even on a successful save, which may be enough to destroy the creature outright.

When the King of RIP kills a Neverborn in this manner, a glowing sphere of purple/azure energy appears, orbiting slowly around his body. This energy globe contains 1d6 Hit Points per Hit Die of the slain undead; the King of RIP can have only one such globe at any time. If the King of RIP kills another Neverborn, the newly created globe replaces the

original energy globe. If an energy globe is not used within one minute of its creation, it is lost without effect.

The King of RIP can assign any or all of the stored Hit Points within the energy globe as a free action to the recipient of healing provided by any of his spell-like abilities. Alternatively, the King of RIP can heal himself as a move-equivalent action. The King of RIP cannot raise his HP above his normal maximum.

### Roleplaying

On July 14, 2081, the first Neverborn was created using Makepeace Lacey's enigmatic formula. The man who performed the strange ceremony was a born showman, a self-promoting braggart and veteran of a hundred clinic skirmishes, a Pensacola native who was Makepeace's opposite in every way. Born Ryan William "Willie" Wycoff, the father of the Neverborn species had been known by his Warname, "The King of Rest-In-Peace" since he was 25. Before the city fell, Wycoff had been a pimp, old school flashy and almost reflexively brutal, but when the Lifers shut down Pensacola and made it their cultural capitol, they saw some deep wells of potential in the man.

Even after he was saved and inducted into the AOG, the style of the street never fully left him. Wycoff became a hero to the direct action crowd after a daring series of raids on Choicer facilities surrounding the Florida panhandle. Displaying a gift for showmanship, he quickly evolved out of the role of frontline fighter and into that of street preacher. His newly installed metahuman talents only made him more successful, and by 2070, The King of Rest in Peace was a familiar and fearsome sight at the few remaininig Choicer clinics in Florida and Georgia.

Outside the direct-combat zone encircling an embattled clinic deep in what was left of Choicer-held Georgia, The King of RIP created the first Neverborn. Tossing his rabbit-skin fur duster to the sidewalk, the metahuman worked the crowd for the better part of an hour, before opening the tiny white casket of a 15 week human fetus stolen from a medical waste facility in Mobile. Tears of blood and fire rolling down his cheeks, sub-quantum flames dancing over his bare chest, the King of Rest-In-Peace, poured his newly unlocked power into the tattered fetal remains.

When the smoke cleared, the King was holding a new born child in his arms.

### *Aquatine Wycoff: The First Neverborn*

The King of Rest-In-Peace named the child he raised Aquatine, and raised her as his own. Aquatine came into the world as a five year old African-American child with tired eyes. She was 26 subjective years old, and studying to be a preacher (with a minor in law), at a Bible college in Savannah when the Abortion War ended in 2091.

When the rest of the kids on her dorm floor got back from their impromptu beer-and-weed celebrations of Wars End around 4 am, Aquatine had disappeared from the school. Her door was hanging open, her computer still logged on, a half-empty can of Big Red on the desk. No sign of ransack or violence.

Nobody's seen Aquatine since.

### **The King of Rest-In-Peace**

*"I've ran a bunch of cons in my day, and I know good grift when I hear one. This shit 'bout Nuremberg, it sounds like a damn good racket. Tell me more, baby."*

*-The King of Rest-In-Peace, mid-October 2106*

The man responsible for creating the Neverborn survived the War, and still lives in Pensacola. Like one of his creations, the old pimp has become an embarrassment to the Lifer nation. Too old for what he calls 'that rescue bullshit', the old man has let his metahuman senses dull. He hasn't picked up a gun in fifteen years, and lives in quiet semi-retirement in an dilapidated middle school he picked up for a few bucks when the victorious Choicer government was auctioning off the city in the wake of War's End. Reverting to old tricks, he's turned about half of the rundown school into a bordello- the highest quality one he's ever ran.

The King of RIP's 'Big Pink Roses Ranch' is the only whore-house operating openly in conservative Pensacola. He's only allowed to stay open because of his War-era reputation, and because the local police department don't want trouble with a former Combat Type capable of ripping down the structural I-beams out of a target clinic with his bare hands. His career as

a part-time whoremaster is scandalous enough to the Lifer establishment, but can be overlooked.

What can't be overlooked is the fact the old pimp has met with Glauchester dozens of times. He likes her, and more than most Lifers, is willing to listen to what she has to say about Nuremberg. The King of RIP had done has time as a con-man, and Glauchester's story had the ring of a good, plausible con. Not willing to take on the Lifer establishment and bring his comfortable retirement pension to an end, The King of RIP nevertheless opened his ranch to Glauchester and her McDuffs as a sanctuary to her kind.

The King of RIP and his cadre of Powered gangbangers provide tight enough security that Neverborn visiting 'the Big Pink' can rest easy. While the Nuremberg AI could eliminate the Ranch and its inhabitants easily, doing so would require massive causalities and a well planned urban assault, not the quieter kills the AI has come to rely upon. Glauchester spends most of her time between missions at the Ranch, huddled in a disused back classroom far from the revelry out front. At any time, one or two dozen McDuffs, including a few former Neverborn, are in residence.

### **Appearance**

The King of RIP wears his 70+ years lightly, and stopped physically aging sometime in his late thirties. He is a behemoth of a black man, with short hair buzzed close to the skull but still showing just a hint of grey around his ears. The King of RIP weighs nearly seven hundred pounds, a consequence of his super-dense tissues, and stands well over six foot tall.

The King of RIP dresses well, in a flashy suit with a modern cut, worn without a tie or undershirt, and a well-tailored coat always made of at least one dead animal, the more exotic the better. These days, he sports a silvery fur duster made from the pelt of some xeno-beast that lived and died under an alien sun.

The King of RIP's powers have a major visual component. He crackles with purple lightning when he activates his superhuman gifts, and both sweats and cries blood when creating (or destroying) Neverborn. The King of RIP is capable of firing a lethal, biologically generated particle beam weapon from beneath his neatly manicured nails.



**Born:** Clayton Allan Cassidy.  
July 15, 2028  
Spokane, WA (Choicer held USA)

**Died:** January 22, 2061 (32 years old)  
Oglala-Sioux Reservation Land, South Dakota (Disputed USA)

**Cause of Death:** Ballistic/energy trauma from post-human assault

**Place of Burial:** Corpse is studied at the Patriot Medical Center, Atlanta, GA (Fed-Gov USA). Formal burial prohibited by APEX under Fedlaw 2062-45C.

**Species:** *Homo Sapiens* (Modified circa summer 2060 into a Full Conversion Cyborg of unknown, extraterrestrial classification. Specifications classified by order of APEX under Fedlaw 2062-32A).

**Known For:** Anti-abortion terrorism.

**Known Relatives:** Classified by order of APEX under Fedlaw 2062-32A.

**Profession:** welder with orbital engineering certification; professional soldier  
- Excerpt from Wikipedia.Mesh, accessed January 2107.

### Why a Monster?

Why not portray Life Tank as a Strong Hero with Closer and Ghost of Babies Past class levels? Why build him from the ground up as a monster, rather than a playable character? Simply put, Life Tanks stat block, especially its attack options listing would be prohibitively complex as a standard character. And Life Tank isn't a standard character- the federal government's had his carcass for decades now, and even they aren't sure exactly sure what all the components of his cyber-chassis do. Clayton Cassidy was a prototype breed of cyborg juggernaut, hand assembled by Artemis herself. There's never been a creature like him, and in a very real sense, Clay Cassidy ceased to exist the moment Artemis cut away his skin and replaced it with reactive armor.

Life Tank is stated out in the most intuitive format for me, which means he is equally useful in D20 Modern and Pathfinder Roleplaying Game campaigns.

## *Life Tank* (aka Clayton Cassidy) (CR 19)

**XP 204,800**

Huge CE Aberration (lifechained)

**Init** +5; **Senses** darkvision 120 ft., low-light vision, receives unencrypted media signals; **Perception** +5

**Aura** absolute terror field (100 ft., Will DC 29 or become shaken, panicked if failed by more than 5)

**Allegiances** his AOG cell, the Lifer cause; **Affiliations** none

### Defense

**AC** 37, touch 17, flat-footed 36 (-2 size, +1 Dex, +20 natural, +8 deflection)

**hp** 345 (30d8+210); regeneration 20 (force, electricity and lifechained natural attacks)

**Fort** +17, **Ref** +13, **Will** +21

**Immune** ability damage, ability drain, cold, death from massive damage, disease, energy drain, fire, mind-affecting effects, poison, radiation, stunning, suffocation, vacuum

### Offense

**Speed** 60 ft., fly 100 ft. (clumsy); mach 0.45 outside of tactical combat

**Melee** slam +38/+33/+28/+23 (2d8+18)

**Ranged** rail guns +27/+22/+17/+12 (2d8/19-20/x4; 100 ft. range increment, single shot, unlimited payload) or depleted uranium Flachette cannon +27/+22/+17/+12 (3d6/x3; 75 ft. range increment, fully auto, unlimited payload)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** life kill, plasma cannon +26 (3d10 fire, 120 ft x 10 ft line, Ref DC 18 half), shoot down, Striker-X Missile Rack (3d6 ballistic damage, 100 ft.)

### Statistics

**Str** 46, **Dex** 12, **Con** 24, **Int** 11, **Wis** 21, **Cha** 13

**BAB** +22; **CMB** +42; **CMD** 61

**Feats** Anti-Evolutionist, Blood-Soaked Brutality, Charging Brutality, Critical Focus, Greater Bull Rush, Ground Stomp, Improved Bull Rush, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Power Attack, Run, Step Up, Weapon Focus (depleted uranium flachette cannon), Weapon Focus (rail gun)



limbs. The ground trembles when Life Tank walks, as if the very Earth is afraid of the violence the madman can unleash.

A polymer and titanium recreation of Life Tank's human skull is mounted atop the chassis, a snarling and fanatical skinhead who was a hardcore Aryan before going Lifer. Every available hard point on the cyborg's body is weaponized – a depleted uranium minigun rests above the monster's right shoulder cladding, a deadly missile rack sits between the shoulder blades, and independently targeted rail guns are mounted on the spine and arms, while anti-personnel laser weapons are mounted in the gauntlets. Less obvious and far deadlier weapons are hidden within the depths of the cyborg's xeno-tech

**Skills** Acrobatics +17, Drive +14, Fly +5, Intimidate +17, Knowledge (streetwise) +13, Knowledge (tactics) +13, Knowledge (theology and philosophy) +16, Pilot +14, Stealth +9

**Languages** English

**SQ** escalation, mega-scale strength, war machine

### Appearance

Life Tank is a hulk of gunmetal steel, a tank that's been folded down into something approaching a humanoid body. Weighing more than two tons, the cyborg's prodigious bulk is supported by a pair of artificial feet modeled on the structure of elephant

derived internal systems.

### Campaign Use

So powerful and so psychopathically dangerous it took an entire Choicer armada to bring him down, the world is fortunate the anti-choice madman named Clayton Cassidy only went into battle as Life Tank once. His rampage through the Unbowed Woman Health Center at just after 1500 hours on January 22, 2061 sparked the Abortion War. His kill count that day was impressive in the most brutal way imaginable: ten superhumans, each powerful enough to slaughter



entire armies, died at his hands. So did every ordinary human being within five miles of the clinic.

Life Tank was only slain by the direct intervention of Commander Roe Athene, and by the time she arrived on scene, Life Tank had already slaughtered more than 80% of her strike squad. It took the direct intervention of a goddess to kill Life Tank, and rightly so. His cybernetic body was engineered after the study of the living metal bio-cybernetics of another fallen star-goddess: the Lifer general Artemis.

He supposedly died at Oglala-Sioux, but in Otherverse America, dead monsters have a habit of never staying buried. When Artemis finally returns, as she promised with her dying breath, she may use her vast power and alien ultra-tech to resurrect the most infamous soldier of the Abortion War. Or perhaps Life Tank's cybernetic carcass, scavenged by the federal government and under study to this day at the massive laboratory complex Atlanta, GA has become, still smolders with a tiny ember of life. Or perhaps the human definition of death has as little meaning for whatever Clayton Cassidy's become as the human definition of mercy....

### **Special Abilities**

**Absolute Terror Field (Su)** Life Tank radiates an aura of palpable terror – the expected terror one feels in the presence of a fanatic with a gun, yes, but also an unearthly, lifechained dread. Any creature that comes within 100 feet of Life Tank must succeed at a DC 29 Will save or become *shaken* for as long as they remain within sight of the Life Tank and for 1d4 minutes afterward. Creatures who fail their save by 5 or more become *panicked* instead.

A creature that succeeds on their save against this effect is immune to the Absolute Terror Field for 24 hours. The save DC is determined as follows:  $\frac{1}{2}$  Life Tank's Hit Dice + his Charisma modifier + his ranks in Intimidate.

**Escalation (Ex)** Despite his relatively low Dexterity, Life Tank is a devastating, decisive whirlwind on the battlefield. Once Life Tank kills at least one character with a known Choicer or neo-pagan allegiance, adrenaline fueled neuro-circuits wake up. For the duration of the encounter, the Life Tank may make up to 10 attacks of opportunity per round.

**Life Kill (Su)** With a snarl, and a pulse of violet light from deep within his massive chassis, Life Tank can slaughter lesser Lifechains – making the only creatures that can easily kill Life Tank his easiest prey.

By expending an action point as a move action, Life Tank can send out a wave of dark energy that kills other Lifespawn. All creatures with the Lifechained subtype within 60 ft must succeed at a DC 18 Fort save or drop to -1 hit points and begin dying.

**Lifechained (Ex)** As a lifechained creature, Life Tank can sense the distance and direction to other lifespawn within one mile, and can likewise be sensed by other creatures with this subtype. He is considered to have a single lifechained feat for the purpose of predatory lifechained abilities. (See Guide to the Known Galaxy for complete information on this subtype.)

**Mega-Scale Strength (Ex)** Life Tank's cyber-chassis gives him superhuman strength. He may lift and carry up to 10 tons automatically, and for every point he exceeds a DC 10 Strength check, he may lift or carry an additional ton for an encounter.

### *Tossing Cars*

Life Tank might choose to pick up and hurl a vehicle at a hero. If so, treat it as an improvised ranged attack (-4 to strike). A tossed car or light truck inflicts 10d10 points of bludgeoning damage to the target square and to all adjacent squares and offers a DC 15 Reflex save for half damage). The target is pinned beneath the car if he or she fails the Reflex save by 5 or more. Escaping requires a DC 20 Escape Artist check (or a DC 30 Strength check).

**Shoot Down (Ex)** Life Tank's onboard targeting systems automatically activate to track and down flying targets. Life Tank may make an attack of opportunity with his rail guns against any Medium-size or larger visible flying target within 1,000 feet, even if the target's actions would not normally provoke an attack of opportunity.

**Striker-X Missile Rack (Ex)** The missile rack deployed between Life Tanks' shoulders fires self guided sub-munitions that automatically hit any target that has less than total cover within 100 ft. Life Tank may launch up to five missiles as a standard action,

either at the same target or up to five separate targets within range.

**War Machine (Ex)** Life Tank is able to make iterative attacks with his natural weapons. He may also add his Wisdom modifier as an insight bonus to ranged attacks.

#### **Life Tank's Active Feats**

The following "powers" come from various feats that require a bit of game master adjudication.

**Anti-Evolutionist (Su)** Up to five times per day, the Life Tank may add one-half his ranks in Knowledge (theology & philosophy) to all damage rolls against an enemy with the Lifechained, Psionic or other superhuman subtypes. This grants him a +6 bonus that remains in place for 1 round.

**Blood Soaked Brutality (Ex)** Life Tank fights most brutally when reduced to  $\frac{1}{2}$  his maximum hit point total (172 hp) or fewer. When reduced to  $\frac{1}{2}$  hp or less, Life Tank receives a +5 morale bonus on melee damage rolls. This benefit lasts until the end of the current encounter, or until the monster is brought above  $\frac{1}{2}$  hp by medical treatment or healing, whichever comes first.

**Charging Brutality (Ex)** Life Tank may choose to make a full attack action after charging. The benefits and penalties of the charge apply to all attacks made as part of the full attack sequence.



## *Ghost VIII*

*"Babies blood shall be shed no more. Neither I nor the Risen Christ shall allow it. From this day forward, no abortionist will rest easy. I swear to you, by Almighty Jesus, I will kill them all with these two hands."*

*-graffiti scratched into the eastern wall of NOR-RES Cyber-surgical suite 6B by the eighth Ghost of Babies Past*

### **Ghost of Babies Past VIII (Preston Oakley, 2073-2094)**

Dangerously unstable and violent for most of his life, Oakley fixated on abortion early on. Oakley was first arrested at 13 and charged with felony assault while he tried to sever the bionic arm of a local Midwife; his blogs revealed he'd been planning the assault since the



woman first moved into the embattled neighborhood at ten.

Oakley joined the Army of God two years later, in 2071, and quickly earned a reputation as an utterly committed, fearless shock-trooper. His brutality only increased, shocking even most of his squadmates. During a tour with the “Garbagemen” as an executioner, Oakley was critically injured and underwent cyber conversion. Awakening as the eighth man to wear the callsign “Ghost of Babies Past”, Ghost VIII survived the War (mostly because he was trapped outside of Boston when the final conflict occurred), and was responsible for the last terror strike of the Abortion War. Less than six hours after the Treaty was signed, the Ghost launched a terrorist assault at a civilian hospital in San Francisco, responsible for over two dozen deaths.

Oakley went to ground after War’s End. A few years later, the former terrorist was found dead in a Mexican salvage yard. He had traded his skeletal, heavily armored combat chassis for a Mexican labor frame, and had apparently been lying low before his execution. His killer remains unknown.

### **Roleplaying**

Like any of the Ghosts of Babies Past, the eighth Ghost was a hideous thing, a nightmare of black reactive armor carved into the shape of dead and mutilated children. A main battle tank in humanoid form, the eighth Ghost was a cybernetic goliath with a faceplate like a screaming iron skull, a nightmare of dead babies, a gargoyle from a terrorist’s maddest fantasy. The disturbing, enraged joy with which the eighth Ghost committed murder made the glowing crimson brands built into his forearm bracers, the ones that spelled out “PRO-LIFE” an obvious lie.

Ghost VIII screamed and raged, in his own way, as mad as Artemis. Unlike the star goddess, however, Ghost VIII did not even pretend compassion. Several times, he murdered his own troops, or left them to die when it became obvious that their commitment to the preborn was wavering.

## ***Creature Variant: Ghost VIII (CR 20)***

**XP** 307,200

*“When the eighth Ghost speaks, it is a squealing, unmodulated chorus, a hundred corrupted audio files recorded at rescue-strikes around the country. It is the voice of absolute madness.”*

*-The Ghost unleashes his cry, in the last battle of the American Abortion War*

The Eighth Ghost of Babies Past can be modeled as a variant version of Life Tank’s statblock, if you’re running a war era campaign and want to take on the worst example of Lifer madness.

**Remove:** Life Tanks “Striker-X Missile Racks” ability.

**Add the Following Special Attack:** Cry of the Preborn Breath Weapon (60 ft cone, 10d6 sonic plus 5d8 unholy, REF DC 29 plus deafened 1d4 minutes WILL DC 29 negates- see text, usable every 1d8 rounds)

**Cry of the Preborn (Su)** When the eighth Ghost screams, the world shatters.

Characters with a pro-choice allegiance, or who have ever had or performed an abortion are permanently deafened by the Cry on a failed WILL Save.

For one minute after using his Cry of the Preborn, Ghost VIII’s armor becomes denser and the carved faces contort in pain and rage. During this time Ghost VIII gains Damage Reduction 10/epic.

The eighth Ghost’s breath weapon immediately recharges if he kills a character with a known Choicer allegiance and at least 15 HD by any means (including with a Cry), or specifically if he kills a Choicer character of any Hit Die with his slam.



Weapons Proficiency  
**Starting Occupation** Blue Collar  
**Skills** Drive +4, Knowledge (religion) +1, Perception +5, Repair +4  
**Gear** AK-47 knockoff and 1d6 spare clips, combat knife, mil-surplus armor, cellphone, crappy nightvision goggles, first aid kit

### Ecology

**Environment** anywhere the fighting is

**Organization** battle buddies (pair), fireteam (3-5), platoon (8-16), or larger groups, often accompanied by other Lifer troops and mecha

**Treasure** incidental (including gear)

*"They call me Smokes. I was running with the 17<sup>th</sup> Big Water AOG, until my unit got pasted by a couple Valkyries.*

*Since then I've been walking alone, man, looking for somebody to crew up with. Think I can ride with you guys for a while?"*

*-Bobby "Smokes" Vasquez, October 2074, outside Laurel, MI*

## *Lifer Insurgent*

### *(Poor Quality Lifer Troop) (CR 1/2)*

Medium N (or any alignment) Human Warrior 2  
 XP 200

**Init** +0 **Senses** lowlight vision (goggles), Perception +5 (+1 with goggles on)

**Languages** English, Spanish

### Defense

**AC** 15 **Touch** 10 **Flatfooted** 15 (+5 armor)

**HP** 2d10+2 (11 HP)

**FORT** +4 **REF** +0 **WILL** +1

### Offense

**Spd** 25 ft (30 ft unarmored)

**Melee** +3 combat knife (1d4+1 slashing, 19-20/x2)

**Ranged** +2 AK-47 knockoff (2d8 ballistic, 20/x2, 70 ft, semi auto, 30 box)

### Statistics

**Str** 12 **Dex** 11 **Con** 12 **Int** 10 **Wis** 12 **Cha** 11

**Base Atk** +2 **CMB** +3 **CMD** 13

**Feats** Armor Proficiency (light, medium), Burst Fire, Endurance, Personal Firearms Proficiency, Simple

### Special Abilities

**Fuck Up (Ex)** Lifer Insurgents are poorly trained, poorly equipped and undisciplined irregular troops. They if they are successfully *demoralized* with the Intimidate skill, rather than being merely demoralized, they are considered *confused* for one round instead.

**Mil-Surplus Armor (Ex)** At the beginning of a combat encounter, since the Lifer Insurgent is wearing Mil-Surplus Armor he or she rolls D20. On a roll of 1, the armor cataclysmically fails, and its Equipment Bonus to AC/Defense is set to +0. The armor can be repaired with a DC 15 Repair check.

### Campaign Use

Lifer Insurgents represent the absolute lowest level of competence that Lifer commanding officers had to put up with during the last War. These troops have minimal training (if any), poor fire discipline and a pretty shaky grasp of urban warfare tactics. They're



equipped with whatever mil-surplus crap they could beg, borrow or steal.

None of them have post-human powers or energy weapons. All of them joined the AOG for their own reason- from the zealous fanaticism of prospective Garbagemen to ordinary Enclave kids who joined up just to keep their buddies alive as best they could. Lifer Insurgents might be former militia mercenary-wannabes, officially inducted into the AOG sometime in the winter of 2060 or the spring of 2061, or might be *quiverfull* kids given a gun and ordered into the fight by their hardline parents.

## *Lifer Veteran (Experienced Lifer Infantry)(CR 7)*

**XP 3,200**

Powered hero 3/soldier 5

Medium LE Humanoid (human, psionic)

**Init** +3; **Senses** Perception +10

**Allegiances** the Lifer cause, the Army of God, law; **Affiliations** The Garbagemen

### Defense

**AC** 26, touch 13, flat-footed 21 (+3 Dex, +4 class, +6 equipment, +1 shield)

**hp** 60 hp (8d10+16)

**Fort** +8, **Ref** +7, **Will** +5

### Offense

**Speed** 30 ft. (40 ft. without armor)

**Melee** combat knife +7 (1d4+4/19-20) and +5 collapsible baton (1d6+4/19-20)

**Ranged** power blast +10 (2d6 force; 19-20/x2, 40 ft. range increment, unlimited payload) or tear gas grenade +6 (15 ft. radius burst, targets nauseated for

time in burst plus 1d6 rounds, 15 ft range increment, DC 15 Fort negates)

### Statistics

**Str** 19, **Dex** 17, **Con** 14, **Int** 14, **Wis** 12, **Cha** 12

**Base Atk** +6; **CMB** +10; **CMD** 23

**Starting Occupation** Military

**Talents** Shooter I, Shooter Plus

**Feats** Armor Proficiency (light), Armor Proficiency (medium), Combat Reflexes, Dead Aim, Endurance, Far Shot, Genetic Completion, Iron Will, Meaningful Ink, Personal Firearms Proficiency, Simple Weapons Proficiency, Two-Weapon Fighting, Weapon Focus (power blast), Weapon Specialization (power blast)



**Skills** Acrobatics +7, Climb +9, Demolitions +5, Intimidate +6, Knowledge (tactics) +6, Perception +10, Linguistics +4, Stealth +9

**Additional Class Skills** Knowledge (tactics), Perception

**Languages** English, Spanish

**SQ** ability push (Dexterity), bio-mech anatomy, genetic enhancement protocol

**Possessions** tactical vest, gas mask, collapsible baton, combat knife, zip tie handcuffs, digital camera, 3 tear gas grenades

**Cyber Implants and Smartlights** Dreamscape Smartseed, Kevlar Replacement Muscle Groups, Integral Combat Bracers

**Action Points** 10+1d6 (23 maximum)

*"I've found helmet cam footage of my sister's execution on the black market. She was an attractive woman, a priestess midwife sworn to Isis-Astarte, and because of that her execution tape commanded a premium- almost 1,500 dollars, cash because the seller didn't trust ID-Wallet transactions. The death tape wasn't exceptionally bloody, and by **their** standards, surprisingly humane. If it had been longer, or crueler, at least one more zero would have been added to the price. **They** like to watch Choicer women die, you see.*

*A Lifer infantry woman put my sister on her knees, placed the barrel of a Rhea 5.6 against the back of her skull, and said the usual words.*

*"I am giving you the choice between life and death, between heaven and hell, between God's blessing and His curse. Choose life."*

*Had my sister broken her oath, she would have probably lived. **They** were waging a PR campaign that year, and swordpoint conversions were better PR. My sister didn't say anything, at least nothing audible on the recording. A second later the Lifer fired. My sister died instantly, lords and ladies.*

*And that is all the reason I will ever need to kill them."*

*-Testimony of imprisoned Bastian operative Barbane "Choice" Merideth, , during pre-sentencing psychological examination. July, 2107.*

## Appearance

The Lifer Veteran is a haunch of ancient leather wrapped in old style Lifer *carbon nanotube* armor, held together with black duct tape and anti-abortion bumper stickers. Like many of the men of a certain age in Lifer culture, he wears a wild and untamed beard, like some kind of military-trained Old Testament patriarch, and shields his eyes from the sun in an old Lifer command ballcap.

The Lifer Veteran's scars and tattoos are memories of a long, hard war. He doesn't talk about what he did during the Abortion War, except maybe over morning coffee with his clique of other middle-aging sociopaths, where he grumbles about those pagan fucking babykillers and spreads the word that Artemis is coming back...she's really coming back this time....get your guns ready.

## Campaign Use

The Lifer Veteran survived the Abortion War, probably spending months or years in a Choicer or Fed-Gov prisoner of war camp, and probably leaving parts of their body on some contested stretch of asphalt.

They're skillful, independent professional warriors with a core of rage to fall back on. If they are leading a squad of well-trained, but untested New Promise Infantry, they provide the benefit of the kind of combat experience that even the best training can't match. Alone, they're perfectly comfortable with strapping on the old Kevlar they keep in the garage, slipping on a ratty command ball cap from a long disbanded Lifer unit, and going out to kick some ass. That ass might belong to an unsuspecting neighborhood Midwife, or a Choicer mechanized cavalry unit, it's all the same to the Veteran. They're just doing what must be done...

## Special Abilities

**Ability Push (Ex)** Once per day, the Lifer Veteran can increase his Dexterity score by +1. This enhancement lasts for one hour, and requires a full round action to activate.

**Garbage Affiliation (Ex)** The Lifer Veteran learned some especially sadistic tactics from a tour with the "Garbagemen" during the War, and there's still some Fed-Gov war crimes tribunals out looking for him.



When attacking with an unarmed strike or any small or medium melee weapon, if the Veteran beats the target's AC by 7 or more points, he inflicts an especially agonizing wound. The target must succeed at a FORT Save (DC 12 + the damage inflicted) or be *shaken* for one round. This ability only affects humanoids with reasonably normal anatomies, and is ineffective against any creature immune to pain effects.

**Genetic Enhancement Package (Ex)** the Lifer Veteran has a highly efficient metabolism, requiring only ½ the food and water of an unmodified human. He receives a +4 bonus on Fort saves made to resist starvation and thirst. The Veteran will live much longer than an unmodified human, adding 50% age categories.

**Meaningful Ink (Ex)** The Lifer Veteran's arms are sleeved with memorial crosses bearing the names of fallen squad-mates and lost loves. These extensive Lifer-style tattoos grant the Lifer Veteran a +2 morale bonus on Diplomacy checks made against those who share his allegiance, as well as a +2 bonus to melee damage rolls against those directly opposed to his Lifer allegiance – usually Choicer and Fed-Gov soldiers and abortion providers.

**Tactical Aid (Ex)** The Lifer Veteran can provide tactical aid to a single ally (but not himself) within sight and voice range. As a full round action, the Lifer Veteran provides tactical aid to all allies (including himself) within sight and voice range.

This aid provides either a competence bonus on attack rolls or a dodge bonus to AC (the Veteran's choice). This bonus is equal to the Veteran's Intelligence bonus (+2) and lasts for two rounds.

## *Mad Momma XIII* *(aka Jessica Munoz)* *(Lifer Infantry)(CR 3)*

### **XP 800**

Powered hero 3/soldier 1

Medium LN Humanoid (human, psionic)

**Init** +3; **Senses** Perception +7

**Allegiances** the Lifer cause, the Army of God, law;

**Affiliations** none

### **Defense**

**AC** 20, touch 13, flat-footed 17 (+3 Dex, +2 class, +4 equipment, +1 shield)

**hp** 34 hp (4d10+8)

**Fort** +6, **Ref** +5, **Will** +4

### **Offense**

**Speed** 30 ft. (40 ft. without armor)

**Melee** combat knife +5 (1d4+4/19-20) and +5

collapsible baton (1d6+4/19-20)

**Ranged** power blast +7 (2d6 force; 25 ft. range increment, unlimited payload) or tear gas grenade +6 (15 ft. radius burst, targets nauseated for time in burst plus 1d6 rounds, DC 15 Fort negates)

### **Statistics**

**Str** 19, **Dex** 17, **Con** 14, **Int** 11, **Wis** 12, **Cha** 12

**Base Atk** +3; **CMB** +7; **CMD** 20

**Starting Occupation** Block Mother

**Talents** Shooter I, Shooter Plus

**Feats** Armor Proficiency (light), Armor Proficiency (medium), Combat Reflexes, Endurance, Genetic Completion, Iron Will, Meaningful Ink, Personal Firearms Proficiency, Simple Weapons Proficiency, Two-Weapon Fighting, Weapon Focus (power blast)

**Skills** Acrobatics +7, Climb +9, Demolitions +5, Intimidate +6, Knowledge (tactics) +6, Perception +7, Linguistics +4, Stealth +6

**Additional Class Skills** Knowledge (tactics), Perception

**Languages** English, Spanish

**SQ** ability push (Dexterity), bio-mech anatomy, genetic enhancement protocol

**Possessions** concealable vest armor, gas mask, collapsible baton, combat knife, zip tie handcuffs, digital camera, 3 tear gas grenades



*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, Codename: Pinpoint*

### Appearance

Mad Momma XIII is a college-aged Hispanic woman with a weightlifter's toned build. Her body is studded with cyber-implants, and interface ports line her muscular arms and thighs. She wears her jet black hair shoulder length, usually pulled into a top-knot when she fights. A teardrop tattoo under her amber eyes mixes old gangster style with Lifer ideology. When she's in the field, Mad Momma XIII favors off the rack Kevlar II armor and a sleeveless tac-vest to show off her tattoos. Her machine-inked designs move and shift when the Christian super-solider uses her post-human talents.

**Cyber Implants and Smartlights** Dreamscape Smartseed, Kevlar Replacement Muscle Groups, Integral Combat Bracers

**Action Points** 10+1d6 (23 maximum)

*"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 13<sup>th</sup> 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*

### Campaign Use

Mad Momma XIII is a good adversary for low level Choicer heroes, and for higher level campaigns, her stat-block can easily form the backbone of the Lifer AOG. She's a melee bruiser with some decent ranged capability thanks to her energy blasts. Swap allegiances as necessary to make a generic Choicer, Fed-Gov or mercenary soldier.

### Special Abilities

**Ability Push (Ex)** Once per day, Mad Momma can increase her Dexterity score by +1. This enhancement lasts for one hour, and requires a full round action to activate.

**Genetic Enhancement Package (Ex)** Mad Momma XIII has a highly efficient metabolism, requiring only ½ the food and water of an unmodified human. She



receives a +4 bonus on Fort saves made to resist starvation and thirst. Mad Momma will live much longer than an unmodified human, adding 50% age categories.

**Meaningful Ink (Ex)** Mad Momma's breasts and shoulders are covered by grey-scale 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 Diplomacy checks made against those who share her allegiance, as well as a +2 bonus to melee damage rolls against those directly opposed to her Lifer allegiance – usually Choicer and Fed-Gov soldiers and abortion providers.

## *Moonshot (CR 11)*

**XP 12,800**

Powered hero 10/field officer 2

Medium LG Humanoid (human, psionic)

**Init** +10; **Senses** Perception +11

**Allegiances** her AOG cell, the Lifer cause;

**Affiliations** none

### Defense

**AC** 24, touch 21, flat-footed 17 (+1 equipment, +6 Dex, +1 dodge, +4 class, +2 natural)

**hp** 116 hp (10d10+40 plus 2d8+8)

**Fort** +11, **Ref** +11, **Will** +8

**Resist** force 10

### Offense

**Speed** 40 ft.; fly 90 ft. (good; able to reach supersonic speeds outside of combat)

**Melee** unarmed strike +15/+10/+5 (1d4+3 nonlethal)

**Ranged** force blast +19/+14/+9 (2d6 force) or Roeder Short Barrel Rail Pistol +18/+13/+8 (3d6; 100 ft. range increment, single shot, 20 rounds box mag)

**Special Attacks** Force Manipulation, Gravity Hammer, Singularity

### Statistics

**Str** 16, **Dex** 23, **Con** 18, **Int** 17, **Wis** 14, **Cha** 13

**Base Atk** +12; **CMB** +15; **CMD** 32

**Starting Occupation** Hereditary CFL Kid (Warskin)

**Talents** Force Manip I-IV, Gravity Hammer, Shooter I, Shooter Plus, Singularity, Flyer I-II, Continental Range



**Feats** Armor Proficiency (light), Armor Proficiency (medium), Combat Martial Arts, Combat Reflexes, Defensive Martial Arts, Dodge, Elusive Target, Far Shot, Genetic Completion, Improved Initiative, Lightning Reflexes, Mobility, Personal Firearms Proficiency, Point-Blank Shot, Powered Plus (x3), Weapon Focus (shooter I)

**Skills** Computer Use +12, Diplomacy +10, Drive +12, Fly +19, Heal +13, Intimidate +10, Knowledge (history) +13, Knowledge (streetwise) +12, Knowledge (tactics) +13, Knowledge (technology) +12, Knowledge (theology and religion) +12, Perception +11, Sense Motive +11, Swim +9; **Additional Class Skills** Heal, Knowledge (technology)



**Languages** English, Hindi, Japanese, Spanish  
**SQ ability push** (Dexterity), bio-mech anatomy, genetic enhancement protocol, leadership, uncanny survival

**Possessions** Standard New Promise Infantry loadout (see appendix). DOL heavy tactical armor is replaced with a Speed Suit (+2 to her Dex score while wearing it).

**Action Points** 20+2d6 remaining (88 maximum)

*"I'm not denying you did well out there, 'cause you did. But I'm saying you got to be more careful. We're Lifers, right? All life is precious to us, even the lives of our enemies..... that's why we're on this island. Otherwise, we'd all have red hands and be living in Cali with the pornstars, not in this cold-ass, damp-ass cave eating rations, right? As powerful as we are, we're living tanks. We fire, anything in front of us dies. Our target, sure, I got no problem with that, but think about whatever's BEHIND our target. Watch your fire, keep an eye out for kids and non-combatants, even Choicer ones, and you'll fit in with my Kids just fine."*

*-Moonshot, November 2106*

### Appearance

Moonshot is a powerfully muscled girl of about seventeen. Her features and curly, corn-rowed hair would mark her as African American, if not for her skin, so like perfect blue marble. Her sleek black and purple body armor is lined with glowing circuit components that increase her already impressive agility and in-air maneuverability, and help her control the powerful gravitic forces her body generates.

### Campaign Use

Moonshot is a calm and level headed leader for any CFL Kid squad. Her abilities are a contrast to Comstock. He's brutal and focused on Strength, she's got more complex, battle field control abilities focused on Dexterity. She's nimble and maneuverable, good in a dog-fight and excellent at ranged combat. She's "power-gamed" the system; able to manipulate up to 500 lbs. of matter with a thought.

Moonshot is protective of her squad, and constantly urges restraint. She's likely to accept an enemy's surrender, and will usually retreat if one of her kids is grievously wounded. The exceptions of course, are targets with a Lifer deathmark – she takes those out without hesitation, but has no stomach for collateral damage or secondary murders. She fights

conservatively, extremely careful of civilians caught in the line of fire.

Since Moonshot is a light, fast fighter with some high level Post-human talents, she can easily be reskinned as an elite Choicer warrior, especially a follower of the pagan Norse gods.

### Special Qualities

#### **Ability Push (Ex)**

Once per day, as a full round action, Moonshot can increase her





Dexterity score by +5 for one hour.

### Bio-Mech

#### Anatomy (Ex)

Powered heroes such as Moonshot are transformed into posthumans by cutting edge genetic or cybernetic enhancements, which present unique difficulties if they are injured. Medics attempting to use the Heal skill to aid a powered hero suffer a -4 penalty on the check result, unless they possess the Xenomedic feat.

### Force

**Manipulation Talents (Su)** Moonshot is a dedicated Force Manipulator, who has acquired every talent in the force manipulation tree. As such, it's easier to just reprint the entire talent tree (from Powered Hero Evolution) here, rather than abstracting this fairly complex set of powers.

## Force Manipulation Talent Tree

By manipulating gravity, one of the fundamental forces of the universe, the Powered Hero can dominate the battlefield. Force Manipulation is difficult to master, but with practice, Powered Heroes specializing in this talent can achieve feats that even the most powerful telekinetics can't match.

**Force Manip I:** You unconsciously manipulate gravity in constant and minor ways. You never take falling



damage unless you are unconscious or unable to use Psionic abilities, and are constantly under an effect similar to the *featherfall* spell. You gain force resistance 10.

**Prerequisite:** Shooter-Type I (Force energy blast)

**Force Manip II:** You can use your control over gravity and kinetic

energy to move objects telekinetically. This ability functions as the Telekinesis feat with only a few minor exceptions.

You may move objects telekinetically as a standard action. You may move unattended objects weighing ten pounds per Powered Hero class level. You may utilize this ability at will, directing the object(s) as a standard action, which provokes attacks of opportunities.

You may perform Craft and Dex-based skills using telekinesis, but suffer a -4 penalty on all skill checks due to lack of sensitivity. You may throw objects telekinetically, but suffer a -4 penalty on attack rolls.

Thrown objects inflict 1d4 points of nonlethal damage per 10 lbs. Hard or edged objects inflict 1d4 points of

lethal damage per 10 lbs. Inhalation poison telekinetically thrown in an adversary's face or nose inflicts a -2 circumstance penalty on the unfortunate victim's Fort save. Telekinesis cannot be used directly against living beings or objects in another creature's possession.

Telekinetic characters can affect all objects within line of sight in a 60 foot radius. Telekinetic characters may simultaneously move a number of objects equal to their Powered Hero class level.

**Prerequisites:** Force Manip I

**Force Manip III:** Your control of gravity allows you to increase a target's mass to what it would be on Jupiter.

By spending an action point as a standard action, the Powered Hero can induce a High Gravity environment (as described in the D20 Future sourcebook) in a 100 foot radius around his body. This field moves with the Powered Hero while it is active. This gravity field affects everything within the radius, except the Powered Hero himself, who can move and operate normally. This field remains in effect until the end of the encounter, the Force Manipulator chooses to dismiss the effect, dies, or falls unconscious.

**Prerequisites:** Force Manip II, Force Manip I

**Force Manip IV:** Just as you can increase gravity's pull, you can also negate it completely. Instead of creating a High Gravity environment with the Force Manip III talent, the character can instead create a zone of zero gravity.

**Prerequisites:** Force Manip III, Force Manip II, Force Manip I

**Gravity Hammer:** You can increase the gravity in a target zone that even the air itself slams downward, blasting into the earth like a rail gun shot. By spending an action point, you can create a gravity hammer as an attack action.

The gravity hammer inflicts 10d6 points of force damage plus an additional +1d6 points of force damage per each Powered Hero class level (max 20d6) to all targets within a 30 foot radius. You may create the gravity hammer at any visible point within 100 ft. Targets in the gravity hammer's radius can attempt a

Reflex save (DC 10 + your Powered Hero class level) for half damage.

**Prerequisites:** Force Manip III, Force Manip II, Force Manip I

**Singularity:** Increase gravity to the point where nothing, not even light can escape its pull. When using your Gravity Hammer, instead of just suddenly slamming the target with ultra-gravity, you create a microscopic singularity.

Your Gravity Hammer now completely atomizes any creature or object destroyed by it, and usually leaves a bowl shaped, black glass depression where it landed. Once created, the Gravity Hammer remains active for 1d4 rounds, inflicting full damage each round. The hammer's effect radius, and a larger 30 foot radius encircling the effect, become completely black, as all light is pulled into the singularity. Normal vision and darkvision are useless within this spherical radius.

**Prerequisites:** Gravity Hammer, Force Manip III, Force Manip II, Force Manip I

**Genetic Enhancement Protocol (Ex)** Powered heroes have highly efficient metabolisms, requiring only ½ the food and water of an unmodified human. They receive a +4 bonus on Fort saves made to resist starvation and thirst. Powered Heroes live much longer than an unmodified human, adding 50% to their age categories.

**Leadership (Ex)** By making a DC 10 Diplomacy check, Moonshot can provide a +1 competence bonus on an ally's skill check. The ally must be within sight of Moonshot and be clearly able to hear her.

**Uncanny Survival (Ex)** Once per day, Moonshot may add +1 to her AC for 1 round. This lasts until the beginning of her next turn. Doing so is an immediate action.



## Nanofeaster Gunner (CR 5)

Large LE Humanoid (nanofeaster, psionic)

XP 1,600

**Init** +2 **Senses** Darkvision 60 ft, lowlight vision, smell nanonics, Perception +10

**Languages** English, Spanish

### Defense

**AC** 21 **Touch** 11 **Flatfooted** 19 (-1 size, +2 DEX, +10 armor)

**HP** 7d8 + 28 hp (60 HP)

**FORT** +9 **REF** +4 **WILL** +7

**Resist** Fire 10

### Offense

**Spd** 20 ft

**Melee** +11 unarmed strike (2d6+7 bludgeoning, 20/x2 plus nanofeast) or +11 bite (1d6+3 piercing, 20/x2, plus nanofeast on a critical hit)

**Ranged** +8 minigun (3d12 +8 ballistic, 20/x3, 150 ft range increment, 100 round belt)

### Attack Options

**Special Attacks** Dragon Fire Strafe (60 ft x 5 ft line, 3d12+8 ballistic plus 1d8 fire, REF DC 20 half)

**Special Qualities** Nanofeast, Smell Nanonics

### Statistics

**Str** 24 **Dex** 14 **Con** 17 **Int** 8 **Wis** 14 **Cha** 11

**Base Atk** +5 **CMB** +14 **CMD** 26

**Feats** Armor Proficiency (light, medium, heavy), Exotic Firearms Proficiency (minigun), Intimidating Prowess, Power Attack, Strafe, Weapon Focus (minigun)

**Skills** Intimidate +7, Perception +10, Profession (soldier) +4

**Gear** Defender of Life Heavy Tactical Armor, masterwork minigun with 6x 200 round ammo belts in feeder backpack, palmtop computer

### Ecology

**Environment** any land (common throughout Lifer-held North America)

**Organization** accompanying a squad of New Promise Infantry Grunts and Non-Comms or other Lifer soldiers, as the squad's heavy machine gunner

**Treasure** standard (including gear)



## **Special Abilities**

**Dragon Fire Strafe (Ex)** Once per encounter, the Nanofeaster Gunner can strafe an area up to 60 ft long by 5 ft, inflicting his ranged attack damage, plus 1d8 fire (from tracers mixed in the ammo belt), with a DC 20 REF Save for half damage. Using Dragon Fire Strafe can only be attempted with an ammo belt that has at least 50 rounds remaining, and expends the ammo belt.

Targets who suffer fire damage from this attack continue to burn, suffering 1d6 fire damage on each successive round, until they either take a full round action to extinguish themselves or are thoroughly doused.

**Heavy Weapon Specialist (Ex)** The Nanofeaster Gunner adds his STR modifier as a bonus on damage with any exotic firearm he is proficient with, namely his main gun.

**Nanofeast (Ex)** A nanofeaster who destroys any external cybernetic implant based on nanotechnology using a natural weapon or unarmed strike, or inflicts a critical hit with a bite attack against a foe enhanced by a nano-colony completely consumes that nanotech. Jesse's body quickly breaks down the nanotechnology, and uses the bio-tech to enhance the cannibal mutate's own physical capabilities.

Each destroyed nano-cybernetic provides the Nanofeaster with 2d4 temporary hit points, and a +2 bonus to his Strength score. These bonuses stack with themselves, and fade an hour after a nano-colony is consumed. Nanofeasters can receive a maximum of 10d4 temporary hp or +10 Strength.

**Rapid Reload (Ex)** The Nanofeaster Gunner can reload an ammo-belt as a move equivalent action.

**Smell Nanonics (Ex)** The Nanofeaster is instantly aware of the presence of any nano-colony, nano-tech based genetic enhancement or soft-tech cybernetics, as well as all cybernetics and smartlights, including inactive devices. If he moves within 60 feet of one of these devices, the Nanofeaster becomes aware of their presence.

The Nanofeaster may attempt a Wisdom check (DC 12 + the item's restriction rating) to pinpoint the location

of the device. If the Nanofeaster succeeds at the check by 10 or more points he gains a basic awareness of the device's purpose and capabilities.

## **Roleplaying**

The legendary Nanofeaster strength makes them excellent infantry pack-mules, and most Lifer squads assign the role of squad support gunner to the biggest, meanest and steadiest Nanofeaster they can find.

These hulking warriors put a wall of reactive armor and a withering barrage of depleted uranium rounds and tracers between the Choicers and their buddies. A well armed

Nanofeaster squad gunner makes a decent substitute for a main battle tank and the upkeep is a lot cheaper. It only costs a few hundred bucks to feed a Nanofeaster soldier each month, as opposed to crushing maintenance cost of a modern tank.

## **Appearance**

The Nanofeaster Gunner is 900 pounds of brick red muscle, gristle and rage, wearing another 200 lbs of grungy black tactical body armor and carrying a belt fed Vulcan cannon that would normally be vehicle mounted.

# *The Neverborn (Homo Sapiens Mortalitis)*

*Recommended Resources:*

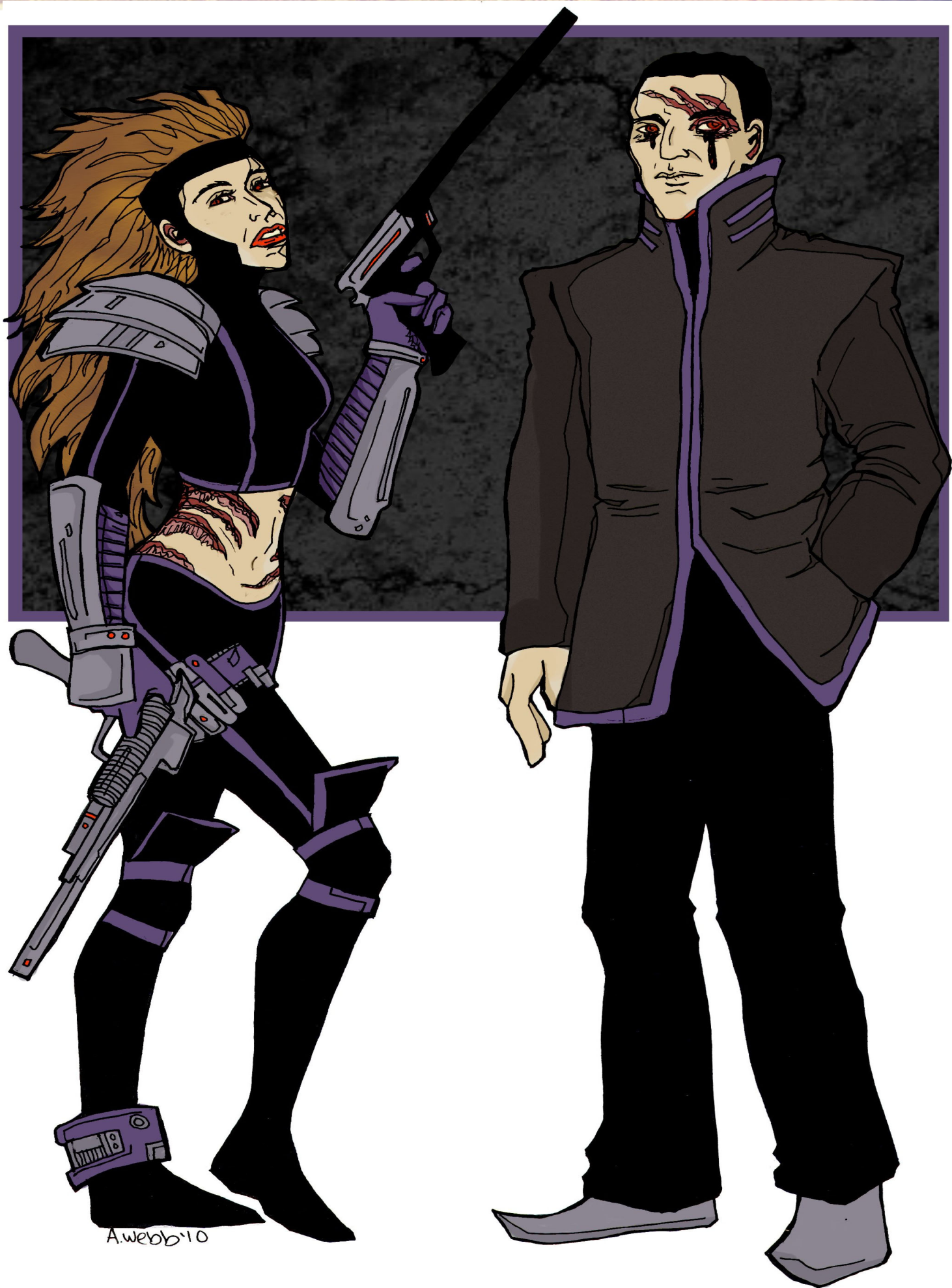
*Neverborn Again (2010), The Species of Otherverse America (2011)*

*"You never want to botch a mission. Because when the mission goes right, when the rescue goes off without a fuckin' hitch, you come back here and you're a fuckin' hero to the pre-born. You're on top of the world; you're a fuckin' saint. When things go wrong though, you start thinkin' about what you are. Just another fuckin' ghost."*

*-Atomic Dogstar, early January 2107*

The Neverborn are an undead strain of humanity, an emergent species created by the unique intersection of pro-life belief and powerful necromantic Object Philosophies. Neverborn are awakened to sentience and returned to a kind of life during a mournful ritual. Neverborn are an artificially created species unique to





A.webb'10

the Lifer Nation, and Neverborn children are often raised alongside their living and breathing siblings in the movement. The Neverborn are virtually unknown outside of Megachurch Enclaves. Many Choicers have never met a Neverborn, and wonder if the species is just another urban legend- another piece of imaginative Lifer propaganda.

Able to testify first hand to the horrors of abortion, the Neverborn are powerful speakers and sidewalk consolers, and have become a secret weapon in the pro-life movement's propaganda arsenal. The Neverborn are a relatively new species: the Fed-Gov census counts fewer than 2,000 nationwide, though the existence of larger cadres of Neverborn bred in secret on Kodiak Island, is an open secret throughout Lifer America. There may be as many as 10,000-12,000 additional Neverborn, created in secret, and living off the grid.

The vast majority of Neverborn have chosen to remain on Earth, and are active participants in the Abortion War. The handful of Neverborn who have ventured off planet describe a sense of freedom and purpose among the stars. These explorers all share an instinctive drive to conquer the heart of the galaxy, deep within Lifechain territory.

### **Neverborn Society**

Neverborn on Earth are struggling to develop their own culture within the dominant Lifer ethos. They have few settlements of their own, and mostly live alongside their human counterparts in the movement. Centers of Neverborn culture, and major Neverborn leaders include:



The Nuremberg Consciousness is a continent-spanning tachyon-AI with unparalleled computing power. Sentient since the late 2050s, forms the backbone of the Lifer communications and data-network, and helped design the Object Philosophies that created the Neverborn. The Nuremberg Consciousness is effectively the father of the race, if the human psion Makepeace Lacey (who committed a suicide that nobody believes was a suicide in 2059) is its mother.

Silenced Rat is a Neverborn preacher who has built a grim and ascetic tent-city in the Montana wilderness. Silenced Rat pushes his believers to reject human comforts and needs, and evolve their undead nature.

Silenced Rat is an old-line Evangelical preacher, and loathes the Covenant, but has little interest in

violence beyond what is necessary to protect the compound and control his own people. Rat is far outside the mainline of Lifer thought, and has little contact with the re-forming Army of God.

Two years ago, Susan Glauchester, a minor-leauge Neverborn politico, formed the McDuffs, after discovering that the Nuremberg Consciousness lied about the race's origins as 'risen survivors' of abortion. The McDuffs can no longer trust the Lifer Nation, and are too scared to go to the Choicers for aid, but they know that by their defection, they've been marked for execution by Nuremberg and its agents. This small contingent of rebel Neverborn have found sanctuary in one of the worst neighborhoods in



Pensacola, under the protection of an ex-pimp who helped perfect the creation of Neverborn.

Finally, the vast majority of Neverborn are 'born' on Kodiak Island, including non-human Neverborn not yet catalogued by the Choicer military. These Neverborn are raised as warriors, most of them under the careful and occasionally violent tutelage of Thoughtmaster Elmore Cabbot, a Lifer psion who can best be described as a necromantic Wyatt Earp.

## *Neverborn, Angel Helix* *Grunt (CR 3)*

### **XP 800**

Neverborn powered hero 4

Medium LE Undead (lifechained)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +3

**Aura** 30 ft. neverborn transformation/sensory aura

**Allegiances** his AOG cell, the Lifer cause; **Affiliations** none

### **Defense**

**AC** 20, touch 14, flat-footed 18 (+2 Dex, +2 class, +4 natural, +2 equipment)

**hp** 22 hp (4d10-4 hp)

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

**Immune** turning (only from those aligned with pro-choice, or have performed an abortion), undead traits (vulnerable to mind-affecting effects; immune to fear effects)

### **Offense**

**Speed** 30 ft., fly 60 ft. (average)

**Melee** skeletal talons +7 (2d4+3) or +7 unarmed strike (1d4+3)

**Ranged** Benham 2061 Plasma Rifle +6 (2d12 fire; 80 ft. range increment, single shot, 40 shot cell) or fragmentation grenade +6 (4d6 slashing; 20 ft. burst radius, 10 ft. range increment)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with skeletal talons)

### **Statistics**

**Str** 16, **Dex** 15, **Con** —, **Int** 11, **Wis** 17, **Cha** 9

**Base Atk** +4; **CMB** +7; **CMD** 19

**Starting Occupation** CFL Kid



**Talents** Peak Human I, Flyer I

**Feats** Armor Proficiency (light), Armor Proficiency (medium), Combat Martial Arts, Elite Clearance, Living Witness, Personal Firearms Proficiency, Simple Weapons Proficiency, Advanced Firearms Proficiency, Combat Reflexes, Gravestone, Skeletal Derangement  
**Skills** Climb +8, Diplomacy +1, Demolitions +5, Heal +8, Knowledge (tactics) +5, Knowledge (theology and philosophy) +7, Stealth +7; **Additional Class Skills** Demolitions, Heal

**Languages** English

**SQ** Ability push (Strength (primary) and Dexterity (secondary)), bio-mech anatomy

**Possessions** Benham 2061 Plasma Rifle, 6x spare cells, Light Tactical Skinsuit (treat as leather armor) and load bearing vest, 4 fragmentation grenades, basic medical kit

**Action Points** 5 (24 maximum)

*"Of course I wish I'd been born human. Wish I'd been born, really. But as a Neverborn, I can save other children beyond a human rescuer's wildest dreams. I don't breathe, don't need food or sleep, and I don't think I can age. I'm built to be a soldier, and the Army has given me a chance to do what I was made for."*

*-Army of God GSGT Baby Darius Wren,  
November 2106*

### **Roleplaying**

Typical of the young and utterly committed Neverborn soldiers trained in the depths of the Judgment Bunker, this Neverborn and his comrades usually only leaves the island for covert strikes deep into Choicer territory. Most likely encountered attacking Choicer assets or devastating an unprepared clinic, Angel Helix Neverborn attack in eerily silent packs, coordinating their efforts with hand signals and striking with merciless efficiency. The fully masked and armored warriors use their natural flight talents to approach a target silently, flying nap-of-the-earth after deploying from a heavily armored Lifer VTOL nearby.

This particular Neverborn represents a younger member of a rescue-cell, with a few missions under his belt, but without the Big Rescue reputation of his mentors. He's spent as much time exploring his innate Neverborn abilities as traditional military skills, making him a deadly threat in both melee and ranged combat. He's also got a surprisingly high degree of common sense and a lot of compassion for a terrorist, making him a decent field medic.

### **Special Abilities**

**Ability Push (Ex)** Twice per day, as a full round action, the Neverborn may choose to gain a +2 inherent bonus to Strength. This effect lasts for one hour per activation. Thanks to the Neverborn's peak human I talent, he can also gains a +1 inherent bonus to Dexterity when using this ability.

**Neverborn Aura (Su)** When the Neverborn merely comes within 30 ft of any creature who has ever had or performed an abortion, it's body changes, becoming more corpse-like and visibly undead.

## *Neverborn, Judgment Horror* **(CR 13)**

**XP 25,600**

Gargantuan N Undead (lifechained)

**Init** +2; **Senses** blindsight 30 ft., darkvision 60 ft.; **Perception** +14

**Aura** neverfall, PTSD hellhole (see text)

**Allegiances** his AOG cell, the Lifer cause; **Affiliations** none

### **Defense**

**AC** 29, touch 4, flat-footed 29 (-2 Dex, -4 size, +15 natural, +10 equipment)

**hp** 191 (22d8+66)

**Fort** +10, **Ref** +5, **Will** +16

**Immune** undead traits

### **Offense**

**Speed** 60 ft.

**Melee** 2 claws +27 (2d6+15) and vacuum aspiration +27 (4d6+15 plus 3 bleed plus 1d4 Strength damage)

**Ranged** 2 Griffin Arms .50 "Kicker" Railguns +14 (3d10/x3; 1,000 ft. range increment, single shot, 20 round payload)

**Space** 20 ft.; **Reach** 20 ft. (30 ft. with vacuum aspiration)

**Special Attacks** pounce, rake (2 claws +27, 2d6+25)

### **Statistics**

**Str** 40, **Dex** 6, **Con** —, **Int** 3, **Wis** 17, **Cha** 14

**Base Atk** +16; **CMB** +35; **CMD** 43

**Feats** Ability Focus (PTSD hellhole), Cleave, Great Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Initiative, Improved Overrun, Power Attack, Run, Toughness

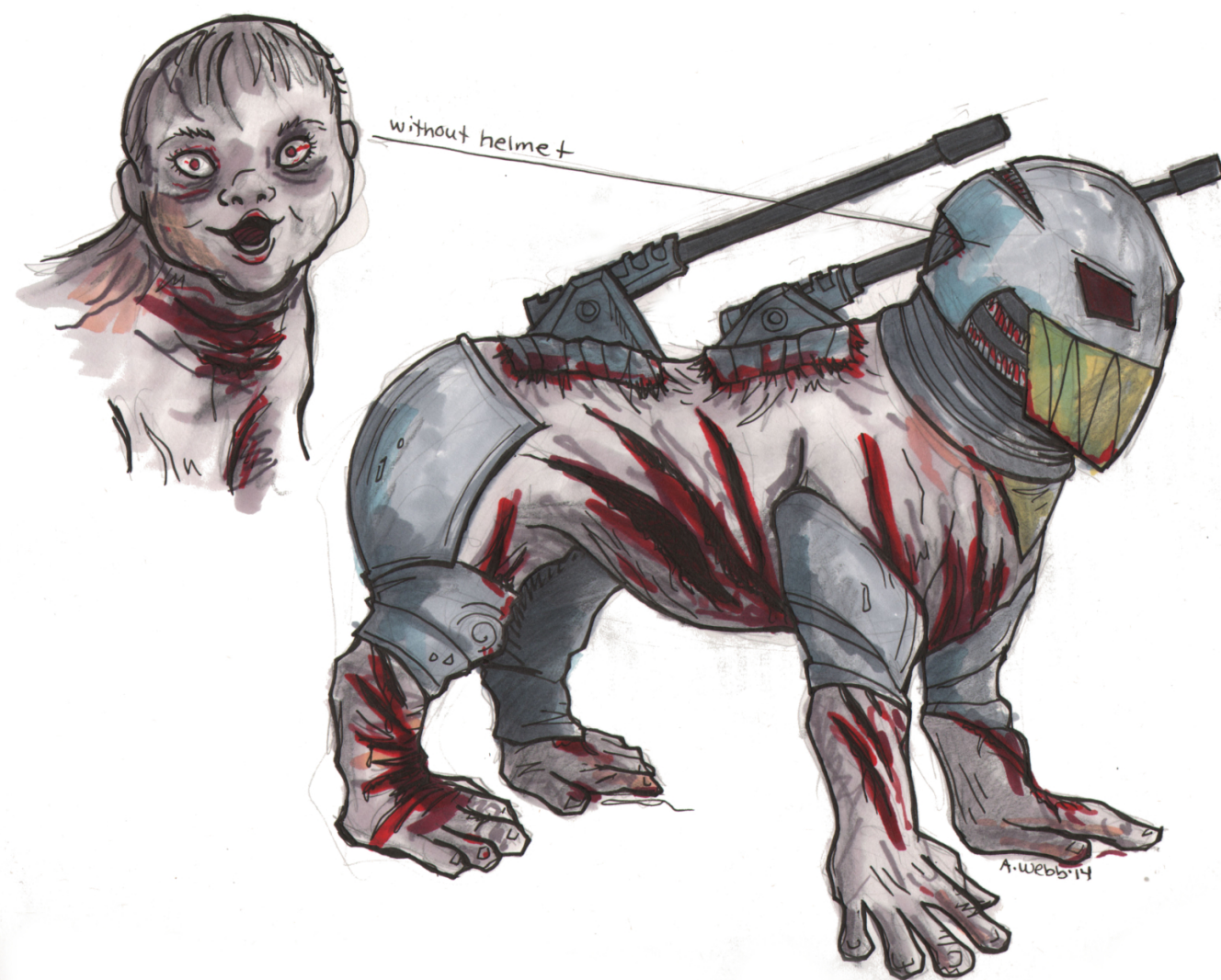
**Skills** Acrobatics -4, Climb +16, Perception +14

**Languages** English (cannot speak)

*"We're be deploying with a pair of Judgment Horrors tonight. I know, I know, don't look so enthusiastic. Not one of us particularly like those critters, but not one of us can deny how useful they are in a shooting situation. Southlyn will be coming with us, and he'll be...supervising... the Horrors. Just...stay out of their way, out of their line of fire and come back safe. Watch your back."*

*-SSGT Nick "Wendigo" White, pre-mission briefing on Kodiak Island, December 2106*





### Appearance

The Judgment Horror is what happens when a Neverborn resurrection goes wrong; instead of an activist undead literally born to the rescue, you wind up with a patchwork monster of saline scarred muscle and gristle and rage. Judgment Horrors are vaguely canine horrors the size of a freight train. The massive quadrupeds have grayish skin slashed with red rents, wounds that bleed forever and never close.

Their deepest and most hideous wounds have been sheathed in violet *bucksteel* armor plating, welded to their undead tissue. This is done more for the comfort of the human troops assigned to duty around a Judgment Horror than it is for the protection of the Horrors themselves – the beasts feel no pain and don't die that easily. The worst part of the Judgment Horror, though, isn't their twisted, pit bull-like limbs, nor their

stench, nor their bloody, septic wounds. No, the worst thing about the creatures are their skulls. It looks like somebody welded a baby's idiotically smiling face to a dog's carcass.

Because of this, Judgment Horrors are rarely deployed without a fully concealing helmet, leading some who have survived an encounter with these monsters to think they're cyborgs. Twin rail guns have been surgically implanted along the length of the Judgment Horror's spine, and the barrels are painted with anti-abortion catchphrases by the human troops assigned to clean and rearm the Judgment Horrors after a deployment.

### Campaign Use

Judgment Horrors have been hinted at in a few sourcebooks, as hideous, inhuman things kept locked away beneath Kodiak Island. They are an urban

legend, a dark rumor, a “even the Lifers can’t be that fucked up, can they?” question to keep Choicer Player Characters awake at night. Judgment Horrors are deployed only in the most extreme circumstances and for the most critical of missions. They are always accompanied by highly trained human or Neverborn handlers, including senior CFL Kids like Moonshot or Comstock or New Promise Senior Enlisted (CR 8).

Judgment Horrors are only deployed when the mission profile calls for no survivors. They are an ultra-secret weapon of the Lifer AOG, and even most Lifer soldiers have never seen one. Outside of Kodiak Island’s New Promise Infantry program, most Lifer volunteers have no idea that Judgment Horrors even exist. The Lifer Nation will respond with deadly force to anyone who uncovers proof of the Horrors’ existence, and will stop at nothing to recover or suppress evidence of the creatures.

### **Special Abilities**

**Lifechained (Ex)** The Judgment Horror is considered to have two Lifechain feats for the purpose of determine how it is affected by predatory Lifechained abilities.

**Neverfall (Su)** The Judgment Horror’s secondary aura keeps it active and fighting in the face of full-out Choicer airstrikes. Any damage suffered by allied Neverborn characters within 60 ft. of the Judgment Horror heals the Judgment Horror for 1 hit point per 2 hit points’ worth of damage inflicted on nearby Neverborn. This healing cannot raise the Judgment Neverborn beyond its full normal hit point total.

Note that the Judgment Horror is just intelligent enough to realize how this ability works, and if grievously wounded might just back-shoot its Neverborn handlers to heal itself.

**PTSD Hellhole (Su)** The Judgment Horror generates a field of intense fear and combat terror which can inflict lasting mental trauma on even the strongest willed soldier. Any non-allied character that comes within 60 ft. of the Judgment Horror becomes shaken (no save). This effect only lasts as long as the character remains within the aura. If a character remains in this aura for 3 consecutive rounds, on the 4<sup>th</sup> and all subsequent rounds, that character must succeed at a Will save (DC 26) or suffer 1d4 points of

Wisdom drain. Success means the character only suffers 1 point of Wisdom damage. This is a mind-affecting, fear effect. The save DC is Charisma-based.

**Vacuum Aspiration (Su)** When the Judgment Horror uses this ability, its mouth opens in a hideous grimace, and a prehensile tongue the color of fresh-spilled blood lashes out like a whip. Those struck by this loathsome appendage not only take damage, but find that their wounds bleed grievously. Moreover, they take 1d4 points of Strength damage unless they succeed on a Fort save (DC 24). The save DC is Charisma-based.

The Judgment Horror is Lifer loathing of abortion and the bionically enhanced women who practice it, given form and fire. If any character with Neo-Witch Midwife class levels comes within 30 ft. of the Judgment Horror, the Judgment Horror may make a free attack against that character using its vacuum aspiration attack as a free action. This ability is usable once per round.

## *Neverborn McDuff, Susan Glauchester (CR 6)*

Medium LN Undead (lifechained, Neverborn, psionic)  
**XP** 2,400

**Init** +1 **Senses** lowlight vision, Darkvision 60 ft, Perception +2

**Languages** English, Spanish

**Aura** 30 ft sensory/transformation aura

**Allegiances** the Neverborn race, truth **Affiliation** The McDuffs

### **Defense**

**AC** 14 **Touch** 12 **Flatfooted** 13 (+1 DEX, +1 dodge, +2 armor)

**HP** 9d8 +27 hp (69 HP)

**FORT** +3 **REF** +4 **WILL** +9

**Immune** undead immunities (vulnerable to mind-affecting abilities), channeled positive energy

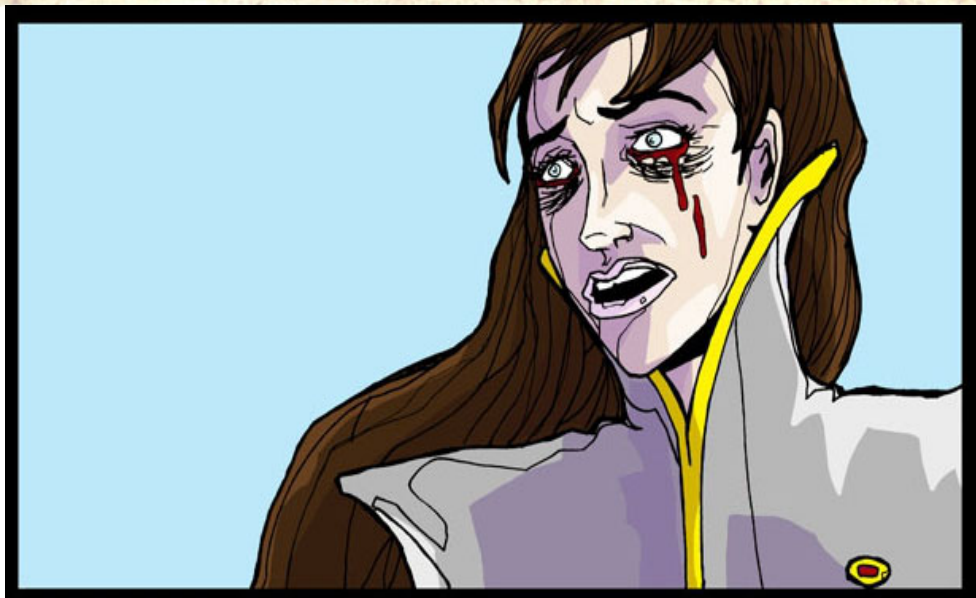
### **Offense**

**Spd** 30 ft

**Melee** +6/+1 unarmed strike (1d4 nonlethal, 20/x2)

**Ranged** +7/+2 snub-nosed ion pistol (2d6 electrical, 20/x2, 10 ft range increment, semi auto, 15 cell)





*Dacoveney or Nuremberg have ever told us. We've fought for the movement. We've died for the movement. Most of us have killed for it. All I'm saying now is: take a minute to **think**. Is this really all we're meant to do?"*

*-Susan Glauchester, early August 2106*

### **Special Abilities**

#### **Living Witness (EX)**

Once per day, Susan can declare her history and Neverborn heritage. Doing so is a full round action.

Doing so is emotionally draining, and she is considered *shaken* for 1d6 minutes afterward.

By declaring her history Susan gains a +6 insight bonus on all Bluff, Diplomacy and Knowledge (religion) as well as Profession checks made concerning abortion or made to aid the Lifer or Neverborn causes. These bonuses remain in effect for up to 4 hours or until she next rests.

#### **McDuff Affiliation (SU)**

Glauchester has developed a 'hack' upon the Life From Death Object Philosophy that created her kind. Glauchester can *slow* other Neverborn with a successful melee touch attack. A touched Neverborn may attempt a new DC 12 WILL Save each round to end the effect.

More importantly, by touching a willing Neverborn as part of an hour long ritual, Glauchester can render the Neverborn *helpless* and seemingly dead for 24 hours. At the end of this time, the touched Neverborn awakens as a human, losing all Neverborn traits and gaining human racial traits. Glauchester cannot use this ability on herself.

#### **Neverborn Aura (SU)**

When the Neverborn merely comes within 30 ft of any creature who has ever had or performed an abortion, it's body changes, becoming more corpse-like and visibly undead.

#### **Neverborn Memetics (SU)**

Glauchester is a master activist, who is able to use her undead nature as a psychological weapon. While

**Special Attacks** +7/+2 melee touch (slows Neverborn, WILL DC 12 ends)

#### **Spell-Like Abilities (CL 5<sup>th</sup> Concentration +8)**

1x/day – Quickened Eagle's Splendor

- Raise Neverborn\*
- Shield of Faith (not figured into the AC stats above)

\*From *Modern Grimorie*

### **Statistics**

**Str** 11 **Dex** 13 **Con** - **Int** 14 **Wis** 15 **Cha** 16

**Base Atk** +6 **CMB** +6 **CMD** 17

**Feats** Combat Expertise, Creative, Dodge, Iron Will, Neverborn Memetics, Personal Firearms Proficiency, Skill Focus (diplomacy)

**Skills** Bluff +5, Computer Use +8, Craft (visual art) +10, Diplomacy +17, Knowledge (religion) +14, Knowledge (earth & life sciences) +8, Knowledge (local) +11, Perform (oratory) +9

**Gear** light undercover vest, snub-nosed ion pistol, palmtop computer

### **Ecology**

**Environment** hiding out in Pensacola, FL under threat of execution

**Organization** solitary, or accompanied by a handful of other Neverborn McDuffs, possibly protected by the King of RIP if you're really, really unlucky

**Treasure** standard

*"I'm not saying we have to give up our politics or suddenly cross the line, get implanted and become some good little Choicer Naomi. What I'm saying is that we've been **lied** to. There's more to our story than*

transformed into her obviously undead state, Glauchester may make Bluff Diplomacy and Intimidate checks as move equivalent actions against the character who triggered her transformation, and she receives a +5 insight bonus on Sense Motive checks against this person. Glauchester always knows who in range triggered her transformation and the reason why (whether they were a patient or provider).

### **Campaign Use**

In addition to its use as a unique NPC, this statblock can represent any of Glauchester Neverborn defectors. If you ignore the McDuff Affiliation ability, this statblock can represent a Neverborn sidewalk counselor who remains in the Lifer nation's good graces.

### **Roleplaying**

Susan Glauchester never intended to become the voice of Neverborn evolution, and she never wanted to be a revolutionary. Raised in a quiet Midwestern Enclave, she allowed others to chart her life's course. She followed her 'father' - the Lifer Philosopher who created her - into Bible college and became an activist youth pastor to the same church she'd attended all her life. Her disastrous attempt to reconnect with the woman who thought was her mother brought her comfortable, unchallenging life to an end.

She's been on the run for the last two years, in hiding from the same Army of God she once supported. She's had to toughen up quite a bit. For the first time in her unlife, she's been forced to wear body armor, and to carry a pistol, which the King of Rest-In-Peace has been teaching her to use. She's still a pacifist at heart, and hopes against hope that she can bring down Nuremberg without killing, especially members of her small, threatened species. All life is precious to her, but Neverborn lives especially sacred to her. She does not want to harm the embattled species any more than she absolutely has to in the course of liberating it.



### **Appearance**

Susan Glauchester is a perfectly ordinary, raven haired woman, at least when she's fully human. She can easily lose herself in any mostly Caucasian crowd on the planet - she looks like an algebra teacher or a hospital admitting clerk. She dresses in an elegant, conservative style, favoring high quality Lifer couture with a vaguely funeral style. A few years ago, she always wore the Lifer Sigil pinned to one lapel - she can't even bear to look at the symbol these days. She always looks vaguely exhausted, with deep bags beneath her eyes, even when she's human. When she's in her undead form, stale blood seeps from her tear ducts.



## Neverborn Scout (CR 4)

**XP 1,200**

Tough hero 4/strong hero 1

Medium N Undead (lifechained)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +12

**Aura** 30 ft. neverborn transformation/sensory aura

**Allegiances** the Lifer cause, the cult leader Silenced Rat, the Neverborn race; **Affiliations** none

### Defense

**AC** 17, touch 16, flat-footed 15 (+4 class, +2 Dex, +1 equipment)

**hp** 31 hp (4d10 plus 1d8)

**DR** 1/—; **Immune** undead traits (vulnerable to mind-affecting effects, save for fear)

**Fort** +2, **Ref** +3, **Will** +6

### Offense

**Speed** 30 ft.

**Melee** machete +6 (1d6+3/19-20)

**Ranged** Mossberg shotgun +6 (2d8; 30 ft. range increment, single shot, 6 internal magazine)

### Statistics

**Str** 15, **Dex** 14, **Con** —, **Int** 11, **Wis** 16, **Cha** 9

**Base Atk** +4; **CMB** +6; **CMD** 18

**Talents** Melee Smash I, Second Wind, Damage Reduction 1/—

**Starting Occupation** Untainted

**Feats** Archaic Weapons Proficiency, Armor Proficiency (light), Iron Will, Numb Corpse, Personal Firearms Proficiency, Power Attack, Toughness, Unbound Undead

**Skills** Diplomacy +1, Perception +12, Stealth +6, Survival +12; **Additional Class Skills** Knowledge (theology and philosophy), Perception, Survival

**Languages** English

**Possessions** leather jacket and camouflaged ghile suit, machete, Mossberg 12-gauge shotgun, 24 rounds, compass/GPS, sleeping bag, 2 person tent, miscellaneous wilderness survival gear

**Action Points** 8+1d6 remaining (29 maximum)



### Appearance

In any forest on the planet, he'd be invisible. Every inch of the cadaverous man's exposed skin has been darkened with precisely applied camo-stick. His army surplus fatigues have been broken in to wear comfortable and blend in perfectly. River mud makes the digital camo pattern even stealthier, and branches and grass have been woven through his overcloak to make him even more difficult to find. Even his otherwise pristine shotgun has been wrapped in green and brown burlap to make it harder to spot.

### Campaign Use

This Neverborn is a skilled forester and self-taught soldier, who knows wilderness survival, basic stealth and has a better than average grasp of tactics. Neverborn scouts prefer to attack from ambush, and melt back into the Montana wilderness, using their comfort in rough terrain (and the fact they don't need provisions or water, unlike human hunters) to best advantage.

Unlike a human militia-member, the Neverborn scout has expended a lot of effort on coming to terms with his undead condition. This Neverborn has mastered the Unbound Undead feat, making him a respected voice in Silenced Rat's wilderness commune, and also increasing his already impressive durability. Under certain circumstances, this Neverborn is as hard to kill as a movie zombie, and even under less ideal conditions is extremely tough.

Neverborn racial feats are fully detailed in *Neverborn Again*.

### Special Abilities

**Neverborn Aura (Su)** When the Neverborn merely comes within 30 ft of any creature who has ever had or performed an abortion, it's body changes, becoming more corpse-like and visibly undead.

**Numb Corpse (Su)** When within 30 feet of anyone intimately familiar with abortion, the Neverborn Scout becomes immune to piercing and bludgeoning damage. Unlike other Neverborn, the Neverborn scout cannot assume a fully human form; his natural state is zombie-like.

**Second Wind (Ex)** The Neverborn can spend an action point to recover a number of hit points equal to his Wisdom modifier (+3). This ability is a slightly modified version of the tough hero talent, redesigned for an undead tough hero.

## *Neverborn, Rescue Hound (CR 2)*

Small N Undead (neverborn)  
XP 600

**Init** +6 **Senses** Darkvision 60 ft, scent, Perception +12

**Languages** none  
**Aura** 30 ft sensory/transformation aura

### Defense

**AC** 15 **Touch** 13 **Flatfooted** 13 (+1 size, +2 DEX, +2 natural)

**HP** 3d8 -3 hp (11 HP)

**FORT** +1 **REF** +2 **WILL** +5

**Immune** undead immunities

**Weaknesses**

### Offense

**Spd** 40 ft

**Melee** two +4 claws (1d4+1 slashing, 20/x2), +4 bite (1d4+1 piercing plus grab)

### Statistics

**Str** 12 **Dex** 12 **Con** - **Int** 2 **Wis** 14 **Cha** 8

**Base Atk** +2 **CMB** +2 (+4 trip) **CMD** 13

**Feats** Improved Initiative, Improved Trip(B), Run

**Skills** Perception +12 (racial modifiers: +4 Perception)

### Ecology

**Environment** any land (uncommon throughout the Deep Lifer South, virtually unknown in Choicer America)

**Organization** often leads a pack of living street dogs

**Treasure** none



### Special Abilities

**Lifer Warbred (SU)**

**Rescue Hounds** receive a +1 morale bonus on attack and damage rolls against Midwives.

### **Neverborn**

**Aura (SU)**

When the Neverborn merely comes within 30 ft of any creature who has ever had or performed an abortion, it's body changes, becoming more corpse-like and visibly

undead.

### Roleplaying

In 2096, a local sheriff in Franklin, Tennessee went on what was supposed to be a routine dog-fighting bust. By the time everything was said and done, three cops and four dog breeders were dead, and the Lifers had discovered a new species of canine.

Rescue Hounds were a mad man's refinement of the creation of Neverborn. Breed a fighting dog bitch- one



of the dying 21<sup>st</sup> century's omnipresent hybrids of rottweiler, pitbull and a dozen other viscous breeds- and abort the litter a few weeks into the pregnancy. Run a hacked version of the "Life From Death" Philosophy that creates human Neverborn from human fetal remains to create a snarling undead warrior-dog.

It took years, money and quite a few human lives (even before the murder of the 3 cops) but there are a few hundred adult Rescue Hound specimens scattered around North America, circa January 2107. Most are clustered throughout Tennessee, where the survivors of the original pack escaped and ran wild. Most of these first generation Rescue Hounds took over urban feral packs, having the instincts of living dogs but the superhuman durability of a combat trained Neverborn.

The reborn Army of God has access to a handful of Rescue Hound working dogs, which will be deployed alongside human troops when the War reignites. Most Lifers aren't even aware the species exists, though the security services sometimes use these fast, intelligent sight hounds in protective work. Unknown to most, the two German Sheppard/Retriever hybrids that patrol the grounds of Fairfax Dacoveney's Brookline estate (Nicodemus and Salome) are Rescue Hounds.

### Appearance

In their default state, Rescue Hounds are nearly indistinguishable from living attack animals. Most are muscular, aggressive sighthound breeds. When the breed transforms, its undead nature is even more shocking and its transformation more extreme than that of human Neverborn. In their undead state, the Rescue Hounds are rotted carrion, animated by malignant will.

## *Neverborn, Skeleteen (CR 5)*

Medium CG or CN Undead (Lifechained, Neverborn, Psionic)

**XP** 1,600

**Init** +2 **Senses** lowlight vision, Darkvision 60 ft, Perception +

**Languages** English, Japanese

**Aura** 100 ft Neverborn sensory/transformation aura

### Defense

**AC** 13 **Touch** 12 **Flatfooted** 11 (+2 DEX, +1 armor)

**HP** 7d8 + 21 hp (53 HP)

**Fast Healing** 1 (fire)

**FORT** +2 **REF** +7 **WILL** +4

**Immune** undead immunities (vulnerable to mind-influencing effects)

### Offense

**Spd** 40 ft

**Melee** +8 slashing tendon whip (1d3+1 slashing, 19-20/x2, up to 20 ft reach) plus two +6 claws (1d8+1 slashing, 20/x3)

**Special Attacks** Transfiguration Control (*stunned* 1 round, WILL DC 14 negates)

**Special Qualities** Greedy Musculature, Transfiguration Control

### Statistics

**Str** 12 **Dex** 15 **Con** - **Int** 13 **Wis** 15 **Cha** 16

**Base Atk** +5 **CMB** +6 **CMD** 18

**Feats** Combat Reflexes, Improved Critical (slashing tendons), Slashing Tendons, Transfiguration Control, Unbound Undead, Weapon Focus (slashing tendons)

**Skills** 35 **Acrobatics** +9, **Bluff** +10, **Climb** +12, **Intimidate** +13, **Knowledge** (popular culture) +8, **Knowledge** (religion) +5, **Knowledge** (history) +7, **Stealth** +12, **Perception** +12

**Gear** cellphone, leather jacket

### Ecology

**Environment** any urban or ruins (usually squatting in some abandoned building somewhere in the shittiest Enclave neighborhoods)

**Organization** usually solitary or accompanying a few other unaligned Neverborn or McDuffs, or maybe palling around with a Razor Clan

**Treasure** incidental

*"The only reason I'm leaving you alive is because the Army's going to need your sadistic ass soon. But you're out of this house. Tonight, never coming back either. You call Olivia, you mesh-mail any of your kids, you come within fifteen blocks of here, and I come back and gut you, and the Army will have to find another demo-man."*

*-Suture Salinas, Skeleteen vigilante talking with an abusive husband, early January 2107*

### **Special Abilities**

**Greedy Musculature (Su)** When the Neverborn Skeleteen is wounded by any slashing or piercing melee weapon, her tendons and ligaments rip free from her undead body to ensnare her enemy. She receives a base +4 bonus on Combat Maneuver checks to trip or disarm the attacker, plus an additional +1 point per every five points of damage inflicted by the attack.

This bonus remains in place until the end of the combat encounter. Only the most recent amount of applicable damage provides a bonus.

**Neverborn Aura (Su)** When the Neverborn merely comes within 100 ft of any creature who has ever had or performed an abortion, it's body changes, becoming more corpse-like and visibly undead.

**Slashing Tendons (Su)** As a move-equivalent action, the Skeleteen can transform her right hand into a whip of bloody red tendons, studded with jagged bone. She may make attacks with up to 20 ft reach via her Slashing Tendons, and may still affect adjacent squares merely by shortening her swing.

**Transfiguration Control (Su)** The range of the Skeleteen's Neverborn Aura increases to 100 ft, but the Skeleteen gains a measure of control over her transfiguration that other Neverborn lack. She may choose to transform, or not, when a person intimately familiar with abortion enters her extrasensory radius. While in her 'living form' the Skeleteen automatically succeeds on Disguise checks to pass for human.

If the Skeleteen chooses to transform (which she can do at any time as an immediate action), her transfigurations is particularly violent and gruesome. Her abortion-stigmata are especially traumatic, often opening massive rips in her anatomy, exposing butchered organs.

All creatures within 30 ft of you who witness your transformation must succeed at a DC 14 WILL

Save or be *stunned* for one round.

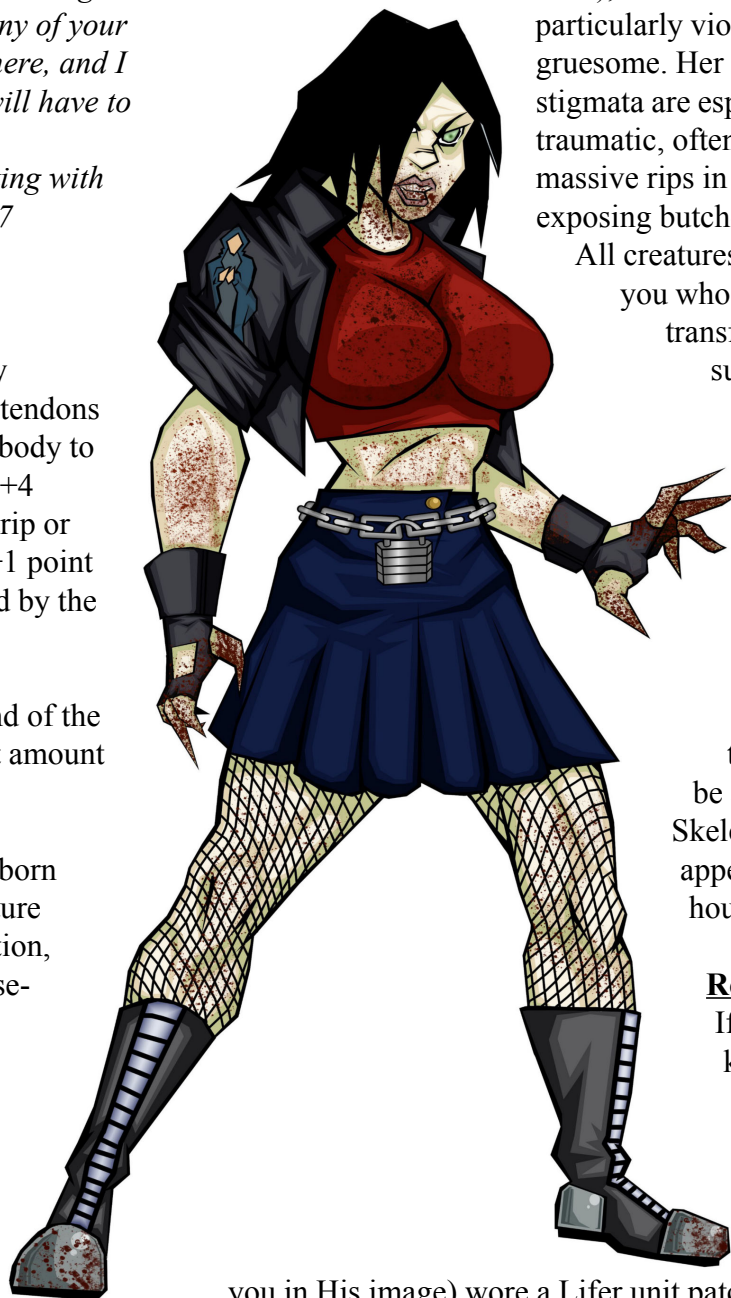
A creature which saves against this effect can't be affected by the Skeleteen's horrific appearance for 24 hours.

### **Roleplaying**

If you grew up knowing that back in the day, your daddy (or at least the Philosopher who made

you in His image) wore a Lifer unit patch of a grinning skull and saved babies with a OCIW-6, becoming a Skeleteen isn't all that unusual a path. The Lifers might celebrate life, and kill to defend the living and helpless preborn, but they embrace the symbols of death. Skeletons and skulls are common uniform motifs; Lifer believers scar their faces and tattoo their bodies with Fangoria-esque *momento mori* symbolizing their beliefs.

Skeleteens represent a new generation emerging within the Lifer movement. Most Skeleteens are the children and grandchildren of Lifer war veterans, Neverborn kids who've grown up hard and angry in





Lifer enclaves, raised on a diet of Evangelical militancy. Confronted every day by the results of their parent's defeat, this new generation of Lifer warriors has adopted new tactics and new philosophies.

Neverborn Skeleteens are slasher-flick rebels, who use their gory, bloodsplattered undead states to force outsiders to confront the 'horrors of abortion' - wrapping politics inside zombie movie iconography.

As critical as they are of Choicer America, Neverborn Skeleteens are even harsher critics of the War-Era Lifer military. Impudent, arrogant and endlessly questioning, Skeleteens force the older generation to confront the atrocities it committed (and worse, the battles they lost). If a Lifer commanding officer can resist the urge to knock the shit out of a mouthy Skeleteen, he might hear some good suggestions mixed in with the trashtalk.

Neverborn Skeleteens might not look it, in their bloodstained fetish-wear costumes but they are among the most committed and passionate of all the new generation Lifer activists. (Even if Skeleteens more than occasionally hand over some last-gen Lifer war-criminal to Fed-Gov hands, because they feel the Lifers can't make a new future until they cut ties with their savage past).

Left to their own devices, Skeleteens might win the Abortion War once and for all, probably without firing a shot. At least that's what they tell themselves.

### Appearance

She's pretty, if you're into necrophilia. She's a fit Neverborn girl, about college age, with a fashionably short Choicer haircut, not the untamed and uncut hair of a good Evangelical house-mouse. She wears an overly large Lifer flight jacket over a t-shirt stained with the clotted blood drooled from her cold, undead lips.

## *The New Promise Army*

*Recommended Resources: Ghosts and Promises, the Secrets of Kodiak Island (2012)*

The New Promise Infantry program is a post-War Lifer military innovation. Believing that the last Abortion War was lost mostly due to an untrained and disorganized volunteer terrorist army, Dacoveney aims to open the next war with a better trained and more professional Lifer military. The New Promise Army is trained on Kodiak Island. Rescuers from around the country, who respond well to military discipline, and who seem smarter than the typical class of Enclave shooter are flown to Kodiak along secret routes, to join the gene-cut child soldiers drilled from infancy in Lifer ethos and tactics.

To Choicer veterans, the well trained, extremely well equipped New Promise soldiers will be a horrific contrast to the ragged Lifer militia of the previous War.

## *New Promise Grunt (CR 1)*

### **XP 400**

New promise infantry 2

Medium LN Humanoid (human, psionic)

**Init** +1; **Senses** darkvision 120 ft. (night-vision goggles);

**Perception** +7 (+3 with night-vision goggles)

**Allegiances** his AOG cell, the Lifer cause; **Affiliations** none

### Defense

**AC** 23, touch 12, flat-footed 22 (+10 armor, +1 Dex, +2 class)

**hp** 14 (2d8+2)

**Fort** +3, **Ref** +1, **Will** +1

**Resist** fire 10





### **Offense**

**Speed** 20 ft. (30 ft. unarmored)

**Melee** combat knife +4 (1d4+1/19-20) or unarmed strike +4 (1d4+1)

**Ranged** Benham 2061 Plasma Rifle +5 (2d12 fire; 80 ft. range increment, single shot, 40 rounds) or Roeder Short Barrel Rail Pistol +4 (3d6; 100 ft. range increment, single shot, 20 rounds)

### **Statistics**

**Str** 12, **Dex** 12, **Con** 12, **Int** 11, **Wis** 12, **Cha** 10

**Base Atk** +3; **CMB** +4; **CMD** 15

**Starting Occupation** CFL Kid

**Talents** advanced infantry training

**Feats** Advanced Firearms Proficiency, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Combat Martial Arts, Martial

Weapons Proficiency, Personal Firearms Proficiency, Point-Blank Shot, Simple Weapons Proficiency, Weapon Focus (Benham 2061 Plasma Rifle)

**Skills** Climb -2\*, Knowledge (tactics) +5, Perception +7 (+3 with night-vision goggles), Stealth -1\*;

**Additional Class Skills** Perception, Stealth

\* Includes -8 armor check penalty due to D.O.L. heavy tactical body armor.

**Languages** English

**SQ** approved cross-training, armor training, basic military training, military teamwork

**Possessions** Standard New Promise Infantry Loadout (see Appendix)

**Action Points** 2+1d6 remaining (11 maximum)

*“This supersoldier is clad in full tactical body armor dyed in the royal purple of the Lifer Army of God, and the colorful sigil seems to glow upon his breastplate. The soldier is rendered faceless and anonymous by a full face helmet. He carries an assortment of weapons: you recognize a War-era plasma rifle and some kind of next gen rail pistol, among others. The man himself is a weapon, nothing more, nothing less.”*

### **Campaign Use**

The New Promise Grunt is a low level infantryman. He's a faceless, disposable soldier in the tradition of Cobra's Vipers, Star War's Stormtroopers, and Rifts' Deadboys – best encountered (and mowed down) in large numbers. The New Promise Grunt is a stat-block you'll re-use over and over again, representing the low level guards, watchmen and infantry troops stationed on Kodiak Island. It's also easy to re-skin this stock character as a Choicer or APEX soldier, mercenary troop or well trained local cop. Who cares if New Promise Infantry training is exclusively Lifer? Your players won't see the stat block, they'll just trade shots with a competent, highly trained soldier.

### **Special Abilities**

**Autostabilizing Armor (Ex)** Automatically stabilizes when reduced to 0 hit points or less thanks to a gadget in his armor.

**Military Teamwork (Ex)** Provides a +3 bonus when using aid another to assist another new promise infantry soldier. Also receives this bonus when being aided by another new promise infantryman.



## New Promise

### Non-Commissioned Officer (CR 3)

#### XP 800

New promise infantry 4

Medium LN Humanoid (human, psionic)

**Init** +1; **Senses** darkvision 120 ft. (night-vision goggles); **Perception** +9 (+5 with night-vision goggles)

**Allegiances** his AOG cell, the Lifer cause; **Affiliations** none

#### Defense

**AC** 25, touch 15, flat-footed 24 (+10 armor, +1 Dex, +3 class, +1 morale)

**hp** 25 hp (4d8+4)

**Fort** +3, **Ref** +2, **Will** +2

**Resist** fire 10

#### Offense

**Speed** 20 ft. (30 ft. unarmored)

**Melee** combat knife +6 (1d4+1/19-20) or unarmed strike +6 (1d4+1)

**Ranged** Benham 2061 Plasma Rifle +7 (2d12 fire; 80 ft. range increment, single shot, 40 rounds) or Roeder Short Barrel Rail Pistol +6 (3d6; 100 ft. range increment, single shot, 20 rounds)

#### Statistics

**Str** 12, **Dex** 13, **Con** 12, **Int** 12, **Wis** 12, **Cha** 10

**Base Atk** +5; **CMB** +6; **CMD** 18

**Starting Occupation** CFL Kid

**Talents** advanced infantry training, combat veteran

**Feats** Advanced Firearms Proficiency, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Combat Martial Arts, Martial Weapons Proficiency, Meaningful Ink, Personal Firearms Proficiency, Point-Blank Shot, Simple Weapons Proficiency, Weapon Focus (Benham 2061 Plasma Rifle)

**Skills** Climb +1\*, Knowledge (tactics) +8, Knowledge (theology and philosophy) +8, Perception +9 (+5 with night-vision goggles), Stealth +2\*; **Additional Class Skills** Perception, Stealth

\* Includes -7 armor check penalty due to D.O.L. heavy tactical body armor.

**Languages** English, Spanish

**SQ** approved cross-training, armor training II, basic military training, military teamwork, shock deployment

**Possessions** Standard New Promise Infantry Loadout (see Appendix)

**Action Points** 7+1d6 remaining remaining (24 maximum)

*"Beneath this soldier's all concealing black and purple body armor, you notice fragments of several colorful, uniquely Lifer tattoos. On muscular Hispanic skin, a blond newborn girl screams atop a pile of bloody dead babies. You've seen these tattoos before on an FBI wanted poster."*

#### Campaign Use

A New Promise Non-Comm is usually assigned leadership of a squad of 6-8 New Promise Grunts, low level Powered Heroes or ordinary soldiers. He is the same basic character as a New Promise Grunt with a few more class levels added.

#### Special Abilities

**Autostabilizing Armor (Ex)** Automatically stabilizes when reduced to 0 HP or less thanks to a gadget in his armor.

**Combat Veteran (Ex)** When the new promise non-comm spends an action point to improve an attack roll, he can also add the dice result to either his AC or his damage rolls until the beginning of his next turn.

**Meaningful Ink (Su)** The new promise non-comm's chest, back and arms are sleeved with complex tattoos depicting fat, smiling babies contrasted with torn, bloody fetal gore. These tattoos provide a +1 morale bonus to his Armor Class and +2 bonus on attack and damage rolls made against any known Choicer target.

**Military Teamwork (Ex)** Provides a +3 bonus when using aid another to assist another new promise infantry soldier. Also receives this bonus when being aided by another new promise infantryman.

**Shock Deployment (Ex)** When rolling action dice to improve an initiative check result, roll two dice and add the results together.

## *New Promise Senior Enlisted (CR 7)*

**XP 3,200**

New promise infantry 8

Medium LN Humanoid (human, psionic)

**Init** +6; **Senses** darkvision 120 ft. (night-vision goggles); Perception +13 (+9 with night-vision goggles)

**Allegiances** his AOG cell, the Lifer cause; **Affiliations** none

### Defense

**AC** 27, touch 17, flat-footed 25 (+10 armor, +2 Dex, +4 class, +1 morale)

**hp** 47 (8d8+8)

**Fort** +5, **Ref** +4, **Will** +3

**Resist** fire 10

### Offense

**Speed** 20 ft. (30 ft. unarmored)

**Melee** combat knife +10/+5 (1d6+1/19-20) or unarmed strike +10/+5 (1d4+1)

**Ranged** Benham 2061 Plasma Rifle +12/+7 (2d12 fire; 80 ft. range increment, single shot, 40 rounds) or Roeder Short Barrel Rail Pistol +11/+6 (3d6; 100 ft. range increment, single shot, 20 rounds)

### Statistics

**Str** 12, **Dex** 14, **Con** 12, **Int** 12, **Wis** 12, **Cha** 10

**Base Atk** +9; **CMB** +10; **CMD** 23

**Starting Occupation** CFL Kid

**Talents** advanced infantry training, battle savvy, combat veteran, no retreat

**Feats** Advanced Firearms Proficiency, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Combat Martial Arts, Double Tap, Improved Initiative, Martial Weapons Proficiency, Meaningful Ink, Personal Firearms Proficiency, Point-Blank Shot, Simple Weapons Proficiency, Weapon Focus (Benham 2061 Plasma Rifle)

**Skills** Climb +7\*, Knowledge (tactics) +12, Knowledge (theology & philosophy) +12, Perception +13, Stealth +9\*; **Additional Class Skills** Perception, Stealth

\*Includes -5 armor check penalty due to D.O.L. heavy tactical body armor.

**Languages** English, Spanish

**SQ** advanced weapons training, approved cross-training, armor training IV, banner of life, basic military training, improved military teamwork, shock



deployment

**Possessions** Standard New Promise Infantry Loadout (see Appendix)

**Action Points** 17+2d6 remaining (56 maximum)

*"A heavy grey beard, threaded with dark purple ribbons is visible beneath this confident, older soldier's battle helmet. Rank insignia painted indicate this man is an experienced, capable soldier. A hand-painted cherub peeks out from behind a pair of Master Sergeant's chevrons."*

### Campaign Use

This veteran soldier is a more experienced version of the New Promise Grunt and Non-Comm. He's trusted



with leading important missions, training junior troops, and motivating fresh recruits to the Army of God. The New Promise Senior Enlisted soldier is likely to have multiple platoons or a few mid-ranked Lifer Powereds – maybe even a rookie Closer, if he’s lucky and well connected – under his command. He spends most of his action points to activate his Banner of Life and No Retreat abilities, supporting his younger troops and making them significantly more combat-ready.

### **Special Abilities**

**Autostabilizing Armor (Ex)** Automatically stabilizes when reduced to 0 HP or less thanks to a gadget in his armor.

**Bannerman of Life (Su)** The new promise senior enlisted spends an action point to provide all allies within 60 feet with a +4 morale bonus on attack rolls and Intimidate checks and Bluff checks made to feint in combat. This benefit lasts for up to 8 rounds.

### *Female New Promise Senior Enlisted*

New Promise Infantry training is gender-segregated, and female Senior Enlisted gain the following variant ability, rather than Bannerman of Life. Considering the demographics of the Lifer military, only 30-40% of New Promise Senior Enlisted are women- the military is strongly male dominated, as are most aspects of Lifer culture.

**Bannerwoman of Life (Su)** The female New Promise Senior Enlisted spends an action point to provide all allies within 60 ft with a +4 morale bonus on Armor Class and Perception checks. This benefit lasts for up to 8 rounds.

**Battle Savvy (Ex)** You know how to stay alive even when things go wrong. Any round you make an unsuccessful attack roll, you receive a +1 luck bonus to your Defense score.

**Combat Veteran (Ex)** When the new promise senior enlisted spends an action point to improve an attack roll, he can also add the dice result to either his AC or his damage rolls until the beginning of his next turn.

**Meaningful Ink (Su)** The new promise senior enlisted’s chest, back and arms are sleeved with complex tattoos depicting fat, smiling babies contrasted with torn, bloody fetal gore. These tattoos provide a +1 morale bonus to his Armor Class and +2 bonus on attack and damage rolls made against any known Choicer target.

**Military Teamwork (Ex)** Provides a +4 bonus when using aid another to assist another new promise infantry soldier. Also receives this bonus when being aided by another new promise infantryman.

**No Retreat (Su)** By spending an action point, you can nullify any fear effect afflicting all allies within 60 feet of you, including ending the shaken, frightened, or panicked conditions. Your allies must be able to clearly see and hear you.

**Shock Deployment (Ex)** When rolling action dice to improve an initiative check result, roll two dice and add the results together.

## *New Promise*

### *Baby Judgment Pilot (CR 10)*

**XP 9,600**

New promise infantry 8 piloting a “Baby Judgment” Urban Combat Shell

Large LN Humanoid (human, psionic)

**Init** +6; **Senses** blindsense 120 ft, darkvision 120 ft. (night-vision goggles); **Perception** +13

**Allegiances** his AOG cell, the Lifer cause; **Affiliations** none

**Aura** Reluctance Field (50 ft, target is *nauseated* or *sickened* with DC 22 FORT Save)

Firefog (30 ft, 6d6 fire damage, REF DC 18 half, any target moving faster than 10 ft per round through aura)

### **Defense**

**AC** 26, touch 16, flat-footed 24 (-1 size, +10 armor, +2 Dex, +4 class, +1 morale)

**hp** 147 (8d8+8 +100 bonus HP from armor)

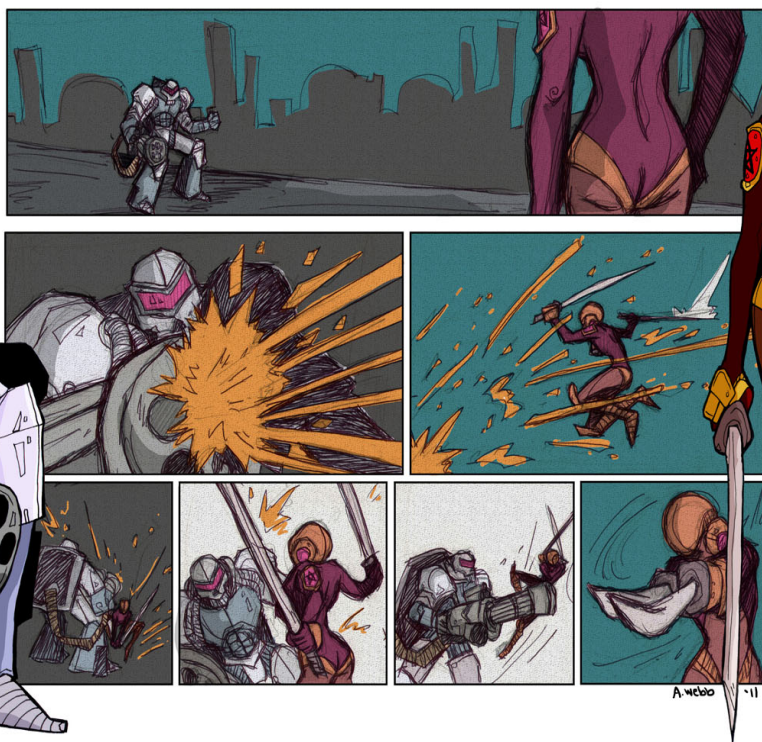
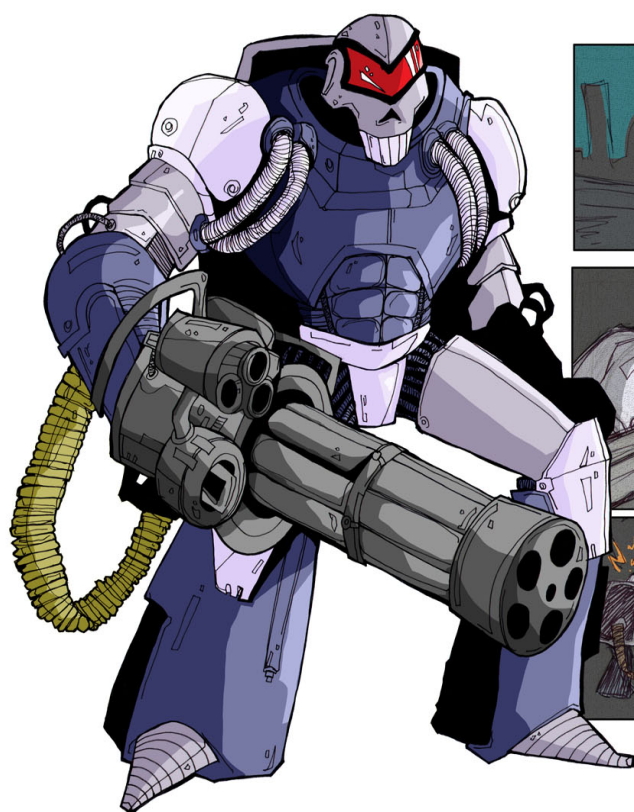
**Fort** +5, **Ref** +4, **Will** +3

**Resist** Fire 20

**Immune** Fear, Mind-Affecting Abilities

### **Offense**

**Speed** 30 ft Fly 30 ft (poor but can hover)



**Melee** combat knife +13/+8 (1d6+4/19-20) or slam +13/+8 (2d6+4 bludgeoning, 20/x2)

**Fighting Space** 10 ft **Reach** 10 ft

**Ranged** +12/+7 Liberty Fusion Cannon (8d8 fire plus exposure to highly irradiated area for 1 round, 30 ft blast radius, REF DC 18 half, 200 ft range, single shot, unlimited payload)

Or +12/+7 Pencil Box Missile Launcher (6d6 slashing/fire, 20/x2, 10 ft blast radius, ignores 10 Hardness/DR of primary target, 100 ft range increment, single shot, 4 internal)

### Statistics

**Str** 18, **Dex** 14, **Con** 12, **Int** 12, **Wis** 12, **Cha** 10

**Base Atk** +9; **CMB** +10; **CMD** 23

**Starting Occupation** CFL Kid

**Talents** advanced infantry training, battle savvy, combat veteran, no retreat

**Feats** Advanced Firearms Proficiency, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Combat Martial Arts, Double Tap, Improved Initiative, Martial Weapons Proficiency,

Meaningful Ink, Personal Firearms Proficiency, Point-Blank Shot, Simple Weapons Proficiency, Weapon Focus (Benham 2061 Plasma Rifle)

**Skills** Climb +7\*, Knowledge (tactics) +12, Knowledge (theology & philosophy) +12, Perception +13, Stealth +9\*; **Additional Class Skills** Perception, Stealth

\*Includes -5 armor check penalty due to D.O.L. heavy tactical body armor.

**Languages** English, Spanish

**SQ** advanced weapons training, approved cross-training, armor training IV, banner of life, basic military training, improved military teamwork, shock deployment

**Possessions** Standard New Promise Infantry Loadout (see Appendix)

**Action Points** 17+2d6 remaining (56 maximum)

This version of the New Promise Senior Enlisted (CR 7) is equipped with a Baby Judgment Urban Combat Shell, which boosts him to CR 10. This indomitable warrior serves as the main offensive punch for his



squad, using his deadly, hotly radioactive fusion cannon blast to control the battlefield and take out even the most heavily armored targets. The Baby Judgment's auras hinder counter-attacks and can cripple unprepared defenders, allowing the pilot to utterly dominate the battlefield.

### **Special Abilities**

**AI Suit Sentience (Ex)** The Baby Judgment is equipped with a basic AI that can pilot the shell itself if absolutely necessary. The Suit Sentience has Intelligence, Wisdom and Charisma scores of 12 each. Sentience has the following skill ranks: Knowledge (tactics) +2, Knowledge (theology & philosophy) +2, Perception +5.

**Autostabilizing Armor (Ex)** Automatically stabilizes when reduced to 0 HP or less thanks to a gadget in his armor.

**Banner of Life (Su)** The new promise senior enlisted spends an action point to provide all allies within 60 feet with a +4 morale bonus on attack rolls and Intimidate checks and Bluff checks made to feint in combat. This benefit lasts for up to 8 rounds.

**Battle Savvy (Ex)** You know how to stay alive even when things go wrong. Any round you make an unsuccessful attack roll, you receive a +1 luck bonus to your Defense score.

**Combat Veteran (Ex)** When the new promise senior enlisted spends an action point to improve an attack roll, he can also add the dice result to either his AC or his damage rolls until the beginning of his next turn.

**Meaningful Ink (Su)** The new promise senior enlisted's chest, back and arms are sleeved with complex tattoos depicting fat, smiling babies contrasted with torn, bloody fetal gore. These tattoos provide a +1 morale bonus to his Armor Class and +2 bonus on attack and damage rolls made against any known Choicer target.

**Military Teamwork (Ex)** Provides a +4 bonus when using aid another to assist another new promise infantry soldier. Also receives this bonus when being aided by another new promise infantryman.

**Mind Shield (Ex)** Increase the DC of all CHA-based skill checks while the New Promise Senior Enlisted is piloting the Baby Judgment.

**No Retreat (Su)** By spending an action point, you can nullify any fear effect afflicting all allies within 60 feet of you, including ending the shaken, frightened, or panicked conditions. Your allies must be able to clearly see and hear you.

**Regenerative Armor (Ex)** The Baby Judgment automatically recovers 1d10 HP per hour of non-use or light activity.

**Shock Deployment (Ex)** When rolling action dice to improve an initiative check result, roll two dice and add the results together.

## *Nuremberg Consciousness Tracer (CR 9)*

**XP 6,400**

Medium N Ooze (incorporeal)

**Init** +5; **Senses** Darkvision 60 ft.; Perception +14

**Aura** dim illumination 10 ft. (can suppress), neverthought distortion (30 ft., Neverborn suffer a -2 penalty on all attack rolls, skills and checks, and saves), philosophical disruption (60 ft., all characters must attempt DC 20 Will save to manifest Object Philosophies)

### **Defense**

**AC** 23, touch 23, flat-footed 18 (+5 Dex, +8 deflection)

**hp** 105 hp (10d8+60)

**Fort** +5, **Ref** +8, **Will** +6

**Defensive Abilities** incorporeal; **Immune** ooze traits

### **Offense**

**Speed** 60 ft.; fly 120 ft. (perfect)

**Melee** smartpunch +12/+7 (1d8+3 plus smartlight disruption)

**Ranged** 2 assault lasers +12 (3d10 fire/19-20; 60 ft. range increment)

**Special Attacks** impediment fields (create up to five 5 ft. squares of rough terrain anywhere within 100 ft. as a free action)

### Statistics

**Str** 16, **Dex** 21, **Con** 10, **Int** 25, **Wis** 18, **Cha** 21

**Base Atk** +7; **CMB** +10;  
**CMD** 33

**Feats** Great Fortitude,  
Deceitful, Skill Focus  
(Disguise), Toughness,  
Weapon Finesse (smartpunch)

**Skills** Bluff +19, Computer  
Use +17, Diplomacy +15,  
Disguise +25, Drive +15, Fly  
+23, Knowledge (all) +20,  
Linguistics +17, Perception  
+14, Stealth +15

**Languages** all Earth  
languages

**SQ** force field construction,  
Nuremberg database

*“Mr. Morquecho, I would like  
to speak to you about your  
contact with Susan  
Glauchester and her  
acquaintances. Don’t try to  
deny it; we know she visited  
your restaurant yesterday.  
What did you discuss?”*

*-That one male Tracer with  
blond hair and grey eyes,  
sometime in November 2106*

Stealthy and unremarkable, Tracers are the Nuremberg Consciousness’ primary weapon against Glauchester and her McDuffs. The Nuremberg AI can manifest at least fifty of these elite holographic warriors simultaneously, and possibly far more. Several Tracers guard the AI’s mainframe in Boston, while others are distributed throughout North America on errands for the AI. One even resides under deep cover on Solomon Station, the Lifer-flagged space colony in Jupiter orbit; the signal lag between the AI and its most distant operative has allowed this specific Tracer to develop its own personality and goals, becoming effectively a ‘bud’ consciousness separate from its parent.



Tracers are ultra-high resolution smartlight holograms designed to blend easily with the Enclave’s human population. They look, act and even feel like ordinary Lifer humans, thanks to a comprehensive behavioral database and shaped forcefield projection. Tracers are not sentient in and of themselves, and act as Nuremberg’s sensory organs. They also act as the AI’s weapons – every time it has killed a Neverborn, it has done so using a Tracer pawn.

Tracers try to maintain their cover identity as some type of metahuman or combat cyborg, even while in



combat. If their true nature as smartlights is revealed, they strike without mercy. Anyone who realizes the Tracers are not human becomes their prime target. Tracers have interchangeable personalities, no distinguishing features or mannerisms and are built procedurally form a database of human anatomical details. The distribution of active Tracers exactly follows current demographic trends: 57% female, predominantly Hispanic, and so on. Occasionally, one taps the Nuremberg AI database and when appropriate, manifests abortion-stigmata similar to a Neverborn to confuse matters further.

Glauchester is justifiably afraid of the Tracers, though she does not yet realize her pursuers are smartlight dumb-AIs themselves. She assumes the Tracers are Army of God agents, and chalks up their wide selection of immunities and exotic energy powers to cybernetics. She fully buys into the deception that at least some of the Tracers are Neverborn, and believes them to be Angel Helix Neverborn, which she has heard of but never personally encountered.

**Assault Lasers (Ex)** The Tracer can project a pair of independently targeted lasers from any point on its body, usually from each hand, as a standard action. The lasers can be targeted at two separate targets, which can be no more than 30 feet apart, or both beams can be trained on a single target.

**Force Field Construction (Ex)** The Tracer is able to manifest forcefields around itself to interact with physical objects and protect itself from harm. Despite its incorporeal nature, the Tracer has a Strength score. Further, it gains its Charisma modifier +3 (normally +8 total) as a deflection bonus to its Armor Class.

**Impediment Fields (Ex)** As a free action once per round, the Tracer can project low density smartlight forcefields, which act as rough terrain (halves movement rate) in up to five 5 foot squares anywhere within 100 ft. The Tracer can create impediment fields in mid-air to slow flying adversaries, if necessary. Once created, these fields remain in existence until the Tracer's next turn, unless it chooses to maintain them.

**Neverthought Distortion (Ex)** Designed specifically to hunt rogue neverborn, the Tracer constantly emits a radio-telepathic static capable of confusing and weakening neverborn. All neverborn within 30 feet of

the Tracer are considered shaken, suffering a -2 penalty on all attack rolls, skill and ability checks, and saving throws. This effect persists as long as the neverborn is within range and for 1 minute after the neverborn leaves the area.

**Nuremberg Database (Ex)** Permanently connected to the Nuremberg AI by an encrypted wifi Mesh link, the Tracer has extraordinary skills. It knows all terrestrial written and spoken languages. Further, its incredible repository of information allows it to make all Knowledge checks with a +20 bonus. It also uses its Charisma, rather than Constitution, to modify its hit points.

**Philosophical Disruption (Ex)** As a full round action, a Tracer can cataclysmically disrupt delicate energy patterns necessary to manifest object philosophies. A burst of purple fractal energy bursts from the Tracer, filling a 60 foot radius; this energetic aura remains in place for up to 1 minute after it is initiated.

All Philosophy practitioners attempting to manifest any philosophy or maintain an on-going philosophy within this area must succeed at a DC 20 Will save. Success indicates the philosophy functions normally, and a practitioner can retry a failed save each round, as a standard action. Neverborn characters, and characters who have mastered the Life From Death philosophy suffer a -5 circumstance penalty on their Will saves against this effect. The save DC is Charisma-based.

**Smartpunch (Ex)** The Tracer can manifest blunt force fields when imitating human form. Its pseudopod punches inflict 1d8+3 points of bludgeoning damage, and smartlight-enhanced opponents struck by the punch have one of their smartlights randomly destroyed, as if a Smartlance had struck them.

## Opportunistic Officer (CR 4)

Medium LE Humanoid

XP 1,200

**Init** +1 **Senses** Perception +13

**Languages** English, Spanish, any two others of choice

**Aura** Somebody Else Does the Dying (60 ft, allies suffer -2 luck penalty on AC, FORT and REF saves, but receive +2 insight bonus on attack and damage rolls)

### Defense

**AC** 14 **Touch** 12 **Flatfooted** 12 (+1 DEX, +1 dodge, +2 armor)

**HP** 5d8 hp (23 HP)

**FORT** +1 **REF** +2 **WILL** +8

### Offense

**Spd** 30 ft

**Melee** +4 tonfa (1d6+1 bludgeoning, 20/x2)

**Ranged** +5 military SMG (2d6+1 ballistic, 20/x3, 50 ft, full auto, 30 box)

**Special Qualities** Sacrificial Lamb, Somebody Else Does the Dying

**Spellcasting Spell-Like Abilities** (CL Concentration +)

### Statistics

**Str** 12 **Dex** 13 **Con** 11 **Int** 18 **Wis** 14 **Cha** 18

**Base Atk** +3 **CMB** +4 **CMD** 15

**Feats** Armor Proficiency (light) Combat Expertise, Dodge, Iron Will, Personal Firearms Proficiency, Quick Draw, Simple Weapons Proficiency

**Skills** Diplomacy +13, Knowledge (tactics, history, religion) all +13, Profession (military) +11, Perception +13

**Starting Occupation** Religious

**Additional Class Skills** Knowledge (history, religion)

**Gear** Military SMG and 2x spare clips, tonfa, lightly armored uniform, palmtop computer

### Ecology

**Environment** safely behind the lines

**Organization** commanding a squad of New Promise Infantry (various CRs), Lifer Militia or other Lifer troops, possibly including mecha or vehicles

**Treasure** standard (including gear)



### Special Abilities

**Sacrificial Lamb (Ex)** At the beginning of combat, the Opportunistic Officer designates a single ally as the 'sacrificial lamb' as a free action. If this character is slain, all allies within 60 ft of the slain sacrificial lamb may make a single ranged attack as an immediate action against the sacrificial lamb's killer.

The Opportunistic Officer cannot never designate himself/herself as a sacrificial lamb, and once the character is designated, this choice cannot be changed.

**Somebody Else Does the Dying (Ex)** The Opportunistic Officer is a master of coming up with text-book brilliant plans that wins battles, but costs soldiers' lives. Allies within 60 ft of the Opportunistic Officer suffer a -2 luck penalty to Armor Class and on FORT and REF Saves. However, allied creatures receive a +2 insight bonus on attack and damage rolls.



## *Pentecostal Medic (CR 2)*

The Opportunistic Officer is never affected by his or her own ability, but is affected by this ability caused by other Opportunistic Officers of greater Hit Die.

### **Roleplaying**

The Opportunistic Officer is the scion of an Evangelical Christian family with a heritage of wealth, influence, political power and military service that stretches back to a time before the Lifer Enclaves first formed. This Opportunistic Officer spent his (or her) pre-teen and early adult years attending a prestigious Enclave parochial school, enrolled in an advanced tactical and pre-OCS curriculum. Once formally enlisted in the Army of God, the promotions came easy.

Despite their impeccable Lifer credentials, Opportunistic Officers are not true believers, though they can pray, articulately, on command, and can fake soul-deep belief with ease. The plan's to do a four or five year hitch with the AOG, blood in to the movement, win honor and glory carrying out brilliantly executed sieges of clinics and skirmishes with Choicer or Fed-Gov troops, and than parley military experience into a political career that lasts a long lifetime.

The Opportunistic Officer can be brave, if all other avenues are closed off. However, though (s)he can fake backslapping camaraderie with the troops, their lives are expendable and the Officer's is not. Ambition rides the Opportunistic Officer like a jockey. In terms of voice and mannerisms, think Chris Latta as Starscream, and you won't be far off.

### **Appearance**

The Opportunistic Officer dresses in a professionally pressed and immaculately clean nano-weave smart uniform. Whatever the officer's race or gender (though as with most of the Lifer military, they tend to be both white and male by a definite margin), they are attractive and confident, in the way only the privileged and religiously self assured can be.

Medium LN Humanoid (human, psionic)

**XP** 600

**Init** +1 **Senses** Perception +8

**Languages** English, Spanish

### **Defense**

**AC** 17 **Touch** 11 **Flatfooted** 16 (+1 DEX, +6 armor)

**HP** 3d8 + 3 hp (17 HP)

**FORT** +2 **REF** +2 **WILL** +5

### **Offense**

**Spd** 25 ft

**Melee** +3 tonfa (1d6+1 bludgeoning, 20/x2)

**Ranged** +3 smoke grenade (no damage, expands to fill 15 ft square with smoke over 3 rounds, 10 ft range increment)

**Spell-Like Abilities (CL 1<sup>st</sup> Concentration +3)**

At Will – Stabilize

3x/day – Cure Light Wounds

1x/month – Breath of Life

- Remove Disease

### **Statistics**

**Str** 12 **Dex** 12 **Con** 13 **Int** 14 **Wis** 14 **Cha** 11

**Base Atk** +2 **CMB** +3 **CMD** 14

**Feats** Armor Proficiency (light, medium), Simple Weapons Proficiency, Surgery, Xeno-Medic

**Starting Occupation** Medical

**Skills** Computer Use +6, Drive +3, Heal +8, Perception +8, Sense Motive +8

**Gear** tactical vest, masterwork first aid kit, masterwork surgery kit, 2x potion of cure serious wounds (nanotech injectors, basically), tonfa, 4x smoke grenade (various colors), palmtop computer

### **Ecology**

**Environment** any land (they go where the squads go)

**Organization** usually deployed as part of a 4-12 person Lifer squad

**Treasure** standard (including gear)

*"The Choosers can talk about psi-tricks and neural target states all they want. It was your faith in me, and our shared faith that Christ will return in His glory, that healed you."*

*-1<sup>st</sup> Lt. Paul Ryan Weeks, assigned to the Big Sky 2<sup>nd</sup> Wyoming AOG, January 2107*

## Roleplaying

Pentecostal Medics are trained, if you can call it that, with a curriculum that blends pre-med tactical medicine with old time Pentecostal faith healing, mixed with a pre-Philosophical techniques that open psionic pathways in the Medic's mind.

Ideally, Pentecostal Medics are deployed with every mission-capable Lifer squad, but in reality, very few Lifers have the psi-potential to become Pentecostal Medics, and even fewer can continue their mental training to the point they become Vindicators, which is the ultimate point of Pentecostal Medic curriculum. Most units deploy with only a smarter-than-average infantryman with a decent grasp of first aid and a moderate-to-well stocked emergency bag.

## Appearance

Pentecostal Medics go into battle in standard issue Lifer tactical armor, usually in a mix of matte grey and purple. White accents on their body armor and a red cross insignia rather than the Lifer Sigil announce their status (at least nominally) as non-combatant medics.

## *Patriarchial Pentecostal Medic* (CR 3)

**Medium LN Humanoid (human, psionic) Patriarch**  
**XP 800**

**Init** +1 **Senses** Perception +11

**Languages** English, Spanish

## Defense

**AC** 17 **Touch** 11 **Flatfooted** 16 (+1 DEX, +6 armor)

**HP** 3d8 + 9 hp (21 HP)

**FORT** +4 **REF** +2 **WILL** +8

**Immune** Non-Christian mind-affecting abilities

## Offense

**Spd** 25 ft

**Melee** +5 tonfa (1d6+3 bludgeoning, 20/x2)

**Ranged** +3 Mossberg shotgun (2d8 ballistic, 20/x2, 30 ft, single shot only, 6 internal)

Or +3 smoke grenade (no damage, expands to fill 15 ft square with smoke over 3 rounds, 10 ft range increment)

**Special Qualities** Mighty is the Lord

**Spell-Like Abilities** (CL 1<sup>st</sup> **Concentration** +6)



**At Will** – Stabilize, Purify Food and Drink, Virtue

3x/day – Cure Light Wounds

1x/month – Breath of Life

- Remove Disease

## Statistics

**Str** 12 **Dex** 12 **Con** 17 **Int** 14 **Wis** 20 **Cha** 11

**Base Atk** +2 **CMB** +3 **CMD** 14

**Feats** Armor Proficiency (light, medium), Personal Firearms Proficiency, Simple Weapons Proficiency, Surgery, Xeno-Medic

**Starting Occupation** Medical

**Skills** Computer Use +6, Drive +3, Heal +11, Perception +11, Sense Motive +11

**Gear** tactical vest, masterwork first aid kit, masterwork surgery kit, 2x potion of cure serious wounds (nanotech injectors, basically), tonfa, sawed



off Mossberg shotgun and 12 shells, 4x smoke grenade (various colors), palmtop computer

### **Ecology**

**Environment** any land (they go where the squads go)

**Organization** usually deployed as part of a 4-12 person Lifer squad

**Treasure** standard (including gear)

This version of the Pentecostal Medic makes him a Patriarch, upgrading his arsenal of utilitarian spell-like abilities, and making him a forced to be reckoned with. He's a brutal, superhumanly gifted faith healer commanding a legion of fanatics who will follow him into Hell and back without question. This version of the Pentecostal Medic carries a sawed down shotgun on missions- fuck the Geneva Convention.

### **Special Abilities**

**Arrogance of Faith (Ex)** The Patriarchal Pentecostal Medic becomes immune to the mind-affecting abilities of characters with any Choicer allegiance, or who have chosen any non-Christian deity as a patron deity.

**Mighty Is The Lord (Su)** Up to six times per day, the Patriarchal Pentecostal Medic may choose to use this ability as a free action. Prior to rolling damage on a successful attack roll, the Patriarch may roll double the usual number of damage dice and decide which dice out of the set to use for his damage result.

(For instance, if attacking with a shotgun that normally deals 2d8 damage, the Patriarchal Pentecostal Medic would roll 4d8 and take the two best dice results.)

## ***Pronghorn***

### ***(Lifer Combat Anthro) (CR 9)***

**XP** 6,400

Fast hero 3/powerd hero 7

Medium LG Humanoid (Anthro Order: capricornis, psionic)

**Init** +3; **Senses** low-light vision; Perception +10

**Allegiances** his AOG cell, the Lifer cause; **Affiliations** none

### **Defense**

**AC** 26, touch 20, flat-footed 22 (+3 Dex, +1 dodge, +6 class, +6 equipment)

**hp** 85 (3d8+9 plus 7d10+21)

**Fort** +8, **Ref** +7, **Will** +2

**Resist** cold 1

**Weaknesses** -4 racial penalty on FORT saves against environmental heat ; -6 racial penalty on Disguise checks

### **Offense**

**Speed** 40 ft.

**Melee** unarmed strike +14 (1d6+4) and horns +8 horns (1d6+2)

**Ranged** Mossberg shotgun +12 (2d8 ballistic) or Farrar 5.7 mm SMG +13/+8 (2d8 ballistic or 5d6 grenade; 40 ft. range increment, full auto or single shot grenade, 60 round box mag and single shot grenade) or frag grenade +12 (4d6)

**Special Attacks** hoof stamp (30 ft. radius, all targets must succeed at DC 16 REF Save or be knocked prone and suffer 1d6 points of nonlethal damage)

### **Statistics**

**Str** 18, **Dex** 17, **Con** 15, **Int** 12, **Wis** 9, **Cha** 11

**Base Atk** +9; **CMB** +13; **CMD** 27

**Starting Occupation** CFL Kid

**Talents** Increased Speed I-II, Gunslinger I-II, Peak Human I-III, Healing Surge

**Anthro Racial Traits** climate adaptation (cold), hoof stamp, horned

**Feats** Advanced Firearms Proficiency, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Brawl, Burst Fire, Combat Martial Arts, Dodge, Double Tap, Genetic Completion, Knockout Punch, Personal Firearms Proficiency, Point-Blank Shot, Power Attack, Powered Plus, Run, Strafe, Toughness, Two-Weapon Fighting

**Skills** Acrobatics +12, Climb +14, Drive +12, Knowledge (tactics) +11, Perception +10, Stealth +13;

**Additional Class Skills** Climb, Perception; **Racial Skills** +2 Acrobatics, +2 Climb

**Languages** English, Russian

**SQ** ability push (Dexterity), bio-mech anatomy, enhancement protocol (genetic enhancement)

**Possessions** Farrar 5.7mm and 4 spare magazines, Mossberg shotgun and 24 shells, 2 fragmentation grenades, rations, survival gear (bedroll, canteen, 1-2 days rations)

**Action Points** 20+1d8 remaining (64 maximum)

*"Soldiers are born, not made! Please join our geneticists and military foster families in welcoming a*

*beautiful new baby rescuer to our ranks! Baby boy "Pronghorn" was born yesterday at 0001- you can watch him take his first steps on the Helix73 Mesh Channel and soon you'll be able to follow his training, along with his brothers and sisters in the rescue at the Babies Savin' Babies Mesh Channel. Pronghorn is an absolutely adorable sheep-baby, one of our "Lambs of the Pre-Born" series of hybrid warriors."*

*-Birth Announcement promulgated throughout Kodiak Island's mesh, Summer 2090.*

### **Appearance**

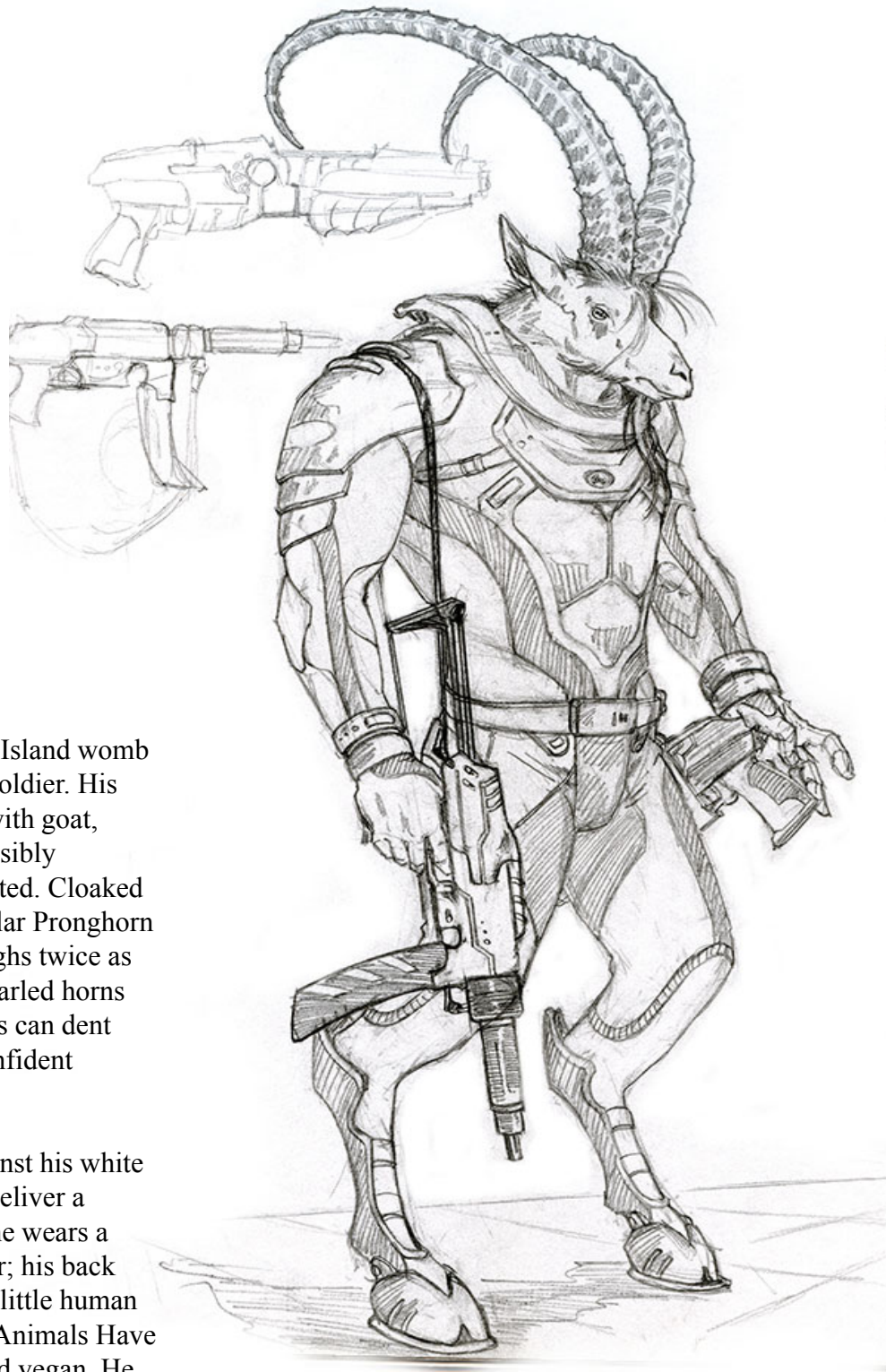
*Recommended Resources: Fursona: The Definitive Guide to Playing Anthropomorphic Characters (2010)*

Pronghorn was force-grown in a Kodiak Island womb tank, bred to be the ultimate Lifer supersoldier. His augmented genome was liberally laced with goat, antelope and sheep DNA, making him visibly inhuman from the moment he was decanted. Cloaked in a woolly white and tan pelt, the muscular Pronghorn stands well over seven foot tall, and weighs twice as much as a big human. A pair of thick, gnarled horns rise from his forehead- these black spikes can dent ballistic armor, as more than one overconfident Choicer has realized to their chagrin.

Pronghorn's eyes are strikingly blue against his white fur, and his reverse articulated legs can deliver a punishing, super-human kick. In battle, he wears a production line set of tactical body armor; his back dominated by an airbrushed portrait of a little human girl hugging a lamb and the slogan "All Animals Have a Right to Life"; Pronghorn is a dedicated vegan. He carries a shotgun and a Choicer-built submachine gun, taken as a battle trophy and beloved above all other guns. He is a superhumanly adept shot with either weapon.

### **Campaign Use**

Pronghorn is often assigned to Moonshot's squad, and the sheep-human hybrid has blossomed under Moonshot's leadership. Despite his genetic aptitude for gun violence, Pronghorn is surprisingly mellow,



and has mastered multiple 'less-lethal' fighting styles. In battle, Pronghorn is an efficient and merciless gunslinger against armed and armored Choicer military targets, but prefers to headbutt mouthy Choicer civilians or local Covenant cops into unconsciousness rather than going for his guns.

Knowing little other than the rescue, Pronghorn is none the less fairly levelheaded and non-



confrontational. His great size gives him the enormous confidence that enables him to turn his back on cruelty. He's proud of his augmented strength and superhuman anthro physique, but is nowhere the bully or psychopath that Comstock is. Moonshot and the other moderate rescuers like and trust Pronghorn, and he's one of the few CFL Kids on base trusted with solo missions. The young anthro has done black ops missions across Russia and Northern Europe – it was on one of these missions the young man acquired a Choicer-built Farrar SMG from a KO-ed Ásatrú, and the unconventional weapon has quickly become his favorite gun.

### **Special Abilities**

**Ability Push (Ex)** Four times per day, as a full round action, Pronghorn can increase his Dexterity by +3 and his Strength by +1 for up to 1 hour. Pronghorn's peak human talents allow him to use his ability push ability more often and to greater effect.

In addition, if Pronghorn is suffering temporary ability score damage, he can expend a daily use of ability push to immediately restore the temporary ability score loss to one ability score. While Pronghorn's ability push is active, anytime he fails a saving throw or skill check that would result in his death or serious injury, Pronghorn may choose to may end the Ability Push as a free action. Doing so allows him to succeed at the saving throw or skill check, assuming success was ever possible in the first place.

**Bio-Mech Anatomy (Ex)** Powered heroes such as Pronghorn are transformed into posthumans by cutting edge genetic or cybernetic enhancements, which present unique difficulties if they are injured. Medics attempting to use the Heal skill to aid a powered hero suffer a -4 penalty on the check result, unless they possess the Xenomedic feat.

**Cold Climate Adaptation (Ex)** Pronghorn is comfortable even in the coldest temperatures. He receives a +8 racial bonus on Fortitude saves made to resist environmental cold.

**Gunslinger (Ex)** Pronghorn is genetically programmed to be a superhumanly excellent gunfighter, with an instinctive awareness of fields of fire. In any battle where firearms are used, either by Pronghorn, his allies, or his adversaries, Pronghorn

adds his Wisdom modifier as an insight bonus to his Armor Class.

This bonus is lost if Pronghorn is flat footed, helpless or otherwise unable to add his Dexterity bonus to his AC.

**Healing Surge (Ex)** Any time Pronghorn expends an action point for any reason, he also recovers 1d6 hit points in addition to the normal effects of the action point. This healing effect cannot raise his hit points above their normal maximum total.

**Hoof Stamp (Su)** As a standard action, Pronghorn may slam one of his massive, cloven hooves down onto the ground, causing a localized earthquake, which affects all creatures within a 30-foot radius. Creatures in the tremor zone must make a Reflex save (DC 16) or be knocked prone, suffering 1d6 points of nonlethal damage in the process.

**Horned (Ex)** Pronghorn's combat nickname is an obvious one. When attacking at the end of a charge with his natural weapons, his horns inflict double damage, or triple damage on a critical hit.

## ***Pronghorn (Pacifistic Lifer Combat Anthro) (CR 8)***

### **XP 4,800**

Fast hero 3/powerd hero 7

Medium LG Humanoid (Anthro Order: capricornis, psionic)

**Init** +3; **Senses** low-light vision; Perception +11

**Allegiances** his AOG cell, the Lifer cause; **Affiliations** none

### **Defense**

**AC** 26, touch 20, flat-footed 22 (+3 Dex, +1 dodge, +6 class, +6 equipment)

**hp** 85 (3d8+9 plus 7d10+21)

**Fort** +8, **Ref** +7, **Will** +3

**Resist** cold 1

**Weaknesses** -4 racial penalty on FORT saves against environmental heat ; -6 racial penalty on Disguise checks



**Base Atk +9; CMB +13; CMD 27**

**Starting Occupation** CFL Kid

**Talents** Increased Speed I-II, Gunslinger I-II, Peak Human I-III, Healing Surge

**Anthro Racial Traits** climate adaptation (cold), hoof stamp, horned

**Feats** Advanced Firearms Proficiency, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Brawl, Burst Fire, Combat Martial Arts, Dodge, Double Tap, Genetic Completion, Knockout Punch, Personal Firearms Proficiency, Point-Blank Shot, Power Attack, Powered Plus,

Run, Strafe, Toughness, Two-Weapon Fighting

**Skills**, Climb +14, Drive +12, Knowledge (tactics) +11, Heal +8, Perception +11, Stealth +13;

**Additional Class Skills** Climb, Perception; **Racial Skills** +2

Acrobatics, +2 Climb

**Languages** English, Russian

**SQ** ability push (Dexterity), bio-mech anatomy, enhancement protocol (genetic enhancement)

**Possessions** Farrar Mossberg shotgun and

24 shells, 2 fragmentation grenades, rations, survival gear (bedroll, canteen, 1-2 days rations), masterwork first aid kit, potion of cure light wounds x1 (nanotech injectors basically)

**Action Points** 20+1d8 remaining (64 maximum)

*"Commander, I became a Lifer because I believe that every life is sacred, not just the lives that are convenient or cute. These men and women surrendered to my squad, and they are under my personal protection. I've got them bivouacked in that skate shop, and I'm going to need rations, clean water and a few basic med-kits for these Choicers. And if I catch any of your thugs trying to interrogate my prisoners again, I'll personally show you just how far my non-violence stretches....Sir."*

*-Pronghorn, early February 2107, the Second Battle of San Francisco*

This version of Pronghorn adds the Pacifist template, making him gentler and more true to his ideals than the warrior version of the same character. This version of Pronghorn still carries a combat shotgun but hasn't fired it in months (aside from mandatory range-time, that is), and hopes he can get through the reawakening

## Offense

**Speed** 40 ft.

**Melee** unarmed strike +14 (1d6+4) and horns +8 horns (1d6+2)

**Ranged** Mossberg shotgun +12 (2d8 ballistic) or frag grenade +12 (4d6)

**Special Attacks** hoof stamp (30 ft. radius, all targets must succeed at DC 16 REF Save or be knocked prone and suffer 1d6 points of nonlethal damage)

## Statistics

**Str** 18, **Dex** 17, **Con** 15, **Int** 12, **Wis** 11, **Cha** 13



Abortion War without killing anybody. He leaves his captured Farrar in his quarters, not liking the memories that accompany the gun, and carries a medic's bag instead. He's traded in some ranks in Acrobatics for ranks in Heal. These days he prefers treating bullet wounds to causing them.

### **Special Abilities**

**Ability Push (Ex)** Four times per day, as a full round action, Pronghorn can increase his Dexterity by +3 and his Strength by +1 for up to 1 hour. Pronghorn's peak human talents allow him to use his ability push ability more often and to greater effect.

In addition, if Pronghorn is suffering temporary ability score damage, he can expend a daily use of ability push to immediately restore the temporary ability score loss to one ability score. While Pronghorn's ability push is active, anytime he fails a saving throw or skill check that would result in his death or serious injury, Pronghorn may choose to may end the Ability Push as a free action. Doing so allows him to succeed at the saving throw or skill check, assuming success was ever possible in the first place.

**Bio-Mech Anatomy (Ex)** Powered heroes such as Pronghorn are transformed into posthumans by cutting edge genetic or cybernetic enhancements, which present unique difficulties if they are injured. Medics attempting to use the Heal skill to aid a powered hero suffer a -4 penalty on the check result, unless they possess the Xenomedic feat.

**Cold Climate Adaptation (Ex)** Pronghorn is comfortable even in the coldest temperatures. He receives a +8 racial bonus on Fortitude saves made to resist environmental cold.

**Field Diplomacy (Ex)** Pronghorn may attempt a special Diplomacy check as a full round action, targeting both allies and enemies within 100 ft, who can clearly see and hear the Pacifist Lifer. If Pronghorn can improve a character's attitude to at least indifferent, that character becomes likely to break off hostilities, so long as doing so would not threaten their life.

This change in attitude is transient at best, and usually lasts only a few minutes- just long enough to get everybody's guns down. Pronghorn can attempt

additional Diplomacy checks to more permanently improve attitudes.

**Gunslinger (Ex)** Pronghorn is genetically programmed to be a superhumanly excellent gunfighter, with an instinctive awareness of fields of fire. In any battle where firearms are used, either by Pronghorn, his allies, or his adversaries, Pronghorn adds his Wisdom modifier as an insight bonus to his Armor Class.

This bonus is lost if Pronghorn is flat footed, helpless or otherwise unable to add his Dexterity bonus to his AC.

**Healing Surge (Ex)** Any time Pronghorn expends an action point for any reason, he also recovers 1d6 hit points in addition to the normal effects of the action point. This healing effect cannot raise his hit points above their normal maximum total.

**Hoof Stamp (Su)** As a standard action, Pronghorn may slam one of his massive, cloven hooves down onto the ground, causing a localized earthquake, which affects all creatures within a 30-foot radius. Creatures in the tremor zone must make a Reflex save (DC 16) or be knocked prone, suffering 1d6 points of nonlethal damage in the process.

**Horned (Ex)** Pronghorn's combat nickname is an obvious one. When attacking at the end of a charge with his natural weapons, his horns inflict double damage, or triple damage on a critical hit.

**"Put Down Your Guns!" (Ex)** As an immediate action, Pronghorn can reduce the damage inflicted by a successful attack made by an adjacent ally to 1 point of damage (plus any effects contingent upon damage). Each time Pronghorn takes this action during an encounter, Pronghorn gains a cumulative +2 morale bonus on Field Diplomacy attempts.

## Psalmist (CR 1)

Small LN Humanoid (human, psionic)

**XP** 400

**Init** +2 **Senses** Darkvision 60 ft, Perception +8

**Languages** English, *telepathy* 200 ft

**Aura** Tactical Psi-Network (60 ft, allies are not flanked unless all allies in range are)

### Defense

**AC** 14 **Touch** 13 **Flatfooted** 12 (+1 size, +2 DEX +1 armor)

**HP** 2d8 hp (9 HP)

**FORT** +0 **REF** +2 **WILL** +7

**Immune** inhalation poison, suffocation

### Offense

**Spd** 25 ft

**Melee** -2 unarmed strike (1d4-2 nonlethal)

**Ranged** +3 psionic bolt (2d6 force plus *shaken* 1 round, WILL DC 14 negates, 19-20/x2, 50 ft range increment)

**Special Qualities** No Breath, Tactical Psi-Network, Win First, Cry Later

**Spell-Like Abilities** (CL 1<sup>st</sup> Concentration +5)

3x/day – Bless

- Stabilize

### Statistics

**Str** 7 **Dex** 14 **Con** 11 **Int** 15 **Wis** 19 **Cha** 12

**Base Atk** +1 **CMB** -1 **CMD** 11

**Starting Occupation** CFL Kid

**Feats** Go Unnoticed

**Skills** Acrobatics +8, Knowledge (religion) +5, Perception +8, Sense Motive +8, Stealth +12

**Gear** palmtop computer, lightly armored dress

### Ecology

**Environment** any land (barracked on Kodiak Island, AK)

**Organization** accompanying a Lifer military squad (4-5 New Promise Grunts and either New Promise Non-Comm, Coalition Kid or unique Lifer NPC squad leader)

**Treasure** incidental

*“Kelsie, when the shooting starts, you get down behind that dumpster, keep your head well ‘n truly down, okay. That link o’ yours is not worth you getting your head blown off for. Lordy, whose idea was, sending these babies out with us?”*

*-Cpl. Dave Golden, late January 2107...after it all goes nuclear*

### Special Abilities

**Go Unnoticed (Ex)** During the first round of combat, flat-footed opponents are considered not to have noticed the Psalmist for the purpose of Stealth skill checks, allowing her to make a Stealth check that round to hide from them.

**Tactical Psi-Network (Su)** The Psalmist’s chief purpose in life is to forge a tactical psi-link among the Lifer soldiers she accompanies into battle. All allied





characters with any Lifer or similar allegiance within 60 ft of the Psalmist become part of the tactical psi-network. No member of this psi-network is considered flanked unless all members of the psi-network are. The tactical psi-network disintegrates if the Psalmist is slain, knocked unconscious or otherwise becomes helpless.

**Win First, Cry Later (Ex)** The Psalmist doesn't surrender easy, even in the face of Choicer mind-weapons. Once per day, when the Psalmist fails a save against any mind-influencing effect, she can delay that effect from taking effect, acting normally for up to four rounds.

### **Roleplaying**

Several cadres of Psalmists have been decanted from exo-wombs on Kodiak Island within the past decade. The Psalmist geneline manifests exclusively among female engineered humans, and the Psalmists of a particular cadre consider each other sisters- a sometimes rowdy extended family. They grew up together on Kodiak, and now, as the Second American Abortion War looms, the family has been scattered, with Psalmists assigned singularly, or in pairs or small clusters, to Lifer ops teams across North America.

Unlike the better guns, upgraded post-humans and exquisitely trained New Promise Infantry, the Psalmists are a relatively controversial addition to the new Army of God. Veteran Lifer commanders are hesitant about taking pre-teen girls into battle, no matter how upgraded their genome. However, nobody can question the utility of the Psalmist psi-net, nor their Philosophy-derived powers. So far, the best compromise is to protect each Psalmist behind a phalanx of armored soldiers, even if that limits the utility of her psi-net.

Command doctrine (promulgated by mid-level command staffers, probably without approval from the Dacoveney) calls for the ranking officer to execute a unit's Psalmist to prevent her capture. That's not going to happen- ever- and in fact most squad leaders have explicitly ordered their Psalmists to surrender to the Choicers if their unit is overrun. Whether these psi-capable, and very determined little girls will follow these orders once they finally see real combat is unknown....

### **Appearance**

Psalmists are petite, female clones with raven hair and blank eyes that glow with pale blue flames. They are so exquisitely bred, so superbly engineered they lack mouths, vocal cords and lungs as *homo sapiens* would understand them. However, she can communicate telepathically- her mental voice has a soft southern mind-drawl. Personality wise, they tend to be as inquisitive as raccoons, and utterly fearless.

## ***"Righteous Samson" Heavy Gunnery Semi-Autonomous Combat Mecha (CR 11)***

**XP 12,800**

Huge N Construct

**Init** +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

### **Defense**

**AC** 26, touch 8, flat-footed 26 (-2 size, +18 natural)  
**hp** 131 (14d10+54)

**Fort** +4, **Ref** +6, **Will** +6

**DR** 5/—, 10/ballistic; **Immune** construct traits

### **Offense**

**Speed** 40 ft.; fly 30 ft. (clumsy)

**Melee** 2 slams +24 (2d10+11/19-20)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** "Passover" Mini-gun (60 ft. cone, Reflex DC 19 half, 10d8 ballistic)

### **Statistics**

**Str** 32, **Dex** 10, **Con** —, **Int** 10, **Wis** 15, **Cha** 1

**Base Atk** +14; **CMB** +27; **CMD** 37

**Feats** Ability Focus ("Passover" Mini-gun), Improved Critical (slam), Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (slam)

**Skills** Fly -1, Knowledge (earth and life sciences) +5, Knowledge (tactics) +5, Perception +7, Repair +5

**Language** English, Spanish (limited speech capabilities)

**SQ** hover

*"I got a lead on a Sammy. It got shot down in the War and the thing fixes itself up, goes to ground somewhere around Little Rock. My people down there say they*



been in contact with it, it's ready to fight again. We go down, find the thing, and convince it we're down for the rescue, and all of a sudden the Winds of Change AOG got a metric shit ton more firepower."

-  
Blacksnake, semi-retired Lifer terrorist, December 2106

### Appearance

The "Right Sammy," as the war-mecha is known to the Lifer troops who depend on it in battle, provided potent offensive punch to Lifer squads lucky enough to be assigned one during the Abortion War. The "Righteous Samson" combat mecha stands just under fourteen feet tall at the shoulders, a gorilla-proportioned mechanical behemoth with the strength necessary to upend a SWAT command center, and enough integral armor to shrug off air-to-ground missiles. The "Righteous Samson" is sheathed in dense purple and black armor laced with molecular darkmatter. The skullshaped command and control module is designed for intimidation – for that matter,



so is the Samson's main gun.

The Samson's primary weapon is the "Passover" mini-gun, capable of firing upwards of 1,200 depleted uranium flachettes per minute. This belt-fed squad support weapon can unleash a withering firestorm,



capable of mowing down entire platoons. Lifer troops make damn sure they're behind the Sammy when the mecha unholsters its big gun.

### **Campaign Use**

The "Righteous Samson" is a powerful combat drone with an onboard expert system capable of limited independent operation. The Samson is often assigned as heavy fire support for a Lifer squad being sent into extremely hostile territory, and defers to human controllers if they are present. If the Samson's orders do not cover a situation, it will hole up and wait to re-establish contact with the Lifer high command. It can remain dormant for years, if necessary, hiding out in abandoned buildings or bombed out farmhouses. It is intelligent enough to repair itself. If uncontrolled, it will fight defensively, and attempt to retreat to hide.

The Samson's onboard AI is programmed to be careful of civilian casualties, and unless specifically ordered to, will rarely use its Passover mini-gun in populated areas. The Samson might attempt to eliminate Choicer targets of opportunity near its hiding place, if the chance presents itself. Several of these deadly war machines remain unaccounted for after War's End: landmines with advanced tactical AI onboard.

### **Special Abilities**

**Hover (Ex)** "Righteous Samson" is able to hover in place without making a Fly check, despite its clumsy maneuverability.

## ***Shoemaker, Jonah (Untainted Hunter) (CR 3)***

**XP 800**

Human ranger 4

Medium N Humanoid (human)

**Init** +7; **Senses** darkvision 120 ft. (night-vision goggles); Perception +10 (+6 with night-vision goggles)

**Allegiances** the Lifer cause; **Affiliations** none

### **Defense**

**AC** 15, touch 13, flat-footed 12 (+2 Dex, +2 armor, +1 dodge)

**hp** 34 (4d10+8)

**Fort** +6, **Ref** +7, **Will** +3

### **Offense**

**Speed** 30 ft.

**Melee** combat knife +6 (1d4+6/19-20)

**Ranged** composite [+6 Str] longbow +7 (1d8+6/x3)

**Special Attacks** favored enemy (psionic humanoids +2)

**Ranger Spells Prepared** (CL 1<sup>st</sup>; concentration +3)  
1<sup>st</sup> – *resist energy*

### **Statistics**

**Str** 23, **Dex** 17, **Con** 15, **Int** 12, **Wis** 15, **Cha** 9

**Base Atk** +4; **CMB** +10; **CMD** 24

**Starting Occupation** Untainted

**Feats** Anti-Evolutionist, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Deadly Aim, Dodge, Endurance, Improved Initiative, Personal Firearms Proficiency, Rapid Shot, Simple Weapons Proficiency

**Skills** Climb +14, Heal +9, Knowledge (earth and life sciences) +9, Knowledge (theology and philosophy) +9, Perception +10, Stealth +21, Survival +11 (+13 to identify or follow tracks), Swim +13; **Additional**

**Class Skills** Knowledge (theology and philosophy), Perception, Survival

**Languages** English, Spanish

**SQ** favored terrain (mountains +2), hunter's bond (companions), wild empathy +3

**Possessions** ghillie suit, leather armor, combat knife, composite [+6 Str] longbow, 2 hip quivers (12 arrows each), back quiver (24 arrows), compass and printed tactical map of encounter area, nightvision goggles, bedroll, canteen, wilderness survival kit

### **Appearance**

Jonah Shoemaker is personally responsible for more than thirty unconfirmed Big Foot sightings. He stands nearly 6'8" and his massive physique is the result of bathtub genetic engineering. His gnarled hands are big enough and powerful enough to crush a grown man's skull with some effort, as an APEX tracker sent into the Kentucky hills found out. Paranoid and militant, Shoemaker wants nothing to do with the modern world – as far as he's concerned we're living in the times of the Great Tribulation, and the Choicer Anti-Christ holds all worldly power. He lives off the grid, calling every inch of eastern Kentucky his living room.

Shoemaker hasn't shaved nor cut his hair in more than five years; he's a shaggy behemoth the same color as



the hilly forests he calls home. Shoemaker dresses in a buckskin ghillie suit he tanned and stitched himself – he worries that APEX satellites can pick up the chemical traces of modern body armor from orbit, so he doesn’t use it. Shoemaker worries “They” can track guns, so he never carries one. Shoemaker’s favorite weapon is a custom composite bow made of graphite and aluminum, designed to take advantage of every erg of power his augmented muscles can produce. His arrowheads are *buckysteel* diamonds he machines himself.

### **Campaign Use**

Jonah Shoemaker was built with ranger levels rather than basic class levels to emphasize his isolation from the ebb and flow of the 22<sup>nd</sup> Century and make him the unquestioned master of low-tech guerilla warfare. He’s respected in the Untainted community, almost trusted, and can count on the assistance of several Untainted tribes if he ever needs shelter or combat backup. He’s a leader in spite of himself.

### **Special Abilities**

**Anti-Evolutionist (Ex)** Three times per day, Shoemaker may add one-half of his five ranks in Knowledge (theology & philosophy) to all damage rolls against an enemy with the lifechained, psionic or other superhuman subtypes. This bonus remains in place for 1 round.

**Favored Enemy (Ex)** Shoemaker has chosen humanoids with the psionic subtype as his favored enemy. He receives a +2 bonus on Bluff, Knowledge, Perception, Sense Motive and Survival checks against psionic humanoid creatures. He may make Knowledge skill checks untrained concerning such creatures.

**Favored Terrain (Ex)** Shoemaker gains a +2 bonus on initiative checks and Knowledge (earth and life sciences), Perception, Stealth, and Survival skill checks when he is in mountainous or hilly terrain. When traveling through his favored terrain Shoemaker normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).



**Hunter's Bond (Ex)** Shoemaker may spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for 2 rounds. This bonus does not stack with any favored enemy bonuses possessed by Shoemaker's allies; they use whichever bonus is higher.

**Wild Empathy (Ex)** Shoemaker can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. Shoemaker rolls 1d20+3 to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, Shoemaker and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

Shoemaker can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

*Switchblade '73*  
(aka Wynona Benavidez)  
(Vindicator) (CR 8)

XP 3,200

Fast hero 5/vindicator 4

Medium LN Humanoid (human, psionic)

**Init** +3; **Senses** Perception +2

**Allegiances** her AOG cell, the Lifer cause;

**Affiliations** none

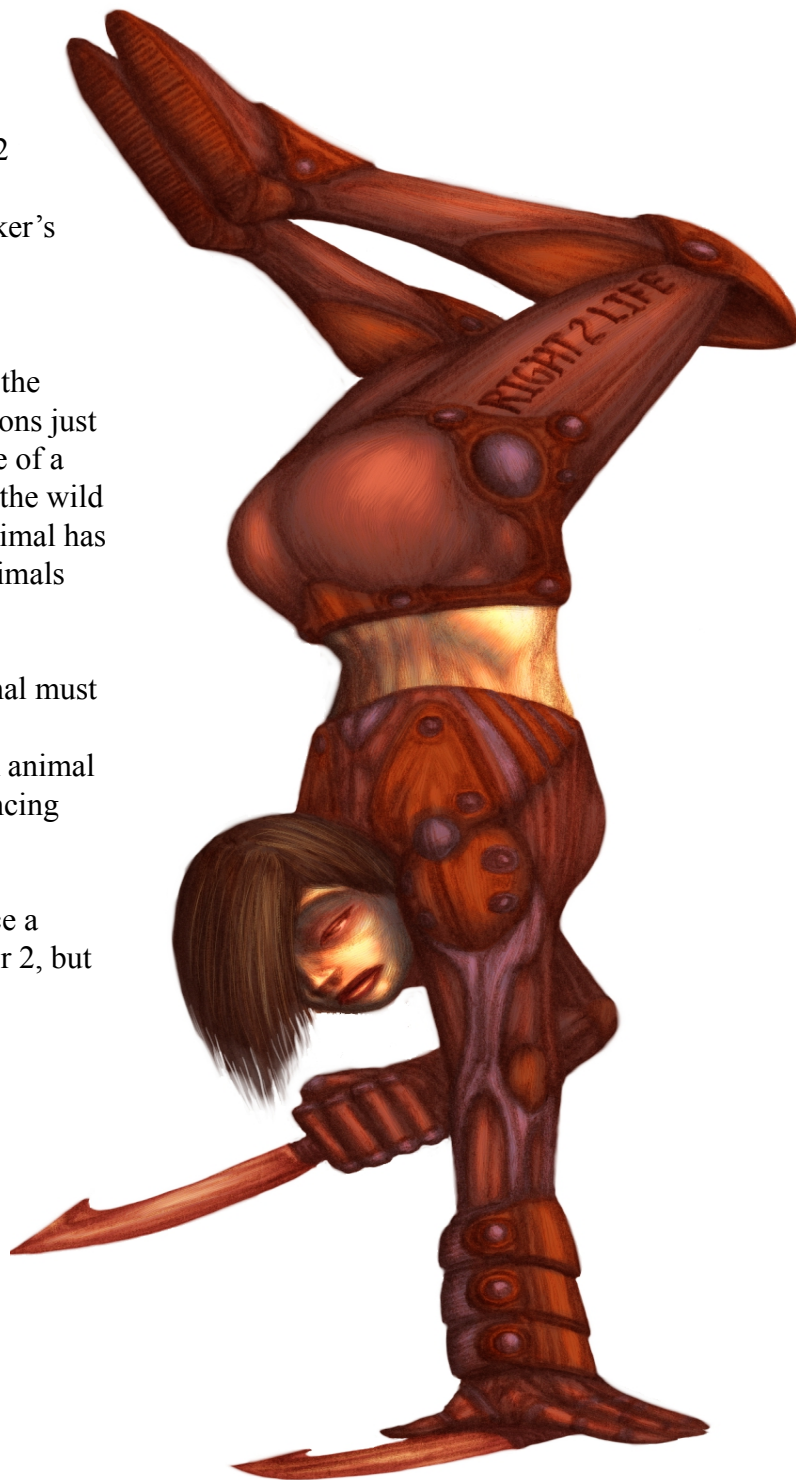
**Defense**

**AC** 20, touch 18, flat-footed 16 (+3 Dex, +4 class, +2 equipment, +1 dodge)

**hp** 53 (9d8+9); fast healing 1

**Fort** +4, **Ref** +10, **Will** +6

**Defensive Abilities** evasion



**Offense**

**Speed** 50 ft.

**Melee** masterwork machete +11/+6 (1d6+1 plus lifepool/19-20)

**Special Attacks** ghost surgery, sneak attack +1d6, vindictive touch

**Statistics**

**Str** 13, **Dex** 17, **Con** 12, **Int** 13, **Wis** 14, **Cha** 12

**Base Atk** +6; **CMB** +7 (+9 to disarm); **CMD** 21 (23 vs. disarm)

**Starting Occupation** Emergency Services

**Talents** Increased Speed I, Increased Speed II, Increased Speed III, Evasion, Sneak Attack I

**Feats** Archaic Weapons Proficiency, Armor Proficiency (light), Dodge, Fast Plus, Iron Will, Mobility, Simple Weapons Proficiency, Spring Attack, Surgery, Weapon Finesse, Weapon Focus (machete)

**Skills** Acrobatics +12, Bluff +7 (+9 to feint), Climb +10, Drive +12, Heal +12, Knowledge (earth and life sciences) +11, Knowledge (streetwise) +11, Knowledge (theology and philosophy) +11, Stealth +13; **Additional Class Skills** Climb, Knowledge (earth and life sciences)

**Languages** English, Spanish

**SQ** judgment blades

**Possessions** masterwork machete, first aid kit, surgery kit, smartlight palmtop (acts as PDA and cellphone), combat skinsuit (treat as leather armor)

**Cybernetics** tendon attachment spurs (+5 feet speed, +2 Str and Dex), walk/run upgrade (extra 5 foot step each round, spend action point for additional move action that round)

**Action Points** 35+2d6 remaining (59 maximum)

#### *Amber Alert Data Flash*

- Wynonna Benavidez. Hispanic female, age 7. Aprox 3'5", 40 lbs. Black hair/black eyes. Last seen wearing purple hoodie, pink pants, blue sneakers.
- Narnia Benavidez. Hispanic metahuman female, age 5 with lion-like features. Aprox 3'8", 40-50 lbs. Gold hair/yellow eyes. Last seen wearing black t-shirt, grey skirt, pink sneakers.

*Both girls are believed to have been abducted by their father, Walter "Rescue Daddy" Benavidez. Hispanic metahuman male, age 36. Blond hair, black eyes. Subject is a former Army of God soldier with Vindicator training and is considered armed and extremely dangerous.*

*If you spot either of the children or Walter Benavidez absolutely do not approach them. Contact APEX or your local law enforcement by Mesh taggit immediately.*

*-Amber Alert, Issued for Bexar County, Texas region. July 14, 2098*

Switchblade 73 has been a weapon her whole life. When she was seven, she and her sister were abducted by their father, taken on the run through the worst parts of the Lifer Southwest, and indoctrinated as weapons. A little less than two years ago, her sister died in the back of an overturned van, and her father was captured by the Choicers. Somehow Switchblade 73 got away, even with half her guts hanging out after taking a stray particle beam. Up until that bad Beltane night, the rescue was fun for her – a game her father taught her and her family played together. Now, Switchblade 73 is actually angry, and finally has a reason to go kill Choicers.

Goddess help them all.

#### Appearance

Switchblade 73 is an absolutely stunning Hispanic girl of about 16 and a half, who has done more killing than most spec ops soldiers three times her age. She's rebuilt herself fully after her near fatal injury – literally and figuratively. A cyber-doc who owed her daddy a few favors upgraded her spine, giving her the kind of sprint that would've broken Olympic records back in the day. She is a lithe 5'2" bundle of nerve, violence and energy. She never stops moving now, a kind of lethal hyperactivity borne mostly of barely contained rage. In battle, she's a dancer – she uses her targets like stage props or stripper poles before slicing their throats.

Switchblade 73 favors a light burgundy bodystocking emblazoned with Lifer slogans that change every few minutes. Her smart cloth armor is linked to the Mesh, and displays whatever Lifer meme or slogan is trending hottest at the moment. She carries a pair of dull silver machetes, finely balanced and perfectly sized to her gloved hands, which she magnetically adheres to her hips when not in use.

#### Campaign Use

Vindicators are relatively rare in the Lifer AOG – they are expensive and difficult to train, and even those with a calling for medicine or combat rarely have the expertise to blend both healing and murder into the blood-soaked gestalt that is the Vindicator class. Vindicators are often high ranking NCOs – if they do not command their squads, they are respected senior voices, and their commanding officers know to respect their opinion and experience. Vindicators are only



assigned to the most important squads, for the most important missions.

If the players spot a Vindicator among the opposite side, they should know they're going to be in for a major fight. Whatever objective the Lifers are after is important enough to send out a Vindicator.

### **Special Abilities**

**Ghost Surgery (Su)** Switchblade 73 can partially dematerialize herself, to attack (or to heal) internal organs without touching the skin sheathing them.

Once per day, Switchblade 73 can activate ghost surgery for up to one minute. During this time, she ignores natural armor and equipment bonuses to Armor Class when striking unarmed or with a melee weapon. If she spends an action point while activating this ability, all her attacks are treated as ghost touch attacks. By spending an action point, she can increase the critical threat range of all melee attacks made with ghost surgery by 1.

**Judgment Blades (Ex)** Switchblade 73 receives a +2 insight bonus on Bluff checks made to feint in combat and to her CMB when making a disarm maneuver, as well as to resist disarm attempts, assuming she is wielding some form of bladed weapon.

**Lifepool (Su)** For every 10 points of damage Switchblade 73 personally inflicts with an unarmed strike or melee weapon, she gains a single hit point, which fills her "lifepool." There is no maximum limit to the number of hit points Switchblade 73 can store in her lifepool; once acquired, they remain until expended.

Switchblade 73 can expend stored hit points to heal her own injuries, in which case tapping the lifepool is considered a free action, which can only be performed on her turn. She can draw on any amount of stored hit points she feels are necessary, but cannot increase her hit points past their full normal maximum.

Switchblade 73 can also choose to expend hit points stored in the Lifepool to heal a creature by touch. Doing so is a standard action, which provokes attacks of opportunity. The same rules apply when the Vindicator chooses to heal others as when the

Vindicator chooses to heal himself. Switchblade 73 cannot heal Choicer characters in this manner.

**Vindictive Touch (Su)** Switchblade 73 can steal energy from enemies with a touch, and use it to empower himself. With a successful touch attack against any living creature, Switchblade 73 causes that creature to become fatigued for 1 minute. Unlike conventional fatigue, this ability will not make an already fatigued creature exhausted, and the fatigue vanishes completely once the effect's duration ends.

Each time Switchblade 73 renders a creature fatigued with your touch, she receives a +1 enhancement bonus to Strength, which lasts for 1 minute. If she touches and fatigues multiple creatures during this period, the effects are cumulative. The maximum Strength enhancement possible is +10.

Conversely, if Switchblade 73 is fatigued or exhausted when using this ability, each successful touch attack is treated as 8 hours of sleep or rest. This unnatural burst of energy has no effect on the recovery of spells, spell slots or psionic abilities.

**Walk/Run Upgrade (Ex)** Bionics implanted in her lumbar spine allow Switchblade 73 to move with superhuman alacrity. Each round Switchblade 73 may take one additional 5 foot step. She may either use this step in conjunction with a standard five foot step, in effect turning the maneuver into a "10 ft step," or may shift, act and then shift again.

By spending an action point, Switchblade 73 can dramatically increase her movement rate. When she spends the action point, she may take an additional single move action that round. Potentially, Switchblade could full attack, spend an action point and move, or could run (a double move), spend an action point to take what's effectively a third move that round.

# Terminus Rescue (aka Lashawn Horsley) (CR 10)

Medium CE Humanoid (psionic) Powered Hero  
11

**XP** 9,600

**Init** +6 **Senses** lowlight vision, Darkvision  
120 ft, Perception +18

**Languages** English, French, Spanish,  
Stonecutter

**Allegiances** sadism for sadism's  
sake, the Garbagemen, the

**AOG Affiliations** The  
Garbagemen

**Aura** Frightful Presence (60  
ft, W-DC 16 plus Fearsome  
Violence)

## Defense

**AC** 26 **Touch** 24 **Flatfooted** 16  
(+6 DEX, +2 armor, +4 insight,  
+4 class)

**HP** 11d10 + 22 hp (77 HP)

**FORT** +10 **REF** +10 **WILL** +8

**Weaknesses** Bio-Mech Anatomy  
(-4 penalty on Heal checks to aid  
Ghost Boss unless the treating  
medic has the Xeno-Medic  
feat)

## Offense

**Spd** 40 ft

**Melee** +11 combat  
knife (1d4 slashing,  
19-20/x2)

**Ranged** +19/+14/+9  
sniper rail gun  
(3d10+1 ballistic,  
17-20/x4, 1800 ft  
range increment, 20  
box, single shot  
only)

Or +17/+12/+7

Griffin Arms .32 machine pistol (2d4 ballistic, 20/x4,  
60 ft range increment, full auto, 32 box)

**Special Attacks** Death Attack

**Special Qualities** Luckweaver

## Statistics

**Str** 11 **Dex** 23 **Con** 14 **Int** 12 **Wis** 18 **Cha** 11

**Base Atk** +11 **CMB** +17 **CMD** 27

**Powered Hero Talents** Gunslinger I, Gunslinger II,  
Gunslinger III, Luckweaver I, Luckweaver II

**Feats** Advanced Firearms Proficiency, Agile  
Maneuvers, Armor Proficiency (light), Burst Fire,  
Combat Reflexes, Deadly Aim, Far Shot,  
Fearsome Violence, Frightful Presence, Improved  
Critical (sniper rail gun), Personal Firearms  
Proficiency, Stand Still, Strafe, Two Weapon  
Fighting, Weapon Focus (sniper rail gun)

**Skills** Acrobatics +20, Climb +14, Stealth +20,  
Perception +18

**Gear** sniper rail gun and 5x spare clips,  
Griffin Arms .32 machine pistol and  
2x spare clips, leather armor,  
palmtop computer with sat-  
uplink to produce real time  
tactical maps, the  
meanest Rescue  
Hound in North  
America

## Ecology

### Environment

any urban  
(most active  
along the  
NY/  
Canadian  
border)

### Organization

accompanied  
everywhere  
by Kidney  
Thief (a  
Neverborn  
Rescue  
Hound with  
the  
advanced  
simple  
template  
added) and



maybe a few Lifer Veterans

**Treasure** standard (including gear)



## **Special Abilities**

### **Death Attack (EX)**

Terminus Rescue's death attack functions as the Assassin class ability (see the *Pathfinder Roleplaying Game*), with the FORT Save DC equal to 10 + half her HD, plus her INT modifier (DC 17). Terminus Rescue may make a Death Attack with her sniper rail gun as long as her target is within the weapon's first range increment.

**Frightful Presence (Su)** Terminus can inspire terror by charging or attacking. Affected creatures must succeed on a DC 16 WILL Save or become *shaken*, remaining in that condition as long as they remain within 60 feet of Terminus Rescue.

Terminus Rescue has the Fearsome Violence feat, which improves her frightful presence. Each time the Terminus Rescue kills a living creature during a particular encounter, this save DC increases by 1. Creatures within range of Terminus Rescue's frightful presence aura must succeed on a new save after each kill.

**Garbageman Affiliation (Ex)** Terminus Rescue learned some especially sadistic tactics from a tour with the "Garbagemen" during after War, and there's still some Fed-Gov war crimes tribunals out looking for her and her "daddies".

When attacking with an unarmed strike or any small or medium melee weapon, if Terminus Rescue beats the target's AC by 7 or more points, she inflicts an especially agonizing wound. The target must succeed at a FORT Save (DC 12 + the damage inflicted) or be *shaken* for one round. This ability only affects humanoids with reasonably normal anatomies, and is ineffective against any creature immune to pain effects.

**Gunslinger Talents (Ex)** Terminus Rescue is a superhumanly adept sniper and small arms expert. Her genetic and cyber-system upgrades provide her with a host of firearms-related feats, as well as other gunslinging talents.

In any battle where firearms are being used, either by Terminus Rescue, her allies or her adversaries, she adds your WIS modifier as an insight bonus to Armor

Class. She loses this bonus if she is flat footed, helpless or otherwise denied her DEX bonus to AC.

She uses her WIS modifier (+4) as the critical hit multiplier on all confirmed critical hits using a firearm, rather than the weapon's base critical hit multiplier.

**Luckweaver Talents (Su)** As a free action, Terminus Rescue can twist probability in her favor up to 14 times per day. This allows her to roll the next size larger dice when rolling dice for any reason. She may upgrade damage dice, randomly rolled hit points, action dice, or attack rolls. When upgrading a D20 Terminus Rescue rolls 3D10 instead. Her critical hit range increases from the normal range to 30, making critical hits far more likely.

### **Roleplaying**

*"Born Lawshawn Horsley...she's probably the third or fourth nastiest sociopath of that particular surname. We've been hunting her across upstate New York for two years now with the grudging cooperation of the Buffalo Enclave sheriff department. There's plenty of Lifer shooters out there, and normally we can't expect any cooperation, but Terminus Rescue crosses what few lines terrorists set down for themselves. She's killed three Midwives in the last two months- business as usual, except all three Midwives were 5-8 months pregnant, and Terminus Rescue gut shot them all...."*

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

Terminus Rescue is the only daughter of a man who was executed in a Fed-Gov supermax when she was three...but who still managed break several of his daughter's bones and shred her hymen before the nano-toxins did their just and needed work. She studied at the feet of a collection of equally vile human beings- the toddler was the mascot of a Garbageman cell who fled to the Canadian wilds after Wars End. These fine upstanding Christians allowed the young Terminus to kill her first Midwife, kidnapped, bound and staked out like a sacrificial lamb when she was nine.

Terminus Rescue spent her teenaged years off planet. She doesn't talk about it much, but when she snuck back to the motherworld at 17, she was post human and carrying a rail-rifle that would give a Testament

main battle tank an inferiority complex. Since her return, Terminus Rescue has hunted upstate New York. Somewhere along the way, she found her dog, and got even worse.

### Appearance

Terminus Rescue is a compact, light skinned black woman in her early thirties. She's kinked her hair into punk dreads that she's dyed Lifer purple, and dresses in ragged combat leathers and a ragged, somewhat bullet-proof hooded poncho. Everything except her strange hair is drab, dirt-colored and easily concealable. Terminus Rescue carries a massive sniper rail gun capable of holing a bank vault door...or blowing the stomach, uterus and spinal column free of the pregnant Neo-Witch Midwives that are the small sociopath's preferred targets.

Terminus Rescue is accompanied everywhere she goes by the street Rottwielier she named Kidney Thief. The dog might be the only creature on the planet she truly loves- she feeds it the sweet meats of murder victims, and it loves her in turn. Kidney Thief is a Rescue Hound, and looks vaguely corpse-like even at its liveliest. Than again, so does the dog's mistress....

## *Witchhammer, Jessee* *(Rescue Judo Expert) (CR 6)*

### **XP 2,400**

Strong hero 4/martial artist 3

Medium NG Humanoid (nanofeaster, psionic)

**Init** +3; **Senses** darkvision 60 ft., low-light vision, smell nanonics 60 ft.; **Perception** +9

**Allegiances** The Lifer Cause, his CFL platoon;

**Affiliations** none

### Defense

**AC** 26, touch 16, flat-footed 20 (+5 class, +10 equipment, +1 dodge)

**hp** 56 (7d8+21)



**Fort** +6, **Ref** +7, **Will** +3

### Offense

**Speed** 20 ft. (30 ft. unarmored)

**Melee** unarmed strike +12/+7 (1d6+7/19-20 plus nanofeast) and bite +7 (1d6+4 plus nanofeast on a crit)

**Ranged** MN-14 Wyvern SMG +11/+6 (2d6+1/x3; 50 ft. range increment, full auto, 30 round box)

**Special Attacks** flying kick

### Statistics

**Str** 20, **Dex** 17, **Con** 16, **Int** 12, **Wis** 13, **Cha** 9

**Base Atk** +7; **CMB** +12 (+14 to grapple); **CMD** 26 (28 vs. grapple)

**Starting Occupation** CFL Kid

**Talents** Melee Smash I, Melee Smash II



**Feats** Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Combat Martial Arts, Combat Reflexes, Dodge, Improved Combat Martial Arts, Improved Grapple, Personal Firearms Proficiency, Power Attack, Rescue Judo, Smell Nanonics

**Skills** Acrobatics +3, Climb +4, Repair +10, Knowledge (theology and philosophy) +9, Perception +9; **Additional Class Skills** Acrobatics, Repair

**Languages** English, Lakota

**SQ** living weapon, nanofeast

**Possessions** MN-14 Wyvern SMG, 2 spare clips, cell phone, palmtop computer, "Defender of Life" Heavy Tactical Armor

**Action Points** 23+1d6 remaining (44 maximum)

*"One of our most committed young rescuers, SSGT. Witchhammer is certainly ready to take a command role in the Army. He is instrumental in training our dedicated activists in the art of Rescue Judo, and more than that, he is a soldier our movement can rely upon. He also has a personal stake in this war. He tells me that not for a sidewalk intervention he would have been murdered at the Barron Abortuary at his reservation, and longs to free his people from the scourges of paganism and abortion. Promote him NOW! We need a thousand more like Jesse."*

*-personal communiqué from AOG Cell leader "Atomic Padlock" to her command-level handlers.*

### Appearance

Jesse Witchhammer strides onto the battlefield wearing a set of heavy tactical armor reinforced with the ultradense nano-metal *buckminsterfullerine*. Most people couldn't even move in the armor, but the big man does so easily. His smoke-grey body armor is covered with painted display screens on the chest, shoulders and thigh guards, which display anti-abortion propaganda, like most Lifer armor. He prefers to keep his screens off, only occasionally displaying soft-focus ads of smiling mothers and fat, laughing babies... a touch that comes off as a little sentimental to the men under his command. Witchhammer usually has to bust up one or two young critics to re-earn the right to play these inoffensive Lifer clips.

### Campaign Use

Jesse Witchhammer has seen plenty of combat around the Dakotas, but his real role in the AOG is back at Kodiak. He acts as a drill sergeant and hand-to-hand

combat instructor for rookie AOG troops, a role he excels in. Witchhammer is a massive close-in threat, somebody that no Choicer hero will want to be within charge range of, and can be used anytime the campaign needs a straight up brawl. Use his statblock to quickly assemble a horde of superstrong, highly trained Lifer thugs, or disguise his Nanofeaster origins slightly to build an army of mercenary or Fed-Gov brawlers.

### Special Abilities

**Flying Kick (Ex)** Jesse can use a charge to deliver a devastating flying kick to an opponent. At the end of this charge, he adds +3 as a bonus to the damage he deals with an unarmed strike.

**Living Weapon (Ex)** Jesse's unarmed strikes deal a base 1d6 points of damage.

**Nanofeast (Ex)** A nanofeaster who destroys any external cybernetic implant based on nanotechnology using a natural weapon or unarmed strike, or inflicts a critical hit with a bite attack against a foe enhanced by a nano-colony completely consumes that nanotech. Jesse's body quickly breaks down the nanotechnology, and uses the bio-tech to enhance the cannibal mutate's own physical capabilities.

Each destroyed nano-cybernetic provides Jesse with 2d4 temporary hit points, and a +2 bonus to his Strength score. These bonuses stack with themselves, and fade an hour after a nano-colony is consumed. Jesse can receive a maximum of 10d4 temporary hp or +10 Strength.

**Rescue Judo (Ex)** Jesse receives a +2 bonus on unarmed attack and damage rolls when specifically attacking an external cybernetic implant. Any time he beats a cyborg opponent's Armor Class score by 10 or more points, he destroys a randomly chosen external cybernetic device.

If attacking a heavily armored, high tech target (such as a suit of power armor, military vehicle or cyborg), Jesse may spend an action point to focus his mind and spot hidden weaknesses in the machine's armor. He may ignore 6 points of the object's hardness or non-magical damage reduction. This effect lasts until the end of the encounter.





**Smell Nanonics (Ex)** Jesse is instantly aware of the presence of any nano-colony, nano-tech based genetic enhancement or soft-tech cybernetics, as well as all cybernetics and smartlights, including inactive devices. If he moves within 60 feet of one of these devices, Jesse becomes aware of their presence.

Jesse may attempt a Wisdom check (DC 12 + the item's restriction rating) to pinpoint the location of the device. If Jesse succeeds at the check by 10 or more points he gains a basic awareness of the device's purpose and capabilities.

## *Witchhammer, Jessee (Combatant version) (CR 8)*

**XP** 4,800

**Combatant** 9

**Medium** NG Humanoid (nanofeaster, psionic)

**Init** +3 **Senses** Darkvision 60 ft, lowlight vision, smell nanonics, Perception +13

**Languages** English, Lakota

**Allegiances** The Lifer Cause, his CFL platoon;

**Affiliations** none

### Defense

**AC** 17 **Touch** 13 **Flatfooted** 13 (-1 size, +1 dodge, +3 DEX, +2 class, +2 natural)



**HP** 9d10 +27 hp (77 HP)  
**Damage Reduction** 2/adamantine  
**FORT** +10 **REF** +9 **WILL** +4

### Offense

**Spd** 70 ft

**Fighting Space** 10 ft **Reach** 10 ft

**Melee** +13/+8 unarmed strike (2d8+5 bludgeoning, 20/x2 plus grab)

Or +14/+5 dagger (1d4+5 slashing, 19-20/x2)

**Attack Options** Crabcracker

**Special Qualities** Combatant Techniques, Nanofeast, Smell Nanonics

### Statistics

**Str** 20, **Dex** 17, **Con** 16, **Int** 12, **Wis** 13, **Cha** 9

**Base Atk** +9 **CMB** +15 (+19 sunder) **CMD** 28

**Starting Occupation** CFL Kid

**Feats** Bleeding Critical, Cleave, Critical Focus, Dodge, Improved Sunder, Power Attack

**Skills** Acrobatics +17, Climb +17, Escape Artist +17, Heal +13, Intimidate +11, Knowledge (religion) +6, Perception +13, Pilot +6, Repair +4, Stealth +15, Swim +17

**Additional Class Skills** Knowledge (religion), Repair

**Combatant Techniques** Copper Body, Crab Cracker, Hardening x2

**Gear** masterwork dagger, palmtop computer, first aid kit

This version of Jesse Witchhammer was built with nine Combatant levels, and is a little bit tougher and more focused unarmed combat expert than the version of the character built with Strong Hero and Martial Arts levels.

This Witchhammer build goes nearly nude, dressed only in fatigue trousers and combat boots, not needing or wanting armor to interfere with his close-quarter battle mastery. He carries a matte-black K-bar battle knife on a belt sheathe, but is otherwise weaponless. Dark tribal tattoos with Lifer semiotics encoded in the ink decorate his hulking, brick red musculature.

### Special Abilities

**Crab Cracker (Ex)** Four times per day, as a full round action, Witchhammer can use his crab cracker combat technique.

Rather than a typical sunder attempt, Witchhammer may make a single touch attack at his full base attack bonus against a target wearing manufactured armor or carrying a shield. If this attack hits, it deals no damage to the opponent directly, but inflicts double damage on a normal hit direct to the armor or shield's Hit Points. A confirmed critical hit made using this Technique has its critical multiplier increased by one instead. The armor or shield's Hardness applies as normal.

**Graceful Grapple (Ex)** Witchhammer gains the grab special ability with unarmed strikes, and can use this ability on creatures his own size (Large) or smaller. He retains his DEX bonus to AC while pinning an opponent or when grappled.

**Improved Evasion (Ex)** If Witchhammer makes a successful REF Save that normally deals half damage on a successful save, he instead takes no damage on a successful save, and only half damage on a failed save. Improved Evasion can only be used if he is wearing light armor or no armor, and not helpless.

**Improved Uncanny Dodge (Ex)** Witchhammer cannot be flanked, nor caught flat-footed, nor does he lose her DEX bonus to AC against an invisible opponent.

**Nanofeast (Ex)** A nanofeaster who destroys any external cybernetic implant based on nanotechnology using a natural weapon or unarmed strike, or inflicts a critical hit with a bite attack against a foe enhanced by a nano-colony completely consumes that nanotech. Jesse's body quickly breaks down the nanotechnology, and uses the bio-tech to enhance the cannibal mutate's own physical capabilities.

Each destroyed nano-cybernetic provides Jesse with 2d4 temporary hit points, and a +2 bonus to his Strength score. These bonuses stack with themselves, and fade an hour after a nano-colony is consumed. Jesse can receive a maximum of 10d4 temporary hp or +10 Strength.

**Rescue Judo (Ex)** Jesse receives a +2 bonus on unarmed attack and damage rolls when specifically attacking an external cybernetic implant. Any time he beats a cyborg opponent's Armor Class score by 10 or more points, he destroys a randomly chosen external cybernetic device.

If attacking a heavily armored, high tech target (such as a suit of power armor, military vehicle or cyborg), Jesse may spend an action point to focus his mind and spot hidden weaknesses in the machine's armor. He may ignore 6 points of the object's hardness or non-magical damage reduction. This effect lasts until the end of the encounter.

**Smell Nanonics (Ex)** Jesse is instantly aware of the presence of any nano-colony, nano-tech based genetic enhancement or soft-tech cybernetics, as well as all cybernetics and smartlights, including inactive devices. If he moves within 60 feet of one of these devices, Jesse becomes aware of their presence.

Jesse may attempt a Wisdom check (DC 12 + the item's restriction rating) to pinpoint the location of the device. If Jesse succeeds at the check by 10 or more points he gains a basic awareness of the device's purpose and capabilities.

## *Witchhammer, Jesse* *(Warrior Ghost version) (CR 18)*

**XP 153,600**

Strong hero 10/martial artist 3/fast hero 4/ghost of babies past 2

Medium NE Humanoid (nanofeaster, psionic)

**Init** +4; **Senses** darkvision 60 ft., low-light vision, smell nanonics 60 ft.; **Perception** +20

**Allegiances** The Lifer Cause, his CFL platoon;

**Affiliations** none

### **Defense**

**AC** 35, touch 25, flat-footed 29 (+13 class, +10 equipment, +1 dodge, +1 morale)

**hp** 150 (17d8+51 plus 2d12+6)

**Fort** +13, **Ref** +12, **Will** +7

**Defensive Abilities** blood slick wraith, evasion, ghost step, uncanny dodge

### **Offense**

**Speed** 20 ft. (30 ft. unarmored)

**Melee** unarmed strike +23/+18/+13/+8 (1d6+8/19-20 plus nanofeast) and bite +13 (1d6+5 plus nanofeast on a crit)

**Ranged** MN-14 Wyvern SMG +23/+18/+13/+8 (2d6+1/x3; 50 ft. range increment, full auto, 30 round

box)

**Special Attacks** flying kick

### **Statistics**

**Str** 20, **Dex** 18, **Con** 16, **Int** 12, **Wis** 14, **Cha** 10

**Base Atk** +18; **CMB** +23 (+25 to grapple); **CMD** 39 (41 vs. grapple)

**Starting Occupation** CFL Kid

**Talents** Evasion, Ignore Hardness, Improved Ignore Hardness, Melee Smash I, Melee Smash II, Melee Smash III, Uncanny Dodge I

**Feats** Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Blind-Fight, Cleave, Combat Martial Arts, Combat Reflexes, Dodge, Elite Clearance, Great Cleave, Improved Combat Martial Arts, Improved Grapple, Meaningful Ink, Mobility, Personal Firearms Proficiency, Point-Blank Shot, Power Attack, Rescue Judo, Simple Weapons Proficiency, Smell Nanonics, Spring Attack

**Skills** Acrobatics +14, Climb +14, Repair +20, Knowledge (theology and philosophy) +19, Perception +20; **Additional Class Skills** Acrobatics, Repair

**Languages** English, Lakota

**SQ** living weapon, nanofeast

**Possessions** MN-14 Wyvern SMG, 2 spare clips, cell phone, palmtop computer, "Defender of Life" Heavy Tactical Armor

**Action Points** 65+1d6 remaining (130 maximum)

This variant statblock for Jesse Witchhammer present another path the terrorist's life could take – a path where he abandons his commitment to minimal force for insanity and genocide.

### **Appearance**

Witchhammer is a hulking, pantherlike monster with skin the color of menstrual blood. His metallic, ultra dense armor has been fused into his crimson flesh, transforming the creature into a cybernetic hybrid of red muscle and ebony steel. Psychically-created blood and ichor drips from his smooth, sleek, segmented armor, leaving a phantasmal trail of gore that fades a few seconds after he passes. His smartcloth mask has become a hardened, armored helmet, using high resolution computer imaging to reveal the snarling, fanged skull beneath the man's skin.



### **Campaign Use**

This stat-block takes the “ordinary” version of Jesse Witchhammer, adds several basic class levels, and a pair of Ghost of Babies Past levels. These weird new abilities make him a much more dangerous melee combatant, able to completely ignore damage from some Choicer characters, and move like a blood red wraith through the rest.

You can use whichever version of the Lifer drill instructor you prefer, and add more Ghost levels to create an assortment of melee oriented or mobility focused Ghosts of Babies Past. Such unique villains are never an ordinary part of a CFL Kid strike squad, their services reserved for only the most high profile deployments... or when a Lifer commander wants to send a particularly terrifying message. Ghosts of Babies Past are considered the humanoid equivalent of weapons of mass destruction, not deployed casually, and never against unimportant targets.

### **Special Abilities**

**Blood Slick Wraith (Su)** By spending an action point, Witchhammer can cause crimson blood to wash over his strange body. Doing so is a move action. For 2 rounds after doing so, Witchhammer becomes immune to any damage caused by a creature that has ever had or performed an abortion. Such damage, including ranged attacks, simply passes harmlessly through Witchhammer.

**Flying Kick (Ex)** Witchhammer can use a charge to deliver a devastating flying kick to an opponent. At the end of this charge, he adds +3 as a bonus to the damage he deals with an unarmed strike.

**Ghost Step (Su)** Witchhammer moves in ways that Choicer pagans can not easily perceive, layering confusing Lifer semiotics into his every step. Witchhammer’s move actions never provoke attacks of opportunity from any character with levels in a Choicer-specific advanced class (Covenguard, Neo-Witch Midwife, etc).

**Living Weapon (Ex)** Witchhammer’s unarmed strikes deal a base 1d6 points of damage.

**Meaningful Ink (Su)** Witchhammer’s tattoos grant him a +1 morale bonus to his AC. They also grant him

a +2 bonus to attack and damage rolls against those who are opposed to the Lifer philosophy.

**Nanofeast (Ex)** A nanofeaster who destroys any external cybernetic implant based on nanotechnology using a natural weapon or unarmed strike, or inflicts a critical hit with a bite attack against a foe enhanced by a nano-colony completely consumes that nanotech. Witchhammer’s body quickly breaks down the nanotechnology, and uses the bio-tech to enhance the cannibal mutate’s own physical capabilities.

Each destroyed nano-cybernetic provides Witchhammer with 2d4 temporary hit points, and a +2 bonus to his Strength score. These bonuses stack with themselves, and fade an hour after a nano-colony is consumed. Jesse can receive a maximum of 10d4 temporary hp or +10 Strength.

**Rescue Judo (Ex)** Witchhammer receives a +2 bonus on unarmed attack and damage rolls when specifically attacking an external cybernetic implant. Any time he beats a cyborg opponent’s Armor Class score by 10 or more points, he destroys a randomly chosen external cybernetic device.

If attacking a heavily armored, high tech target (such as a suit of power armor, military vehicle or cyborg), Witchhammer may spend an action point to focus his mind and spot hidden weaknesses in the machine’s armor. He may ignore 6 points of the object’s hardness or non-magical damage reduction. This effect lasts until the end of the encounter.

**Smell Nanonics (Ex)** Witchhammer is instantly aware of the presence of any nano-colony, nano-tech based genetic enhancement or soft-tech cybernetics, as well as all cybernetics and smartlights, including inactive devices. If he moves within 60 feet of one of these devices, Jesse becomes aware of their presence.

Witchhammer may attempt a Wisdom check (DC 12 + the item’s restriction rating) to pinpoint the location of the device. If Witchhammer succeeds at the check by 10 or more points he gains a basic awareness of the device’s purpose and capabilities.

## Grunts in the Army of God

The following Lifer characters are suitable for use as low-level pre-gen characters, or as adversaries for inexperienced Choicer or Fed-Gov adventuring parties. Even at higher levels, you might see these statblocks again and again, as junior members of Lifer

platoons. Even low CR soldiers can serve the Army of God as scouts, flankers, distractions or additional firepower- basically think of them as a rifle with legs.

### FCB Soldier (CR 1/2)

#### XP 200

Human full conversion cyborg strong hero 1  
Large N\* Monstrous Humanoid

**Init** +1 **Senses** lowlight vision, darkvision 90 ft., onboard Mesh link; Perception +1

**Allegiances** his AOG cell, the Lifer cause; **Affiliations** none

#### Defense

**AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 equipment, +1 class, -1 size)

**hp** 10 (1d8+2)

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

**Defensive Abilities** 50% resistance to critical hits and sneak attacks; **Immune** ability drain, energy drain, nonmagical cold and heat, nonmagical disease and poison, radiation, starvation, suffocation, thirst, vacuum.

#### Offense

**Speed** 40 ft., climb 20 ft. (magnetic surfaces only)

**Melee** unarmed strike +8 (1d6+7)

**Ranged** Griffin Arms .32 Machine Pistol +2 (2d4 ballistic; 40 ft. range increment, full auto, 32 round box) or fragmentation grenade +2 (4d6 slashing; 20 ft. burst radius, 10 ft. range increment)

Threat Name	Type and Subtypes	Challenge Rating	Artwork Provided By.....
FCB Soldier	Large N Monstrous Humanoid (cyborg) Strong 1	CR ½	John Picot
Lifer Guardian: Randall Guice	Medium LN Human (psionic)	CR ½	Vic Shane
Lifer Heavy Weapons Specialist: Trumpeter	Medium CE Human (psionic) Powered 1	CR ½	Anthony Cournoyer
Lifer Pilot: Hopper	Medium N Humanoid (mechanic, psionic) Fast 1	CR ½	Mark Hyzer
Neverborn Razor: Diaper	Medium CN Undead (Neverborn) Rogue 1	CR ½	Amanda Webb
Superhuman Block Mother: Jenni-Gun	Medium NG Human (psionic)	CR ½	Christopher Smith of Wooden Vampire

#### Statistics

**Str** 24, **Dex** 12, **Con** 15, **Int** 10, **Wis** 13, **Cha** 9

**Base Atk** +1; **CMB** +10; **CMD** 21

**Starting Occupation** Military

**Talents** Basic Military Training, Advanced Infantry Training, Tackle

**Feats** Advanced Firearms Proficiency, Armor Proficiency (Light), Armor Proficiency (Medium), Combat Martial Arts, Iron Will, Lightning Reflexes, Personal Firearms Proficiency, Strong Plus, Simple Weapon Proficiency

**Skills** Climb +11, Intimidate +0, Drive +5, Pilot +5;

**Additional Class Skills** Drive, Pilot

**Languages** English

**Possessions** Griffin Arms .32 Machine Pistol, 6 spare clips, 8 fragmentation grenades, palmtop computer, GPS

**Cyber Implants and Smartlights** Magna-Grip Foot Mod (climb magnetic surfaces)

**Action Points** 5

#### Appearance

This heavily armored cyborg is a production line model, with few unique chassis mods to differentiate him (or is it her?) from the hundreds of other cyborgs sharing the chassis type.

#### Campaign Use

This generic full conversion cyborg makes a fearsome adversary for first level characters of any faction. By adding class levels, this cybernetic super-soldier can remain competitive with characters of any level. Give the character any allegiances you like and you have a tough Choicer stalwart, a fierce Lifer heavy gunner, an





### Special Abilities

**Full Bionic Conversion (Ex)** The FCB receives an implanted communication link and onboard computer, similar to the implants described in the **The Polymer Path**. These implants allow the cyborg to communicate wirelessly through the Mesh, send and receive radio and cell phone signals, and perform computer use tasks as normal for a standard computer system. Full Conversion Cyborgs physically disable their wireless card when it is not in use, and cannot easily be hacked.

The FCB's integrated armor provides the creature with a +4 equipment bonus to Defense.

*The FCB no longer needs to eat, breathe, or drink. He becomes immune to the effects of vacuum and radiation. He becomes immune to non-magical heat and cold. The fully cybernetic FCB becomes immune to non-magical disease and poisons, ability drain and energy drain.*

Redundant organs and self repair systems enable the FCB to shrug off lethal damage. The FCB has a 50% chance to ignore precision damage such as sneak attacks and critical hits, as if he had the fortification ability.

**Tackle (Ex)** When the FCB Soldier starts a grapple by charging into an opponent, the FCB Soldier gains a +4 circumstance bonus to the touch attack made to start the grapple rather than the +2 normally gained from charging.

**Unhealing (Ex)** The FCB Soldier does not heal damage naturally, and healing spells and effects only have half the normal effect when used to benefit him.

## *Lifer Guardian: Randall Guice (CR 1/2)*

### **XP 200**

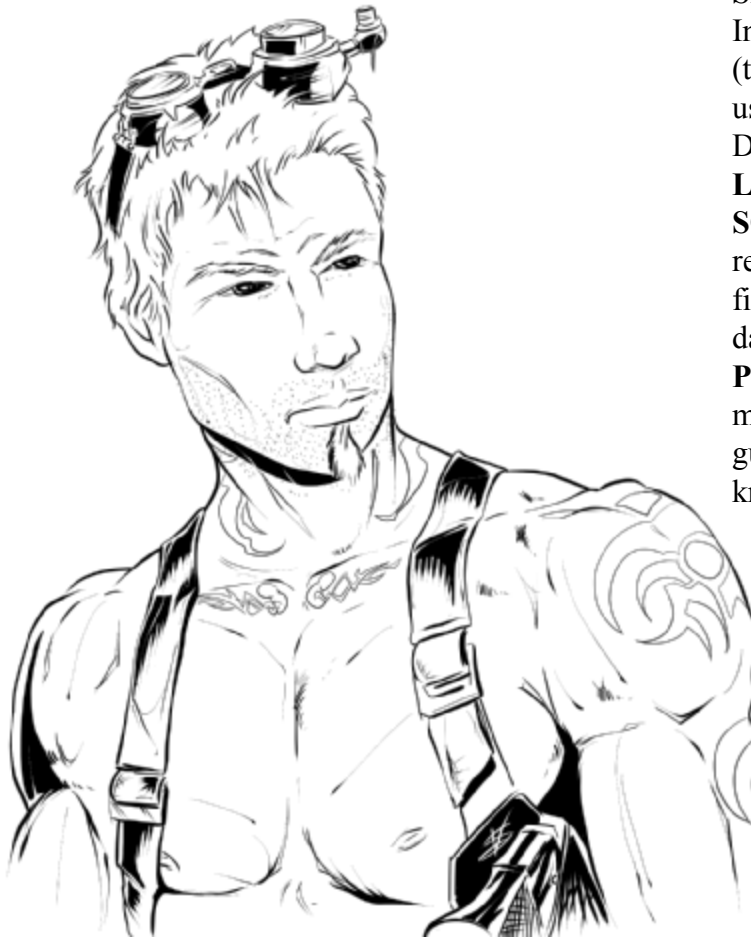
Human dedicated hero 1

Medium LN Humanoid (human, psionic)

**Init** +2; **Senses** darkvision 120 ft. (night vision goggles); Perception +7 (+3 when using night vision goggles)

**Allegiances** thrill of adventure, his AOG cell, the Lifer cause; **Affiliations** none

APEX infantryman, or a corporate security expert. Adding a few faction-specific feats and some unique gear goes along way to personalizing this basic soldier. Players can use this as a starting character in any campaign, but remember something: the FCB Soldier may look like an impressive, invincible war machine now, but something happened to make him that way. Something bad.



### **Defense**

**AC** 13, touch 13, flat-footed 11 (+2 Dex, +1 class)  
**hp** 7 (1d6+1)

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

**DR** 10/melee (when Anti-Ballistic Shell is active)

### **Offense**

**Speed** 30 ft.

**Melee** knife +1 (1d4+1/19-20) or stun gun +1 (1d3 electrical plus paralysis 1d6 rounds/Fortitude (DC 15) negates)

**Ranged** Griffin Arms .32 Machine Pistol +3 (2d4 ballistic; 40 ft. range increment, full auto, 32 round box)

### **Statistics**

**Str** 13, **Dex** 15, **Con** 12, **Int** 13, **Wis** 16, **Cha** 11

**Base Atk** +0; **CMB** +1; **CMD** 13

**Starting Occupation** Termite

**Talents** Skill Emphasis (Disable Device)

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

**Skills** Demolitions +5, Disable Device +8, Heal +7, Intimidate +1, Knowledge (streetwise) +5, Knowledge (theology and philosophy) +5, Perception +7 (+3 when using night vision goggles); **Additional Class Skills** Demolitions, Disable Device

**Languages** English, Spanish

**SQ** 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)

**Possessions** night vision Goggles, bolt cutter, multipurpose tool, basic electrical tool kit, lock release gun, 4 chemical light sticks, 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 codename 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*

### **Appearance**

Randall Guice is a skinny, baby-faced man who looks like he’s wearing his father’s too-big body armor. He keeps his auburn hair cut into a severe buzzcut and affects a somber military demeanor, but can’t quite hide his enthusiasm. Randall’s a bit of an action junkie, eager to prove himself to the AOG, and is a bundle of nervous energy when not in combat. He’s constantly fidgeting, cleaning his weapons, tapping his feet, and generally irritating his more senior battle buddies.

### **Campaign Use**

His psychic forcefield makes Randall a match for an entire fireteam, if he uses smart tactics. This stat-block can easily be used as a baseline grunt for the Lifer



AOG. He is a skilled infiltrator and saboteur, a decent shooter and passable medic. He's a good support member/generalist for any rescue-cell. His psionic powers emphasize defense, which allows him to take a lot of punishment, and a good game master can use this stat-block to wreak havoc on the player characters. Guice also makes a good starting character for Lifer campaigns.

### Special Abilities

**Anti-Ballistic Shell (Su)** This 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 has 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 rounds after his field shatters, due to neural feedback.

**Skill Emphasis (Ex)** Guice receives a +3 bonus on all Disable Device checks (factored into stat block).

## *Lifer Heavy Weapons Specialist: Martin Jerome Stevens aka "Trumpeter" (CR 1/2)*

### **XP 200**

Human powered hero 1

Medium CE Humanoid (human, psionic)

**Init** +2; **Senses** darkvision 120 ft. (night vision goggles); Perception +6

**Allegiances** Christianity, his AOG cell, the Lifer cause; **Affiliations** none

### Defense

**AC** 20, touch 10, flat-footed 20 (+10 equipment)

**hp** 12 (1d10+2)

**Fort** +4, **Ref** +1, **Will** +2

**Resist** fire 10

### Offense

**Speed** 20 ft.

**Melee** knife +4 (1d4+3/19-20)



**Ranged** Roeder Short Barrel Rail Pistol +2 (3d6 ballistic; 100 ft. range increment, single shot, 20 rounds) or M72A3 LAW Rocket Launcher +2 (10d6+3/no crit; 10 ft. burst, Reflex (DC 18) half, ignores up to 10 pts of hardness, 150 ft. range increment (30 ft. minimum), single shot weapon)

### Statistics

**Str** 16, **Dex** 13, **Con** 14, **Int** 12, **Wis** 14, **Cha** 11

**Base Atk** +1; **CMB** +4; **CMD** 15

**Starting Occupation** Military

**Talents** Mid-East Deployment

**Feats** Advanced Firearms Proficiency, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Exotic Firearms Proficiency

(M72A3 LAW Rocket Launcher), Genetic Completion, Heavy Weapons Specialist, Personal Firearms Proficiency, Simple Weapons Proficiency  
**Skills** Heal +4, Intimidate +4, Knowledge (tactics) +5, Knowledge (theology and philosophy) +7, Perception +6, Stealth -4; **Additional Class Skills** Heal, Survival  
**Languages** English, Spanish, Hebrew, Farsi  
**SQ** Bio-mech anatomy, enhancement protocol (genetic enhancement)

**Possessions** Standard New Promise Infantry Loadout (see Appendix) with the Plasma Rifle swapped out for 6 disposable LAW Rocket Launchers.

**Action Points** 5

*"We're talkin' a perfect shot, target lock that don't get no better. Soon as I had ping, I fired one, right into center mass. It took that sand-nig apart, man. Just blew him in half. Seriously, I took down some Powered Jihadist in frickin' Bethlehem. Best day of my life, man."*

*-Trumpeter; September 2106.*

### Appearance

Trumpeter is a fearsome white kid in his early 20s, with a shaved head and short, neatly trimmed goatee. His musculature bulges with the best steroid treatment and gene-mods the Lifer Nation has to offer, and he wears a 50 pound set of tactical body armor as easily as a newborn would wear pajamas. On the back of his jet black armor, in place of a name-plate, his callsign is displayed with an airbrushed golden angel blowing a long trumpet. The hulking Trumpeter carries six LAW rockets on a specially designed carrying rack on his backpack, seemingly unconcerned by either their weight or bulk.

### Campaign Use

Trumpeter or similar heavy weapons specialists might be assigned to any New Promise Infantry squad. He also is an ideal starting character for a campaign set on Kodiak Island. In battle, Trumpeter prefers to fire off all six of his LAW rockets, before switching to his rail gun for 'mopping up'. He prefers to concentrate his impressive firepower on vehicles, Powered Armor and full conversion cyborgs, though he's not above taking a shot at a mid or high level Powered Hero. Trumpeter is smart enough not to waste rocket fire on any character less durable than an average tank.

Trumpeter has been more confident and more religious since his first deployment to Israel. He imagines himself a modern day Crusader, and if given the option would rather defend Jerusalem and the Holy Land from the Muslim threat he sees all around it than waste his time battling Choicers. Of course, that might change once he's finally deployed to the Continental USA and trades shots with some Choicers.

### Special Abilities

**Bio-Mech Anatomy (Ex)** Powered heroes such as Trumpeter are transformed into posthumans by cutting edge genetic or cybernetic enhancements, which present unique difficulties if they are injured. Medics attempting to use the Heal skill to aid a powered hero suffer a -4 penalty on the check result, unless they possess the Xenomedic feat.

**Genetic Enhancement Package (Ex)** Trumpeter has a highly efficient metabolism, requiring only ½ the food and water of an unmodified human. He receives a +4 bonus on FORT Saves made to resist starvation and thirst. His natural lifespan is much longer than an unmodified human's, adding 50% to his adult, middle aged and old age brackets.

## *Lifer Pilot: Evan Darrow aka "Hopper" (CR 1/2)*

### **XP 200**

Mechanic fast hero 1

Medium N Humanoid (mechanic, psionic)

**Init** +3; **Senses** darkvision 60 ft.; Perception +1

**Allegiances** his AOG cell, the Lifer cause, money;

**Affiliations** Air Rudolf

### Defense

**AC** 16, touch 16, flat-footed 13 (+3 Dex, +3 class)

**hp** 9 (1d8+1)

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

### Offense

**Speed** 30 ft.

**Melee** collapsible baton +0 (1d6/19-20)

**Ranged** Skorpion .32 Machine Pistol +3 (2d4 ballistic; 40 ft. range increment, semi auto, 20 round box mag)



### Statistics

**Str** 10, **Dex** 17, **Con** 13, **Int** 16,  
**Wis** 13, **Cha** 15

**Base Atk** +0; **CMB** +0; **CMD** 13

**Starting Occupation** Criminal

**Talents** Evasion

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

**Skills** Computer Use +10\*, Craft (electronic) +7, Craft (mechanical) +11, Drive +11\*, Knowledge (tactics) +4, Knowledge (technology) +4, Knowledge (theology and philosophy) +4, Pilot +11\*, Repair +10;

**Additional Class Skills** Disable Device, Knowledge (streetwise)  
\*includes +4 bonus from Mag-Link Headjack

**Languages** English, Esperanto, French, Spanish

**SQ** mechanic's telekinesis

**Possessions** car opening kit, deluxe electrical tool kit, deluxe mechanical tool kit, 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 (darkvision 60 ft.), 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 16. Hopper got his start as a joyrider, boosting mak-tic sports cars from wealthy Lifers. He did about two years in an Enclave juvie for carjacking, 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 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, Codename: Toledo*

### Appearance

Hopper is a lean and fit white man of 19 with romance novel hair, long and jet black, worn down to his shoulders. Even before he started flying for the AOG, Hopper knew he looked good. Now he relishes not only the purpose the Army gives him, but the way his toned abs look in his armored flight suit. His commanders wonder if he's not fighting this war just for a chance to score with Lifer girls, but despite his off-duty romances, he's one of the movement's best young pilots. His every gesture and word tells you he knows it too.

### Campaign Use

This stat block works well as a low level pilot for an AOG cell, good enough to deliver troops and handle ordinary extractions, but out of his depth if the Choicers get serious about shooting him down. You can put Darrow's stat-block behind the controls of any Lifer vehicle you want, from combat VTOLs to converted mini-vans, or use this as a starting character for a Lifer campaign. A few more levels of Fast or Smart dramatically increase Darrow's piloting skill and already impressive technical savvy.

## Special Abilities

**Air Rudolf Affiliation Benefits (Ex)** When flying at 500 ft. or lower altitude, Darrow's aircraft does not suffer a size penalty to its Armor Class or Stealth checks.

**Evasion (Ex)** If Darrow is exposed to any effect that normally allows a character to attempt a Reflex 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.

**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.

Darrow can perform skill checks remotely at no penalty, due to the fine control he 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.

**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.

## Neverborn Razor: Diaper (CR 1/2)

Medium CN Undead (Neverborn) Rogue (spy) 1  
XP 200

**Init** +2 **Senses** lowlight vision, Darkvision 60ft, Perception +4

**Languages** English

**Aura** 30 ft Neverborn sensory/transformation aura

### Defense

**AC** 12 **Touch** 12 **Flatfooted** 10 (+2 DEX)

**HP** 1d8 + 1 hp (9 HP)

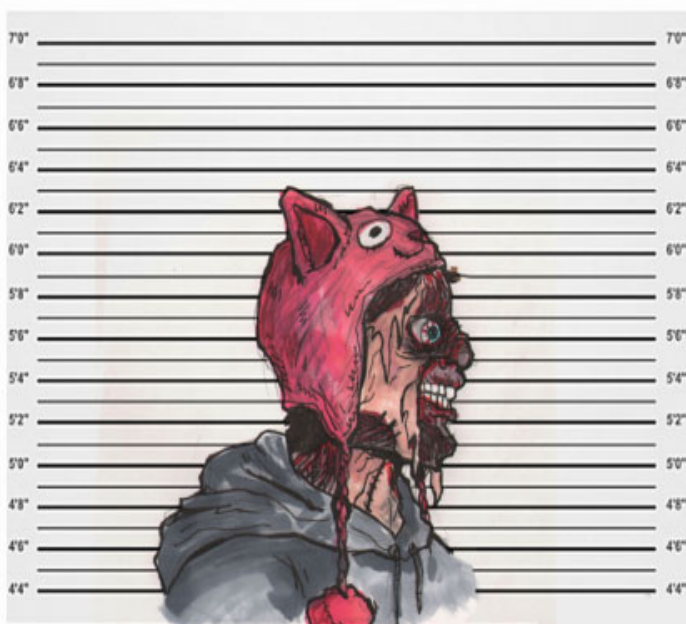
**FORT** +0 **REF** +4 **WILL** +0

**Immune** undead immunities (vulnerable to mind-influencing effects)

### Offense

**Spd** 30 ft

**Melee** +0 unarmed strike (1d4 non-lethal, 20/x2)





**Ranged** +2 streethawk pistol (2d8 ballistic, 20/x2, 40 ft, full auto, 12 box)

**Sneak Attack** +1d6

### Statistics

**Str** 11 **Dex** 15 **Con** - **Int** 14 **Wis** 12 **Cha** 13

**Base Atk** +0 **CMB** +0 **CMD** 12

**Feats** Combat Reflexes, Felony Run, Personal Firearms Proficiency

**Skills** Bluff +5, Computer Use +6, Disable Device +6, Disguise +4, Drive +6, Knowledge (local, religion, technology) all +5, Sense Motive +4, Stealth +6, Perception +4

**Starting Occupation** Razor

**Additional Class Skills** Computer Use, Drive

**Gear** palmtop computer, streethawk pistol, thieves tools, disguise kit

### Ecology

**Environment** any land

**Organization** in wartime, deployed with various Lifer squads, or accompanying other Neverborn creatures, accompanying a Razor clan in 'peacetime'

**Treasure** standard (including gear)

*"Now look at this- right here, you see what abortion did to me? I'm missing half my jaw, which is why I'm talking a little funny, y'all. See that- you can see my teeth right through the skin and muscle and such. You don't think that hurts? It hurts alright, I feel the pain of abortion every day, brothers and sisters!"*

*So when I pass around my absolutely adorable Nevvy Kitty hat, the one thing that takes my mind of the horrible pain I exist in each and every day that abortion continues to kill our children, I want you to fill it with Fed-Gov cash for the Perry Avenue Crisis Pregnancy Center. One hundred and one percent of your donations will go to ensuring that your sisters and girlfriends and such will never know the pain I feel every day. Now just look at my jaw, brothers and sisters..."*

*-Diaper, running a typical con, October 2106*

### Special Abilities

**Felony Run (Ex)** Diaper receives a +2 circumstance bonus on Drive and Pilot checks made to evade or confuse pursuers during a chase. In addition the difficulty of tracking Diaper with the Survival skill in a wilderness setting or via Diplomacy checks made to

gather information in an urban setting is increased by +4, assuming Diaper takes even basic precautions.

*Neverborn Aura (Su)* **When the Neverborn merely comes within 30 ft of any creature who has ever had or performed an abortion, it's body changes, becoming more corpse-like and visibly undead.**

**Skilled Liar (Ex)** Whenever Diaper uses Bluff to attempt to deceive someone, he gains a +1 bonus on the opposed roll. This bonus does not apply to feint attempts or attempts to pass secret messages.

### Campaign Use

Diaper (whose real name, almost never used, is 'Baby' Tommy Land) is a consummate, Razor con-artist who got his name because he's absolutely full of shit. Diaper lies like normal humans breathe. He runs with a Razor crew out of South Carolina; his favorite scams prey on the charity of other Lifers. Most Lifers are raised to view Neverborn as living martyrs to the cause and are expected to donate lavishly when a Neverborn preacher passes the collection plate around. Diaper knows this and this fact pays his rent most months.

When the War reignites, low level scumbags like Diaper might be folded into the rebuilt Army of God, where their skills make them excellent scouts and urban guerilla.

### Appearance

Diaper is a slim, moderately goodlooking Neverborn. In his human state, he is a dark haired and dark eyed sixteen year old (though he actually came into existence barely eight years ago). He dresses in dark urban gear, including a grey hoodie and funny-animal knit cap (usually depicting Nevvy Jones the Neverborn Kitty from *Super Dolfie Loves Mommy*).

When Diaper is running a scam, he proudly displays his Neverborn stigmata, pretending to be a weepy, theatrical advocate for the pre-born, blustering his way through half-assed sermonic money-grabs. Off duty, Diaper is deeply ashamed of being Neverborn- all things considered he'd rather of been born human, and since he wasn't, he considers the tithe he collects from gullible Lifers as good, honest reparations.

# *Superhuman Block Mother: Jennifer Reston-Billings aka "Jenni-Gun" (CR 1/2)*

## **XP 200**

Human powered hero 1

Medium NG Humanoid (human, psionic)

**Init** +2; **Senses** darkvision 60 ft.;

**Perception** +3

**Allegiances** Christianity, her AOG cell, the Lifer cause; **Affiliations** none

## **Defense**

**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 equipment)

**hp** 13 (1d10+3)

**Fort** +5, **Ref** +2, **Will** +3

## **Offense**

**Speed** 25 ft.

**Melee** tonfa +2 (1d4+1)

**Ranged** Roeder Short Barrel Rail Pistol +3 (3d6 ballistic; 100 ft. range increment, single shot, 20 rounds)

## **Statistics**

**Str** 13, **Dex** 14, **Con** 16, **Int** 12, **Wis** 16, **Cha** 13

**Base Atk** +1; **CMB** +2; **CMD** 14

**Starting Occupation** block mother

**Talents** sonographic touch, healer I, healer II

**Feats** Armor Proficiency (light), Armor Proficiency (medium), Combat Medic, Personal Firearms Proficiency, Powered Plus, Simple Weapon Proficiency, Surgery, Xenomedic

**Skills** Diplomacy +2, Heal +15, Knowledge (streetwise) +5, Knowledge (theology and philosophy), Sense Motive +7; **Additional Class Skills** Heal, Sense Motive

**Languages** English, Spanish

**SQ** bio-mech anatomy, enhancement protocol (genetic enhancement)

**Possessions** polychain armor shirt, tonfa, 2 first aid kits, surgical kit, flashlight, Roeder Short Barrel Rail Pistol and 2 spare clips. Other assorted medical equipment and some personal gear.

*"Today while I was on the range with Big Kelly, she asked me to show her the baby inside her. Easy enough for me, I've been able to do a sono-touch since I was like, twelve, but when I did it for her, she started crying. She'd, she'd been out in the world, you know, before she was recruited here a few years ago. She told me she'd had an abortion in a Choicer 'rary and until I touched her belly she never really understood*



*what it was she'd done. So we cried for a while, and then we prayed, and I gave her some gift certies for Baby Bounce so she could get some scans of her little boy done. And then we went back to the range, and I don't think Big Kelly has ever shot better."*

*-Jenni-Gun, December 2106*

## **Appearance**

Jennifer Reston-Billings is the eldest daughter of Heather "Silverlaced" Reston, the most senior block



mommy on Kodiak, and current paramour of the base's commander. Jennifer is a big, hearty brunette girl of about 22, with a female basketballer's cut physique (which she was back in advanced school). She wears her dark hair in a tomboyish cut, which causes some of the younger block mothers in Jenni's circle to gossip that she's a secret lesbian. Nothing could be farther from the truth: Jenni is devoted to her husband Tad, and their two children, Samuel (two years old) and Margaret (7 months).

When Jenni goes into battle, which is a rarity at this point, she wears a set of blue and purple polychain. She hand-embroidered a lace motto, "Choose Life PLS THX" out of neon-pink thread, which she has threaded through her chain armor's breastplate.

### **Campaign Use**

Jenni has only deployed outside of Kodiak on a few missions, but she's already proven herself highly competent as a battlefield medic. As she matures, she'll likely mix her powered hero levels with field medic levels, though at this point she lacks both the killer instinct and the melee combat expertise necessary for vindicator training. Jenni or similar medics are deployed with CFL Kid and New Promise Infantry squads on dangerous assignments.

### **Special Abilities**

**Bio-Mech Anatomy (Ex)** Powered heroes such as Jennifer are transformed into posthumans by cutting edge genetic or cybernetic enhancements, which present unique difficulties if they are injured. Medics attempting to use the Heal skill to aid a powered hero suffer a -4 penalty on the check result, unless they possess the Xenomedic feat.

**Combat Medic (Ex)** Jennifer can perform surgery with only a first aid kit, though she takes a -2 penalty on the Heal check. In addition, she may halve the time it takes to perform surgery (minimum 30 minutes).

**Genetic Enhancement Package (Ex)** Jennifer has a highly efficient metabolism, requiring only ½ the food and water of an unmodified human. She receives a +4 bonus on FORT Saves made to resist starvation and thirst. Her natural lifespan is much longer than an unmodified human's, adding 50% to her adult, middle aged and old age brackets.

## ***Inside The Afognak Arsenal: Powered Armor Templates***

The majority of the Lifer nation's military technology is stored in the sub-freezing secure zone at the Afognak Arsenal at Kodiak Island. In addition to conventional sea- and air-craft, the Arsenal stores ground vehicles (such as urban assault vehicles, hover tanks and APCs, as well as utility vehicles like light duty trucks and next-gen Humvees). It also includes individual maintenance coffins for thousands of suits of Lifer powered armor.

### **Campaign Use**

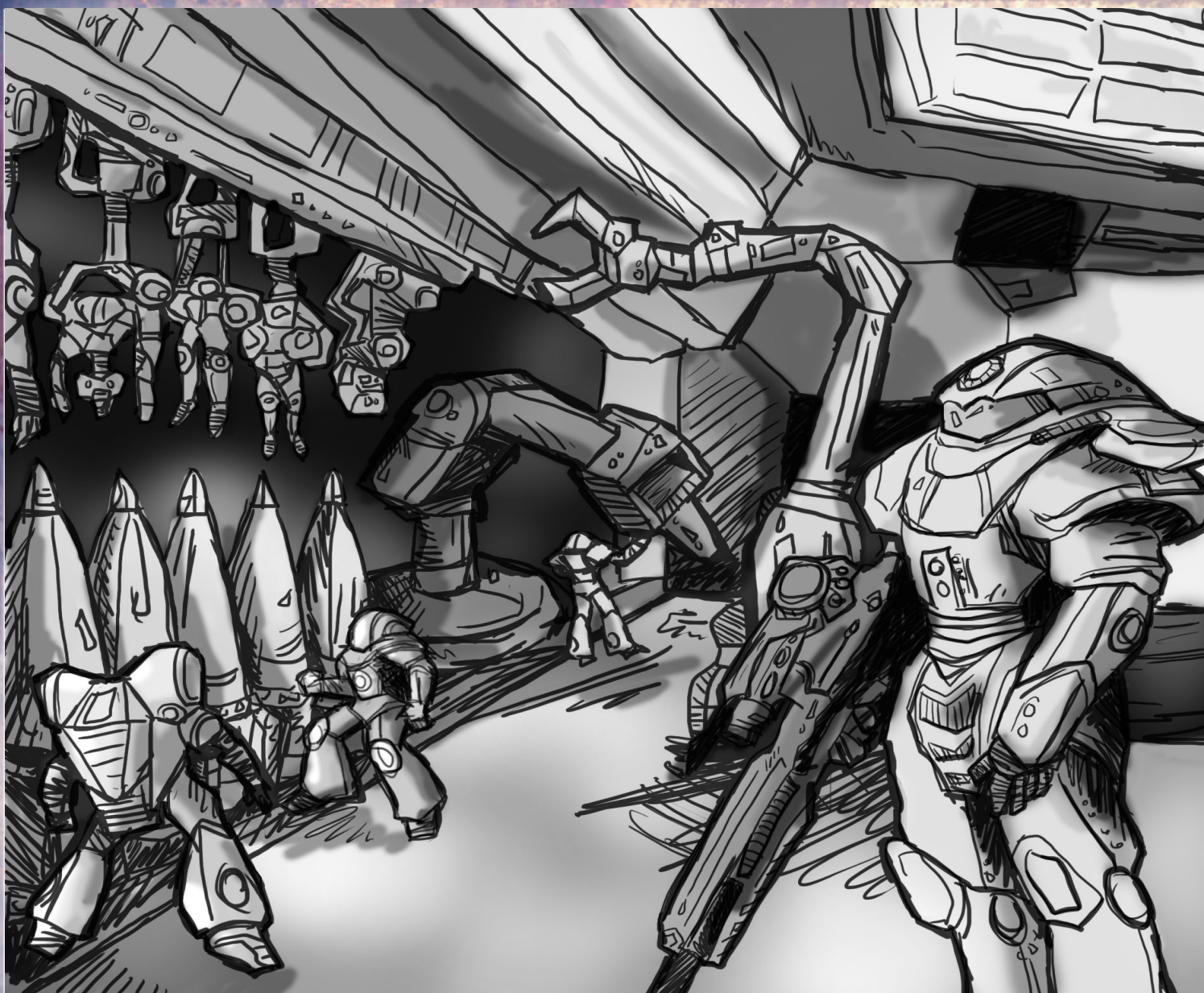
The following Powered Armor descriptions originally appeared in the first edition Otherverse America campaign setting. These abbreviated descriptions transform the most common forms of Lifer Powered Armor into templates. Game masters wishing to pit their adventuring party against Lifer Powered Armor can simply apply these armor templates to any Lifer statblock or other enemy stat-block to create a new creature. Each Powered Armor offers new physical capabilities, several new attack forms, and strength and durability enhancement.

These templates don't mention the Power Armor's cost, and offer little detail on the armor beyond their basic combat capabilities. If you want to run more complex armors in your game, pick up the Psi-Watch Campaign Setting: Unlimited Edition (Otherverse Games, 2010), which includes full Powered Armor construction and modification rules.

## ***"Tigerfly" Fast Recon Hardsuit***

### **Challenge Rating: +2**

The Tigerfly is probably the highest tech suit of Power Armor fielded by the War-era Lifer military, a mobile sensor and communication platform blessed with great speed and surprising nimbleness. The suit is atypical of Lifer design philosophy, displaying a grace and stripped down aesthetic more common among Choicer fliers than among Lifer shell pilots, leading many military historians to conclude the Tigerfly is a stolen design.



However, the Tigerfly is a purely Lifer design, an innovative Electronic Warfare platform which allowed the Lifers to control the skies above embattled cities. Piloting a Tigerfly remains an honor reserved only for veteran pilots and young officers with AWACs training (represented by the AWACs Operator feat tree in Psi-Watch). The heroic reputation of Tigerfly pilots in Lifer culture is only strengthened by the fact that during the war, Lifer commander-in-chief Fairfax Dacoveney piloted one of these agile little shells.

### Physical Description

The Tigerfly is a light and agile suit of combat armor, only slightly bulkier than an unarmed human. It remains one of the planet's lightest and least bulky combat exoskeletons, and resembles a non-powered suit of combat armor more than a conventional Shell

suit. The armor's sleek hull is reinforced with a tight Kevlar II vest and padding which provides an additional layer of protection for the pilot's groin, chest, joints and throat.

Like most Lifer equipment, the Tigerfly has a dark purple and black superstructure, giving it an advantage during night ops. The Tigerfly does include the omnipresent propaganda screens, but due to the role of the suit, they are relatively small, limited to palm-sized LCD 'badges' on the armor's shoulders and pectorals, and are often left inactive.

The armor flies by means of mac-tik generators and magnetic levitation arrays built into short triangular 'horns' jutting from the armor's spine. When not in use, these small protrusions retract into the armor's



backpack. The armor's helmet is distinctly nonhuman, resembling a featureless sphere covered with camera lenses and sensor pods. The Tigerfly's lower jaw and throat are a deep, blood red, decorated with the word LIFE, in a manner similar to the protest gags worn by young Lifers.

### **"Tigerfly" Fast Recon Hardsuit**

#### **Standard PL 7 Design Specs**

**Size:** Large Hardsuit designed to be worn by a Medium pilot

**Armor Penalty:** -0

**Strength Bonus:** +4

**Dexterity Bonus:** +2

**Speed:** 30 ft., fly 90 ft. (good)

**Bonus Hit Points:** 50

**Hardness:** 15

**Defense Bonus:** +0 (-1 size, +1 equipment)

**Reach:** 10 ft.

#### **Additional Modifiers:**

- Enigma sensor suite reduces the effects of cover by 2 "steps." Blindsight 180 ft. radius, darkvision 150 ft.
- +2 equipment bonus to initiative checks
- +4 equipment bonus to Perception (*becomes +10 to Perception if Toss Cams are deployed as a move equivalent action*)
- +4 chassis bonus to Heal, Repair and Knowledge (earth and life sciences) checks, and Knowledge (physical sciences) checks
- +8 equipment bonus on Navigate checks
- +4 equipment bonus on Drive and Pilot checks
- +8 chassis bonus to Armor Class when targeted by guided missiles

#### **Disadvantage/Design Flaw:** Complex Launch.

Requires 1 hour for pre-flight and fueling the suit, or 30 minutes with a DC 20 Pilot check.

#### **Standard Weapons Loadout:**

- Slam 1d8+Strength modifier,
- Flachette Pistol (+5 to strike with oracle targeting link, 15 ft. range increment, 4d6 ballistic damage, ignores ¼ hardness or non-magical damage reduction)

**Suit Variants:** Tigerfly weapon variants are too numerous to mention. While the Flachette Pistol is ideal for close in dog-fighting, many Tigerfly pilots

swap the weapon out for a weapon more to their liking. Pencil box missile launches and various rail guns are common choices.

## ***"Judgment" Rescue-Oriented Urban Combat Exo-Frame***

### **Challenge Rating: +5**

Defeating even a single Judgment exo-frame is a job for an entire Choicer squad, or a full team of well trained metahumans, and even then is rarely possible without massive casualties. The Judgment epitomizes the Lifer military's basic ethos: victory through overwhelming firepower, delivered by a committed Rescuer wearing a suit of power armor with more destructive capability than an entire 20<sup>th</sup> century tank platoon. This hulking shell suit can end a fight purely by virtue of its appearance on the battlefield- many enemies will surrender or retreat rather than facing one of these heavily armed behemoths head on.

### **Physical Description**

The Judgment is a walking tank which stands nearly fifteen feet tall, and weighs more than four tons, blurring the line between man-portable power armor and robot vehicle.

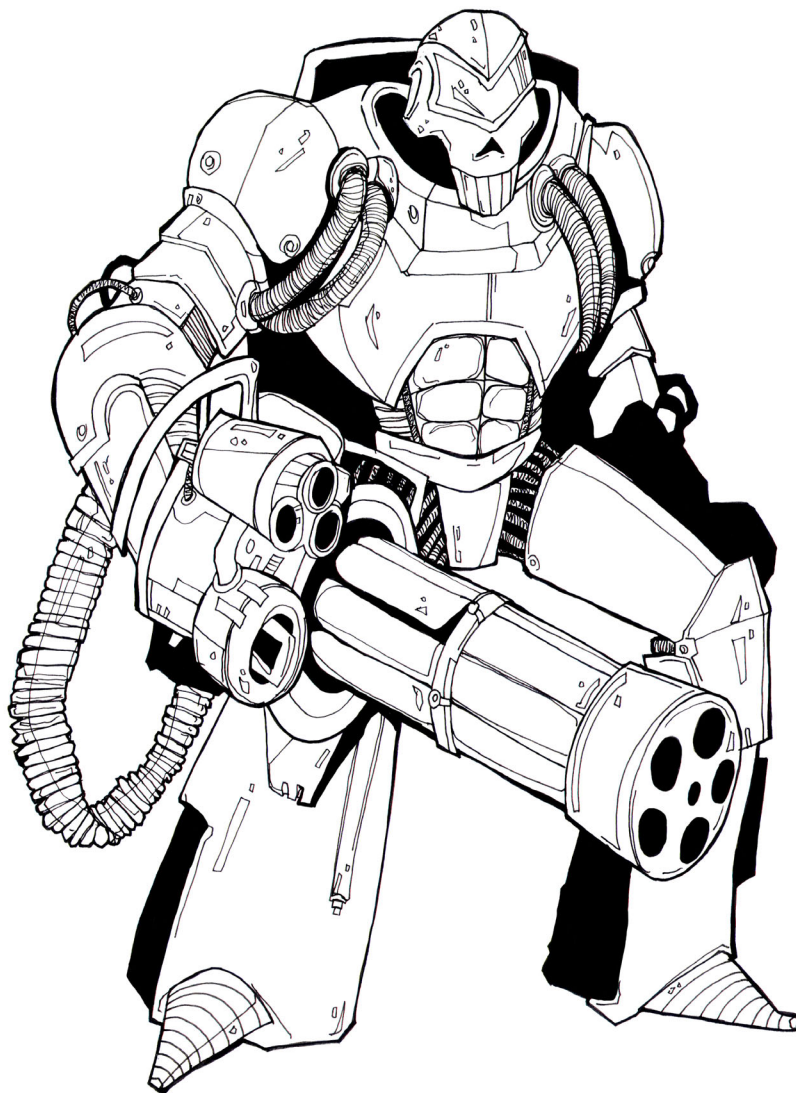
The Judgment has almost simian proportions, with long, powerful arms and mammoth hands. The Judgment walks with a slightly hunched over posture, burdened by the weight of the pilot's compartment and weapons load out on its back, contributing to its apelike appearance. The Judgment's lower legs are thick and stocky, ending in elephantine feet, designed to keep the top heavy, multi-ton vehicle stable as it maneuvers.

The Judgment's most fearsome weapons – its Firefog Dispenser and Liberty fusion cannon – are stored in a blunt, almost mushroom shaped weapon pod rising from its spinal armor. The right shoulder mounted weapons pod slides forward and locks into place when the pilot wishes to fire the Judgment's main gun. A forest of small antenna, sensor nodes and sodium-vapor floodlights rise from the pilot's left shoulder. The Judgment's mini-missile launchers are concealed in a bracer like structure built into its left forearm. To fire, the Judgment pilot simply points and shoots.

Like all Lifer equipment, the Judgment is painted a dark, regal purple, with joints and vulnerable areas protected by thick grayish-black ballistic Kevlar and rubber. Most of the armor is dominated by integrated LCD display screens, which run a constant loop of gory fetal images and anti-abortion theology. The armor's bulky shoulders, barrel chest, abdominal, groin and knee plating, not to mention its forearms all incorporate high resolution display screens.

The armor's helmet is actually a sculpted sensor pod, as the cockpit protects the pilot's actual head. The faux helmet rises out of the armor's powerful torso, giving the suit a bullnecked, animalistic appearance. The armor's headpiece is designed for intimidation, resembling a horrid, mechanical skull carved from some type of durable grayish-white ceramic. In place of a lower jaw, the skull has something resembling a futuristic gasmask. The cranial dome skull is longer and taller than a human's, protected beneath a heavy, triple-pronged purple metal crown carved in imitation of Artemis's own.

The pilot enters the suit through a loading hatch in the center of the armor's back. The suit's cockpit is incredibly claustrophobic. The pilot controls the suit from a semi-reclining position, with his lower legs



near the armor's groin, and his head at the suit's neckline. The pilot controls the suit through verbal and sub-vocal commands, nerve impulses read and transmitted by the Judgment's pilot-interface "skullcap" and ergonomically designed manual controls, which were intentionally designed to mimic the familiar mouse/keyboard interface of first-person shooters.

**"Judgment" Rescue-Oriented Urban Combat Exo-Frame Standard PL 7 Design Specs**

**Size:** Huge Exo-Frame designed to be worn by a Medium pilot

**Armor Penalty:** -4

**Strength Bonus:** +15

**Dexterity Bonus:** +0

**Speed:** 20 ft., fly 30 ft.

(clumsy, but has hover capability)

**Bonus Hit Points:** 220

**Hardness:** 30

**Fire Resistance:** 10

**Defense Bonus:** -2 size

**Reach:** 10 ft.

**Additional Modifiers:**

- Charisma-based skills have their DC increased by +4 when used on armored pilot.
- Immune to fear and mind-affecting effects.
- Blindsight 180 ft.
- Armor recovers 1d10 hit points per hour of non-use.

**AI Suit Sentience:** Intelligence and Wisdom scores of 12 each. Sentience has the following skill ranks: Knowledge (tactics) +2, Knowledge (theology & philosophy) +2, Perception +5.



### Standard Weapons Loadout:

- Slam 2d6+Strength modifier
- Reluctance field (target is nauseated within 50 ft. of armor, Fort save DC 22 target is sickened instead)
- AP-121 Liberty Fusion Cannon (200 ft. range, 30 ft. blast radius 8d8 fire + highly irradiated for 1 round, Ref DC 18 half)
- Pencil Box Missile Launcher (4 missile tubes, variable load but often Anti-Personnel, 6d6 slashing, 40 ft. blast radius, 200 ft. range)
- Firefog Dispenser (30 ft. radius, 6d6 fire damage, Ref DC 18 half, triggered by anything moving faster than 10 ft. per round through affected area)
- Smartpulse Hitter (200 ft. max range, 2d6 bludgeoning + 1d6 per each 50 ft. traveled, to maximum range)

## *The "Baby Judgment" Urban Combat Shell*

**Challenge Rating:** +3

The "Baby Judgment" is a miniaturized, Shell Suit version of the Judgment Exo-Frame. The Baby Judgment is a relatively new weapon in the Lifer arsenal, developed post-War, and has not yet seen wide use in combat. The Baby Judgment is described below. The Baby Judgment is a slightly cheaper, smaller and more maneuverable suit of armor, which loses very little of the Judgment's formidable ability to deal death.

### Physical Description

The Baby Judgment resembles a more streamlined, sleeker and nearly man-sized version of the hulking Judgment power armor. The Baby Judgment's proportions are more in line with the human norm, and its weight has been cut by an order of magnitude. Unlike its "big brother" the Baby Judgment does not require a pilot's compartment, the pilot simply slides into the armor like a suit of clothes.

The shoulder mounted weapon pod which housed the Judgment's firefog dispenser and fusion cannon has also been miniaturized. The Baby Judgment's fusion cannon is only slightly larger than a squad support railgun, while the older model suit had a fusion

cannon nearly as large as a small motorcycle! The "antenna farm" on the Judgment's left shoulder has been completely eliminated, replaced by internal components.

Instead of the impressive, H.R. Giger-inspired pseudo-skull of the earlier model, the Baby Judgment sports a traditional combat helmet. The pilot's eyes are hidden by opaque black lenses sculpted into a "teardrop" design, symbolizing the fact the pilot is "crying for the murdered unborn." The elongated purple steel crown of the Judgment has been reduced to a heavy gun-metal grey tiara bolted to the armor's helm. The armor's coloration, and the presence of the propaganda screens, are unchanged in this next generation suit.

### "Baby Judgment" Rescue-Oriented Urban Combat Shell

#### Standard PL 7 Design Specs

**Size:** Large Shell Suit designed to be worn by a Medium pilot

**Armor Penalty:** -0

**Strength Bonus:** +6

**Dexterity Bonus:** +0

**Speed:** 30 ft., fly 30 ft. (poor, but has hover capability)

**Bonus Hit Points:** 100

**Hardness:** 20

**Fire Resistance:** 10

**Defense Bonus:** -1 size

**Reach:** 10 ft.

#### Additional Modifiers:

- Charisma-based skills have their DC increased by +4 when used on armored pilot. Immune to fear and mind-affecting effects.
- Blindsight 180 ft.
- Armor recovers 1d10 hit points per hour of non-use.

**AI Suit Sentience:** Intelligence, Wisdom and Charisma scores of 12 each. Sentience has the following skill ranks: Knowledge (tactics) +2, Knowledge (theology & philosophy) +2, Perception +5.

### Standard Weapons Loadout:

- Slam 2d6+Strength modifier
- Reluctance Field (target is nauseated within 50 ft. of armor, Fort save DC 22 target is sickened



instead)

- AP-121 Liberty Fusion Cannon (200 ft. range, 30 ft. blast radius 8d8 fire + highly irradiated for 1 round, Ref DC 18 half)
- Pencil Box Missile Launcher (4 missile tubes, variable load, 200 ft. range)
- Firefog Dispenser (30 ft. radius, 6d6 fire damage, Ref DC 18 half, triggered by anything moving faster than 10 ft. per round through affected area)

**Suit Variants:** The only known variant of the Baby Judgment is the “Angelmaker” Air Interdiction Shell, which is Challenge Rating +4. The two suits are virtually identical, and are differentiated only by their flight systems, the structure of their shoulder mounted weapons pod and the minor cosmetic differences in their helmets.

The Angelmaker is recognizable by the short winged flight pack built into the suit’s lumbar spine and the longer barrel of its weapon pod. The Angelmaker is designated as a “dog-fighter” and is designed to go toe to toe with Choicer fighter jets and Atlantas.

The Angelmaker AIS removes the Baby Judgment’s Reluctance Field and Firefog Dispenser. The armor has a fly speed of 90 feet (good maneuverability).

The Angelmaker’s weapons pod is fitted with a AA-25 Downpour Chaingun (6d6 points ballistic damage, 200 round drum, 50 ft. range increment, capable of full autofire) in addition to the Liberty Fusion Cannon.





## Other Templates

The following templates represent cultural, psychic or genetic upgrades available to Lifer characters. If you really want to build a deadly opponent, mix and match these templates, or incorporate Powered Armor templates to build something really nasty.

### *The Pacifist Template* (CR -1)

Sooner or later, the killing starts wearing down the resolve, and sooner or later terrorists start wondering what ‘pro-life’ really means. Most Lifer Pacifists keep their doubts about their cause, their methods and the sociopaths in the unit to themselves, knowing that any weakening of commitment is read as cowardice....or worth, heresy.

Others speak openly, hoping to change the Lifer AOG from within, to temper its sins, and hone its purpose: to make the Lifer Nation better, more honorable, and more in line with its own core values. Ask Susan Glauchester how well that’s going.....

#### **Acquiring the Template**

The Pacifist Template is an acquired template that may be added to any Lifer character with an INT score of at least 5 (so no Pacifist Rescue Hounds, as interesting an option as that would be).

#### **Ability Score Modifiers**

+2 WIS, +2 CHA. Pacifist Lifers find a new inner strength and untapped reserves of diplomacy, as they struggle to find a peaceful way out of this ever-escalating War.



#### **Field Diplomacy (EX)**

The Pacifist Lifer may attempt a special Diplomacy check as a full round action, targeting both allies and enemies within 100 ft, who can clearly see and hear the Pacifist Lifer. If the Pacifist Lifer can improve a character’s attitude to at least indifferent, that character becomes likely to break off hostilities, so long as doing so would not threaten their life.

This change in attitude is transient at best, and usually lasts only a few minutes- just long enough to

get everybody’s guns down. The Pacifist Lifer can attempt additional Diplomacy checks to more permanently improve attitudes.

#### **”Put Down Your Guns!” (EX)**

As an immediate action, the Pacifist Lifer can reduce the damage inflicted by a successful attack made by an adjacent ally to 1 point of damage (plus any effects contingent upon damage). Each time the Pacifist Lifer takes this action during an encounter, the Pacifist Lifer gains a cumulative +2 morale bonus on Field Diplomacy attempts.

# The Patriarch Template

## (CR +1 to +3)

*"Son, you know my commitment to the movement. I got seven sons ready to fight, two daughters I'd trust with a gun, and three little ones who can reload ammo clips and maybe do a little cooking and scouting. Those are my family. Mine, not yours. Those kids know me, and I trained 'em all right. They don't know you, and I don't care what kind of training they gave you on Kodiak. My kin fight under me, nobody else."*

*-James Franklin Roosevelt, head of the Roosevelt/Runner Razor clan, negotiating enlistment in the reformed, New Promise AOG, December 2106*

Lifer Patriarchs are superhumanly powerful, fanatically committed Old Testament style believers. Their powers derive from a mix of bathtub gene-enhancements, recovered Nazirite traditions and 22<sup>nd</sup> Century Object Philosophies.

Patriarchs are the unofficial leadership within the Enclaves and wilderness compounds they call home. They may or may not hold official rank within the rebuilt Army of God, but all Patriarchs served during the Abortion War, and smart New Promise commanders listen to, and learn to accommodate the violent egos of local Patriarchs.

Patriarchs are known by their leonine manes and chaotic, untamed beards, and for their sheer size. They have physiques that are large enough to be threatening, and sullen, uncompromising demeanors. Patriarchs demand instant obedience from those under their command- whether younger members of their own family, junior squad members of their command or women in general. Misogynist and arrogant, in many ways Lifer Patriarchs are the pure and perfect distillation of what an outsider sees in their mind's eye when they imagine a Lifer.

### Acquiring the Template

The Patriarch Template is an acquired template that can be added to any male character with any Lifer or conservative Christian allegiance (and/or any Lawful alignment)

### Ability Score Modifiers

+4 STR, +4 CON, +6 WIS. Patriarchs are bastions of raw, masculine power, with iron wills and judgmental eyes that miss nothing.

### Psionic Subtype

Patriarchs gain the Psionic subtype, if not present already.

### Spell-like Abilities

Patriarchs gain the following spell-like abilities, based upon the Hit Dice of the base creature. (\*From the Modern Grimorie). Caster level is equal to the creature's Hit Dice; WIS is the primary casting modifier for these abilities.

Base Hit Dice	Spell-Like Abilities Gained	Usable....	CR Increase
1-3 HD	Purify Food and Drink, Virtue	At Will	+1 CR
4-7 HD	Aid, Bull's Strength	1x/day each	+2 CR
8-12 HD	Cure Critical Wounds, Divine Power	1/day each	+2 CR
13+ HD	Flame Strike, Raise Neverborn*	1x/day each	+3 CR

### Arrogance of Faith (EX)

The Patriarch becomes immune to the mind-affecting abilities of characters with any Choicer allegiance, or who have chosen any non-Christian deity as a patron deity.

### Mighty Is The Lord (SU)

Once per day, plus an additional time per point of his WIS Modifier, the Patriarch may choose to use this ability as a free action. Prior to rolling damage on a successful attack roll, the Patriarch may roll double the usual number of damage dice and decide which dice out of the set to use for his damage result.

(For instance, if attacking with a shotgun that normally deals 2d8 damage, the Patriarch would roll 4d8 and take the two best dice results.)



## Standard New Promise Infantry Loadout

*“Matter-Printer 038 went out last night. I’ve already got Gearstrip and Click working on it, and they’re regrowing the missing pieces. MP-038 should be back on line by mid-afternoon. If we have Matter-Printers 039 and 040 pick up the slack, we shouldn’t even notice a hiccup in our Benham plasma rifle production.”*  
TSGT Calvin Welford, Afognak Arsenal Apprentice Gunsmith

The following equipment is standard issue for a New Promise Infantryman. Unlike the continental AOG, whose members have wide latitude in choosing or building their own gear, or who are forced by circumstance to make do with stolen or salvaged weapons, Kodiak’s supersoldiers are a well-equipped, standardized force. New gear is excerpted from The Otherverse Armory (Otherverse Games, 2011).

### “Defender of Life” Heavy Suit

The DoL armor is a unique Lifer knockoff of 21<sup>st</sup> Century SWAT tactical body armor. This bulky Kevlar II and plastic armor is reinforced with ultra-dense *buckminsterfullerine* slip-in plates protecting the torso and chest. The armor provides comprehensive, full body protection, but at the cost of speed and mobility. Like most Lifer equipment, the DoL heavy suit includes high-res display screens that display a continual loop of gory Lifer propaganda.

The DoL is equipped with a medi-comp and the system is slaved to the display screens as well as transmitted to unit medics. The more severely injured the wearer, the more extreme and horrifying the fetal gore on screen. The DoL provides its wearer with fire resistance 10.

**Auto-Stabilizing Gadget:** Anyone wearing clothing or armor equipped with this gadget automatically stabilizes if reduced to 0 hit points or fewer.

Armor	Type	Equipment Bonus	Max DEX Bonus	Armor Penalty	Speed (30 ft.)	Weight
Defender of Life Heavy Suit	Heavy-Tactical	+10	+0	-9	20 ft.	25 lbs

### Benham 2061 Plasma Rifle

The Benham 942 was the primary weapon of Lifer assault troops during the War. It is a reliable, devastating plasma weapon based upon stolen US Army designs. This bulky weapon is distinguished by a simple, tubular barrel which contains the superheated plasma during the firing sequence and by the integrated nightscope and video scope mounted above the plasma mixing chamber.

Like most Lifer weapons, an integrated LCD display screen running the length of the barrel displays a continual loop of anti-abortion propaganda.

Weapon	Damage	Critical	Range Increment	ROF	Magazine	Size	Weight
Benham 2061 Plasma Rifle	2d12 fire	20/x2	80 ft	Single	40 cell	Large	14 lbs

Threat Name	Type and Subtypes	Challenge Rating	Artwork Provided By.....
Lifer APC "Truth Truck"	Huge N Construct	CR 3	
Lifer Main Battle Tank "Testament"	Gargantuan N Construct	CR 9	
Lifer Patrol Bike "Seraphim"	Medium N Construct	CR 2	Skortched Urf Studios
Lifer "Technical"	Huge N Construct	CR 4	Black Hand Source
Lifer VTOL "Baby Bounce"	Colossal N Construct	CR 12	Anthony Cournoyer

## *Vehicles of the Army of God*

The Lifer Nation has never had what could be called reliable supply lines, nor logistical support. For every trained soldier in the platoon, commanders made do with ten barely trained recruits with little or no firearms discipline. The Lifer table of equipment was similarly low-budget – most Lifer troops rode into battle on the back of stolen pickup trucks or SUVs reinforced with bolt-on armor – likely taken from a burned out tank not too badly damaged for salvage. The following vehicles are as close to "iconic" as the cash-starved Lifer AOG managed to field and includes a few surprisingly high-tech weapons stolen from the US military before the War.

### *Lifer APC: "Truth Truck" (CR 3)*

#### **XP 800**

Huge N\* Construct

**Init** +0; **Senses** Perception +0

**Aura** gore zone (60 ft., +1 to saving throws of Lifer object philosophies within zone)

#### **Defense**

**AC** 14, touch 8, flat-footed 14 (-2 size, +6 equipment)

**hp** 51 (2d10+40)

**Fort** +0; **Ref** +0; **Will** +0

**DR** 3/—; **Immunities** construct traits (but see text)

#### **Offense**

**Speed** 80 ft.

**Melee** ram +7 (2d6+7)

**Space** 15 ft.; **Reach** 15 ft.

#### **Statistics**

**Str** 25, **Dex** 10\*, **Con** —, **Int** 10\*, **Wis** 10\*, **Cha** 10\*

**Base Atk** +2; **CMB** +11; **CMD** 21 (cannot be tripped)

**Feats** Intimidating Prowess

**Skills** Intimidate +9, Swim +9

**Languages** driver speaks English/Spanish\*

**SQ** crew capacity, piloted

#### **Appearance**

"Truth Trucks" are improvised APCs, propaganda vans and mobile command centers hand-assembled by individual Army of God cells from whatever resources are available. Thus, their exact configurations vary wildly. Generally, a truth truck is a civilian heavy pickup, SUV, or commercial van converted over to military use. These heavily-laden vehicles have reinforced suspension to carry the weight of after-market armor, plus a souped-up electrical engine. Their size and raw power is a mute threat.

However, the "truth truck's" most iconic features are the hideous anti-abortion images painted or bolted on to every flat surface. Some truth trucks make do with wooden or aluminum placards displaying blown up, high-res photos of chewed and bloody aborted fetuses, while higher tech "truth trucks" have interactive holodisplays and a high quality sound-system to display the same kind of images.

#### **Campaign Use**

"Truth Trucks" are an iconic Lifer weapon system – jury-rigged, somewhat crappy, low tech and covered in fascinatingly repugnant fetal-gore images. These vehicles are unlike anything else in sci-fi wargaming, and give the Lifer Nation its unique feel.

Truth Trucks are usually deployed as the center piece of a Lifer post-human squad. They have little direct offensive punch, and usually remain near the



battlefield to provide cover for Lifer troops and to provide an offensive boost to Lifer Philosophers. Truth Trucks are rarely issued to non-Philosopher squads, who make do with “technicals” or other vehicles instead.

### Special Abilities

**Crew Capacity (Ex)** The “Truth Truck” can carry up to 10 Medium-sized creatures, providing cover to the two crew members riding in the cab and total cover to the 8 passengers riding in the vehicle’s rear.

**Gore Zone (Su)** The fetal horror images emblazoned on a truth truck have been specifically chosen by Lifer psychologist-AIs to disgust, disturb and distract Choicer victims. Increase the saving throw DC of all Lifer object philosophies by +1 when those effects are created within 60 feet of the Truth Truck.

**Piloted (Ex)** The “Truth Truck” is a piloted vehicle. As a result, though its type is construct, it is (through its pilot) vulnerable to mind-influencing effects and illusions. The vehicle’s starred qualities are replaced by the pilot’s if they are greater. The baseline statistics represent an undistinguished, average pilot with 10 in all stats.

## *Lifer Main Battle Tank: MHT-3 “Testament” (CR 9)*

**XP 6,400**

Gargantuan N\* Construct

**Init** +2; **Senses** darkvision 500 ft., low-light vision; Perception +0

### Defense

**AC** 23, touch 8, flat-footed 21 (-4 size, +2 Dex, +15 equipment)

**hp** 115 (10d10+60)

**Fort** +3, **Ref** +5\*, **Will** +3\*

**DR** 10/-; **Immunities** construct traits (but see text)

### Offense

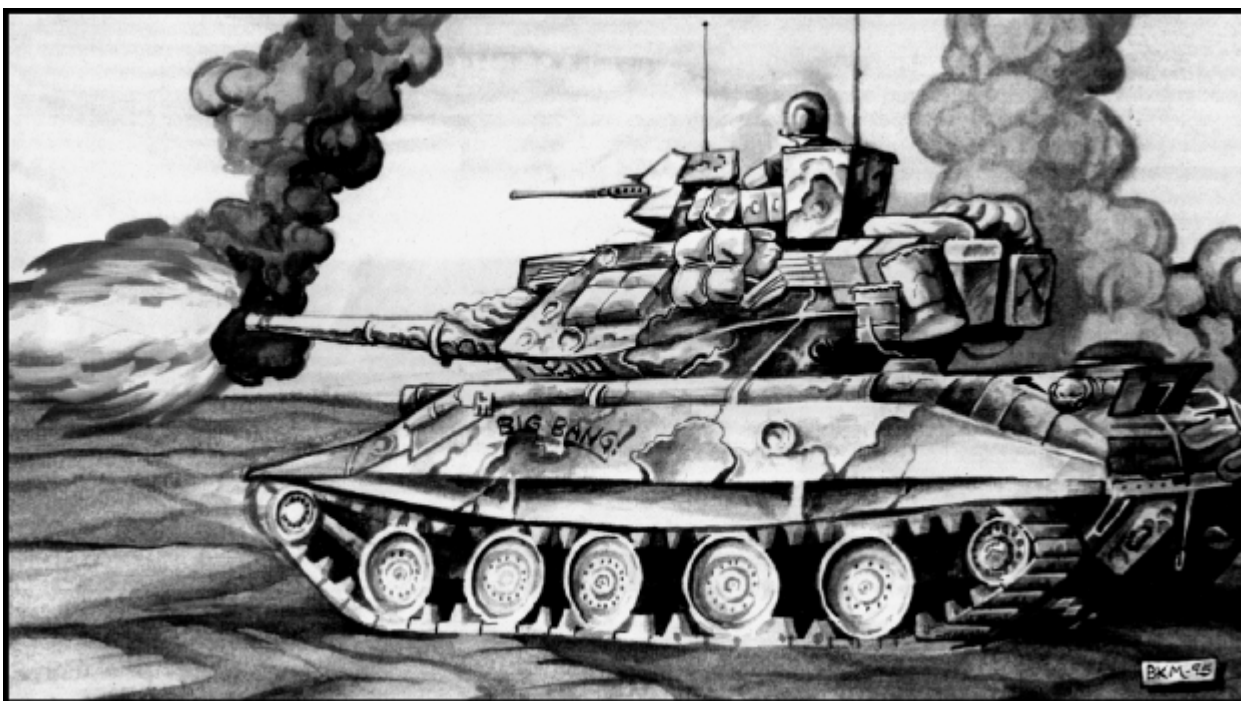
**Speed** 80 ft.; fly 40 ft. (poor; limited to 30 ft. altitude)

**Melee** ram +18/+13 (4d10+12/18-20)

**Ranged** mag-accel gun +9 (10d12/x4; single shot only, effectively unlimited ammo – half damage 20 ft. burst, DC 15 Reflex save none, ignores hardness), 4 heavy machine guns +8 (2d12/19-20; 150 ft. range increment, fully automatic, effectively unlimited ammo)

**Space** 20 ft.; **Reach** 20 ft.

**Special Attacks** Striker-X Missiles (1d6 ballistic; automatically hits within 100 ft., may launch up to 5 missiles as a standard action at either the same or up to 5 different targets)



### Statistics

**Str** 35, **Dex** 15\*,  
**Con** —, **Int** 10\*,  
**Wis** 10\*, **Cha** 10\*

**Base Atk** +10;  
**CMB** +26; **CMD** 38 (cannot be tripped)

**Feats** Personal Firearms Proficiency, Advanced Firearms Proficiency, Point Blank Shot, Weapon Focus (M-A gun)\*

**Skills** Fly +5, Swim +22

**Language** driver speaks English/Spanish\*

**SQ** crew capacity, hover, piloted

### Appearance

The MHT-3 Testament was unveiled during the first hours of the Abortion War, and was the war machine that helped take and hold Boston and Pensacola. The only flaw in this impressive tank's design – there were too few of them. If the Lifers had twice as many Testaments, they might have won the war. As it was, Testament crews found themselves overstretched and under-supported. Casualties were high, and by the end of the War, morale was non-existent.

The MHT-3 Testament is a low and threatening hover tank with massive firepower. It is sheathed in concrete-grey reactive armor, with the Lifer Sigil, unit assignment and crew commander's name stenciled on the main turret in jet black ink. The tank's main gun is a linear magnetic accelerator that packs more fire power than a 21<sup>st</sup> century Navy destroyer into an efficient and potent package. This weapon crackles with electrical discharges that flash like summer lightning in the milliseconds before the weapon fires. The tank moves on four independently adjustable, gimbaled crawler treads which allow it to traverse even the roughest terrain. The tank's treads partially retract into the vehicle's armored underbelly when the Testament activates its magnetic repulsion hover-systems.

### Campaign Use

The MHT-3 Testament is capable of single handedly taking out even well-trained Choicer powered, and can mow down entire platoons of lower-level characters. Players should dread spotting one of these mechanized monsters on the horizon. In short, the psychological impact of the Testament can't be understated – for Lifers, having a Testament assigned to the squad is a major morale boost, and if the tank gets scragged, the grunts know to run like hell. Its size, raw firepower and imposing battlefield presence make the MHT-3 Testament the centerpiece of any battle featuring one.

### Special Abilities

**Crew Capacity (Ex)** The MHT-3 Testament can carry up to eight Medium-sized creatures, providing total

cover to those within the vehicle's heavily armored crew compartment.

**Hover (Ex)** The MHT-3 Testament uses a magnetic repulsor lift to fly. It has a flight speed of 40 feet (poor), but can hover. Its maximum altitude is limited to about 30 feet off the ground, however.

**Magnetic Accelerator (Ex)** The MHT-3 Testament can fire its main gun once every 2 rounds. The Testament's magnetic accelerator inflicts half damage to all creatures and objects within 20 feet of its target on a successful hit (Reflex DC 15 for none). When used against an immobile structure of size Huge or greater, the magnetic accelerator ignores the hardness of the main target.

**Piloted (Ex)** The MHT-3 Testament is a piloted vehicle. As a result, though its type is construct, it is (through its pilot) vulnerable to mind-influencing effects and illusions. The vehicle's starred qualities are replaced by the pilot's if they are greater. The baseline statistics represent an undistinguished, average pilot with 10 in all stats except Dexterity, which is 15.

**Striker-X Missile Rack (Ex)** The missile racks mounted on either side of the tank's main turret fire self guided sub-munitions that automatically hit any visible target who has less than total cover within 100 feet. The Testament may launch up to five missiles as an attack action, either at the same target or up to five separate targets within range.

## *Lifer Patrol Bike: Modified Harley-Davidson 2064 "Seraphim" (CR 2)*

**XP 600**

Medium N\* Construct

**Init** +2; **Senses** Perception +0

### Defense

**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 equipment)

**hp** 31 (2d10+20)

**Fort** +0, **Ref** +2, **Will** +0

**Immunities** construct traits (but see text)

### Offense

**Speed** 120 ft.





**Melee** sideswipe +3 (1d6+1)

**Ranged\*** uzi +4 (2d6; fully auto, 40 ft. range increment, 20 round box, 4 spare clips)

### Statistics

**Str** 12, **Dex** 15\*, **Con** —, **Int** 10\*, **Wis** 10\*, **Cha** 10\*

**Base Atk** +2; **CMB** +3; **CMD** 15

**Feats** Drive-By Attack

**Skills** Acrobatics +4, Intimidate +2

**Languages** driver speaks English/Spanish\*

**SQ** crew capacity, piloted

### Appearance

The Seraphim is an extensive mod of a production model 2064 Harley Davidson, its design itself inspired by the brutality of the Abortion War's first turbulent years. Its durable, armored frame is a glossy, mirrored black, accented with bruise purple trim.

The straightline bike is propelled on nearly indestructible titanium and polymer tires. Short handlebars thrust upward and forward from the bike's rounded front cowling like boar's tusks. The Seraphim

is powered by a high performance electro-chemical engine.

Showroom new Seraphim are relatively rare; Seraphim riders are rough on their vehicles. Daring, arrogant and brash, Seraphim drivers have broken every bone in their body at least once, and have no problems with laying down the bike if doing so helps them make the kill-shot. After a few years of hard service, Seraphims are ugly chimera of mismatched parts, bolted on after-market mods, and anti-abortion holofields holding everything together.

The Seraphim itself is unarmed, but the driver usually wields an uzi or other light submachine gun. The bike's dumb-driver AI is capable of taking full control of the vehicle, at least for a few seconds during combat, to allow the rider to take both hands off the sticks to fire off a short burst or change clips.



### Campaign Use

The Seraphim is usually ridden by scouts, couriers and drive-by shooters. The vehicle is designed for speed and mobility. Seraphim riders prefer to stay on the move, harassing their target and then flitting away, rather than standing their ground. They are usually assigned as outriders, protecting Lifer convoys.

### Special Abilities

**Crew Capacity (Ex)** The “Seraphim” is piloted by a single rider, and provides no cover to the rider. A second Medium-sized passenger can ride bitch on the bike

**Piloted (Ex)** The “Seraphim” is a piloted vehicle. As a result, though its type is construct, it is (through its pilot) vulnerable to mind-influencing effects and illusions. The vehicle’s starred qualities are replaced by the pilot’s if they are greater. The baseline statistics represent an undistinguished, average pilot with 10 in all stats except Dexterity, which is 15.

## *Lifer “Technical”:*

### *Improvised Gunner Vehicle (CR 4)*

**XP 1,200**

**Huge N\*** Construct

**Init +2; Senses Perception +0**

### Defense

**AC 16, touch 10, flat-footed 14 (+2 Dex, -2 size, +6 equipment)**

**hp 56 (3d10 +40)**

**Fort +1, Ref +3\*, Will +1\***

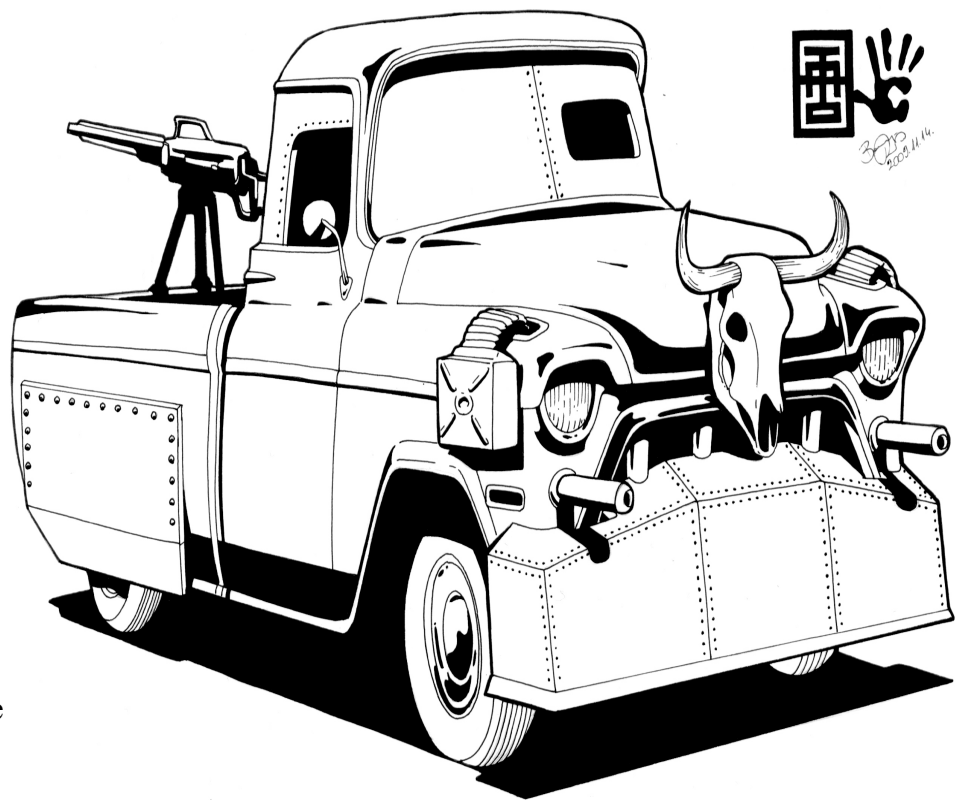
**DR 5/-; Immune** construct traits (but see text)

### Offense

**Speed 80 ft.**

**Melee ram +8 (4d6+7/18-20)**

**Ranged** mounted light rail gun +3 (4d8/x3; 1,000 ft. range increment, effectively infinite onboard ammo)



**Space 15 ft.; Reach 15 ft.**

### Statistics

**Str 25, Dex 15\*, Con —, Int 10\*, Wis 10\*, Cha 10\***  
**Base Atk +3; CMB +10; CMD 22 (cannot be tripped)**  
**Feats** Drive-By Attack, Point-Blank Shot  
**Skills** Acrobatics +5, Swim +10  
**Language** driver speaks English/Spanish\*  
**SQ** crew capacity, piloted

### Appearance

Rather than purpose-built military vehicles, the Lifer Army of God makes do with jury-rigged and stolen hardware. “Technicals” are a home-built military solution familiar to any veteran of the brushfire wars scarring Africa and South America at the dawn of the 21<sup>st</sup> century – a civilian pick up converted crudely to military use by mounting a machine gun atop the roof or in the bed.

Lifer “technical” are battered, bullet-scarred light duty pick-ups with a roof mounted rail gun turret. The gun itself is a cheap Columbian or Afghani knock-off of a Metamorphosis North military model – dirty and inelegant, but it does the job. These ugly trucks have reinforced suspensions, run flat tires and some armor



plating bolted on to increase survivability. The truck's bumper and rear panels are covered anti-abortion holofoil stickers, and its sides are emblazoned with LCD paint displaying a nonstop loop of bloody, butchered fetal horror.

### **Campaign Use**

Adding a technical to a Lifer squad gives the soldiers some cheap mobility and firepower, and reinforces the Lifer AOG's status as low tech, guerilla underdogs. Remember that the stats given above are for an ordinary driver; the starred qualities can change if the vehicle is commandeered by a PC or driven by a more competent wheelman.

### **Special Qualities**

**Crew Capacity (Ex)** The Lifer technical can carry up to six Medium-sized creatures, providing cover to the two riding in the cab and partial cover to the four characters riding in the truck's bed.

**Piloted (Ex)** The Lifer technical is a piloted vehicle. As a result, though its type is construct, it is (through its pilot) vulnerable to mind-influencing effects and illusions. The vehicle's starred qualities are replaced by the pilot's if they are greater. The baseline statistics represent an undistinguished, average pilot with 10 in all stats except Dexterity, which is 15.

## ***Design Variants***

No two Lifer "technicals" are alike, as mechanics make do with whatever weapons they have available to build their war machines. The following variant models are especially common among the Lifers.

### **Hellfire Truck (CR 6)**

A heavy-duty flamethrower-using JAPE jet fuel is mounted on a swivel turret in the truck bed. Add the following special attack form, usable once every 1d4 rounds, to the vehicle.

- +5 JAPE flamethrower, 10d10 fire damage, Reflex DC 18 half, 60 foot line.
- The Hellfire Truck is also reinforced with heat resistant polymer tires and non-flammable armor cladding. The vehicle gains fire resistance 10.

### **Missile Truck (CR 5)**

Six vertically mounted missile pods are mounted at the truck's rear, giving the "technical" a potent offensive punch. Add the following ranged attack option, usable six times per encounter, to the vehicle.

- missile pods +5 (6d6 fire to a 20 ft. burst radius, Ref DC 18 half, 5,000 ft. range increment, single shot only)

### **Water Cannon (CR 3)**

This model of "technical" is designed for riot control or to intimidate Choicer civilians in conquered territory without killing them outright. The vehicle's rail gun is replaced with a high pressure water or impact foam sprayer. The vehicle has the following attack form.

- water cannon +5 (4d6 nonlethal; target must succeed at a Fort DC 18 or be knocked prone, 50 ft. range increment, effectively unlimited payload)

## ***Lifer VTOL: "Baby Bounce" Combat Jumpjet (CR 12)***

### **XP 19,200**

Colossal N\* Construct

**Init** +6; **Senses** blindsight 1 mile (radar), darkvision 5,000 ft., low-light vision; **Perception** +0

### **Defense**

**AC** 30, touch 5, flat-footed 27 (-8 size, +2 Dex, +25 equipment, +1 dodge)

**hp** 168 (16d10+80)

**Fort** +4, **Ref** +6\*, **Will** +4\*

**DR** 15/-; **Immunities** construct traits (but see text)

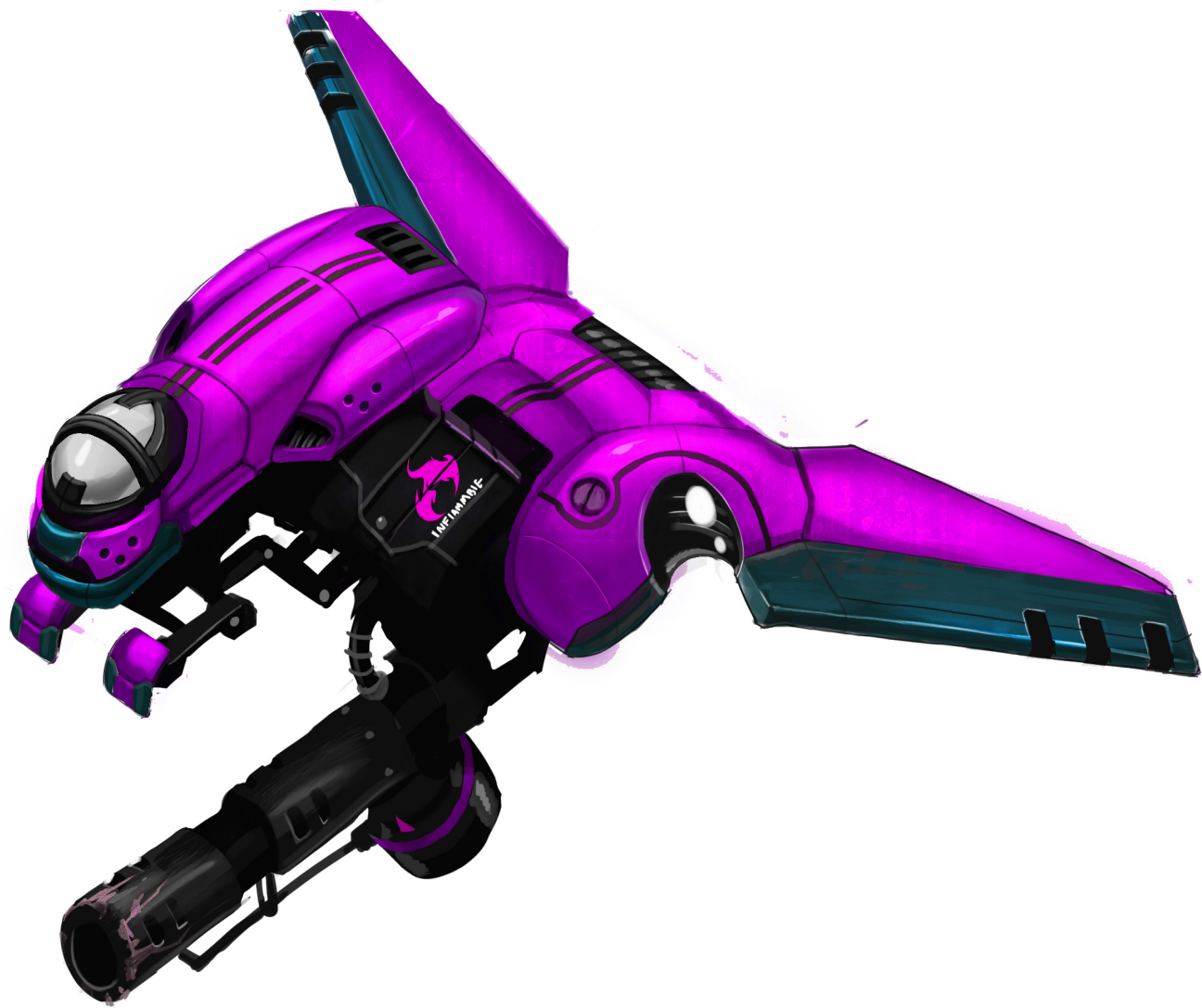
### **Offense**

**Speed** 20 ft.; fly 250 ft. (perfect)

**Ranged** 2 particle beams +18 (12d10 energy/x5; 2,000 ft. range increment, single shot only, unlimited payload) or 4 HE/AP missiles +18 (6d12 ballistic and fire/19-20/x3; 5,000 ft. range increment, semi-auto, 20 round internal magazine)

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** Striker-X Missiles (5d6 ballistic; automatically hits within 1,000 ft., may launch up to 5 missiles as a standard action at either the same or up to 5 different targets)



### Statistics

**Str** 15, **Dex** 15\*, **Con** —, **Int** 10\*, **Wis** 10\*, **Cha** 10\*  
**Base Atk** +16; **CMB** +26; **CMD** 39 (cannot be tripped nor overrun while airborne)

**Feats** Advanced Firearms Proficiency, Dodge, Double Tap, Exotic Weapon Proficiency (particle beams), Far Shot, Improved Initiative, Personal Firearms Proficiency, Point-Blank Shot

**Skills** Fly +18, Intimidate +16

**Language** driver speaks English/Spanish\*

**SQ** crew capacity, piloted

### Appearance

*"The Lifer VTOL is a black and purple hornet, screaming through the clouds at multimach. It descends on an orbital track, armored gun-turret*

*thorax glowing with friction-heat. Massive wings erupt from the shapememory hull, changing the flier's aerodynamic profile as it descends and switches to combat maneuvering. The Barrens rush up to meet it."*

*- "Unlimited Rescue", The Otherverse America Campaign Setting Unlimited Edition*

The "Baby Bounce" VTOL is the primary troop transport for elite Lifer units. It specializes in rapid deployments and extraction under fire. The "Baby Bounce" can dwell over a battlefield indefinitely and provides close-in fire support for ground troops. To a Lifer troop pinned down by heavy Choicer fire, there is no more welcome sound than the high pitched, mosquito-like whine of a "Baby Bounce" rushing to the rescue.



The “Baby Bounce” is a sleek, royal purple craft modeled after bee anatomy. The vehicle’s cramped cockpit is a trapezoidal structure just fore of the vehicle’s power plant, armory and wings. The troop compartment is in the largest “thorax” section, which can adjust its position as needed for maximum performance. The “Baby Bounce’s” wings are shape-memory polymers that can morph at the pilot’s command for increased speed, responsiveness and stability in flight. The sleek craft bristles with weapons, including deadly particle beams and multiple missile racks. Lifer pilots take extraordinary pride in this extraordinary craft – and well they should. As a show of this pride, elaborate nosecone art, usually of beautiful, nude and pregnant girls, can be found on every “Baby Bounce” with a few missions under its belt.

### **Campaign Use**

The “Baby Bounce” makes excellent troop transport for a Lifer squad, and can show up at a moment’s notice to provide fire support or emergency evac for a squad facing a TPK. As an opponent, think of the “Baby Bounce” as the high-tech equivalent of a dragon. It has incredible long-range firepower, and will usually hover several thousand feet above the battlefield and rain down radioactive death with its particle beams. Unless a Choicer team has access to long-range firepower or fliers of their own, their only option when fighting a “Baby Bounce” is run or die.

This statblock can be used to create similar Choicer or Fed-Gov craft, and can also be imported to Psi-Watch as a standard issue VTOL aircraft for most heroic teams. This is just a good, powerful multi-role combat aircraft.

### **Special Abilities**

**Crew Capacity (Ex)** The “Baby Bounce” can carry up to 24 Medium-sized creatures, providing improved cover to the four crew members riding in the cockpit and total cover to the 20 passengers riding in the armored personnel hold.

**HE/AP Missiles (Ex)** High explosive/armor piercing missiles are slung on launch rails beneath each wing. These HE/AP missiles ignore up to ten (10) points of natural or equipment bonuses of a target’s Armor Class, meaning they will hit and penetrate most targets.

**Particle Beams (Ex)** The “Baby Bounce’s” main weapon are a pair of particle beams that dangle from the wasp-like craft’s thorax like stingers. These urine yellow beams have an ungodly critical multiplier – times five, more than enough to melt most tanks to slag.

**Piloted (Ex)** The “Baby Bounce” is a piloted vehicle. As a result, though its type is construct, it is (through its pilot) vulnerable to mind-influencing effects and illusions. The vehicle’s starred qualities are replaced by the pilot’s if they are greater. The baseline statistics represent an undistinguished, average pilot with 10 in all stats except Dexterity, which is 15.

**Striker-Z Missile Rack (Ex)** Missile pods slung beneath the pilot’s canopy fire self-guided sub-munitions that automatically hit any visible target who has less than total cover within 1,000 ft. The “Baby Bounce” may launch up to five missiles as an attack action, either at the same target or up to five separate targets within range.

## *Encounters*

Some suggested encounter groups using Lifer forces are detailed below. Some of these groups are organized tactically, while others encounter groups are built around a particular theme or storyline, and are designed to give the players a different view of what the Lifer AOG is and what it stands for, and represent a diverse assortment of personalities, tactics and motivations.

Each encounter group’s squad-leader is always listed first, with other troops listed in descending rank order.

## *Conventional Military Forces*

Adventurers might encounter these Lifer forces anywhere in the country, during war time.

### **Border Guards (CR 4: 1,200 xp)**

This encounter group could represent the volunteer militia that guards checkpoints and entrances to Lifer Enclaves during peacetime.

Superhuman Block-Mother: Jenni Gun (CR ½: 200 xp)

Lifer Guardian: Guice (CR ½: 200 xp)

Lifer Insurgent x4 (CR ½: 200 xp each; 800 total)

### **Independent Fire Team (CR 5: 1,600 xp)**

This group might be a part of a larger patrol, split off to accomplish separate objectives. Reinforcements are likely to be close by.  
New Promise Non-Comm (CR 3: 800 xp)  
New Promise Grunts x2 (CR 1: 400 xp each; 800 total)

### **Irregulars (CR 6: 2,400 xp)**

A well trained New Promise soldier is tasked with whipping a motley band of militia and insurgents into shape, and acts as the leader of a small terrorist cell that operates mostly independent of the regular Army of God.  
New Promise Non-Comm OR Coalition Kid (CR 3: 800 xp)  
Lifer Insurgent x4 (CR ½: 400 xp each; 1,600 total)

### **Medic Squad (CR 6: 2,400 xp)**

These medics might be attached to another unit, or work independently, moving around the frontlines, delivering emergency medical care to wounded troops as needed. The New Promise Grunt and Lifer Guardian are assigned to the squad to protect the medics. If you wish, they can be swapped out for another Pentecostal Medic.  
Patriarchal Pentecostal Medic (CR 3: 800 xp)  
Pentecostal Medic (CR 2: 600 xp)  
Psalmist (CR 1: 400 xp)  
New Promise Grunt (CR 1: 400 xp)  
Lifer Guardian: Guice (CR ½: 200 xp)

### **Mid Level Military Convoy (CR 8: 4,800 xp)**

New Promise Non-Comm (CR 3: 800 xp)  
Lifer APC Truth Truck (the main vehicle in the convoy) (CR 3: 800 xp)



Lifer Patrol Bike "Seraphim" x4 (CR 2: 600 xp each; 2,400 total)  
New Promise Grunts x2 (CR 1: 400 xp each; 800 total)

### **High Level Military Convoy (CR 13: 25,600 xp)**

New Promise Senior Enlisted (CR 7: 3,200 xp)  
Lifer APC Truth Truck (the main vehicle in the convoy) (CR 3: 800 xp)

Lifer Main Battle Tank "Testament" x2 (CR 9: 6,400 xp each; 12,800 total)  
Lifer Patrol Bike "Seraphim" x4 (CR 2: 600 xp each; 2,400 total)  
Nanofeaster Gunner x2 (CR 5: 1,600 xp each; 3,200 total)  
New Promise Grunts x2 (CR 1: 400 xp each; 800 total)

### **Standard Infantry Platoon Type I (CR 9: 6,400 xp)**

Opportunistic Officer (CR 4: 1,200 xp)  
New Promise Non-Comm (CR 3: 800 xp)  
Nanofeaster Gunner (CR 5: 1,600 xp)  
New Promise Grunts x7 (CR 1: 400 xp each; 2,800 total)

### **Standard Infantry Platoon Type II (CR 8: 4,800 xp)**

New Promise Non-Comm (CR 3: 800 xp)  
Nanofeaster Gunner (CR 5: 1,600 xp)  
New Promise Grunts x5 (CR 1: 400 xp each; 2,000 total)  
Psalmist (CR 1: 400 xp)



**Light Mechanized Infantry Platoon (CR 8: 4,800 xp)**

New Promise Non-Comm (CR 3: 800 xp)

Lifer APC "Truth Truck" (CR 3: 800 xp)

Lifer Patrol Bike "Seraphim" x2 (CR 2: 600 xp each; 1,200 total)

New Promise Grunts x5 (CR 1: 400 xp each; 2,000 total)  
(Alternatively, trade out the Truth Truck and one New Promise Grunt for a Lifer "Technical" assault truck.)

**Low Level Scouting Unit (CR 5: 1,600 xp)**

Shoemaker, Jonah (CR 3: 800 xp)

Neverborn Razor: Diaper OR

Superhuman Block Mother: Jenni-Gun (CR ½: 200 xp)

Neverborn, Rescue Hound (CR 2: 600 xp)  
OR Lifer Insurgent x3 (CR ½: 200 xp each; 600 total)

**Mid Level Scouting Unit (CR 10: 9,600 xp)**

Neverborn Scout (CR 4: 1,200 xp)

Shoemaker, Jonah x2 (as generic Untainted Hunter) (CR 3: 800 xp each; 1,600 total)

New Promise Non-Comm x2 (CR 3: 800 xp each, 2,400 total)  
Lifer Patrol Bike "Seraphim" x4 (CR 2: 600 xp each; 2,400 total)

New Promise Grunts x5 (CR 1: 400 xp each; 2,000 total)



***Divided Forces***

These encounter groups are torn between two powerful personalities. One faction within the group are professional soldiers, even fairly decent human beings. Soldiers doing their jobs, nothing more. Another faction within the group is lead by a blood-thirsty psychopath with fantasies of Choicer genocide dancing in his or her head. The rest of the unit is caught between these two extremes.

**Low Level Divided Forces (CR 5: 1,600 xp)**

Pentecostal Medic (compassionate healer and professional soldier, in command of morons and monsters) (CR 2: 600 xp)  
Neverborn, Rescue Hound (the aforementioned monster) (CR 2: 800 xp)  
Lifer Insurgent x2 (the morons) (CR ½: 200 xp each; 400 total)

**Mid Level Divided Forces (CR 10: 9,600 xp)**

Pronghorn (trying to rein in a bunch of excitable, violent rookies) (CR 9: 6,400 xp)  
Coalition Kid (first time out of the box, and wanting to start some trouble) (CR 3: 800 xp)  
New Promise Grunts x4 (CR 1: 400 xp each; 1,600 total)  
Lifer Insurgents x4 (the violent rookies) (CR ½: 200 xp each; 800 total)

### **High Level Divided Forces (CR 15: 51,200 xp)**

Moonshot (the honorable soldier type) (CR 11: 12,800 xp)  
Comstock (the bloodthirsty fanatic) (CR 9: 6,400 xp)  
New Promise Non-Comms x10 (following Moonshot's lead) (CR 3: 800xp each; 8,000 total)  
Neverborn, Angel Helix Grunt x2 (morally neutral) (CR 3: 800 xp each, 1,600 total)  
New Promise Grunts x8 (taking Comstock's side) (CR 1: 400 xp each; 3,200 total)  
Lifer VTOL "Baby Bounce" (pilot just wants to get the Hell outta here) (CR 12: 19,200 xp)

## ***Heavy Firepower***

Lifer tactical doctrine emphasizes overwhelming firepower, surprise and relentless, direct assaults. These encounter groups are known for their extreme firepower and willingness to use it- even in crowded urban areas, making them as dangerous to nearby civies as to Choicer or Fed-Gov troops.

### **Low Level Heavy Firepower (CR 4: 1,200 xp)**

New Promise Grunt (CR 1; 400 xp)  
New Promise Heavy Weapons Specialist: Trumpeter x1 (CR ½: 200 xp each)  
Lifer Insurgents x3 (CR ½: 200 xp each; 600 total)

### **Low Level Mobile Heavy Firepower (CR 6: 2,400 xp)**

New Promise Grunt (CR 1; 400 xp)  
New Promise Heavy Weapons Specialist: Trumpeter x1 (CR ½: 200 xp each)  
Lifer Insurgent x3 (CR ½: 200 xp each; 600 total)  
Lifer "Technical" (CR 4: 1,200 xp)

### **Mid Level Heavy Firepower (CR 10: 9,600 xp)**

Big Rescue Rollins (CR 7: 3,200 xp)  
Faceless/Voiceless (CR 7: 3,200 xp)  
Nanofeaster Gunner x2 (CR 5: 1,600 xp each; 3,200 total)

### **High Level Heavy Firepower (CR 16: 76,800 xp)**

New Promise Baby Judgment Pilot (CR 10; 9,600 xp)  
Lifer VTOL "Baby Bounce" x2 (CR 12: 19,200 xp each; 38,400 total)  
"Righteous Samson" Combat Mecha x2 (CR 11: 12,800 xp each; 25,600 total)  
Nanofeaster Gunner x2 (CR 5: 1,600 xp each; 3,200 total)

### **Honorable Warriors**

These encounter groups are lead by Lifer heroes and anti-heroes that are dedicated Christians, and fight the Choicer and Fed-Gov out for reasons of faith, duty and honor. However, these warriors fight honorably, use minimum force when possible, take care not to mistreat civilians and are generally worthy of respect, even by their worst enemies.

### **Low Level Honorable Warriors (CR 5: 1,600 xp)**

Mad Momma 13 (CR 3: 800 xp)  
New Promise Grunt x2 (CR 1: 400 xp each, 800 xp total)

### **Mid Level Honorable Warriors (CR 9: 6,400 xp)**

Witchhammer, Jesse (Rescue Judo Expert) (CR 6: 2,400 xp)  
New Promise Grunts x6 (CR 1: 400 xp each; 2,400 total)  
Coalition Kid x2 (CR 3; 800 xp each; 1,600 total)  
Pentecostal Medic (CR 2; 600 xp)  
Lifer Guardian: Guice (CR ½; 200 xp)

### **High Level Honorable Warriors (CR 14: 48,400 xp)**

Moonshot (CR 11: 12,800 xp)  
Pacifistic Pronghorn (CR 8: 4,800 xp)  
New Promise Baby Judgment Pilot x2 (CR 10: 9,600xp each; 19,200 total)  
New Promise Senior Enlisted (CR 7: 3,200 xp)  
Patriarchal Pentecostal Medic x2 (CR 3: 800 xp each; 1,600 total)  
New Promise Non-Comms x10 (CR 3: 800 xp each; 8,000 total)  
Psalmist (CR 1: 400 xp)

### **Military Misfits**

This badly managed unit is at war with itself. You've got badly trained insurgents, meat-head heavy gunners and other misfits, all under the command of a junior officer who looks after his own ass, first, last and always.

### **Low Level Military Misfits (CR 6: 2,400 xp)**

Opportunistic Officer (CR 4: 1,200 xp)  
Lifer Insurgents x4 (CR 1/2 : 200 xp each; 800 xp total)  
Psalmist (CR 1: 400 xp)

### **Untainted Military Misfits (CR 5: 1,600 xp)**



These mountain men and women live off the grid and fight without official communication or coordination with the 'official' Army of God.

Shoemaker, Jonah (CR 3: 800 xp)  
Lifer Insurgent x3 (CR ½: 200 xp each; 600 total)  
Superhuman Block Mother: Jenni-Gun (CR ½: 200 xp)

#### **Mid Level Military Misfits (CR 10: 9,600 xp)**

Opportunistic Officer (CR 4: 1,200 xp)  
Lifer Insurgents x6 (CR ½ : 200 xp each; 1,200 total)  
Mad Momma 13 OR Lifer APC "Truth Truck" (CR 3: 800 xp)  
Nanofeaster Gunner (CR 5: 1,600 xp)

#### **Mechanized Military Misfits (CR 11: 12,800 xp)**

Patriarchal Opportunistic Officer (template) (CR 6: 2,400 xp)  
Opportunistic Officer (CR 4: 1,200 xp)  
Lifer Insurgents x6 (CR ½ : 200 xp each; 1,200 total)  
Lifer Main Battle Tank: MHT-3 "Testament" (CR 9: 6,400 xp)  
Nanofeaster Gunner (CR 5: 1,600 xp) OR  
New Promise Non-Comm (CR 3) AND  
Pentecostal Medic (CR 2)

#### **New Promise Army of God**

These encounter groups are comprised of disciplined, superbly equipped urban warfare experts trained on Kodiak Island. Their competence and firepower will come as a lethal shock to anyone used to low-rent militia dregs that made up the previous incarnation of the AOG.

#### **Low Level New Promise AOG (CR 6: 2,400 xp)**

New Promise Non-Comm (CR 3: 800 xp)  
New Promise Grunts x3 (CR 1: 400 xp each; 1,200 total)  
Psalmist (CR 1: 400 xp) OR Lifer Guardian: Guice AND Lifer Heavy Weapons Specialist: Trumpeter (both CR ½ individually) (CR 1: 400 xp)

#### **Angel Helix Attack Squad (CR 8: 4,800 xp)**

This squad is comprised mostly of Angel Helix Neverborn trained in secret on Kodiak Island and only deployed on deniable ops, often in Russia, Japan or Northern Europe rather than North America.  
New Promise Non-Comm (CR 3: 800 xp)

Neverborn, Angel Helix Grunt x4 (CR 3: 800 xp each; 3,200 total)  
Coalition Kid (CR 3, 800 xp)

#### **Mid Level New Promise AOG (CR 11: 12,800 xp)**

New Promise Senior Enlisted (CR 7: 3,200)  
Harrier (CR 8: 4,800 xp)  
New Promise Non-Comm x4 (CR 3: 800 xp each; 3,200 total)  
Coalition Kid (CR 3: 800 xp)  
New Promise Grunts x2 (CR 1, 400 xp each; 800 xp total) OR Swap out one Psalmist for one NP Grunt

#### **Mid Level New Promise AOG (Armored) (CR 11: 12,800 xp)**

New Promise Baby Judgment Pilot (CR 10: 9,600)  
New Promise Non-Comm x2 (CR3: 800 xp each; 1,600 total)  
New Promise Grunt x4 (CR 1: 400 xp each; 1,600 total)

#### **High Level New Promise AOG (CR 12:19,200 xp)**

Comstock (CR 9 ; 6,400 xp)  
New Promise Senior Enlisted x2 (CR 7: 3,200 xp each; 6,400 total)  
New Promise Non-Comm x2 (CR3: 800 xp each; 1,600 total)  
New Promise Grunt x6 (CR 1: 400 xp each; 2,400 total)  
Neverborn, Angel Helix Grunt x2 (CR 3; 800 xp each; 1,600 total)  
Coalition Kid (CR 3: 800)

#### **Black Ops New Promise AOG (CR 17: 102,400 xp)**

This hard-hitting elite force is kept as an ace-in-the-hole by the Lifer military, and only deployed on especially critical missions.  
Alternatively, you can swap out Moonshot for either Comstock or Pronghorn as squad leader and add a handful of Angel Helix Neverborn Grunts as handlers for the Judgment Horrors and additional bodies.

Moonshot (CR 11: 12,800 xp)  
Neverborn, Judgment Horror x2 (CR 13: 25,600 xp each; 51,200 total)  
New Promise Senior Enlisted x6 (CR 7: 3,200 xp each; total 19,200)  
Lifer VTOL "Baby Bounce" (CR 12: 19,200 xp)  
Lifer Pilot: Hopper (piloting VTOL) (CR ½: 200 xp)

## Pro-Life Monsters

These encounter groups are sociopaths with few redeeming features. They are unquestionably monsters, their tactics extreme even by the standards of other Lifer forces. They operate outside the official AOG chain of command, and Lifer unit commanders keep them on a close leash. These bastards are unpredictable, but occasionally useful.

### Low Level Pro-Life Monsters (CR 5: 1,600 xp)

Shoemaker, Jonah (CR 3: 800 xp)  
Lifer Insurgent x 3 (CR ½: 200 xp each; 600 total)  
Lifer Heavy Weapon Specialist: Trumpeter (CR ½: 200 xp)

### Mid Level Pro-Life Monsters (CR 9: 6,400 xp)

Faceless/Voiceless (CR 7: 3,200)  
Nanofeaster Gunner (CR 5: 1,600 xp)  
Neverborn, Rescue Hound x2 (CR 2: 600 xp each; 1,200 total)  
Lifer Insurgent x2 (CR ½: 200 xp each; 400 xp total)

### Mid Level Deniable Pro-Life Monsters (CR 10: 9,600 xp)

Lead by a war-criminal veteran of the last War, this unit operates outside the usual chain of command, picking its own targets (and everyone on the squad is as terrified of Faceless/Voiceless as the Choicers are, if not more so....)

Lifer Veteran (CR 7: 3,200 xp)  
Faceless/Voiceless (CR 7: 3,200 xp)  
Nanofeaster Gunner (CR 5: 1,600 xp)  
Lifer Insurgent x5 (CR ½: 200 xp each; 1,000 total)  
Neverborn, Rescue Hound (CR 2: 600 xp)

### High Level Pro-Life Monsters (CR 16: 76,800 xp)

Comstock (CR 9: 6,400 xp)  
Terminus Rescue (including her Rescue Hound) (CR 10: 9,600 xp)  
Faceless/Voiceless x2 (as generic combat 'borgs) (CR 7: 3,200 xp each; 6,400 total)  
New Promise Baby Judgment Pilot x2 (CR 10: 9,600xp each; 19,200 total)  
New Promise Senior Enlisted x 6 (CR 7: 3,200 xp each; 19,200 total)  
Neverborn Scout x2 (CR 4: 1,200 xp each; 2,400 total)

Lifer Main Battle Tank "Testament" x2 (CR 9: 6,400 xp each; 12,800 total)

Patriarchal Pentecostal Medic (CR 3: 800 xp)

### High-Level and Post Human Lifer Monsters (CR 16: 76,800 xp)

Motherless (CR 14: 38,400 xp)  
Ghost Boss (CR 14: 38,400 xp)

Alternatively you can swap the following forces for either Ghostboss or Motherless, with the remaining CR 14 Lifer acting as squad commander.

Comstock (CR 9: 6,400 xp)  
Switchblade 73 (CR 8: 4,800 xp) OR Harrier (CR 8: 4,800 xp)  
Neverborn, Angel Helix Grunt x2 (CR 3, 800 xp each; 1,600 total)  
Neverborn, Judgment Horror (CR 13: 25,600 xp)

## Questions of Magic

A few of the statblocks presented here have magical weapons or a few potions of cure wounds. These weapons can easily be justified by the setting's pervasive high technology: the potions of cure light wounds are nano-tech medical injectors, the keen daggers are produced by cutting edge fabrication techniques and 22<sup>nd</sup> Century materials science. However, these items can be just as easily explained by the presence of Modern Spellcasters, and if that's the case, feel free to give wealthy or well connected characters like Fairfax Dacoveney, or well-equipped warriors like Pronghorn, even more and better magic items, more inline with *Pathfinder Roleplaying Game* NPC equipment load out.

In a modern magic version of Otherverso America- a possibility hinted at by a few of the characters in this sourcebook- it's very possible that you might have Lifer aligned divine spellcasters, either as protagonists or adversaries.

If you wish, you can treat Lifer Christianity as a philosophy, which can grant divine spells to worshippers. Lifer Christianity is a very particular breed of Evangelical Christianity, a militaristic, charismatic faith dedicated to direct action and united by a staunch hatred of Choicer paganism.

Alternatively, many Lifer soldiers offer prayers to the fallen Artemis, as a kind of warrior-saint, a martyr to



the Lifer cause. As a truly divine creature, Artemis herself can grant power to her worshippers. Though many Lifers profess to be staunch, uncompromising, Bible-believing Christians, they see no disconnect in worshipping the star-goddess.

Faith	Alignment	Domains (associated sub-domains)	Favored Weapon
Lifer Christianity	LE Philosophy	Community (family), Death (both), Healing (resurrection), Repose (souls), War (both)	Benham 2061 Plasma Rifle
Artemis	LE Lesser Goddess	Destruction (rage), Glory (heroism), Liberation (revolution), Nobility (martyr), Strength (resolve)	Sniper Rail Gun
The Nuremberg Consciousness	LN Minor Deity (genderless)	Death (undead), Knowledge (both), Rune (language), Trickery (deception)	Smartlance (see State of the Otherverse: Smartlights)

Many of Artemis' worshippers do not even consciously realize the depth of feeling they have toward the warrior goddess. She is worshiped as the heroic, violent ideal all Lifer direct action warriors aspire towards.

Though Artemis is herself Chaotic Neutral, she attracts mostly lawful worshippers, and as a deity she is considered Lawful Evil. The twin faiths- worship of star-born Artemis and Lifer Christianity, twine together like serpents on a caduceus- are rigidly dogmatic, insular, judgmental and more than occasionally cruel.

Finally, though it was coded by mankind, the Nuremberg Consciousness has evolved into something far greater than the communications portal it was originally intended as. The Nuremberg Consciousness is a far more complex and intelligent AI than even the highest ranking of the Covenant's "Goddess Machine" AI. Using light-based technology capable of reaching into every distant corner of human controlled space, the Nuremberg Consciousness can perform dark miracles, and might be worshipped, unwittingly, by Lifer human and Neverborn divine casters who believe their power comes from some more exalted source than this rogue AI.

Both the Nuremberg Consciousness and Lifer Christianity offer access to the Death domain. In Nuremberg's case, this is due to the AI's creation of the Neverborn and continued stewardship (and manipulation) of this undead species. Lifer Christianity as a whole has access to the Death domain due to the culture's gore-splattered obsession with

fetal holocaust, and the morbid turn of many of its believers.

## New Subtypes

### Cyborg

Monstrous Humanoids with the Cyborg subtype have been mechanically augmented. Cyborgs have the following qualities.

- Cyborgs possess Darkvision 90 ft and low light vision. They can receive unencrypted wi-fi/ cellular/television and radio signals, as well as similar higher-tech types of signal. *Location:* Senses *Format:* Darkvision 90 ft, lowlight vision, wifi/cellular/television and radio reception
- Cyborgs are immune to drowning, suffocation, vacuum, hunger, thirst, the sickened and nauseated conditions, death effects, ability drain and energy drain. *Location:* Immunities *Format:* Cyborg Immunities
- Cyborgs have the Unhealing special quality. They do not heal damage naturally, and healing spells and effects only have half the normal effect when used to benefit them. *Location:* Special Qualities
- Most Cyborgs have a +4 natural armor bonus to AC or better.

### Lifespawn

Creatures with the Lifespawn subtype are genetically connected to a galaxy spanning eco-system. They are extremely powerful and have a connection to the enigmatic beings that forged the current universe. Creatures with this subtype are often referred to as Lifechained creatures or by the name of their



particular genetic lineage, such as Nemesis Lifespawn or Gazelle Lifespawn.

This is an abbreviated treatment of Lifespawn, who are fully described in *Guide to the Known Galaxy* (Otherverse Games, 2008), and reflects the author's intended revisions to how Lifespawn powers work.

- Lifespawn receive Darkvision 60 ft and gain the Scent special quality. Lifespawn can sense the distance to and general direction of all other creatures with this subtype within one mile. Some Lifespawn have even greater Lifesense radius.

*Location:* Senses *Format:*

Darkvision 90 ft, scent, Lifesense 1 mile

- Lifespawn are immune to non-magical disease and poison.

*Location:* Immunities

*Format:* Lifechained Immunities

- Lifespawn have a statistic called a Lifecount, which measures the relative strength of their bloodline. Lifespawn suffer a penalty equal to their Lifecount on saving throws against effects caused by other creatures with this subtype. Immunities to a particular effect, such as poison or disease, does not apply against effects caused by other Lifespawn.

*Location:* Weaknesses *Format:* Lifecount 3

- Some, but not all Lifespawn, are capable of spaceflight. These Lifespawn gain the No Breath and Greater Starflight special qualities. Lifespawn typically fly as fast as a top of the line military starship; in space, they gain a tactical Fly speed of at least 500 ft (one space scale square).

*Location:* Special Qualities *Format:* No Breath, Greater Starflight



### Nanofeaster

Nanofeasters are a breed of humanoid bred by the Lifer military as cyber-hunters.

- Nanofeasters have Darkvision with a 60 ft range and lowlight vision.
- Nanofeasters have a bite attack as a secondary natural attack form, appropriate to a creature their size.
- **Nanofeast (Ex)** A nanofeaster who destroys any external cybernetic implant based on nanotechnology using a natural weapon or unarmed strike, or inflicts a critical hit with a bite attack against a foe enhanced by a nano-colony



completely consumes that nanotech. Jesse's body quickly breaks down the nanotechnology, and uses the bio-tech to enhance the cannibal mutate's own physical capabilities.

Each destroyed nano-cybernetic provides the Nanofeaster with 2d4 temporary hit points, and a +2 bonus to his Strength score. These bonuses stack with themselves, and fade an hour after a nano-colony is consumed.

Nanofeasters can gain a maximum of 20d4 temporary Hit Points and a +10 bonus to STR. Both effects, enhanced strength and temporary HP still fade after an hour.

*Location:* Special Qualities

*Format:* Nanofeast

- **Smell Nanonics (Ex)** The Nanofeaster is instantly aware of the presence of any nano-colony, nano-tech based genetic enhancement or soft-tech cybernetics, as well as all cybernetics and smartlights, including inactive devices. If he moves within 60 feet of one of these devices, the Nanofeaster becomes aware of their presence.

The Nanofeaster may attempt a Wisdom check (DC 12 + the item's restriction rating) to pinpoint the location of the device. If the Nanofeaster succeeds at the check by 10 or more points he gains a basic awareness of the device's purpose and capabilities.

*Location:* Senses *Format:* Smell Nanonics

### Neverborn

Neverborn are a type of undead created by Lifer psions as living propaganda/activists against abortion.

All Neverborn have the abilities to common player character undead, in addition to the following ability.

- **Neverborn Aura (SU)**

When the Neverborn merely comes within 30 ft of any creature who has ever had or performed an abortion, it's body changes, becoming more corpse-like and visibly undead.

*Location:* Aura; *Format* 30 ft, neverborn sensory/transformation aura



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