

PSI-WATCH

ZERO ISSUE

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**OTHERVERSE
GAMES**

OGL

3.5 SYSTEM COMPATIBLE

Psi-Watch: Zero Issue!

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(The illustration on page 16, by John Picot, is a homage to the cover of
New Mutants #100, penciled by Rob Liefeld).

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

Psi-Watch: Zero Issue! is a player's supplement for the Psi-Watch Campaign Setting. Back during the 1990s, zero issues of a comic book focused on the origin of the titular heroes or teams, and this Zero Issue! is no different. Zero Issue! includes tons of new character creation options. From American Indian superheroes to space-faring mercenary units, from ordinary people imbued with alien superpowers to space-faring mercenaries, Zero Issue! will let you build impressive new Psi-Watch heroes. This sourcebook also includes tons of random character creation charts and plot hooks, to bring life to a Psi-Watch Campaign. Zero Issue! also includes:

- Three new player races that expand the definition of Human,
- Threenew orders for the *Fursona* freeform character builder, and one new design scheme for *Synthetic Heroes*,
- Five new Enhancement Protocols for Powered Heroes unique to the Psi-Watch campaign setting,
- Dozens of new starting talents, allowing you to create even more diverse heroes- everything from grizzled Vietnam vets, mystical Native Americans, celebrity superheroes, Mutant Freaks, extraterrestrial Elves and much more.
- 100 Psi-Watch specific adventure hooks finish Zero Issue off right.

| D6 Result | Codename Composition |
|-----------|---|
| 1 | Codename Prefix + Random Codename (roll dice; odds Codename I, evens Codename II) |
| 2 | Codename I twice (odds) or Codename II twice (evens) |
| 3 | Codename I + Codename II |
| 4 | Codename II + Codename I |
| 5 | Codename I only (modified as necessary) |
| 6 | Codename II only (modified as necessary) |
| D6 Result | Codename Prefix |
| 1 | Prefix: Military Rank (Captain, Major, Master Chief, ect) |
| 2 | Prefix: Noble Title (Lord, Lady, Baron, Prince/Princess) |
| 3 | Prefix: Fantastic Noble Title (Majestor/Majestrix, Imperix, World Tamer, ect) |
| 4 | Prefix: Militaristic Prefix (Project, Weapon, Codename:, Soldier, ect) |
| 5 | Prefix: Civilian Title (Mister, Miss, Madame, Doctor, ect) |
| 6 | Prefix: Ceremonial/Religious Title (Father, Reverend, Shaman, Imam, ect) |

| 1d30 Result | Codename Component I | 1d30 Result | Codename Component II |
|-------------|---|-------------|--|
| 1 | Freak (Oddity, Geek, Mutant, ect) | 1 | Flag (Banner, Shield, Crown,ect) |
| 2 | Circuit (Tech, Mech, Computer,ect) | 2 | Star (Sun, Flare) |
| 3 | Kill (Death, Killer, Murder, ect) | 3 | Mask (Eye, Face, Skull, ect) |
| 4 | Blood (Gore, Bone, ect) | 4 | Knight (Samuari, Viking, Paladin, ect) |
| 5 | Pain (Fear, Nightmare, ect) | 5 | Blade (Sword, Knife, Spear, ect) |
| 6 | Ghost (Wraith, Vamp, Phantom, ect) | 6 | Shot (Bolt, Blast, Gun) |
| 7 | Psi (Mind, Soul, Spirit, ect) | 7 | Strike (Blow, Fist, Kick, Punch) |
| 8 | War (Battle, Riot, Chaos) | 8 | Heart (Soul, Mind, ect) |
| 9 | Hell (Devil, Demon, Satan, ect) | 9 | Spawn (Demon, Hunter, ect) |
| 10 | Grim (Dark, Hard, Silent) | 10 | Cat (Tiger, Lion, Panther, ect) |
| 11 | Dark (Shadow, Black, Ebon, ect) | 11 | Fury (Rage, Hate, ect) |
| 12 | Dragon (Manticore, Chimera, other mythological monster) | 12 | Cyber (Cyborg, Mecha, Robot, ect) |
| 13 | Wire (Cable, Fiber, Cord) | 13 | Witch (Magic, Spell, ect) |
| 14 | Fast (First, Speed, Velocity, Mach, ect) | 14 | Drive (Chase, Run, Sprint) |
| 15 | Super (Mega, Ultra, Omni, ect) | 15 | Wolf (Dog, Coyote, ect) |
| 16 | Jade (Emerald, Ruby, Onyx, ect) | 16 | Hawk (Eagle, Falcon, Bird, Wing, ect) |
| 17 | Gold (Silver, Chrome, Steel, Metal, ect) | 17 | Fire (Burn, Heat, Lava, Napalm, ect) |
| 18 | Void (Zero, Gone, Nobody, ect) | 18 | Wave (Pulse, Tide, Current, ect) |
| 19 | Cold (Ice, Frost, Snow, ect) | 19 | Stalker (Scout, Hunter, Seeker, Spy, ect) |
| 20 | Rip (Tear, Cut, Slice, Slash, ect) | 20 | X (other single Greek or English letter or number) |
| 21 | Scream (Shriek, Cry, Shout, ect) | 21 | Talon (Claw, Fang, Horn, ect) |
| 22 | American (or other nationality) | 22 | Patriot (Soldier, Zealot, ect) |
| 23 | Hammer (Maul, Mace, ect) | 23 | First (Prime, Alpha, Solo, ect) |
| 24 | Comet (Pulsar, Nova, Quasar, Quantum, ect) | 24 | Arrow (Shaft, Dart, Lance, ect) |
| 25 | Dog (Wolf, Dingo, Hound, ect) | 25 | Danger (Risk, Warn, Threat, ect) |
| 26 | Rogue (Rebel, Bandit, Spy) | 26 | Down (Fall, Drop, Crash, ect) |
| 27 | Master (Mistress, Lord, King, Queen, ect) | 27 | Sky (Cloud, Comet, Wind, ect) |
| 28 | Breaker (Crusher, Smasher, Bruiser, ect) | 28 | Thunder (Lightning, Rain, Electro, ect) |
| 29 | Patriot (Glory, Pride, ect) | 29 | Stone (Rock, Earth, Mountain, ect) |
| 30 | Mad (Crazy, Psycho, ect) | 30 | Wood (Thorn, Leaf, ect) |

Psi-Watch Codenames

The psychic spies and cyber-warriors populating the *Psi-Watch Campaign Setting* rarely operate under their birth names. With every detail of their personal lives classified, these chromed gunslingers are known by fierce codenames.

First, roll D6 to decide the structure of your codename, and then roll additional dice to decide each section of your anti-hero's codename. Each part of the codename process has a main suggestion and some additional options—choose the one that sounds best to you, or choose a thematically similar codename component. Mix and match as necessary, and modify as desired.

In addition to generating names for costumed adventurers, this chart can be used to generate code names for secret military operations (Project Mountain Hammer, Operation: Cold Wolf). You can also use this chart to quickly generate names for cutting edge military hardware (a VX-72 Psi-Dragon assault bomber, or a .50 cal 'Gore Dog' heavy machinegun). Hell, you might even roll up fantasy magic items (a +2 IceWire dagger, or a +1 Thunder Risk whip).

Finally, you can also use this series of charts to create distinctive civilian identities for your hero. The first chart depicts some of the most commonly used Iron Age male and female civilian names. After that, roll a dice to determine whether you use Codenames I (odd) or Codenames II (even) as your character's surname

Remember, you can misspell the name as desired. You might end up with a character named Jack Hazzard, or Erin Wytch. Swapping in "Y"s (Adam Wyld) and ending with a double consonant (Jessica Flagg) is fair play in a Psi-Watch campaign. Switching a suggested English term for a foreign equivalent is also encouraged.

| D20 Result | Iron Age Male Name | Iron Age Female Names |
|------------|---|---|
| 1 | Dylan | A feminized version of a male name (Alexis, Samantha, Tommi, ect) |
| 2 | Logan | Dominique |
| 3 | Jack (Jake) | Cassie (Cassandra, ect) |
| 4 | Hunter | Sara (Sarah) |
| 5 | Robert | Hannah (Zannah, Ianna, ect) |
| 6 | Cole | Caitlin |
| 7 | Bridge (Ridge) | Roxy (Roxanne) |
| 8 | John (Johnny) | Barb (Barbra) |
| 9 | Tom (Tommy) | Cassidy |
| 10 | Alex (Alan, Adam) | Rachael |
| 11 | Wolf (Wulff) | Rebecca (Beck, Becca, ect) |
| 12 | Sam | Nikita (Natasha, other Russian name) |
| 13 | Nathan | Stephanie |
| 14 | Ken | Yuriko |
| 15 | Akira | Anne (Ann, Anna, ect) |
| 16 | Ryu | Mary (Maria, Magdalena) |
| 17 | Ed (Eddie, Edward, even Edmund for really tough characters) | Alison (Allie) |
| 18 | Blake | Grace (Mercy, Hope, other virtue) |
| 19 | Kirby | Mariko |
| 20 | Jonah (or other Biblical name, the more obscure the better) | Eve |

Finally, if you're playing a stereotypical American Indian character, use both columns, in whatever order you prefer to generate a suitable surname. At least one component must reference natural phenomena: Robert Bearclaw, Dani Moonstar, and so on. Keep rolling until you get something that sounds right.

Costume Tropes and Other Starting Talents

The following starting talents are all about tiny pouches, superfluous thigh straps and chromed armor plates commonly donned by Iron Age superheroes. Want your new hero to look like a Rob Liefeld or Marc Silvestri creation? Pick one or two of these starting talents to get the full Image Comics effect.

Armed by Default (Metagame)

Prerequisite: Military or Special starting role, Bluff 1 rank

You commonly walk around in a black leather trenchcoat stuffed with a pair of shotguns, a taser or three, a brace of throwing knives and a heirloom katana. . . and somehow nobody ever seems to call the cops on you. As long as your weapons are sheathed, and you do not take obvious hostile action against them, unimportant, non-military and non-police NPCs never seem to notice your weapons. This trait shields you from the attention of ordinary civilians, but has no effect on cops, security forces, soldiers or armed criminals- in short, anybody already expecting (or looking for) trouble.

Armor Jacketing (EX)

Prerequisite: Light and Medium Armor Proficiency

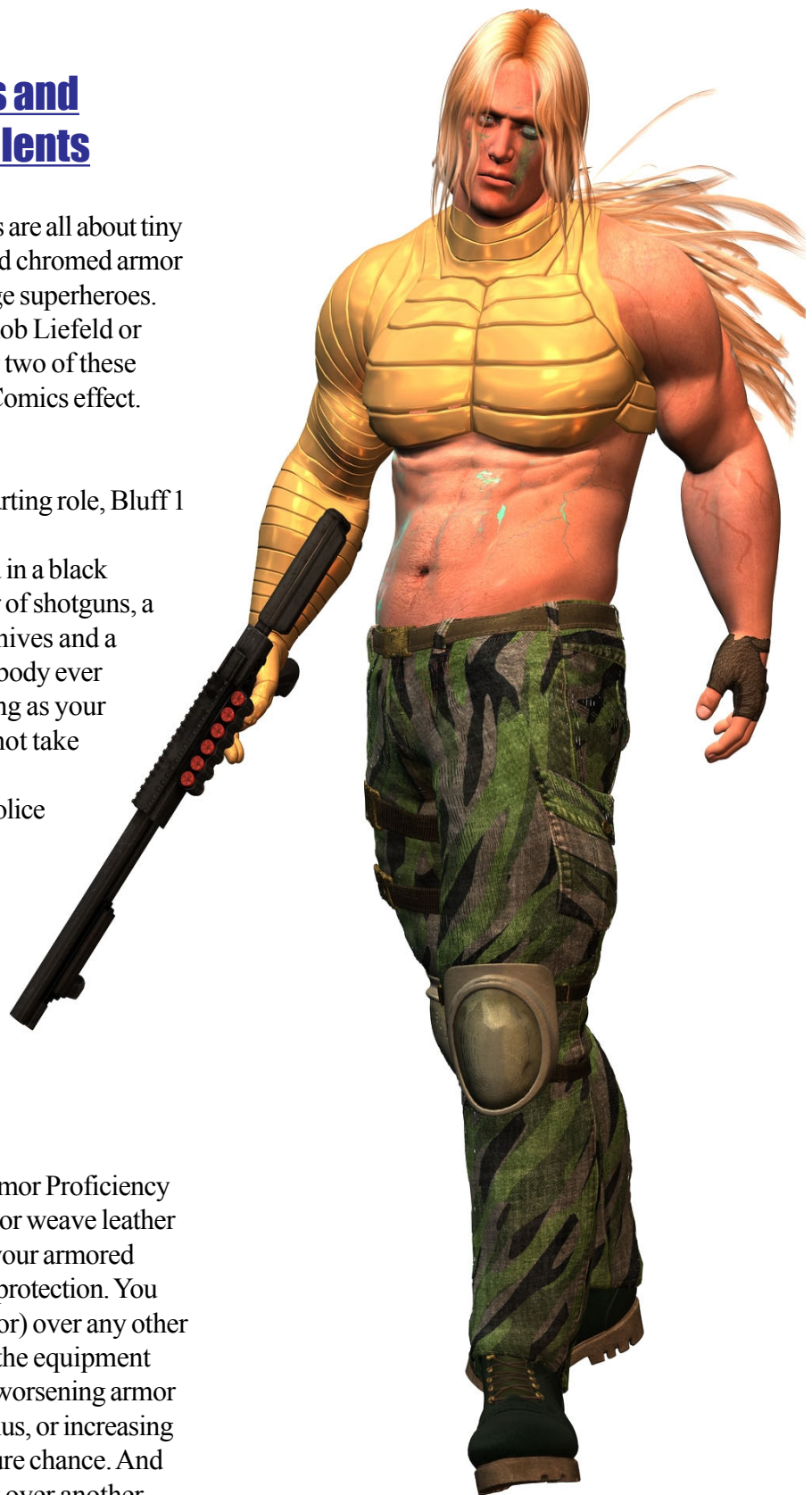
You commonly wear an armor weave leather jacket with your team insignia over your armored costume, maximizing both style and protection. You may wear a leather jacket (light armor) over any other form of armor. Doing so adds +1 to the equipment bonus of the heavier armor, without worsening armor check penalties, maximum DEX bonus, or increasing the heavier armor's arcane spell failure chance. And no, you cannot wear a leather jacket over another leather jacket.

Bad Girl's Blades (EX)

Prerequisite: Simple and Martial Weapon Proficiency, CHA 13+, female gender only

Sexy and deadly in equal measure. That describes you pretty well. As a free action, you may

add your CHA modifier on damage rolls made with any slashing edged weapon. You must be unarmored or lightly armored, and dressed in suitably revealing attire to use this ability. You may use this ability a number of times per day equal to 3 + your CHA



modifier. This additional damage is added in, not multiplied on a critical hit.

Big Man (EX)

Prerequisite: STR 17+, Power Attack, male gender only

You're the biggest, toughest, and most intimidating member of the squad. You tower over your smaller colleagues and use your bulk and physical might to protect them. When you use your Power Attack feat to its greatest extent, all allies adjacent to you gain a +1 luck bonus to Defense for one round.

Special: Only one character on a team can select this talent, which must be the character with both the greatest natural size category and highest STR score. In case of a tie, this talent goes to the character with the highest total STR and CON scores.

Charming Tattoo (EX)

Prerequisite: CHA 13+

You have an unusual facial tattoo, such as a star over one eye, a lightning bolt down your cheek or something equally memorable. This unique and colorful tattoo provides you with a +1 increase to your Reputation score. You also receive a bonus on sexually oriented Diplomacy checks and Bluff checks made to feint in combat, but suffer an equal penalty to Disguise checks. You can choose to receive up to +4/-4 check modifier with this starting talent, but must receive a minimum +1/-1 check modifier. Once the severity of your tattoo is chosen, it can't be changed.

Death Ioun Bond (EX)

Prerequisite: Combat or Special starting role or Culture specific starting occupation.

The reality-spanning Culture mastered the art of creating Ioun Stones aeons ago, the stones forming a fundamental part of the empire's technology. Death Ioun stones are created by accident, the energies of their creation opening a split-second hyperspace warp. These strange, psionically charged crystals can appear anywhere in the multiverse, to anyone, good or evil, adult or child. The presence of a bonded Death Ioun stone creates an indomitable warrior, but one cursed by death and ill luck.

A Death Ioun stone takes the form of a tiny skull made of bone white crystal. Once it bonds to a host, the Death Ioun melds with their flesh, appearing as a morbid decoration on their forehead, throat or breast. The host's skin usually takes on a jaundiced appearance, which only worsens as their long, long life wears down.

The character receives a +2 trait bonus on FORT Saves against death effects and the effects of massive damage. The wearer can also permanently sacrifice 1d3 HP as a free action before making a save against either a death effect or massive damage save. Doing so allows the character to automatically succeed at the check.

The Death Ioun Bond increases the character's lifespan dramatically. A human with a Death Ioun Bond adds +500 years to their maximum age; longer lived species have their lifespans increased proportionately.

Drawback: All allies of the Death Ioun Bonded character suffer a -1 luck penalty on all saving throws for 24 hours after spending any time in his or her presence.

Eye Spark (SU)

Prerequisite: Psionic subtype, Combat or Special starting role

When you are angry or especially determined, one of your eyes flares with glowing Psionic energy. Your eye spark is a visual signature with a unique color pattern that never quite duplicates (nor is duplicated by) any other Psion's spark.

Once per day, as a free action, you can cause your eye to spark, providing you with a luck bonus equal to your Reputation score on your next attack roll, skill check or saving throw.

Flag Drapped (EX)

Prerequisite: Allegiance to a particular nationality, CHA 11+

You are a proud patriot, wearing your country's flag incorporated into your spandex and Kevlar. While wearing your patriotic costume, you receive a +1 bonus on CHA-based skill checks, except for Intimidate, against members of your own

nationality. You receive a +2 bonus on Intimidate checks made against those hostile to your home country, but only if you make direct reference to your country or history during your Intimidate attempt.

Special: Steamers receive this starting talent as an additional racial trait, if they wear the expected 'flag-deco' face plate. This doesn't count against their starting trait limit.

Fast Mover Costume (EX)

Prerequisite: DEX 13+, Tumble (Acrobatics) 1 rank, Light Armor Proficiency

Your streamlined skintight costume is specially designed for flexibility and speed. Dozens of flexible seams, mesh sections and ergonomic cutouts make it comfortable to wear. Select any particular suit of light armor, when wearing this light armor, you treat its maximum DEX bonus as being +2 higher, and receive a +1 trait bonus on Tumble and Jump checks.

If this armor is lost or destroyed, you can customize another set of light armor to suit your needs with an hour of work and a DC 12 Craft (sewing, armorsmithing or similar) check.

Futuristic Seduction (EX)

Prerequisite: Social starting role, Light Armor Proficiency, CHA 13+

You look your best in a tight, silvery jumpsuit. When wearing any form of Light Armor, you receive a +2 trait bonus on sexually oriented Bluff and Diplomacy checks.

Gentle Giant (EX)

Prerequisite: Size Large or larger, CHA 13+, Diplomacy 1 rank

Even though you're the size of a small house, you have an aura of gentleness. You receive a cumulative +2 bonus on Diplomacy checks made against a target for each size category than you are.

High Guard (EX)

Prerequisite: Combat starting role, Martial Weapons Proficiency

You've studied fencing and knife combat, and learned defenses based around the blade. When taking the Total Defense action while wielding any knife or sword, you receive an additional +1 bonus to Defense.

Mung Thoy Tan Streetscum (EX)

Prerequisite: Expert starting role, Mung Thoy Tan nationality, Knowledge (streetwise) 2 ranks

You grew up hard in the alleys and gutters of Mung Thoy Tan, a corrupt island divided between the ultra-rich and the starving poor. You receive a +2 trait bonus on all Knowledge (streetwise) checks and reduce the Purchase DC of any illegal item or service you purchase by -1. The Purchase DC is reduced by -3 if the good or service is especially loathsome and vile (child porn, underaged prostitutes, snuff films, bio-warfare agents, etc).

Nano-Costume (EX)

Prerequisite: Light Armor Proficiency

You have access to a distinctive suit of Light Body Armor (usually a combat skinsuit of some type). This armor is nano-impregnated. While wearing this armor, you can concentrate for about one minute, you can shift the color and patterning of the armor in virtually anyway you desire. In addition, if the costume is damaged but not completely destroyed, it repairs itself completely over the course of 1d4 days.

If the nano-costume is lost or destroyed, you can usually replace it within a week, though the specifics are left for the game master to adjudicate.

Off the Operating Table (EX)

Prerequisite: CON 13+ or Toughness

You've got better things to do than bleed. You may spend an action point as a move equivalent action to instantly remove a post-surgical fatigued condition.

Police Brutality (EX)

Prerequisite: Law Enforcement (or similar setting specific starting occupation), STR 13+

You know how to swing a nightstick. Once per day per four character levels, when making an attack that inflicts bludgeoning damage (including natural attacks), you may reroll any 1s or 2s rolled for damage.

Samizdat (EX)

Prerequisite: Expert or Social starting role, Soviet nationality (Cold War era)

You are a member of Russia's *samizdat*, a repressed and hunted cultural underground. The samizdat is a loosely aligned group of dissidents and

free thinkers. The group does not have the resources (or the desire) to overthrow the USSR, instead focusing on coping and distributing forbidden art and literature. Many of these cultural-dissidents are obsessed with American pop culture, and make a tidy living selling bootleg movies, tapes and books on Russia's well-entrenched black market.

You receive a +1 trait bonus on Knowledge (pop culture) checks and on Bluff and Forgery checks made against Soviet officials.

Seductive Physique (EX)

Prerequisite: STR or DEX 13+

You are a perfect physical specimen, and know how to use your physique to your best advantage romantically. You may add either your STR or DEX modifier (whichever is higher) as a bonus on sexually oriented Bluff and Diplomacy checks.

Sewer Crawler (EX)

Prerequisite: Explorer or Expert starting role, Survival or Hide 1 rank

You know every inch of the sewers and can lose yourself in the muck and shadows. God help anyone dumb enough to chase you into your subterranean lair. You receive a +1 trait bonus on Hide and Move Silently (stealth) checks and a +1 trait bonus on Initiative checks when any sewer (or similar subterranean utility tunnels, access ducts, ect).

Signature Accent (EX)

Prerequisite: CHA 13+

You have a strong, instantly recognizable signature accent. This may be a slow Southern drawl, a sexy Cajun accent, an Irish brogue or you might pepper your speech with a few Russian or German phrases, or anything else. Select one unique Earth culture; your accent provides you with a +3 trait bonus on CHA based skill checks made among members of that culture.

Drawback: Your accent makes you subject to stereotyping and occasionally the prejudice of others. You suffer a -1 penalty on all CHA based skills (except Intimidate) when dealing with characters outside your chosen culture.

Signature Repairs (EX)

Prerequisite: Expert starting role, Repair 2 ranks

You excel at repairing a specific type of device. When you take this talent, select one category of device (such as computers, automobiles, handguns, ect). You receive a +4 bonus on Repair checks made on devices of the chosen type.

Straps and Pouches (EX)

Prerequisite: Combat or Expert starting role, Sleight of Hand 1 rank

Your costume is fitted with multiple thigh, calf and bicep straps and tiny ankle and wrist pouches. More than purely decorative, your pouches and straps are palming wells. You receive a +1 equipment bonus on Sleight of Hand checks made to conceal objects on your person. Once per day, while in costume, you may spend an action point to receive either 1d4 clips of ammo for a weapon of your choice, or 1d4 throwing daggers or shuriken.

Unique Scar (EX)

Prerequisite: Intimidate 1 rank

You've earned an instantly recognizable facial scar somehow. This unique scar provides you with a +1 increase to your Reputation score. You also receive a bonus on Intimidate checks, but suffer an equal penalty to Disguise checks. You can choose to receive up to +4/-4 check modifier with this starting talent, but must receive a minimum +1/-1 check modifier. Once the severity of your scar is chosen, it can't be changed.

Warrior's Mane (EX)

Prerequisite: Combat or Special starting role, Base Attack Bonus +1, Male Gender only.

You wear your hair in a long, impressive mane that is a symbol of your mastery of the true warrior arts, not merely the rote violence of the professional soldier. As long as your hair is worn long, you receive a +1 morale bonus on Intimidate checks and a +3 morale bonus on the first melee attack you make during any encounter. If your hair is cut, you lose this bonus until your hair grows back to an acceptable length (usually in 3-4 months).

Xeno-Merc Markings (EX)

Prerequisite: Combat starting role, Any non-human, non-Terrestrial player species

You have served with distinction in one of the war-torn galaxy's many mercenary companies. With the war between the Culture and Blooded Ghost as hot as ever, not to mention lesser conflicts across hundreds of systems, guns for hire can always find work. During your tour of duty you received highly stylized, geometric facial tattoos that identified your regiment and legion. When making intimidate checks against non-human, non-Terrestrial characters, you roll 2d20 and take the better of two results.

Veterans of Undeclared Wars

Most Psi-Watch heroes are career military. Depending on when they enlisted, they might of served in the Nam, or got their first taste of combat during the Gulf War. Younger operatives might have been recruited and hastily trained to protect America from Blooded Ghosts during the 90s or against a monstrous coalition of Al Queda mujahadeen, North Korean super soldiers, Cebairite attack clones and Iraqi super-mutants circa 2001.

Blooded Warrior (EX)

Prerequisite: Combat or Special starting roles, non-Blooded Ghost characters only

You fought for your life during the savage "Blooded Ghost Wars" that stained the early 1990s. Shapeshifting alien infiltrators had wormed their way



into the US military and police forces, and you were on the frontlines against the xeno-parasites.

You are extremely familiar with the tell-tell signs of a Blooded Ghost disguising itself within a 'blood sheath'. You may make Sense Motive and Spot (Perception) checks to detect a concealed Blooded Ghost as if you were actively searching, any time you merely come within 30 ft of such a creature. You probably fought along side Culture warriors stranded on Earth, earning the respect of this arrogant species. You receive a +1 trait bonus on Diplomacy checks made against members of the Culture race.

Cyber Division (EX)

Prerequisite: Full Conversion Cyborg race or at least 3 cybernetic implants, Combat starting role

You served with a specialized 'cyborgs only' military unit, like the US Army's CDI (Cybernetic Defense Initiative) Battalion, Mung Thoy Tan's Shark's Current or the old USSR-sponsored Crimson Steel Brigade. Your training taught you to come to terms with your cybernetic state, gave you profound familiarity with your implanted weapons, and taught how to disassemble enemy 'borgs efficiently.

Your Cyber Div training provides you with a +2 insight bonus on Repair checks made to repair or modify your own implants- Cyber Div stressed self reliance. If you inflict a critical hit against any cybernetic character with any level of *Fortification*, the defender rolls the percentage chance to negate the critical hit twice and takes the worse result.

Female Warfighter (EX)

Prerequisite: Combat starting role, female gender, Adult age category or older.

You were one of the first women accepted for combat duty with an elite military unit such as SEAL Team 7 or Psi-Watch, possibly as far back as the early 1980s.

Once per day, you may act as if your STR score was 20 (if it is lower) for one round. However, you can only do so in the presence of at least one allied male character. If this character has belittled or insulted you because of your sex, you act as if you had a STR of 22 for one round instead. Activating this

ability is a free action, which can be performed even on another character's turn.

Four Day War Veteran (EX)

Prerequisite: Combat, Expert or Special starting role, either Base Attack Bonus +1 or the Psionic subtype, American nationality.

On September 11, 2001, every enemy the United States had made over the previous two decades struck at once, during a coordinated supervillain assault upon the East Coast of the United States. America's superhumans, supersoldiers and metahumans both infamous and unknown joined with human soldiers and ordinary citizens to retake their country. When the Four Day War ended on the morning of September 15, America had been liberated, and new heroes had emerged to replace the fallen.

Once per day, you may reroll the damage on any successful attack. You must use the results of the second roll, even if it is worse than the first. If fighting an opponent who has attacked you from ambush, or assaulted your homeland, neighborhood or loved ones, you may roll damage three times, and take the highest damage total.

Gulf War Veteran (EX)

Prerequisite: Combat starting role

You served with coalition forces during the liberation of Kuwait, earning rank and reputation by taking out Hussein's endless cloned armies.

You speak and are literate in Arabic. In addition, your body was hardened by the desert, providing a +2 trait bonus on FORT saves to resist environmental heat, thirst or dehydration. Finally, you receive a +1 insight bonus on Sense Motive and Intimidate checks made against any character with the Tube-Grown or Failed Candidate starting occupations; Hussein's armies were mostly clones, lead by Psi-Watch traitors.

Last Survivor (EX)

Prerequisite: Combat starting role

You were the last survivor of a platoon or unit slaughtered to the last man. You're lucky enough to survive the worst firefight imaginable, but your luck doesn't exactly extend to those around you. You

receive a +1 luck bonus to your Defense score and REF saving throw, but all allied characters within 30 ft suffer an equal penalty to their Defense score and REF saving throw.

Special: If this trait is taken by all the members of the team, it becomes a defining element for both the team and the campaign. All the player characters are assumed to have belonged to some larger unit, and all survived whichever battle wiped their unit out. In this case, this trait's disadvantage does not apply to other PCs with this talent, but may apply to replacement characters or new group members that don't share the common origin.

Long Range Recon Patrol (EX)

Prerequisites: Military starting occupation, Age 19+ (Vietnam era- adult age category or older in later eras)

You served in a LRRP during the Vietnam War. As a member of a long range recon patrol, you were a lightly armored advanced scout operating far behind enemy lines in Laos and Cambodia, as well as throughout Vietnam itself. You speak (but do not read) Laotian and Cambodian, and receive a +1 trait bonus on Spot checks and Survival checks made in marsh or jungle terrain.

Merc (EX)

Prerequisites: Combat or Explorer starting role

You've been a soldier of fortune a while now, and have earned a reputation as a tough, competent mercenary.... a stone cold killer for hire. Once per day, you may choose to automatically succeed at a single attack roll against any target you have successfully used the Intimidate skill on within the last 8 hours. This attack is considered to have beat the target's Defense score by one, and if the degree of success is important. Using this ability is a full round action.

Officer Candidate (EX)

Prerequisite: Military starting occupation (or similar campaign specific starting occupation), Knowledge (tactics) 2 ranks

Since an early age, your family prepared you for a career in the military. You attended military academies, prep schools and finally an elite officer training school. If as an adult you choose the Field Officer advanced class, each level of the class taken

provides you with two bonus skill ranks, to be used as you see fit. Knowledge (tactics) is always a class skill for you.

UN Deployment (EX)

Prerequisite: Military starting role

You've served in a multinational peacekeeping force under UN jurisdiction. Your experiences working with soldiers from around the world provide you with a +1 insight bonus on Knowledge (current events) checks and Diplomacy checks made against characters from regions outside your birth nation.

Vietnam Veteran (EX)

Prerequisite: Combat starting role, Middle Aged or older Adult age category.

You did a tour in 'Nam. Probably as a draftee, terrified out of your mind, hastily trained and still coming to grips with whatever psionic powers the stress activated. Your experiences in the jungle have made you wary: you receive a +1 trait bonus on Move Silently, Listen (Perception) and Initiative checks. You either speak and are literate in Vietnamese, or speak (but are not literate in) both Vietnamese and Russian.

Commanding Officers

Psi-Watch campaigns tend to be either militaristic or pseudo-militaristic. The heroes are elite special operatives, who are assigned impossible missions by mysterious, taciturn commanders, but given great lee-way in how they carry out their black bag operations. The heroes might be veteran Mutant super-cops cracking skulls for Detroit PSI-SWAT, might form the core of Psi-Watch's "Red Unit" and carry out superhuman retaliatory strikes against the enemies of freedom, or they may be an elite mercenary cell earning their pay working for some Mung Thoy Tan warlord. But whatever the case, the players are probably going to be working for someone- someone who is going to screw them over sooner or later.

You can roll D10 on this chart as many times as needed to quickly generate a commanding officer for the group. Either roll once and read across the row, or roll multiple times and combine. You can use the random codename charts to come up with a suitable covername for your newly rolled Commanding Officer.

Some of these storyhooks suggest a backstory, but none of them really specify who the commanding officer is working for now (at least who they're publically working for.... The upper echelons of any military organization in a Psi-Watch campaign are lousy with traitors). These commanding officers can be plugged into almost any faction with a little imagination.

| D10 Result | Commanding Officer | Commanding Officer's Storyhooks | How the CO will screw the players.... |
|------------|------------------------------------|--|---|
| 1 | Brig. Gen. Adam Haroldson | Ran assassination missions in Vietnam and Laos. | Virulently racist, tries to get people he doesn't like killed in action. |
| 2 | Admiral Ezekiel Parris | Is either a refugee Lifer war criminal from the Otherverses America alternate future or the child of one | Is fitted with mind control implants wired into them by the Huxley Emergence |
| 3 | Lt. Voc Toi Minh | Recovering drug addict or alcoholic- squad is a last chance assignment | Feeding intel to the Yakuza to keep a relative alive. |
| 4 | Master Chief Thomas Scates | Utterly mundane, suburban existence. Family believes they're an ordinary business person. | Is ordered to authorize a tac-nuke strike to sterilize the mission site if the team looks like its going to fail. |
| 5 | Maj. Gen. Jackson Blaylock | Is dying of cancer, in last stages of chemotherapy | Demands to accompany the team on the mission, is completely useless. |
| 6 | Presidential Attaché Elvira Riggs | Knows more about the Culture than anybody else in their faction. | Owned, body and soul by a Culture spy/dominatrix |
| 7 | Attorney General Victor Blackeagle | Cold War-era Russian defector, given a new name and identity, even a new genome. | War criminal with a taste for underage rape |
| 8 | Col. Daniel Briggs | Heavily cyber-augmented, has run this mission over 100 times in VR. | Is in love with a feline Mutant from the Land of White Jaguars, would do anything to protect her |
| 9 | Capt. Conroy Krauthammer | Spent ten years off planet, doing God knows what. | Is willing to trade treason for full cyber conversion, performed by Metamorphosis North |
| 10 | Gen. Charles Tankretis | Been in the service since WWII, never seems to age, though nobody knows why | Is a sleeper android, placed and programmed by North Korea |



Strange Tribes

There is an old strength, a strength from the land, from nature. From the spirits, from the Old Ways. This old strength nicely complements the new strength Psi-Watch superheroes are expected to possess: mil-spec firepower cybernetic weapons systems, Psi-power and mutant DNA. The new starting talents described below help gamers expand the Tribal starting occupation into the kind of stereotypical, but iconic, Native American vigilantes that dominated early 1990s comics.

These starting talents are general enough they can be applied to any character, from any tribe. None are based on any deep research into Native American culture or history- instead, they are based more on comic book and action movie tropes.

The Tribal Starting Occupation

Tribal characters come from aboriginal societies, who still practice a low-tech way of life that far predates the arrival of more advanced cultures. Tribal characters are skilled hunter/gathers, many of whom follow a warrior ethos. In the Psi-Watch reality, this occupation is often chosen by powerful, cybernetically enhanced Native Americans who become warriors and protectors to their tribes. In Galaxy Command, this occupation is common among races such as the Hiawathians, Tal-Anon and Urlocks, whose cultures were relatively low tech pre-contact with humanity.

Starting Role: Combat, Explorer

Prerequisites: Age 12+

Bonus Skills: Choose four (4) from: Balance, Craft (pharmaceutical, structural, visual art), Escape Artist, Handle Animal, Hide, Intimidate, Jump, Knowledge (arcane lore, earth & life sciences, history), Listen, Move Silently, Navigate, Move Silently, Ride, Sense Motive, Spot, Survival, Swim.

Bonus Feat: Choose one (1) from: Animal Affinity, Athletic, Alertness, Dodge, Guide, Improved Initiative, Run, Toughness, Track. Alternatively, the character can select any Psionic Precursor he meets the prerequisites for.

Weapon Proficiencies: Archaic Weapons

Proficiency, Simple Weapons Proficiency

Armor Proficiencies: Shield Proficiency

Wealth Bonus Increase: -1

Reputation Bonus: -1

Call Upon the Great Spirit (SU)

Prerequisite: Tribal starting occupation, Knowledge (theology & philosophy) 1 rank

You call upon the mighty spirits of your ancestors and the land to sharpen your mind and break psi-tampering. Once per day, as a full round action, you can speak or shout a short prayer to the Great Spirit. Doing so allows you to make another WILL Save against any ongoing mental effect. You receive an insight bonus on this WILL Save equal to $\frac{1}{2}$ your ranks in Knowledge (theology & philosophy).

Eyes of the Hawk (EX)

Prerequisite: Tribal starting occupation or Explorer starting role, Spot (Perception) 1 rank

You can see farther than others of your tribe. You ignore the first range increment's distance penalties on ranged attack rolls.

Fade into the Wilderness (EX)

Prerequisite: Tribal starting occupation or Explorer starting role, Knowledge (nature) 1 rank, Survival 1 rank

You are a practically a ghost in the wilderness, able to outwit even the most skilled trackers. You receive a +4 bonus on opposed Survival checks made to fool trackers while in the wilderness.

Hardened by Poverty (EX)

Prerequisite: Tribal starting occupation (or other starting occupations, such as Criminal or Termite, with GM approval)

You grew up in a crushingly poor reservation, and learned to do without to a degree most outsiders never realize exists in America. For each point your Wealth bonus is beneath 6, you receive a +1 trait bonus, which can be split between any two saving throws of your choice. For example, if you have a

permanent Wealth bonus of +3, you would receive a +3 trait bonus on saving throws, which you decide to apply as +2 to WILL and +1 REF. Once chosen, this bonus cannot be reassigned until you either level up or permanently change your Wealth bonus.

Special: Once you choose this starting talent, your maximum Wealth Bonus becomes capped at +8. Additional increases to your Wealth bonus are lost without effect.

History of the First Nations (EX)

Prerequisite: Tribal starting occupation, Knowledge (history) 1 rank

You are well versed in the history, both oral and written, of your tribe and other First Nations. You receive a +2 trait bonus on Knowledge (history) checks, and gain the ability to speak (and read, if the language has a written form), a Native American (or other aboriginal) language of your choice.

In Tune With the Land (EX)

Prerequisite: Tribal starting occupation
Requires the Use of One Planet, One Power (Otherverse Games, 2012)

Your connection to the land and its creatures allow you to manifest superhuman abilities that sharpen your senses or allow you to wield the ecosystem itself as a weapon. You gain either the Tracer or Terraformer Powered Hero talent trees as a racially favored bonus talent tree. If your species already receives a racial talent tree, these new options replace your other talent tree.

Leather and Skins (EX)

Prerequisite: Tribal starting occupation, Light Armor Proficiency

You prefer the traditional dress of your people to modern armor. When wearing any leather armor, or any impromptu light armor made from primarily natural materials (such as buckskin), you treat its armor bonus to Defense as being +1 higher, and receive a +1 luck bonus on REF Saves.

Spirit of the Bear (SU)

Prerequisite: Tribal starting occupation, Animalistic Weapons

You call upon the spirit of the Great Bear to give your claws enough cutting power to slice through

tank armor. A number of times per day equal to 3 + your WIS modifier, you may enhance the power of your Animalistic Weapons feat. For one round after activating this ability, your Animalistic Weapons deal additional damage equal to your WIS modifier. Activating this ability is a free action.

Storm Child (SU)

Prerequisite: Tribal starting occupation, Knowledge (nature) 1 rank

You have an uncanny connection to the Thunderbird, bringer of rain and storms. You may attempt a DC 12 Knowledge (nature) check to predict the weather to predict the weather up to 12 hours in advance, plus one hour per two points you beat the check DC by. This weather sense only applies to natural weather, not weather manipulated by supernatural or high-tech means. You receive a +1 trait bonus on Initiative checks and REF saves during any storm, as the violent weather sharpens your senses and focuses your mind.

Sacred Totem (SU)

Prerequisite: Tribal or Religious starting occupation, Knowledge (theology & philosophy) 1 rank or Survival 1 rank

Requires the use of Fursona: the Definitive Guide to Creating Anthropomorphic Characters (Otherverses Games, 2011)

You have a deep connection to a specific animal totem, and can enter a shamanistic trance state where you channel some of the animal's great power. Choose one Order from Fursona, which must represent an animal species common in North America. You receive three (3) build points with which to purchase Major and Minor Racial Traits, and are considered a member of that order for determining which Major Traits are favored.

You must take a full round action to summon your animal spirit. Once summoned, your animal spirit changes your body dramatically, giving you a partially animalistic appearance, and often covering your body with Native American ritual marks and pictograms related to your totem animal. Once summoned, your animal abilities remain active for up to one minute, but may be dismissed at any time as a free action. You may summon your sacred totem a number of times per day equal to 3 + your WIS modifier.

Sweat Lodge (EX)

Prerequisite: Tribal or Religious starting occupations, Knowledge (theology & philosophy) 4 ranks

Rather than depending on the white man's medicine, you heal the sick and injured using the old ways. You can construct a sweat lodge in any enclosed space (a home's bedroom, a small cavern, a tent or tipi, ect) with about an hours effort, a heat source, water and ritual items which have a total Purchase DC 10. Once constructed, a sweat lodge can be used once.

By using a sweat lodge, you can perform any of the functions of the Treat Injury skill, but substitute a Knowledge (theology & philosophy) check result instead. Using a sweat lodge in this manner means it takes twice as long as normal to perform the Treat Injury check, and you take a -5 penalty on checks made to perform 'surgery' in a sweat lodge. Though a successful surgery check heals damage in the same manner as conventional medical intervention, it is not as invasive, and thus, harder to perform.

Special Ritual Components: When constructing a sweat lodge, you can purchase special ritual components, which are more expensive. Purchasing components with a Purchase DC 13 is treated as if you were using a masterwork first aid kit. Purchasing components with a Purchase DC 16 is treated as if you were using a surgery kit.

Tribal Avenger (EX)

Any Setting Involving Lifechained Creatures

Prerequisite: Tribal Starting Occupation, Knowledge (history) 1 rank

Your tribe's oral tradition includes facts about the star-spanning Lifechained ecosystem (Guide to the Known Galaxy, Otherverses Games 2008). Since birth, you have learned these stories, and have prepared for the day when you would defend your tribe against extraterrestrial horrors.

You receive a +2 insight bonus on melee attack rolls against any creature with the Lifechained subtype when using a Simple or Archaic melee weapon, or when attacking unarmed.



Bad Ass Origins

Subtle doesn't work. Realistic doesn't work either. Even before getting their powers Psi-Watch agents led violent and interesting lives. While system free, if you're stuck for a character concept, you can roll on the chart below and design your PC around whatever theme you end up with. As always, you can roll once, or roll multiple times and combine, and may even role multiple times on either column for added complexity.

| 1d20 Result | Bad Ass Back Story | 1d20 Result | Bad Ass Personal Goals |
|-------------|--|-------------|--|
| 1 | Unshaven bounty hunter | 1 | Find one or both of your parents, missing and presumed dead under mysterious circumstances. |
| 2 | Former cop, framed for a crime he/she didn't commit | 2 | Take down your twin sibling, now a vicious crimelord |
| 3 | Assassin for a major criminal cartel: the Mafia, the Yakuza, the Russian Organizatia, a Colombian cartel, ect. | 3 | Discover who stole your parent's super-technology and turned it into a weapon |
| 4 | Operative for a secret conspiracy within the Vatican | 4 | Prove yourself worthy of the codename handed down to you |
| 5 | Child of a family of benevolent aliens, living secretly on earth. | 5 | Get laid... often and kinky |
| 6 | Former special operations agent | 6 | Spend as much time as possible drinking to forget your past |
| 7 | Intelligence officer for the NSA, KGB, M-I6, ect.... | 7 | Silence witnesses to a dark event in your past |
| 8 | A former criminal, now in witness protection | 8 | Clear your name of trumped up charges |
| 9 | Active duty soldier who stumbled onto something he/she shouldn't | 9 | Save your family, currently living in a repressive regime, and get them safely to America (or your current base country) |
| 10 | Astronaut or military pilot | 10 | Take down the most skilled martial artists on the planet |
| 11 | An alien astronaut or warrior, stranded on Earth | 11 | Bring the criminals who killed someone important to you to justice, dead or alive |
| 12 | Last survivor of a destroyed parallel reality | 12 | Push your newly developed psi-powers to their limit |
| 13 | An ordinary citizen turned vigilante avenging their murdered lover or children | 13 | Seize control of a nation to create a sovereign homeland for your people |
| 14 | A millionaire technologist | 14 | Make the other players part of your family of choice, and keep them alive at all costs |
| 15 | Badass heavy metal rocker | 15 | Recover the memories you lost when they made you superhuman |
| 16 | Surfbum mutated by exposure to alien artifacts or magic | 16 | Find out what happened to your family during the five years you were (believed) dead |
| 17 | Child mutant who escaped from a sadistic training facility | 17 | Find a cure for the disease that's killing you. |
| 18 | The last survivor of a forgotten supersoldier experiment | 18 | Find out who authorized the 'black program' that created you, along with dozens of other mutant superhumans |
| 19 | Stripper or movie star caught up in superhuman action beyond your understanding | 19 | Prove to everyone that a gay Psion can be every bit as effective a killer as a straight one |
| 20 | Private investigator | 20 | Bring down a vast conspiracy within the military |

Racial Starting Talents

The following racial talents represent useful, minor tricks learned by a particular post-human race. Not every Psi-Watch race is represented here, and not every member of a post-human race chooses one of these racially specific talents in favor of more general abilities.

Bacterial Kiss (EX)

Prerequisite: Blooded Ghost race

The Blooded Ghosts can transmit a symbiotic fungus growing in their intestinal tract by oral contact, and the race uses this ability to share data and educate its children. As a full round action you can kiss a willing, bound or helpless Blooded Ghost and transfer this informational fungi. Doing so provides the recipient a +1 insight bonus on checks with a particular skill, chosen by you for 1 minute after the kiss. You must choose a skill you possess at least 2 ranks in. You may use this ability a number of times per day equal to 3 + your CON modifier.

Blood Loathing (EX)

Prerequisite: Blooded Ghost race, Combat starting roll, Base Attack Bonus +1

Your hatred of the Culture will never fade nor be mitigated by mercy. Once per day per every five character levels, when confirming a critical hit made against a member of the Culture race, you roll 2d20 and take the better of two rolls.

Cold Genius (EX)

Prerequisite: Spetsnazski race

Your engineered nerve fibers transmit electro-chemical impulses best at extremely low temperature. You receive a +1 racial bonus to your INT score in any area of extreme environmental cold.

Euro-Mutant (EX)

Prerequisite: Mutant race, character level first

You grew up in one of Europe's "Freaker Villages". Over in the EU, Mutants have achieved a level of social acceptability unknown in North America. They have legal rights, can find jobs (even if they're never the best jobs), even marry humans without fear of sterilization. Growing up in relatively tolerant Europe has made you much less self

conscious about your mutations than your American cousins.

This starting trait modifiers your racial ability score modifiers. You only suffer a -1 penalty to your CHA score, not the -2 common to other Mutants.

Hypnotic Hull (SU)

Prerequisite: Shiftsteel Symbiont race, Social or Special starting role

Most creatures can get lost in the shifting depths of your colorful hull, staring longingly at the shifting, distorted reflections covering your body for hours. The colors reflecting off your metallic skin have a mildly hypnotic effect. You receive a +1 trait bonus on Diplomacy checks made to prevent violence, and the difficulty of any mind control effect you cause made specifically to prevent violence is increased by +1.

Ionized Vapors (EX)

Prerequisite: Steamer race

The chemical mist that comprizes your transformed body is electrically charged. As a result, you gain Electricity Resistance 1, and automatically stabilize if reduced below 0 HP by any Electrical attack.

Iraqi Mutant (EX)

Prerequisite: Mutant race

You earned your twisted genome during the nuclear annihilation of Iraq. As one of the pitifully few survivors, you evolved a resistance to radaition. Now you prowl the wreckage of the post-nuke Middle East, scavenging and killing as necessary to survive. You are immune to radiation and intimately familiar with its effects You can attempt a DC 15 Survival check as a full round action to scan a 30 ft cone ahead of you. If your check is sucessful, you learn if the area is irradiated, and the degree of radioactivity.

Ivory Eyes (EX)

Prerequisite: Patriot Ivory race

Your eyes can be sealed behind a polarized, milk white nictating membrane that can shut in a flash. You cannot be blinded by exposure to sudden light, such as by a flash bang, nor are you affected by conditions such as snow blindness.

Nightflight Technomancer (SU)

Prerequisite:

Mutant race, Expert starting role, Craft (any) or Repair 4 ranks

You are one of the lucky one percent- a Mutant courageous enough to make the exodus to the Mutant homeland of Nightflight and intelligent enough to be welcomed into the Mutant nation as a new citizen. You are extremely well versed in the revolutionary new sciences first discovered at Nightflight. For every Disadvantage you select, you receive a cumulative +1 insight bonus on all Craft and Repair checks.



Special: If using the traditional Mutation Point system from D20 Future instead of the *Fursona* character builder, you receive a cumulative +1 insight bonus on all Craft and Repair checks for every two MP you possess.

Moria Survivor (EX)

Prerequisite: Mutant race, Adult age category or older

Very few humans realize that a handful of Mutants survived whatever destroyed the Moria, the Mutant city built out on the Antarctic ice in 1961, and extinguished by 1963. You lived in that strange, fabulous, doomed city, and the pride, glory and Mutant beauty you saw there will haunt you forever.

You receive a +2 bonus on Knowledge (history) checks made concerning Mutant culture, and a +1 bonus on all Perform checks made before a mostly-Mutant audience.

Multitalented Mechanic (EX)

Prerequisite: Patriot Mechanic race, INT 15+

You are smarter and more skilled than other Patriot Mechanics, which makes you a fucking genius compared to most of the human apes. You may select a second skill for use with your Skill Focus racial ability.

Mutant Rescue Training (EX)

Prerequisite: Expert, Explorer or Special starting role, or any Mutant-specific starting occupation

The Mutant race is hated and feared by ordinary humanity. For most of the 20th Century, Mutants could only turn to their own kind for help; the most powerful and courageous Mutant gathered together in secretive ‘Mutant Rescue’ cells around the country. Operating beneath humanity’s radar, these Mutant heroes brought Mutant criminals and predators to justice, and helped young Mutants gain some control over their powers and rapidly changing bodies.

Your Mutant Rescue background means you never suffer a penalty on Treat Injury checks made against Mutant characters, no matter how heavily mutated they are. You receive a +1 trait bonus on Diplomacy checks made against Mutant characters and a +2 bonus on Knowledge (streetwise) checks made concerning Mutant matters.

Mutie Don’t Shiv (EX)

Prerequisite: Mutant race, Combat starting role

You don’t shiv. No joke. Once per day, when you miss with any melee attack, you may make a second attack roll against the target as a free action. You receive an insight bonus on the second attack roll equal to the amount you missed the initial attack roll by.

Project 13 Graduate (EX)

Prerequisite: Mutant or any Patriot race, Combat starting role, Base Attack Bonus +1

Project 13 was an American ‘grey’ program which ran from 1986 through early 2000. The program took talented post-humans, including minor criminals and youthful Mutant offenders, and apprenticed them to a Psi-Watch combat team. Think a black ops version of the Big Brothers, Big Sisters program.

As a Project 13 graduate, you are extremely well versed in intelligence and government black programs. You receive a +1 trait bonus on all Knowledge checks concerning classified (or recently declassified) US programs and those in the intelligence community.

Second Gen Steamer Tech (EX)

Prerequisite: Steamer race, Wealthy or governmental or mega-corporate backing

The bio-mech armor that serves as your body is much more advanced than the charity-funded Survival Suits worn by most Steamers. As part of your starting equipment allotment, choose any one of the Second Gen Survival suits described in the next section. You also have a ordinary Survival Suit as a backup, stored in your home or quarters.

Six Packer (EX)

Prerequisite: Patriot Boxer race, DEX 13+

You’ve manifested a recessive mutation common to the Patriot Boxer species. Instead of the usual four arms possessed by your race, you’re sporting six muscular, dexterous arms.

You receive an additional +2 racial modifier on grapple (CMB) and disarm attempts, for a total +6 racial modifier.

Speak to My City (EX)

Prerequisite: Cityborn race, Knowledge (streetwise) 4 ranks

Once per day, you can enter a meditative trance where you converse with a city’s collective unconscious. Doing so allows you to make a Gather Information in a single hour of quiet meditation within the city. You also make a Knowledge (streetwise) check; this check result acts as a ‘theoretical’ Wealth check made to offer a bribe on your Gather Information check. If the city you are in has a population of 1 million or greater, you receive a +1 bonus on both skill checks.

Weave the Sheathe Quickly (EX)

Prerequisite: Blooded Ghost race, CON 13+

You can weave a Blood Sheathe more quickly than other members of your race. Using your Blood Sheathe racial ability requires only 1d4+1 minutes, not the 2d4 minutes typical of your species.



Second Gen Steamer Suits

Most Steamers (if they're lucky enough to survive their mutation long enough to get to a containment suit at all) make do with lowest-bidder built, government provided suits. These suits might keep some randomly mutated kid in Rangoon alive after his skin turns to gas, but aren't especially durable and aren't much of a substitute for a real flesh and blood body.

Second Gen Steam Suits and later, even more advanced technology allows Steamers to more easily blend into human culture, and more easily survive the rigors of post-human combat. Second Gen Steam Suits are sleeker and incorporate advanced self repair systems that automatically self seal punctures. A Steamer with access to this technology can abandon

his original survival suit, and enter an upgraded survival suit as a full round action.

While wearing an upgraded survival suit, the Steamer's racial traits are modified as noted below. If the upgraded steam suit is destroyed, assuming the Steamer somehow survives, the modified racial traits are lost until the upgrade suit is replaced.

Burroughs Model Survival Suit (PL 6)

This heavy crimson survival suit is often decorated with impressive flame-style paint applications by newly body-proud Steamers. The consciousness within the survival suit views the world through a reflective, golden face mask. The Burroughs Model survival suit is designed for speed, agility and work in hazardous, highly radioactive environments.

Ability Score Modifiers: The Burrows Model survival suit does not have a penalty to Dexterity.

Radiation and Heat Resistance: The Burroughs Model suit is immune to radiation, and provides the Steamer with Fire Resistance 20 thanks to its ferro-ceramic construction.

Plasma Ignition (EX): While embodied in a Burroughs Model suit, the Steamer can ignite his body's plasma mass as a free action, usable a number of times per day equal to 3 + his CON modifier. For one round after activation, anyone touching the burning steamer or attacking with a melee weapon suffers 1d8 points of fire damage, and the Steamer adds +1d8 points of fire damage to any melee attack he makes.

Burroughs II Model Survival Suit (PL 7)

This still-experimental type of survival suit is an upgrade of the existing Burroughs model. This lighter, faster suit is distinguished by a sleeker style and translucent ferro-ceramic panels that allow the Steamer to proudly display its burning plasma core.

The Burroughs II Model survival suit has all the racial abilities of a standard Burroughs model suit, in addition to the following traits.

Flight (EX): By projecting a stream of superheated plasma like a rocket's fiery exhaust, this upgraded survival suit provides the Steamer with Flight 60 ft (average maneuverability).

Data-gel Survival Suit (PL 7)

This suit resembles a humanoid form composed of iridescent, semi translucent green polymer with attached hard armor plating girding the torso, groin, shins and forearms. Rather than the hardened rubber armor common to most Steamer body-suits, this model of survival suit is malleable and liquid, capable of shaping its extremities into high speed data jack and physically interfacing with computer systems.

Ability Score Modifier: This model of survival suit is designed to boost the Steamer's Intellect by stimulating the mutate's neruo-plasma through timed electrostatic discharges. Hormonally active gels within the containment suit fuses with the mutate's plasma to produce intelligence enhancing

compounds. The Data-gel Survival Suit provides the Steamer embodied within with a +2 modifier to Intelligence.

Melt into the Machines (EX): As a full round action, a Steamer with this body type can physically merge with any computer or complex electronic device, its liquid polymer flowing directly into the circuits and power couplings. The Steamer can sacrifice Hit Points, as its wax like core mass is subsumed into the computer. Each two Hit Points provides the Steamer with a cumulative +1 bonus on a single Computer Use, Disable Device or Repair check.

Deployable Carapace Armor Add On (PL 6)

Deployable Carapace armor is a retractable series of interlocking scales and bands, all of which are constructed from ultradense carbon nanotubes. The armor slides into place from storage pods on the Steamer's shoulders, upper torso and thighs. In seconds, the armor deploys fully, giving the mutate comprehensive protection.

As a move equivalent action, the Steamer can deploy or retract the armor. While deployed the Steamer receives a +6 equipment bonus to armor, but suffers a -2 armor check penalty. This feature can be added to any Survival Suit, including a default model.

Heavygrade Survival Suit (PL 6)

This hulking suit of armor is designed with multiple layers of reactive armor. Embodied by this suit, the Steamer becomes a living tank, capable of surviving direct hits from Stinger missiles and never again have to fear the loss of their body.

Ability Score Modifiers: Increase the Steamer's ability score penalty to Dexterity to -4, but add another +2 points to their CON and STR scores. Heavygrade suits are mechanical juggernauts with heroic strength and tons of dense armor built right in.

Integral Armor (EX): The Heavygrade suit's integral armor provides the Steamer with a +8 equipment bonus to Defense and Damage Reduction 5/-. The sheer bulk of the gigantic armored

exoskeleton prevents the Steamer from wearing additional armor or operating Powered Armor.

Slam (EX): The Steamer gains a Slam attack that inflicts $2d4 + \text{STR}$ modifier points of damage.

Trainor Model Survival Suit (PL 6)

Trainor Model survival suits are designed to contain the radioactive, virulent black energies of certain breeds of Steamer. These chalk white polymer skin suits conform closely to human form and proportion, and allow the Steamer to pass for human relatively easily.

Ability Score Modifiers: Trainor Model survival suits do not have a DEX penalty.

Radiation Healing: In addition to being immune to radiation, Trainor Model survival suits can absorb radioactivity to promote healing. When in any area or in contact with any object that is at least Moderately radioactive, Steamers embodied in a Trainor Model suit gain Fast Healing 1.

Combat Lingerie

Heroines can be incredibly vain, proud of their perfect, genetically engineered bodies, and an entire market for beautiful but practical combat armor has emerged. Talented fashion designers work with top-quality armorers and technicians to create glamorous items that distill the protectiveness and utility of a SWAT forced entry suit into something as small and seductive as a high fashion bustier.

All Combat Lingerie is light, concealable body armor.

Battle Bustier (PL 6)

A military grade forcefield reinforces this heavy rubber fetish bustier. Incredibly durable, this item packs tank like protection in a very, very tight package.

The wearer gains Damage Reduction equal to her CHA modifier while wearing the Battle Bustier. This stacks with DR from other sources, such as Tough Hero class levels.

| Object | Size | Weight | Purchase DC | Restriction Rating |
|----------------------------------|--------|---------|-------------|--------------------|
| Burroughs Model Survival Suit | Medium | 150 lbs | DC 30 | Military (+3) |
| Burroughs II Model Survival Suit | Medium | 130 lbs | DC 33 | Military (+3) |
| Data-Gel Survival Suit | Medium | 75 lbs | DC 32 | Military (+3) |
| Deployable Carapace Armor | Small | 45 lbs | DC 25 | Military (+3) |
| Heavygrade Survival Suit | Medium | 450 lbs | DC 26 | Military (+3) |
| Trainor Model Survival Suit | Medium | 125 lbs | DC 35 | Military (+3) |

Crimson Corset (PL 7)

Each blood red thread is woven with advanced quantum computers that not only project a body wide forcefield that provides better protection than a Kevlar vest, it allows the user to warp local probability fields.

While wearing this corset, a number of times per day equal to $3 + \text{her CHA}$ modifier, the wearer

can point (suggestively, of course) at any character visible to her within 30 ft. For one round, the target of her quantum-hex makes all d20 rolls twice and takes the worse of the two rolls.

Razor Suit (PL 6)

Resembling a one piece swimsuit with an impressive cleavage cutout, made from extremely revealing black satin, this field-reinforced combat lingerie is a god-send for knife fighters.

When worn, the Razor Suit renders the wearer immune to slashing damage!

Second Chance Bra (PL 7)

Outwardly a lacy, seductive bra, this sexy clothing hides powerful quantum computers and revolutionary energy storage systems. The nano-scale batteries woven through the bra store the raw energy of life, and can transfer that stored energy into a dying wearer.

At any time while wearing the bra, the wearer can choose to sacrifice up to 10 HP (the bra's maximum HP storage capability). Once donated, the HP remains stored in the bra indefinitely. If the wearer is reduced to 0 HP or below while wearing the bra, the stored HP rushes into her, possibly keeping her alive.

The Second Chance Bra only functions for the woman who sacrificed the HP- the life energy is keyed to a specific wearer and her genetic code, though the bra might also work (at game master discretion) for a close relative: sister, mother, or child.

Snow Star Binding (PL 6)

These diaphanous white ribbons cross the wearer's breasts and tie in the back. Powerful light emitting fiber optics woven into the turn the band's

body wide forcefield into a spotlight with several million candlepower.

As an attack action, the binding's wearer can emit a blinding flash. All creatures within 30 ft must succeed at a FORT Save (DC 12 + the wearer's CHA modifier) or be blinded for 1d6+2 rounds.

Warrior's Bra and Panties (PL 7)

The same forcefields that protect the areas not covered by this slim and barely there bra and panty set can augment the wearer's strength and hone her reflexes.

While wearing this bra and panty set, the character adds her CHA modifier as an enhancement bonus to her STR score.

| Armor | Equipment Bonus | Non Prof. Bonus | Max DEX Bonus | Armor Penalty | Speed (30 ft) | Weight | Purchase DC | Restriction Rating |
|-------------------------|-----------------|-----------------|---------------|---------------|---------------|--------|-------------|--------------------|
| Battle Bustier | +3 | +2 | +4 | -0 | 30 ft | 2 lbs | DC 24 | Military (+3) |
| Crimson Corset | +2 | +2 | +5 | -0 | 30 ft | ½ lb | DC 23 | Military (+3) |
| Razor Suit | +1 | +1 | +6 | -0 | 30 ft | Neg. | DC 26 | Military (+3) |
| Second Chance Bra | +2 | +2 | +5 | -0 | 30 ft | Neg. | DC 22 | Military (+3) |
| Snow Star Binding | +1 | +1 | +6 | -0 | 30 ft | Neg. | DC 18 | Military (+3) |
| Warrior's Bra & Panties | +2 | +2 | +5 | -0 | 30 ft | Neg. | DC 26 | Military (+3) |

New Player Races

These new races are basically human subraces, physically similar to ordinary humans but having their own unique cultures and racial abilities. Slightly less original than the alien and evolved races found in the *Psi-Watch Unlimited Edition*, these races are designed to fill in story gaps left by those races. All these races are considered human (mostly) and may select starting talents and racial feats exclusive to humanity.

Player Race: Immortals

Medium Humanoid
(Psionic)

You have walked the world for uncounted centuries.

You cannot die.

You remember fighting at Thermopylae, unifying China through your own strength, skill and prowess with the blade, taking Joan of Arc's virginity on the last night of her life, slaughtering Union troops at Gettysburg by the dozens and waging a one man war against the Nazi wermacht after D-Day.

You are an Immortal, an Undying Hero. For the last few centuries, you have lived a succession of ordinary mortal lives, your memories fading into blackness after five or ten decades. Something has changed recently- your memories of millennia of honor, glory and warfare have come back to you in a rush, and for the first time since the Civil War, you are consciously aware that you are not quite human. Your returning memories have brought with them a thirst for adventure and intrigue, and once again, you have picked up the sword. But your ancient enemies have re-awakened as well, and in the shadows of the world, you and other Immortals battle for supremacy.

Appearance

Aside from their scars and the intensity of their stare, Immortals are identical to short-lived humans. On their first mortal life, they were ordinary humans, until something changed. Many bear the marks of this change hidden somewhere on their bodies- alien crystals imbedded beneath the skin of their back or breast, luminous runes covering forearms and thighs, an unhealing wound that has bled continuously for 2,500 years, and never closed in their abdomen. Whatever the strange mark of their Immortality, the Immortal can conceal it with a little care and properly concealing clothes.

All Immortals tend to be a little bit exotic, often appealingly so. Their accents are strange and alluring. They wear strange and colorful clothing that hints at cultures long vanished, and have a quiet strength in their dark eyes.

Reproduction

Immortals love like humans, but they cannot father children nor carry a child to term. Whatever strange origin created the Immortals, it also limits their

numbers, and prevents Immortal blood from being passed down to what would be a geometrically expanding population of Immortal-spawn. Noone knows how many Immortals exist in the world, but their numbers are relatively small, possibly fewer than 1,000 world wide, with most of those in hiding somewhere.



Names

Immortals have ancient names that predate the modern world by millennia. Many have unusual names that draw upon Sumerian, Mesopotamian or Babylonian culture, while some of the oldest Immortals have names from even more ancient cultures, from civilizations that never made the official history texts, such as pre-Cataclysm Atlantis. Over the centuries, Immortals have answered to false names of every tradition and description.

Size and Type

Immortals are Medium humanoids with the Psionic subtype and as such receive no special bonus or penalties due to their size. Immortals have a base land speed of 30 ft.

Ability Score Modifiers

+1 CON, +1 WIS, +1 INT

Immortals have an edge against ordinary humans. They are tough, hearty and battle ready. Their immortal lifespan gives them mental serenity and a scholar's intellect, even if they can't quite consciously remember all of it.

Languages

Immortals speak the most common language of the campaign (usually English), and one other modern language of choice. They can speak and are literate in a number of archaic Earth languages equal to twice their INT modifier, in addition to bonus languages for having a high INT score, if any.

Racial Skills

You have lived every battle and bloodsoaked day in history, and can draw upon its lessons. You receive a +2 racial bonus on Knowledge (history) and Knowledge (tactics) checks.

Immortal Experience (EX): Let the scholars have their dusty books, and the archeologists their potshards. Your millennia-long life has given you a unique insight on history. By virtue of your long life and wealth of experience, you can use any skill untrained, even those skills that are normally Trained Only.

By spending an action point, you do not need to make a skill roll and effectively receive a +21 result on any INT or WIS based skill. The only exceptions to this skill onus are Computers and any Craft, Repair or Knowledge skill dealing with subjects or technology that have been in existence for less than 100 years.

Immortality (SU): Immortals cannot die. As an Immortal, you cease aging and no longer suffer the physical effects of aging. You have no maximum age.

If suffering ability score penalties due to age, these penalties vanish when you become Immortal. Bonuses for age and wisdom continue to accrue.

Immortal characters become immune to non-magical disease and poison.

If an Immortal character is slain (reduced to -10 HP or worse), he or she will naturally regenerate and return to life with 1 HP within 1d4+1 hours. This resurrection occurs even if the Immortal's body is mutilated, but does not occur if the Immortal's body is completely destroyed or slain by a death effect (burnt,

| D12 Result | Death or Means of Mutilation That Defeats the Immortal's Resurrection |
|------------|--|
| 1 | Decapitation |
| 2 | Strangulation, drowning or binding/sealing the corpse's throat |
| 3 | Body sprinkled with salt or lime |
| 4 | Body is disjointed (every major joint or limb severed) |
| 5 | Body is buried on consecrated ground |
| 6 | Destruction of the brain, either before or after death |
| 7 | Removal of the heart, liver, lungs or other vital organ after death |
| 8 | Body is tightly bound with ritual cords or chains (can return to life if bindings are later removed) |
| 9 | Corpse is stuffed with garlic, rosemary or some other herb or plant matter |
| 10 | Corpse's eyes or tongue must be removed |
| 11 | Immortal must be defeated by, or body must be mutilated by a woman. |
| 12 | Body must be excarnated by scavengers |

dissolved in acid, atomized, disintegrated, ect). Immortal characters do not suffer level loss or ability score penalties for returning to life in this manner, but may not be returned to life by any other means.

Immortal characters cannot choose not to return to life when slain. Their regeneration is out of their control and cannot be suppressed normally.

The Immortal's player or GM either chooses or rolls randomly for a means of death or post-mortem mutilation that will prevent resurrection. If the Immortal is slain or mutilated in the following manner before the regeneration period ends, he or she will not return from the dead naturally, but may be resurrected by other means.

Immortals and Action Points

Immortal characters cannot use action points for 24 hours after returning to life. If slain again before this period ends, they cannot use action points for 10 days after returning to life the second time.

What Created Immortals?

The exact origins of the Immortal race are left deliberately vague. Despite their long memories, no Immortal recalls what changed them from human to Immortal, and most only have dim, dream-like memories of their first mortal life. Immortals may be demigods, fallen angels, the world's first and greatest Psions, a race of humanoid aliens stranded on Earth, the products of an alien uplift or genetic tampering by god like aliens, or virtually anything else that suits your campaign.

Player Race: Media Slave

Medium Human

Media Slaves are the humanity of a parallel earth.

On this distant world, the Roman Empire never collapsed, and the *ludi* (gladiatorial schools) which provided fighters for the great games evolved and matured into planetary mega-corps. In this reality's alternate present, the *ludi* have grown to dominate a high-tech, relentlessly materialistic and crushingly over-populated planet. *Ludi* compete fiercely among themselves for rating and market share, filming sadistic gladiatorial combats which consume celebrity-slaves by the millions. On this world, television is life, and to be a winner means survival for another day.

Appearance

Media Slaves are a strange race of mankind.

They resemble *homo sapiens* from the Psi-Watch reality, but often have a few physiological oddities that set them apart from Earthers. Most Media Slaves are a racial mix atypical on our Earth, possessing olive skin, gleaming golden hair, worn long and piercing eyes that are either as black as night or as blue as the midday sky. The race has been bred and genetically engineered, over the course of centuries, by the *ludi*. Media Slaves are lean, graceful athletes-perfect physical specimens with the kind of small firm breasts and taut abs that drive noble-born viewers wild.

Media Slaves favor light armor and exotic hand weapons. They trust their mobility more than they do heavy armor or *bucksteel*, and have been psychologically conditioned to view guns as a cowardly, unspectacular weapon. Media Slaves are flashy, showy combatants, who prefer to go for 'big box office' and drag out fights as long as possible to build drama. When they kill, Media Slaves go for arterial strikes, instinctively turning their camera eyes to catch the spray of blood from the most artistic angle.

Reproduction

Media Slaves reproduce like humans, but while their physiology is identical, their sexual mores

are very different. The race has no taboo against voyeurism, nor against public sex, and most tend to be exhibitionistic and sexually forward. Virtually all Media Slaves, of both gender, are bisexual, but no Media Slave will ever take a lover that isn't physically perfect. Media Slaves stranded on our Earth must struggle

to contain their revulsion for the relatively unattractive, unmodified breed of humanity native here. Similarly, Media Slaves are uncomfortable, and often phobic of the elderly. Media Slaves tend to die young, in the slave arena. In his home dimension, a Media Slave that lives to be thirty is likely to be euthanized rather than allow his prowess to wane.

Names

Media Slaves have trademarked, copyrighted and legally binding names assigned to them by the head trainer of their ludi shortly after puberty. Use the random codename generator in this sourcebook to design a name for your Media Slave hero or heroine.

Size and Type

Media Slaves are Medium humans, and as such receive no special bonuses or penalties due to their size. Media Slaves have a base land speed of 30 ft.

Media Slaves are fully human, though their cultural differences are vast. Media Slaves can select

feats, talents and classes unique to humans, as well as abilities unique to their own culture.

Ability Score Modifiers

+2 DEX, -2 INT, +2 CHA.

Media Slaves are superhumanly nimble and have a confidence trained by a life time of performances in various minor arenas. However, their culture does not require much thought on the part of a slave, and most Media Slaves are kept intentionally ignorant, to better control them.

Enhanced Senses

Media Slaves have superior vision thanks to generations of selective breeding and nanotech cameras implanted in their optic nerves. They receive *lowlight vision*.



Though it rarely comes up in game for a Media Slave operating on Earth, everything the Media Slaves sees or experiences is recorded via nano-cams and transmitted wirelessly across the dimensional gap. These recordings are edited for time and condensed for drama, and become reality TV in their home dimension. At the GM's option, these recordings can also provide valuable intelligence to enemies from their home reality.

Languages

Media Slave speak an evolved and highly complex form of Latin native to their home dimension, as well as the most common language to the campaign (usually English). Highly intelligent Media Slaves may choose bonus languages normally.

Racial Skills

Media Slaves are natural athletes and commanding gladiators. They receive a +1 racial bonus on Bluff, Tumble and Jump (Acrobatics) checks. In addition, select one Perform skill of choice (usually Act, Oratory, Sing or Bloodsports), which

becomes the Media Slave's specialty; the Media Slave receives a +3 bonus on checks with that skill.

Showstopping Strike (EX): Media Slaves are trained from an early age to prolong a fight to up the ratings. When choosing to inflict subdual damage, the Media Slave may attempt a DC 18 Perform (act or bloodsports) check. If the check is successful, the Media Slave inflicts additional subdual damage equal to the amount he beat the check by. This ability is usable once per round.

Television Warrior (EX): You grew to maturity in a parallel reality ruled by predatory, media mega-corps. Every aspect of brutal life and death on this reality was focused around lethal gladiator games broadcast live as reality show snuff films. Somehow you escaped, to a world where the media is a tame housecat, not a rabid lion that devours young lives by the million.

You fight at your best when broadcast live, making you a poor fit for stealth operations. If you spend an action point to boost any attack or damage roll, or to boost your Defense Score or activate a combat ability, you may attempt a DC 15 Perform (any) check. If this check is successful, you retain the action point. You may only use this ability when you know your actions are being filmed/recorded or broadcast electronically.

Media Obsession (EX): Media Slaves are fascinated by Earth's pop culture and can devour hours of TV in a single sitting. They receive a +4 racial bonus on Knowledge (pop culture) checks. However, Media Slaves have little interest in formal education. Media Slaves consider all other Knowledge skills to be cross-class skills.

Media Slaves are illiterate by default. The Media Slave must spend two skill points to become literate in any language he or she can speak.

Restricted Starting Occupations: Media Slaves can only choose between the following starting occupations, reflecting the deadly servitude the race toils under.

- Athlete
- Celebrity

- Gladiator
- Military
- Tube-Grown

Media Slaves of the Culture

If you want to include Media Slaves, but don't want to include their celebrity obsessed, death-fixated home dimension in your campaign, you can do so. Simply change the race's back story so that they represent the undercaste of Culture society. These bold warriors fight and die for the amusement of decadent Culture nobles, and occasionally, an especially dangerous rebel will escape to a new life on Earth.

Ultrazons

Medium Humanoids (Psionic)

Ultrazons are an exclusively female race that sustains itself through innovative cloning procedure, and hides from the outside world behind a high-tech dimensional barrier. Ultrazons are an isolated offshoot of the Culture, who fled to Earth to establish their hidden enclave more than 5,000 years ago. Rumors of the Ultrazons' existence lead to myths of Amazons, harpies and succubi.

The Ultrazons colonized an uncharted archipelago between Sumatra and Australia, hiding their island homes behind a space-fold. Ordinary humans cannot reach the island chain. Their vessels pass through the space where the Ultrazon archipelago lies hidden, invisible and intangible, as easily as they would a fog bank. Static over the radios, or the occasional sight of wonders, glimpsed out of the corner of the eye... these are the only signs of the Ultrazon Archipelago perceptible to ordinary human sailors.

Appearance

Ultrazons are powerfully built humanoid females that stand well over seven feet tall, and weigh upwards of 300 lbs of dense, lean muscle. Over the millennia, Ultrazons have incorporated human genetic material into their race, choosing the best DNA from female Psions, terrorists, athletes and warriors of every ethnicity. As such, Ultrazons tend to be significantly lighter than their Culture ancestors, and



have greater physical diversity. Every skin tone and shade of eye or hair found in the outside world is represented somewhere on the Ultrazone Archipelago.

All Ultrazones are tanned and fit, and like their Culture ancestors, they decorate their bodies with spiraling, nano-infused tattoos that serve as light body armor. Ultrazones wear blood red breast plates and golden or silver armor when waging war or adventuring, and go nude or nearly so during times of peace. Ultrazones are skilled warriors, who favor exotic melee weapons of unique design, especially baroque pole arms.

Reproduction

Ultrazones have been an exclusively female species for so long they have lost the ability to reproduce sexually. Now, the race sustains itself by cloning new daughters. Children are raised communally until they enter their early teens, before the young Ultrazone is apprenticed to an elder warrior. Ultrazones have a lifespan that stretches across three centuries, and an Ultrazone maiden's apprenticeship

can last nearly five decades, making even the youngest Ultrazone a potentially deadly opponent.

Ultrazones are exclusively female and thus, exclusively lesbian. Ultrazones are a monogamous folk, typically, choosing a mate at the end of her apprenticeship and staying bonded until death. An Ultrazone whose lover dies typically commits ritual suicide, after executing her beloved's murderer, if necessary. Very few Ultrazones remarry. Ultrazones traveling in the outside world find human males fascinating and intriguing, but it is the intrigue of a naturalist examining a tiger or colorful rainforest parrot, not the lustful appraisal of a woman sizing up a potential lover.

Names

Ultrazone names are taken from an obscure and archaic Culture dialect. When translated into English, these names are aggressive, action oriented and memorable. Use the random name chart in this sourcebook to generate an Ultrazone's birth name.

Size and Type

Ultrazons are Medium humanoids with the Psionic subtype, and as such receive no special bonus or penalties due to their size. Ultrazons have a 30 ft base landspeed.

Ability Score Modifiers

+1 STR, either +1 DEX or +1 CHA.

Ultrazons are physically superior specimens, created by aeons of selective breeding and genetic modification. They are natural athletes with well rounded mental and physical gifts, without any major weaknesses.

Enhanced Senses

Ultrazon eyes are bright and keen. The race receives lowlight vision.

Languages

Ultrazons speak Culture and the most common language in the campaign (often English). They may choose bonus languages normally if highly intelligent.

Racial Skills

Ultrazons revere athleticism and physical contests are a common past time. They practice track and field events, gymnastic competitions, throwing the discus, wrestling and other combat sports for recreation. . . and to condition their bodies for adventure. Ultrazons receive a +1 racial bonus on all STR-based skill checks.

Steel Skinned (EX): Ultrazon flesh and bone is significantly denser than human tissue. Ultrazons receive a +1 natural armor bonus to Defense. This bonus increases to +2 at 10th level.

Intimidating Size (EX): Though Medium sized, Ultrazons are imposing physical specimens. They are treated as being size Large when making Intimidate checks (receiving a +4 bonus), and when making a grapple check. (In *Pathfinder Roleplaying Game* terms, this means receiving a +1 size modifier to CMB and CMD.)

Athenian Ultrazons

Galaxy Command's Athenians are an exclusively female race of honorable warriors. By default, Athenians are just female Humans with their floating racial ability score increase sunk into STR or CON. However, if you want to make your Athenians more than just reskinned humans, the Ultrazon race is an absolutely perfect fit.

New "Character Builder" Races

The following new races are designed for use with Otherverse Games' modular character builders: *Fursona* and *Synthetic Heroes*. They reflect the tropes of early Image Comics, and allow you to build impressive Anthro heroes that look more like Feral or Cougar than Omaha the Cat Dancer, or battle-ready robot heroes like Diehard rather than traditional androids.

New Order: Mutant

Requires the Use of Fursona: The Definitive Guide to Creating Anthropomorphic Characters, Otherverse Games, 2011

Mutants are the unwanted byproduct of the genetic revolution. The genetic triggers for mutancy are randomly distributed among the human population. It is virtually impossible to predict mutant births, though the children of two mutants are almost always mutants themselves. With powers and deformities that emerge during the hormonal surges of puberty, mutants are condemned to a life of violence and suspicion.

Appearance: Each Mutant is a species of one.

Even closely related mutants could easily be mistaken for members of different species, depending on how their mutant genes express themselves. None of them can easily pass for human, and at least among mutie-porn starlets, few even bother to try. Some are as hideous as a nightmare and others are strangely alluring.

Fur and feathers, living glass skin, chrome scales, prehensile tails, centaur-like legs, glowing eyes, gill slits, insectoid wings like stained glass. . . Mutants

may display any of these eye catching deformities, and a hundred more besides.

Ability Score Modifiers: +4 CON, -2 CHA. Beneath all their diverse crop of mutations, Mutants are phenomenally healthy and robust. Most mutants are athletic by human standards, and are virtually never ill. Unfortunately, even the most outwardly confident Mutant is often plagued by self doubt and more than occasional self-loathing.

Racial Skills: Mutants are creatures of the street, unwelcome in polite society. They receive a +2 racial bonus on Intimidate checks, as well as Knowledge (streetwise) or Knowledge (local) checks, as appropriate to the campaign type.

Enhanced Senses: Mutants possess lowlight vision.

Psionic (EX): Mutant characters have the Psionic subtype, and may freely select Psionic Precursors and Psionic Powers, described fully in the Psi-Watch Campaign Setting.

Mutant Genome (EX): All Mutants have extraordinary physical abilities, with some developing even more impressive mental and Psionic gifts, but virtually all Mutants suffer corresponding deformities and genetic defects. All members of the Mutant order receives one gamemaster chosen Disadvantage, selected from those available in Fursona, Fursona II, and this sourcebook. Mutant characters receive no bonus build points for this mandatory Disadvantage.

However, if the Mutant chooses to select additional Disadvantages, he or she receives three (3) build points per Disadvantage, not two (2) as is typical for other anthro characters.

If you are using Fursona rules with the Accidents of Birth sourcebook (Otherverse Games, 2011), Mutant and Radiation Freak anthros are considered “those who endure”. They are mutants who always randomly determine drawbacks, and choose their beneficial mutations.

Favored Racial Traits: The following major racial traits are favored by members of this order.

Attribute Excellence (STR), Acidic Blood, Blindsight, Breath Weapon, Chameleon Skin, Chemical Burn, Continual Evolution, Darts, Fast Healing I, Flexibility, Hood Stamp, Powerful Build, Powerful Kick, Size: Large, Strong Life Force, Squick, Sprint, Toxin Immunity, Voltaic Skin

New Order: Infernix

Requires the Use of Fursona: The Definitive Guide to Creating Anthropomorphic Characters, Otherverse Games, 2011

The burning locked world of Infernus, at the edge of the radioactive, cosmic death zone called the Galactic Scar might as well be hell. Its inhabitants are hulking savages, with skins that burn in the night like boiling blood. Infernus is a superheated hell world- its atmosphere is mostly sulfur, its land a broken patchwork of razor sharp basalt split by serpentine rivers of radioactive magma. Earthquakes scar the land, and endless volcanism churns the world.

The Infernix have served the Blooded Ghost race for centuries, and the demonic aliens are among the most feared shock troops in this, or any, galaxy. Desperate to escape their hellish homeworld, Infernix sign lifetime contracts in their own blood, binding themselves body and soul to a Blooded Ghost master. Infernix mercenaries, stranded on Earth after one disastrous engagement or the other gave rise to legends of devils, djinn and monsters. Infernix only sneer at these tales- our Hell is their back story.

Appearance: Infernix are muscle bound behemoths, with skins the color of clotted blood. Appearance varies wildly among the fiery world’s various tribes, but all Infernix have rough, sandpapery hides studded with brownish calcium deposits and short, hooked spines. Most Infernix have impressive horns, like those of a longhorn steer. Their eyes are small, dark and iridescent, and they have boar-like tusks that constantly regenerate.

Infernix feet end in cloven hooves, which their artisans carve into intricate bas reliefs. Infernix go nude or nearly so, disdaining armor as an affectation for weaker races. Their genitals are horrible, hooked



abominations lined with razor sharp quills. The race decorates their bodies with extensive scarification, and tattoos geometric designs on their face, chest and arms in a black so deep it seems almost purple. Infernix stranded on Earth sometimes adopt a violent, gothic style, wrapping their muscular bodies in rusting chains, or sheathing themselves in ripped leathers.

Ability Score Modifiers: +4 STR, +2 CON, -2 WIS. Infernix are physical powerhouses, but their senses are dulled by the cruel conditions of their homeworld, and they run very close to the edge of madness even during the best days.

Minimum Size: Due to their sheer bulk and inhuman toughness, even the smallest Infernix is size Medium. Most are Size: Large, and they lord their power and toughness over weaker members of their race.

Racial Skills: Infernix are talented hunters, who can find enough to live on even in the sandblasted,

blackened canyons of their homeworld. Infernix receive a +2 racial bonus on Survival and Intimidate checks.

Enhanced Senses: Infernix possess Darkvision with a 60 ft range.

Free Racial Traits: Infernix possess Horned as well as either Natural Weapons (claws, hooves) or Quills. Infernix gain Fire Resistance 15.

Cold Vulnerability (EX): Infernix are ill adapted to cold, and take double damage from Cold based attacks, or normal damage on a successful save.

Favored Racial Traits: The following major racial traits are favored by members of this order. Traits marked (F3) can be found in *Fursona III* (Othervers Games, 2012).

Attribute Excellence (STR), Bone Weapons (F3), Breath Weapon, Burn Blood (F3), Bullet Proof Skin (F3), Darts, Execution Beast, Hard Dying, Hoof Stamp, Multiple Arms, Natural Armor, Powerful Build, Size: Large, Strong Life Force, Winged Flight

Restricted Starting Occupations: Infernix culture is warlike and savage in the extreme. Planetary society has been frozen at the tribal level for aeons. Generations of mercenary service to the Blooded Ghosts has evolved Infernix society in only one way....the tribes now kill each other with energy weapons instead of with blade and talon. Nothing else has changed.

Infernix can only choose starting occupations that fit into the Combat starting role.

New Order: Liefeldia

*Requires the Use of Fursona:
The Definitive Guide to
Creating Anthropomorphic
Characters,
Othervers
Games, 2011*

The Liefeldia (named for the mercenary/ anthropologist who first discovered the species) are a new evolution of the feral mutants that call the Land of White Jaguars home. Created over several generations of interbreeding, the Liefeldia are the sons and daughters of the Land's most physically powerful Felis and Lycos anthros, not to mention the other animalistic mutants that have heeded

the savage call of the Land. Liefeldia are emerging as the new alphas of Land packs- sleek, powerful, confident and blood thirsty.

These bold anthros are a rising voice in Land politics. More than any other feral citizen of the Land, Liefeldia seek out and win mercenary contracts with outsiders. Doing so allows young Liefeldia to prove their strength and valor, and win the high-tech weapons that will finally allow them to overthrow the timid 'kittens' currently ruling the Land. Liefeldia have



no love for Bubastis Black and her policy of appeasement towards the humans- they would prefer to cleanse the entire Yucatan Peninsula of humanity in one blood-soaked night of rage, and transform the Land of White Jaguars from a few isolated villages into a true feral nation.

Appearance: Standing slightly smaller than a tall man, Liefeldia are compact bundles of sleek, agile muscle. Their compact bodies are sheathed in a short, velvety pelt- usually a solid bone white, fog grey, or brown. Some Liefeldia females have brighter pelts that are a muddy crimson, gold or calico. Liefeldia faces are humanlike but belong to no recognizable *homo sapiens* ethnicity. Their noses are sharp and bladelike, their expressive ears ending in sharp, elven points. Their intense, golden eyes are eagle keen, and are slitted like a hunting tiger's. Liefeldia naturally have fangs and razor sharp talons, and are taught to wield these fearsome natural weapons from the moment they can crawl.

Ability Score Modifiers: +2 DEX. Liefeldia are incredibly agile, and move with silent, feline grace.

Racial Skills: Liefeldia are jungle hunters without equal. They dance through the canopy with greater ease than a 10 lb lemur, and kill at their pleasure. Liefeldia receive a +2 racial bonus on Climb and Survival checks.

Enhanced Senses: Liefeldia receive lowlight vision and gain the *Scent* special quality.

Free Racial Traits: Liefeldia receive the Bite and Natural Weapons minor racial traits as free racial traits.

Stylish Warriors (EX): Liefeldia receive one of the new starting traits described in this sourcebook as an additional free racial trait. Males receive the Warrior's Mane starting talents. Female Liefeldia receive either the Bad Girl's Blades or Seductive Physique starting talent.

Favored Racial Traits: The following major racial traits are favored by members of this order. Traits marked (F2) can be found in *Fursona II*, while traits marked (F3) can be found in *Fursona III* (*Otherverses Games*, 2012).

Adrenal Surge, Attribute Excellence (DEX), Blood Lust, Burn Blood (F3), Ferocity, Hard Dying, Jinx, Nine Lives (F3), Sprint (F2), Tireless, Wyld Shape (jungle cats)

New Design Scheme: Patriot Wardroid

Requires the Use of Synthetic Heroes: The Definitive Guide to Creating Robots & Androids (Otherverses Games, 2011)

Patriot Wardroids are the latest American military innovation- artificially intelligent combat robots sheathed in red, white and blue reactive armor. Able to bend the barrels of tanks and capable of holding their own in a casual dogfight, these robotic warriors are programmed for utter loyalty to the United States and its military interests.

Appearance: Patriot Wardroids have a humanoid and vaguely masculine appearance. Their dense Kevlar musculature and titanium skeletons are sheathed in bullet proof red, white and blue rubber. Their upper torsos, shoulders, head and groins are protected by heavier hard armor, also decorated in patriotic colors. Patriot Wardroids are heavily armed, often implanting machine guns or energy weapons in their forearm bracers. Patriot Wardroids have fully artificial faces sheathed in colorful rubber or hidden behind bulky combat helmets and goggles, and make no attempt at passing for human.

Patriot Wardroids speak with a deep, paternal voice. Their vocal systems are designed to convey strength, authority and dominance. A Patriot Wardroid's vocabulary is precise and militaristic.

The US Government recognizes three 'classes' of Patriot Wardroid, based on size and capability. They offer some suggestions for spending points on traits.

Preamble Class: Preamble Class Wardroids are light, fast scouts. They are designed for close-in combat and infantry work.

Minor Racial Traits: Racial Skill Programs (+2 Climb, +2 Move Silently, +4 Hide)

Major Racial Traits: Attribute Excellence (DEX), Combat Technique Database
Disadvantage: Animal Unfriendly

Declaration Class: Declaration Class Wardroids are the most common type of these robot- they are designed as superhuman close-air support androids.

Minor Racial Traits: Ammo Feeder

Major Racial Traits: Laser Ranging, Flight Systems, Secured Sensors

Disadvantage: None

Constitution Class: The hulking Constitution Patriot Wardroids are walking heavy weapons platforms.

Minor Racial Traits: Hard Hitting

Major Racial Traits: Exo Plating, Flamethrower, Size: Large

Disadvantage: Non-Standard Proportions

Ability Score Modifiers: +2 STR, -2 INT, +2 WIS. Patriot Wardroids are strong willed, perceptive and able to punch through plate steel. However, they are staid, conservative and unimaginative.

Racial Skills: Patriot Wardroids are natural tacticians programmed with countermeasures for every strategy ever employed by America's enemies. They receive a +3 racial bonus on Knowledge (tactics) checks.

Weapon Proficiency: Patriot Wardroids are proficient with all Simple and Martial Weapons and with Personal Firearms.

Enhanced Senses: Patriot Wardroids have lowlight vision and Darkvision with a 60 ft range.

Base Purchase DC: 22 + 1d6

Flag Draped (EX): Patriot Wardroids receive the Flag Draped starting talent, from this sourcebook, as an additional racial trait. This does not count against their normal starting trait limit.

Onboard Firearms (EX): Patriot Wardroids receive the Onboard Firearms minor racial trait, usually choosing an onboard weapon statistically equal to an M-16 assault rifle.

(2d8 ballistic damage, 20 crit, 80 ft range increment, semi & full auto capability, 30 round box magazine)

Favored Racial Traits: The following major racial traits are considered favored by members of this design scheme. Traits marked S2 are found in *Synthetic Heroes II*.

Advanced Avionics (S2), Combat Technique Database (S2), Damage Immunity, Damage Reduction, Defensive Logic Upgrade, Electronic Countermeasures, Exo Plating, Flamethrower (S2), Flight Systems, Integral Energy Weapons, Laser Ranging, Reconfigurable Components (S2), Secured Sensors, Self Destruct Systems, Stun Strikers

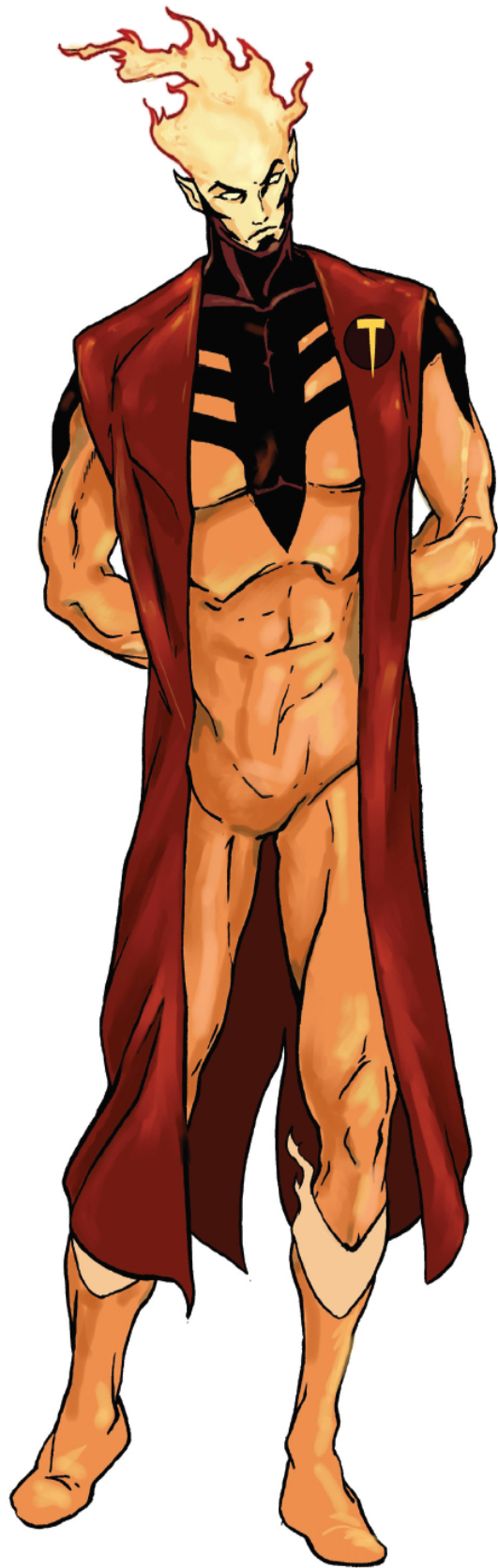
Elven Subraces Common to the Psi-Watch Campaign Setting

The following races are a modification of the Elven race from the *Pathfinder Roleplaying Game*, adapted to a Psi-Watch campaign. Like traditional Elves, these new 'modular' races are haughty and arrogant, infamous not only for their imperious natures, but their skill with bow and blade, physical beauty and impressive psi-potential.

Clyis Sheloque

Suggested Modifiers: Deceptive, Elven Mentat, Elven Seduction

The Clyis Sheloque are an ancient Elven bloodline that intermarried with the Culture two million years ago, ending a long conflict between the two races. Over the intervening eons, the two races became more like one another. The Clyis Sheloque have dark chocolate skins decorated with moving gold and crimson tattoos- in that respect they resemble any other high-caste member of the Culture. However, Clyis Sheloque have the typically Elven ears, a trait they have exaggerated through centuries of selective breeding. A Clyis Sheloque's ears are nearly 18 inches long, mobile and highly expressive. Females of the race tattoo the whole inner surface of the earlobe a vibrant crimson.



Clyis Sheloque are among the highest born of the Culture. The race is political, manipulative and cold. They have little compassion for other species, seeing Elves of the Culture as the only true sentient life in the galaxy. They are insufferable even to other

members of the Culture, and are frankly genocidal against 'lesser races' like Blooded Ghosts or Humans.

Star Elves

Suggested Modifiers: Alloyed Subdermis, Star Elf, Techno-Elf

Star Elves are space-adapted humanoids sustained by organic nuclear reactions. Star Elves are a nomadic race- their tribes travel the galaxy in arc-ships carved from asteroids and propelled by molecule thin solar sails that stretch across a thousand kilometers of space. Star Elves are allies of the Culture and consider the Neon to be a client state. The elder Star Elves in any given clan will have dozens of mind-bonded Neon slaves.

Star Elves on Earth are usually either a survivor of a crashed starship or one of their descendents. Star Elves share the stereotypical Elven love of nature, but to a Star Elf, the most perfect expression of natural beauty is the cold, radioactive void of deep space.

Few Star Elves are found on Earth, and those who are usually work tirelessly with any faction capable of returning them to space. Over its history, a few Star Elves have worked with Psi-Watch, trading years of service for passage off planet. Metamorphosis North has recruited dozens of Star Elves over its history- a few have even survived to the end of their contracts, but most are sadistically interrogated by Vose's inner circle for any scrap of useful tactical data about the Culture, before being vivisected.

The following racial traits are available to Elves, which can modify them into Star Elves. Players can choose as many alternate racial traits as they want, so long as none of the alternate traits replace the same basic racial trait.

Alloyed Subdermis (EX)

Available To: Elf

Replaces: Elven Magic

Generations of selective breeding and nano-tech enhancement have fortified your smooth skin with long-chain polymers. Your armored skin is almost indistinguishable from unmodified flesh, with the

densest areas of polymer enhancement visible as gleaming chrome tattoos. Your alloyed subdermis provides you with a +1 natural armor bonus to Defense and gives you Force Resistance 2.

Changeling (SU)

Available To: Elf

Replaces: Elven Magic

You were born with unconscious empathic and an extremely low level shapeshifting talent. Your body unconsciously changes to mimic your lovers' (or prospective) lover's ideal partner. The changes are minor, taking several weeks to complete, but are comprehensive and startling when viewed in total. An Elf with the Changeling trait may subtly change the proportions of their facial features, gain or lose weight, darken or lighten their skin, change hair style or other physical alterations, all of which are unconscious.

Deceptive (EX)

Available To: Elf

Replaces: Keen Senses

Elves make excellent spies, and Elves stranded on Earth often gravitate to the intelligence and black ops underworld. You receive a +2 racial bonus on Bluff checks.

Elven Mentat (EX)

Available To: Elf

Replaces: Elven Magic

You gain the Psionic subtype and may select Psionic Feats and Psionic Precursors. In addition, the saving throw of any Psionic ability you generate is increased by +2.

Elven Seduction (EX)

Available To: Elf, female gender

Replaces: Keen Senses

Elven women are renowned as the most glamorous females in the Multiverse, and you prove that truism every day of your long life. When making any sexually oriented Bluff or Diplomacy check against a humanoid or monstrous humanoid who would be attracted to your gender, you roll 2d20 and take the better of the two rolls.

Imperial Strike (EX)

Available To: Elf

Replaces: Weapon Familiarity

Your race has been adopted as a trusted client state within the Culture, and your Elven haughtiness has only been magnified by your long association with the justifiably arrogant Culture. You receive a +1 insight bonus on damage rolls made against non-Elven characters, which increases to a +2 bonus against Blooded Ghosts.

Star Elf (EX)

Available To: Elf, Half-Elf

Replaces: Elven Immunities (Elf, Half-Elf)

Your skin shines like burnished gold or smooth, untarnished silver, and your body temperature is equal to a high yield breeder reactor. Instead of hair, room temperature plasma vents from the top of your skull, crowning you in impressive fires. You become immune to suffocation and hard-vacuum, and receive a +4 racial bonus on all FORT saves against radiation. Your flame-like hair sheds light like a torch, and imposes a -4 racial penalty on Hide (Stealth) checks, as the luminosity cannot be suppressed.

Swiftling (EX)

Available To: Elf

Replaces: Elf ability score modifiers, Keen Senses

Your breed of Elf is especially nimble. Your bones are hollow carbon-boron matrixes, light but incredibly strong, and your lean musculature is designed for extreme speed and heightened 'fast twitch' reaction time.

You gain the following ability scores, rather than the normal Elf attribute modifiers.

+4 DEX, -2 CON.

In addition, your base land speed is 40 ft. If you gain a flight speed, it is increased by +10 ft.

Techno Elf (EX)

Available To: Elf

Replaces: Elven Magic

Unlike dirt-bound Elves, your people embrace technology, and have pioneered revolutionary forms of technomancy. You receive a +2 racial bonus on Craft (electronics, firearms) and Repair checks. Your culture embraces cybernetic augmentation enthusiastically. You may safely withstand an additional number of implants (or points of Drain) equal to your CHA modifier before suffering negative levels.

New Powered Hero Enhancement Protocols

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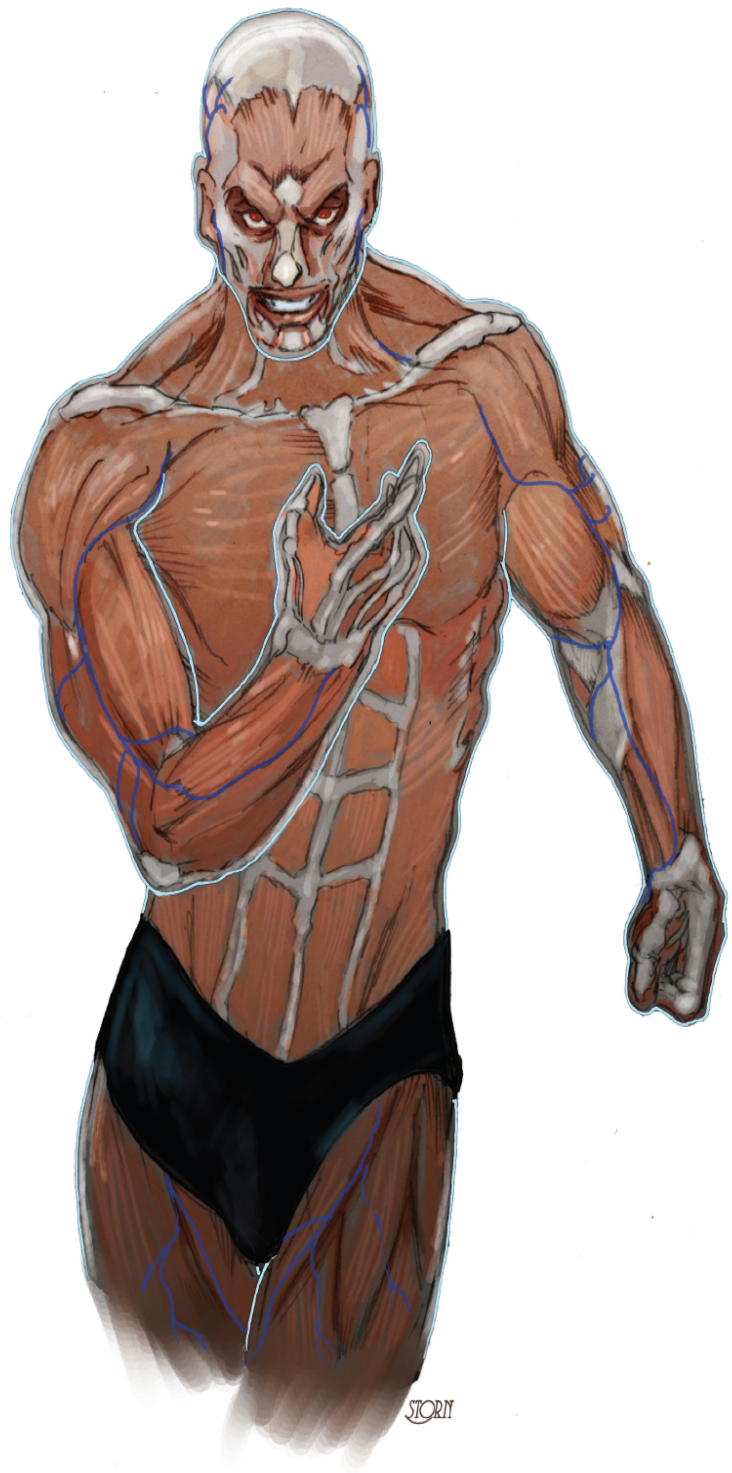
The following new kinds of Enhancement Protocols create new breeds of Psi-Watch specific superheroes. They expand on the options described in *Powered Hero Evolution* (Otherverse Games, 2012), and include everything from archeologists mutated by starship crashes to disgusting teen superhumans to psychic ninja cultists.

Gross Out

Examples: Freex (Ultraverse), Marrow and other Morlocks (Marvel), The Jokers (Wild Cards novel series)

Gross Outs are teenaged mutants gone wrong, the unwanted by-products of the nanotech age. Gross Out Powered Heroes have incredible, barely controlled physical abilities as a result of a nano-tech infection that entered their body through a simple cut or scratch and now hides within their twisted marrow. Gross Out outbreaks are becoming more and more common throughout the continental US, and Gross Out superhumans are victims to the same prejudices that Mutants were in earlier years, before they earned their civil rights during the early 1980s.

Some jurisdictions, especially in Florida and Georgia, have shoot on sight orders for unregistered Gross Outs. Everywhere else, Gross Outs are quarantined by the US government in super-max security hospitals, where they are probed, tested and sometimes even vivisected in the name of the greater good. Those who can escape the government (and the still active mutant-killing "Hunt Clubs" scattered throughout the country) have few options. Most become shoot fighters on the underground fighting circuit, while the toughest might pick up day work as mercenary thugs for some local gang or terrorist cell. A very lucky few might hook up with the Mutant Underground, and are guided to one



of the few sanctuaries willing to take in Gross Out refugees. Most Gross Outs die before their 19th birthday....

Restriction: The Gross Out Powered Hero protocol can only be chosen by a first level character in the young adult age category or younger.

The character must have chosen one of the following starting occupations: Criminal, Gladiator, Outcast, Predator, Scavenger, Wild Psion.

Alternatively, the character can have one of the following Psi-Watch specific starting occupations: Feral Mutant, Meta-Ganger.

Skills: Gross Outs know how to strike terror (it's the best part of being a mutant horror, after all) and know how to keep to the shadows. They receive a +2 bonus on Intimidate and Hide (Stealth) checks.

Bonus Feat: Choose one (1) from the following: Animal Affinity, Brawl, Deceptive, Endurance, Great Fortitude, Low Profile, Power Attack or Toughness.

Allowed Powered Hero Talent Trees: Flyer, Healer, Mega-Scale Strength, Microbe, Peak Human, Reflex, Regenerator, Shapechanger, Summoner, Warform

Class Modifications: Gross Outs can never pass for human. They automatically fail ordinary Disguise checks (though not Disguise checks made in conjunction with Shapechanger talents). Gross Outs can never select the Changeform talent from the Warform tree.

Double Gross Out (EX): Gross Out Heroes choose two talents from their first Powered Hero talent tree. Gross Out Powered Heroes suffer a penalty on their CHA score equal to the total number of Powered Hero talents they possess. However, their CHA score is always considered to be 10 + the number of Powered Hero talents they possess for the purpose of Intimidate checks only.

Gross Outs have physical deformities that hint at their superhuman powers. Gross Outs are among the most hideous creatures ever to call themselves (reluctant) superheroes. A superstrong Gross Out might have twisted, spasming musculatures threaded with cord-like, pulsing veins. A flying Gross Out might have tattered wings made of naked muscle and intestinal tissue. A Gross Out capable of size changing might have waxy flesh that hangs too loose over misproportioned bones. A summoner Gross Out might vomit up toxic sludge that quickly grows into

monstrous servants or birth shortlived, hideously deformed 'babies'.

Power Star

Examples: Hardcase (Ultraverse), Wonder Man (Marvel), Rebel (Dark Horse)

Power Star super humans are celebrity heroes, blessed not only with physical might, flight, invulnerability and other spectacular powers, but with fame, fortune and beauty. Power Stars are carefully marketed, beautifully packaged Powered Heroes wearing colorful Spandex designed by Hollywood's biggest name fashionistias. Power Stars draw their power from their celebrity- the higher the ratings, the more physically powerful they become. As such, Power Stars fear nothing so much as slipping out of the public eye. Their highly paid agents work to set up Power Stars on team ups with other popular superheroes, get them assignment to high profile strike teams like Psi-Watch's Red Unit, and even stage superhuman battles on slow news days.

Restriction: The Power Star enhancement protocol is restricted to characters that meet the following requirements.

Starting Occupation: Adventurer, Celebrity, Dilettante, or Heir.

Feat: Renown

Ability Scores: STR 13+, CHA 15+

Skills: Power Stars are plugged into the pulse of pop culture, and in between blasting Blooded Ghosts and Mutant thugs, most cut albums or star in big budget summer movies. Power Stars receive a +3 competence bonus on Knowledge (pop culture) and receive a total +3 bonus on Perform skills. The Power Star can assign this bonus on up to 3 different Perform skills or a larger bonus to one or two Perform skills.

Bonus Feat: Power Stars receive one of the following feats as a class based bonus feat: Creative, Renown, Power Attack, Wealthy.

Allowed Powered Hero Talent Trees: Booster, Flyer, Honey Trap, Illusionist, Luckweaver, Mega-Scale Strength, Peak Human, Reflex, Regenerator, Shooter, Superspeed



beats DC 10, the Powered Hero gains an additional 'special' action point, tracked separately from ordinary action points. This special action point can only be spent to activate or improve Powered Hero talents. Starting at 10th level, the Powered Hero can use this ability twice per game month.

Traceable (EX): Power Stars must take the Traceable disadvantage, without gaining a bonus Powered Hero talent for it.

They may select an additional disadvantage if they desire. In this case, it is not the military tracing the Power Star, it is a legion of fans, stalkers, paparazzi, celebrity hunters, would be agents, corporate sponsors, lawyers and other Hollywood hangers on.

Restricted Ability Push: Power Stars must key their ability push to either their STR or CHA scores.

Psi-Ninja

Examples: Ninjak (Valiant), Daredevil, Elektra (Marvel)

You received superhuman gifts as a result of a lifetime of extraordinary training. You awakened your body's ability to process and manipulate *chi*- the raw energy of life itself, to perform a variety of miraculous, superhuman feats. At the feet of a venerable sensi you learned ninja techniques passed down through the centuries, and became a living weapon.

This option makes a good fit for Sentai campaigns, run using the Sentai Spectacular! Sourcebook (Othervers Games, 2011). The Street Ninja starting occupation makes an excellent entry point to this class. This option is also a great choice for Black Tokyo campaigns; in this case, game masters might allow the Psi-Ninja to choose some hentai feats as class bonus feats. Defensive hentai abilities such as Tantric Wisdom, Unchanging Hand Technique, Moonflit Wings are especially good options as are mystical weapons such as the Phallic Spear Technique.

Class Modifications: Power Stars use the same save progression for their FORT Save as they do for REF and WILL Saves, capping at +5 at 20th level. They are not quite as tough as true, mil-spec superhumans, but still quite capable in a fight.

Fame Has Its Privileges (SU): Power Star Powered Heroes get more powerful the more famous they become. Power Stars receive an additional Powered Hero class talent for every 5 points of Reputation Bonus. If their Reputation Bonus is later lowered, these talents are lost until their lost fame is regained. Any ability using one of the lost talents as a prerequisite is also lost.

Showbiz Superhero (EX): Once per game month, the Powered Hero can attempt a Perform check, which requires mass media access or a huge live audience. For every five points the Powered Hero

Restriction: This Enhancement Protocol is only available to first level characters who have chosen any Combat or Special starting role. The gamemaster may allow higher level characters to multiclass into this

enhancement protocol, but doing so requires years of training, removing the character from the campaign for a lengthy period.

Skills: Psi-Ninjas are stealthy and graceful, and receive a +2 competence bonus on Move Silently (Stealth) and Climb checks.

Bonus Feat: Psi-Ninjas are trained at killing with the katana, and receive Exotic Weapon Proficiency (katana) as a bonus feat. Characters who already possess this feat may choose Stealthy, any combat-focused martial art feat, or any Psionic Precursor they meet the prerequisites for as a bonus feat instead.

Allowed Powered Hero Talent Trees: Density Control (intangibility powers only), Gunslinger, Illusionist, Microbe, Peak Human, Reflex, Regenerator, Shapechanger, Superspeed, Tracer

Class Modifications: Psi-Ninja are faster than they are tough, and prefer dodging bullets to taking its. Swap the class' base FORT and REF save progressions, so that the Psi-Ninja has a superior REF Save.

Psi-Ninja do not receive the Bio-Mech Anatomy disadvantage.

Restricted Ability Push: Psi-Ninja must key their Ability Push to either their DEX or WIS scores.

Starship Baby

Example: The Strangers (Ultraverse), Danger Unlimited (Dark Horse), Many characters in Planetary (Wildstorm/DC)

Over the centuries, Earth has become littered with crashed starships. Five thousand years before the birth of Christ, a engagement between a Culture armada and a Blooded Ghost fighter squadron ended in disaster for both sides. Vessels from both sides impacted across the Earth; those ships that didn't burn up on re-entry ripped into the planet. At first, these fallen vessels were holy sites for the Bronze Age cultures that discovered them, places where the veil between worlds were thin, and mysterious gods walked with men. The first of those changed by leaking radiation from the crash sites became mythic heroes and demons, but over millennia, the fallen

starships, and their potential for both salvage and transformation were lost and forgotten.

Until today.

Until an industrial accident or concerted salvage expedition uncovered one of these lost starships. You became a post-human as a result of exposure to chemicals, radiation or rogue nano-colonies leaking from one of these long buried starships. Psi-Watch and its sister organizations keep close track of known or suspected burial sites, and xeno-archeology teams continually follow up leads to un-recovered crash sites. While intentional exposure to starship ruins creates some Starship Babies, often this protocol is accidental. A deep shaft miner, undersea salvage expert, geologist or construction crew member might find their body changing and mutating after discovering something really odd on their job site. With their old lives forever lost, many newly empowered Starship Babies sign on with Psi-Watch or a rival faction, just to survive.

Because both Starship Babies and Shiftsteel Symbionts are created as a result of starship crashes on Earth, many Symbionts become Starship Baby Powered Heroes. The two concepts synergize nicely.

Entry Restriction: Starship Baby powered heroes must either be involuntarily empowered (see below) or a member of the Blue Collar starting occupation or any starting occupation with the Explorer starting role.

Skills: Starship Babies come primarily from one of two origin streams: ordinary workers mutated by exposure to alien tech, and highly educated archeologists who intentionally sought out their superpowers. Depending on which path to power you decide your character represents, your character receives either a +3 competence bonus on Knowledge (history) checks, or a +3 competence bonus on any Craft skill or Repair skill of choice.

In either case, Starship Babies have an instinctive understanding of the culture and language of whatever species created their fallen starship, even if the species is long extinct. Select one species common to the campaign setting (in Psi-Watch, this usually means either Culture or Blooded Ghost). The Starship Baby can speak and is literate in that language, and

receives a +1 competence bonus on all Knowledge checks made concerning that race.

Bonus Feat: Starship Babies gain instinctive mastery of xeno-tech. Choose either Starship Operations, Exotic Weapons Proficiency (any weapon unique to the Starship Baby's culture) or Gearhead as a bonus feat.

Allowed Powered Hero Talent Trees: Any. Starship Babies have almost limitless capabilities buried inside their damaged genes and radiation-scarred bodies.

Class Modifications: Starship Babies do not choose their superhuman abilities, at least not their additional assortment of superhuman gifts. Instead, they receive a randomly determined, entry-level talent from one of their acceptable talent trees. Though Starship Babies can eventually develop virtually any superhuman talent, their initial abilities are often limited and simplistic.

Basically, the damaged, leaking starship 'decides' for them, often as a result of a glitching self repair system trying to 'grow' new components for the vessel, using unfortunate humanoids as raw materials.

Starship Babies are physically inhuman. They have strange proportions, armored skin, bone or alloy exo-skeletons, bio-cybernetic organ systems and other visible mutations. Starship Babies suffer a penalty on Disguise checks made to pass for an ordinary member of their birth species equal to their Powered Hero class level.

Involuntary Transformation

Starship ruins are often xeno-hazardous in the extreme. Players encountering a starship ruin must succeed at a FORT Save or become infected or mutated by strange pollutants within the ruin. This FORT Save has a base save DC 18, which increases by +1 per hour spent within the ruins. Players must succeed at a new save each hour spent in the ruins.

Once the save is failed, the player is infected. Unless that player receives a DC 20 Treat Injury check (or any amount of magical or psionic healing)

| D10 Result | Powered Hero Talent |
|------------|---|
| 1 | Flyer I |
| 2 | Force Manip I |
| 3 | Genius I (prerequisite ignored, if necessary) |
| 4 | Healer I |
| 5 | Illusionist I |
| 6 | Mega-Scale Strength I |
| 7 | Regenerator I |
| 8 | Shooter I (choose energy type) |
| 9 | Superspeed I (prerequisite ignored, if necessary) |
| 10 | Teleporter I |

before leveling up, he or she will transform into a Starship Baby Powered Hero relatively soon. The next character level the player gains must be as a Powered Hero, using this enhancement protocol. Characters with existing Powered Hero class levels cannot be transformed in this manner. Alternatively, the GM may simply assign a character who fails their save a 'bonus' Powered Hero class level to represent this transformation.

Symbiote

Example: Venom, Carnage, Sublime's U-Men (Marvel), Wild Star (Image), Warriors of Plasm (Defiant)

Your powers come from symbiotic organ systems implanted into your body. Alien tissue has been grafted to human flesh, strengthening and empowering both. The implantation process was long, agonizing, and completely irreversible. Many candidates for Symbiote enhancement die in fevered agony, as their bodies reject the tissue grafts. The relatively few Symbiotic Powered Heroes who survive the surgeries display an impressive assortment of superhuman gifts.

Harvested alien tissue and vat grown flesh act as multiple layers of constantly regenerating reactive armor. Mutant nerve tissue can carry neural impulses faster than human neurons, allowing for superhuman speed and reaction time. Energy producing organelles

in xeno-marrow turns a Symbiotic superhero's bones into high yield breeder reactors, providing limitless energy to run superhuman weapon arrays.

Entry Restriction: Symbiote candidates must have either CON 15+ or the Toughness feat. Only extraordinary physical candidates can survive the implantation process.

Skills: Symbiote endure months of surgical augmentation, and for the rest of their lives, they must take anti-rejection drugs and customized steroid cocktails. Symbiotes consider Treat Injury a class skill, and receive a +2 bonus on Treat Injury checks.

Bonus Feat: Symbiotes may select any Psionic Precursor or Psionic feat they meet the prerequisites for as a bonus feat. Alternatively, the Symbiote Powered Hero may select any one racial feat he meets the prerequisites for, regardless of his actual race. This option implies that organ and tissues from the chosen race were used to create the Symbiote Powered Hero.

Allowed Powered Hero Talent Trees: Booster, Flyer, Genius, Healer, Honey Trap, Mega-Scale Strength, Microbe, Nullifier, Peak Human, Reflex, Regenerator, Shooter, Shapechanger, Summoner, Superspeed, Tracer, Transmuter, Warform

Class Modifications: Symbiote Powered heroes are slightly more vulnerable than ordinary Powered Heroes. Symbiote Powered Heroes receive a D8 Hit Die, not D10 as normal.

Secondary Mutations (EX): Symbiote Powered Heroes develop secondary abilities, in addition to their prime superpowers, that give them an extraordinary range of talents. At first level, and every three Powered Hero levels thereafter, the Symbiote gains an additional, randomly chosen secondary mutation.

These secondary abilities are unintended consequences of their ongoing symbiotic mutation. The player chooses a Powered Hero talent he meets the prerequisite for, from one of the following talent trees.

| D6 Result | Secondary Powered Hero Talent Tree | D6 Result | Secondary Powered Hero Talent Tree |
|-----------|------------------------------------|-----------|------------------------------------|
| 1 | Mega-Scale Strength | 4 | Regenerator |
| 2 | Peak Human | 5 | Superspeed |
| 3 | Reflex | 6 | Warform |

Symbiotic Metabolism (EX): The Symbiote Powered Hero's metabolism is radically altered from the human baseline. Symbiotes become immune to poison.

However, the Symbiote's altered metabolism has weakened its immune system, causing dangerous allergies. At character creation, choose a single common food stuff (alcohol, beef, caffeine, chocolate, sugar, wheat, ect)...this allergen becomes a deadly toxin for the Symbiote. For 1d6 hours after ingesting the allergen, the Symbiote is *nauseated*, or merely *sickened*, if he succeeds at a DC 15 FORT Save.

Campaign Model: **Gross Outs! Unleashed**

Low Level (1st level starting characters)

The characters (don't call 'em heroes yet) are all highly mutated teenaged freaks. Until about 72 hours ago, they were all imprisoned at the nightmarish prison hospital codenamed Camp Midnight, located somewhere in the Pacific Northwest. They'd been there since their superhuman powers burst out of their bodies like thermonuclear tumors. Abandoned by their terrified or revolted parents, the characters were imprisoned 'for their own good', studied, tested, probed, surgically examined.... And on the schedule for live vivisection next Tuesday..... until they banded together and escaped.

Character Creation: All of the players build first level Powered Heroes using the Gross Out Enhancement Protocol (described in the next section).

The players can be any of the following (ugly) player races:

- Human
- Cityborn
- Mutant
- Patriot Anvils or Boxers
- Steamer
- Anthros created using Fursona, that were human until their powers manifested.

None of the characters is older than 16, and characters are limited to one of the following starting occupations:

- Criminal
- Feral Mutant
- Mascot
- Scientist's Kid
- Student
- Wild Psion

Iron Willed: All the teenaged heroes of a Gross Outs! Unleashed campaign have survived medical experimentation and psychological torture that would cripple an adult. All these characters receive Iron Will as a campaign bonus feat, and gain the Abused starting talent as a bonus trait. They may still select an additional starting talent normally.

Abused (Metagame)

Prerequisite: Iron Will

What you endured as a child would of broken a lesser soul, but somehow didn't break you. Once per day, you can become completely immune to fear effects or to torture, by recalling what you endured previously. This immunity lasts for one hour. However, re-awakening your past traumas is never easy. For 24 hours after using this immunity, you automatically fail all CHA-based skill checks, except for intimidate. You become sullen, emotionally deadened.

Mistrusted: The escaped Gross Outs have no great love for adults- after all, it's adults who shipped them off to Camp Midnight and left 'em to die. The feeling is mutual- most of the world's secret militaries think that Gross Outs are mentally and genetically damaged terrorists in training. Even Mutant superheroes tend to be leery of brash, psychologically tormented Gross Out kids.

All adult NPCs from any military or intelligence organization, not to mention law enforcement NPCs, have a starting attitude of Unfriendly or worse to the player characters.

Themes: ugly bodies/beautiful souls, survivors of abuse and neglect, we can only trust each other, runaway teen heroes, reluctant superhumans, searching for a cure for your mutations.

Campaign Model: Return of the Primitives

Low to Mid Level (1st-8th)

The heroes are humans, returned to the planet of their birth, but centuries after their cultures vanished into the mists of history. Abducted by aliens and taken off planet as slaves, breeding stock or experimental subjects, these heroes eventually fought their way free and returned home. . . . only to discover that due to the effects of faster-than-light travel, centuries had passed, not the weeks or months they believed they had been gone. The players must come to terms not only with a world changed beyond all imagining, but with the powers or tech they stole from their alien masters before fleeing.

The campaign begins with a bang, literally. Whatever shuttlecraft or ship the heroes were able to beg, borrow or steal to return them to Earth makes a hardlanding. The heroes gather whatever gear they managed to steal for themselves and vacate the starship just seconds before its power supply cooks off. . . . Now, it's up to the players to figure out where they are, **when** they are, and most importantly, what they are!

Character Creation: All the player characters build Human characters, using any of the following starting occupations: Gladiator, Tribal, Rural or Wild Psion. They may select high tech skills if they wish, as a result of their training or familiarity with alien tech.

Each character is from a period in the Earth's distant past, with none of the captured slaves from much later than the mid 1600s, at latest. The characters need not be from the same period or

region; after all, nobody really knows how long these aliens have been abducting humans, and slaves may have been kept on stasis or suffering more or less severe time dilation effects due to travel. Roman gladiators, Zulu herders, young Samuari from Kyoto, pre-Apache shamen and surly Visigoth brawlers might all find themselves fighting for survival back to back and sword to sword.

Each character speaks his or her native language and all the characters have learned to communicate in the primary language of their alien captors, which has become a kind of common tongue among all the slaves. Characters are illiterate by default, but may spend 2 skill points to become literate in any language they can speak. Players with high INT scores can either fill their bonus language slots with suitable archaic or alien languages, or leave these slots unfilled. In this case, they can then fill their unused language slots with modern languages once the campaign begins. None of the characters begin speaking modern languages, but depending on concept, some characters may speak archaic forms of modern languages.

Players roll D3 to determine their starting level. Primitive characters can only select Basic or Powered Hero class levels, and their skill and talent selections should reflect their mostly low-tech backstory. In most cases, the player characters 'leveled up' as hunters, warriors or heroes in their native time, prior to their abduction by aliens, but the GM may allow player characters to have learned a few new tricks while in the alien stronghold.

The Abductors

The player characters were abducted by a powerful, if callous alien species. Which one is up to the game master, and depending on whether their captors acted through intermediaries (another servant race, robot drones, ect) the Primitives might not even



know who abducted them or why! Good suggestions for abductors include the Culture, the Blooded Ghosts, the supposedly extinct Grey species from Otherverse America or their Half Grey descendants (or other Lifechained conquerors). The Stonecutter Mercantile Sphere (from Otherverse America) tends to be a bit too honorable for cross-planet slave raids, but a criminal or rogue Stonecutter faction might be responsible.

Variant Character Creation: **Starting With Nothing....** **Except Your Strength**

This modification is particularly well suited to a Return of the Primitives campaign. All of the players have a starting Wealth Bonus of +0.

If they have any gear at all, it is either something taken from their own time, or salvaged alien tech. The GM should allow the players to keep a few items of sentimental value from their now vanished culture, and one really useful item (an archaic suit of Roman scale-mail armor, a blaster pistol stolen from an alien captor, a skill kit salvaged from a crashed spaceship), a suit of ordinary clothes, a day or two worth of rations and water, and maybe a blanket if you're lucky. That's it.

Each player may add a +2 racial bonus to any of the following physical ability scores: STR, DEX or CON, reflecting the vigor needed to survive in a pre-technological culture.

Themes: your home is gone forever, making a new home in a new world, discovering the modern world, making desperate alliances, the struggle for freedom, revenge against your captors, plotting genocide against the species that slaved you, fighting against impossible odds, ill-suited to the modern world.

Campaign Model: Strangers in a Strange City

Low Level (1st level starting characters)

Until about ten minutes ago, the players were ordinary men, women and children, going about their daily lives in a first world mega-city like New York, Chicago, Tokyo, London, Mexico City, or any other huge metropolis, real or imaginary. Then the unimaginable happened- an alien starship fell out of the sky, screaming and burning. Upon impact, it detonated like a nuke, devastating several city blocks and killing thousands....but not the player characters. Something strange woke up in the heroes' genome woke up with the burst of alien radiation, giving them new powers and completely changing their lives.

Character Creation: Players build slightly random ordinary characters. All characters are Human, with rolling 3d6 in order for their abilities! No superhumans here, most of these people will be relentlessly average.

Start with the player seated to the GM's right. You'll build his character first. Proceed clockwise around the table from the first player- initially, he defines his character's age. Then the next player defines the character's race, then the next player decides gender, the following one determines the character's starting occupation. Once all this is done, the first player has a rough character concept...for a first level ordinary character.

- First Player: Character's Age for First Player's Character.
- Second Player: Character's Race for First Player's Character.
- Third Player: Character's Gender for First Character's Player.
- Fourth Player: Character's Starting Occupation for First Character's Player. First Player Character is completed! The First Player decides his character's backstory, chooses feats, skills and personality traits as usual.
- Fifth (and all other players) Player: Repeat this round-robin character generation for the Second Player Character and all other PCs as necessary, depending on the size of the group.
- If you've got fewer than four players at the table, just go around the table until each character is built and repeat the process as necessary.

After all the characters are assembled, give the players a few minutes to roleplay their day to day lives in the city, before the Crash. Then drop a starship on the players, and begin the campaign. All the heroes will be first level Powered Heroes built using the Starship Baby Protocol, but where they go from there will be up to them.

This is an interesting campaign variant, because it takes character creation almost entirely out of the player's hands. The heroes backstory is pretty

much assigned randomly, and the Starship Baby protocol produces equally randomized superheroes. The main theme of the campaign is taking unlikely, boring, ordinary men and women and making them into badass superheroes and villains. . . .or dying in the attempt.

The campaign's villains will be powerful military and espionage factions, seeking to capture, train and exploit the newly created superhumans for their own end. Players will have to navigate Psi-Watch and Puzzle Ops 'recruitment' attempts, Huxley Emergence schemes, and may have to contend with the machinations of local and federal law enforcement. In addition to the heroes a stable of low-level supervillians and meta-criminals has been created by the Crash; like the heroes, these mutant thugs begin as first level characters and grow in power alongside the heroes.

Campaign Option: Mindlinked

As all the heroes and most of the villains in this campaign share the same origin- bathed in alien radiation and showered with glitchy nanotech- they share a fundamental bond. All survivors of the Crash gain the following ability.

Crash Radio Telepathy (EX): The character gains the ability to communicate via a wireless, telepathic link with any other Crash survivor within 100 ft. The communication occurs even if the characters do not share a language. Due to this psionic bond, all Crash survivors receive a +2 bonus on Sense Motive and Diplomacy checks made against other Crash survivors.

Variant Character Creation: Aliens & Ordinary Humans

If playing a housewife or stockbroker turned superhero doesn't appeal to you, remember that there may be an alien survivor or three hiding among the wreckage of the crashed starship. To give you an idea of the most likely options for alien heroes and nemesis, the standard crew complement of both a Culture and Blooded Ghost cruiser is listed, along with suggestions about what each breed of alien would likely be doing

aboard. Don't let this stop you though- virtually any race imaginable might have been taken aboard as either as prisoner or passenger.

If a particular breed of alien is described in a product other than the Psi-Watch Unlimited Edition, the exact Otherverse Games sourcebook is listed in brackets.

| Complement of a Culture Cruiser | Complement of a Blooded Ghost Cruiser |
|---|--|
| 600-900 Culture (officers and enlisted men) | 1,200-1,4000 Blooded Ghosts (officers and enlisted men) |
| 50-80 Shiftsteel Symbionts (navigators and fighter pilots) | 100-150 Infernix (shock troops, kept in stasis until needed) [this sourcebook] |
| 15-20 Neon (engine room slaves) | 40-50 Ejaw (boarding experts, raiders) [Guide to the Known Galaxy] |
| 10-15 Steamers (body guards and valets for senior officers) | 10-15 Neon (engine room slaves) |
| 5-7 Phade (spies and assassins) [One Planet, One Power] | 1-2 Lanning-Injava (hired guides/scouts) [Guide to the Known Galaxy] |
| 1-2 Neuros (tech support/engineers) [One Planet, One Power] | |

Alien characters are likely to be much more experienced than the human player characters. Alien heroes usually begin with 2d6 levels to their credit, to be assigned as the player sees fit.

Campaign Model: Thieves Guild

Mid Level (4th-8th level)

The heroes are master thieves with specially bred psionic gifts designed for infiltration. All of the heroes are members in good standing of a Thieves Guild (use the random name generator to come up with a name and identity for your Guild). The Guild has safehouses and training centers all over the world, in settings that range from gutter squalor to opulent luxury. The Guild takes in promising orphans (especially those with no where else to go, whether abused human runaways or hunted Mutants), teaching them the arts of pickpocketing and fraud. By the time the characters have sworn their oath of loyalty and

silence to the Guild at midnight on their 21st birthday, they've pulled off million dollar scams and more heists than a whole team of 50 year old bank robbers.

Character Creation: All the players build Guild-trained thieves- flashy, charming rogues, who for all their style and bravado, are impeccable professionals. The players must select either Human characters, or be members of an attractive race that can fairly easily pass for Human, such as a Patriot Ivory, Spetsnazski, Immortal or Culture hero, for instance.

All the characters must select the Criminal starting occupation (though the GM may allow some Psi-Watch specific starting occupations, if she feels they fit with a Thieves Guild campaign). The Thieves are built with 4+1d4 character levels, with higher level characters having greater standing and respect in the Guild. At least two of these character levels must be in the Smart or Fast Hero basic classes (in any combination). The Thieves Guild prizes quick-witted, imaginative and nimble rogues.

All characters in this campaign gain either the Oathbound feat (keyed to their specific Guild) or the Meaningful Ink feat, representing the intricate criminal tattoos common among their Guild. These feats are campaign bonus feats.

Themes: impossible heists, globe trotting adventure, espionage, the use of guile, cunning, larceny and seduction rather than guns or powers, being sent on a job without full knowledge of what you're after, being lied to by your masters, back stabbing, pillow talk, rivalries and romances with thieves from other Guilds.

Campaign Model: PSI-SWAT

Mid Level (4th-8th level)

Guess what, trooper? You're busting super-freak skulls as a member of Detroit's PSI-SWAT. Work's dangerous- they're still hosing the guy you're replacing off the walls. Pay sucks- Detroit's bankrupt and guess what, they just cut all cop's salaries and benefits by 50%. The city's corrupt, the gangs got bigger and better guns than you do. The brass are a bunch of fuckin' morons, and the Mutants that live and work in Detroit hate your guts... the ones that aren't

trying to rip 'em out with their teeth at least. But hey, it's a job, right?

Character Creation: Have all the characters build tough, battle ready veteran supercops, newly promoted to the PSI-SWAT unit, under the command of Esmerelda Karnes, who everybody in the city knows is fuckin' insane. Players are limited to the following species, common to Detroit.

- Human
- Mutant
- Patriot Anvil
- Patriot Boxer

Players all share either the Law Enforcement, or Emergency Services starting occupations or any campaign specific starting occupation with the Combat role. Players build characters that are 4th + 1d4 level, but have to be tough to do the job. Players must have a total BAB of +4 or better, and at least four of their class levels must have a D8 or better Hit Die once char-gen is done. Powered Hero levels are ideal, but players can deviate from this as necessary to give themselves whatever unique abilities caught headquarters' eye and got them the PSI-SWAT assignment. This campaign model focuses on huge, set-piece battles and physical toughness- give your heroes as many physical abilities as possible. Superstrength, speed, a healing factor, energy blasts and other spectacular damage dealing abilities are a better fit for a PSI-SWAT campaign than purely mental abilities like telepath or precog.

Characters are underfunded, scrappy, violent brawlers. The campaign's maximum Wealth bonus is +5. Wealth increases in excess of this are simply lost. Players who would normally begin with greater than +5 wealth receive the lowered wealth score, and gain either Great Fortitude or Toughness as a bonus feat.

Themes: body horror, policing a neighborhood full of drugs, guns, mutants and freaks, ultraviolence, tactical action and urban warfare, urban hopelessness, tough, well trained cops going up against much more powerful threats.

InterCompany CrossOvers

The following Rules Modifications from the *Othervse America Game Master's Guide* can also be easily integrated into a Psi-Watch campaign.

1. Bare Handed Killers
2. Crippling Injuries
3. Dying Stand
4. The Finer Things
5. Heroes Die
6. Heroic Endurance
7. Momentum of Battle
8. Perfect Deployment
9. Post-Human Beauty
10. Seduction and Reward
11. Shared Worldbuilding
12. Treason
13. Unreliable Powers
14. Unstable Evolution

11. Maximum Effort
12. Movie Costumes
13. Mysterious New Threats
14. Old Friends, Old Enemies
15. Robot Fighters!
16. Run & Gun
17. Sociopathic Genius
18. Spectacular Knockback
19. The Superior Species
20. Urban Hellscape
21. Wild Shot

Advanced Avionics

Your combat unit has access to multi-million dollar attack aircraft, including advanced VTOL and hover-tech.

Modification

Once per mission, your team gains access to an advanced combat hovercraft or VTOL transport, without needing to make Wealth or Requisition checks. This aircraft includes high-end stealth and electronic warfare capability, supersonic top speed, decent combat maneuverability and some basic weapons systems- usually light energy weapons, missiles or machine guns.

The exact capabilities of the craft are determined by the GM. The players usually begin the mission with the aircraft, launching it from their base of operations, but depending on the story, this aircraft might be a captured enemy craft. This aircraft might be a unique design, or one of a fleet of similar craft. Since this craft is ultimately replaceable, the GM shouldn't be shy about blowing it up.... Especially if the heroes are inside it at the time, 30,000 ft above Mung Thoy Than.

When to Activate this Mod?

Do you want your players to have lots of cool toys without worrying about Wealth bonus? Activate this mod, because having a cool aircraft really just speeds game play. Using this mod, the players can deploy to anywhere on the planet within hours, enabling the GM to handwave the logistics of jumping from scene to scene during a globe-trotting campaign.

When to Deactivate this Mod?

If you like a more concrete accounting of resources, don't use this mod. This mod also might be

Story Based Rules Modifications for Psi-Watch

Comics grow and change over the course of their runs, as new writers and artists come aboard, bringing their own unique styles and stories to the book. Think of these rules modifications as splashy, chrome-variant special issues of some Rob Liefeld penciled epic.

By slightly changing the rules the players are familiar with, you change their experience with the world. By adding one or more of these temporary rule plug-ins, or by adopting them as permanent house-rules, you can customize the *Psi-Watch Campaign Setting* to tell the story you want to tell there.

1. Advanced Avionics
2. Alpha Males
3. Beltway Secrets
4. Body Count
5. Combat Simulation Cold Opening
6. Cyber-Warriors
7. Drawn by Jim Lee
8. Drawn by Rob Liefeld
9. Girl Fight
10. International Strike Team

out of place in street-level campaigns following the adventures of groups of underfunded heroes.

Alpha Males

To the testosterone soaked heroes of early Image Comics, women were only a disposable distraction- a night's pleasure to be used and discarded.

Modification

Whenever a male character uses any social interaction skill (Bluff, Diplomacy, Intimidation) against a female character, the male adds his STR modifier as a bonus on the check if the interaction attempt is sexist, profane, or vaguely threatening.

When to Activate this Mod?

This mod changes how social interaction works, making female characters slightly less viable. This mod is best for more satirical, power-fantasy type campaigns that fully embrace the often disturbing story elements that cropped up as a result of the amateurishness of the first crop of Image Comics writers.

When to Deactivate this Mod?

If this mod starts affecting out of game friendships, rather than in-game relationships, ditch it. If somebody at the table gets pissed off, again, ditch this. If you're looking to run a Psi-Watch campaign

without the often accidental sexism of early Image comics, never bring up this mod.

Beltway Secrets

With many of America's spy (and super-spy) agencies headquartered within the Beltway, Washington DC and Virginia are hotbeds of intrigue and espionage.

Modification

Knowledge (civics) is a class skill for all espionage-oriented characters. Espionage focused characters receive a +2 campaign bonus on



Knowledge (civics), Knowledge (business) and Knowledge (local) checks, as well as Gather Information checks made concerning Beltway events.

When to Activate this Mod?

This mod makes it more likely the heroes will prowl the Capitol region to find clues. As such, it makes espionage hotspots like the Pentagon, or CIA or NSA headquarters important sites for your campaign.

When to Deactivate this Mod?

If few of the heroes are veteran spies, don't bother with this mod. Likewise, if your heroes are either street-level or galactic-scale cosmic heroes, don't bother with this mod. Finally, if your heroes are from foreign intelligence services, such as M-I6 or the KGB, simply change references in this modification's write up from Washington DC to another city associated with espionage, such as London or Moscow.

Body Count

Your cadre of super-soldiers can wrack up impressive body counts.

Modification

Unimportant enemy NPCs only have a number of Hit Points equal to their CON modifier, usually just 2-5 HP. Unimportant NPCs are unnamed, non-recurring characters the player characters can slaughter en masse without consequences-low level Mung Thoy Than thugs or Cebarte slave-troopers, Mutant street freaks, meta-gang thugs, corporate security forces or badly trained city cops.

The unimportant NPC's other statistics do not change. Under this rules modification, unimportant NPC Challenge Ratings are reduced by -3.

When to Activate this Mod?

If your players want to teleport into a Puzzle Ops strike base, and methodically kill hundreds of guards before taking on the more powerful metahumans on base in a more challenging fight, use this rules mod. This modification emulates modern comics, movies and anime, where heroes can slaughter hundreds of enemy troops in seconds.

When to Deactivate this Mod?

If your players like hard fought victories, relish tactical, realistic combat, or start winning too easily or worse... not taking combat seriously, turn Body Count off.

Combat Simulation Cold Opening

The heroes die, cut to pieces by an enemy assault. Then the scene freezes, the victorious villains pixilate and reveal themselves as rapidly fading holograms, and the slain heroes rise on shaky feet, bitching about the grueling workout. It was all a training sim!

Modification

In the event of a total party kill, or near total party kill, every player sacrifices an action point. This mod will not function unless every player sacrifices an action point. The previous scene ends abruptly, revealed as some kind of live fire exercise, or advanced VR or holodeck simulation. All the player characters are restored to full HP, and any lingering effects of the battle are wiped away.

The gamemaster decides exactly how long the sim has lasted, and what the last 'real' event in the campaign occurred. Usually, the sim is retroactive to earlier in the day. Players can act on any information about their enemy's tactics and powers they learned during the failed simulation, which should keep 'em alive when they go up against this villain (s) 'for real'.

When to Activate this Mod?

This mod is a good safety net, especially for young or inexperienced gamers. It also turns a disastrous mission against a campaign 'boss' into a chance to 'preview' the final fight and experiment with tactics. It'll keep the PCs alive in the face of bad tactics, unbalanced monsters or flukey die rolls, but since it requires a unanimous decision on the part of the players, still doesn't discount the possibility of the heroes dying in a suitably dramatic manner.

When to Deactivate this Mod?

You would think this mod could only be used once or twice in a campaign before you stretched believability. You'd be wrong. After all, Chris Claremont used this exact same trope dozens of times during the nearly 20 years he spent writing *Uncanny*

X-Men and *The New Mutants*, two of the quintessential comics of the Iron Age.

Cyber-Warriors

Cybernetics are omnipresent, turning hero and villain alike into mechanized gods.

Modification

Cybernetic implants never cause negative levels (nor inflict Drain). Characters can safely receive an unlimited number of cybernetic implants, limited only by budget.

When to Activate this Mod?

Fully cybernetic warriors with dozens of implanted weapons options and more sensor systems than an E-3B Prowler will dominate the game if this mod goes into play. Using this mod, most heroes will have at least a few cyber-systems, even if their main character concept is non-cyborg. This mod is ideal for cyberpunk or transhumanist campaigns, as well as high power games where players are encouraged to min-max to build the toughest, most capable hero possible.

When to Deactivate this Mod?

As mentioned, this rules mod encourages powergaming. If you want natural abilities and skills, not cybernetic implants, to define characters, don't activate this mod.

Drawn by Jim Lee

Every one in the story, hero and villain alike is a paragon of physical beauty. Superheroes are as glamorous and seductive as they are deadly.

Modification

The minimum Charisma (CHA) score for player characters and significant NPCs, regardless of their species, is 15. If lower, adjust upward.

When to Activate this Mod?

If nobody in the campaign wants to play some ugly, physically deformed cyber-mutant, activate this mod. Likewise, this mod eases social interaction, by giving every major character a nice bonus on Bluff, Diplomacy and even Perform checks (which might be a great advantage for a group of rockers/super-beings). In short, this mod makes superheroes beautiful. Adding this mod to a single session or

adventure changes the focus from combat to social espionage, and gives even the most heavily mutated Gross Out a chance to be 'drawn' as a genetically mutated supermodel, not a hideous sewer-dwelling freak.

When to Deactivate this Mod?

If your campaign focuses on violent, gritty military action, this mod is rarely a good fit. If the players want to build ugly, grungy heroes, don't take their control over their character concepts away by adding this mod. Likewise if the group's social experts feel this mod threatens their game-play niche, pull it.

Drawn by Rob Liefeld

Every major character in the story is an athletic paragon, with a physique surpassing the greatest Olympic athletes who ever lived.

Modification

The minimum STR and CON scores for player characters and significant NPCs, regardless of their species, are 15. If lower, adjust both scores upward.

When to Activate this Mod?

Are your heroes tough, battle ready and strong enough to punch through a brick wall? This mod gives heroes and major villains a nice cushion of bonus HP and the strength necessary to handle themselves in a casual brawl. If you like heroic adventure stories that emphasize the characters are physically perfect specimens, activate this mod.

When to Deactivate this Mod?

If you want more diverse casts of characters—some weak, some strong, don't activate this mod. If the team's dedicated bruisers feel upstaged by the fact instead of being significantly stronger than the rest of the group, they are only slightly stronger, eliminate this mod.



Girl Fight

During brawls, female heroes often traded blows with their opposite number on the villainous squad.

Modification

Female characters receive a +2 campaign bonus on melee attack and damage rolls made against other female characters. Female characters suffer a -2 penalty on saving throws against the special powers (including Psionic abilities, magic and unusual class abilities) of female opponents.

When to Activate this Mod?

This mod captures a comic trope, where female heroes trade blows with female villains almost exclusively. Activating or deactivating this mod is purely a stylistic choice.

When to Deactivate this Mod?

Like the Alpha Male mod, this mod intentionally plays with the (sometimes reflexive)

sexism of 90s comics. Like that other mod, if satire turns to actual rancor around the game table, ditch this mod.

International Strike Team

Problems can strike anywhere on the planet, and having mission specialists from every corner of the globe can be useful.

Modification

Adventuring groups with members hailing from at least three different nations gain a +1 luck bonus on damage rolls and Diplomacy checks. For each additional nation represented beyond three, this bonus increases by +1, to a maximum of +5.

When to Activate this Mod?

This modification is perfect for high stakes, globe-trotting campaigns. Activate it to reward your players for building a diverse and interesting squad.

When to Deactivate this Mod?

If the story calls for all the player characters to come from the same region don't need this

modification. While this option makes sense for international military units, UN sponsored super teams and the like, it makes very little sense for an exclusively American squad, such as a team working for Puzzle Ops.

Maximum Effort

Heroes can do amazing stunts.

Modification

When attempting any STR or DEX based skill, characters in the campaign are considered to have rolled a 20, for a total check result of 20 + ability score modifier + skill ranks.

When to Activate this Mod?

If you activate this mod, players will attempt impossible leaps, tumble between ranks of armed soldiers and scale walls for tactical advantage with regularity. In short, this modification makes the campaign feel and play more like a big budget action movie.

When to Deactivate this Mod?

If players like the suspense of rolling checks to see if a stunt succeeds or not, or if your campaign is defined by its failures and botches as much as the heroes' victories, don't use this mod.

Movie Costumes

Instead of colorful spandex and chromed armor plates, heroes favor black leather and Kevlar.

Modification

When a character wears a 'movie style' costume receives a +4 bonus on all Hide (Stealth) checks, and the Defense bonus of the armor is increased by +1. Movie style costumes are defined as Light or Medium armor made primarily leather, rubber or Kevlar with a mostly black, navy blue, grey, brown or another subdued color scheme.

When to Activate this Mod?

What's the bigger visual inspiration for your campaign? Jim Lee's *X-Men* or the first X-Men movie and other Marvel films? If you prefer the latter, use this mod to give your campaign a bit of flavor and make the stylized leather costumes a bit more useful in game.

When to Deactivate this Mod?

If you're running a brightly colored, superheroic campaign, don't use this mod. This modification is a cosmetic twist on the campaign, nothing more.

Mysterious New Threats

Even as the heroes savor their victory, new threat loom over them.

Modification

After the adventure's 'boss monster' or leading villainous NPC is defeated, allow the player whose character delivered the deathblow (or otherwise is instrumental in the villain's defeat) to narrate a brief 'cut-scene' describing the campaign's newest villain. The hero briefly describes the villain- his or her race, appearance and some hint of capabilities, and speaks a short monologue hinting at the villain's goals. Such as, "Soon, the hero Blacksteel will serve only me." or, "Now, America shall fall...".

The gamemaster then fleshes out the new villain, keeping the narrating character's suggestions in mind.

When to Activate this Mod?

This modifier rewards dynamic combat by allowing the big hero of the last battle to decide the course of the campaign. Since nobody at the table knows who will get the deathblow, or what kind of villain they will create, this gives the campaign some unpredictability. This unpredictability gives the campaign the feel of a long running comic with a rotating creative team, with new writers coming aboard and following up on plot threads left by previous authors. By forcing the players to come up with new threats, which may highlight their own characters and advance personal storylines, this mod gives the GM a bit of a creative break.

When to Deactivate this Mod?

If the gamemaster likes keeping the campaign firmly in their own hands, this mod isn't a good idea. If players start stealing one another's kills so they get a chance to design the new master villain for the campaign, or if one combat-monster PC always gets the kills, to the exclusion of everybody else at the table, end this modification.

Old Friends, Old Enemies

You've been an adventurer for long, painful years now. You've earned friends that would die for you, as well as a roster of enemies that want you dead or worse.

Modification

At the beginning of each mission, give each player whose character concept involves a backstory as a veteran adventurer a token of some kind. The player can turn in this token to the gamemaster to create a helpful major NPC from the hero's past. This NPC has an attitude of Friendly or Helpful towards the creating PC, and is roughly as capable and powerful. The bond between the two characters goes back years, and the helpful NPC will die, if necessary, to assist the hero.

This NPC will turn up as soon as possible in the current mission, and will aid the player character for the remainder of the mission. The creating player can briefly sketch out the helpful NPC, with the gamemaster deciding on exact stats and capabilities. If the old ally is killed during the mission, the creating PC suffers a -2 morale penalty on attack rolls, skill checks and saving throws for the duration of the mission.

However, once the allied NPC is created, the gamemaster also creates an old nemesis of the PC, who will return for revenge sometime during (or soon after) the current mission. This nemesis will have a total CR equal to the creating PC's +1d4, and will be designed specifically to take advantage of any of the PC's major weaknesses (a nemesis that can shut down or control technology for a cyborg hero, or a pyrokinetic for a hero vulnerable to fire damage). The player may briefly describe the NPC nemesis as well, but the game master decides on exact stats and capabilities.

When to Activate this Mod?

This mod provides some narrative 'give and take' to a part of RPG storytelling that is normally a bit more freeform. It codifies how much screen time each PC will get per session, and lets the GM know when one particular player is looking to step up to the limelight, and wants a deadly challenge in the form of an old nemesis.

When to Deactivate this Mod?

If your campaign starts to drown in a sea of friendly NPCs and old nemesis, deactivate this mod. Depending on how your group plays, this mod might see use only once or twice in a campaign, or might get used every session. While the latter option will result in a well populated campaign world, filled with characters tied intimately to the heroes, the throng of major NPCs can steal the spotlight from the PCs.

Robot Fighters!

There's nothing better than consequence free violence against robots! Smash away!

Modification

Any successful attack roll of 15 or greater is a confirmed critical hit against non sentient robots (and non-sentient magical constructs, such as golems).

When to Activate this Mod?

Want to destroy robots by the hundreds? Activate this mod. Robot Fighters! Is designed to emulate a relatively tame, non-violent Saturday morning cartoon version of the Ps-Watch Campaign World, where colorful alien masterminds send wave after wave of robot soldiers against four-color superheroes.

When to Deactivate this Mod?

As with Body Count, if this mod makes combat too easy, turn it off. Note that you can combine the two mods, which make unimportant robot adversaries only a little more threatening than the average toaster.

Run & Gun

Being quick on the trigger can be the difference between life and death.

Modification

Using a firearm or other ranged attack while engaged in melee never provokes an attack of opportunity.

When to Activate this Mod?

This modification is perfect for groups that want to focus on exciting, balls to the wall combat rather than the minutia of tactical positioning. This mod makes combat faster, easier and more cinematic.

When to Deactivate this Mod?

If most of the heroes have invested in Combat Reflexes and like nothing better than pulverizing their opponents with attacks of opportunity, don't turn this mod on. This mod is ill-suited to more realistic military or police campaigns.

Sociopathic Genius

Can superintelligent Psions actually feel emotions? Or do they just convincingly fake human connections to further their own agendas?

Modification

All characters with an Intelligence score of 17+, or who take talents from the Genius Powered Hero tree, gain Sociopathic Insight as a bonus feat, even if they do not meet the prerequisites.

Sociopathic Insight (Precursor)

You have an instinctive talent for sensing and exploiting emotional weakness.

Prerequisite: Sense Motive 4 ranks or Natural Empath

Benefit: Any time you make a successful Sense Motive check against a sentient target, you perceive some hidden emotional weakness about that person. At anytime within 24 hours of making the Sense Motive check, you can reveal this embarrassing, disturbing or painful insight to that target. You must be within 30 ft of the target, who must be able to clearly hear you. Revealing your sociopathic insight is a move equivalent action.

Doing so provides you with a +2 insight bonus on Bluff and Diplomacy checks made against the target. This bonus lasts until the end of the current encounter. Further, the target is considered *shaken* for the duration of the encounter. Creatures immune to fear are not affected by this feat.

When to Activate this Mod?

This is effectively the 'written by Alan Moore' mod, turning any hyper-intelligent Psion into a backstabbing, inhumanly perceptive monster like Tao or Ozymandius. This mod makes genius superhumans the driving villains of your campaign, and forces genius level heroes fight against their own selfish, cruel impulses.

When to Deactivate this Mod?

While many genius players will enjoy the bonus feat, some won't like the suspicion and self doubt that comes with this mod. If you like to run benevolent scientists and genius adventurers that work in humanity's best interest, avoid this mod.

Spectacular Knockback

In defiance of all known laws of physics, a punch or gunshot can blast the target back a dozen feet.

Modification

Any successful attack that inflicts bludgeoning or ballistic damage also knocks the victim back 5 ft unless the target succeeds at a FORT Save (DC 10 + damage inflicted). Failure by five or more means the target drops prone, in addition to suffering knockback. The target is not knocked back on a successful save.

When to Activate this Mod?

This is a great modifier for fights taking place on high ledges, catwalks and factory floors overlooking bubbling vats of molten steel. This option makes battles more cinematic and visually spectacular. While heroes might be able to knock opponents off their perch to a potentially fatal fall, remember that bad guys can do the same. That should keep combat exciting (and risky) for everybody.

When to Deactivate this Mod?

This rule might slow down combat a bit, by requiring an additional FORT save after almost every attack. It also is a bit unrealistic, and may be better suited for one or two specific 'set piece' battles than as an option for an entire campaign.

The Superior Species

Non-psionic humans are an evolutionary dead end.

Modification

Characters lacking the Psionic subtype cannot confirm critical hits against creatures with the Psionic subtype. If your campaign includes Lifechained creatures, that subtype functions as the Psionic subtype in both cases.

When to Activate this Mod?

This mod intentionally unbalances the campaign, giving Psionic creatures a major edge against non-psis. This mod is perfect for an all-Psionic group that enjoys running roughshod over otherwise capable human opponents. It is also a good fit for gritty, underdog campaigns pitting ordinary humans, who must use cunning, team work and heavy weapons, against over-powered Psionic opponents.

When to Deactivate this Mod?

If the campaign's balance skews too far out of whack, remove this mod. If the players have chosen multiple critical hit feats, picked weapons with high crit range or heavy crit multipliers, they enjoy using critical hits against the bad guys too much for this disempowering mod to be a good fit for the game.

Urban Hellscape

Psychic spies and warriors battle one another in wartorn inner cities.

Modification

This mod adds the **Blasted Urban** terrain type to the campaign.

Blasted Urban terrain consists of crime ridden ghettos, crumbling Rust-Belt inner cities and other desolate urban wastelands. Most of Detroit is Blasted Urban terrain, as is Metagang dominated Los Angeles. The few cities still standing in the Iraqi RuinZone are Blasted Urban Terrain.

Terrain Effects

Blasted Urban terrain is considered *difficult terrain*. Blasted Urban terrain offers *partial cover* in most areas, and *total cover* is available at several squares around the battle field. This cover takes the form of crumbling, graffiti covered walls, burnt out cars, boarded up storefronts, broken power lines, and other urban blight.

Any ranged weapon or power fired from a Blasted Urban square inflicts maximum damage on a successful hit, or double (or other appropriate multiple) damage on a critical hit.

All creatures standing on a Blasted Urban square at the time they are called to make a save suffer a -2 penalty on WILL Saves and -1 penalty on FORT Saves. Blasted Urban terrain weakens the will

and sickens the body. Characters suffer a -5 penalty on saves against Massive Damage while on Blasted Urban terrain.

When to Activate this Mod?

The Urban Hellscape mod is ideal for Metagang and Mutant campaigns, as it emphasizes the violence and hopelessness of an Image Comics-era inner city. This mod is also a great option for gamers who like mini-based tactical combat, as it changes the battlefield for everybody- hero, villain and monster alike.

When to Deactivate this Mod?

This mod gives the campaign a grim, post-apocalyptic feel and is a poor fit for more optimistic, four color campaigns.

Wild Shot

Soldiers can plink off a few wild shots as they advance from cover to cover.

Modification

Once per round, as a free action, a character can fire a wild shot with any firearm in hand and ready. This attack is a single shot made at a -5 penalty.

When to Activate this Mod?

This modification allows heroes and enemies alike to make more ranged attacks, albeit ones with a reduced chance of hitting. Usually, the wild shot is used to take out lower level enemies more quickly, or as cover fire to keep the enemy pinned down. Minions can use their wild shots to plink away at the heroes and maybe get in a lucky shot or two.

When to Deactivate this Mod?

This gives everybody involved in the battle an extra (and significantly weaker) ranged attack. If that slows down combat too much, turn off this mod.



100 Psi-Watch Plot Hooks

This final section of Zero Issue includes 100 plot hooks for the Psi-Watch Campaign setting. These violent, espionage oriented stories capture the feel of early Image Comics, but take the on-going Psi-Watch story in some intriguing new directions. These plot hooks touch on every race and faction found within the campaign, from power players like Puzzle Ops to obscure Meta-Gangs.

1. **The Alliance of Heroic Men**, an African merc squad operating out of the Niger Delta region, is offering Advanced Infantry Powered Hero conversion and training to experienced shooters. The Alliance is supposedly a local superteam, protecting the interests of the Nigerian people, and are marketed as such, but they're really gun-thugs protecting the international oil companies exploiting Nigeria's rich oil fields.
2. The Culture schooner, ***Blood Always***, breaks apart in the upper atmosphere. A nude human (?) female, covered in a living chrome carapace, floats unconscious in the fetal position, the ship's debris field hanging suspended in the sky all around her. Who is this enigmatic new Shiftsteel Symbiont, why was she aboard the vessel, and why is she still comatose?
3. Municipal workers widening a sewer main beneath Ramstein, Germany, uncover a dozen Gross Out! Mutants in stasis tubes. The

hideous creatures boil from the wreckage, lead by **Razorfade**, an empowered serial killer and former US Marine, who escaped from a military stockade in 1971, and slaughter their way to freedom.

4. Every Cityborn superhuman on the planet feels an uncanny, irresistible compulsion to journey to Washington DC. With so many of these urban-evolved superhumans in one place, DC's landscape becomes surreal, as the city changes in response to the whims (conscious and unconscious) of the Cityborn. Each Cityborn senses an impending crisis, and their dreams are filled with visions of the city aflame, but will their presence prevent the disaster or cause it?
5. In retaliation for ongoing economic sanctions, the **Republic of Cebary** begins using cloned supersoldier-suicide bombers against Psi-Watch. **Bradbury Station** is attacked by a trio of these living missiles, who blast through the station's starboard arc as near-nuclear kinetic kill weapons.
6. **The Cybership** anchors off the coast of San Diego. Outwardly a rusting cargo ship flying the Thai flag, this black market operation has created cyborg terrorists and rebuilt mercs throughout Asia, and is looking to expand into California's criminal underground. Unknown to its clients and most of its staff, the Cybership is a front for **Puzzle Ops** front operation. Every cyborg built by the Cybership is fitted with surveillance and sensor gear, and a hidden kill implant is hidden somewhere within every system assembled on the Cybership.
7. The rogue superhuman **Thoughtscape**, operating on orders from the **Huxley Emergence**, releases a nano-toxin in Baton Rouge, LA. Hundreds die, but several new Psions emerge from the wreckage. Thoughtscape herself is immune to the toxin, and her potent psi-abilities allow her to co-opt the newly emerged Psions. Each new Psion becomes part of her tactical hivemind, and by the time the US organizes a counter-strike against Thoughtscape, she is a new and dangerous psionic goddess.
8. Everyone who has received a tattoo from the **Dragon Skinne Tattoo Parlor** in downtown LA over the last week woke up this morning with either Gross Out! Or Symbiote Superhuman powers, as their inked designs came to life and mutated into strange tumors and new, superhuman organs. Obviously, somebody contaminated the studio's supplies, but which faction, and what were they hoping to gain by it?
9. The **Puzzle Ops** director **Chuck Wisenfeld**, at least the 17 year old, Vietnam-draftee version of him, walks out of a time anomaly. The adult Wisenfeld falls into a deep coma, while the young, barely trained psion is hunted by every intel agency on the planet. They're all anxious to kill the younger version of Wisenfeld and create a new timeline, hopefully one friendlier to their own interests.
10. An alien mercenary squad calling itself the **Vas'kree** has been hitting **Metamorphosis North** facilities hard since a crash stranded them on Earth. Their ultimate goal is access to MN's dimensional gate- faster than light starships are almost unknown on Psi-Watch's Earth, but are fairly common in the Otherverse America reality. If they can cross realities and steal a ship, they can jump back across realities and then find their way home. The only problem- the Vas'kree are sociopaths of the first order, and casualties are rapidly mounting on both Earths.
11. The Mutant nation of **Nightflight** is an artificial island larger than Manhattan, hovering in a complex web of interlaced magnetic fields at the heart of the Bermuda Triangle. Nightflight is home to a thriving Mutant culture, and more than 100,000 Mutant souls. Or it was five minutes ago. Something has ripped Nightflight from the sky, and the ruined island has crashed off the Cuba coastline. Tens of thousands are dead, the survivors are



enraged beyond all reason...and nobody knows who brought the island down.

12. A trio of his bastards, all Patriot Anvil superhumans, (**Lodestone, Crusher Kara, and Fragment**) come looking for the mercenary **Garrison**. They're out for his blood and want revenge for the rapes that created them, and even the full might of **Mung Thoy Tan's** military won't stop them. Anybody who gets between the trio and Garrison are gonna be just as dead as the brutal, granite skinned behemoth.

13. **Dead Blue Fish**, the sociopathic promoter behind **The Paint** gladiatorial ring, has begun selling the bodies of fallen fighters to collectors and military conspiracies alike. If you've got need of superhuman corpses (whole or parts), find her in Saigon.
14. Lead by **James Caulder, AKA Scattershot**, a group of metahuman terrorists recruited from supermax asylums across the South stages a daring assault on **Clark Island, VA**. Scattershot is a former **Puzzle Ops** agent, driven insane by the agencies' sadistic psychological experiments, and he knows precisely how to hurt his former agency.
15. After their superhuman 8 year old daughter is kidnapped by forces unknown, celebrity super-parents **Rabid** and **Pitbull** turn to the player characters for help. The girl is the latest acquisition of Puzzle Ops' **Scholarship Division**, and the heroes will have to be fast if they want to catch up to the kidnappers before the little mutant girl disappears forever into the black ops underworld.
16. An explosion wipes out a Washington DC stripclub, and most of the block it sits on. The badly burned bodies of several superhumans are found within the wreckage- superhumans which have been seen, very much alive, conducting their own missions.
17. A pair of alien warriors (**Hellstar** and **Coldpyre**) destroy a Miami shopping mall after their starships crash nearby and they continue their blood feud on the streets. When authorities arrive, each alien claims that he/she/ it is an agent of galactic law and its rival is a wanted xeno-criminal. Which, if either, of the aliens is telling the truth?
18. Puzzle Ops assassins (**Vector Black, Tomahawk, Cut Rate** and **Talonix**) are stalking the few survivors of **Fireteam Delta**, their wives and children. During the Vietnam War, the men of Fireteam Delta encountered a

crashed Ejaw starship, which imbued them with latent psi-powers that remained dormant until now.

19. Paris awakens to find the bodies of seventeen Final Sword acolytes disemboweled and hanging from the Arc De Triumph. The spectacular public executions were carried out by **Tassi Dae Katta**, an exiled Final Sword maiden now working as an international assassin for hire under the codename **Flashblade**. She is killing her former sword sisters one by one, in hopes of earning the reputation and respect necessary to form her own iconoclast chapterhouse.
20. A time portal opens in downtown Chicago just long enough to disgorge a single humanoid child, sheathed in a failing life support crèche. The newborn's genetic structures are a parental match to two of the player characters (or a PC and unlikely NPC), and hints at both an unexpected future relationship, and a crisis bad enough the parents sent their new child into the past.
21. A US Treasury Department assault squad, backed up by under-the-table support from the **Bradbury Poker League**, is taking down counterfeiters with Transmuter Powered Hero talents...and any metahuman they think might take up counterfeiting now or in the future. Someone close to a player hero is killed because of their powers, by a government squad operating above the law.
22. An explosive release of energy occurs on the moon, the flare visible throughout most of the Northern Hemisphere. Over the next few hours, thousands of new superhumans emerge, many displaying alien phenotypes and abilities never before imagined.
23. **Blooded Ghosts** have infiltrated human anti-mutant groups (including **Humanity's Sweat** and **Soldiers for Humanity**), fearful of what their oracles say the Mutant race could evolve to become. The most powerful Ghost, **Ka'shs'kk** has assumed the identity of **Senator Victor Brax (R-New York)**. Senator Brax is pushing for the repeal of the Mutant rights laws of the 1980s. If successful, Mutants will once again, become a hunted, outlaw species in America.
24. An experimental **Psi-Watch** combat mecha crashes on the New Jersey turnpike. The mecha goes haywire, opening fire on the commuters. Worse, the damaged machine is seeking to bond with a new human pilot, which could create a powerful and deranged new cyborg post-human.
25. The French super-operative, **Exocet**, disappears into a time portal during routine European Union exercises over Germany. The downed flier is now in WWII-era Nazi hands, and his presence in the past is causing a wave of time disruptions to sweep the planet. Can the heroes rescue Exocet, put the time paradoxes his capture caused to right, and defeat the Third Reich's most powerful superhumans...while time, and even their own histories, flux around them?
26. The **Vitelli Family** in Philadelphia is at war with itself. **Frank Vitelli**, the newly minted capo of the Family, has thrown open the books to any superhumans who want to work for him. Under Frank's direction, the Vitellis have accepted superhuman criminals of every description as made men- even blacks and Mutants! The younger members of the family have little problem with this, liking the new firepower Frank's scheme is bringing into the family. The old guard has staged a coup, and bodies are piling up as the two factions fight for dominance.
27. **Metamorphosis North** is trucking an 18-wheeler full of cyber-chassis and bionics components through the Los Angeles DMZ. Not trusting the meta-gangers that run the city, Metamorphosis North has hired **The Carcaradons**, a mercenary outfit based out of Mung Thoy Tan, to guard the shipment. Stricture's **Pyr Nation** has heard about the shipment, and all out superhuman war is about

- to break out on the rubble-strewn LA freeway.
28. Some of the most powerful of the **Paint's** second and third-tier gladiators are vanishing from the fighting circuit. While any number of factions or old enemies might be responsible, the fighters are being mind-wiped and enslaved by **Sijjan Sparrowblood**, a minor **Culture** duke looking to build a private army of metahuman bodyguards.
 29. An investigative blogger reveals an old, forgotten black program. **The Hearth and Home Adoption Agency** was a Puzzle Ops front company, one of the precursors of the current **Scholarship Division**. The reporter reveals that more than 300 **Patriot Switchblade** psions were placed with unsuspecting foster families during 1986-1993. Nobody knows where these living weapons are now, and to clean up the mess, **MOI** is having her agents kill every child placed by Hearth & Home... better safe than sorry.
 30. During the worst thunderstorms in a century, the 65 year old vigilante **Biteback** comes out of retirement to brutally execute an old rival, the Mutant gang boss, **Big Komanche**. Now, Komanche's rudderless gang, the **Zig Ciggs**, have declared open season. To avenge their leader, they will kill 60 cops or superheroes. For every gang member that falls during their rampage, they'll kill 5 ordinary humans.
 31. A Culture warship larger than Earth's moon decloaks on the far side of the Sun. The massive **Fog of Blades** is a legend among the Culture, and was believed lost millions of years ago, during the first engagements against the Blooded Ghosts. Electronic intelligence gathered from the warship indicate that in the intervening eons, the Fog of Blades' crew have evolved into something far more dangerous than even the Culture, and is a threat to both Earth and Wellforged.
 32. A mid-air explosion high over the British Isles releases mutagens identical to those that created the **Challenger** race in 1986. Over the next year, a new Challenger outbreak will occur throughout Great Britain and Northern Europe.
 33. Psi-Watch's **Lt. Cassie Feneris** (the Shiftsteel Symbiont codenamed **Crucible**) is attacked by Final Sword assassins, while a reality away, a sister squad is targeting Othervers America's **Cassie Andra Feneris**. Meanwhile, other squads in other realities are all murdering alternate versions of the same woman.
 34. Every unmodified *homo sapiens* in Manhattan attempts suicide within the same hour span. Three hours later, the suicide plague spreads to the other boroughs, and by midnight, unexplained suicides are reported in New Jersey. What's causing the suicide plague? More importantly, can it be stopped...because if it can't, and the rate of expansion continues, Psi-Watch techs estimate humanity will be extinct within three weeks.
 35. The **Free Cebary Militia** is using dangerous, untested xeno-tech in its rebellion against the **Republic of Cebary's** slave-state government. The cure may be worse than the disease though- the weapons are Blooded Ghost monster-tech of the worst kind, and volunteers spend about 72 hours as bloodthirsty terrorists before dying horribly.
 36. Hoping to breed more of their kind, and gambling that the released radiation will boost their already impressive powers, a Mutant terror cell is targeting nuclear reactors around the world. Lead by the monstrous Mutant Powered Hero, **Sludgehound**, the cell is plotting simultaneous attacks in Japan, India, France and America.
 37. One of the player characters becomes a lust object for the brainwashed **James Wisenfield**. The powerful and amoral telepath will stop at nothing to possess the

PC, and his rapacious attentions are encouraged by **Mother of Invention**. She realizes that if Wisenfield rapes (and/or mindrapes) the PC, his transformation from twisted schoolboy to emotionless killer will be complete.

38. The telekinetic serial killer **Torsion** has developed a dangerous new fetish. After using his signature tactic to take down the superheroine **IceBird**, he discovered how sexually exciting it was to pull super-women apart telekinetically. Now, he's on the hunt for any vulnerable costumed female. He's killed three women, all highly trained combatants with impressive powers, over the last week and doesn't seem to be slowing down.
39. A Morse code call for help is broadcasting on all channels from a remote part of Siberia. Even the current Russian government has no idea what's out there. The pitifully fragmented records pertaining to the area refer to "**Quarantine Zone Omega**". What exactly is being quarantined, and why?
40. **Misha Fate** is an 8 year old Shiftsteel Symbiont and one of the most accurate precogs on the planet. She has served some of the most powerful criminal cartels on the planet as an oracle, seeking to support her impoverished and all too human family. Now, she has approached the player characters with insight into a coming crisis. Can she be trusted?
41. A vigilante is killing Triad and Yakuza gangsters in New York City. That's not especially unusual, but the method of execution is. Vital organs are missing from the victims' bodies, but there are no forensic traces of injury or surgical incision.
42. The remnants of a 1960s-era genetic engineering facility is found in old Viet Minh tunnels under **Dien Bien Phu, Vietnam**. The facility is dug out during construction of an apartment building. Whatever it is, it obviously uses salvaged Culture tech. The quick and dirty conversion machines still work, too well unfortunately, as a half dozen construction workers are turned into monsters.
43. A Cold War-era Soviet satellite falls out of orbit over Ohio. As it breaks up on reentry, the wreckage unleashes a horde of badly damaged combat mecha. Though half melted from reentry and significantly outdated, the war machines are carrying out a pre-programmed first strike on the American heartland.
44. The assassination of moderate Mutant leader, and noted pacifist **Desmond Pryym**, leads to Mutant rioting across the world, and some of the worst anti-Mutant violence since the 1970s.
45. Over beers, whiskey, coke and hookers in a **Cho Tho** nightclub, three of the world's deadliest assassins start arguing over which of them has the right to the codename **Omnikill**. Their solution- whoever kills the most world leaders within the next 72 hours wins the codename. The 'contest' just started 20 minutes ago, and already somebody's snuffed the Norwegian Prime Minister.
46. **Anthro-Ecology Incorporated** is a newly incorporated LA firm owned and operated by the **Republic of Cebary**, through a series of front companies and shell corporations. Anthro-Ecology has begun taking orders for custom grown anthro 'partners' (their advertising never refers to slaves) for applications ranging from military, to labor, to engineered sex toys. Anthro-Ecology's lawyers and lobbyists have ensured their products are legal, at least until the laws allowing the sell of genetically engineered humanoids get changed.
47. The elegant thief **Key** is believed killed in a shootout with the San Antonio police department's SWAT team. However, he's merely pulled off his greatest heist ever, stealing the body of a police woman, starting a

new life and building a new legend using the ill gotten gains of his first incarnation.

48. An entirely new race of mankind, calling itself the **War Kynd**, come boiling out of rents in the Earth. These feral, dark-adapted behemoths have access to high tech native weapons, years more advanced than the human baseline, and monstrous war-beasts fitted with cybernetic weapons array. The War Kynd are decimating everything in their path, but are looking for something, a mysterious artifact they refer to as **'The Apple'**.

49. A pack of Feral Mutant children (**Jenny Talon**, **Bearcub**, **Hedgehog Sammy** and **Fanggy Lisa**)

arrive pretty much on the player characters' doorstep. The pre-teen Mutants are ragged, malnourished and badly injured (Bearcub is half disemboweled and on the verge of death)... They're begging for sanctuary, and running from one of the groups' old nemesis.



50. Culture immigrants are disappearing into the bowels of **Ronin Base**, a **Bradbury Poker League**-funded death camp. The scientists there have perfected the weaponized **Grasscutter Virus**, which manifests as minor flu-like symptoms in humans, but as a rapidly

fatal immune system shutdown among the Culture.

51. The Steamer mercenary **Starspray** is shot down while returning to his home in Manila. His containment suit is damaged beyond repair- he is slowly leaking the deadly bio-war agents that pass for his blood, causing a massive ecological crisis. Worse, he might just go up like a nuke when he finally does die.
52. The Russian Mafiya is using 'gene-blanding' drugs to sneak a low level superhuman **Andy "Vigor" Koslov**, onto the UFC circuit. Vigor's minor superstrength and augmented reflexes aren't much use against truly superhuman opponents, but against unaware human athletes, he's a winning bet.
53. Exiled from **Nightflight** for his crimes against Mutant humanity, **Helix Prime** and his Mutant minions have captured a small island off the Cuba coastline and turned it into their own personal kingdom, **Cryptocylla**. All Mutants are welcome there, provided they swear obedience to Helix Prime, and all Mutant females submit to Primes decadent sexual whims and bear him powerful Mutant children.
54. The Mutant cult **Hybrid Vigor** offers its member Symbiote Powered Hero treatments to enhance their natural gifts, but only after these cultists bring the group a sacrifice- the blood, heart and bone marrow of a Blooded Ghost. The cult melds these grisly trophies to their own substance to vastly increase their power.
55. A flash of purple light erupts over Denver, Colorado. Those bathed directly in the light gain barely controlled Shooter talents and other exotic energy manipulation abilities, but no one touched by the purple flare can heal, either naturally or medically. Patients hemorrhage uncontrollably on operating tables, and the casualties caused by out of control superhumans can't be helped.
56. The **Bradbury Power League** has developed a toxin that completely shuts down healing factors for up to 48 hours, and have loaded their hollow points with it. Worse, traitors within the conspiracy have sold some of the ammo to anti-Psi groups like **Humanity's Sweat**. Looks like somebody's about to go mutie-hunting.
57. A bio-engineered living WMD codenamed **Leviathan X** is preying on commercial vessels in the Sea of Japan. The sea monster was cloned from a long extinct Atlantean monstrosity by North Korea to strengthen its position in the region through indiscriminate terror.
58. A new striketeam, **The Genecutters**, is taking out targets around the world that are a treat to the tenuous peace between Mutants and humans. Depending on the team's past actions, they might be targets or may be recruited as new squad members.
59. A private space mission set to explore Mars is attacked by space-capable **Puzzle Ops** killers, **Gallows Spike** and **Hog Leg**. The space plane evades the first wave of the assault and crash lands on one of the Martian moons, sending out a distress signal to anyone who will listen.
60. The **Ikkanna Tribe** of Blooded Ghosts has fled its longtime sanctuary in Argentina ahead of human development, and has migrated north, into the Yucatan Peninsula. Now, the jungles are drowning in blood, as Ghosts and feral anthros battle for dominance of the **Land of White Jaguars**.
61. Lead by the Shiftsteel Symbiont martial artist **Silverguard**, a motley band of Shiftsteel Symbionts, Steamers and Patriot Boxers have retreated utterly from a world that either stares at or exploits them. They have built a monastery in a remote Chinese valley and are building a unique fighting style based around their racial gifts.

62. The **Warmask Marauders** are an elite cadre of Frontliner mercenaries, who show their absolute loyalty to their unit by affixing cybernetic war masks permanently to their faces. The Marauders will take any job, no matter how dirty, and cannot ever reveal their employer's secrets- they cut their tongues out and surgically sever their vocal cords after their first successful mission with the unit.
63. Mutant zealots begin committing suicide en masse, in highly public and ritualized ways. Meanwhile, the mutant reality-writer called **Paintbox Sally** begins warping the Nevada badlands into a high tech mutant utopia... her goal is to create a new Mutant homeland, one under the protection of the new Mutant God the zealots hope to create in the afterlife. Normally this would be dismissed as mere fanaticism, but the Culture is very, very worried the Mutants may actually be able to pull this impossible, mad scheme off.
64. The Detroit PD's **PSI-SWAT** unit is tasked with clearing out '**The Guts**', a converted sewage treatment plant that has become a squatter's village for Mutants and other homeless super freaks. Tensions run hot, punches are thrown, shots are fired, and in less time than it takes to tell, a full scale riot erupts.
65. The legendary post-human warrior **Stalker Leo** finally falls. His will promises millions to any confirmed male heir. The only problem- in his 150 years of life as a superhuman brawler, Stalker Leo must've fathered 300 bastards. Now a legion of feral superhumans, all wanting a piece of their inheritance, descend on the campaign.
66. **Metamorphosis North**, through intermediaries and hired agent provocateurs, is working to destabilize several crisis zones around the world. If it can touch off full scale wars throughout Africa and the Pacific Rim, not only can mega-corp sell more armaments, but its private security arm, **Response Alpha** will see record profits for years to come.
67. The century old inventor **Elliot Kenning** abandons his failing birth body for a revolutionary cyberframe. Now freed from the burdens of both flesh and conscience, he activates a contingency plan he first drafted during WWII, and stages a coup nearly 8 decades in the making.
68. While the **USS Gregg Hartman** is transiting the Panama Canal, a sailor aboard snaps and fires off a cruise missile that impacts in the civilian zone outside the canal. Dozens are killed, and when the sailor is interrogated, he claims he was mind-controlled by the infamous telepath **Dreamburner**. The only problem with the story is that a US special ops team found Dreamburner's corpse in a shack outside Rio De Janeiro, Brazil 19 hours before the missile launch.
69. The CIA's deniable Gravedigger kill-squad, "**The Corpse Grinders**", disappears while deployed on a mission in Hungaria. If the team has gone rouge, they're in trouble, because without chemical treatments provided by their handlers every 72 hours, their undead bodies will shut down completely.
70. A cruiseship vanishes from the Bahamas with a full passenger complement aboard. The vessel has been seized by the **Blooded Ghosts** and their **Ejaw** servitors. They have begun cruelly modifying the captives with cybernetics and gene-magic for service as asteroid miners.
71. The most powerful meta-humans on Earth suddenly aren't. An alien stargod from another reality, **The Nemesis**, seizes Earth's superhumans and forces them to fight to the death in a tidally locked jungle planet converted into a mammoth arena. The survivors will serve the Nemesis- the weaker ones, the casualties, will become food for the rest.
72. The **Culture** finally gets serious about conquering Earth. They use the same tactic

they have successfully on hundreds of other worlds. The Culture's propaganda experts break into every Terran signal, and promise the world's poor they will provide the secrets of unlimited free energy, endless food and near immortality, if they will only rise up against the world's governments. The response is exactly as the Culture expected- civil war in every nation on Earth.

73. With no superpowers more impressive than a minor animal control talent, **Wingnut** has earned a reputation as one of the world's best industrial saboteurs. Not many prototype aircraft can survive a couple of geese through the canopy or into the engine, after all.
74. The team is confronted by their alternate selves from a parallel present. Their dimensional counterparts attack without mercy, striking to kill. The duplicates are the catspaws of an enigmatic cosmic force named **The Purpose**, which claims to be the collective unconscious shared by all fanatics, terrorists and activists.
75. Worried that humanity is planning their final strike, the Mutant general **Lady Winternight** has assembled a massive arc ship hidden on the far side of the moon. Only a few more raids, and Lady Winternight and her hand picked cadre of Mutant colonists will have all the technology and consumables they need to launch.
76. The **Huxley Emergence's** most efficient killer, **Daggerdance**, has been tasked with killing teenaged Gross Outs! and other 'unsightly' post-humans, rather than allowing



their damaged genes to ruin the Emergence's long term eugenics plans for humanity.

77. The sadistic Culture priestess **Kassah the Thunderspeaker** has taken over several Colombian cartels, using their infrastructure and drug labs to manufacture Imperial Coda, a Culture mind-weapon.

78. An new, artificial structure larger than Europa is detected in orbit around **Jupiter**. Is it a new Culture construct, or is at much of an enigma to the arrogant aliens as it is to humanity?
79. A mutant rights organization called **The Atom's Wings** has gone a little beyond protesting gene-selection abortion in court. They've hired several Lifer mercs from the parallel *Otherversa America* reality to lend their expertise in anti-abortion terrorism to the Mutant cause.
80. **Ludi Bruxia Primera**, one of the gladiatorial mega-corps of a parallel Earth, has sent deep cover agents to Psi-Watch's reality, with instructions to stage a corporate takeover of Metamorphosis North. Once MN is in their power, the Ludi's agents will buy its way into America's government, and legalize the great, bloody games common on their home world.
81. The heroes are caught between two Culture factions- **The Skinangel Bloodline** and the **Flamebone Bloodline**. The two great houses have waged a quiet war of assassination and counter-assassination for millennia, a war that's now out of the shadows, as the factions battle on Earth.
82. An eleven year old child named **Heather Vasquez** gets her period and mutant powers on the same day. Only one of these is going to destroy the world. Heather's out of control seismic powers are threatening to grind her home town of Seattle to dust, and the tremors are only getting worse. There's a good chance unless she gets control of her abilities, Heather's quakes might knock the Earth out of its orbit.
83. The ancient Mutant **Chel-quu-chek**, who created the first Mutant homeland somewhere in the Guatamala highlands in 1,283 BCE, rises from his tomb like a conquering god. Two hundred feet tall, with skin of azure and jade, with a heart beat like an earth quake and eyes that blaze with atomic fire, the Mutant God rises to reclaim the territory he once held.
84. When the military-sponsored supersoldier, **Force Recon**, is killed by a **Blacklist** assassin in a very embarrassing situation, the USMC approaches one of the player characters to assume the identity of the masked commando.
85. Computer files recovered from a fallen enemy's database make a very convincing case that the team's commanding officer or one of the PC's mentors is a traitor, and has been for years.
86. **General Marlowe** radically reorganizes **Psi-Watch** into multiple, interrelated units. Red Unit is comprised of America's most powerful superhumans, and are sent into frontline combat against the most dangerous beings on the planet. Blue Unit is a stealth and cyber-crimes unit, recruited heavily from the Patriot mutate community. White Unit is a superhuman medical and disaster relief squad. The three public squads are joined by Black Watch, a deniable ops unit responsible for espionage and assassination.
87. A new extra-governmental entity codenamed **Over Watch** claims jurisdiction over all psionic crimes and post-human terrorism anywhere in the world. Formed by a coalition of military mega-corps and several G-8 nations, Over Watch supersedes (and pointedly ignores) both **Psi-Watch** and **UN-PET**. Good luck working with these assholes.
88. The rogue superteam, **Overlaw Maximus**, takes out a nest of supervillians in Northern India, but devastates the region in the process. Now, thousands of refugees flee over the Pakistani border, setting the two nations on a course towards nuclear war...which might be what the revolutionary Overlaw Maximus unit wanted in the first place.
89. **The Huxley Emergence**, through catspaws and mind-warped traitors, is pushing for an all out, decisive battle between the **Bradbury Poker League** and **Psi-Watch** proper. It hopes that the conflict will destroy the Poker

League completely, and will weaken Psi-Watch enough for a first strike.

90. During an unrelated recon mission to Vancouver, the team comes across a massive database unlinked to any network. Using revolutionary bio-electronics, the database stores millions of petabytes worth of data. Investigation reveals it is a back up memory store for the Immortal once known as **Gilgamesh**. What will happen when he finally returns to his sanctuary to back up his aeons of memory and finds it has been tampered with?
91. When the infamous Nano-Sculptor **Doctor Wirework** dies during a mission, his cyber-enhanced body releases nanites that spray across a five mile radius and randomly boost the efficacy of any mammalian brain tissue they come across with. So, all of a sudden, a huge chunk of central St. Louis is home to thousands of newly minted geniuses...and squirrels that strategize, cats that ponder religion, and dogs that are learning to talk.
92. While on an American morning show, the slightly inebriated Culture poet **Tisane** reveals that Jesus was just a "Culture meme-weaver, and not a particularly clever one at that". Before vomiting on himself and passing out, he pulls out holographic photos of himself and a Arabic looking Culture male he says were mementoes from their time together at university. Now, naturally, every Christian on planet wants Tisane's head on a pointy stick.
93. The team discovers a massive pylon of unworked **Yahn Crystal**. If hit with exactly the right frequency of radiation, the pylon could open gates between dimensions. Of course, if the frequency isn't quite right, anything could happen...anything bad.
94. The mythic Culture general, **Lord Valorhawk**, fell in battle six centuries ago and his body was consigned to the depths of space. So why is the great man found, alive, in a stasis pod orbiting Earth's sun?
95. The **BBQ Boys** are a gang of pyrokinetic bikers that has fucked shit up from Georgia to New Mexico and back again. Guess which town they just pulled into? If you said the players' home base, you're very right.
96. An explosion at a genetic engineering facility in Northampton, MA transforms three women into a grotesque gestalt being, **The Trionna**. The Trionna has godlike psi-powers, able to resculpt reality to her (their) whims, but a completely alien intellect and enigmatic goals that render communication almost impossible.
97. The Blooded Ghost fighter-carrier, **Breasts of the Scorpion**, goes down intact somewhere in war-torn Darfur. Now, every faction on the planet races to Darfur to recover the alien technology.
98. **America's Lions** are a recruiting poster stunt designed to encourage promising Mutant candidates to volunteer for military service. The Lions are celebrity heroes, each dressed in patriotically decorated Kevlar and equipped with razor edged wrist blades and other impressive melee weapons. The three toughest lions (**Alpha Eight**, **Bearcat**, and **Goldclaw**) have deployed with Psi-Watch on several missions, proving they're more than just empty suits.
99. The **Five Screams (Deathscream, Shatterscream, Novashriek, Steelcry and Bonebray)** are an alien mercenary unit that works against Culture interests. All the 'senior partners' grew up in among the Culture's undercaste, and their poverty and desperation eventually matured into righteous rage. The Five Screams have worked for the Blooded Ghosts, Metamorphosis North and anyone else with an axe to grind agiasn the Culture.
100. A Mutants right benefit concert in Thailand is hosting all the big names in 'mutie music' - **League of Losers**, **The Genetic Uprising**, **Skincrawl**, **Burn the Humans (BTH)**, and about a dozen more. Anti-Mutant terrorists are preparing to set off a bio-bomb, with the technical assistance of **Shadowlance**, a **Bradbury Poker League** killer under deep cover.

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