

# *PSI-WATCH* **SECRET SOLDIERS**



**OGL**

3.5 SYSTEM COMPATIBLE

***CHRIS A. FIELD***





# PSI-WATCH SECRET SOLDIERS

Written by Chris A. Field

Cover Illustration by: Anthony Cournoyer

Interior Illustrations by: Arcana Games, Daniel Comerci, Storn Cook, Anthony Cournoyer, Forever People Stock Art, The Forge Studios, Earl Greier, Headless Hydra Games, Rick Hershey, Martina K Art, Jazbee, Aaron Lee, LPJD Image Portfolio, Malcolm McClinton, Bradley K. McDevitt, Joyce Madueria, Mesozoic Press, Rudolpho Montemayor, John Picot, Sade, Todd Shearer, Vic Shane, JEShields, Tan Ho Sim, Shutterstock.Com, Amanda Webb

All images are copyright their respective creators,  
and are used with permission.

[www.otherversegames.blogspot.com](http://www.otherversegames.blogspot.com)

Fully Compatible with the **PFRPG**.

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

This product is fully compatible with D20 Modern, as well as the *Pathfinder Roleplaying Game*, and is suitable for use with *Otherverses America*, *Psi-Watch*, *Galaxy Command/Heavy Future* and even some *Black Tokyo* campaigns.



I'd been toying with creating a revised setting for Psi-Watch since the publication of *Black Operators*. I wanted to take the setting back in time and make it a period piece: a superheroic tribute to the early 1990s. As 2015 and 2016 unfolded, the idea of looking backward to my adolescence got more and more appealing, and I began to notice cultural parallels between the two decades. Trump's virulently racist, right-wing campaign, combined with the visceral conservative pushback against #Black Lives Matter, proved that despite the fact America had elected Barack Obama in the interval, it was not significantly more evolved or any less bigoted than it was on the night Rodney King got beaten. When the monster was finally elected, I started thinking even more seriously about the project.

It was a joke that appeared on Tumblr, an internet meme, that finally pushed this new, 1990s-flavored bestiary out of the theoretical stage and into full production. Somebody online made an image comparing the loathesome homophobe VP Mike Pence with the fictional *Reverend William Stryker*, with the caption "Why does Mike Pence always look like he's going to introduce legislation to outlaw the *X-Men*?"

Well, ka-boom.

The last pieces fell into place.

I'd always, and purely for my own amusement, stated that in the Psi-Watch reality George HW Bush had been blasted by some Iraqi metahuman in the early 1990s. So build on that, and you've got an ultra-conservative, anti-mutant (as a visceral and well-established metaphor for homophobia) Republican running in place of the atomized Bush and beating Clinton. All of a sudden, even putting aside the superheroes, mutants and psychics running around, 1993 starts looking a whole lot different, a whole lot darker. A lot more in need of heroic adventurers.

**President Michael Spencer** (the even worse-than-real, Cyborg Mike Pence) becomes the centerpiece of a web of superhuman opponents, monstrous psions, military-trained undead, and secret, bio-mechanical cults that threaten the world.

*Secret Soldiers* is one of the largest and most wide-ranging bestiaries ever produced by Otherverse Games, dwarfing *Closed: Monsters of the Armies of God*, *The Complete Nemesis Bestiary* and comparing favorably to both volumes of the *Black Bestiary* even if you added them together. Included are more than 160 monsters. While the

entire casts of *Psi-Threats Volume I and II* are included, those 40-odd monsters, mecha and supersoldiers represent only a tiny portion of the collected cast, most of which are all new.

A handful of themes dominate *Secret Soldiers*. In addition to the politics of Psi-Watch's 1993, several hidden cults and secretive organizations threaten the world. Elements of the Lovecraft Mythos are thrown into the pot with comic book in-jokes and homages, and an absolutely original version of Lovecraft's *Nyarlahotep* has emerged as one of this dangerous, war-torn setting's greatest threats. Mutant culture is caught between cyber-tech bigots, gigantic *Watchtower Mecha* and the slave-trading *Republic of Cebary* at one extreme, and the other-dimensional sadism of *Eugenicist Demons* at the other. The psion-led, eugenic cult of the *Huxley Emergence* fights a secret war for control over the planet, and keeps a frightful psychic WMD called the *Murder Mind* in deep stasis, ready to be unleashed if Emergence's rivals for the planet ever gain the upper hand.

It's not all politics though. *Secret Soldiers* is a love letter to the kind of comics I grew up reading. Heroes might storm secret military bases, killing their way through troops in an orgy of hyper-colorful violence, only to confront a *Necrofficer* staging a military coup. Or they might trade blows with a high-flying, nuclear powered *Luminate* or be stalked by *Lady Entropia's* trio of terrifying minions.

Some new elements introduced in *Secret Soldiers* will be expanded on in future world books. A loose coalition of *First Nations* tribes, protected by skillful meta-human defenders controls vast swaths of formerly American territory and form one of the most effective resistances to the *Spencer Administration*. An alternate reality where the Roman Empire never fell treats Psi-Watch's Earth as a ready source of slaves and entertainment, sending sadistic *Box Office Editors* to recapture runaway slaves and exceptionally lucky freedom fighters who escaped to Psi-Watch's Earth. Anthropomorphic adventurers (and the founders of a new, rough alt-rock style called Growl) hail from the free city of *Cat's Cradle*, which was called Omaha, NE back in the days before all its citizens grew fur. The *Lagniappe Thieves Guild* in New Orleans is a relic of the Underground Railroad that has evolved into a dashing, romantic band of thieves, spies and assassins.

Chris A. Field  
July 2017



## **INSPIRATION AND MEDIA LIST FOR PSI-WATCH 1993**

At its simplest, *Psi-Watch* is an affectionate homage to the superhero comics of the early 1990s, particularly Marvel's X-Titles and the first crop of Image Comics. Like these inspirations, *Psi-Watch*'s heroes are tough, battle hardened psions, aliens, cyborgs and mutants who wage secret wars in the shadows of the modern world.

Particularly good sources of inspiration for *Psi-Watch* are listed below. Some are obvious, other sources of inspiration less so.

### **COMICS AND GRAPHIC NOVELS**

The following authors and artists are especially influential in my conception of *Psi-Watch*.

*Authors:* Brandon Choi, Chris Claremont, Chuck Dixon, Larry Hama, Dan Jurgens, Dwayne McDuffie, Warren Ellis

*Artists:* J. Scott Campbell, Jae Lee, Jim Lee, Rob Liefeld, Joseph Michael Lindser, Joe Madureia, Todd McFarlane, Wilce Portacio, Joe Quesada, Marc Silvestri, Mike Turner

#### **DC Comics**

Armageddon 2001 annuals  
Batman: Sword of Azreal  
The Bloodlines Annuals  
The Death of Superman and Reign of the Supermen, Knightfall and Emerald Twilight storylines  
Green Lantern (post-Emerald Twilight, featuring Kyle Rayner)  
Hellblazer (inspiration for modern magic campaigns)  
Kingdom Come  
The New Gods and others (1970s series by Jack Kirby)  
Preacher (inspiration for modern magic campaigns)  
The Ray (first Quesada mini-series)  
Superboy (1990s series) and Supergirl (Peter David series)  
Sandman and Death: The High Cost of Living (inspiration for modern magic campaigns)  
Superman/Batman: Supergirl (Mike Turner)  
Watchmen

#### **Marvel Comics**

Daredevil (Frank Miller's 1980s run and Man Without Fear especially)  
Deathlok  
Exiles  
Force Works, Fantastic Force (and other mid-90s spinoffs of classic comic titles)  
Ghost Rider, Midnight Sons and other spinoffs (inspiration for modern magic campaigns)  
G.I. Joe and G.I. Joe: Special Missions

Guardians of the Galaxy (Jim Valentino)  
Iron Man (especially the Armor Wars storyline)  
New Mutants and Magik mini-series (1983 series)  
Punisher and Punisher: Warzone  
Spiderman 2099 and other 2099 titles  
The Ultimates  
Uncanny X-Men, X-Men, X-Force, Wolverine and other x-titles (especially the Age of Apocalypse, Second Coming, X-Tinction Agenda, and Executioner's Song storylines)  
X-Force (all incarnations, from the Liefeld era to the current incarnation)

#### **Image Comics**

Bloodstrike (current incarnation)  
Deathmate (especially the Black issue)  
Cybrid  
Cyberforce and its spinoff series and mini-series  
Cybernary  
Fathom (Mike Turner)  
Gen 13 and Team 7 (especially the first Dixon written Team 7 miniseries)  
The Maxx (inspiration for modern magic campaigns)  
Prophet (current incarnation)  
The Savage Dragon  
Shaman's Tears (inspiration for modern magic campaigns)  
Spawn and the Angela miniseries (inspiration for modern magic campaigns)  
Stormwatch and the Authority (especially the later, Warren Ellis issues)  
Wetworks  
Wild C.A.T.s (the early Jim Lee issues especially)  
Witchblade (inspiration for a modern magic campaign)  
Youngblood, Team Youngblood, Bloodstrike and other Rob Liefeld concepts

#### **Milestone Comics**

Blood Syndicate (especially the Demon Fox storyline for modern magic campaigns)  
Icon  
Shadow Cabinet  
Static

#### **Valiant Comics**

*Both the classic 90s issues and the current incarnation of these titles are equally good sources of inspiration.*  
Bloodshot (and Rai)  
Dr. Mirage (inspiration for modern magic campaigns)  
Harbinger  
Ninjak  
X-O Manowar

#### **Other Publishers**

Alien Legion (Marvel/Epic)  
Dawn (Sirius) (inspiration for modern magic campaigns)



Deathmatch (Boom! Studios)  
 Hellboy and The BPRD (Dark Horse) (inspiration for modern magic campaigns)  
 Grendel (Dark Horse)  
 G.I. Joe and The Cobra Files and related works (IDW)  
 John Byrne's Next Men (Dark Horse)  
 Comics Greatest World (Dark Horse)  
 Johnson & Stroman's Tribe (three different publishers over three issues)  
 Judge Dredd (2000 AD)  
 Prime, Freex, The Strangers, others (Malibu)  
 Tarot, Witch of the Black Rose (Broadsword Comics) (inspiration for modern magic campaigns)

## **GAMES**

### **OPEN AND PAPER AND ELECTRONIC**

The Mortal Kombat series (Acclaim)  
 The Metal Gear Solid series (Konami)  
 The Street Fighter series (Capcom)  
 Rifts, Ninjas & Superspies, Heroes Unlimited, TMNT and Other Strangeness (Palladium)  
 Shadowrun (FASA/Catalyst)  
 Underground (Mayfair)  
 X-Men Legends and related titles such as Marvel Ultimate Alliance (Activision)

## **NOVELS**

The Burke novel series (Andrew Vachss)  
 The Great and Secret Show (Clive Barker)  
 Imagica (Clive Barker) (inspiration for modern magic campaigns)  
 Keeper and others (Greg Rucka)  
 Neuromancer, Mona Lisa Overdrive, and others (William Gibson)  
 The Repairman Jack novel series (F. Paul Wilson)  
 Rainbow Six and others (Tom Clancy)  
 The Wild Cards novel series (George RR Martin, editor)

## **TELEVISION AND MOVIES**

The A-Team  
 Aeon Flux (animated series moreso than the film)  
 Aliens  
 Blackhawk Down  
 Bloodsport  
 The Crow (inspiration for modern magic campaigns)  
 Dark Angel  
 Die Hard  
 Equilibrium  
 GI Joe The Movie (1980s)  
 Hellraiser film series (inspiration for modern magic campaigns)  
 Knight Rider (classic and mid-2000s revamp)  
 Lethal Weapon film series  
 New Jack City  
 Nightbreed  
 Predator (and its sequels)  
 Rambo (2008 film especially)  
 Red Dawn (original)  
 Robocop  
 Spawn (animated series)  
 Species  
 SWAT Kats  
 The Transporter  
 Terminator & T-2  
 Three Kings  
 Top Gun  
 Universal Soldier film series

## **NEW LANGUAGES**

The following languages are unique to the *Psi-Watch Campaign Setting*.

*Culture* – An elegant and overly complex language which borrows some linguistic cues from Middle Eastern languages, spoken by the Culture and many client species throughout the galaxy. A common trade argot.

*Scarred* – The language of the Bleeding Ghosts, a whistling, clicking, growling language with few vowels, which has become the trade language of the Galactic Scar, due in part to the Bleeding Ghosts' sheer dominance.

*Zeth* – Competes with Scarred for the most common trade-tongue of the Galactic Scar. The messy, chaotic language incorporates sound profiles and words from many, many other species.



## ANGEL, HUNTMISTRESS - CR 14

Medium LN Outsiders (extraplanar, lawful)

XP 38,400

**Init** +8 **Senses** Darkvision 120 ft, Perception +17

**Languages** Celestial, Culture, Draconic, *axiomatic truespeech*

### Defense

**AC** 24 **Touch** 19 **Flatfooted** 19 (+4 DEX, +1 dodge, +4 deflection, +5 armor)

**HP** 19d10 + 76 hp (180 HP)

**FORT** +11 **REF** +15 **WILL** +15

**Immune** Cold, Critical Hits, Disease Fire, Poison, Radiation, Suffocation, Vacuum

**Resist** Electrical 10, Sonic 10

**Spell Resistance** 18

### Offense

**Spd** 60 ft **Flight** 240 ft **Space Flight** 5,000 ft

**Melee** +27/+22/+17/+12 undead-bane, dragon-bane ribbon blades (2d4+4 slashing, 18-20/x2)

**Ranged** +23/+18/+13/+8 axiomatic bio-blast (2d6 energy, 20/x3, 150 ft range increment)

**Favored Enemy** Undead +8, Dragons +4

**Favored Terrain** Territorial Acclimation +2

**Special Qualities** No Breath, Greater Starflight

**Spell-Like Abilities (CL 19<sup>th</sup> Concentration +23)**

*Constant* – detect chaos, detect law, detect undead

*At Will* – order's wrath (W-DC 18)

1x/day – interplanetary teleportation

- plane shift

### Statistics

**Str** 18 **Dex** 18 **Con** 18 **Int** 18 **Wis** 18 **Cha** 18

**Base Atk** +19 **CMB** +23 **CMD** 37

**Feats** Combat Expertise, Combat Reflexes, Dazzling Display, Dodge, Improved Critical (ribbon blades), Improved Initiative, Mobility, Spring Attack,

Weapon Focus (ribbon blades), Whirlwind Attack

**Skills** Acrobatics +17, Bluff +17, Diplomacy +17, Fly +17, Intimidate +17, Knowledge (the planes) +17, Perception +17, Stealth +17, Survival +17, Use Magic Device +17

**Gear** +3 undead-bane, dragon-bane ribbon blades, +1 war ribbons of heavy fortification

### Ecology

**Environment** extraplanar (hyperspace)

**Organization** solitary or mated pair

**Treasure** standard (including gear)





## Special Abilities

### **Axiomatic Energies (SU)**

The Huntmistress Angel can project a blast of electric blue force from her eyes, mouth or breasts. These blasts are considered axiomatic weapons; the damage inflicted is of a non-specified energy type, not subject to energy resistance or immunity.

These Axiomatic Energies also provide the Huntmistress Angel with a deflection bonus to AC equal to her CHA modifier (+4).

If the Huntmistress Angel is hit with a melee attack, the Angel may make an Axiomatic Bio-Blast attack at the attacker at her highest base attack bonus as an immediate action.

### **Axiomatic Truespeech (SU)**

Any creature with a chaotic alignment who communicates with the Huntmistress Angel via the Angel's *truespeech* is considered *shaken*. Those with the chaotic subtype are considered *nauseated* instead. These are mind-influencing, fear effects.

### **Ribbon Armory (EX)**

The Huntmistress Angel's fabric weapons and exotic armor provide her with an additional +2 armor bonus to AC when fighting defensively.

### **Territorial Acclimation (SU)**

After spending 24 hours on a planet, the Huntmistress Angel is considered to treat the entire planet (and any moons or other celestial bodies in orbit around that world, including artificial space stations) as favored terrain, gaining a +2 favored terrain bonus on that world.

This bonus is lost if the Huntmistress Angel spends more than 72 hours away from an acclimated world. The Huntmistress Angel can be acclimated to one world at any given time.

## Nature

Huntmistress Angels are an especially merciless breed of celestial hunter. These fearsome, murderous angels travel between worlds to battle dangerous undead or draconic prey, not out of any allegiance to cosmic good or to protect mortals, but in search of spectacular trophies. The thrill of the hunt and the beauty of a preserved victim – and the respect that an impressive kill earns her in the sorority of other Huntmistress Angels – are the only things in the universe that matters to a Huntmistress Angel. Huntmistress Angels are perfectly willing to allow thousands of mortal lives to end for a chance at a clean kill, or even just to lure a target out of hiding.

Huntmistress Angels are large, heroically proportioned near-human women with swarthy skin and long, flowing ebony hair accented by luminous runic tattoos. Their eyes glow a cool cobalt. Huntmistress Angels are perfect physical specimens, and they dress solely in living, enchanted ribbons that serve as both weapons and armor. Their lean and muscular bodies are hot to the touch, and crackle with impressive plasmic discharges when angry or hunting. Huntmistress Angels are vain creatures, often dressed in jeweled finery or ceremonial metallic armor made from exotic alloys forged in the heart of hyperspace or in Heaven's workshops.

Among their own kind, Huntmistress Angels are petty, vindictive and hypercompetitive. They cooperate when necessary, but don't like owing one another favors. When on the hunt, they are mostly silent, only speaking when absolutely necessary...or if doing so will cause chaos-bound creatures pain. The creatures display a terrifying and creative sadistic streak when angered. They are selfish, hedonistic and sybaritic in the lulls between hunts.

## ***SIMILAR CREATURES***

While most Huntmistress Angels dedicate themselves to the pursuit of impressive Undead and Dragon specimens, others track different, rarer prey. Simply change the Huntmistress Angel's favored enemy bonuses and the bane-qualities of her war ribbons to differentiate particular Huntmistress Angels.

Popular prey include Outsiders (particularly devils and demons rather than more abstract entities such as quipplloth or daemons) and Aberrations. Some Huntmistress Angels prefer hunting prey with the Lifespawn or Battlechanger subtypes, as these creatures tend to be not only incredibly diverse and powerful enough to present a challenging hunt, their corpses tend to make truly spectacular trophies.

Huntmistress Angels that specifically hunt Lifespawn typically have the following variant abilities.

- They possess the Lifespawn subtype themselves and have a Lifecount of 3. They also possess the Lifesense ability with a 5,000 mile range.

One minor clan of Huntmistress Angel has paler skin than the norm, long, antenna-like brows and Asiatic features. These Angels specifically hunt ***Secret Chewing Rakshasa*** in preference to all other prey, as a result of some ancient feud between the two diametrically-opposed breeds of Outsider.





## ANGEL, TOUCHHEART - CR 4

Medium NG Outsider (extraplanar, good)

XP 1,200

**Init** +1 **Senses** Darkvision 60 ft, lowlight vision, Perception +14

**Languages** Celestial, English, *truespeech*

### Defense

**AC** 15 **Touch** 11 **Flatfooted** 14 (+1 DEX, +4 holy)

**HP** 5d10 hp (28 HP)

**FORT** +4 **REF** +2 **WILL** +10

**Immune** ability score damage/drain, negative energy, energy drain

### Offense

**Spd** 30 ft

**Melee** +5 unarmed strike (1d4 bludgeoning plus 1d4 divine, 20/x2)

**Ranged** +6 white light bolt (1d8 divine plus *blinded* 1d6 rounds, F-DC 19 negates, 20/x2, 50 ft range increment)

**Special Qualities** No Breath

**Spell-Like Abilities** (CL 5<sup>th</sup> **Concentration** +11)

**At Will** – light

- stabilize
- virtue

**3x/day** – cure moderate wounds  
- lesser restoration

**1x/week** – breath of life

### Statistics

**Str** 11 **Dex** 13 **Con** 11 **Int** 13 **Wis** 22 **Cha** 18

**Base Atk** +5 **CMB** +5 (+7 disarm) **CMD** 16

**Feats** Combat Expertise, Greater Disarm, Improved Disarm

**Skills** Diplomacy +12, Heal +14, Knowledge (behavioral sciences, history, religion, local) all at +9, Perception +14, Sense Motive +14

**Gear** smartphone, non-descript vehicle

### Ecology

**Environment** any

**Organization** almost always solitary

**Treasure** standard

### Special Abilities

#### **Angel's Touch (SU)**

Touchheart Angels exist to encourage and support mortals in challenging circumstances. The Touchheart Angel can extend the benefit of her Angel's Touch to a number of mortals equal to his or her CHA modifier (4) simultaneously. It requires an hour of close contact and conversation with the recipient for the Touchheart Angel to bestow this benefit. The recipients of this benefit must be good aligned, and the effect immediately ends if they cease



to be good. Otherwise, the benefit remains in place for one week.

While under the effects of Angel's Touch, a mortal creature's life is blessed with small coincidences, mercies and luck. The mortal recipient gains a +3 holy bonus on all Craft, Perform and Profession checks made to earn a living, as well as Diplomacy checks made to begin or maintain a long-term romantic relationship.

### **Soul of White Light (SU)**

The Touchheart Angel is a font of life-affirming, regenerative positive energy. The Touchheart Angel is immune to ability score damage and drain, negative energy and energy drain. The angel has no need to eat, drink or breathe, though the angel can do so to achieve some benefit (such as drinking a potion).

### **Nature**

Touchheart Angels are benevolent extraplanar entities that exist to aid and comfort mortals in times of crisis. Unfailingly kind and empathic, Touchheart Angels are closer, both physically and spiritually, to the best aspects of the mortals they walk among than the higher and more exalted breeds of celestial creature. Touchheart Angels are not major players in cosmic politics, excluded from the great war councils of Heaven by their service in the mortal realm.

Touchheart Angels closely resemble attractive adult humans, and they dress to blend in with the communities they move among. Touchheart Angels are nomadic, travelling from town to town, staying just long enough to help local mortals solve minor problems in their personal lives or play matchmaker. Touchheart Angels aren't especially skillful combatants, though they can handle themselves if a mortal bully's irritated by their meddling. They're usually the first to call in a favor (or the cavalry) if they discover demonic trouble brewing.

**Huntmistress Angels** operating in the Earth Realm use Touchheart Angels as scouts, snitches and spies... not to mention errand boys and drivers. Touchheart Angels hate the assignment, and despise the cold, imperious Huntmistresses, but obey (reluctantly) because of a grudging respect for Heaven's chain of command. Touchheart Angels are relatively easy prey for the demons and devils Huntmistress Angels prefer as trophies – few survive their tenure as 'assistants'.

## **ARMORY CYBORG - CR 5**

*Medium N Monstrous Humanoid (heavy cyborg)*

**XP** 1,600

**Init** +3 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted wifi/radio/television signals, Perception +12

**Languages** English, either Arabic or Farsi, one other Earth language of choice

### **Defense**

**AC** 24 **Touch** 13 **Flatfooted** 21 (+3 DEX, +3 armor, +8 natural)

**HP** 6d10+24+20\* hp (77 HP)

**FORT** +9 **REF** +8 **WILL** +3

**Immune** extensive cyborg immunities, dazed, stun, pain effects

**Weaknesses** Cybernetic Security Risk -2

### **Offense**

**Spd** 40 ft

**Melee** +11/+5 slam (1d6+5 bludgeoning, 20/x2)

**Ranged** +9/+9/+4 cyber-guns (2d6 variable damage type, 20/x3, 50 ft range increment, full auto)

**Special Qualities** Ferocity, Unhealing

### **Statistics**

**Str** 20 **Dex** 17 **Con** 18 **Int** 11 **Wis** 13 **Cha** 10

**Base Atk** +6 **CMB** +11 **CMD** 24

**Feats** Combat Reflexes\*, Improved Point Blank Shot, Point Blank Shot, Rapid Shot

**Skills** Computer Use +4\*, Craft (electronic, mechanical) both at +6, Drive +6\*, Pilot +6\*, Perception +12, Stealth +14

**Gear** utility bodystocking

### **Cybernetics**

**Headware**- Onboard Computer +2, Attack Barrier, Combat Computer (combat reflexes), Targeting Optics +2, Technical Database, Piloting Link

**Defenses** – Recoil Dampening Braincase, Pain Editor

**Bodyware** – Durability Implants x2, Haste Implant

### **Ecology**

**Environment** any

**Organization** solitary, pair, squad (4-6) or platoon (12-16) often grouped with other military super-humans of roughly equivalent CR

**Treasure** standard (including gear)

### **Special Abilities**

#### **Scan Optics (EX)**

As a move equivalent action, the Armory Cyborg can activate a deep scan of nearby targets, one of her cybernetic eyes flaring with a starburst of exotic energy.



The Armory Cyborg becomes aware of all Energy Resistances, Immunities and Vulnerabilities of all creatures within a 30 ft cone.

### **Reactive Gunfire (EX)**

The Armory Cyborg can make ranged attacks against adjacent targets without provoking attacks of opportunity, and may make attacks with her cyber-guns as an attack of opportunity.

### **Piloting Link (EX)**

When the Armory Cyborg drives or pilot any vehicle modified to accept a direct neural interface, the Armory Cyborg provides that vehicle with a +2 insight bonus to Armor Class.

### **Versatile Armory (EX)**

The Armory Cyborg gets her name from her seemingly limitless variety of built-in weapons. She's got a gun capable of killing anything in her onboard arsenal, it's just a matter of finding it.

The Armory Cyborg may change the damage type inflicted by her cyber-guns as part of an attack action. She may change damage types in between attacks in a full attack sequence. The damage types available to choose from include:

- Ballistic
- Non-lethal Ballistic
- Piercing (representing darts, power-launched shuriken or needler type weapons)
- Electrical
- Fire
- Force
- Sonic
- Undefined Energy (not subject to energy resistance or immunity. This energy type is available for only one attack every two rounds.)

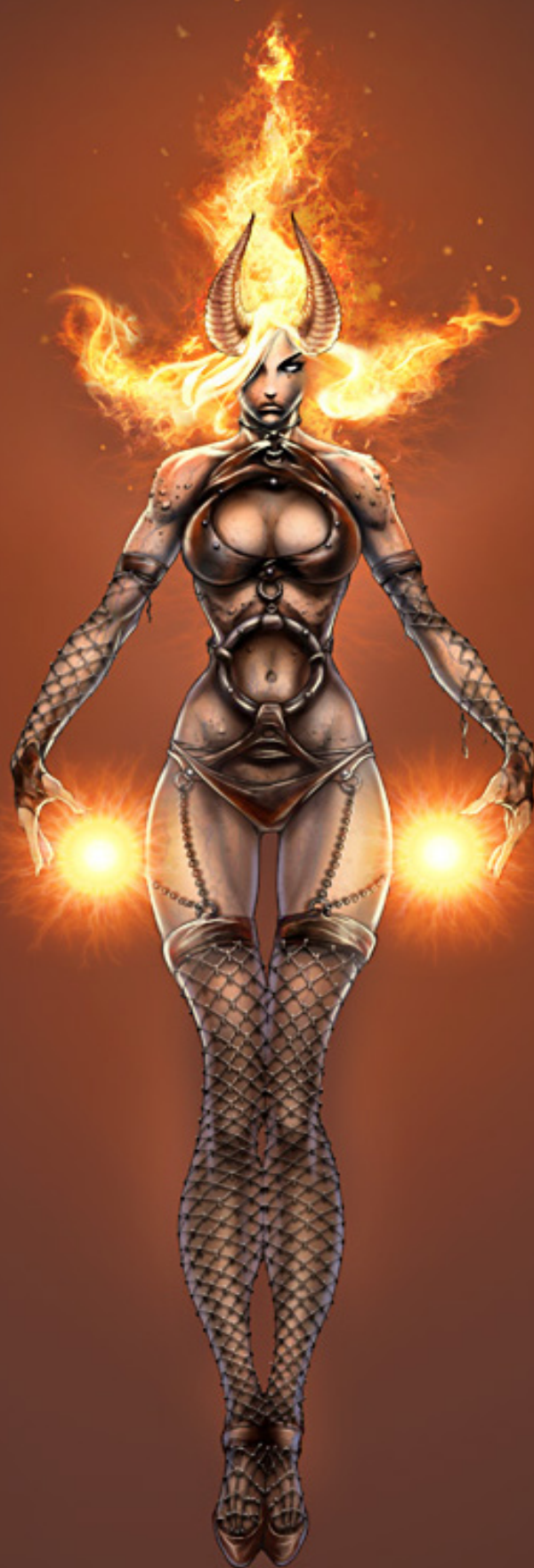
### **Nature**

You could purchase a pair of F-15 Eagles for what it costs to place a fully-trained, fully-equipped Armory Cyborg into the field, but any government or mega-corp capable of fielding an Armory Cyborg probably considers that a good bargain. Armory Cyborgs are highly specialized full conversion cyborg supersoldiers. They are equipped



with limitless firepower: with a thought, the cyborg can shape her modular cyber-systems into virtually any ranged weapon ever devised by mankind.





Armory Cyborgs are deployed as first-strike assault troops. They are the heavy gunners of most mega-corp and PMC units, and official militaries such as Psi-Watch and Puzzle Ops wield their Armory Cyborgs in a similar manner. Armory Cyborgs are violent and proactive, and sheer fuckin' overkill can solve any problem. If a problem persists, just apply more gunfire until it goes away.

Armory Cyborgs have gun-metal silvery cyber-chassis composed of an evershifting panoply of modular mechanical components. When needed, part of the Armory Cyborg's artificial body can become a firearm or military energy weapon, and the Armory Cyborg can adjust her weapons load out on the fly. The Armory Cyborg maintains a false human appearance, a cyber-skin mask resembling their birth face composed of bullet proof synth-flesh covering a metallic skull. Similar synth-flesh covers the Armory Cyborg's hands and forearms. Armory Cyborgs wear the field uniform of their employer or patron government proudly.

### **ATOMIC HARLOT - CR 12**

*Medium CE Aberration (fire)*

**XP** 19,200

**Init** +3      **Senses** Darkvision 90 ft, detect chaos, detect good, Perception +2

**Languages** Galactic Common, Culture, Ignan, telepathy 100 ft

**Aura** Radioactivity (30 ft, Lightly Irradiated environment)

#### **Defense**

**AC** 21 **Touch** 18 **Flatfooted** 17 (+3 DEX, +1 dodge, +4 deflection, +3 armor)

**HP** 15d8 + 75 hp (143 HP)

**FORT** +10 **REF** +8 **WILL** +11

**Immune** Cold, Electricity, Fire, Pleasure, radiation

#### **Offense**

**Spd** 30 ft **Flight** 60 ft (average)

**Melee** +12/+7 unarmed strike (1d6+1 bludgeoning plus 2d6 fire, 20/x2)

**Ranged** +15/+10 fire bolt (2d8 fire, 20/x3, 50 ft range increment)

**Spell-Like Abilities** (CL 15<sup>th</sup> **Concentration** +23)

**Constant** – detect chaos, detect good, hypnotic pattern (2d4+15 hit dice, W-DC 20)

**At Will** – charm monster (W-DC 22), glibness,



suggestion (W-DC 21)

*1x/day* – dominate person (W-DC 23), *geas* (W-DC 24)

### Statistics

**Str** 13 **Dex** 17 **Con** 20 **Int** 18 **Wis** 14 **Cha** 27

**Base Atk** +11 **CMB** +14 (+16 disarm/dirty trick) **CMD** 27

**Feats** Combat Expertise, Combat Reflexes, Dodge, Greater Disarm, Greater Dirty Trick, Improved Disarm, Improved Dirty Trick, Mobility

**Skills** Bluff +26, Intimidate +26, Fly +21, Knowledge (local, the planes, technology) all at +22, Stealth +21, Sense Motive +20

**Gear** ring of mage armor, +2 battle lingerie

### Ecology

**Environment** any

**Organization** solitary or pair

**Treasure** standard

### Special Abilities

#### **Atomic Geas (SP)**

The Atomic Harlot may only use its *geas* spell-like ability to urge a victim to perform some act of thermonuclear mass murder. They favor victims working in municipal fusion reactors, engine room workers aboard starships, military weapons officers and others with access to nuclear technology, and use their supernatural wiles to tempt these victims into atomic sabotage.

#### **Hypnotic Flames (SP)**

The Atomic Harlot's flaming hair billows and curls in fractals curves. She is at the center of a constant *Hypnotic Pattern* effect. Roll at the beginning of each round to determine the total number of HD she may affect with this ability.

#### **Radioactive Caress (SU)**

A creature that engages in a sexual act or other act of passion with the Atomic Harlot is considered to have been exposed to a Moderately Irradiated environment for the duration of the sexual act. In addition, the creature is contaminated, and is considered a Lightly Irradiated object for 1d4 days, or until the creature is thoroughly bathed or exposed to any curative or purifying magic.

If the Atomic Harlot wishes, she may kiss a creature suffering from radiation poisoning as a full round action. Doing so immediately restores any ability score damage caused by the radiation, and prevents further ability score damage, but does not affect the creature's lingering radioactivity. At any time, the Atomic Harlot may revoke her protection as a swift action. She may do so at any distance, so long as both she and her victim are on the same plane. Doing so undoes the restoration effect and forces the

target to begin making saves against Moderate radioactivity new.

### **Suicidal Immolation (SU)**

Targets affected by any of the Atomic Harlot's mind affecting abilities do not receive additional saving throws or saving throw bonuses against self destructive or homicidal commands involving death by fire, radiation or nuclear weapons.

### **Will to Burn (SU)**

As a standard action, the Atomic Harlot may command any creature she has dominated using her *dominate person* spell-like ability to burn. The burning creature takes no actions, is considered *helpless* and suffers 4d6 points of fire damage per round. This effect persists until the Atomic Harlot is slain, retreats, or commands her victim to take some action other than burning. The victim may also be doused by full immersion in water or other liquid.

### Nature

Atomic Harlots are dangerous, atomic-age succubi. These sociopathic star-women, wreathed in golden fire and hair like a solar storm, exist for the sole purpose of causing nuclear cataclysm. They have wandered among inhabited, technologically adept worlds for long millennia.

Using their vast mental abilities, Atomic Harlots seduce their victims into pulling control rods and flipping vital switches. A kiss and a whispered word, and the Atomic Harlot can turn the most dedicated and conscientious engineer into a mad-eyed nuclear saboteur. Atomic Harlots have no set agenda beyond devastation; the more mega tonnage, the greater the causality counts, the happier they are, and the more intensely an Atomic Harlot pursues a particular scheme. They live only for pleasure- to them, orgasm and atomic detonation are one and the same.

The Cultureborn has lost entire colonies to the Harlots and their machinations, and the Cultureborn on Earth are aware of the presence of several Harlots on Earth. Until the fall of the Soviet Union, they worked tirelessly to turn the Cold War hot enough to burn the world. Now, they've turned to manipulating international arms dealers and terrorist cells around the world to scorch humanity. A few especially dangerous, especially ancient and jaded Atomic Harlots have begun manipulating humanity to destroy itself with the new, post-nuclear weapons of engineered slatewiper viruses, anti-matter and quantum weapons....and most intriguingly of all, the apocalyptic *Huxley Murder Mind*. A particularly loathsome Atomic Harlot called *Nineviel* has her dominating finger on the mind of the impetuous little psion who has his finger on that button.



## AUGMENTUS - CR 9

Medium N or any Lawful Humanoid  
(aberration, élan, psionic)

XP 6,400

**Init** +3 **Senses** Lowlight vision,  
Perception +3

**Languages** Celestial, English, at least  
two other Earth languages of choice

### Defense

**AC** 22 **Touch** 18 **Flatfooted** 19 (+3  
DEX, +4 deflection\*, +4 armor, +1  
shield)

**HP** 14d8+42 hp (105 HP)

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

**Immune** non-magical disease

**Weaknesses** Cybernetic Security Risk  
+2 (yes, his attack barriers are so good  
he gets a +2 bonus on WILL Saves to  
resist cyber-hacking, but is still at risk  
for cyber-hacking due to his implants)

### Offense

**Spd** 30 ft, Flight 60 ft (average, but can  
hover)

**Melee** +11/+11/+6 combat balanced  
daggers (1d4+3 slashing, 19-20/x2)

**Ranged** +13/+8 parasitic psi-bolt (3d6  
force, 20/x3, 50 ft range increment plus  
power point loss, W-DC 20 negates)

**Psi-Like Abilities** (ML 14<sup>th</sup>)

**Concentration** +17)

**Constant** – Detect Teleportation

– Detect Remote Viewing

**At Will** – Concussive Onslaught (7d6  
force, F-DC 20)

- Fold Space (as move action)
- Mental Barrier (\*included  
in stat-block above)
- Telekinetic Force (up to 475  
lbs)

**1x/day** – Psychic Crush (5d6 damage on  
save, W-DC 20)

- Shrapnel Burst (13d6 piercing,  
R-DC 20)

### Statistics

**Str** 16 **Dex** 16 **Con** 16 **Int** 16 **Wis** 16

**Cha** 16

**Base Atk** +10 **CMB** +13 **CMD** +26

**Feats** Dodge, Hover, Point Blank Shot, Psychic Shot, Two  
Weapon Defense, Two Weapon Fighting

**Skills** Acrobatics +20, Autohypnosis +20, Bluff +20,  
Computer Use +12, Fly +24, Knowledge (psionics,

technology) both at +20, Pilot +8

**Gear** pair of +1 combat balanced daggers, +1 utility  
bodystocking,





## Cybernetics

*Headware* – Onboard Computer, Attack Barrier +3

## Ecology

### Environment any

**Organization** solitary, pair or trinity, plus assorted servants, such as Techno-Fascists, Black Operators and the like

**Treasure** double or triple standard (in lair, also including gear)

## Special Abilities

### Parasitic Psi-Bolts (Ps)

The Augmentus can fire painful blasts of psionic lightning that burn power points directly out of the brains of their target. A psionic target struck by one of the Augmentus' parasitic psi-bolts loses a number of power points equal to the damage inflicted by the psi-bolt, unless they succeed at a DC 20 WILL Save. If a target has fewer power points remaining than the amount of PP lost, the target is *shaken* for one round per extra power point; targets who are already *shaken* become *frightened* instead. The target can attempt a new DC 20 WILL Save at the end of each round to end the effect. Non-psionic creatures damaged by the parasitic psi-bolt suffer no additional effect beyond mere damage.

## Nature

Augmentus are highly evolved post-humans with vast and dangerous psychic abilities. The Huxley Emergence has spent decades breeding the ultimate psion- the next stage of human evolution, as far above 'uncivilized' psions as they are above baselines. Given enormous freedom, unimaginable luxuries and all the praise due clever, fast-learning and coldly perfect young psi-warriors as children, Augmentus grow up believing every single bit of Emergence doctrine. Augmentus are cold and imperious, unable to relate to baseline *sapiens* as anything other than a master praising a particularly cute pet. That's the best case scenario- worst case, Augmentus view baselines as slaves and sometimes livestock.

Young Augmentus are given command of Huxley Emergence small facilities and military units during their late teens, allowing them to put the tactical training they've spent their entire lives mastering to practical use. By the time an Augmentus is 25, he or she is a proven, tempered military genius with a dangerous suite of psionic weapons to draw upon.

Augmentus wear somewhat ostentatious, elaborate armored bodysleeves custom-forged in Emergence armor-foundries. Their armored costumes are eminently practical, but beautiful as well, in the strange and elaborate aesthetic style

avored by the Emergence. Most wear long cloaks slung off one shoulder and strange jewelry made from odd platinum and titanium alloys.

Augmentus are divided evenly between genders, in order to maintain a positive gender balance as future generations breed, and might appear to be any one of the races of mankind. All Augmentus wear their hair in elaborate styles that require many man-hours of servant's labor to keep styled. Vanity is a symbol of the species' genetic, mental and physical perfection.

## SIMILAR CREATURES

The following creatures can be built with the Augmentus stat-block.

### Augmentus Sadist – CR 9

An Augmentus Sadist treats the neurology of 'lesser beings' as her private playground, enjoying twisting neurons to the point that pain is ecstasy and vice versa. Such beings are dangerously flirtatious and sexually predatory, and their armored body sleeve is exceptionally risqué, giving it the Near Nudity property.

- The Augmentus Sadist might be NE or CE in alignment, rather than lawful.
- Remove the Two Weapon Defense and Two Weapon Fighting Feats.
- Replace these feats with Super Kawaii (which increases her AC to 25), and Favored Energy (pleasure).
- Her parasitic psi-bolt inflicts Pleasure damage rather than Force Damage, giving her the following changed ranged attack line
  - **Ranged** 13/+8 parasitic psi-bolt (3d6+3 pleasure, 20/x3, 50 ft range increment plus power point loss, W-DC 20 negates)
- Replace her two +1 combat balanced daggers with a +1 dagger giving her the following changed melee attack line
  - **Melee** +14/+9 dagger (1d4+3 slashing, 19-20/x2)

### Cultureborn Noble – CR 9

The Augmentus stat-block can easily be re-skinned as a member of the star-spanning Culture race. Only cosmetic changes are necessary to make a Cultureborn Noble: the character's skin is a dark mahogany and their body is covered in luminous bio-tattoos. The Cultureborn Noble adds Culture to his or her list of languages known. Nothing else changes...especially not the killing arrogance.

### Trans-Time Summoner – CR 11

The Trans-Time Summoner is a powerful, cruel psion from a probable future where Mutants are the dominant class, and the most powerful Mutants rule as decadent





royalty. The Trans-Time Summoner is only concerned with his or her own amusement, with playing the great games that Mutant nobility of their home-time play to amuse themselves. Trans-Time Summoners trapped in our timeline lost one of these great games, and fled in ashamed exile to the past. Their only agenda is to return to their probable future, hopefully with increased powers and new allies stolen from the present.

Trans-Time Summoners are every bit as arrogant as true Augmentus, and even more obvious in the disdain for 'headblind dntimers', as they call most of 21<sup>st</sup> Century humanity. Their utility body stockings are reinforced with glistening, translucent artificially grown crystals with major energy dampening properties.

The Trans-Time Summoner is a fairly extensive rebuild of the Augmentus stat-block.

- The Trans-Time Summoner is immune to Electricity, Fire and Force Damage.
- The Trans-Time Summoner has Sonic Resistance 10.
- The Trans-Time Summoner has new abilities: Energy Conversion (SU) and Parasitic Life Gate (SU).
- Increase all power saving throws to DC 22.

### Energy Conversion (SU)

Rather than expending energy points to activate a parasitic life gate, the Trans-Time Summoner can use stolen energy to heal himself. As a standard action, the Trans-Time Summoner can expend 1 energy point to recover 1 HP; there is no limit to the number of energy points that can be expended in this manner.

In addition, as part of an attack action with his Parasitic Psi-Bolts, the Trans-Time Summoner can expend 2 energy points to add 1 point of damage to a successful attack; again there is no limit to the number of energy points that can be expended in this manner.

### Parasitic Life Gate (SU)

When the Trans-Time Summoner slays a creature with the Psionic subtype with his Parasitic Psi-Bolts, the Trans-Time Summoner gains a number of energy points equal to the victim's highest mental ability score modifier (INT, WIS or CHA). Energy points are lost 24 hours after they are gained, if not expended before then.

The Trans-Time Summoner can expend seventeen (17) energy points to summon one or more powerful allies from his alternate future. This ability functions much like the *summoning* monster ability, and once summoned, the creature or creatures remain in the present for 2d4 hours or until slain. There is no limit to the number of summoned servants the Trans-Time Summoner can have active at any given time.

The Trans-Time Summoner can choose to summon either:

- a single Mutant Slayer or Rogue Psion
- a pair of Street Freaks or Time Scum
- 1d4+1 Detroit Lamprey



## AZZI - CR 2

Medium LE Monstrous Humanoid (psionic)

XP 600

**Init** +4\* **Senses** Darkvision 60 ft, lowlight vision, Perception +6

**Languages** Scarred, *telepathy* 100 ft

### Defense

**AC** 22 **Touch** 14 **Flatfooted** 18 (+4 DEX\*, +8 armor\*)

**HP** 3d10 +3 hp (20 HP)

**Damage Reduction** 5/magic\* (in powered armor)

**FORT** +2 **REF** +7\* **WILL** +3

**Immune** Ballistic damage, poison

**Weaknesses** Cybernetic Security Risk -2

### Offense

**Spd** 30 ft **Climb** 30 ft

**Melee** +8 dagger (1d6+5 slashing, 19-20/x2)

**Ranged** +7 spacer's blaster (2d6 fire, 20/x2, 50 ft range increment, semi auto, 12 cell)

**Spell-Like Abilities** (CL 5<sup>th</sup> **Concentration** +6)

*1x/day* – call powered armor

### Statistics

**Str** 19\* **Dex** 18\* **Con** 12 **Int** 13

**Wis** 11 **Cha** 13

*\*includes bonuses from*

*Grade I Powered Armor*

**Base Atk** +3 **CMB** +5 **CMD** 18

**Feats** Mastercrafter, Point Blank Shot, Quick Draw

**Skills** Craft (cybernetics, electronics) both at +7, Computer Use +7, Pilot +9, Perception +6

**Gear** mwk. dagger, spacer's blaster and 6x spare cells, palmtop computer

### Cybernetics

**Headware** – Onboard Computer, Attack Barrier +1, Feat Database (Mastercrafter), Technical Database

**Bodyware** – Anti-Ballistic Weave

### Ecology

**Environment** any

**Organization** solitary, pair, platoons and other large military units, often under the command of a Warp Widow (*Dark Star Bestiary I*)

**Treasure** standard (including gear)



### Nature

Azzi are a race of highly intelligent, psionically adept arachnid-form hominids from the depths of the *Galactic Scar*. Azzi have achieved a high level of technological advancement, with native computer, cybernetics and robotics technologies centuries more advanced than anything Earth has ever produced. Occasionally, an Azzi weapon design achieves such perfection that even the Culture wants it.

Azzi survive as mercenaries, providing mechanized shock troops, weapons and tech support to any galactic power with the credits to pay for it. Azzi have no real loyalty to outside powers, willing to work for both the Culture and the Bleeding Ghosts, as profits dictate. The race is organized into fiercely independent corporate hives, each ruled by a queen, who is both CEO and war-leader, determining long term strategic alliances, contracts and commissions for the hive. Use the statistics for a

*Warp Widow* (*Dark Star Bestiary I*) for a queen Azzi. Azzi have appeared on Earth several times over the centuries, to capture humans, either to toil as slaves in one of the race's techno-hives, or to be meat for the Azzi's larder.

Azzi stand between seven and eight feet tall, and are powerfully muscular. Save for their queen and her small harem of genetically modified mates, the race is sexless and unemotional. Cold logic dictates an Azzi's actions. The race carries a variety of high tech tools and weapons, and can command ambient nano-colonies to flash-assemble powered armor around themselves at need.



## BELLAMORTE - CR 12

*Medium CE Undead (cyborg, graverobber, patriot)*

**XP** 19,200

**Init** +7 **Senses** Darkvision 90 ft, scent, Perception +17

**Languages** English, French, Spanish

**Aura** Frightful Presence (60 ft, W-DC 23\* or become shaken)

### Defense

**AC** 20 **Touch** 16 **Flatfooted** 14 (+5 DEX, +1 dodge, +4 armor)

**HP** 16d8+64 hp (136 HP)

**Fast Healing** 10 (overcome by positive energy)

**FORT** +9 **REF** +10 **WILL** +8

**Immune** undead immunities

**Weaknesses** Cybernetic Security Risk -0

### Offense

**Spd** 60 ft

**Melee** +16/+11/+6 flaming burst scimitar (1d6+3 slashing plus 1d6 fire, 17-20/x2)

**Ranged** +18/+13/+8 pulse rifle (2d6+1 force, 20/x3, 100 ft range increment, semi auto, 40 cell)

**pecial Qualities** Born Again, Cannibalize, Extreme Violence

**Spell-Like Abilities (CL 16<sup>th</sup> Concentration +20)**

*3x/day* – Haste

**Psi-Like Abilities (ML 16<sup>th</sup> Concentration +17)**

*At Will* – Circumstance Shield

- Defensive Precognition
- Tactical Precognition

*1x/day* – Battlesense (see text)

- Empathic Feedback (W-DC 18- target is dealt full damage)

**Power Points** 2

### Statistics

**Str** 14 **Dex** 20 **Con** - **Int** 12 **Wis** 7 **Cha** 19

**Base Atk** +12 **CMB** +14 **CMD** 29

**Feats** Combat Reflexes, Dodge, Fearsome Violence, Frightful Presence, Improved Critical (short sword), Mobility, Spring Attack, Run, Up the Walls, Wild Talent  
**Skills** Acrobatics +24, Intimidate +23, Knowledge (tactics) +20, Stealth +29, Perception +17

**Gear** +2 flaming burst scimitar, +1 pulse rifle and 4x cells, +2 shadow utility bodystocking, smart phone

### **Cybernetics**

*Headware* –

Onboard Computer, Initiative Implant, Attack Barrier x2

*Bodyware*

– Advanced

Cyberlimbs (both

legs), Speed Augmentation x3

### Ecology

**Environment** any

**Organization** solitary or deployed as commander of various Puzzle Ops or Metamorphosis North strike squads

**Treasure** double standard (including gear)

### Special Abilities

#### **Born Again (SU)**

If slain, the Graverobber will automatically return to life within 1d4 hours with one hit point; or within 1d6 days if her body is reduced to -20 HP or fewer by the incident that destroys her. Graverobbers destroyed by positive energy effects will not return to life via their Born Again racial trait, nor can a Graverobber reduced to -100 HP or worse, or one whose body is completely disintegrated or otherwise totally destroyed.

A Graverobber receives one permanent negative level each time she returns from the dead in this manner, or suffers one point of permanent CHA loss if first level. A Graverobber permanently reduced to 0 CHA cannot return to life. A Graverobber who enters a Puzzle Ops birth-coffin within a day of her return to life and undergoes complete rest within for at least one day receives a DC 20 WILL save to remove the negative level or restore the lost CHA.

Aside from their Born Again racial trait, Graverobbers cannot be raised or resurrected.

#### **Cannibalize (SU)**

As a full round action, Bellamorte can devour the heart of an animal, dragon, humanoid or monstrous humanoid creature slain within the previous hour. Doing so allows Bellamorte to recover 5 Hit Points per Hit Die possessed by the consumed creature. Excess HP are gained as temporary Hit Points which fade after an hour.

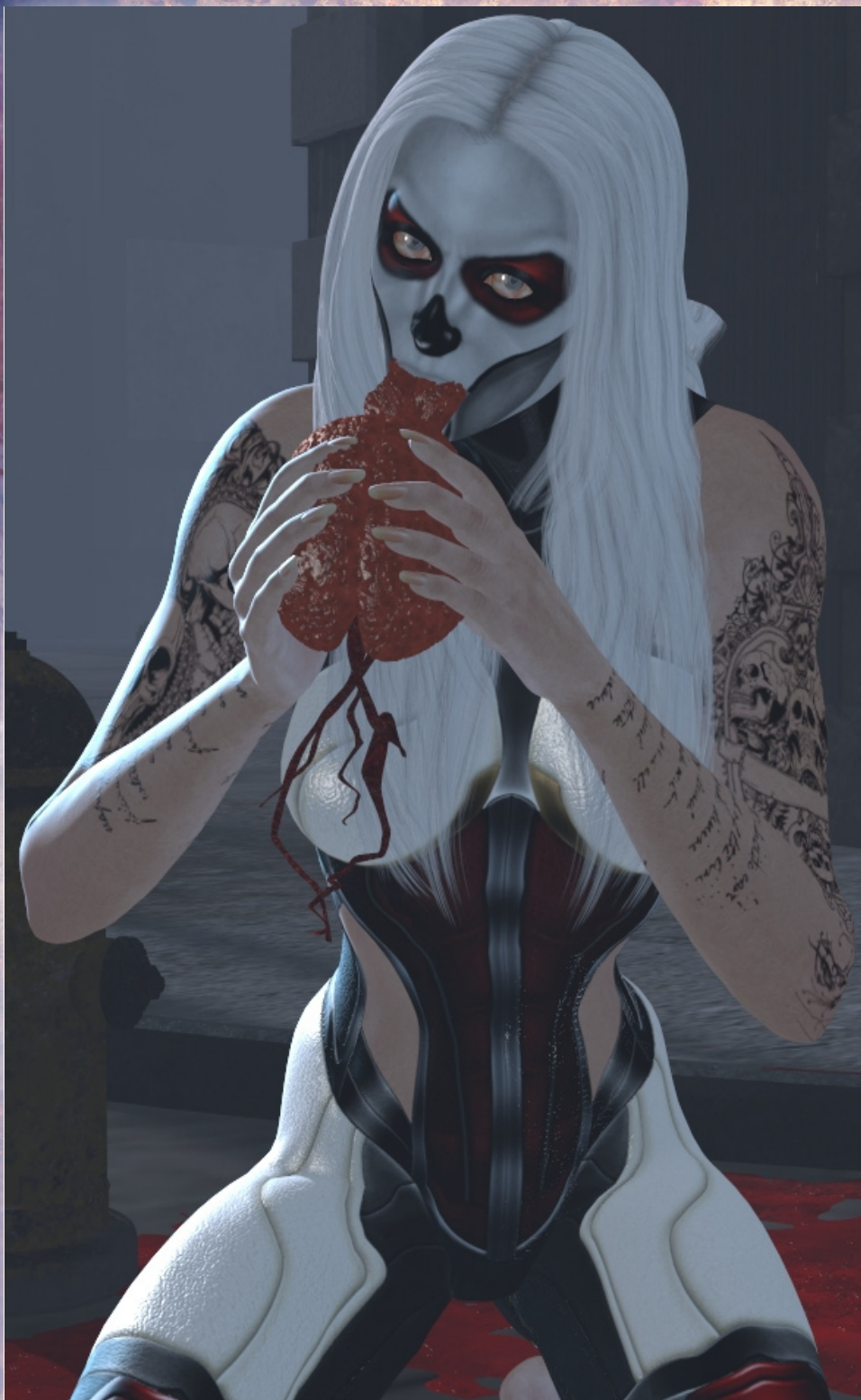
Each Hit Dice provided by the consumed creature also provides Bellamorte with a +5 ft enhancement bonus to her base landspeed for one hour after the consumption. She may boost her base landspeed to a maximum of 120 ft in this manner.

#### **Extreme Violence (SU)**

When the Graverobber first confirms a critical hit during

Critical Hits During Encounter	Attack Roll Penalty	Confirmation Bonus Dice
First Critical Hit	-1	+1d4
Second Critical Hit	-2	+1d6
Third Critical Hit	-3	+1d8
Fourth and Later Critical Hits	-4	+1d10





an encounter, she gains a bonus die that she rolls and adds to critical hit confirmation rolls during the encounter. This bonus confirmation die begins at D4 and increases as the Graverobber confirms additional critical hits. However, the Graverobber takes a penalty on all other attack rolls, due to loss of control and precision, which begins at -1 and increases as the Graverobber confirms additional critical hits.

If the Graverobber beats the critical confirmation roll by

10 points or more, she may choose one of the additional effects in lieu of extra damage.

- The critical hit inflicts 1d6+1 points of temporary CON damage
- The critical hit inflicts 1d4 points of ongoing Bleed damage
- The Graverobber rolls 1d20 + relevant modifiers for damage rather than the critical hit normal damage dice

### **Frightful Presence (SU)**

Bellamorte can inspire terror by charging or attacking. Affected creatures must succeed on a DC 23 Will save or become shaken, remaining in that condition as long as they remain within 60 feet of Bellamorte.

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

### **Tactical Mastery (EX)**

Bellamorte is a genius at small unit tactics and hit and run insurgent strikes. Her strategies are all about speed and shock.

Once per day, Bellamorte can attempt to activate Tactical Mastery as a full round action. She makes a Knowledge (tactics) check, opposed by her adversary's ranks in Knowledge (tactics). In the case of multiple opponents, she makes the check against the character with the most ranks in this skill. If commanding 4 or fewer allies, Bellamorte receives a +8 competence bonus on this check; if commanding 5-8 allies, Bellamorte receives a +4 competence bonus on this check. She receives no bonus if commanding larger until.

If Bellamorte succeeds at the Knowledge (tactics) check, all characters engaged in the combat reroll their initiative check; Bellamorte and her allies receive a +5 insight bonus on their initiative check. All Bellamorte's allies within 60 ft of her receive the benefit of *battlesense*, augmented so



that allies may choose two benefits, for up to 16 rounds. A failure wastes the activation of this ability.

### Nature

Bellamorte is a next-gen, prototype Graverobber, a Frankenstein's monster of upgraded genetics and agility enhancing cyber systems. She's one of the fastest bipedal creatures on the planet, and takes full advantage of her inhuman speed and reflexes. Blood drenched ballerina of death is a good way to describe her.

Though her memories of her first existence were completely wiped, Bellamorte has built a new life for herself as a private military contractor. She is one of Metamorphosis North's most trusted, highly favored agents due to her brutal pragmatism and history of successful operations. Bellamorte is typically placed in command of any Metamorphosis North squad she is deployed with, and serves as the mega-corp's liaison to Puzzle Ops. She'll often lead Puzzle Ops assassination squads, taking command of small platoons of Gravedigger mercs, and she's as trusted as any outsider can ever be. She's fairly content in her role as an undead shock trooper- she commits corporate-sponsored murder with a huge smile on her tattooed face.

Bellamorte is a mean-spirited, sadistic adrenaline junkie. Her mission plans are usually very successful, but also brutal beyond reason. She likes leaving corpses behind, their hearts ripped out, and has virtually no concern for the life (or unlife) of some expendable trooper that hasn't deployed with her previously. She does start caring about her subordinates after a few missions, and actually learns their names after 5-6 deployments, so veteran operators have learned to trust their hyperspeed cannibal boss. They know she'll bring them back alive, but man, oh man, does it suck to be the fuckin' new guy in Bellamorte's squad.

Bellamorte is a corpse-white female who's tattooed the undead meat of her face with a stark black and white *dia de los muertos* motif. Similar tattoos cover her arms, breasts and back. Whatever killed her the first time shredded everything south of her xyphoid process. Her abdomen, groin and legs are high speed cyber-replacements, tuned to perfection. She stinks faintly of burning meat and hot, over stressed metal: a cookout on an engine block.

## **BLEEDING GHOST - CR 7**

*Large NE Aberration (bleeding ghost, psionic)*

*These statistics assume a Bleeding Ghost in its natural form, not possessing a host.*

**XP** 3,200

**Init** +3 **Senses** Darkvision 60 ft, lowlight vision, scent, blood scent, Perception +18

**Languages** Culture, English or one other Earth language of choice, Scarred

### Defense

**AC** 21 **Touch** 13 **Flatfooted** 18 (-1 size, +3 DEX, +1 dodge, +8 natural)

**HP** 10d8+26 hp (71 HP)

**FORT** +6 **REF** +7 **WILL** +12

**Fast Healing** 5 (acid, fire)

**Immune** ability score damage/drain, energy drain, negative energy, radiation

### Offense

**Spd** 40 ft, Climb 40 ft

**Melee** two +15 claws (1d8+4 slashing, 19-20/x2 plus rend) plus +14 bite (1d6+8 piercing, 20/x3)

**Special Attacks** Rend (2 claws, 1d8+4 slashing)

**Psi-Like Abilities (ML 10<sup>th</sup> Concentration +15)**

**Constant** – Detect Psionics

– Psychic Tracking

**1x/day** – Brain Lock (2 pts worth of augmentation, W-DC 18)

**Spell-Like Abilities (CL 10<sup>th</sup> Concentration +15)**

**At Will** – magic jar (see text)

### Statistics

**Str** 19 **Dex** 16 **Con** 15 **Int** 13 **Wis** 20 **Cha** 14

**Base Atk** +7 **CMB** +12 **CMD** 25

**Feats** Dodge, Psionic Body, Speed of Thought, Up the Walls, Weapon Focus (claws)

**Skills** Bluff +13, Climb +19, Disguise +15, Stealth +16, Perception +18

### Ecology

**Environment** any land (secret colonies across Earth and various other planets in our galaxy, native to the Galactic Scar)

**Organization** solitary, pair, colony (8-12 adults plus 1d6 young)

**Treasure** standard

### Special Abilities

#### **Carnivore (EX)**

The Bleeding Ghost has inhumanly powerful jaw musculature. The Bleeding Ghost applies double his STR modifier as bonus damage with a successful bite attack.





### Hollow Out the Murdered Meat (SP)

The Bleeding Ghost can possess the body of any mostly intact humanoid or monstrous humanoid of Medium or Large size that has been slain within the previous day. This possession requires a grotesque ritual lasting 2d4 hours, where the Bleeding Ghost mutilates and partially cannibalizes the corpse's internal organs, while leaving the outer skin mostly intact. The Bleeding Ghost cannot possess a corpse that is mangled or missing large portions of its external anatomy.

When the ritual ends, the Bleeding Ghost becomes blood-red liquid and possesses the corpse exactly as per *magic jar* (CL 10<sup>th</sup>). The corpse is returned to apparent life, and full Hit Points, and acts as if alive while possessed by the Bleeding Ghost. If the Bleeding Ghost ends the effect, is successfully driven from the body, or if the host body is slain, it quickly rots away and the Bleeding Ghost appears adjacent to the corpse. The Bleeding Ghost appears with the Hit Points and the condition it was in when the possession began.

The Bleeding Ghost can maintain possession indefinitely. The Bleeding Ghost receives a +10 racial bonus on Bluff and Disguise checks made to pass for the possessed corpse.

### Nature

The Bleeding Ghosts are one of the dominant races in the cosmic ruin-zone known as the Galactic Scar. To survive and thrive in the lethal galactic eco-system of the Scar, Bleeding Ghosts have evolved into a race of merciless, opportunistic parasites. The race is driven by its hate. Millions of years ago, a first contact mission between the Culture and the Bleeding Ghosts ended disastrously, and ever since, the races have waged an endless war of genocide against the other. The Bleeding Ghosts will devour the viscera of the last Cultureborn.... Their precognitive prophets have already foreseen the Ghosts' great victory, at the end of all things.

Bleeding Ghosts have thoroughly infiltrated human culture,



as they have the societies of dozens of advanced, high-tech worlds. Bleeding Ghost infiltrators assume positions of power and prominence, where they can steer the host's governments into ill-advised proxy wars against the Culture, or where they can funnel local technological or occult developments back to their own race. The Bleeding Ghosts despite all hominids, but not nearly to the degree they do the Culture. Despite their great indifference towards humans, Bleeding Ghosts have no qualms about driving humanity to extinction if it would provide the Ghosts with a momentary advantage against the Culture.

In their natural form, Bleeding Ghosts are bulky, crocodilian quadrupeds with leathery skin that is a bright, bloody scarlet, streaked with ebony tiger-striping. Bleeding Ghosts can stand semi-erect to use tools and manipulate technology, but much prefer moving on all fours. Bleeding Ghosts have a skull like a diamond tipped arrowhead, with multiple tiny eyes surrounding a malevolent, fanged mouth. Bleeding Ghosts usually go nude, save for exotic and weirdly disturbing jewelry or practical accessories, such as a small palmtop computer strapped to a thigh for easy access.



## **BLEEDING WRATH - CR 13**

*Large LE Undead (bleeding ghost, evil, incorporeal psionic)*

*These statistics assume a Bleeding Ghost in its natural form, not possessing a host.*

**XP 25,600**

**Init** +17 **Senses** Darkvision 60 ft, lowlight vision, scent, lifesense 60 ft, *blood scent*, Perception +24

**Languages** Culture, English or one other Earth language of choice, Scarred

**Aura** Unnatural Chill (100 ft, 2d6 cold and paralysis, F-DC 24 negates)

### **Defense**

**AC** 32 **Touch** 32 **Flatfooted** 18 (-1 size, +13 DEX, +1 dodge, +9 deflection)

**HP** 10d8 + 90 hp (135 HP)

**FORT** +12 **REF** +17 **WILL** +12

**Immune** Cold, undead immunities, physical damage (incorporeal)

**Channel Resistance** +4 **Spell Resistance** 22

**Weaknesses** Daylight Vulnerability

### **Offense**

**Spd** Flight 80 ft (perfect)

**Melee** two +15 incorporeal claws (1d8 negative energy plus CON drain, 19-20/x2 plus rend) plus +14 incorporeal bite (1d6 negative energy plus CON drain, 20/x3)

**Special Attacks** Rend (2 claws, 1d8 negative energy plus CON drain)

**Psi-Like Abilities (ML 10<sup>th</sup> Concentration +15)**

**Constant** – Detect Psionics  
– Psychic Tracking

**1x/day** – Brain Lock (2 pts worth of augmentation, W-DC 24)

**Spell-Like Abilities (CL 10<sup>th</sup> Concentration +15)**

**At Will** – magic jar (see text)

### **Statistics**

**Str** – **Dex** 36 **Con** – **Int** 19 **Wis** 28 **Cha** 28

**Base Atk** +7 **CMB** +7 **CMD** 30

**Feats** Alertness, Dodge, Improved Initiative, Psionic Body, Speed of Thought, Up the Walls, Weapon Focus (claws)

**Skills** Bluff +23, Disguise +15, Fly +31, Stealth +26, Perception +24



**Ecology****Environment** any**Organization** solitary or ruling a colony of Bleeding Ghosts**Treasure** standard**Special Abilities****Command Wraiths (SU)**

As a free action, a dread wraith sovereign can automatically command all normal wraiths within 30 feet (as *command undead*). Normal wraiths never attack a Bleeding Wraith unless compelled.

**Constitution Drain (SU)**

A Bleeding Wraith's incorporeal touch attack deals 1d8 points of CON drain unless the creature struck succeeds on a DC 24 FORT save. The save DC is CHA-based.

**Create Spawn (SU)**

Any creature slain by a Bleeding Wraith's CON drain or incorporeal touch attack rises as a wraith in 1d4 rounds. A wraith created in this manner is under the command of its creator (as *dominate monster*) and remains so until either it or the creator is destroyed.

**Daylight Vulnerability (EX)**

A Bleeding Wraith is not powerless in natural daylight and does not flee from it like a normal wraith does, but it does take a -4 penalty on all attack rolls, checks, and saves when in natural sunlight (but not within the radius of a *daylight* spell).

**Hollow Out the Murdered Meat (SP)**

The Bleeding Wraith can possess the body of any mostly intact humanoid or monstrous humanoid of Medium or Large size that has been slain within the previous day. The Bleeding Wraith can possess such a corpse as a full round action, exactly as per *magic jar* (CL 10<sup>th</sup>). The corpse is returned to apparent life, and full Hit Points, and acts as if alive while possessed by the Bleeding Wraith. If the Bleeding Wraith ends the effect, is successfully driven from the body, or if the host body is slain, it quickly rots away and the Bleeding Wraith appears adjacent to the corpse. The Bleeding Wraith appears with the Hit Points and the condition it was in when the possession began.

The Bleeding Wraith can maintain possession indefinitely. The Bleeding Wraith receives a +10 racial bonus on Bluff and Disguise checks made to pass for the possessed corpse.

**Penetrating Touch (SU)**

Any damage dealt by the Bleeding Wraith's natural attacks ignore damage reduction.

**Unnatural Chill (SU)**

The area around a Bleeding Wraith is noticeably colder than the ambient temperature. Each creature within 30 feet of a Bleeding Wraith takes 2d6 points of Cold damage and must succeed on a DC 24 FORT Save or be paralyzed.

The damage and the saving throw are repeated each round that the creature remains within range.

A creature that takes cold damage or is paralyzed from the unnatural chill is automatically *shaken* for 1 minute. Incorporeal creatures are immune to this effect. The shaken condition is a mind-affecting fear effect. The save DC is CHA-based.

**Nature**

Bleeding Wraiths are the souls of those Bleeding Ghosts who died during the hated Cultureborn's first strike against their race and homeworld. Transformed into howling, psionic apparitions of shadow and freezing scarlet blood, undeath has made the Bleeding Wraiths both incredibly cruel and incredibly canny. It is the Wraiths' unending hatred that has driven the eternal war with the Cultureborn. No longer alive, no longer able to comprehend mercy or forgiveness, the Bleeding Wraiths demand nothing less than galactic genocide from their still-living descendants.

Bleeding Wraiths wield unquestioned authority among their race, a combination of warlord and incarnate god-thing. The central, most protected levels of any Bleeding Ghost starship are a richly decorated star-tomb filled with the cruel relics of ancient conquests. The Wraith demands that the living Ghosts under its command die at its whim, and wantonly murders any subordinate that does not meet its exacting definition of cruelty. A Bleeding Ghost that shows even a second's mercy or hesitation ties at the Wraith's smoky talons, its soul trapped forever as another wraith haunting the halls of an ancient warship. As much as the Ghosts hate and fear their Cultureborn adversaries, their terror of their own leaders is far, far greater.



## BOUNTY BABE - CR 8

Medium CG Human

Gunslinger (mysterious stranger) 8

XP 4,800 (ad hoc adjustment due to excellent gear and well-chosen cybernetics)

Init +10 Senses Perception +12

Languages English, Spanish

### Defense

AC 20 Touch 18 Flatfooted 15 (+4 DEX, +1 dodge, +2 busty, +3 luck)

HP 8d10+16 hp (65 HP)

FORT +8 REF +10 WILL +5

Weaknesses Cybernetic Security Risk -2

### Offense

Spd 30 ft

Melee +9/+4 tonfa (1d6+1 bludgeoning, 20/x2)

Ranged +15/+10 desert eagle (2d8+1 ballistic, 20/x2, 40 ft range increment, single shot, unlimited)

OR +15/+10 combat shotgun (2d10+1 ballistic, 20/x2, 30 ft range increment, full auto, 10 internal)

OR +15/+10 uzi (2d6+1 ballistic, 20/x2, 40 ft range increment, semi-auto, 20 box)

Special Qualities Deeds, Gunsmith, Lucky

Grit 5 points

Deeds Dead Eye, Dodge\* Gunslinger's Dodge, Gunslinger's Initiative (*included in stat-block above*), Pistol Whip, Utility Shot, Dead Shot, Startling Shot, Targeting

### Statistics

Str 13 Dex 19 Con 14 Int 11 Wis 13 Cha 16

Base Atk +8 CMB +9 CMD 23

Feats Busty Extreme, Dodge\*, Extra Grit, Improved Initiative, Point Blank Shot, Precise Shot, Quick Draw\*, Super Kawaii

Skills Acrobatics +15, Intimidate +14, Knowledge (local) +11, Perception +12

Gear +1 keen Desert Eagle of unlimited ammunition, +1 combat shotgun and 24 shells, +1 uzi and 3x spare clips, ziptie handcuffs, mwk manacles, smartphone, lockpick gun, mwk. first aid kit, potion of cure critical wounds x2, other investigatory gear

### Cybernetics

Headware – Onboard Computer, Attack Barrier +2, Combat Computer (dodge, quick draw), Targeting Optics +2

### Ecology

Environment any urban

Organization usually solitary, sometimes accompanied by a Street Freak, Combat Mentat, Rogue Psion or similar merc as backup on a high-risk collar

Treasure standard



### Special Abilities

#### Focused Aim (EX)

As a swift action, the Bounty Babe can 1 grit point to gain a bonus on all firearm damage rolls equal to her CHA modifier (+3) on all firearms she makes until the end of her turn.

When she uses the dead shot deed, she multiplies this bonus by the number of hits she makes while rolling the dead shot attack.



### Stranger's Fortune (EX)

The Bounty Babe can ignore a misfire or firearms mishap up to three times per day as a swift action.

### Nature

The Bounty Babe's a hard-bitten, steel-tough skip tracer and bounty hunter. One of the best in the nation, in fact. She's pulled in fugitives that most SWAT teams refuse to tangle with, including an especially nasty rogue's gallery of Mutant and post-human street scum. The Bounty Babe's all confidence, absolutely zero fear. There's not a meta-ganger out there that she fears, though there a handful that she actually respects.

The Bounty Babe's a decent detective in the two-fisted mold. If she can't get the info she needs by paying off informants, she'll get it by busting heads in bars her targets

are known to frequent until somebody gets tired of broken fingers and gives up a clue or three.

The Bounty Babe is stunningly beautiful, and she uses it to her advantage. She likes keeping men off balance. She's confident to the point of hubris and beyond, and plays up her rough, impolitic and usually pissed off attitude. She doesn't bother with body armor- the truly spectacular rack God gave her is all the protection she needs. She does carry more guns than the sales floor of an NRA convention, though. When she's on a job, she's packing about 50 lbs of guns and ammo, and even on her days off, she carries a few nasty surprises in quick draw holsters.

### BOX OFFICE EDITOR - CR 9

*Medium LE or NE Monstrous Humanoid (cyborg)*

XP 6,400

**Init** +3 **Senses** Darkvision 90 ft, Blindsight 90 ft, *all around vision, see in darkness, true seeing*, perceive unencrypted radio/television/wifi signals, **Perception** +18

**Languages** Latin, English, *tongues*

### Defense

**AC** 27 **Touch** 19 **Flatfooted** 26 (+1 DEX, +8 natural, +8 shield)

**HP** 12d10 +36 hp (102 HP)

**FORT** +7 **REF** +9 **WILL** +14

**Damage Reduction** 10/magic

**Immune** slashing damage

**Weaknesses** Cybernetic Security Risk -0

### Offense

**Spd** 30 ft **Flight** 60 ft (good)

**Melee** +19/+14/+9 anchoring battleaxe (1d8+7 slashing, 20/x3)

OR +21/+16/+11 spiked tower shield (1d10+9 piercing, 20/x2)

**Ranged** four +15 helmet lasers (2d6 fire, 20/x2, 50 ft range increment)

**Spell-Like Abilities** (CL 12<sup>th</sup> **Concentration** +18)

**Constant** – status

- true seeing
- tongues

### Statistics

**Str** 20 **Dex** 12 **Con** 16 **Int** 16 **Wis** 22 **Cha** 16

**Base Atk** +12 **CMB** +17 (+19 grapple) **CMD** 28

**Feats** Cleave, Greater Grapple, Greater Shield Focus, Hover<sup>B</sup>, Improved Grapple, Power Attack, Shield Bash, Shield Focus

**Skills** Bluff +18, Craft (filmmaking) +14, Computer Use +14, Diplomacy +18, Intimidate +18, Knowledge (pop culture, religion, technology) all at +10, Perception,





Perform (oratory) +18

**Gear** +2 anchoring battleaxe, +4 spiked tower shield, 1d4 potions of *enlarge person*, 1d2 potions of *heroism*, 1d6 potions of *cure critical wounds*

### **Cybernetics**

**Headware** – Onboard Computer +2, Attack Barrier +3, Advanced Cyberoptics, with full recording and video production/editing capability, Targeting Optics +2

**Bodyware** – Dermal Weave

### **Ecology**

**Environment** any

**Organization** often found in the company of a retinue of *4d6 Box Office Gladiators*

**Treasure** standard (including gear)

### **Special Abilities**

#### **Box Office Tracking (EX)**

The Box Office Editor is aware of the presence and current position of all creatures with Box Office in their name within 100 miles. The Box Office Editor benefits from a constant *status* effect on all Box Office Gladiators and related creatures within this radius. The Box Office Editor can easily access the personal feeds of any Box Office Gladiator or related creature it desires.

### **Nature**

Box Office Editors are heavy cyborgs from a parallel reality where great gladiatorial games and institutional slavery are the norm. Once slaves themselves, Box Office Editors were 'elevated' to the ranks of overseers for cleverness and keener than normal intellect. Many were once gladiators themselves, permanently removed from the games' rosters by some wound just short of mortal. Their central nervous system surgically removed and placed into a powerful mechanical body with superior sensory capabilities, Editors serve forever as the recorder and narrator of the great games that define their reality.

Box Office Editors are gleaming bronze and golden war machines with a chassis resembling the armor of a long-ago Roman gladiator. They carry a truly goliath shield covered in long, golden spikes and painted in the bright colors of their sponsoring *ludi*. Their skulls resemble the many-eyed helm of a *murmillio*, with integrated occult-tech sensors that see and record everything in range.

Box Office Editors are bombastic, arrogant and extremely loud: the integrated mics in their helmet broadcasts their rich, deep voices at almost painful volume. In battle, they constantly taunt their foes, offer sportscaster-style color commentary on their own performance and that of their allies, and occasionally slip in some commercial catchphrase that fulfills the terms of a parallel Earth

sponsorship deal. In essence, they are like the mind of an ESPN sports caster in the body of a bipedal bulldozer, and they fight like it, bashing and impaling opponents with their massive shield, laughing uproariously all the while.

## **BOX OFFICE GLADIATOR - CR 4**

*Medium N Humanoid (human, psionic)*

**XP** 1,200

**Init** +4 **Senses** Lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +0

**Languages** English, Latin

### **Defense**

**AC** 20 **Touch** 15 **Flatfooted** 15 (+4 DEX, +1 dodge, +5 armor)

**HP** 5d8 +15 hp (38 HP)

**FORT** +6 **REF** +5 **WILL** +1

**Immune** slashing damage

**Weaknesses** Cybernetic Security Risk -4

### **Offense**

**Spd** 40 ft

**Melee** +6 gladius (1d6+2 piercing or slashing, 19-20/x2)

**Ranged** +8 blade channel (1d6 force, 19-20/x2, 100 ft maximum range)

**Power Points** 2

### **Statistics**

**Str** 14 **Dex** 18 **Con** 14 **Int** 8 **Wis** 11 **Cha** 17

**Base Atk** +3 **CMB** +5 **CMD** +

**Feats** Combat Reflexes\*, Dodge, Mobility\*, Sidestep, Toughness, Wild Talent

**Skills** Acrobatics +12, Perform (bloodsports) +13

**Gear** mwk. gladius, mwk. chain shirt, potion of *cure moderate wounds*

### **Cybernetics**

**Headware** – Onboard Computer, Combat Computer (Combat Reflexes, Sidestep), Advanced Cyberoptics, with full recording capability, Targeting Optics +1

**Bodyware** – Dermal Weave

### **Ecology**

**Environment** any

**Organization** usually found in mixed-gender pairs or a group of 4d6 accompanying a *Box Office Editor*

**Treasure** standard (including gear)

### **Special Abilities**

#### **Blade Channel (PS)**

The Box Office Gladiator may channel his psychic fury through his blade. When wielding any melee weapon capable of dealing either slashing or piercing damage, the Box Office Gladiator may expend his psionic focus to generate a psychic blast as a ranged attack with a 100 ft



maximum range. This psychic blast inflicts damage equal to the weapon's base damage, but is considered Force damage. STR modifiers do not apply bonus damage to attacks made using Blade Channel.

### Constant Recording (EX)

The cameras built into their artificial eyes record everything the Box Office Gladiator sees and hears. Any Box Office Editor within 10 miles of any Gladiator can see through the Gladiator's eyes. Doing so is considered a full round action for as long as the Editor chooses to view that particular Gladiator's 'feed'.

Every few days, an encrypted databurst containing the last period's audio and visual data is beamed through a micro-wormhole leading to the *Box Office Earth* reality. This data is used to create bloodsports videos and snuff entertainment for the jaded populace of that reality. More significantly, this will allow any trackers from the alternate reality to easily trace or foil the plans of, runaway Gladiators.

The only way to prevent this transmission is full removal and replacement of the Gladiator's artificial eyes.

### Nature

Box Office Earth is an alternate Earth where the Roman Empire never fell, and the *ludi* (gladiator schools) evolved into highly competitive mega-corps ruling a very different 20<sup>th</sup> Century. Slavery and grand blood sports define this alternate Earth, a parallel reality that is 'adjacent' to our own reality in terms of cross-dimensional mechanics.

Box Office Gladiators are exceptionally fit specimens, produced by generations of selective breeding and gene-augmentation. In accordance with their masters wishes, they are kept fairly uneducated, and their combat neuro-computer is trivially easy to hack, making it easy for their masters to see through their eyes. Box Office Gladiators are equally likely to be of either gender, and dress to accentuate their physiques. Their breastplates and padded fighting helmets are protective enough, but are designed for fashion more than practicality. Their breastplates are airbrushed with the bright, bold colors of their sponsoring *ludi*.

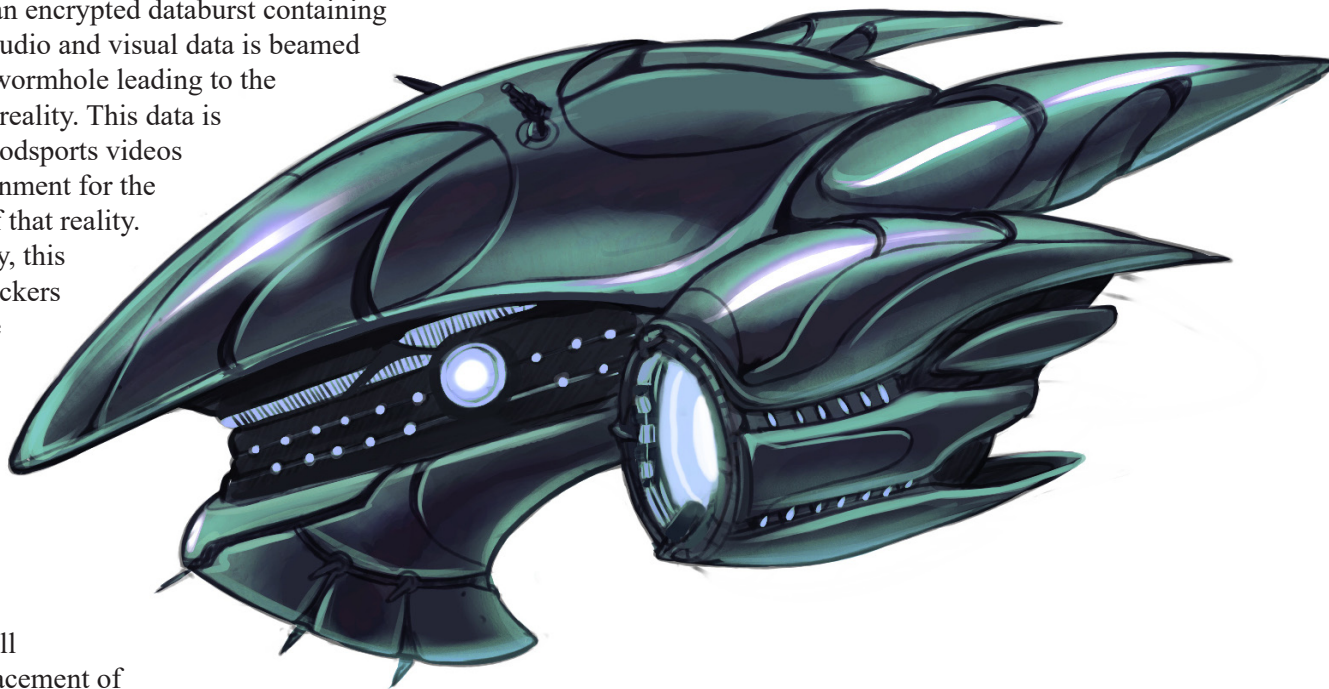
## BRINGER OF CULTURE - CR 24

Colossal LN Construct (kaiju, lawful)

XP 1,230,000

**Init** +2 **Senses** Darkvision 10 miles, Blindsense 10 miles, *truesight*, sensors equal to a military-grade capitol starship, perceive unencrypted radio/television/wifi signals, Perception +55

**Languages** Celestial, Culture, *truespeech*



### Defense

**AC** 26 **Touch** 4 **Flatfooted** 24 (-8 size, +2 DEX, +22 natural)

**HP** 43d10+80 +1,000 hp (1,317 HP)

**Fast Healing** 50

**FORT** +14 **REF** +16 **WILL** +23

**Resist** Acid 30, Cold 30, Electricity 30, Fire 30, Negative Energy 30, Sonic 30

**Immune** construct immunities, Spell Immunity

### Offense

**Spd** Flight 200 ft (perfect), Space Flight 3,500 ft (perfect)

**Ranged** four +37 quantum barrages (25d10 energy\*, 20/x3, 5,000 ft range increment)

**Special Attacks** Death Throes (100 miles, 1,000 energy\*, R-DC 31 half)

**Special Qualities** Ferocity, Greater Starflight, Massive, Recovery (returns to hyperspace)

**Spell-Like Abilities** (CL 43<sup>rd</sup> **Concentration** +52)

**Constant** – true sight



**At Will** – all detect alignment spells (*detect chaos*, ect)  
 - plane shift (requires one hour)

### Statistics

**Str 70 Dex 15 Con – Int 13 Wis 29 Cha 13**

**Base Atk +43 CMB +93 CMD 105** (cannot be tripped)

**Feats** Fly-By Attack<sup>B</sup>, Hover<sup>B</sup>

**Skills** Fly +50, Knowledge (the planes) +47, Perception +55

### Ecology

**Environment** native to hyperspace and interdimensional space

**Organization** accompanied by a vast crew of Cultureborn officers numbering in the tens of thousands as well as an assortment of post-human protectors and warriors

**Treasure** virtually incalculable

### Special Abilities

#### **Orbital Bombardment (EX)**

When the Bringer of Culture makes a Quantum Barrage attack at ground-based, planet-bound targets, it ignores all range penalties for doing so.

#### **Planar Traveler (SU)**

The Bringer of Culture can cast *plane shift* at will, allowing the vessel and all its passengers to travel to any plane desired. It requires an hour to accomplish any plane shift.

The Bringer of Culture never gains the *extraplanar* subtype. Those aboard the Bringer of Culture when it plane shifts are affected similarly.

#### **Quantum Barrage (SU)**

The Bringer of Culture's battery of energy cannons fire an exotic energy type that is never subject to resistance or immunity. A creature slain by the Quantum Barrage is completely disintegrated along with all its gear. Doing so erases the fallen creature from time. The character cannot be raised or resurrected, and only those present at the battle remember him. All other NPCs have only vague memories of the fallen.

All damage inflicted on the Bringer of Culture by the fallen character during this battle is negated.

If you've kept track of individual damage, use that total; otherwise assume the Bringer of Culture instantly recovers 2d4x10 HP, which cannot take it beyond its normal maximum HP total. Using this ability is a free action that requires no conscious activity on the Bringer of Culture's part.

If the Bringer of Culture is destroyed, its *death throes* consist of this same energy.

### **Robust Design (EX)**

The Bringer of Culture's massive size and durable, armored hull provides it with 1,000 bonus Hit Points.

### **Spell Immunity and Temporal Vulnerability (SU)**

The Bringer of Culture is immune to (almost) any spell that allows spell resistance. However, it is specifically vulnerable to the *Temporal Stasis* spell, as this spell can disrupt the quantum bottle containing its caged 'baby universe' power source.

If this spell is successfully cast on the Bringer of Culture, in addition to the normal effects of the spell, the Bringer of Culture suffers 4d6 x100 HP worth of damage with a DC 30 FORT Save for half damage. If destroyed by this damage, the *Temporal Stasis* spell does not have its ordinary effect, as the target is destroyed. However, the destroyed Bringer of Culture's death throes affect a 1,000 mile radius, as portions of reality are over written by broken chunks of the annihilated baby universe.

### Nature

The *Bringer of Culture*-class warship has carried Cultureborn conquerors to myriad worlds....all successfully subjugated and colonized by the vast, post-human empire. Bringers of Culture are city-sized living starships with a multi-deck internal volume equal to a few small nations. These vessel have a crew numbering nearly half a million, many whose bloodlines have served on the vessel for generation after generation.

Bringers of Culture are incredibly beautiful living starships that resemble piscine cathedrals of gleaming chrome and nanotech laced crystal. Each is a unique work of art, grown as much as assembled by the Cultureborn's orbital drydock caste. The interior of these vessels are richly appointed, even the lowest decks of the power plant decorated with monumental sculpture and ancient relics. The heart of the warship is a caged 'baby universe' - a microcosmic alternate reality powering the vessel by the output of an infinity of quantum-scale stars.

Currently, a single Bringer of Culture – the *Confidante of Nullity* – lurks in the deep ethereal plane, in orbit around the Earth yet displaced across a dimensional plane for the sake of stealth. The *Confidante* supports the secret war against the Bleeding Ghosts on Earth, and is both garrison and final redoubt for Cultureborn stationed in the Solar System.



## CATSCRATCHER - CR 1

Medium CN, N or NE Monstrous Humanoid  
(mutant, psionic)

XP 400

**Init** +2 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +6

**Languages** English, Spanish or one other Earth language of choice

### Defense

**AC** 14 **Touch** 13 **Flatfooted** 11 (+2 DEX, +1 dodge, +1 armor)

**HP** 2d10+4 hp (15 HP)

**FORT** +2 **REF** +5 **WILL** +4

### Offense

**Spd** 40 ft

**Melee** +5 talons (1d6+3 slashing, 18-20/x2)

**Psi-Like Abilities (ML 2<sup>nd</sup> Concentration +3)**

*1x/day* – Bite of the Wolf

- Catfall
- Metaphysical Claw

### Statistics

**Str** 17 **Dex** 14 **Con** 14 **Int** 10 **Wis** 13 **Cha** 9

**Base Atk** +2 **CMB** +5 **CMD** 17

**Feats** Combat Reflexes, Dodge

**Skills** Acrobatics +9, Climb +10, Heal +2, Perception +6, Stealth +10 (*Racial Modifiers: +2 acrobatics, +2 climb, +4 stealth*)

**Gear** second skin, encrypted smartphone, first aid kit

### Ecology

**Environment** any

**Organization** solitary, pair, pack (4-7) or accompanying other military-trained superhumans, often in an advance scout/light infantry role

**Treasure** standard (including gear)

### Nature

Catscratchers are feral-blooded Mutants who augment their genetic imperative to stalk and kill with military training. Catscratchers of all outlooks and phenotypes are a common sight in the spec ops community. Catscratcher warriors can be found in Puzzle Ops kill-squads, part of DEA drug interdiction missions, as honored warriors in a First Nation society, serving as advance scouts for a Psi-Watch emergency response unit, as slave-hunting trackers serving the Republic of Cebaray's human government, as the enforcers of a Detroit meta-gang or with virtually any other faction.

Most Catscratchers have partially felionoid features, and



most have either a full-body or partial pelt. The species has sharp, carnivore's canines, but their primary weapons are their talons or weaponized palm spurs. Catscratchers wear a light, armor-weave skinsuit cut down to allow maximum freedom of movement and comfort, never wearing shoes or gloves because that cuts off their tactile contact to the world.

Catscratchers are decent operatives, if they're given plenty of freedom and allowed to fight using their favored tactics. They are more concerned with personal glory and thrills



## SIMILAR CREATURES

The following creatures can be built upon the Catscratcher stat-block.

### Untamed – CR 1

Some Catscratchers are changed as much mentally as physically by their mutations and rely on feral instincts rather than training. These Untamed Catscratchers have a lean, animalistic look, and move in a low, predatory crouch. Their hair is long, ragged and wild, and if they are wearing skinsuits they were forced into them.

Modify the Catscratcher's stat-block as follows to create an Untamed Catscratcher.

- The Untamed can understand, but not speak one Earth language of choice.
- The Untamed gains a second talon attack at his or her highest attack bonus.
- The Untamed has an INT score of 6. Eliminate ranks in the Heal skill and reduce other skill ranks by -1 each.
- The Untamed does not carry an encrypted smartphone nor a first aid kit. He or she might, or might not, wear a second skin armor, at the gamemasters option.

## CITYBORN AGENT - CR 2

Medium LN Humanoid (cityborn, psionic) Rogue (investigator) 3

XP 600

Init +3

Senses Scent, Perception +6

Languages Cantonese, English, Mandarin, Tagalog

### Defense

AC 16 Touch 14 Flatfooted 13 (+3 DEX, +1 dodge, +2 armor)

HP 3d8+6 hp (23 HP)

FORT +2 REF +6 WILL +1

Defensive Abilities Evasion, Trap Sense +1

Immune poison, starvation (cities over 5 million population)

Weaknesses Exotic Anatomy, Urban Lifebond

### Offense

Spd 30 ft (or 40 ft in cities over 500,000+ population)

Melee +3 dagger (1d6+1 slashing, 19-20/x2)

Ranged +5 Glock 17 (2d6 ballistic, 20/x2, 30 ft ranged instruments, semi-auto, 17 box)

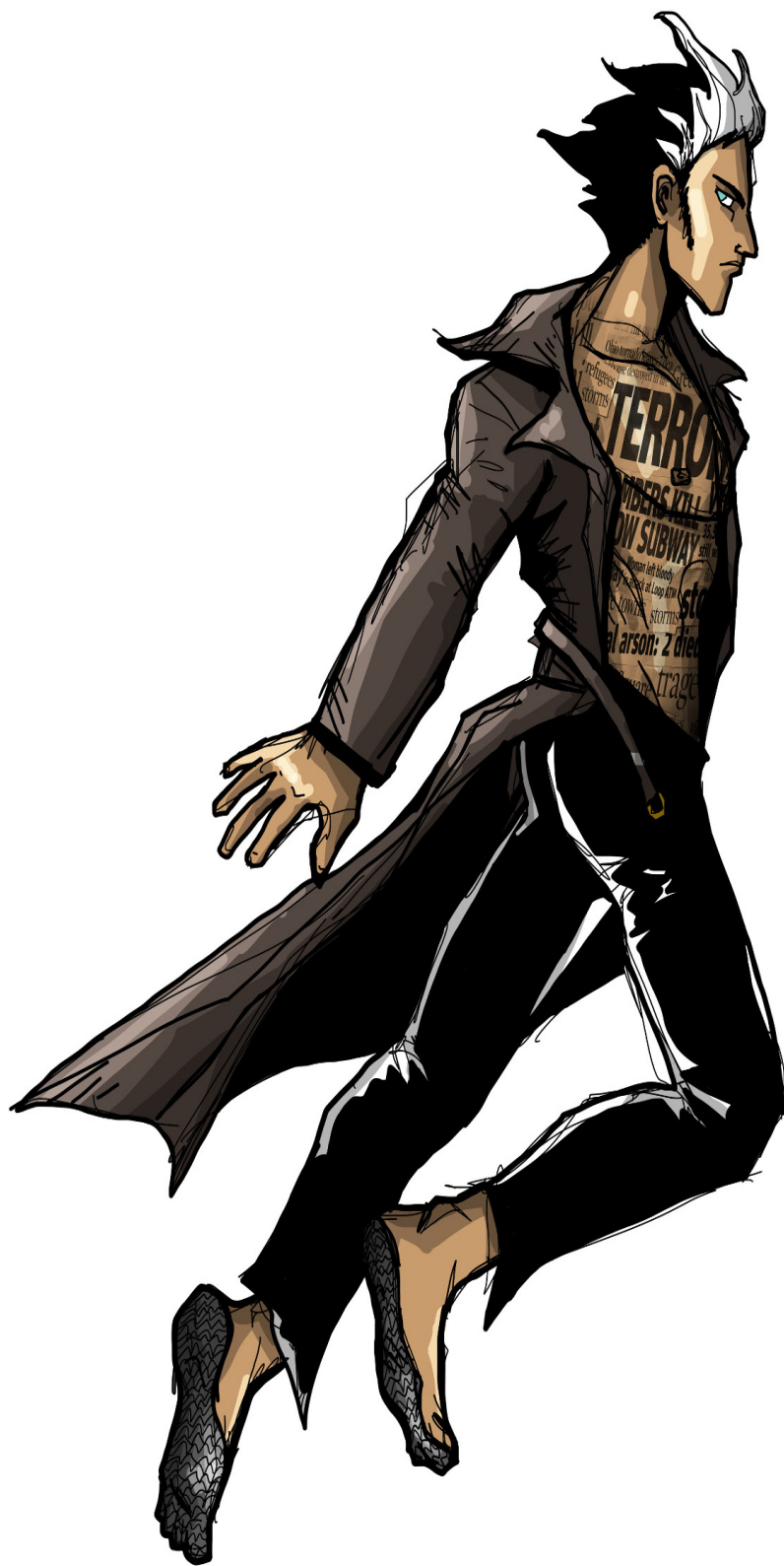
Sneak Attack +2d6

Special Qualities Urban Lifebond

Psi-Like Abilities (ML 3<sup>rd</sup> Concentration +5)

1x/day – Chameleon

Power Points 2



than with following orders or being part of an effective fighting team. It's too damn easy to bait an enemy Catscratcher into a fool-hardy or even out-right suicidal assault, even if the feral superhuman knows that rash action is going to screw up the mission profile.



**Statistics****Str** 11 **Dex** 17 **Con** 12 **Int** 14 **Wis** 10 **Cha** 13**Base Atk** +2 **CMB** +2 **CMD** 15**Feats** Combat Reflexes, Dodge, Quickdraw, Wild Talent**Skills** Acrobatics +9, Bluff +7, Climb +6, Diplomacy +7, Disable Device +8, Knowledge (local) +8, Knowledge (psionics) +5, Perception +6, Sense Motive +6, Sleight of Hand +9, Stealth +9**Gear** buff coat, mwk. dagger, Glock 17 and 2x clips, smartphone, lock release gun**Ecology****Environment** any urban**Organization** solitary**Treasure** standard**Special Abilities****Exotic Anatomy (EX)**

The Cityborn's Agent's internal structures are dramatically different than an ordinary humans', and utterly unlike most alien races. Non-Cityborn physicians attempting to use the Heal skill to aid a Cityborn Agent suffer a -4 penalty unless they possess the Xeno-Medic feat.

**Fast Stealth (EX)**

The Cityborn Agent can move at full speed while using the Stealth skill at no penalty.

**Follow Up (EX)**

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

**Racial Skills (EX)**

The Cityborn are optimized for urban life. The Cityborn Agent receives a +4 racial bonus on Craft (structural), Drive, Diplomacy checks made to gather information and Knowledge (local) checks, but only if the Cityborn makes the check in an urban area with a population of at least 500,000. The Cityborn receives no skill bonuses in smaller cities or rural land.

**Urban Lifebond (EX)**

Each day the Cityborn Agent is away from a large urban area for more than 8 hours, or stays in any city with a population less than 100,000 he must succeed at a FORT Save (DC 10 + the number of previous saves) or suffer 1d4 points of temporary CON and WIS drain. The Cityborn Agent cannot begin recovering the drain until he returns to a city with a population of at least 500,000 people.

Finally, his bond to major cities occasionally causes him great pain. If any city with a population of at least 100,000 suffers catastrophic damage (such as a nuclear detonation or major natural disaster) and the Cityborn Agent is within 1,000 miles, he must succeed at a DC 20 FORT Save or fall into a coma for 1d6 hours. Success means the Cityborn Agent remains conscious but is considered *shaken* for 1d6 hours.

**Urban Metabolism (EX)**

As long as the Cityborn Agent remains in a major urban center with a population of at least five million, he does not need food or water to survive, and he becomes immune to all toxins and poisons.

**Urban Chameleon (Ps)**

When in an urban area with a population of at least 500,000, the Cityborn Agent gains the ability to use *Chameleon* as a psi-like ability. He may use this ability once per day in a city with a population of 500,000, and an additional time per each million inhabitants, to a maximum of three times per day in an urban area with a population of 2.5 million or greater.

**Nature**

Both Puzzle Ops and its chief rival, Psi-Watch, employ Cityborn stringer agents. Able to pass for an ordinary *sapiens*, and blessed by an innate mastery of their environment, Cityborn are ideal espionage agents. Nobody knows the streets better, and noone is more committed to preserving The City- the ideal of a utopian hyper-metropolis that they see in their precognitive dreams.

Terrorism and crime threatens The City's eventual birth, so Cityborn Agents fight against these things. They serve their agency of choice, with canny, almost supernatural efficiency, but their true allegiance is to The City. This means they might work with rival agents, especially Cityborn working the other side. Smart handlers know this, and though they depend on their Cityborn Agents, they realize they can never truly trust them.



## CITYBORN GURU OF THE EMERGENT CITY - CR 13

Medium LG, LN or LE Humanoid (cityborn, psionic) Druid  
(urban druid) 14

XP 25,600

**Init** +1 **Senses** Scent, Perception +23

**Languages** Celestial, English, Hindi, Punjabi, Sanskrit, one  
or two others of choice

### Defense

**AC** 18 **Touch** 16 **Flatfooted** 17 (+1 DEX, +2 armor, +5  
deflection)

**HP** 14d8 +70 hp (137 HP)

**FORT** +16 **REF** +7 **WILL** +19

**Immune** poison, starvation (*cities over 5 million  
population*), charm and compulsion effects

**Weaknesses** Exotic Anatomy, Urban Lifebond

### Offense

**Spd** 30 ft (or 40 ft in cities over 500,000+ population)

**Melee** +12/+6 *merciful quarterstaff* (1d6+2 non-lethal  
bludgeoning, 20/x2)

### Ranged

**Special Qualities** Urban Lifebond

**Special Abilities** Nature Sense, Spontaneous Casting  
(domain spells), A Thousand Faces, Wildshape (usable 5x/  
day, CL 10<sup>th</sup> due to urban druid archetype)

**Domains** Charm, Knowledge

**Spell-like Abilities** (CL 14<sup>th</sup> **Concentration** +x)

*At Will* – clairaudience/clairvoyance (up to 14 rounds/day)

**Spellcasting** (CL 14<sup>th</sup> **Concentration** +x)

*Eighth* – demand (W-DC 24), earthquake (DC 24), finger  
of death (F-DC 24)

*Seventh* – control weather, firestorm (R-DC 23), heal,  
insanity (W-DC 23)

*Sixth* – geas/quest (W-DC 22) *prepared twice*, greater  
techno-allergy (F-DC 22), sirocco (F-DC 22)

*Fifth* – baleful polymorph (DC 21) *prepared twice*, call  
lightning storm (R-DC 21), petrophage (F-DC 21) *prepared  
twice*, true seeing

*For simplicity's sake, fourth level and below spells  
are omitted from the Cityborn Guru's statblock.*

*The Cityborn Guru usually fills these slots with  
a balanced mix of offensive and defensive spells,  
a few area-control and divinatory spells and  
summoning spells usable in an urban environment.*

### Statistics

**Str** 11 **Dex** 13 **Con** 21 **Int** 17 **Wis** 22 **Cha** 16

**Base Atk** +10 **CMB** +10 **CMD** 25

**Feats** Combat Expertise, Defensive Combat Training,  
Greater Disarm, Improved Disarm, Iron Heart, Iron Will

**Skills** Craft (one of choice) +13, Diplomacy +20,

Handle Animal +20, Heal +16, Knowledge (history)  
+22, Knowledge (nature, psionics, religion) all at +20,  
Perception +23

**Gear** +2 merciful quarterstaff, turban of resistance +2 (as  
cloak), bracers of protection +5 (as ring), mwk. silken  
ceremonial armor, wand of cure serious wounds

### Ecology

**Environment** any urban (native to India)

**Organization** solitary or accompanied by a large variety of  
follower (Human or Cityborn Acolytes 3-6), a handful of  
Cleric, Druid or Psion followers

**Treasure** double standard (including gear)

### Special Abilities

#### **Charming Smile** (SP)

The Guru can cast *charm person* (W-DC 23) as a swift  
action. The Guru can have only one person charmed in this  
manner at any time, with a total number of rounds per day  
equal to his Druid level (14 rounds). These rounds need not  
be consecutive, but must be taken in 1 round increments.  
Each attempt to use this ability consumes 1 round of  
duration, even if the target succeeds on its WILL Save to  
resist the effect.

#### **Dazing Touch** (SP)

The Guru can cause a living creature with less than 14 HD  
to become dazed for one round as a melee touch attack.  
This ability is usable up to 9x/day.

#### **Exotic Anatomy** (EX)

*As Cityborn Agent stat-block.*

#### **Iron Heart** (SU)

The Cityborn Guru can never be compelled to a sexual  
act against his will. He is immune to any form of mind-  
influencing effect that would compel or influence sexual  
behavior or a sexual response. Whether or not the Cityborn  
Guru is immune to a specific ability depends on context.  
For instance, he is immune to *charm person* if the spell  
would compel her to sexual behavior with the caster or  
one of the caster's allies, but not if the same *charm* merely  
compelled him to drop his weapon and surrender.

#### **Lore Keeper** (SP)

With a successful touch attack against a creature, the Guru  
gains information about that creature and its weaknesses as  
if the Guru succeeded at a DC 35 Knowledge check against  
that creature.

#### **Urban Lifebond** (EX)

*As Cityborn Agent stat-block.*





### Urban Metabolism (EX)

*As Cityborn Agent stat-block.*

### Nature

Cityborn Gurus of the Emergent City are post-human cult leaders, an emerging and spectacular force in Indian politics. Many were transformed (or farther changed) by the Bhopal Disaster, which released mutagenic chemicals into the world and gave the subcontinent's many Cityborn a new perspective and dangerous new visions of what the City could be. Gurus of the Emergent City preach a vision of the City that embraces Indian tradition and aspects of the Hindu faith, but transforms both to accommodate a post-human conception of the future.

Cityborn Gurus of the Emergent City operate out of India, often found in the teeming hearts of the largest, most

modern alpha-cities. Some operate from tiny storefronts or repurposed elementary schools and old British hospitals they've bought cheap, or out of opulent mansions protected from the slums' millions by high walls. Some Cityborn Gurus are sadistic opportunists who drain their followers' bank accounts and use them as sexual distractions, while others are dedicated to an aesthetic ideal of non-violence, mental and physical purity, and new opportunities for the dispossessed. All act to help build the City, often in the forms of bribes paid to Indian officials to create the kind of businesses and infrastructure the City will need in the future.

Cityborn Gurus can often be found among **Huxley Emergence** cells, as valued leaders or powers behind the throne. The Emergence's eugenicist vision of the future often resonates with evil Cityborn Guru, and even good Gurus find what the Emergence can offer India attractive.

Cityborn Gurus of the Emergent City dress in spectacular, colorful style, often mimicking and exceeding the flash of pre-colonial Indian priests with their long brocaded golden robes. Most wear heavy turbans that absolutely dwarf their heads: complex weaves of cloth, combs and gold weighing as much of fifty pounds! A panoply of chiming, golden bracelets announced the Guru's station and offer occult-tech protection in the form of a deflection aura.

### **CITYBORN RADI - CR 2**

*Medium CN Humanoid (cityborn) Psychic Warrior (gladiator path) 3*

**XP** 600

**Init** +3 **Senses** Scent, Perception +2

**Languages** English, Korean, Thai

### Defense

**AC** 15 **Touch** 14 **Flatfooted** 11 (+3 DEX, +1 dodge, +1 armor)

**HP** 3d8 hp (17 HP)

**FORT** +3 **REF** +4 **WILL** +3

**Immune** poison, starvation (*cities over 5 million population*)

**Weaknesses** Exotic Anatomy, Urban Lifebond

### Offense

**Spd** 60 ft on board or 70 ft on board in cities over 500,000+ population

Climb 30 ft or 40 ft in cities over 500,000+ population



**Melee** +3 skateboard as improved club (1d6+1 bludgeoning, 20/x2)

**Ranged** +5 pepper spray (*blinded* 1d4 rounds, F-DC 15 negates, 5 ft range increment, single shot)

**Special Qualities** Urban Lifebond

**Psionics (ML 3<sup>rd</sup> Concentration +5)**

**First** – biofeedback, circumstance shield, dazzling swordplay

**Talents** – blinding flash (F-DC 12), vim

**Power Point Reserve** 7

### Statistics

**Str** 12 **Dex** 17 **Con** 10 **Int** 11 **Wis** 15 **Cha** 13

**Base Atk** +2 **CMB** +3 **CMD** 16

**Feats** Catch Off Guard, Dodge, Mobility, Up the Walls

**Skills** Acrobatics, Climb, Knowledge (local), Knowledge (psionics),

**Gear** leather jacket, 1d4 doses of pepper spray, skateboard, smartphone

### Ecology

**Environment** any urban

**Organization** solitary

**Treasure** standard

### Special Abilities

**Exotic Anatomy (EX)**

*As Cityborn Agent stat-block.*

### **Gladiator Path (SU)**

While maintaining psionic focus, the Rad! gains a +1 competence bonus to CMB and a +2 competence bonus to CMD.

Expending psionic focus allows the Rad! to not provoke an attack of opportunity when making a combat maneuver. If the Rad! already has a feat that does this, such as Improved Grapple, the above bonus increases by +2 or gains a +2 competence bonus if the Rad! is not psionically focused.

### **Skateboard (EX)**

The Cityborn Rad! rides a skateboard which doubles his base landspeed over smooth terrain. However, the Cityborn Rad! must succeed at a DC 12 Acrobatics check when moving over rough or uneven terrain or fall prone adjacent to his board.

The skateboard is treated more as a piece of gear than a vehicle for simplicity's sake. It has Hardness 2 and 10 Hit Points.

### **Urban Lifebond (EX)**

*As Cityborn Agent stat-block.*

### **Urban Manifester (SU)**

When in a city with a population of at least one million, the Rad's manifest level and amount of power points available to spend on a single power, increases by +1. In a city with a population of at least five million, the Rad's manifest level increases by +2 instead.

### **Urban Metabolism (EX)**

*As Cityborn Agent stat-block.*

### Nature

The Cityborn Rad! is a teenaged post-human who barely understands his or her connection to the city. All the Rad! knows is that the alleyways, sidewalks, tarmac, curbs, handrails and fountain edges all cry out to be grinded on. The young Cityborn Rad! is a talented street skater, with plenty of bumps, bruises and broken bones to his or her name, and a cocky acceptance of risk. Rads! Know their home city better than they know their rapidly changing, psionically evolving bodies. Some are just out looking for a good time, but others make good money as drug couriers. No non-psionic cop's ever gonna catch a Rad! with a package to deliver.

Cityborn Rads! Dress in the hottest, neon-splashed skate fashion of Spring 1993 and carry a custom, well-loved and extensively customized skateboard. Cityborn Rads! are common in sun-drenched, smog-choked LA and So-Cal, but can be found virtually anywhere else there's a good skate scene. This particular Rad! is a smart-mouthed Korean Town street kid who ran away from home after the City started speaking to her and her body started changing into the shape of future-humanity.



## CODEWORD - CR II

Medium LE or LN Humanoid (human, mph, mutant)

XP 12,800

**Init** +6 **Senses** Darkvision 60 ft, lowlight vision, Perception +23

**Languages** Arabic, English, Farsi, Russian

### Defense

**AC** 27 **Touch** 17 **Flatfooted** 21 (+6 DEX, +1 dodge, +1 natural, +9 armor)

**HP** 16d8+80+20 hp (172 HP)

**FORT** +15 **REF** +11 **WILL** +9

**Immune** slashing damage

### Offense

**Spd** 40 ft

**Melee** +15/+10 *shortsword* (1d6+3 slashing, 19-20/x2)

**Ranged** +20/+15 *military plasma rifle* (2d12+1 fire, 18-20/x2, 30 ft range increment, semi-auto, 12 cell) OR

+19/+14 *snub-nosed ion pistol* (2d6 electrical, 20/x2, 10 ft range increment, semi-auto, 15 cell)

### Statistics

**Str** 14 **Dex** 22 **Con** 21 **Int** 13 **Wis** 18 **Cha** 13

**Base Atk** +12 **CMB** +14 **CMD** 30

**Feats** Dodge, Improved Critical (military plasma rifle), Improved Precise Shot, Mobility, Point Blank Shot, Shot on the Run, Spring Attack, Weapon Focus (military plasma rifle)

**Skills** Disable Device +17, Intimidate +12, Knowledge (tactics) +8, Stealth +25, Survival +15, Perception +23, Pilot +13

**Gear** +1 nanoweave tactical body armor, +1 shortsword, +1 snub-nosed ion pistol and 4x spare clips, +1 military plasma rifle and 6x spare clips, smartphone, possibly other gear (see below)

### Cybernetics

**Bodyware** – Dermal Weave, Durability Implants x2

### Ecology

**Environment** any

**Organization** solitary, pair or rapid response unit (2-4 plus 1d3 Psion Elites or similar)

**Treasure** double standard (including gear)

### Special Abilities

#### Codeword Specialization

Codeword operatives are assigned an intimidating codename based on their unique meta-human talents and



fighting style. When creating a Codeword, roll 2d10 on the following chart, to determine the Codeword's combat identity and special abilities. Place the columns as desired. Usually the first column is the first word of the codename, but not always. You can also roll twice on one column rather than once on each column, if desired.

If you actually roll up the name of a published 90s comics character, so much the better. (The Table is designed so this is a very, very likely possibility.)



First Codeword (D10)	Second Codeword (D10)
<b>1 War</b> (increase BAB by +4) (EX)	<b>1 Strike</b> (gains an additional melee attack at highest BAB when making full attack) (EX)
<b>2 Fire</b> (weapons gain the <i>flaming</i> property, gains immunity to Fire) (*swap elements if desired to create Cold or Shock, ect codewords) (SU)	<b>2 Blast</b> (ranged attacks inflict half damage on adjacent targets, REF DC 18 none) (SU)
<b>3 Death</b> (melee weapon attack gains the <i>vorpal</i> property) (SU)	<b>3 Frenzy</b> (recovers 1d6 HP when reducing an opponent to 0 HP) (SU)
<b>4 Blood</b> (melee weapon attack also inflicts Bleed 5) (EX)	<b>4 Fury</b> (gains the greater rage ability of a 16 <sup>th</sup> level Barbarian, 39 rounds of rage per day) (EX)
<b>5 Kill</b> (automatically confirms critical hits) (EX)	<b>5 Hawk</b> (gains Flight Speed 150 ft, good) (SU)
<b>6 Shadow</b> (gains spell-like ability: at will-invisibility, 1x/day –greater invisibility; CL 16, Concentration 20)	<b>6 Blade</b> (gains a +3 keen longsword and Weapon Focus/Weapon Specialization for this weapon, providing) (EX)
<b>7 Ghost</b> (can become ethereal as a move equivalent action at will, up to 5 rounds/activation) (SU)	<b>7 Shield</b> (+4 natural armor bonus to AC, gains +1 bashing large steel shield (+3 shield bonus to AC) (EX)
<b>8 Mind</b> (gains Wild Talent, Up the Walls, Psionic Body, Mind Over Body and +8 bonus HP) (EX)	<b>8 Wolf</b> (gain scent, two claw attacks at highest BAB, 1d6+2 slashing, 20/x2 and +4 REF Saves) (EX)
<b>9 Hell</b> (successful attacks inflict an additional +1d6 unholy damage, alignment is any Evil) (SU)	<b>9 Storm</b> (can move up to maximum distance while making a full attack, including moving between attacks) (EX)
<b>10 Gun</b> (gain Amateur Gunslinger (deadeye, max 4 grit) and Clustered Shots as bonus feats) (EX)	<b>10 Shot</b> (inflicts maximum damage with a successful ranged attack, immune to ballistic damage ) (EX)

### Nanoweave Tactical Armor (EX)

The Codeword's nanoweave tactical bodyarmor provides excellent protection from ballistic trauma. Reduce the damage dice size of a ballistic attack by one step (from D8 to D6 to D4 and so on) when used against the Codeword.

### Nature

Codeword operatives are the best of the best: elite and anonymous government operatives who conduct highly illegal, rogue missions around the world at the behest of the powerful. Codeword operatives are consummate professionals- assassins, spies, thieves and super-soldiers capable of pulling off the most impossible missions and making it look easy. Their extreme competence gives them a snarky confidence that does more than border on arrogance. Codewords thrive on violent machismo (even female Codewords) and radiate an easy familiarity with violence- they are intimidating without even trying.

Codeword operatives go into battle in matte black and grey nanotech body armor reinforced with ballistic armor plating. They fight fully masked in colorful, armored latex hoods, a bright spot of threatening color on their otherwise drab field uniform.

When the mask is off, as Codewords relax back at HQ or prepare their weapons for another mission, they've usually got a stinking Cuban stuck between their stubble coated jaws. Many ritually scar or tattoo their faces with exotic, mask-like glyphs around their eyes, the ultimate symbol of loyalty to the elite, ultra-black special operation groups they fight for.



## COMBAT ANDROID, CULTURE - CR 7

Medium LN Construct (lawful)

XP 3,200

**Init** +3 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, **Perception** +13

**Languages** Celestial, Culture

### Defense

**AC** 21 **Touch** 13 **Flatfooted** 18 (+3 DEX, +4 armor, +4 natural)

**HP** 9d10 +29 hp (79 HP)

**Regeneration** 5 (electricity, fire)

**FORT** +3 **REF** +6 **WILL** +8

**Immune** construct immunities, Pleasure

### Offense

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

**Melee** +14/+9 slam (1d8+5 bludgeoning plus 1d6 force, 19-20/x2)

**Ranged** +12/+7 force blasts (2d6 force, 20/x2, 100 ft range increment)

**Special Qualities** Ferocity

### Statistics

**Str** 20 **Dex** 16 **Con** – **Int** 12 **Wis** 18 **Cha** 12

**Base Atk** +9 **CMB** +14 **CMD** 27

**Feats** Hover, Toughness, Point Blank Shot, Power Attack, Precise Shot

**Skills** Fly +16, Intimidate +10, Perception +13

**Gear** mwk. utility bodystocking

### Ecology

**Environment** any

**Organization** solitary, pair, trio or accompanying high ranking Cultureborn military officers and nobility

**Treasure** standard

### Special Abilities

#### **Ferocity (EX)**

The Culture Combat Android has the Ferocity special quality, normally not applicable to constructs. The Culture Combat Android is not destroyed until reduced to -10 HP and can act normally until that time.

#### **Victory At Any Cost (SU)**

When at 0 HP or below, the Culture Combat Android inflicts an additional +1d6 points of Force damage with successful melee attacks and his force bolt range attack



gains the *axiomatic* magical weapon property.

### Nature

Culture Combat Androids are resolute, highly perceptive and indomitable war-robots. These highly intelligent, nearly sentient AI accompany high ranking military officers, nobles and religious leaders as a combination of valet, secretary, confidante and bodyguard.



Ownership of one of these highly competent androids, particularly one hand-assembled by a master roboticist, is a matter of pride for Cultureborn nobility.

Culture Combat Androids are designed to resemble fit and muscular members of the Culture. They closely resemble dark-skinned African men and wear precisely tailored armored costumes bearing the colors of the noble house they serve. When serving as bodyguards, they are taciturn and rather unimaginative. Though capable of flight, they typically remain grounded, serving a heavy infantry role, unless specifically commanded to provide close air support.

## **COMBAT ANDROID, HAMMERHEAD - CR 4**

*Medium N Construct*

**XP** 1,200

**Init** +2 **Senses** Darkvision 120 ft, lowlight vision, perceive unencrypted wifi/radio/television signals, *see in darkness*, Perception +6/+16 visual

**Languages** English

### Defense

**AC** 18 **Touch** 12 **Flatfooted** 16 (+2 DEX, +4 armor, +2 natural)

**HP** 5d10+20 hp (48 HP)

**FORT** +1 **REF** +3 **WILL** +2

**Immune** construct immunities

### Offense

**Spd** 30 ft

**Melee** +9 slam (1d8+4 bludgeoning, 20/x2)

**Ranged** +7 plasma rifle (2d6 fire, 20/x2, 75 ft range increment, full auto, 40 cell)

### Statistics

**Str** 18 **Dex** 14 **Con** - **Int** 10 **Wis** 12 **Cha** 6

**Base Atk** +5 **CMB** +9 **CMD** 21

**Feats** Far Shot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Reload

**Skills** Craft (gunsmith) +5, Perception +6/+16 visual (racial modifiers: +10 sight-based perception checks)

**Gear** plasma rifle and 8x spare cells, tactical ballistic vest

### Ecology

**Environment** any

**Organization** usually deployed with a squad of 4-6 Nano-Soldiers as heavy firepower or accompanying other military squads, rarely deployed without humanoid supervision

**Treasure** standard (including gear)

### Special Abilities

#### **All Around Vision (EX)**

The Hammerhead Combat Android's disk-like cranium allows it a 360 degree field of vision. The Hammerhead Combat Android cannot be flanked.

### Nature

Hammerhead Combat Androids are military expert systems built by Metamorphosis North under exclusive contract for Psi-Watch. Huge battalions of these military androids are kept in rapid deployment maintenance 'coffins' aboard Bradbury Station, ready to be teleported into hot-zones around the world at a seconds notice, while Metamorphosis North's most secure facilities are protected by equally vast numbers of their own Hammerheads. Other than the livery the war machines are painted in, there is little difference between the two models of Hammerhead.

Hammerhead Combat Androids are programmed for limited sentience and human interaction. They can effectively perform crowd control duties and intelligently complete basic missions given by human masters, though the unimaginative androids require close supervision for more complex tasks. The robots take their name from the large, flattened radome-like disk rising from their shoulders. High resolution cameras at the rim of the disk provide the Hammerhead with a 360 degree field of vision and superior optics. Otherwise, the androids are designed with a humanoid form and proportions, so they can utilize the same gear as human troops. Hammerhead Combat Androids record everything their sensors pick up in realtime, and store these recordings in a secure cloud; footage from a Hammerhead is admissible in a court of law.

## **COMBAT ANDROID, RUSHMORE - CR 10**

*Large LG or LN Construct*

**XP** 9,600

**Init** +3 **Senses** Darkvision 60 ft, perceive unencrypted wifi/radio/television signals, Perception +14

**Languages** English

### Defense

**AC** 27 **Touch** 15 **Flatfooted** 24 (+3 DEX, +3 natural, +9 armor, +2 shield)

**HP** 13d10+30 hp (102 HP)

**FORT** +4 **REF** +7 **WILL** +5

**Immune** construct immunities

### Offense

**Spd** 40 ft, Flight 120 ft (average)

**Melee** +18/+13 unarmed strike (1d10+5 bludgeoning, 19-20/x2)

**Ranged** +15/+15/+10 dart launcher (2d8 piercing, 20/x3, 30 ft range increment)



**Special Attacks** uni-beam breath weapon (5d10 energy\*, 50 ft line, R-DC 17 half, every third round)

### Statistics

**Str** 20 **Dex** 16 **Con** - **Int** 12 **Wis** 12 **Cha** 10

**Base Atk** +13 **CMB** +19 **CMD** 32

**Feats** Combat Reflexes, Critical Focus, Deadly Aim, Hover, Stand Still, Tiring Critical, Weapon Focus (unarmed strike)

**Skills** Fly +24, Knowledge (history, tactics) both at +14, Perception +14

**Gear** mwk. nanoweave tactical armor, mwk. bracer

### Ecology

**Environment** any

**Organization** solitary, pair or deployed with squads of various US military superhumans

**Treasure** incidental

### Special Abilities

#### **Nanoweave Tactical Armor (EX)**

The Rushmore Combat Android's nanoweave tactical bodyarmor provides excellent protection from ballistic trauma. Reduce the damage dice size of a ballistic attack by one step (from D8 to D6 to D4 and so on) when used against the Rushmore Tactical Android.

#### **Rapid Fire Dart Launchers (EX)**

When making a full attack action with the rapid fire dart launchers built into his forearm bracers, the Rushmore Combat Android can make an additional attack at its highest attack bonus.

#### **Uni-Beam (EX)**

The chest-mounted energy blaster built into the Rushmore Combat Android fires a blast of exotic energy that proves the unified field theory. This weapon's damage is of no specific energy type and is not subject to energy resistance or immunity.

### Nature

Military expert-system androids in patriotic red, white and blue combat armor rocket through the skies over America, protecting the land and its people from all enemies foreign and domestic! Rushmore Combat Androids are often deployed alongside American military and police forces, as well as the US Secret Service and Psi-Watch.





Rushmore Combat Androids are programmed to be polite and professional. Their onboard AI is advanced enough they can adapt to new situations and are designed to intuitively overcome unexpected situations and always remain in control- to be the ultimate, All-American supercop.

Rushmore Combat Androids are identified by a codename, which is always randomly chosen from the surnames of past US Presidents and a three digit ID code emblazoned on the robot's shoulder plating. As an endearing programming quirk, all Rushmore androids are loaded with encyclopedic knowledge of the President they were named for, and will rattle this information off at the slightest provocation... even sometimes in the middle of a pitched, superhuman firefight!

## COMBAT MENTAT - CR 7

Medium N\* Humanoid (challenger, human, psionic) Psion (kineticist) 8

XP 3,200

**Init** +2/+4 vs psionic opponents **Senses** lowlight vision, Psi-Guess, Perception +7

**Languages** English, Russian

### Defense

**AC** 15 **Touch** 13 **Flatfooted** 13 (+2 DEX, +1 deflection, +2 armor)

**HP** 7d6+12 hp (40 HP)

**FORT** +2 **REF** +4 **WILL** +10

**Immune** suffocation/vacuum (space suit)

### Offense

**Spd** 30 ft

**Melee** +6 dagger (1d4+2 slashing, 19-20/x2)

**Ranged** +6 telekinetic hurl (2d4 bludgeoning, 20/x2, 30 ft maximum range)

OR +7 Colt 1911 pistol (2d6+1 ballistic, 20/x2, 30 ft, semi auto, 7 box)

**Special Qualities** Psi-Guess, Psychic Reflexes

**Psionics (ML 8<sup>th</sup> Concentration +14)**

**Fourth** – Energy Adaptation, Energy Ball\* (DC 18), Inertial Barrier, Mindwipe (W-DC 18), Slip the Bonds

**Third** – Energy Bolt\* (DC 17), Energy Burst\* (DC 17) Concussive Onslaught (F-DC 17), Energy Cone\* (DC 17)

**Second** – Biofeedback, Ego Whip (W-DC 16), Energy Missile\* (DC 16), Energy Push\* (DC 16), Everyman, Inflict Pain (W-DC 16)

**First** – Control Object, Crystal Shard, Energy Ray\*, Entangling Debris (R-DC 14), Mind Thrust (W-DC 14)

**Talents** –Blinding Flash (F-DC 13), Energy Splash\*, Far Hand

*\*The Combat Mentat can deal additional damage with these powers due to his Favored Energy (cold)*

*feat. You can swap Favored Energy and powers known for further customization.*

**Power Point Reserve** 72

### Statistics

**Str** 12 **Dex** 15 **Con** 11 **Int** 16 **Wis** 18 **Cha** 13

**Base Atk** +4 **CMB** +5 **CMD** 17

**Feats** Favored Energy (cold), Deep Focus, Inquisitor, Psionic Body, Psionic Meditation, Psionic Talent

**Skills** Acrobatics +9, Autohypnosis +14, Disable Device +9, Knowledge (current events) +13, Sense Motive +8, Stealth +6, Perception +7

**Gear** mwk. dagger, mwk. Colt 1911 pistol and 2x spare clips, mwk. action wear, smartphone

### Ecology

**Environment** any

**Organization** solo or accompanying various other factional NPCs

**Treasure** standard

### Special Abilities

#### Factional Psionics (SU or SP)

Combat Mentats are front-line psionic warriors fighting secret wars for a variety of dangerous government agencies and NGOs. Choose one ability from the following list, which represents the Combat Mentat's unique factional powers. This choice also modifies the Combat Mentat's alignment. The GM is free to create similar abilities, representing unique factions in her home campaign.

All Factional Psionics are usable once per encounter unless otherwise noted.

- *European: Precision Engineering:* The same precision engineering that makes German Porches and Italian Ferraris so desirable also makes the Combat Mentat superhumanly swift. The Combat Mentat can use *haste* once per encounter as a sorcerer of his manifester level. The Combat Mentat can be any alignment.
- *Free Mutant: Genetic Augment:* The Combat Mentat may use any of the following effects: *bear's endurance*, *bull's strength* or *cat's grace* once per encounter as a sorcerer of his manifester level. The Combat Mentat may be any alignment.
- *Huxley Emergence: Extinction Agenda:* The Combat Mentat can unleash a wave of psychic force as an attack action that badly damages non-psionic brain tissue. All creatures within 30 ft who lack the psionic subtype suffer 5d6 points of damage and 1d6 points of temporary INT damage. A DC 17 WILL Save halves the damage and prevents the temporary INT damage.





- *Mercenary: Psychic Overkill:* The Combat Mentat can activate this power as an immediate action after any successful attack roll. The Combat Mentat may reroll the base damage dice of the weapon or attack used, and add it to the attack's damage. This bonus is not multiplied on a critical hit. Any character belonging to a mercenary or military faction can choose this factional psionic power. The Combat Mentat may be any alignment.
- *Mercenary: Psychic Second Chance:* The Combat Mentat can activate this power as an immediate action. The Combat Mentat may reroll a failed saving throw, or force an opponent who made a successful attack roll against the Mentat to reroll the attack. The attacker receives a +2 competence bonus on the rerolled attack, however. Any character belonging to a mercenary or military faction can choose this factional psionic power.
- *Psi-Watch: Willpower Charge:* As a standard action, the Combat Mentat can touch a willing ally. Doing so provides the ally with psionic focus and grants them 10 temporary power points, which are used first and fade if not used within 3 rounds. The Combat Mentat is any good alignment.
- *Puzzle Ops: Fade Strike:* Immediately after making an attack using a damage dealing psionic power, the Combat Mentat can become *invisible*, as *greater invisibility* for a number of rounds equal to his INT modifier (3 rounds). The Combat Mentat is LE, LN or NE.
- *Puzzle Ops or Huxley Emergence: Nullifier:* With a successful ranged touch attack the Combat Mentat prevents a psionic opponent from expending power

The Combat Mentat may be any alignment.





points for up to 3 rounds, with the character gaining a new WILL Save (DC 17) to end the effect at the end of each turn. Both members of the Huxley Emergence and Puzzle Ops can select this factional psionic power. The Combat Mentat is any evil alignment.

- *US Military: Telekinetic Aim:* The Combat Mentat adds his INT modifier (+3) as an insight bonus on ranged attacks with his Colt 1911 pistol. This ability is always active. Any member of a US military unit can choose this factional psionic power. The Combat Mentat may be any alignment. (The GM may wish to swap out the Colt pistol for a more impressive ranged weapon,

such as an M-16 rifle or Combat Shotgun to take better advantage of this power.)

Combat Mentats can certainly be found in the *Otherverse America Campaign Setting*, and they may choose the following new Factional Psionics. APEX Combat Mentats usually choose the Psi-Watch or US Military factional psionic abilities.

- *Choicer: Pentacle Shields:* As a standard action, the Combat Mentat can generate luminous crimson pentacle shields around himself and up to three allies within 60 ft. These pentacle shields provide a +2 shield bonus to AC and block force and incorporeal effects for one minute. The Combat Mentat is any good alignment
- *Lifer: Cold as the Soul:* The Combat Mentat can summon Antarctic cold as an attack action. All opponents within 60 ft suffer 4d6 cold damage (FORT DC 17) half, and are considered *shaken* for 1d3 rounds. The Combat Mentat is N, LN or any evil alignment.

### **Psi-Guess (SU)**

Challengers are naturally psi-sensitive, and their frontal and temporal lobes are developed to the point they can naturally sense the presence of other psionic creatures. When the Combat Mentat comes within 30 ft of any creature with a psionic reserve or the ability to manifest psi-like abilities, the Combat Mentat immediately recognizes that creature as a fellow psion. The Combat Mentat perceives a colorful flickering aura around the creature, which is a visual representation of the creature's enhanced neural activity.

This innate ability can even recognize even invisible or concealed creatures; though the Combat Mentat knows the creature's approximate location, this psionic talent does not pinpoint the concealed creature's presence.

By succeeding at a WIS check (DC 10 + the target's CHA modifier), the Combat Mentat can determine the subject's total power point reserve and the highest level of psionic ability the creature can manifest.

### **Nature**

Combat Mentats are highly paid, highly motivated and very dangerous combat telekinetics. They blend conventional military expertise with psionic combat talents, and specialize in cold and force-based psi-tricks.

Combat Mentats are fit young psions equipped with precision machined weapons and custom fitted armored body stockings. Despite the excellence of their gear, they prefer to fight with their mental gifts. Combat Mentats can walk into virtually any secured facility on the planet, not



a single weapon on their person, and kill everybody inside using their psi-talents alone. They know it too, and their subtle lethality makes most insufferably arrogant. Most are always on the lookout for the next, better deal and constantly jockey to improve their own positions.

## SIMILAR CREATURES

The following creatures are built upon the Combat Mentat stat-block.

### Secret Service VIP Protection Psion – CR 7

The Secret Service employs a handful of psions to protect the President, Vice President and other important US government officials from the assorted threats a psi-capable world presents.

- Remove the Combat Mentat's Psi-Guess and Psionic Reflexes racial traits. The character gains *truesight* instead.

## CRANKERS

"Crankers" are a motley gang of cyber-criminals and drug addicted, barely competent mercs, found in the dark corners of the Third World. Cranker gangs are most common in Southeast Asia, and practically run Mung Thoy Than, but they can be found anywhere cyber-docs are willing to install cybernetic WMDs into any idiot with the money to pay for it. Crankers earn the money for their upgraded

guarding local crime lords, contract murder, drug running, extortion, and worse. They're active in the sex trade, human trafficking and in the production of especially nasty rape and snuff films. If it's dirty, degrading and vile, Crankers can make a good living at it.

## CRANKER BABY - CR 2

Medium CE or NE Monstrous Humanoid (cyborg)

Warrior 4

XP 600

**Init** +2 **Senses** lowlight vision, perceives unencrypted radio, television, wifi signals, Perception +4

**Languages** Tagalog

### Defense

**AC** 20 **Touch** 12 **Flatfooted** 18 (+2 DEX, +2 natural, +6 armor)

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

**FORT** +5 **REF** +3 **WILL** +1

**Immune** Cyborg Immunities

**Weaknesses** Cybernetic Security Risk -2

### Offense

**Spd** 35 ft

**Melee** +5 dagger (1d4+1 slashing, 19-20/x2)

**Ranged** +7 AK-47 (2d8 ballistic, 20/x2, 70 ft range increment, full auto, 30 box)

**Special Qualities** Slow Healing





Statistics**Str** 13 **Dex** 14 **Con** 13 **Int** 9 **Wis** 10 **Cha** 11**Base Atk** +4 **CMB** +5 **CMD** 17**Feats** Quick Draw, Rapid Reload**Skills** Craft (mechanical) +4, Perception +4**Gear** military ballistic vest, dagger, AK-47 and 4x spare clipsCybernetics**Headware** – Onboard Computer, Targeting Optics +1**Bodyware** – Subdermal ArmorEcology**Environment** any urban (primarily Japan and Southeast Asia)**Organization** solitary, pair or gang (3-5) or accompanying more powerful Crankers as servants and whipping boys**Treasure** standardNature

Look at this pathetic bastard.

Artificial jaw, some implanted body armor and a shaved head full of cut-rate wetware and neuro-cybernetics and he calls himself a Cranker. The older cyber-bangers treat him as a general purpose piss-boy; he polishes their boots, cleans their guns and fetches their beer. Assuming he lives a few months, he'll earn the right to wear the colors and torment younger baby 'borgs.

**CRANKER BLACKSPIDER - CR 6***Medium CE Monstrous Humanoid (cyborg) Warrior 8*  
**XP** 2,400**Init** +2 **Senses** lowlight vision, perceive unencrypted radio, television, wifi signals, Perception +8**Languages** English, TagalogDefense**AC** 15 **Touch** 12 **Flatfooted** 13 (+2 DEX, +3 natural)**HP** 8d10+40 hp (84 HP)**FORT** +11 **REF** +6 **WILL** +2**Immune** Cyborg Immunities**Weaknesses** Cybernetic Security Risk -4Offense**Spd** 60 ft**Melee** +12/+7 foreleg slam (1d8+4 bludgeoning, 20/x2)

Or +13/+8 chain axe (1d12+5 slashing, 20/x3)

**Ranged** two +12 onboard masers (2d6 fire, 20/x3, 50 ft range increment, semi-auto)**Special Attacks** JAPE breath weapon (30 ft line, 5d6 fire, REF DC 19 half, once every 1d6 rounds)**Special Qualities** Slow HealingStatistics**Str** 18 **Dex** 15 **Con** 20 **Int** 10 **Wis** 11 **Cha** 10**Base Atk** +8 **CMB** +12 **CMD** 24 (28 vs bull rush/trip)**Feats** Run, Lightning Reflexes, Quickdraw**Skills** Climb +15, Craft (mechanical) +7 Knowledge (local) +4, Intimidate +8, Perception +8**Gear** +1 chain axeCybernetics**Headware** – Cyberoptics, Lowlight Optics, Targeting Optics +2, Onboard Computer**Bodyware** - Exotic Cyberlimb (Tauric), Haste Implant, Magna-Grip Foot ModEcology**Environment** any urban (particularly Japan or Southeast Asia)**Organization** solitary or accompanying 1 Cranker, Wire Princess or 2d4 Cranker, Babies**Treasure** standardSpecial Abilities**Haste Implant (EX)**

Synthetic adrenaline and ultra-short acting gene-tailored amphetamines flood the cyborg's systems, from emitters throughout the limbic system. Brain augmentations boost reaction time and reflexes.

The Blackspider Cranker can activate his haste implant as a swift action, to remain hasted for up to 10 round per activation. The Blackspider Cranker is exhausted for one minute per round spent hasted, and cannot activate this implant while exhausted.

**Magna-Grip Foot Mod (EX)**

Small electromagnetic strips are implanted in the cyborg's heels and the tips of his toes. The cyborg can attach himself to the hull of a starship or vehicle, to perform maintenance safely.

The Blackspider Cranker can magnetize his feet to walk up a metallic wall or ceiling at half his base land speed. The cyborg loses his DEX bonus to AC when climbing in this way.

Nature

Take a Cranker so committed to being part of the steel tribe he cuts off the lower half of his body and replaces it with a jet black spider's thorax built around an aviation-fuel flame thrower system. Hop him up on gene-tailored steroids, military grade painkillers and enough crystal meth to kill ten ordinary humans. Now, turn him loose at the forefront of a howling pack of cyber-mercs. Blackspider Crankers are among the worst of an already loathsome breed, brutal and dimwitted sadists who've turned themselves into



mobile weapons platforms. Blackspiders do only three things well: tune their performance up past the redline, snort that sweet crystal and burn the world.

## CRANKER THROATCUTTER BORG - CR 7

*Medium CE Monstrous Humanoid (Light Cyborg) Rogue 3, Fighter (free hand fighter archetype) 5*

**XP** 3,200

**Init** +2 **Senses** Darkvision 90 ft, perceive unencrypted radio/television/wifi signals, Perception +2(+4 visual)

**Languages** Cantonese, Japanese, Tagalog, Vietnamese

### Defense

**AC** 20 **Touch** 14 **Flatfooted** 16 (+2 DEX, +2 dodge, +3 armor, +3 natural)

**HP** 3d8 + 5d10 +24 +10 hp (70 HP)

**Damage Reduction** 4/-

**Defensive Abilities** Evasion, Light Fortification (25% chance to ignore critical hits), Trap Sense +1

**FORT** +8 **REF** +6 **WILL** +4

**Immune** Cyborg Immunities, Slashing Damage

**Weaknesses** Cybernetic Security Risk -3

### Offense

**Spd** 35 ft

**Melee** +13/+8 keen kukri (1d4+3 slashing, 17-20/x2)

**Sneak Attack** +2d6 plus 2 Bleed

**Special Attacks** Laser Optics (1d6 force, 100 ft)

**Special Qualities** Trapfinding

### Statistics

**Str** 17 **Dex** 14 **Con** 16 **Int** 11 **Wis** 15 **Cha** 9

**Base Atk** +7 **CMB** +10 **CMD** 22

**Feats** Dodge, Mobility, Spring Attack, Power Attack, Whirlwind Attack

**Skills** Acrobatics +13, Craft (electronics) +5, Bluff +10, Intimidate +10, Stealth +11

### **Cybernetics**

**Headware** – Onboard Computer, Advanced Cyberoptics, Targeting Optics x1

**Bodyware** – Dermal Weave, Durability Implant, Fortified Skeleton

**Weapons** – Laser Optics

**Gear** +1 keen kukri, +1 leather armor, lock release gun, a few grams of cocaine



### Ecology

**Environment** any urban (primarily Japan and Southeast Asia)

**Organization** solitary, gang (2d6) or crew (6d6 plus 1 level 8 Fighter/Rogue 4 for every 5 ordinary troops and 1 level 12 Fighter/Rogue 5 serving as captain)

**Treasure** standard (including gear)



### Special Abilities

#### **Deceptive Strike (EX)**

The Throatcutter Borg gains a +1 bonus to CMB and CMD on disarm checks and on Bluff checks to feint or create a diversion to hide.

#### **Evasion (EX)**

The Throatcutter Borg can avoid damage from many area-effect attacks. If the Throatcutter Borg makes a successful REF Save an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the Throatcutter Borg is unarmored or wearing light armor; if helpless, the Throatcutter Borg does not gain the benefit of evasion.

#### **Laser Optics (EX)**

Once per round, as an attack action, the Throatcutter Borg can fire optic lasers, which automatically hit any target within 100 ft who does not have total cover or concealment. These optical lasers inflict 1d6 points of Force damage.

### Nature

Occasionally a Vietnamese river pirate or other species of Southeast Asian horror show saves up enough swag to purchase black-grade military cybersystems, and has enough sadistic courage to enter himself in The Paint or some other illegal fighting circuit. Those that don't get their cyber-augmented spine ripped out their back quickly develop into shockingly dangerous fighters. Canny, brutal and pragmatic, Throatcutter Borks blend a lifetime of warrior skills with flashy new cyber-systems. Upgraded strength and speed let the Throatcutter Borg get in close, under his opponent's desperate swings, providing an opportunity to do just what the name implies.

The Throatcutter Borg enjoys the circuit. It's easy money, most of the time, and he's got enough sense to DQ himself when the bouts look too suicidal. The first person POV rape/snuff vids he shoots with his cyber-eyes pay for his cocaine and future upgrades, and make him damn glad he kept his cock when he took the steel.

## **CRANKER WIRE PRINCESS - CR3**

*Medium NE Monstrous Humanoid (cyborg) Dread 4*

**XP 800**

**Init** +2 **Senses** lowlight vision, perceive unencrypted radio, television, wifi signals, **Perception** +12

**Languages** English, French, Laotian, Vietnamese

### Defense

**AC** 17 **Touch** 12 **Flatfooted** 15 (+2 DEX, +2 natural, +3 armor)

**HP** 4d8+8 hp (30 HP)

**FORT** +3 **REF** +6 **WILL** +6

**Immune** Cyborg Immunities

**Weaknesses** Cybernetic Security Risk -0

### Offense

**Spd** 35 ft

**Melee** +6 dagger (1d4+3 slashing, 19-20/x2)

**Melee Touch** +6 devastating touch (1d6+4 damage, 20/x2)

**Ranged** +7 combat shotgun (2d10 ballistic, 20/x2, 30 ft, full auto, 10 internal)

**Special Qualities** Slow Healing

**Psionics (ML 4<sup>th</sup> Concentration +6)**

*2<sup>nd</sup> Level* –Id Insinuation (W-DC 14)

*1<sup>st</sup> Level* –Demoralize (W-DC 13), Lingering Touch, Mind Thrust (W-DC 13)

*Talents* – Distract (W-DC 12), Telepathic Lash (W-DC 12)

**Power Points** – 12

### Statistics

**Str** 16 **Dex** 17 **Con** 15 **Int** 12 **Wis** 14 **Cha** 15

**Base Atk** +3 **CMB** +6 **CMD** 19

**Feats** Point Blank Shot, Psionic Shot, Psionic Talent, Skill Focus (Computer Use)

**Skills** Acrobatics +13, Autohypnosis +12, Bluff +12, Computer Use +14, Intimidate +14, Knowledge (local) +11, Perception +12, Sense Motive +12

**Gear** mwk buff coat, mwk combat shotgun, dagger

### **Cybernetics**

*Headware* – Onboard Computer, Feat Database (Psionic Talent, Skill Focus (Computer Use), Attack Barrier x1

### Ecology

**Environment** any urban (primarily Japan and Southeast Asia)

**Organization** usually accompanied by 2d4 Cranker Babies or 1-2 Throatcutter Borks or Blackspiders

**Treasure** standard

### Special Abilities

#### **Terrors (SU)**

The Wire Princess' successful attack with her Devastating Touch incites fear in her target. She may activate either terror as a swift action, allowing her to choose either



manifestation of this fear:

- The target must succeed at a DC 14 WILL Save or become *shaken* for 1d4 rounds.
- The target must succeed at a DC 14 WILL Save or flee from her.

This is a mind-affecting fear effect. The Wire Princess can use either terror up to seven times per day.

### **Mind Wire Array (EX)**

The Wire Princess extrudes nano-scale smartwires from her mouth and the corners of her eyes, where the tear ducts would be on a real woman. With these wires, she can snake into a victim's brain and rewrite their memories, thoughts and personalities using Cyber Hacking.

The Wire Princess receives a +8 equipment bonus on Computer Use checks made to perform Cyberhacking when she practices the skill on a restrained, unconscious or helpless target. She must remain adjacent to the target for the entire duration of the Cyber Hacking attempt.

The Wire Princess can attempt Cyber Hacking against an intelligent target without any cybernetic implants, but suffers a -10 penalty on the Computer Use check to do so.

### **Nature**

Wire Princess Crankers are women who find themselves sheathed in steel, who've found a place for themselves in the toxic and hyper-masculine world of a Cranker set. They're mind-hackers and soul-rapists without compare. These sadistic, high-chrome bitches take real pleasure in cracking a living mind's mental defenses and rewriting everything they find within. They pillage living minds for vital data like bank passcodes and account numbers, blackmail intel and military secrets, and also wipe or corrupt beloved memories just for the sheer fun of destroying a consciousness.

Wire Princesses replace at least 60-70% of their meat bodies with street-corner cybernetics, and according to them, they're the most beautiful women in the world. Legions of adoring Baby Cranker fan boys dog their steps.

## **CULTUREBORN ADAMANT - CR H**

*Medium LE or LN Humanoid (human, lawful, psionic)*

**XP** 38,400

**Init** +3 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted wifi/radio/television signals, Perception +16

**Languages** Celestial, Culture

### **Defense**

**AC** 30 **Touch** 17 **Flatfooted** 27 (+3 DEX, +4 deflection, +13 natural )

**Damage Reduction** 5/adamantine

**HP** 14d8+112 hp (175 HP)

**Fast Healing** 5

**FORT** +20 **REF** +15 **WILL** +14

**Immune** suffocation, radiation, Cold, Fire

**Resist** Electricity 10, Force 15

### **Offense**

**Spd** 30 ft, **Flight** 180 ft (good), **Spaceflight** 2,000 ft

**Melee** +21/+16/+11 *adamant spear* (1d8+10 piercing, 19-20/x3)

**Ranged** +19/+14/+9 *adamant spear* (1d8+10 piercing, 19-20/x3, 30 ft range increment or 500 ft range increment in zero-g)

**Special Attacks** Silver Rainfall breath weapon (*disintegrate* F-DC 25 reduces damage to 5d6, 30 ft burst, usable every 10 rounds/1 minute)

**Special Qualities** Greater Starflight, No Breath

**Psi-Like Abilities (ML 14<sup>th</sup> Concentration +18)**

**5x/day** – Physical Acceleration

- Vampiric Blade (with *adamant spear* only)

**1x/day** – Immovability

### **Statistics**

**Str** 21 **Dex** 16 **Con** 26 **Int** 15 **Wis** 15 **Cha** 18

**Base Atk** +15 **CMB** +20 **CMD** 33

**Feats** Cleave, Critical Focus, Dazzling Display, Impaling Critical, Improved Impaling Critical, Power Attack, Shatter Defenses, Weapon Focus (adamant spear), Weapon Specialization (adamant spear)

**Skills** Craft (sculpture) +9, Fly +24, Intimidate +21, Knowledge (history, religion) both at +12, Perception +20, Survival, Use Magic Device +10

**Gear** *adamant spear* (+2 axiomatic, adamantine, keen long spear)

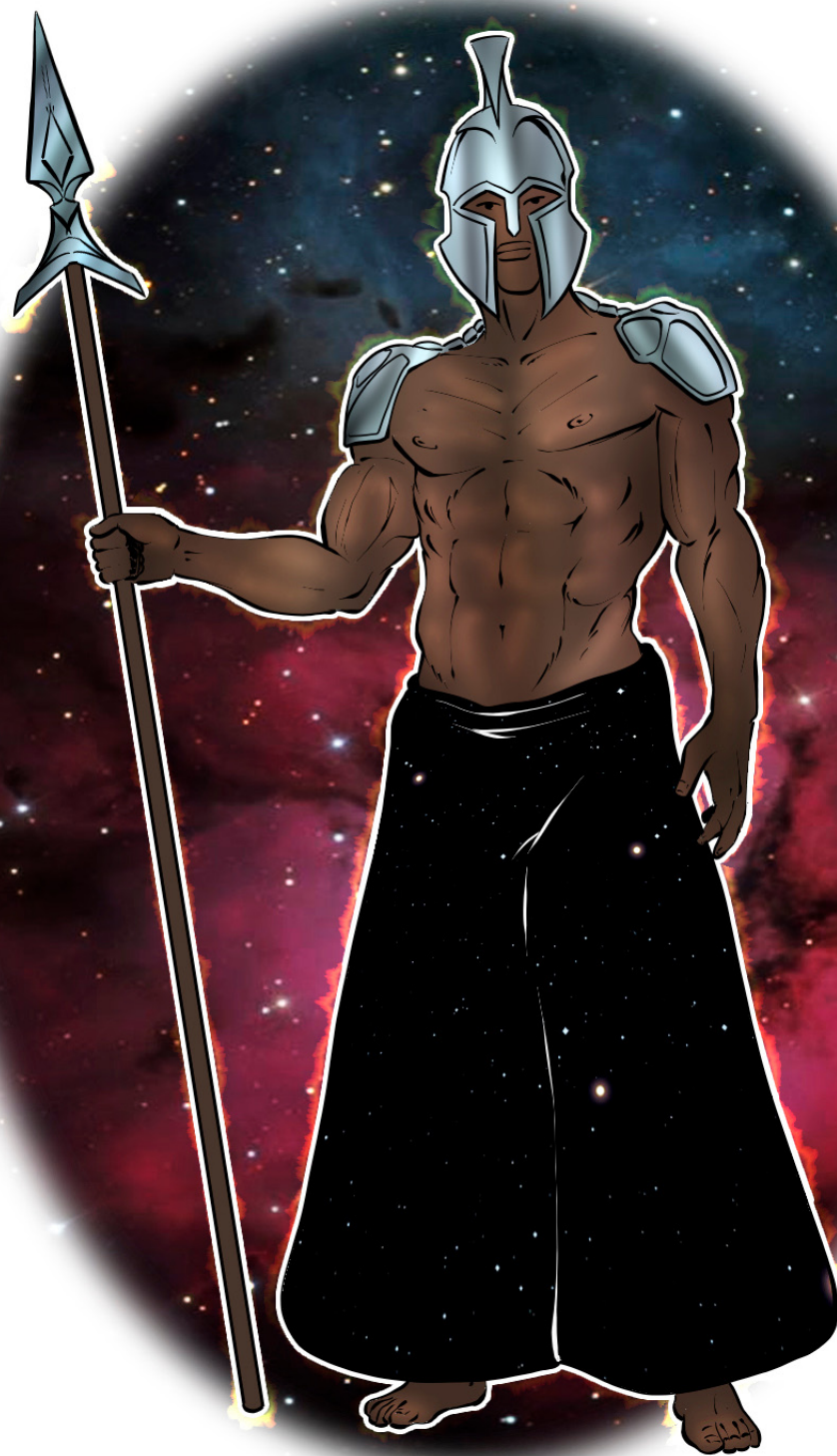
### **Ecology**

**Environment** any

**Organization** solitary or accompanying important Cultureborn delegations or military missions

**Treasure** double standard (including gear)





### Special Abilities

#### **Adamant Spine (SU)**

The Cultureborn Adamant can form his *adamant spear* as a swift action; this weapon cannot be sundered, and if it leaves the Adamant's hands for more than one round, it vanishes. (So the weapon can be thrown and inflict damage.) If the weapon is disarmed, the Cultureborn can easily form a new weapon. If the Cultureborn Adamant is

slain, his Adamant Spine and associated weapons quickly disintegrate to prevent Culture technology from falling into alien hands.

The Adamant Spine provides the Cultureborn Adamant with a deflection bonus to AC equal to his CHA modifier.

#### **Ship Piercer (EX)**

In zero gravity conditions, the Cultureborn Adamant can throw his *adamant spear* as a ranged attack with a 500 ft range increment. In normal gravity, the *adamant spear* has a 20 ft range increment, even though longspears are normally not thrown weapons. No matter the distance thrown, the *adamant spear* is considered to cross it in a single action.

#### **Silver Rainfall (SU)**

The Cultureborn Adamant can unleash nano-scale adamantine particles that shred matter on a molecular level. This effect functions somewhat similarly to a breath weapon, acting as a *disintegrate* spell that affects all creatures within a 30 ft burst. A DC 25 FORT Save reduces the damage to *5d6*. The save DC is CON based.

Cultureborn characters are immune to the effects of Silver Rainfall.

#### **Nature**

Cultureborn Adamants are the glory of the Culture's exowombs, the most highly bred members of an exquisitely genetically engineered species. Adamants are warriors without compare, exemplars of everything the Culture values: resolve, dispassionate violence and courageous, heroic violence against the hated Bleeding Ghosts and other enemies of Culture.

Cultureborn Adamants are trained in genocide tactics



and warrior-ethos from the moment they can walk. During their late teens, they are expected to slaughter a Bleeding Ghost prisoner of war in single combat, the capstone to a curriculum of increasingly challenging homicides. Once properly blooded, the Cultureborn Adamant's spinal column and shoulder blades are surgically removed and replaced with nano-active adamantine prosthesis that are the Adamant's badge of office and most important weapon. The Adamant Spine glows red hot against the Cultureborn Adamant's dark flesh when the cosmic warrior calls upon his many superhuman powers, all of which are nanotech based.

Cultureborn Adamants only wear dark, armored trousers that glisten like a deep-space starfield and a warrior's helm made of the same glistening adamantine as spear and spine. The Cultureborn Adamant's chief weapon is a perfectly balanced, elegantly forged adamantine spear more than ten feet in length. Nearly holographic hexagonal patterns are visible deep within the indestructible alien alloy.

## **CULTUREBORN FINAL SONG - CR 7**

*Medium LE Humanoid (human, lawful)*

**XP** 3,200

**Init** +10 **Senses** Lowlight vision, Perception +17

**Languages** Celestial, Culture

### Defense

**AC** 22 **Touch** 15 **Flatfooted** 17 (+4 DEX, +1 dodge, +7 armor)

**HP** 10d8 +30 hp (75 HP)

**Fast Healing** 5

**FORT** +6 **REF** +9 **WILL** +11

**Immune** poison, fear

### Offense

**Spd** 40 ft

**Melee** +12/+5 *dreadsong* (1d8+6 slashing, 20/x3 plus *shaken* for 2 minutes on a critical hit, W-DC 13 negates)

**Ranged** +14/+9 spacer's blaster (2d6+1 fire, 20/x2, 50 ft range increment, semi-auto, 12 cell)

### Statistics

**Str** 17 **Dex** 22 **Con** 16 **Int** 12 **Wis** 19 **Cha** 15

**Base Atk** +7 **CMB** +10 **CMD** 26

**Feats** Combat Reflexes, Dodge, Mobility, Improved Initiative, Paired Opportunists, Precise Strike, Weapon Focus (*dreadsong*), Weapon Specialization (*dreadsong*), Wind Stance

**Skills** Acrobatics +19, Knowledge (history) +11, Perform (sing, dance) both at +12, Perception +17

**Gear** *dreadsong* (+1 adamantine, ominous bill), mwk. spacer's blaster and 2x spare cells, mwk. agile breastplate,



potion of *haste*, potion of *cure serious wounds*

### Ecology

**Environment** any

**Organization** solitary, pair, or clade (1d6+1 plus one Cultureborn Adamant)

**Treasure** standard (including gear)

### Special Abilities

**Extra Initiative** (SU)

When the encounter begins, the Cultureborn Final Song rolls twice for Initiative. The Cultureborn Final Song acts normally on the higher of the two Initiative counts each



round. On the lower Initiative count, the Cultureborn Final Song can take a single standard action.

### Wind Stance (EX)

When a Cultureborn Final Song moves more than 20 ft in a round, she gains 20% concealment against ranged attacks for one round.

### Nature

The Final Song sisterhood is an elite caste of genetically perfected warrior women. The Final Song sisterhood serves as the personal honor guard of Cultureborn priests, technomancers and high nobility. Like all Cultureborn warriors, neophyte Final Songs are cruelly tested and trained from infancy. They are conditioned to only love their sword-sisters and the gleaming *dreadsong* blade they bear, to feel no fear or remorse. When a young Final Song comes of age, her elder sisters slice open her radial arteries and just before her heart stops, plunge her bleeding forearms into the vast, nanotech oceans at the heart of each *Bringer of Culture*. Nanotech mixed with spilt blood rushes into their wounds, healing and augmenting the young sword-sister.

Final Song warriors are fit, perpetually young women with an African phenotype. Their hands and forearm are semi-translucent, as if their flesh and tissue were carved from rubies. They wear a scarlet breast plate, greaves and helm, and carry the ceremonial weapon of their order, the *dreadsong*. Each *dreadsong* is a three-meter-long silver polearm with a blade curved like the crescent moon. Final Song warriors carry this weapon at all times, and its mastery forms the core of their training.

## THE DEMOLISHER OF WORLDS - CR 15

Large CE Monstrous Humanoid

XP 51,200

**Init** +0 **Senses** Darkvision 60 ft, Perception +14

**Languages** Culture, Galactic Common, English, Infernal, Zeth

### Defense

**AC** 21 **Touch** 9 **Flatfooted** 21 (-1 size, +12 equipment)

**Damage Reduction** 10/magic

**HP** 20d10+180+20 hp (310 HP)

**FORT** +17 **REF** +12 **WILL** +14

**Immune** Ballistic, Cold, Fire, poison, radiation, suffocation (space suit)

### Offense

**Spd** 40 ft

**Melee** +33/+28/+23/+18 psycho-kutter (2d8+15 slashing, 20/x3 plus vorpal)

Or +33 psycho-kutter (4d8+15 slashing, 20/x3 plus

vorpal)

**Ranged** +30/+25/+20/+15 throwing daggers (1d8+10 slashing, 19-20/x2, 20 ft range increment)

### Statistics

**Str** 31 **Dex** 11 **Con** 29 **Int** 9 **Wis** 15 **Cha** 11

**Base Atk** +20 **CMB** +31 **CMD** 41

**Feats** Cleave, Deadly Stroke, Dazzling Display, Great Cleave, Great Fortitude, Intimidating Prowess, Shatter Defenses, Toughness, Vital Strike, Weapon Focus (psycho-kutter), Weapon Specialization (psycho-kutter)

**Skills** Climb +22, Intimidate +22, Knowledge (local) +11, Perception +14, Pilot +, Survival +14

**Gear** +3 enhanced vorpal Psycho-Kutter, Demolisher armor with integrated palmtop computer

### Ecology

**Environment** anywhere he can kill lots of people

**Organization** wading alone in a pool of blood 5 ft deep

**Treasure** double (the deadliest sword in the galaxy plus lots of drugs)

### Special Abilities

#### Bloodthirst (EX)

The Demolisher is a sociopath, pure and simple. Every time he drops an opponent to 0 HP or fewer, the rush of pleasure-chemicals and adrenaline allows him to recover 10 HP, which cannot take him past his normal maximum HP total. In addition, if the Demolisher is suffering an ongoing effect that hinders his effectiveness, he may make an additional saving throw to negate the effect after making a kill.

#### Psycho-Kutter (SU)

In addition to using the Psycho-Kutter as a standard melee weapon, the Demolisher can also use it to cut through universal forces, disrupting the laws of physics in the immediate range. The Psycho-Kutter has enough power to disrupt the laws of physics up to 8 times in a 24 hour period before its micro-nuclear power cells need to recharge.

As a full round action, the Demolisher can cut through a physical force, resulting in the following effects. Note that the Demolisher's unique prototype Psycho-Kutter has capabilities that standard Psycho-Kutter's lack.

- **Cut through Light**, creating darkness in a 30 ft radius. Not even darkvision can see through this darkness, which lasts for 1 minute.
- **Cut through Gravity**, creating a low gravity environment in a 60 ft radius. This effect lasts for 1 minute.
  - **Alternate Effect:** Completely nullifies gravity around one creature of Size Large or smaller.





This causes the creature to fly upward at a speed of 100 ft for 1d4 rounds before gravity reasserts itself and they fall. Has no effect on flying creatures.

- **Cut through Luck**, which renders all enemy creatures incapable of using action points for any reason for 1d6 rounds; during this time, they suffer a -5 on attack rolls made to confirm critical hits.
- **Cut through Loyalty**, which affects a single creature within 60 ft of the Demolisher, and acts as *Dominant Monster* cast by a 20<sup>th</sup> level sorcerer.
- **Cut through Time**, which *slows* all creatures within a 60 ft radius for 1d4 rounds, with the exception of the

character wielding the Psycho-Kutter.

- **Cut through Hyperspace**, which prevents a specific starship which is within 2 space scale squares (1,000 ft) and visible to the Psycho-Kutter's wielder from entering hyperspace for 1 minute. This ability can only be activated in hard vacuum.

#### Vorpal Psycho-Kutter (SU)

The Demolisher's Psycho-Kutter has the *vorpal* quality. On a natural 20, it severs the opponents head from their body, usually resulting in instant, spectacular death.





### Nature

The Demolisher of Worlds (usually referred to simply as Demolisher) is a one man genocide squad. Never seen outside his (its?) jet black armor, the Demolisher is possibly the most wanted killer in three galaxies. The Demolisher is feared and respected even by the Culture, and has only been hired to perform a kill mission on Earth once. In 1647, he slaughtered an Inca state to the last man, murdering over 20,000 for reasons only known to the Bleeding Ghost war-shamans who hired him.

The Demolisher of Worlds is an unfeeling, savage and remorseless behemoth. You don't hire him for precision: you hire him for genocide. The Demolisher is only awakened from his drug induced sleep of ages in his lair deep in the heart of the Dead Galaxy when billions of galactic credits are deposited into his secure accounts. He awakens only for short slaughter-missions lasting a few weeks, at most, before returning to his self-induced, opiate coma-stasis.

The Demolisher of Worlds carries an enormous, fusion

powered blade. This fearsome weapon is the prototype that all lesser Psycho-Kutters were modeled after, and it is the only weapon the Demolisher ever deigns to wield. The Demolisher is a mystery- no one knows what species he really is beneath his ebony armor. Even the 'he' is subject to debate- the Demolisher has a male voice, low and rumbling, but that could be electronically modulated. Perhaps there is no singular Demolisher- perhaps the fearsome armor is a rank bestowed on the most violent and lethal killers the Dead Galaxy has ever known. Perhaps, but the Demolisher isn't talking.

## **DEMON BOARD - CR 1**

*Medium CE Outsider (chaotic, demon, evil, extraplanar)*  
**XP 400**

**Init** +6 **Senses** Darkvision 60 ft, lowlight vision, Perception -1

**Languages** Abyssal, understands English or one other Earth language of choice but cannot actually speak any language aside from Abyssal

### Defense

**AC** 13 **Touch** 12 **Flatfooted** 11 (+2 DEX, +1 natural)

**HP** 2d10 +2 hp (13 HP)

**FORT** +4 **REF** +5 **WILL** -1

**Immune** poison, Electricity

**Resist** Acid 10, Cold 10, Fire 10

### Offense

**Spd** 30 ft or 60 ft on board

**Melee** +3 club (1d6+1 bludgeoning, 20/x2)

**Spell-like Abilities (CL 2<sup>nd</sup> Concentration +2)**

*At Will* – alter self (to a human teenage male only)

*1x/day* – Summon (1d3 Board Demons, 25%)

### Statistics

**Str** 13 **Dex** 15 **Con** 12 **Int** 6 **Wis** 9 **Cha** 11

**Base Atk** +2 **CMB** +3 **CMD** 15

**Feats** Improved Initiative<sup>B</sup>, Mobility<sup>B</sup>, Toughness

**Skills** Acrobatics +7, Climb +6, Bluff +5, Intimidate +5, Knowledge (local) +3, Stealth +7

**Gear** skateboard, club (hockey stick or other sports gear), smartphone

### Ecology

**Environment** any urban or extraplanar

**Organization** solitary or found in groups of 3 Board Demons

**Treasure** incidental

### Special Abilities

#### **Skateboard (EX)**

The Board Demon rides a skateboard which doubles his base land speed over smooth terrain. However, the Board Demon must succeed at a DC 12 Acrobatics check when moving over rough or uneven terrain or fall prone adjacent to his board.

The skateboard is treated more as a piece of gear than a vehicle for simplicity's sake. It has Hardness 2 and 10 Hit Points.

### Nature

Board Demons are among and most numerous, yet most pathetic breeds of modern demon. Board Demons are the bored, bullying children of the Abyss: spoiled, greedy and





insufferably arrogant despite their general incompetence. Board Demons know myriad 'cracks' between the Abyss and the mortal realm, and are an ever-present plague on the modern world, often appearing as an unwanted by-product of a summoning ritual or exorcism gone wrong. Demon hunters and exorcists know that a swollen Board Demon presence is a harbinger of worse Abyssal trouble in the neighborhood. The Board Demons make themselves useful as minimum-wage, minimum-effort minions for minor demons and the occasional devil that's not too picky.

In their true form, Board Demons have the bodies of teenaged white boys with the foul and insectoid head of a gigantic buzzing fly. They dress in the baggy clothes of modern skate-punks and carry a modern skateboard

covered in black metal and wanna-be Satanist stickers. Board Demons can easily assume a human shape, that of a sullen teen of 13-14 years old.

## **DEMON, EUGENICIST - CR 13**

*Large CE Outsider (chaotic, demon, evil, mutant, psionic)*  
XP 25,600

**Init** +0 **Senses** Darkvision 60 ft, lowlight vision, Perception +2

**Languages** Abyssal, English, Infernal, Scarred, *telepathy* 100 ft

**Aura** Obsidian Lightning (20 ft, 2d6 negative energy, W-DC 23 negates)

### Defense

**AC** 25 **Touch** 13 **Flatfooted** 25 (-1 size, +6 natural, +5 armor, +4 profane)

**HP** 18d10+114 hp (213 HP)

**Regeneration** 10 (good, force)

**FORT** +17 **REF** +6 **WILL** +13

**Immune** Electricity, poison

**Resist** Acid 10, Cold 10, Fire 10, Moderate Fortification (50% to ignore critical hits)

### Offense

**Spd** 40 ft

**Melee** +26/+21/+16/+11 *humanbane* unarmed strike (1d10+9 bludgeoning\* plus 1d6 profane, 20/x2)

\* when maintaining psionic focus

**Ranged** +18/+13/+8/+3 obsidian lightning (3d6 profane, 20/x4, 60 ft range increment)

**Psi-Like Abilities (ML 18<sup>th</sup> Concentration +22)**

**Constant** – body equilibrium

- conceal thoughts
- detect psionics

**At Will** – alienation (W-DC 18)

- cloud mind (W-DC 16)
- minor metamorphosis

(two choices each from Enhancement

Menu A and Abilities Menu A, not factored into stat-block above)

**1x/day** – aopsi (F-DC 23)

- decerebrate (F-DC 21)
- psychic surgery

### Statistics

**Str** 23 **Dex** 11 **Con** 22 **Int** 15 **Wis** 15 **Cha** 19

**Base Atk** +18 **CMB** +25 **CMD** 35

**Feats** Cleave, Deadly Finish, Deep Focus, Psionic Body, Psionic Fist, Power Attack, Surgery, Weapon Focus (unarmed strike)

**Skills** Autohypnosis +17, Craft (pharmaceutical) +14, Bluff +25, Diplomacy +19, Intimidate +19, Heal +20,





Knowledge (arcana, earth & life sciences, history) all at +21, Sense Motive +14, Stealth +7

**Gear** +2 *brawling decadent furs of light fortification*, 2x potion of bull's strength, 2x potion of cure serious wounds, myriad other potions and experimental drugs, extensive medical/genetic laboratory in lair

#### **Ecology**

**Environment** any (other-dimensional)

**Organization** usually solitary, sometimes accompanied by a Mutant Slaver, Rogue Psion or similarly favored slave and vast numbers of low-level minions and support staff

**Treasure** double standard (including gear)



## **Special Abilities**

### **Extinction's Edge (SU)**

The Eugenicist Demon's hatred of baseline *sapiens* is legendary. The Eugenicist's unarmed strike is considered to have the *bane* weapon property against creatures with the human subtype that lack any other subtypes.

### **Hell's Uplift (SU)**

The Eugenicist Demon tempts mutants and psions into ever greater depravity, and into the sweet succor of mutant supremacist rancor in the face of baseline human bigotry. Once per day, the Eugenicist Demon can present a willing creature with any of the following subtypes (mutant, patriot, psionic) a dark moral choice.

If the creature kills a Human of the Eugenicist Demon's choosing within 24 hours of the offer, that creature gains either Wild Talent or Psionic Talent, depending on whether or not they have existing psionic abilities as a bonus feat. Alternatively, the Eugenicist Demon can grant any one Psionic feat the subject meets the prerequisites for. Whatever change is made, the subject's alignment moves one step closer towards *chaotic evil* on either alignment axis.

The Eugenicist Demon can offer this reward to a single creature as many times as it takes to move its alignment to *chaotic evil*. The first target is usually a bound and helpless sacrifice, a human infant or child, or a physically non-imposing human. Second and third targets are increasingly challenging.

The Eugenicist Demon can communicate *telepathically* at any distance with a creature that has accepted Hell's Uplift.

### **Obsidian Lightning (SU)**

Jet-black lightning crackles around the Eugenicist Demon at all times. All creatures within 20 ft suffer 2d6s points of profane damage for each round they begin their turn within the Eugenicist Demon's aura. A successful DC 23 WILL Save negates the damage, but the character must make a new save each round she remains within the aura. The save DC is CHA based. The demon can suppress or resume this aura as a free action.

The Eugenicist Demon's Obsidian Lightning aura provides her with a profane bonus to AC equal to her CHA modifier (+4). If her aura is suppressed, she also loses this bonus.

### **Psionic Fist (Ps)**

As part of making an unarmed strike, the Eugenicist Demon can expend her psionic focus to inflict an additional +2d6 points of damage with this attack. The decision must be made prior to rolling for an attack, and if the attack fails

psionic focus is still expended. As a result of her Deep Focus feat, the Eugenicist Demon can maintain two psionic foci simultaneously.

## **Nature**

Eugenicist Demons are the transfigured souls of Mutants slain because of human bigotry. Cold and domineering, Eugenicist Demons are utterly convinced of Mutant supremacy and actively strive towards complete human extinction. Not all at once- not in some planetary conflagration. No, the Eugenicist Demon wants human breeding camps where only Mutant fetuses are allowed to come to term. Then and only then when the Mutant race numbers in the billions, and every soul is blackened and stained by the actions taken in the name of Mutant freedom, then the Eugenicist Demon will unleash some slate-wiper virus or the other and finish off *homo sapiens*.

Eugenicist Demons play the long game: schemes, plots and counter-plots measured out over centuries. The first confirmed, verifiable reports of Eugenicist Demon activity date back to the Victorian era, but those in the know can find their fingerprints all up and down the historic record. The Huxley Emergence is one of these demons' greatest triumph, with several Eugenicist Demons serving openly on the Emergence's command council, or supervising secret projects of their own at Eugenicist laboratories. Others operate secretly among agencies task with controlling or even protecting Mutants. There are Eugenicist Demons high in the Puzzle Ops chain of command, pushing the organization to increasingly severe crimes against humanity, but there are also deep cover demons hidden within seemingly benevolent organizations like Psi-Watch and Mutant Rescue International.

Eugenicist Demons are keenly intelligent, supremely well educated and articulate. A few silvery words can make genocide seem reasonable, rational, even merciful, from an evolutionary perspective. They surround themselves with scientific minded Mutants and Psions who they've twisted into devotees of the eugenic cult.

In their true form, Eugenicist Demons are striking, heroically proportioned women of ivory and articulated chrome. Spiraling onyx ram's horns curl from their forehead. Their lips, fingernails and eyes are jet black, and they have serrated fangs. Eugenicist Demons dress in seductive, exotic furs draped over their nearly nude form, long cloaks trailing behind them like a bridal train. Eugenicist Demons are enthusiastic brawlers, and they rush into combat preferring to beat human opponents to death with their big, powerful hands. When a Eugenicist Demon fights, she is surrounded by a corona of black lightning like Hell's own thunderstorm.



Eugenicist Demons are consummate shape shifters. At will they can assume the form of a human or Mutant woman of exotic beauty. For some reason known only to themselves, Eugenicist Demons only ever dress in a single stark color, in both their natural shape and their assumed forms. Blood red, royal purple, ivory and ebony are the most common hues. The furs and trailing cloak worn in their true shape becomes a daring and revealing business suit of the same hue when the Eugenicist Demon disguises herself.

## DETROIT LAMPREY - CR 4

*Medium CE Monstrous Humanoid (Mutant)* -

XP 1,200

**Init** +5 **Senses** Darkvision 90 ft, scent, Perception +9

**Languages** English plus one of Arabic, Farsi or Spanish

**Aura**

### Defense

**AC** 19 **Touch** 11 **Flatfooted** 18 (+1 DEX, +2 armor, +6 natural)

**HP** 5d10+25 hp (HP)

**FORT** +9 **REF** +5 **WILL** +2

**Immune** disease, poison

### Offense

**Spd** 50 ft

**Melee** two +8 claws (1d4+3 slashing, 20/x2 plus energy drain)

**Ranged** +6 throwing daggers (1d4+3 slashing, 19-20, 10 ft range increment)

**Special Attacks** Energy Drain (one level, F-DC 12)

**Special Qualities** Pounce

### Statistics

**Str** 17 **Dex** 13 **Con** 21 **Int** 9 **Wis** 12 **Cha** 11

**Base Atk** +5 **CMB** +8 **CMD** 19

**Feats** Improved Initiative, Nimble Moves, Run, Skill Focus (acrobatics)

**Skills** Acrobatics +12, Climb +11, Perception +9, Stealth +9

**Gear** leather armor, 5x throwing daggers

### Ecology

**Environment** any urban or ruins (prefers the worst neighborhoods of Old Detroit)

**Organization** solitary or pair

**Treasure** standard (in lair)

### Special Abilities

**Genetic Energy Drain (SU)**

Detroit Lamprey prey on the genetically abnormal,

exclusively.

Their energy drain special attack only functions against targets with the *Lifespawn*, *Mutant*, *Patriot*, or *Sanger* subtypes. (Not all the listed subtypes are relevant to the *Psi-Watch Campaign Setting*, and Detroit Lamprey imported to other campaigns might feed on different subtypes at the gamemaster's option.)

Each level drained from a creature with one of these subtype provides the Detroit Lamprey with 8 temporary Hit Points.



### **Running Leap (EX)**

For all their bulk, Detroit Lamprey have moves that put the scrawniest parkour to shame. When the Detroit Lamprey is able to move at least 30 ft before making an Acrobatics check to jump, he receives a +10 circumstance bonus on the



check, and his jumping distance is not limited by his height or speed.

The Detroit Lamprey takes no penalty on his Stealth check while moving at full speed, provided he makes a jump at some point during the movement.

### Nature

Detroit Lamprey are a particularly nasty and unfortunately common strain of Mutants living in the ruins of Old Detroit. Fast and nimble as a jaguar on flakka, their minds are all but gone. They're driven by hunger- they can survive on human food scavenged from a Jack in the Box dumpster for a few months if they have to, but they need the nutrition that can only be found in mutant bone marrow. When the hunger sets in, the Detroit Lamprey takes to the rooftop, twirling and dancing with uncanny grace, muttering a stream of some kind of impenetrable Mutant bullshit slang, fixated on feeding.

Detroit Lamprey hunt alone or in mated male and female pairs. Nobody's sure if the species can breed true or not, but even the thought of Lamprey babies loosens the bowels of every gene freak camped out in Old Detroit.

Detroit Lamprey are muscular, grey skinned wrecks with stringy unwashed hair. They wear scavenged motorcycle leathers for rudimentary protection and out of some dim sense of style. Bone spurs and tumors grow at random across their snarling, predatory faces. The Lamprey feed with the small, wicked fanged mouths in the center of each palm that give the breed its name. These small orifices can chew through four inches of leather-tough Mutant hide and metallic bone in seconds, to get at the juicy mutie marrow within.





## DEVIL, SENTENCER - CR 18

*Huge LE Outsider (devil, evil, extraplanar, lawful)*

**XP** 153,600

**Init** +2 **Senses** Blindsense 300 ft, Darkvision 90 ft, lowlight vision, *true seeing*, Perception +41

**Languages** Abyssal, Celestial, Draconic, Infernal, *telepathy* 500 ft

### Defense

**AC** 30 **Touch** 10 **Flatfooted** 28 (-2 size, +2 DEX, +7 armor, +5 deflection, +8 natural)

**HP** 25d10 +275 hp (413 HP)

**FORT** +21 **REF** +10 **WILL** +24

**Immune** Fire, Pleasure, mind-affecting abilities, poison

**Spell Resistance** 23

**Resist** Acid 10 Cold 10

### Offense

**Spd** 60 ft

**Melee** four +33 impalements (3d12+10 piercing, 20/x4 plus *impale the soul* (W-DC 30) )

OR +36/+31/+26/+21 Inexort (2d6+10 bludgeoning 20/x3 plus *dimensional anchor*, 1 round)

**Spellcasting Spell-Like Abilities** (CL 25<sup>th</sup> Concentration +36)

**Constant** – tongues

- true seeing

**At Will** – baleful polymorph (DC 26 or see text)

- unholy blight (W-DC 25)

**3x/day** – blasphemy (W-DC 28)

- destruction (F-DC 28)
- dictum (W-DC 28)

**1x/day** – plane shift (self plus 100 lbs of matter only)

- summon 1d4 Retrievers (LE alignment with appropriate subtypes, 100%)
- summon 1 Handmaiden Devil (60%)

### Statistics

**Str** 31 **Dex** 15 **Con** 26 **Int** 24 **Wis** 33 **Cha** 28

**Base Atk** +25 **CMB** +37 (+39 bullrush, sunder, overrun)

**CMD** 49 (53 vs bullrush or trip)

**Feats** Cleave, Critical Focus, Crippling Critical, Dazing Attack, Great Cleave, Greater Bullrush, Greater Overrun, Greater Sunder, Improved Bullrush, Improved Overrun, Improved Sunder, Intimidating Prowess, Power Attack

**Skills** Appraise +41, Bluff +37, Diplomacy +37, Knowledge (civics, history, religion, the planes) all at +35, Intimidate +47, Perception +41, Profession (barrister and torturer) both at +41, Sense Motive +41, Use Magic Device +37

**Gear** Inexort (+3 *axiomatic*, *phase-locking*, *unholy earthbreaker*), Judicial Robes (+6 silken ceremonial armor), Miter of Protection +5 (as ring)

### Ecology

**Environment** extraplanar (native to Hell itself)

**Organization** always always solitary, except for summoned creatures

**Treasure** double standard (including gear)

### Special Abilities

#### **Dark Pronouncement (SP)**

As a standard action, the Sentencer Devil can use both *blasphemy* and *dictum* simultaneously. Both spells occupy the same area and affect the same set of potential targets, but are saved against separately.

#### **Irony Sentence (SP)**

The Sentencer Devil can use its *baleful polymorph* ability to transform a victim into virtually any form it wishes, often transforming the victim into 1 HD animated objects, elementals, constructs or undead rather than animals. Such new forms are always an ironic and insulting mockery of the victim's true nature, his or her 'crimes' against Hell or their fears.

If the Sentencer Devil specifically tailors its punishment to a victim's nature, using this spell-like ability as a full round action rather than standard action, increase the save DCs by +4.

#### **Impale the Soul (SU)**

Any creature killed by the Sentencer Devil's Impalement attack is affected as by *soul bind* (W-DC 30). The soul is trapped forever as a tiny mote of luminescence impaled on one of the thorns protruding from the Sentencer Devil's forelegs. A Sentencer Devil can have up to 12 souls trapped in this manner at any given time. If the Sentencer Devil traps a 13<sup>th</sup> soul, the longest trapped soul currently imprisoned goes free.

#### **Superior Reach (EX)**

The Sentencer Devil's unnaturally long, spidery legs give it a 40 ft reach with its Impalement attacks. It can threaten adjacent squares, merely by shortening its swings.

### Nature

Sentencer Devils are powerful, iron-willed devils who dispense the inexorable, merciless and imaginatively cruel justice of Hell. Their jurisdiction extends not only fellow Devils, no matter how physically powerful or highly placed in Hell's hierarchy, but also to any mortal who traffics with Hell and their descendants down to the 13<sup>th</sup> generation. Sentencer Devils enforce the letter of infernal contracts and treaties, the terms of which can bind a supplicant's bloodline for decades.



Sentencer Devils are grim, joyless and legalistic, with booming yet dry monotone voices. Their dark and arch sense of humor is only displayed in the cruel mockeries of life they trap their victim's souls in. The creatures are massive, slate-skinned behemoths who stride the world upon four spear-like spidery legs. Silk robes as black as night and a coal-black miter are the devil's emblems of office. Sentencer Devils carry a goliath mace, the swing of which is the only 'mercy' they ever bestow. Sentencer Devils crush the skulls of those whose transgressions against Hell are relatively minor. Those they truly wish to punish are impaled upon their killing legs, their souls trapped forever upon the devil's thorns, or are turned into crippled monstrosities who can barely remember their crimes.

## DEVIL, TRAFFICKER - CR 17

*Large LE Outsider (devil, evil, extraplanar, shapechanger, lawful)*

**XP** 102,400

**Init** +10 **Senses** Darkvision 60 ft, *see in darkness*, *true seeing*, Perception +30

**Languages** Abyssal, Celestial, Draconic, Infernal, *truespeech*

### Defense

**AC** 31 **Touch** 16 **Flatfooted** 24 (-1 size, +6 DEX, +1 dodge, +8 deflection, +7 armor)

**HP** 23d10 +115 hp (242 HP)

**Damage Reduction** 10/good

**FORT** +20 **REF** +15 **WILL** +19

**Immune** Fire, poison

**Resist** Acid 10, Cold 10 **Spell Resistance** 24

**Vulnerable** Pleasure

### Offense

**Spd** 50 ft

**Melee** +32/+27/+22/+17 dark soulsword (1d8+7 slashing, 19-20/x2)

**Ranged** +28/+23/+18/+13 hellfire bolts (4d6 fire/profane plus *sickened* 1d3 rounds, F-DC 30 negatives, 19-20/x2, 50 ft range increment)

**Spell-Like Abilities (CL 23<sup>rd</sup> Concentration +31)**

**At Will** – charm monster (W-DC 22)

- flame strike (R-DC 23)
- polymorph (male Medium or Large humanoid forms only)
- *quicken*ed enervation (1d4+1 negative levels, 85 ft maximum range)
- *quicken*ed charm person (W-DC 22)

**3x/day** – fire storm (R-DC 26)

- finger of death (F-DC 25, 230 points of damage maximum)

- greater teleport

**1x/day** – plane shift

- summon (3d6 bearded devils 80%; or 1d6+1 barbed devils or childskinner devils (*Complete Nemesis Bestiary*) 60%)

### Statistics

**Str** 19 **Dex** 22 **Con** 20 **Int** 21 **Wis** 18 **Cha** 26

**Base Atk** +23 **CMB** +28 (+32 disarm) **CMD** 46 (48 vs disarm)

**Feats** Cleave, Combat Reflexes, Dazzling Display, Dodge, Greater Disarm, Greater Feint, Improved Critical (longsword), Improved Disarm, Improved Feint, Lunge, Mobility, Stand Still, Spring Attack, Weapon Focus (longsword), Weapon Finesse, Whirlwind Attack  
**Skills** Acrobatics +22, Bluff +34 (+36 when feinting), Intimidate +34, Knowledge (arcana, behavioral sciences, history, local, religion, the planes) all at +28, Perception +30, Sense Motive +30, Stealth +21, Use Magic Device +34

**Gear** *dark soulsword* (+3 dueling, vorpal longsword), +4 studded leather armor, cloak of resistance +2, one scroll of *gate*

### Ecology

**Environment** any (extraplanar, native to Hell)

**Organization** almost always solitary, except for summoned minions

**Treasure** double standard (including combat gear)

### Special Abilities

#### Dark Soulsword (EX)

The Trafficker Devil treats his *dark soulsword* as a light, one handed weapon and may use his Weapon Finesse feat in conjunction with this weapon.

The Trafficker Devil's dark soulsword is a +3 *vorpal longsword* if taken from the Trafficker Devil or the bonded wielder, but acts as a +3 *dueling vorpal longsword* in the Trafficker Devil's (or bonded wielder) hands.

The sword's bonded wielder can stow the weapon in an extradimensional space or summon it to his hand as a move-equivalent action. If a victim remains in the *violating maze* when the Trafficker Devil is slain or banished, that victim can attempt a DC 20 WILL save to bond to the dark soulsword and become its new bonded wielder. If the victim is lawful evil alignment, they gain a +5 circumstance bonus on the save to become bonded to the dark soulsword. Failure indicates the dark soulsword is lost between dimensions.

The weapon remains bonded to its wielder as long as the wielder remains lawful evil. If the wielder assumes any



good alignment, he or she can undertake a 24 hour long ritual requiring the sacrifice of at least 1,000 gp worth of ritual artifacts, incense and oils to cleanse the dark soul sword, transforming it into a **+3 dueling, merciful, dispelling burst longsword**. In this configuration, the soul sword cannot ever deal lethal damage, but automatically casts *greater dispel magic* into itself when the previous casting is expended via the dispelling burst property. Failure to perform this ritual means the bond is broken, and the weapon itself vanishes between dimensions sometime in the next 1d6+1 days, unless the cleansing ritual is undertaken first.

### Hellfire Bolts (SU)

The Trafficker Devil can unleash gouts of stinking, sulfurous black flames. Half the damage inflicted by the Trafficker Devil's hellfire bolts is fire damage, half is profane damage, not subject to energy resistance or immunity. A target damaged by the hellfire bolts is *sickened* for 1d3 rounds (F-DC 30 negates).

### Violating Maze (SP)

The Trafficker Devil's *maze* spell-like ability creates a horrid, sexually abusive and hellish pocket reality where time passes more swiftly for the victim trapped within than those outside the maze. Each use of this ability is both an evil act and an act of rape for abilities, such as *Eyrines* weapons and powers that are especially effective against rapists.

The Trafficker Devil's *maze* has an accelerated time flow. Both the first round trapped in the *maze* and then each additional full minute spent within the maze ages the victim by 1d3 years (to a maximum of +21 years aging). In addition, after each minute spent in the maze, the victim must also succeed at a DC 30 WILL Save or have their alignment shift one step closer to Lawful Evil, as they fall victim to cruel brainwashing, emotional abuse the dark tests of spiritual corruption the *violating maze* has designed for them.

The Trafficker Devil is fully aware of what its victim experiences in the *violating maze*. If he chooses to invoke these experiences and horrific

memories against the victim in the future, the Trafficker Devil receives a +6 profane bonus on all CHA-based skill checks against the victim.

### Nature

Trafficker Devils are pedophilic outsiders who exist solely to corrupt and torture children until innocence and joy is replaced with cold sociopathy and hellish obedience. The creatures are solitary by their own choice, and are adept dimensional nomads with a keen understanding of Multiverse's web-like inter-connectivity. Despite their vast power, Trafficker Devils keep a relatively low profile, because their dark obsessions and cruel methodologies have made them powerful enemies – they are hunted by a dimension-spanning cadre of feminist vigilantes known as the *Eyrines Sisterhood*, the post-human Lifespawned





followers of The Mother, and are a glorious trophy for any *Huntmistress Angel* skillful and courageous enough to bring one down. Trafficker Devils keep one step above their pursuers through their use of myriad false identities and knowledge of the secret paths between the myriad realities.

Trafficker Devils trade stolen children across dimensions, and are slave-brokers without compare. Their dark, reality-warping and soul-corrupting magic allows them to abduct mortal children to order, and condition them into perfect slaves. Trafficker Devils take inordinate pride in their torture techniques and conditioning style, and can spend days or months designing a *violating maze* to break the will of a specific victim. They sell to *Amakaze* executives, lolicon rapists and pedophile oni in the *Black Tokyo* reality, and capture pretty teenagers for service as gladiator-sluts in the *Box Office Earth*. Trafficker Devils are on a friendly, first name basis with both the *Editors* and their *Maximus Dragon* masters. Occasionally, in exchange for favors to be named later, Trafficker Devils have kidnapped psionic children to-order for *Puzzle Ops' Scholarship Division*. The organizations debt to the devils is one of the unknown, yet looming, crises hanging over the international intelligence community.

In their true forms, Trafficker Devils are red-skinned, obviously Satanic beings of bone and horn, looking every bit as sinister as they are. They dress like Renaissance duelists and carry a dark-light violet blade formed from their lust and obsessions, which they occasionally bequeath to a mortal 'prodigy' upon their destruction. Trafficker Devils are among the most skilled swordsmen in the entire Multiverse, and are insufferably cocky when their *dark soulsword* is in their hand.

The creatures make great use of their polymorph ability to assume a more pleasing shape- often an androgynously beautiful man in strange finery, or (their favorite tactic), their victim's father or mentor, to make their violation that much more traumatic. Trafficker Devils adopt a sarcastic and manipulative, yet courtly demeanor regardless of their shape and are masters of insinuation and intimidation.

## DOMINA - CR II

*Medium LE Undead (psionic)*

**XP** 12,800

**Init** +3 **Senses** Darkvision 90 ft, lowlight vision, scent, Perception +24

**Languages** Aklo, Aramaic, English, French, Latin, Undercommon, several archaic and dead languages, *natural linguist*

### Defense

**AC** 20 **Touch** 14 **Flatfooted** 16 (+3 DEX, +1 dodge, +6 armor)

**HP** 16d8 +112 hp (184 HP)

**Fast Healing** 10 (force or electricity)

**FORT** +14 **REF** +10 **WILL** +15

**Immune** undead immunities

**Resist** Channeled Energy 10, Pleasure 10

**Channel Resistance** +4 **Power Resistance** 18

**Weaknesses** Sunlight Psi-Blindness

### Offense

**Spd** 50 ft Flight 200 ft (good)

**Melee** two +18 claws (1d10+6 slashing plus psionic energy drain, 19-20/x2)

**Ranged** two +16 psi-lasers (1d10 force plus 1d10 negative energy, 20/x3, 100 ft range increment)

### Attack Options

**Special Attacks** Psionic Energy Drain (1 level plus loss of 1d6 power points/cannot augment for 1 round, F-DC 25)

### Special Qualities

**Psi-Like Abilities (ML 16<sup>th</sup> Concentration +22)**

**Constant** – machine invisibility

- natural linguist

**At Will** – claws of energy

- cloud mind (W-DC 23, affects up to 16 targets)

- compelling voice (W- DC 25, affects up to 15 targets)

- deadly fear (DC 25, affects up to 3 targets)

- greater concealing amphora

- induce nightmare (W-DC 24)

- recall agony (12d6 damage, W-DC 24)

- slip the bonds

**1x/day** – body of iron

### Statistics

**Str** 23 **Dex** 17 **Con** – **Int** 19 **Wis** 16 **Cha** 25

**Base Atk** +12 **CMB** +18 **CMD** 31

**Feats** Cleave, Cloak Dance<sup>B</sup>, Combat Reflexes, Dodge, Fell Shot, Point Blank Shot, Power Attack, Precise Shot, Psionic Precision, Psionic Shot, Weapon Focus (psi-laser)

**Skills** Acrobatics +14, Bluff +25, Craft (one of choice)

+12, Diplomacy +25, Fly +24, Intimidate +25, Knowledge (history, psionics) both at +22, Perception +24, Stealth +22

**Gear** ebon raiment (+3 *creeping, deathless studded leather*)





in mirrors or other reflective surfaces. The Domina is under a constant *machine invisibility* effect as a psi-like ability.

### **Psionic Energy Drain (SU)**

A creature who suffers a negative level from the Domina's energy drain also loses 1d6 power points and loses the ability to augment psionic powers for one round after suffering the drain.

### **Strikejaunt (Ps)**

If the Domina kills an opponent with her claw attack, she may immediately teleport to any open square within 30 ft that she can see as an immediate action. She may act normally upon arrival at her destination.

### **Sunlight Psi-Blindness (SU)**

The Domina is rendered nearly human by the touch of sunlight. Any exposure to direct sunlight prevents the Domina from manifesting any psionic powers, gaining or expending psionic focus, or manifesting psi-like abilities.

### **Nature**

Domina are an ancient strain of psionic vampire whose secretive yet darkly beautiful underground kingdoms far predate the first settlements between the Tigris and Euphrates Rivers. Domina have preyed upon humanity for longer than the race has recorded its history and have inspired some of the darkest figures in human mythology. Domina are staunchly unconcerned with the political and social structures humanity has developed, and as a result, their manipulation of human history has been comparatively minor. Domina are only concerned with their own particular fiefdoms, and with the intricate and often deadly politics of their own race. To a Domina, even the most intelligent, most charming human is slave stock, to be taken at will as a household servant, food stock or bedslave.

*of shadow*), cloak of resistance +2, 3x potions of inflict critical wounds

### **Ecology**

**Environment** any

**Organization** often accompanied by charmed minions and slaves, as well as powerful Mutant Slaver, Mutant Cutter or other Mutant bodyguards

**Treasure** double standard (including gear)

### **Special Abilities**

#### **Machine Invisibility (Ps)**

The Domina cannot be photographed and does not appear

Domina feed on sanity and emotion. They can eat and drink, and are connoisseurs and sybarites without compare, but derive minimal nutrition from mortal food. Instead, they must use their *deadly fear*, *induce nightmare* and *recall agony* abilities to kill at least one sentient creature every few weeks. Without this sadistic mind-feast, they eventually sicken and die.

Domina resemble tall and impossibly beautiful humans who appear to hail from all the diverse races of mankind. However, pale-skinned Domina are like ivory, and darker skinned Domina have skins with an ashy hue. On the rare



occasions they interact with mortals, they dress in stylish, cutting edge designer fashion. When a Domina fights, he or she often does so in a spiked body glove of vermillion leather, wearing a long-fringed cloak dark as the event horizon of a black hole, which the Domina incorporates into their flashy, evasive fighting style. They often wear blood-red warpaint in bold, angular patterns when dressed in battle garb.

Each Domina maintains a labyrinthine palace deep beneath one of Earth's oldest cities. There are Domina settlements beneath Rome, Beijing and Mumbai. These represent the greatest of the race's ambition and architectural skill, but lesser estates have been established in the New World, including a huge, teeming under-city deep beneath New York. Each Domina controls his or her own estate, often ruling for eons before a capable challenger forces a regime change. Domina do not view their settlements as true cities, but rather as vast mansions for their own glory. Each estate is staffed by vast legions of slaves who worship the Domina as deity, champion and hero. Many are humans, whose families have lived as the Domina's servants for generations. Others are lesser Domina- the children of the ruler and members of allied minor houses.

Recently, Domina have reached out to the Mutant community, collecting refugees and outcasts to serve as bodyguards and house staff. For Mutants, bondage in a Domina estate is preferable to extinction and bigotry on the surface. While Domina often breed their Mutant slaves to produce specialized mutations or artistic deformities, the Mutant population of these undercities is free to develop their own culture, completely beyond human norms and outside human law. The result might spur a Mutant renaissance, should Domina ever allow their slaves to export their new society to the surface world.

## DRAGON, MAXIMUS - CR 13

Gargantuan LE Dragon (cyborg)

XP 204,800

**Init -1 Senses** Darkvision 120 ft, lowlight vision, scent, *all-around vision, see in darkness, true seeing*, Perception +26

**Languages** Draconic, Latin, *tongues*

**Aura** Bloodsports Aura (100 ft, W-DC 26 or be affected by *rage*, slashing damage and 2d6 Bleed from slashing weapons)

**Weaknesses** Unhealing

### Defense

**AC** 33 **Touch** 5 **Flatfooted** 33 (-4 size, -1 DEX, +18 natural, +10 deflection)

**HP** 21d12 +210 hp (347 HP)

**FORT** +22 **REF** +11 **WILL** +14

**Immune** blindness, deafness, draconic immunities, suffocation, radiation, vacuum, Slashing damage

**Resist** Electricity 20, Fire 30, Sonic 10

**Weaknesses** Cybernetic Security Risk -0, Pleasure Vulnerability

**Spell Resistance** 29

### Offense

**Spd** 60 ft Flight 120 ft (poor)

**Melee** two +30 claws (37 slashing plus 2d6 Bleed, 18-20/x3) plus two +30 bites (4d6+13 piercing plus 1d10 fire, plus 1d10 electrical plus 1d10 sonic, 20/x2)

**Ranged** six +12 optical lasers (4d6 fire plus 2d6 pleasure, 20/x3, 100 ft range increment)

### Special Attacks

- **Plasma Id Breath Weapon (left head)** (100 ft line usable every 1d3 rounds, 10d10 fire and 10d10 electrical and 10d10 pleasure damage, R-DC 29 half)
- **Sonic Reeducation Breath Weapon (right head)** (60 ft cone, usable every 1d6+1 rounds, 14d6 sonic (F-DC 27 half) plus *charm monster* for one minute, W-DC 25 negates )

**Special Qualities** No Breath

**Spell-Like Abilities (CL 21<sup>st</sup> Concentration +27)**

**Constant** – status

- true seeing
- tongues

**At Will** – *charm monster* (W-DC 21)

- greater heroism

**3x/day** – *summon* (1d3 Tophet (B3) plus 1d6 Box Office Editors, 100%)

- *summon monster* V

### Statistics

**Str** 35 **Dex** 8 **Con** 30 **Int** 18 **Wis** 15 **Cha** 22

**Base Atk** +21 **CMB** +38 **CMD** 47 (51 vs bullrush, trip)

**Feats** Cleave, Deceptive, Great Cleave, Power Attack





**Skills** Bluff +32, Craft (electronic, filmmaking, visual art) both at +28, Computer Use +28, Intimidate +30, Knowledge (history, local, pop culture, the planes) all at +18, Perception +26, Sense Motive +26, Use Magic Device +30

#### **Cybernetics**

**Headware** – Onboard Computer +2, Attack Barrier +3, Advanced Cyberoptics, with full recording and video

production/editing capability, Targeting Optics +2  
**Bodyware** – Dermal Weave

#### **Ecology**

**Environment** any

**Organization** usually accompanied by a small army of Box Office Editor bodyguards, Box Office Gladiator slaves/stars, assorted hangers on, ass-kissers, and entertainment



industry scum bags

**Treasure** at least double standard (in lair)

### Special Abilities

#### **Box Office Tracking (EX)**

The Maximus Dragon is aware of the presence and current position of all creatures with Box Office in their name within 100 miles. The Maximus Dragon benefits from a constant *status* effect on all Box Office Gladiators and related creatures within this radius. The Maximus Dragon can easily access the personal feeds of any Box Office Gladiator or related creature it desires.

#### **Bloodsports Aura (SU)**

The Maximus Dragon emits a nearly palpable aura of cinematic violence which reddens the light and excites dangerous passions. Any creature coming within 100 ft of the Maximus Dragon must succeed at a DC 26 WILL Save or be affected as if by a *rage* spell. The rage effect lasts as long as a creature remains in this aura and for one minute thereafter.

While within this aura, all slashing damage is maximized, and creatures who suffer any amount of slashing damage suffer ongoing Bleed 2d6. This maximized damage is factored into the melee attack lines above. There is no save offered against this effect.

#### **Decadence (EX)**

The Maximus Dragon is a creature of all consuming lusts and vile addictions. It is Vulnerable to Pleasure damage and its Spell Resistance does not apply to spells and effects with the Pleasure descriptor.

#### **Drone Fleet (EX)**

The Maximus Dragon is accompanied by a fleet of floating camera drones. Each Maximus Dragon is surrounded by a swarm of 4d6 **Thieftaker Drones** (*Technology Unleashed*) which it can command as a free action. It can divide the fleet into two elements, which is as equal in numbers as possible and issue each fleet element a different command, which all Drones within that fleet element carry out.

This Drone Fleet will not range farther than 1 mile from the Maximus Dragon, and if moved farther than that, they will take no action other than to return to the Dragon's last known position as swiftly as possible. If the Maximus Dragon is slain, the Drone Fleet immediately shuts down.

#### **Two Heads, Two Minds (SU)**

The Maximus Dragon has two heads, each with its own brain and rudimentary personality, each of which is a facet of the creature's total personality. Anytime the Maximus Dragon is called upon to make a WILL Save, Sense Motive

or Perception check it rolls 2D20 and takes the better of two results.

The Maximus Dragon has two different breath weapons at its disposal, each of which recharges separately, and each of which emits from a particular head. If both breath weapons are recharged, the Maximus Dragon can utilize them both in the same round as a full round action, but doing so doubles the recharge time for both breath weapons. The Maximus Dragon often opens a combat encounter in this manner.

#### ***Plasma Id Breath Weapon (left head)***

This breath weapon is a 100 ft line that inflicts 10d10 fire and 10d10 electrical and 10d10 pleasure damage (R-DC 29 half).

#### ***Sonic Reeducation Breath Weapon (right head)***

This breath weapon is a 60 ft cone that inflicts 14d10 sonic damage (F-DC 27 half). All creatures within this cone must also succeed at a DC 25 WILL Save or be affected by *charm monster* for one minute.

The Maximus Dragon is immune to *vorpals* weapons as long as it has both heads. If one head is severed or destroyed, the dragon loses access to the associated breath weapon, suffers ongoing Bleed 5d6 and is *shaken*. If both heads are severed, the dragon is slain. A severed head naturally regenerates in 1d6 weeks, or can be restored by spells or powers that restore severed limbs, such as *heal*.

### Nature

Our Earth's intelligence community has only had second and third-hand reports of the existence of Maximus Dragons, via debrief of captured **Box Office** refugees. Psi-Watch and Puzzle Ops know too little about Maximus Dragons to truly appraise the threat they pose. The intelligence community underestimates everything about Maximus Dragons, from their sheer physical power to their grasping greed: they believe a nearly unbreakable dimensional barrier protects our Earth from the Maximus Dragons' greed.

Maximus Dragons are not a numerous species: a single adult Maximus Dragon controls a single, massive province of the world-spanning empire that controls the Box Office Earth. Each Maximus Dragon rules in the name of something worse than themselves, though to date, no captured Box Office Gladiator or stranded freedom fighter has been willing (or able) to discuss what exactly that might be. Psi-probes proved equally useless, as the subjects died of catastrophic microstrokes before breaking and divulging anything about the Dragons' true master.



A single, adult Maximus Dragon is among the most powerful beings in either Earth. Maximus Dragons are expected to be skilled tacticians and commanders, ruling their country-sized provinces efficiently, as well as mediating disputes between the various mega-corp *ludi*. Occasional intra-corporate wars are expected, and to be periodically encouraged, to cull the weakest *ludi* and their partisans, but actual rebellions are punished swiftly and horrifically by the imperious dragons. Maximus Dragons ensure the smooth functioning of their world, and the eternal continuation of the Great Games, even if they have to build a mountain of corpses to do so. The fearsome dragons are not just military commanders, however. Each Maximus Dragon must be a producer and content creator, constantly dreaming up new and more elaborate spectacles to stir the jaded crowds.

Maximus Dragons are spectacular bio-mechanical dragons surrounded by a dense swarm of hovering camera/defense drones. Maximus Dragons have two heads, though each is so extensively cyber-augmented little of the dragon's original skulls remain. The top of each head has been replaced with a complex multi-optical system with hundreds of tiny lenses that look in all directions simultaneously. The Maximus Dragon's fearsome twin jaws remain, each bearded by spectacular bone spurs in a beautiful rainbow of death. A mane of colorful fiber-optic wires and cabling girds each long, sinuous neck. The Maximus Dragon's thick, roughly hexagonal scales are a burnished gold, and its natural armor is augmented by additional layers of tank-like reactive armor. These bulky riveted metal plates shine like polished gold, but are of some much stranger, much denser metal.

Each of the Maximus Dragon's heads holds one half of its soul, and the two heads chatter among themselves constantly, occasionally arguing like jealous siblings, or finishing each other's sentences like trusted partners. The left-most head is the Maximus Dragon's creative side: it babbles a continual loop of new ideas for gladiatorial games, brainstorming ever more elaborate spectacles in a high, wheezing voice. The right-most head is the Maximus Dragon's pragmatic side. This head has a deeper, more majestic voice and concerns itself with matters of law, tactics, history and the proper punishment of disobedient slaves. The two heads usually agree that however a runaway, rebel, or agitator is to be punished, their deaths should be cruel, creative and most importantly of all... filmed in high definition.

## DRAGON, TUNGUSKA - CR ZS

*Colossal CE Dragon (earth, kaiju, mutant)*

**XP** 1,640,000

**Init** +4 **Senses** Darkvision 1,200 ft, lowlight vision, scent, *see in darkness*, Perception +46

**Languages** Draconic, Russian

**Aura** Earthshaker (100 ft, treat as a constant *earthquake* spell)

### Defense

**AC** 42 **Touch** 2 **Flatfooted** 42 (-8 size, +40 natural)

**HP** 38d12 +570 hp (817 HP)

**Damage Reduction** 20/epic **Fast Healing** 30 (cold)

**FORT** +38 **REF** +24 **WILL** +29

**Immune** draconic immunities, ability damage/drain, death effects, disease, energy drain, fear

**Resist** Fire 30, Electricity 30, Negative Energy 30, Sonic 30

**Vulnerable** Cold

**Weaknesses** Cryostasis

### Offense

**Spd** 90 ft

**Melee** two +52 claws (12d10 slashing +22 plus 2d6 CON Bleed, 18-20/x4) plus +52 *vorpai* bite (8d10 piercing plus swallow whole, 18-20/x2) plus +41 tail strike (20d10 bludgeoning, 20/x4)

**Ranged** six +30 bone javelins (8d12 piercing plus 4d12 acid, 20/x4, 500 ft range increment)

### Special Attacks

- Acidic Breath Weapon (200 ft line, 12d12 acid, R-DC 43 half, usable every 1d4 rounds, but never on the same round as the *Inversive Breath Weapon*)
- Inversive Breath Weapon (see text, usable every 1d6+2 rounds)
- Swallow Whole (10d10 slashing plus 6d10 acid, AC 30, HP 82)

**Special Qualities** Amphibious, Ferocity, Hurl Foe, Massive, Recovery

### Statistics

**Str** 54 **Dex** 11 **Con** 38 **Int** 6 **Wis** 21 **Cha** 12

**Base Atk** +38 **CMB** +68 **CMD** 78 (84 vs bullrush, trip)

**Feats** Cleave, Great Cleave, Improved Initiative, Power Attack, Toughness

**Skills** Climb +63, Perception +46, Stealth +25, Survival, Swim +63





### Ecology

**Environment** any (currently imprisoned somewhere in the Tunguska area of Siberia)

**Organization** solitary and possibly unique in the Multiverse

**Treasure**

### Special Abilities

#### **Cryostasis (EX)**

When the Tunguska Dragon is reduced to 0 HP or fewer by either direct Cold damage or an extremely cold environment, it enters a prolonged period of stasis rather than dying. If additional damage is inflicted, the dragon is slain normally. The Tunguska Dragon's Cryostasis quality specifically bypasses and negates the Recovery quality possessed by all *kaiju*.

This stasis effect functions identically to *temporal stasis*, save that it has no maximum duration. After 1d6 weeks of temporal stasis, the Tunguska Dragon can attempt a DC

40 FORT Save to awaken with 1d6 HP. A failed FORT Save can be attempted each week thereafter, until the Tunguska Dragon eventually awakens. If the Tunguska Dragon suffers any amount of additional Cold damage while in Cryostasis, its next FORT Save to awaken is delayed by 1d4 additional weeks. Careful management in extremely cold conditions can keep the Tunguska Dragon in Cryostasis indefinitely.

If the Tunguska Dragon takes any amount of Fire damage (even if this fails to penetrate its Fire Resistance), the temporal stasis effect ends and the Tunguska Dragon awakens with 1d6 HP.

#### **Earthshaker (SP)**

The Tunguska Dragon is at the epicenter of a constant earthquake, caused by a combination of instinctual draconic sorcery and just the sheer, earth-cracking bulk of the thing as it moves. Treat an area 100 ft in diameter as being under the effects of a continual *earthquake* spell. The Tunguska



Dragon can choose to suppress this aura, and it is always suppressed when the Tunguska Dragon swims.

### **Inversive Breath Weapon (SU)**

When the Tunguska Dragon opens its maw to unleash its breath weapon, the goliath dragon seems to turn itself inside out, firing a razor sharp maelstrom of bone shards and greyish-black tissue in a long arc that somehow reforms into the Tunguska Dragon at the end of this path, and slaughters anything in its path.

When the Tunguska Dragon uses this breath weapon, it may immediately travel in a straight line to a distance of up to 500 ft, reforming itself at the new location as a free action. This movement never provokes attacks of opportunity. Creatures within this line suffer 10d12 points of slashing damage and 10d12 points of acid damage and are *staggered* for 1 round (R-DC 43 half and negate the staggered condition). Objects in the Tunguska Dragon's path are damaged as well. If a barrier somehow survives this breath weapon, the Tunguska Dragon's movement ends short of the final destination in the nearest open space.

When using this ability, all swallowed creatures are released at a random point along the Tunguska Dragon's path of travel.

### **Surge of Fury (EX)**

When the Tunguska Dragon ends its turn, roll a D6. On a 6, the Tunguska Dragon can take another full attack sequence.

### **Nature**

In 1908, an unexplained and unexplainable event devastated a miles-wide swath of Siberian forest. Most of the Russian military was sent into Siberia in the wake of the disaster: fewer than half the soldiers sent into the frozen wasteland emerged alive, including many Czarist Russia's earliest post-human soldiers. This loss of vital strength would soon end the reign of the Czars and eventually, give birth to the Cold War. To date, no history book has ever conclusively explained what happened in Tunguska in 1908, nor ever accurately accounted for the deaths of so many Russian soldiers.

A single behemoth was responsible for the destruction, and the Russians have acted as this murderous **thing's** jailers for nearly a century. The Russians simply call the creature the Tunguska Dragon, and its name for itself, on the rare occasions it has been allowed to waken long enough to speak is simply "*The Victorious*". The creature was mortally wounded when it appeared in Tunguska, and the occult residue of a massive dimensional portal found at its arrival spot means that somebody, somewhere dumped the goddamned thing somewhere it could maybe be contained.

Given the Tunguska Dragon's weakness to cold, the Russians believed that whoever dumped the monster in one of the coldest and most remote spots on Earth knew what they were doing.

When the Russian Army finally brought the exhausted, hypothermic beast down, a secret military base was erected over the spot where it fell. The secret 'science-city' was expanded over the decades, and as of spring of 1993, the Tunguska Dragon is still kept in deep stasis within a refrigerated vault two miles beneath the permafrost layer. However, with the fall of the Soviet Union, records concerning the Tunguska Dragon were erased, censored or simply forgotten, and the last of the great beast's jailers finally walked off the job after not being paid for six months straight. They set the automatic systems for maximum chill, but who knows how long the refrigeration systems (most of which predate the Vietnam War) will last without maintenance.

Awakened, the Tunguska Dragon is a horrible saurian beast that stands nearly five stories tall at the shoulder and weighs more than an aircraft carrier. It resembles a six legged stegosaur out of a nightmare, a behemoth of gnarled, corded grey muscle and jagged planes of bone armor protruding from every part of its anatomy. Bone lattices protect its hateful, golden eyes. The Tunguska Dragon once had wings, but they were burnt away, leaving only angry, cauterized scars along each mighty shoulder. Who dealt the Tunguska Dragon these wounds and why remains unknown. Despite its relative lack of mobility, the Tunguska Dragon can easily deal with flying opponents by unleashing a barrage of acid-impregnated bone javelins the size of telephone poles from launch-tube like orifices running the length of its spine.

The Tunguska Dragon is dimwitted, especially by draconic standards, but has a low cunning and basic, problem-solving intelligence. It has briefly awakened over the decades, just long enough to understand its captivity, and has become somewhat more conscious as the refrigeration systems keeping it contained have failed. When the systems finally fail, the Tunguska Dragon will prioritize escape over slaughter, moving for warmer climates as swiftly as possible, only devouring whatever is directly in its path. If it can reach non-freezing water, the dragon's escape is all but assured. If a cataclysmic system failure occurs during the Siberian winter, the Tunguska Dragon will remain in its prison until spring or summer, instinctively able to sense the weather above ground.





## **DREAM HAMMER - CR 8**

*Medium CN Outsider (extraplanar, psionic)*

XP 4,800

**Init** +2 **Senses** Darkvision 90 ft lowlight vision, Perception +15

**Languages** Celestial, Syllan, *telepathy* 100 ft

### Defense

**AC** 17 **Touch** 12 **Flatfooted** 15 (+2 DEX, +5 natural)

**HP** 10d10 +50 hp (105 HP)

**Fast Healing** 5 (fire, pleasure)

**FORT** +11 **REF** +9 **WILL** +5

### Offense

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

**Melee** two +18 slams (1d12+8 bludgeoning plus *id insinuation* 1d6 rounds, W-DC 18 negates, 19-20/x2)

**Psi-Like Abilities (ML 10<sup>th</sup> Concentration +13)**

**Constant** – detect psionics

**3x/day** – fold space

**1x/day** – induce nightmare (W-DC 18)

- slip the bonds

**Spell-Like Abilities (CL 10<sup>th</sup> Concentration +13)**

**Constant** – shield other (via *psi-partnership*)

### Statistics

**Str** 27 **Dex** 14 **Con** 18 **Int** 8 **Wis** 15 **Cha** 17

**Base Atk** +10 **CMB** +18 **CMD** 30

**Feats** Cleave, Mental Leap, Power Attack, Toughness, Run, Up the Walls

**Skills** Acrobatics +15, Climb +25, Perception +15, Sense Motive +15, Stealth +19

(*racial modifiers*: +4 Climb, +4 Stealth)

### Ecology

**Environment** extraplanar (native to the dream domains of the Astral Plane)

**Organization** solitary or with psi-bond partner

**Treasure** incidental

### Special Abilities

**Astral Step (SU)**

The Dream Hammer can enter or exit the Astral Plane as a move equivalent action. While on the Astral Plane, the Dream Hammer can perceive the Material Plane dimly, though he cannot smell, hear or feel across the dimensional barrier.



### **Psi-Partnership (Ps)**

The Dream Hammer can form a psionic partnership with a willing intelligent creature. Doing so requires the willing participation of the ally, and a short ritual which requires at least an hour- this ritual can be, and often is, performed while the ally sleeps. Either the Dream Hammer or his psi-partner can end this bond at any time.

While the Psi-Partnership is active, the Dream Hammer and his partner gain the ability to communicate *telepathically* with each other at any distance. This telepathic bond functions into the Astral Plane, but not into other planes.

Both members of the Psi-Partnership are under the effect of a constant *shield other* effect, with no maximum range. This bond also extends into the Astral Plane, though not to other planes.

While the bond is in effect, the Dream Hammer's partner gains Wild Talent as a bonus feat, and gains the psionic subtype.

### **Nature**

Dream Hammers are astral predators spawned from the unconscious phobias, desires and unfulfilled longings of latent psions. The creatures spend as much time in material reality as they do in the ever shifting, surreal dreamscapes of the deep Astral Plane. Once in material reality, they seek out latent psions with unfulfilled lives and desires, offering them the power their lives denied them. Dream Hammers favor bookish, white-collar 'partners' who they drag into increasingly bizarre adventures, the more dangerous the better. If a psi-partner is killed by something they weren't ready to face, the Dream Hammer doesn't mourn long: death is merely a return to the Astral Sea from which all souls emerge and must eventually return.

Dream Hammers are loud, hyperactive and dangerously impulsive brawlers. When bonded to a human mind, they act as an incredibly bizarre and violent version of a questing knight, protecting their chosen lady. A Dream Hammer's chivalric quests are often sparked by a flashing thought in their partner's subconscious: a moment's rage at a coworker can send a Dream Hammer on a murderous rampage through the office, a sudden craving might result in a restaurant demolished so the Dream Hammer can bring back a delicacy. Though Dream Hammers can never truly be 'tamed', those with long term partnerships eventually learn to mollify their behavior a little, responding to their partner's conscious desires and spoken requests rather than id urges.

Dream Hammers resemble incredibly muscular hunch-backed humanoids with enormous fists, larger, heavier and

higher power than most truck engines. Dream Hammer skin is black and rubbery, and their faces are pretty much all maw. Their back is protected by a spikey shell with the color and texture of badly maintained teeth. Most go naked or dressed in rags and tatters, though some let their psi-partners dress them in human-like fashion, often with comedic results.

## ***SIMILAR CREATURES***

### **Dream Dancer – CR 8**

Where Dream Hammers are hypermasculine and crude, Dream Dancers are elegant and androgynously beautiful id-wraiths wrapped in tattered patchwork cloaks and Gypsy-like scarves. Dream Dancers are impulsive and lustful beings who represent repressed sexual urges, and embroil their dream-partners in bizarre sexual misadventures and whirlwind romances.

A Dream Dancer makes the following changes to the Dream Hammer stat-block.

- The Dream Dancer's Fast Healing is overcome by cold and electricity.
- The Dream Dancer has Pleasure Resistance 10.
- Replace the Dream Dancer's Cleave and Power Attack feats for Cloak Dance and Super Kawaii (which improves the Dream Dancer's AC to 20).
- Swap the Dream Dancer's STR and DEX scores, resulting in the modified attack line below and giving the Dream Dancer a REF +15 save.

**Melee** two +12 slams (1d12+2 bludgeoning plus *id insinuation* 1d6 rounds, W-DC 18 negates, 19-20/x2)



## ENIGMAT - CR 13

Medium CN Aberration (elan, human)

XP 25,600

**Init** +3 **Senses** *Trueseeing*, Perception +50\*

**Languages** English, *truespeech*, *telepathy* 500 ft

### Defense

**AC** 29 **Touch** 29 **Flatfooted** 26 (+3 DEX, +16 insight)

**HP** 19d8-19 hp (133 HP)

**FORT** +21 **REF** +25 **WILL** +33

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

**Vulnerable** Electrical, Force

### Offense

**Spd** 30 ft

**Melee** +14 unarmed strike (1d3 non-lethal bludgeoning, 20/x2 plus confusion 1d6 rounds, W-DC 36 negates)

**Spell-Like Abilities** (CL 19<sup>th</sup> **Concentration** +36)

*Constant* – true sight

**Psi-Like Abilities** (ML 19<sup>th</sup>, **Concentration** +36)

*Constant* – personal barred mind

*At Will* – adapt body

- energy adaptation
- false future (3 rounds, W-DC 32)
- greater concealing amphora
- id insinuation (up to eight targets, W-DC 35)

*1x/day* – hypercognition

- remote viewing

*1x/week* – crisis of life (affects up to 15 HD, F-DC 35)

- metafaculty
- psychic surgery

### Statistics

**Str** 11 **Dex** 16 **Con** 8 **Int** 42 **Wis** 23 **Cha** 19

**Base Atk** +14 **CMB** +14 **CMD** 27

**Feats and Skills** Assume that the Enigmat can succeed at any INT, WIS or CHA keyed skill check she desires as a result of either innate talent or her vast psychic potential. Assume her skill check result was at least DC 50 for the purposes of checks opposing these ability scores.

**Gear** smartphone

### Ecology

**Environment** any urban

**Organization** always solitary (meetings between Enigmats are rare and usually brief)

**Treasure** incidental

### Special Abilities

**Confusing Touch (Ps)**

Merely touching an Enigmat's skin can expand human consciousness past normal, sane limits. A creature damaged by her unarmed strike, or having made a successful attack



with an unarmed strike or natural weapon must succeed at a DC 36 WILL Save or become *confused* for 1d6 rounds. If the creature rolls a natural 1 on the saving throw, they are permanently *confused* instead.

Casual contact, including hugs and embraces, as well as sexual activity imposes this same effect, unless the Enigmat consciously suppresses this ability. They usually don't.

### Dangerously Cunning (EX)

The Enigmat may take two immediate actions per round when she wishes.

### "I Know Dangerous Things" (Ps)

As an immediate action, the Enigmat may create any trap or hazard with CR 10 or less within any square within 30



ft of her that she can clearly see. She may place this trap or hazard in a square currently occupied by another creature. In this case, any creature within the target square suffers a -4 penalty on the REF Save against the trap or hazard's effect.

### Understanding Subquantum Mysteries (Ps)

The Enigmat views the flow of time and the structure of the multiverse much differently than ordinary beings, even the most evolved psions. The Enigmat gains an insight bonus equal to her INT modifier (+16) to Armor Class and all Saving Throws.

### Nature

Enigmats are dangerously intelligent, superbly precognitive creatures that do not perceive linear time in the same as non-psions, nor as even most precognitives. Enigmats are a spontaneous, emergent phenomena, though many appear to have some intrinsic connection to the Huxley Emergence as well as the Shiftsteel Symbiont race. Most intelligence agencies speculate that Enigmats are a highly evolved, naturally occurring and far superior version of a Shiftsteel Symbiont. While Shiftsteel Symbionts can see a few seconds into the future and are masters of tactical precognition, Enigmats can see the entire space-time curvature of their period in history.

Enigmats appear to be cute little kids, pre-teens around 10-11 years old. Most appear to be blond Caucasian girls with intense grey eyes, though seemingly African American and Hispanic Enigmats exist, with bright amber eyes, while apparently Korean Enigmats have unnaturally blue eyes. These four breeds of Enigmat seem to represent different cultural groups within the Enigmat species. "Caucasian" and "Korean" Enigmats the most proactive, most provocative, and more often encountered by whatever ordinary humans and psions they're currently manipulating. The false children dress in ordinary, hip clothes, though their t-shirts usually have some sarcastic slogan or logo that seems to mock or press a psychic pressure point in whoever they're dealing with.

Despite their differing appearances, Enigmats are not really parts of the races they emulate, and not even human in the least. Forensic examination reveals that despite their humanoid shapes, Enigmats are not DNA-based lifeforms, and their bodies are a kind of solid data. This might be the reason that energy discharges have such cataclysmic effects against Enigmats- it disrupts the data that composes every fiber of their being.

Enigmats do not like being touched. Something about physical contact with less evolved mindx causes them distracting pain. They are sharp-tongued and sarcastic

with those they consider inferiors, which is pretty much everyone short of actual deities. They often act as king-makers and string-pullers within the Huxley Emergence, appearing and disappearing from Emergence strongholds at their whim.

## **FAILED PARAGON - CR ZZ**

*Medium CE, NE or LE Outsider (human, native)*

**XP** 615,000

**Init** +5 **Senses** Darkvision 120 ft, lowlight vision, *true seeing*, Perception +38

**Languages** Celestial, English, 1-3 other Earth languages of choice

### Defense

**AC** 34 **Touch** 16 **Flatfooted** 28 (+5 DEX, +1 dodge, +12 natural, +6 armor)

**HP** 31d10 +248 hp (419 HP)

**Damage Reduction** 10/epic and good or *strangematter*

**Regeneration** 20 (*strangematter*)

**FORT** +27 **REF** +18 **WILL** +24

**Immune** ability score damage/drain, negative energy, suffocation, radiation, vacuum, Acid, Cold, Fire

**Resist** Electricity 20, Pleasure 20, Sonic 20 **Spell**

**Resistance** 24

**Weaknesses** Strangematter weakness

### Offense

**Spd** 60 ft Flight 300 ft (good)

**Melee** four +52 unarmed strikes (4d6+20 bludgeoning plus grab plus *staggered* and *nauseated* 1d6 rounds, F-DC 32 negates, 18-20/x4)

**Ranged** four +38 eye-beams (6d10 fire, 20/x3, 500 ft range increment)

**Special Attacks** Hurl Foe, Tornado Alley breath weapon (every 1d4+1 rounds, 60 ft cone, 10d12 cold, F-DC 32 half plus tornado force winds)

**Special Qualities** Ferocity, Greater Starflight, No Breath

**Spell-Like Abilities (CL 31<sup>st</sup> Concentration +35)**

**Constant** – true sight

**At Will** – greater teleportation

**1x/day** – nuclear impact

### Statistics

**Str** 50 **Dex** 20 **Con** 24 **Int** 14 **Wis** 18 **Cha** 16

**Base Atk** +31 **CMB** special **CMD** special

**Feats** Cleave, Dazzling Display, Dodge, Fly-By Attack, Great Cleave, Hover, Intimidating Prowess, Power Attack, Weapon Focus (eye-beams), Weapon Focus (unarmed strike), Wingover

**Skills** Diplomacy +26, Craft (one of choice) +36, Fly +39, Intimidate +56, Knowledge (civics, history, the planes) all at +36, Perception +38, Sense Motive +38, Use Magic Device +37



**Gear** +5 second skin, cape of resistance +3, ring of spell storing (*interplanetary teleportation* or *plane shift* to be used as an emergency escape route)

### Ecology

**Environment** any

**Organization** solitary

**Treasure** double or triple standard (in lair)

### Special Abilities

#### **Breath Weapon: Tornado Alley (SU)**

Every 1d4+1 rounds, the Failed Paragon can unleash a gout of superhuman breath that creates a cone of freezing, tornado-force winds. This creates a 60 ft cone that inflicts 10d12 cold damage (F-DC 32 half) and creates a zone of tornado force wind within this cone for one round.

#### **Eye Beams (SU)**

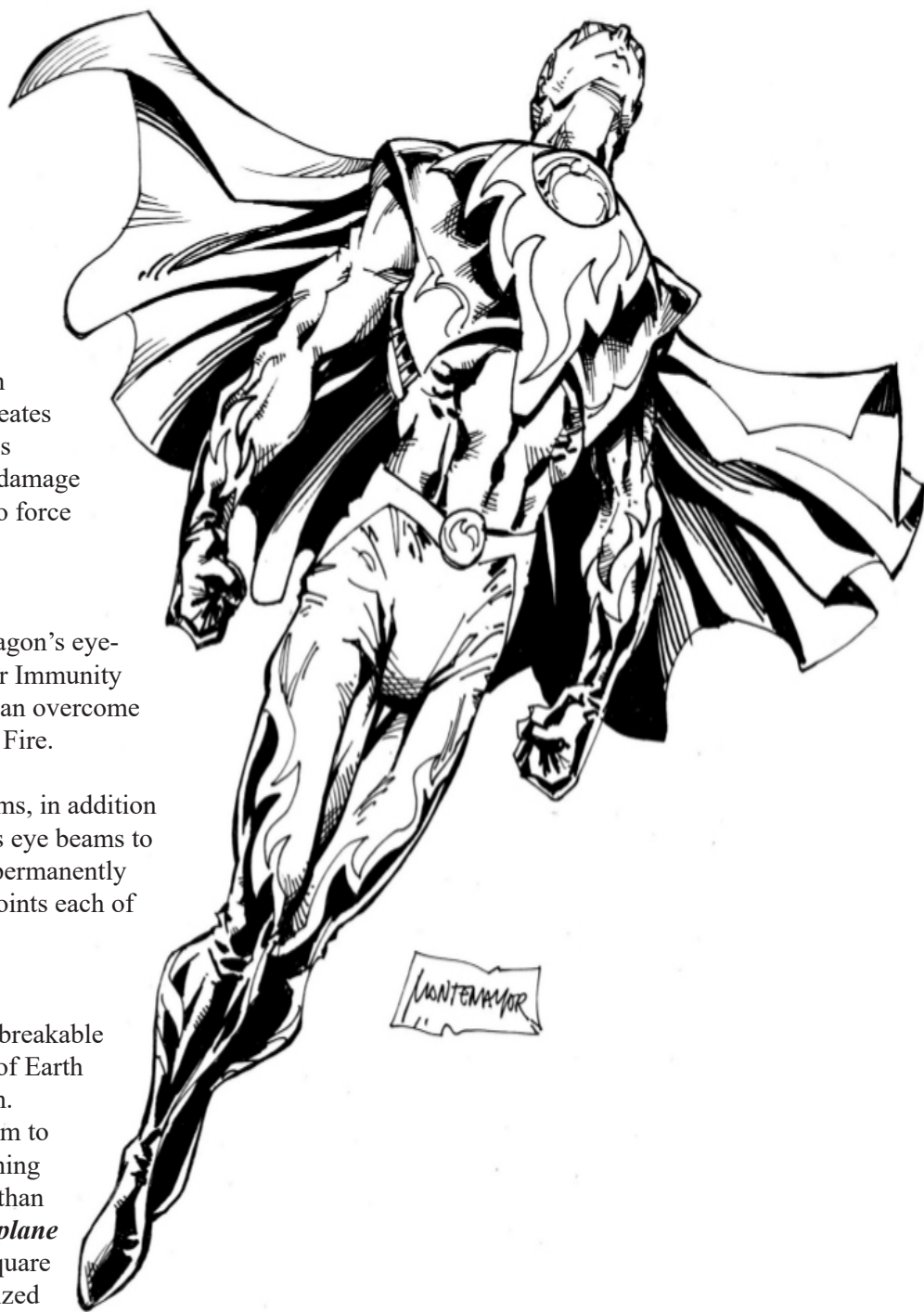
The Fire damage inflicted by the Failed Paragon's eye-beams is so intense it bypasses Resistance or Immunity to Fire damage. If somehow reflected, this can overcome even the Failed Paragon's own Immunity to Fire.

On a confirmed critical hit with his eye-beams, in addition to extra damage, the Failed Paragon uses his eye beams to slice away one of the target's limbs, which permanently destroys the limb as well as inflicting 1d6 points each of STR, CON and DEX damage.

#### **God-Like Fortress (SU)**

The Failed Paragon maintains a virtually unbreakable fortress somewhere in the remotest regions of Earth or somewhere else in the Inner Solar System. This fortress is a combination of lair, museum to past glories, and weapons laboratory containing weapons imagined by a creature far greater than human. This fortress acts as a *private demi-plane* with an interior volume of at least several square kilometers, and possibly incorporates city-sized or state-scale interiors. Often the Fortress can only be opened by via a special 'key' that only the Failed Paragon knows or can manipulate. For some Failed Paragons, this might take the form of an actual lock and key of super-dense star-metal that weighs millions of tons that only the Paragon can lift, a metaphysical 'key' trapped within the Paragon's memories, a quantum-encryption puzzled that only a superhuman intellect can solve, or similar devices.

The Failed Paragon can manipulate this personal retreat as if he were a divine creature while within it. The Failed Paragon can restrict entry to his sanctuary as desired, or



expel creatures within through an act of will. Assaulting a Failed Paragon who has taken shelter within their Fortress is an extremely difficult task suited only for the most daring, capable spies and thieves and requires vast GM discretion.

#### **God-Like Violence (EX)**

A creature slain by the Failed Paragon's unarmed strike or eyebeam attacks is completely destroyed, their body ripped apart, exploded or burnt to an unrecognizable crisp by unimaginable superhuman power. The slain cannot be returned to life by *raise dead*, *true resurrection*, *wish*, *miracle* or other high level magic must be used instead.





### **Incalculable Strength (SU)**

The Failed Paragon is a being of limitless strength. He or she can lift virtually anything, even objects so massive they'd crumble under their own weight if lifted by anything as tiny as a human. The Failed Paragon can pick-up and heft skyscrapers, swing a cargo tanker like a massive club, or rip the tops off mountains. The Failed Paragon always wins opposed STR checks, always succeeds on Combat Maneuver checks and is effectively immune to Combat Maneuvers, as no opponent would ever be able to overcome its CMD!

In combat, assume the Failed Paragon's STR modifier is sufficient to give it the listed, terrifying damage and to-hit bonus listed in the melee attack line. Actually, the Failed Paragon's true STR is probably far greater, but listing it would be statistical overkill.

### **Mythic Defenses (EX)**

The Failed Paragon is considered to be Mythic Tier 5 for the purposes of determining how Mythic powers and abilities affect him.

### **Strangematter Weaknesses (EX)**

Each Failed Paragon is vulnerable to the unique radiation signature of an alien alloy or mineral, often connected to the physics warping experiments that originally empowered the Failed Paragon. Creating *strangematter* requires access to the Failed Paragon's genome and an advanced physics and chemistry lab and 10,000 gp worth of raw materials, mostly exotic rare-earth metals. It requires a DC 40 Knowledge (physical sciences) or Craft (chemical) check to synthesize a few ounces of *strangematter*. Each sample of *strangematter* must be synthesized for a specific Failed Paragon, and has no effect on even similar creatures.

Once created, the *strangematter* degrades into uselessness within 4d6 hours. A sample of *strangematter* has Hardness 5 and 20 HP. The Failed Paragon cannot physically destroy the *strangematter* via their innate abilities.

If merely brought within 500 ft of the Failed Paragon, the *strangematter* radiation nullifies the Failed Paragon's No Breath quality, negates his Regeneration and reduces his Damage Reduction to 5/magic. These reductions remain as long as the Failed Paragon remains within 500 ft of the *strangematter* and for 1d4 rounds afterward.



### Aging Demi-God – CR 20

Rather than succumbing to evil, this Failed Paragon has succumbed to advancing age and something like Alzheimers. Though the Failed Paragon looks like a powerful, dynamic man in his late 40s, his mind is at least a century old and starting to decay. The Failed Paragon is becoming confused, muddled, forgetting things, often forgetting the vast cosmic power his immortal body still contains.

The Aging Demi-God uses the Failed Paragon stat-block with the following modifications.

- The Aging Demi-God is *chaotic neutral* alignment, and though confused and often afraid, he still tries to act heroically. He is far less violent by nature than the basic Failed Paragon but will resort to overwhelming acts of violence if he feels threatened.... Which is all too easy to do in his addled state.
- The Aging Demi-God has an effective INT score of 6 and removes the Craft and Knowledge skills, and suffers a -10 penalty on all other skill checks.
- The Aging Demi-God's Spell Resistance does not apply to Enchantment and Illusion effects. However, if the Aging Demi-God falls victim to any mind-affecting ability in addition to the usual effect, he is considered *confused* for the same duration.
- A targeted *Heal* or *Remove Disease* spell, or similar effects, pushes back the alien tumors rotting his dying mind for 1d6 hours. During this time, the Aging Demi-God's alignment returns to the LG or NG alignment it was in his prime, and his INT and skill ranks return to normal. However, the Aging Demi-God is suicidally depressed during this time, especially if a recent rampage has caused deaths or great civic harm.

### Nature

The early 1990s are the time when the old guard of superheroes – the impossibly powerful, righteous flying paladins that have protected the world since the 1930s and possibly earlier – have started showing their age. Cracks are starting to appear in their godlike façade, and while their vast cosmic powers are as indomitable as ever, and their bodies remain inhumanly perfect, the minds and souls behind all that vast power are showing their age. Some have gotten confused, both morally and tactically, while others have become reactionary. The Failed Paragon has abandoned the crusade for Truth, Justice and the American Way that shaped his teen and early adult years in favor of more 'pragmatic' solutions and real-politik.

The worst of the Failed Paragons – the ones demoralized by the failures of the Sixties, the excesses of the Seventies

and the greed of the Eighties – have become bitter, jaded reactionaries, willing and ultra-violent pawns of the *Spencer Administration*. These aging supermen have become Republican weapons of mass destruction – living nuclear deterrents far more willing to use their vast cosmic powers in the national interest than an *Impendant*. The threat of an unleashed Failed Paragon keeps the world in line, as even the *Republic of Cebrary* has little interest in going toe-to-toe with one of these high powered demigods.

Others are loyal to no power beside their own arrogance, and during long sojourns away from Earth and humanity, have imagined entirely new social orders for mankind.... all with the Failed Paragon and his hand-picked lieutenants at the top. Some of these revolutionary Failed Paragons fight in the name of a warped human religion or ideal, but their minds and the methods of governance they want to put into practice are truly inhuman. Some wish to recreate the glory of long extinct stellar empires, reshaping Earth both physically and genetically into a duplicate of a dead planet.

Some Failed Paragons have fallen victim to long hidden vices, confident that their vast wealth, alien artifacts and global influence will shield them from any harm. What would an alcohol or cocaine addiction look like when the addict were a literal god? Worse still, what could a date rapist or pedophile demigod? Others are simply mad. Immortal and indestructible in a world that is anything but, they have gone insane at the revelation that they are the only life in the universe that actually matters. Killing an entire continent's worth of pitiful humans, turning great cities into glassed craters, those might be amusing diversions for an afternoon or two....



## FAMILIAR CEREBRITE - CR %

*Tiny N Aberration*

**XP 200**

**Init** +1 **Senses** Blindsense 30 ft, Perception +4

**Languages** understands English, but cannot speak

### Defense

**AC** 13 **Touch** 13 **Flatfooted** 12 (+2 size, +1 DEX)

**HP** 1d8+1 hp (6 HP)

**FORT** +1 **REF** +1 **WILL** +2

**Immune** poison, disease, suffocation

### Offense

**Spd** Flight 20 ft (poor, but can hover)

**Ranged** +3 mind blast (1d4 non-lethal force or pleasure damage, 20/x2, 20 ft range increment)

**Power Points** 2

### Statistics

**Str** 1 **Dex** 12 **Con** 13 **Int** 12 **Wis** 11 **Cha** 10

**Base Atk** +0 **CMB** -6 **CMD** 5 (cannot be tripped)

**Feats** Hover, Wild Talent

**Skills** Autohypnosis +4, Fly +9, Knowledge (psionics) +5, Perception +4, Sense Motive +4

### Ecology

**Environment** any

**Organization** solitary, accompanying a master, or large groups (15+ lurking around Huxley Emergence facilities)

### Special Abilities

#### **Mind Blast (Ps)**

The Cerebrite's mind blast can inflict either non-lethal force or non-lethal pleasure damage. The Cerebrite can make the choice of damage at the time it makes each individual attack.

### Nature

The Huxley Emergence often surgically removes the brains of talented, but untrained psionic children, installing the organ of thought in a specially prepared floating life support pod. Thus prepared, a Cerebrite can survive for decades, maybe even as long as a century, as a disembodied brain. The Emergence uses these strange creations as watch-beasts in their lairs, or as companions for psionic and occult warriors working in service of the Emergence's enigmatic goals.

Familiar	Special Ability Granted
Cerebrite	Master gains either Wild Talent or Psionic Talent as a bonus feat
Health Dancer	Master gains a +3 bonus on Heal checks
Janus Cat	Master gains a +3 bonus on Sense Motive checks
LAB Rat, Golden LAB or any other LAB animal	Master gains a +3 bonus on Autohypnosis checks
Rez Tuatara	Anvil master improves his natural armor bonus to AC by +2
Skunkwork Dragon	Master gains a +3 bonus on Pilot checks
Subcon Imp	Master gains either a +3 bonus on Autohypnosis checks or on Craft (visual arts), there is a 50% chance of either bonus, which can change each day when the master awakens

Hundreds of Cerebrites roam Huxley Emergence facilities, drifting silently down long chrome corridors. The creatures are no longer mentally human, their personalities completely transformed, sometimes even completely erased by the surgical mutilation that created them. They remain sentient creatures, capable of reasoning, and even communicating in abstract ways with their masters, though their sentience is no longer anything recognizable as *sapiens*.

## FAMILIAR HEALTH DANCER - CR 1/3

*Tiny NG or CG Fey*

**XP 135**

**Init** +2 **Senses** Darkvision 60 ft, lowlight vision, Perception +1

**Languages** English, Sylvan

**Aura** bright illumination, 5 ft

### Defense

**AC** 15 **Touch** 15 **Flatfooted** 12 (+2 size, +2 DEX, +1 dodge)

**HP** 1d8 hp (4 HP)

**FORT** +0 **REF** +4 **WILL** +3

**Resist** Electricity 5

### Offense

**Spd** 10 ft Flight 30 ft (good)

**Melee** +2 slam (1d4-4 bludgeoning plus 1 electricity, 20/x2)

**Spell-Like Abilities (CL 1<sup>st</sup> Concentration +2)**

*1x/day* – any two of *guidance*, *stabilize* or *vigor*

### Statistics

**Str** 1 **Dex** 15 **Con** 11 **Int** 6 **Wis** 13 **Cha** 12

**Base Atk** +0 **CMB** -7 **CMD** 5

**Feats** Dodge, Weapon Finesse (slam)<sup>B</sup>

**Skills** Fly +10

### Ecology

**Environment** any urban

**Organization** solitary, rave (3d6) or accompanying a master

**Treasure** incidental



**Nature**

Health Dancers are enthusiastic, good natured urban fey, a new other-dimensional species only evolved within the last few years. The new species congregates on Earth, in the bigger and nosier cities. Wild gangs of Health Dancers might be glimpsed out of the corner of the eye, by some party-boy staggering home at 4 am, just as the sun is struggling to rise – a gaggle of capering neon stickfigures up on a roof top somewhere. Most mundane mortals shrug the vision off as a trick of the light, or the booze, and figure they just saw a glitchy neon sign or something.

Health Dancers resemble foot high stick men made from tubes of glowing red-pink neon. They are in constant motion, and babble constantly and nonsensically to themselves. Health Dancers prefer Cityborn (of either gender or orientation) and gay male humans as masters.

***FAMILIAR JANUS CAT - CR ½***

*Tiny N Magical Beast* \_

**XP** 200

**Init** +2 **Senses** lowlight vision, scent, Perception +5

**Languages** understands English or one other language of choice, but cannot speak

**Defense**

**AC** 14 **Touch** 14 **Flatfooted** 12 (+2 size, +2 DEX)

**HP** 1d8-1 hp (3 HP)

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

**Offense**

**Spd** 30 ft

**Melee** two +4 claws (1d2-4 slashing, 20/x2) and +4 bite (1d3-4 piercing, 20/x2)

**Statistics**

**Str** 3 **Dex** 15 **Con** 8 **Int** 5 **Wis** 12 **Cha** 9

**Base Atk** +0 **CMB** +0 **CMD** 6 (10 vs trip)

**Feats** Weapon Finesse

**Skills** Climb +6, Perception +5, Sense Motive +9 Stealth +14

**Ecology**

**Environment** any urban and ruins

**Organization** solitary, pair or pack (3d4)

**Treasure** none

**Special Abilities****Truth Sense (EX)**

Janus Cats were genetically engineered to detect falsehoods like living lie detectors. The Janus Cat receives a +4 racial bonus on Sense Motive checks. Sense Motive is a class skill for the Janus Cat. The Janus Cat can use Sense Motive checks to oppose Bluff checks made in unfamiliar

languages, save at a

-10 circumstance penalty, by reading body language and sniffing out stress pheromones.

**Nature**

The FBI began genetically modifying Janus Cats for use in interrogations during the late 1950s, but the results were mixed at best. Janus Cats are keenly intelligent felines uplifted from American mixed-breed stock. The unintended result of the genetic engineering that made them hyper intelligent and extraordinarily sensitive to the stress-stink of deception is the deformity that gives the species its name. Each Janus Cat has a deformed skull that makes it appear to have two semi-independent faces, with three eyes: one in the left most socket, one in the right, and a larger, half-doubled eye in the largest central occipital lobe. Despite their rather grim appearance, Janus Cats can be everybit as affectionate as ordinary felines.

***LAB-RATS AND GOLDEN LABS***

While experimenting with the mutagens whose release created the Challenger race, and later, resulted in the widespread mutation event in McDuffie, MO, Puzzle Ops tested several variants. Some of the tests were performed on prisoners or unwitting military members, but a host of tests were carried out on lab animals. The result: several new, true breeding animal strains with nearly human-level intellect and the capacity for speech.

While entire eco-systems worth of mutant animals were created, two breeds proved especially common...and especially prone to escaping into the wild to start animal-only, miniature nations of their own. LAB-Rats and Golden LABS. The McDuffie event transfigured thousands of new animals, some of whom are already beginning to develop their own cultures, down in the sewers or far off into the woods.

LAB-Rats are an especially large breed of grey, brown or amber American rat who are intelligent enough to use simple tools, perform basic mathematics and speak in a whispery imitation of human English. Golden LABS are a street-bred Golden Retriever mutt with even keener intellects and a distinct sarcastic streak.

These familiars are minor variants of the Rat and Dog Familiar found in **Bestiary I**. You can create other LAB animals by making similar changes to any other familiar.

The LAB mini-template can be added to any Animal.

- Add the *augmented* and *psionic* subtypes.
- Increase the LAB's Intelligence score to 9.
- The LAB gains Knowledge (local) +4, and one other Knowledge or Class skill of choice at +4. These are



considered class skills.

- The LAB gains the ability to speak (and read, at the GM's option) English or one other common language.

## **FAMILIAR REZ TUATARA - CR %**

*Tiny N Animal (earth, mutant)*

XP 200

**Init** -2 **Senses** lowlight vision, Perception +5

### Defense

**AC** 16 **Touch** 10 **Flatfooted** 16 (+2 size, -2 DEX, +6 natural)

**HP** 1d8+hp (HP)

**FORT** +6 **REF** -2 **WILL** +1

**Immune** Bludgeoning damage

### Offense

**Spd** 10 ft **Climb** 10 ft

**Melee** two -1 claws (1d4-1 slashing, 20/x2)

### Statistics

**Str** 8 **Dex** 6 **Con** 15 **Int** 2 **Wis** 13 **Cha** 3

**Base Atk** +0 **CMB** -3 **CMD** 5

**Feats** Great Fortitude

**Skills** Climb +12, Perception +5 Stealth +14\* (racial modifiers: +8 Climb, +8 stealth in desert terrain)

### Ecology

**Environment** warm deserts (most common to the reservation lands of the American Southwest)

**Organization** solitary or clutch (2d6) or accompanying master

**Treasure** none

### Special Abilities

#### **Anvil Symbiosis (EX)**

Only Anvils can select a Rez Tuatara as a familiar. The familiar bonus fades after a month out of contact with the mutant, silicon skinned lizard, but resumes as soon as contact is made.

### Nature

The name Rez Tuatara is something of a misnomer, because these mutated reptiles were originally members of a variety of ordinary American lizard species. The same mutagenic pollution that created the Anvil species also warped the ecosystem, breeding an entire silica-based ecology.

Rez Tuatara are small but extraordinary heavy lizards with scales like chips of brown and umber flint. Though easily able to fit into a child's palm, these mutant lizards can weigh upwards of 25-30 lbs. They are sedentary hunters with slow metabolisms, who use their uncanny camouflage abilities in rocky terrain to snag the occasional bird or non-

mutant lizard. Members of this species form deep bond of affection with Anvil mutants, often perched on the larger rock-being's shoulder.

## **FAMILIAR SKUNKWORKS DRAGON - CR %**

*Tiny N Dragon (air)*

XP 200

**Init** +2 **Senses** Darkvision 90 ft, lowlight vision, Perception +5

### Defense

**AC** 16 **Touch** 13 **Flatfooted** 15 (+2 size, +1 DEX, +3 natural)

**HP** 1d12 hp (7 HP)

**FORT** +2 **REF** +3 **WILL** +3

### Offense

**Spd** 20 ft **Flight** 60 ft (average)

**Melee** +0 bite (1d4-3 piercing, 20/x2)

**Ranged** +2 breath spark (1d6 fire, 20/x2, 15 ft maximum range)

### Statistics

**Str** 5 **Dex** 12 **Con** 11 **Int** 5 **Wis** 12 **Cha** 13

**Base Atk** +1 **CMB** +2 **CMD** 12

**Feats** Agile Maneuvers, Hover

**Skills** Fly +17, Perception +5, Stealth +13 (racial modifiers: +8 Fly)

### Ecology

**Environment** any land or sky (or accompanying master)

**Organization** solitary or accompanying master

**Treasure** none

### Nature

These tiny extraterrestrial dragons take their name from their matte black coloration marred only by a wide white streak starting above the nostrils and continuing towards the tail, as well as their comfort in the cockpits of modern warplanes and light starships. Skunkwork Dragons prefer pilots as companions, and seem to enjoy the thrill of soaring through the air faster and higher than their own ebony wings could carry them.

Skunkwork Dragons are curious and good natured. They will fiercely defend their master or their territory and though their breath spark is only a little more dangerous than a lighter's flame, they will growl and breathe short bouts of fire as a threat display. The creatures are primarily carnivorous, feeding on small birds, insects, spiders and squirrels, but will gladly devour fruits and candies given as special treats.



## FAMILIAR SYM-BIOT - CR INCLUDED IN MASTER'S

*Tiny N Animal*

XP included in master's

**Init** +0 **Senses** Scent, Perception +6

### Defense

**AC** 12 **Touch** 12

**Flatfooted** 12 (+2 size)

**HP** 1d8 +1 hp (5 HP)

**FORT** +3 **REF** +0

**WILL** +1

**Immune** poison

### Offense

**Spd** –

**Melee** –

**Special Qualities**  
amphibious

### Statistics

**Str** – **Dex** – **Con** 13 **Int**

1 **Wis** 13 **Cha** 7

**Base Atk** + **CMB** +

**CMD** +

**Feats** Skill Focus  
(perception)

**Skills** Perception +6

### Ecology

**Environment** any land  
or warm or temperate  
aquatic

**Organization** almost  
always accompanying  
a master, rarely found  
'wild'

**Treasure** none

### Special Abilities

#### **Symbio-Bond (EX)**

The Sym-biot Familiar can be implanted in a willing, helpless or restrained subject, requiring access to a surgical facility and a successful DC 15 Heal check. The Sym-biot Familiar becomes part of the host's circulatory system and cannot be removed while alive. It requires a DC 20 Heal check to remove a slain Sym-biot.

While bonded to the Sym-Biot, the host gains Fast Healing 1 (fire, acid).

### Nature

There are a wide variety of Sym-Biot found throughout the galaxy, and all of these quasi-intelligent, symbiotic lifeforms can be biologically bonded to more mobile hosts to radically boost their toughness. Left to their own devices, Sym-Biots are sea-urchin like filter-feeders that can occasionally squirm enough to snag a passing fish or insect. Bonded to a host, their hunting prospects improve dramatically.



Sym-Biots look like fleshy, four-pointed starfish attached to the upper thorax of their host. In return for protein and mobility, a Sym-Biot provides its host with superior natural healing gifts and sensory impulses from the symbiote that might be enough to provide a split second of warning. The host usually has a voracious appetite and body temperature a few degrees Fahrenheit above the norm for their species. Intelligent hosts (such as human warriors relishing the power boost) can easily conceal the brightly colored Sym-Biot beneath clothing or armor.

## FAMILIAR SUBCON IMP - CR %

*Tiny CN Outsider (native, psionic)*

**XP** 200

**Init** +3 **Senses** Darkvision 60 ft,  
lowlight vision, Perception +10

**Languages** telepathy 100 ft

### Defense

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

**HP** 1d10-1 hp (4 HP)

**FORT** -1 **REF** +5 **WILL** +6

### Offense

**Spd** 25 ft

**Melee** +4 bite (1d4-1 slashing, 19-20/x2)

**Special Qualities** telepathy 100 ft

**Psi-Like Abilities** (ML 1<sup>st</sup> **Concentration** +5)

**Constant** – Detect Psionics

**1x/day** – Distract (W-DC 14)

### Statistics

**Str** 2 **Dex** 16 **Con** 8 **Int** 5 **Wis** 19 **Cha** 11

**Base Atk** +1 **CMB** -5 **CMD** 8

**Feats** Alertness

**Skills** Perception +10

### Ecology



**Environment** any (accompanying master, native to the collective unconscious)

**Organization** solitary or endless horde

**Treasure** none

### Special Abilities

#### **Psionic Mischief (EX)**

The Subcon Imp is a conjuration of a psion's unconscious desires. The Subcon Imp will never use its Distract ability at its master's command. Instead, it will use this ability to hinder a person it perceives as hindering or harming its master, which is as likely to be a disliked boss or coworker as an enemy combatant. If the Subcon Imp does not perceive such an enemy, it will likely use this ability on its master at an inopportune type. The master receives no save against this ability.

### Nature

Subcon Imps are stunted little homunculi conjured from the dreams of psions. They resemble comedic humanoids about the size of a house cat, with Starburst colored skins. They have big eyes and outsized hands.

Subcon Imps are as irritating as they are helpful, prone to filling their master's head with nonsense and flights of fancy when they're bored. They represent the master's subconscious desires and petty jealousies, given physical form by untrained psionic potential.

## **FERAL SEDUCTRESS - CR 4**

*Medium CN, CE or CG Monstrous Humanoid (mutant)*  
XP 1,200

**Init** +5 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +11

**Languages** English, Spanish

### Defense

**AC** 18 **Touch** 18 **Flatfooted** 12 (+5 DEX, +1 dodge, +2 luck)

**HP** 5d10+5 hp (33 HP)

**FORT** +8 **REF** +12 **WILL** +7

**Immune** Electrical

### Offense

**Spd** 40 ft, **Climb** 30 ft

**Melee** two +10 talons (1d6+2 slashing, 19-20/x3 plus 1d6 electrical)

### Statistics

**Str** 14 **Dex** 21 **Con** 13 **Int** 10 **Wis** 19 **Cha** 15

**Base Atk** +5 **CMB** +7 **CMD** 22

**Feats** Combat Reflexes, Dodge, Mobility, Spring Attack, Super Kawaii, Weapon Finesse (talons)



**Skills** Bluff +10, Climb +17, Perception +11, Stealth +15, Survival +11 (*racial modifiers: +8 Climb, +4 Stealth*)

### Ecology

**Environment** warm jungles (native to the Land of White Jaguars, hidden somewhere on the Yucatan Peninsula)

**Organization** solitary or accompanying a pack (4-6) of Catscratcher Ferals or similar mutant warriors

**Treasure** standard (including gear)

### Special Abilities

#### **Cat Moves (EX)**

The Feral Seductress can make her talon attacks at no penalty while grappled or prone.



### Genetic Seduction (EX)

The Feral Seductress radiates a cloud of alluring, post-human pheromones that mutants and animalistic post-humans find absolutely intoxicating. The Feral Seductress receives a +8 racial bonus on sexually oriented Bluff and Diplomacy checks when interacting with any creature with either the *anthro*, *mutant*, or *patriot* subtypes.

### Nature

She comes from the legendary Land of White Jaguars, wild and alluring. The Feral Seductress was born among the feline-folk, and any trace of human morality is a fading genetic memory. Proud and arrogant, the Feral Seductress hunts, kills and loves by instinct alone.

The Feral Seductress has been dispatched into the outside world for the first time. Her mission can take her anywhere in the world, and she can be ally or enemy, but for characters born with animalistic mutations, she is something more than just another threat. The Feral Seductress offers a glimpse of a world unencumbered by baseline morals and fears, a new and freer life in the deep Yucatan jungle.

The Feral Seductress is a fit and athletic, partially feline humanoid. Her short golden-brown pelt is striped with intricate glyphic designs bleached into the fur. She usually stays nude, or almost nude, not seeing the necessity of either human clothes, nor for human modesty. The Feral Seductress' body crackles with internally generated electricity, and bright white lightning arcs between her razor-sharp claws.

## FIRST NATIONS ANUJL - CR 5

Large N Monstrous Humanoid (earth, mutant) Warrior  
7

XP 1,600

**Init** -1 **Senses** Perception +0

**Languages** Navaho plus either English or Spanish

### Defense

**AC** 16 **Touch** 8 **Flatfooted** 16 (-1 size, -1 DEX, +8 natural)

**HP** 7d10 +35 hp (74 HP)

**Damage Reduction** 5/-

**FORT** +9 **REF** +1 **WILL** +2

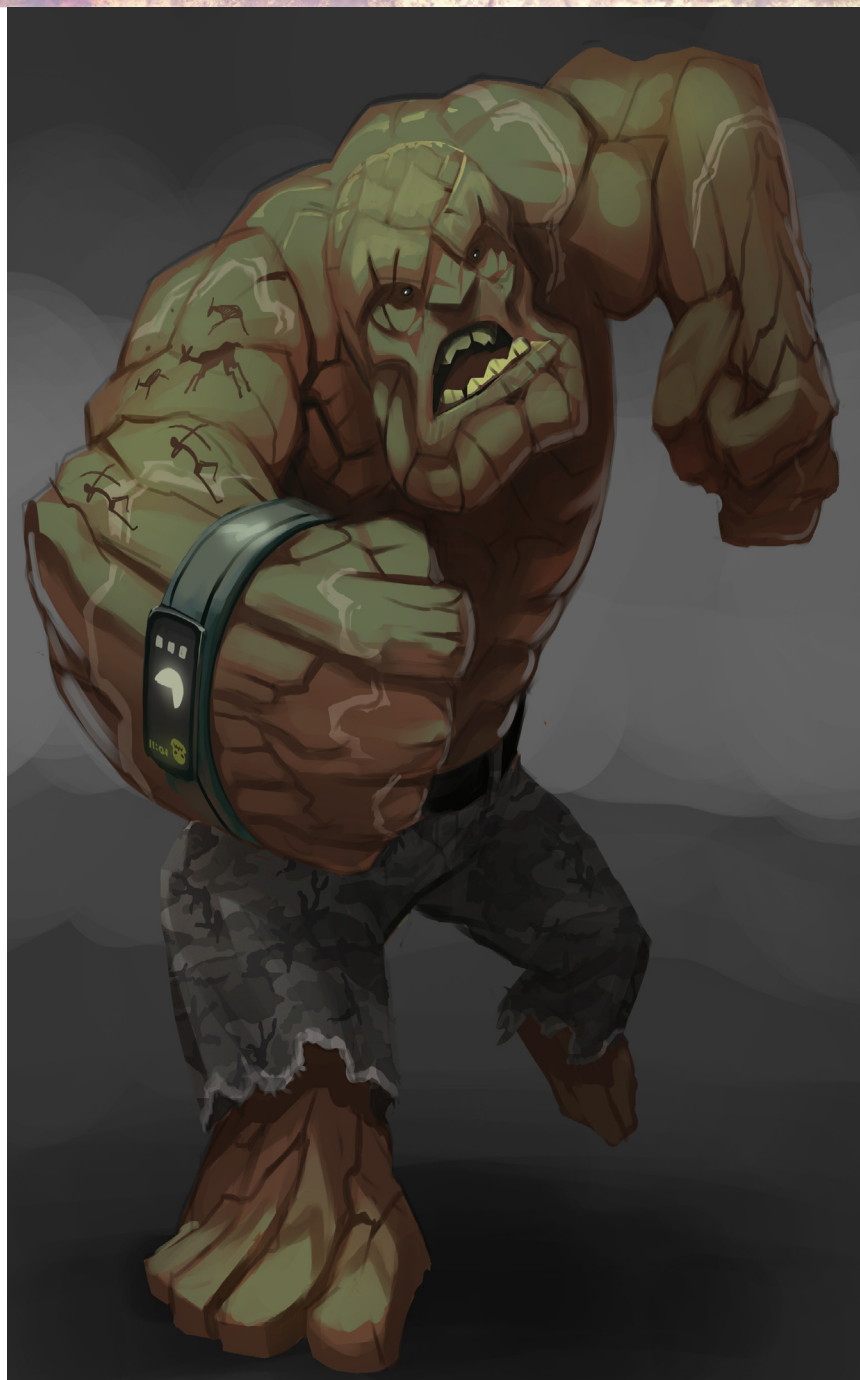
**Immune** critical hits, precision based damage, stunning, suffocation, vacuum, radiation

### Offense

**Spd** 20 ft

**Melee** +14/+9 slam (1d10+8 bludgeoning, 20/x2)

**Special Qualities** No Breath



### Statistics

**Str** 26 **Dex** 8 **Con** 18 **Int** 9 **Wis** 11 **Cha** 10

**Base Atk** +7 **CMB** +16 **CMD** 25

**Feats** Cleave, Power Attack, Toughness

**Skills** Intimidate +8, Survival +2

**Gear** smartphone

### Ecology

**Environment** any land (based primarily out of the reservation land of the American Southwest, Central Plains)

**Organization** solitary, pair, or accompanying a FN Tank-Killer or FN Warrior as an 'apprentice'

**Treasure** incidental



**Special Abilities****Breaker (EX)**

The First Nations Anvil ignores the Hardness of immobile, inanimate objects and structures.

**Nature**

Too many kids on Reservation land are mutated in utero and are born as Anvils. The First Nations Federation raises these rock-skinned mutant children as best it can, educating them in special classes where their strength is an asset rather than a hazard to the ordinary 'soft-skin' kids. Some of the bravest are apprenticed to veteran First Nation Warriors, who travel with their mentors as they patrol their territory and protect their people. The hope is to give young Anvil (who often suffer depression, crippling headaches and neurological problems from their mutations) an outlet for their violent impulses, a purpose in life...and introduce them to the tribe they'll be protecting as adults as a brave young hero rather than a rampaging rock-monster.

As massive and nearly indestructible as a mountain butte, it's easy to mistake an Anvil child for an adult. Some of Anvils enlisted as tribal guardians are barely ten years old, but because of their stony skin and massive frame, telling them from the 16 and 17 year old 'veterans' in the cadre. Whether a pre-teen or nearly an adult, a First Nation Anvil is impetuous and courageous, with a 'punch first and maybe ask questions later' attitude that their mentors are constantly trying to reign in.

**FIRST NATIONS TANK-KILLER - CR 10**

*Large LG or LN Monstrous Humanoid (human, mutant)*

XP 9,600

**Init** +2 **Senses** Lowlight vision, Perception +17

**Languages** Apache or other Native American language of choice,

**Defense**

**AC** 25 **Touch** 13 **Flatfooted** 23 (-1 size, +2 DEX, +4 natural, +4 armor, +2 deflection)

**HP** 13d10+104 hp (175 HP)

**Fast Healing** 5

**FORT** +15 **REF** +6 **WILL** +9

**Immune** disease, poison

**Resist** Acid 5, Cold 5, Electricity 10, Fire 10

**Offense**

**Spd** 40 ft

**Melee** +24/+19/+14 machete (1d8+11 slashing, 19-20/x2)

**Ranged** +16/+16/+11/+6 composite longbow (1d12+12 piercing, 20/x3, 165 ft range increment)

**Statistics**

**Str** 30 **Dex** 14 **Con** 25 **Int** 11 **Wis** 13 **Cha** 12

**Base Atk** +13 **CMB** +23 **CMD** 35

**Feats** Clustered Shots, Far Shot, Improved Precise Shot, Point Blank Shot, Precise Shot, Rapid Shot, Snap Shot, Toughness

**Skills** Drive +3, Knowledge (local, nature) both at +9, Perception +17, Stealth +14, Survival +17

**Gear** mwk. utility bodystocking, armband of protection +2 (as ring), +2 composite (+10!) longbow, machete (short sword), 75x depleted uranium tipped arrows in various quivers, day's rations & water, smart phone

**Ecology**

**Environment** any land (based primarily out of the reservation land of the American Southwest, Central Plains)

**Organization** solitary, pair or accompanying other military post-humans in small squads of 4-6 operatives

**Treasure** standard (including gear)

**Special Abilities****Depleted Uranium Arrowheads (EX)**

The First Nations Tank-Killer wields custom-ground arrowheads forged from depleted uranium and fires them from a titanium composite bow with a pull of nearly a ton. The First Nation Tank-Killer's ranged attacks ignore Hardness and non-magical Damage Reduction.

**Over Penetration (EX)**

If the First Nations Tank-Killer kills an opponent with a successful ranged attack, he may choose to apply any additional damage beyond what was necessary to reduce the target to 0 HP to any other adjacent target. This additional target must be in the flight path of the arrow, as well as having an Armor Class less than or equal to the attack's original target. The damage can only penetrate through one creature, and the First Nations Tank-Killer can choose not to over-penetrate if he desires.

**Pinning Arrows (EX)**

If the First Nations Tank Killer confirms a critical hit with his ranged attack, rather than dealing additional damage, he may choose to impale the target and pin them against any adjacent terrain feature. It requires a DC 20 STR check to pull free of a pinning arrow, and each attempt inflicts 1d12 points of additional piercing damage, whether successful or not. While pinned, the target is considered grappled and cannot move from the square they are impaled within by physical means. Extraordinary movement modes, such as teleportation or turning ethereal can free the victim instantly, and may or may not inflict additional damage at the game-master's option.

**Nature**

The First Nation Tank-Killer's specially machined titanium alloy composite bow costs a whole lot, but



considering it gives the Amerind goliath wielding it about as much long range firepower as an Abrams assault tank, it's a bargain. The Tank-Killer is emblematic of the First Nations Federation's philosophy: marry the modern to the ancient and better protect our people. In this case, traditional bow-hunting techniques combined with modern materials science and genetic strength augmentation.

First Nations Tank-Killers do the job of a modern tank at a fraction of the cost and bulk. They are a common sight on the borders of First Nation territory, usually standing vigil atop a butte or hillside that gives them good line of sight down into a kill box. They accompany other meta-human Amerind soldiers as living artillery- a role they excel in.

First Nations Tank-Killers are gigantic, hyper-muscular Native American men and women, usually in their mid 20s. Each stria of muscle fiber is well-defined and their bronzed flesh seems to glisten like steel. Tank-Killers wear a sleeveless armored body stocking in desert camo patterns and carry multiple quivers, as well as their specialized longbow slung over their shoulder.

## FIRST NATIONS WARRIOR - CR 9

*Medium LG or LN Humanoid  
(human, mutant)*

**XP** 6,400

**Init** +4 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +19

**Languages** English, Cheyenne or one other Native American language of choice, Spanish

### Defense

**AC** 21 **Touch** 16 **Flatfooted** 17 (+4 DEX, +5 armor, +2 deflection)

**HP** 14d8+28 hp (91 HP)

**FORT** +6 **REF** +12 **WILL** +7

**Immune** disease, poison



### Offense

**Spd** 40 ft

**Melee** two +14 talons (1d8+3 slashing, 19-20/x2 plus grab)  
OR +14 coup stick (2d8+3 nonlethal bludgeoning plus *shaken* 1d4+1 rounds, W-DC 20 negates)

**Ranged** +15/+10/+5 advanced SMG (2d6 ballistic, 20/x2, 50 ft range increment, full auto, 20 box)

**Spell-Like Abilities** (CL 14<sup>th</sup> **Concentration** +17)

**Constant** – pass without trace

**1x/day** – charm animal (W-DC 14)

- cure light wounds
- hide from animals (W-DC 14)



**Statistics****Str 17 Dex 18 Con 15 Int 12 Wis 17 Cha 12****Base Atk +10 CMB +13 (+15 grapple) CMD 27****Feats** Chokehold, Combat Reflexes, Improved Grapple, Greater Grapple, Power Attack, Run, Weapon Focus (talons)**Skills** Acrobatics +19, Drive +9, Handle Animal +10, Knowledge (history, religion) both at +9, Perception +18, Survival +18**Gear** +2 utility bodystocking, armband of protection +2 (as ring), mwk. advanced SMG and 4x spare clips, mwk. light club, smartphone, first aid kit, tent, bedroll, rations and water for 4-5 days, potion of cure serious wounds**Vehicle** either a heavy duty Harley Davidson motorcycle, an late-model pickup or riding a heavy horse (if the latter, swap Drive for equal ranks in Ride)**Ecology****Environment** any land (based primarily out of the reservation land of the American Southwest, Central Plains)**Organization** solitary, pair or accompanying other military post-humans in small squads of 4-6 operatives**Treasure** standard (including gear)**Special Abilities****Count Coup (EX)**

When the First Nations Warrior strikes with his coup stick, he can demoralize a lesser warrior. The First Nations Warrior always inflicts non-lethal damage with this coup stick at no penalty. In addition to the damage, the target must succeed at a DC 20 WILL Save or become *shaken* for 1d4+1 rounds. *Shaken* targets become *frightened*. If the First Nation Warrior inflicts a confirmed critical hit with the coup stick, the target becomes *panicked* for the same duration instead, on a failed saving throw.

This is a mind-affecting, fear effect. The save DC is WIS based. This power is a property of the First Nation Warrior's extraordinary training and not a property of the weapon itself. Any other creature treats the coup stick merely as a masterwork light club.

**SIMILAR CREATURES****First Nations Dinosaur Hunter – CR 9**

The Reservation land of the American Southwest has been used as a secret dumping ground since the atomic tests of the 1950s. Dinosaurs once again walk the Earth thanks to temporal anomalies, intentional cross-time summoning and military and mega-corporate cloning experiments. And like any other unwanted byproduct of military-industrial experimentation, far too many of these vicious, feral dinosaurs now stalk First Nations territory. It takes a special breed of warrior to hunt and kill rogue dinosaurs.

To create a First Nations Dinosaur Hunter, make the following changes to the First Nations Warrior stat block.

- The Dinosaur Hunter gains a +4 Favored Enemy bonus against Animals and a +2 Favored Enemy bonus against Humanoids with the Reptilian subtype.
- The Dinosaur Hunter gains a +2 Favored Terrain bonus in desert terrain.
- The Dinosaur Hunter gains Draconic as a bonus language.

**Nature**

The First Nations Federation protects its lands and people through the skill and courage of a specially trained cadre of Native warriors. First Nations Warriors hail from a variety of nations and tribes and might represent either gender. All spend long, torturous months in training, in addition to the post-human military experience many candidates bring to the table. Most young Amerind mutants do a stint with the US Military or Psi-Watch to hone their skills and earn a college degree, but those that return to the rez are among their people's staunchest and most competent defenders.

First Nations Warriors are augmented via genetic engineering and nanotech implantation, as well as learning secret occult rites, handed down from grandfather to grandson for generations. First Nation Warriors are fierce and determined Native American soldiers in their late 20s or early 30s, who wear practical body armor in desert camo colors. Weaponized nano-colonies in the palms allow the warrior to shape their fingers into mono-molecular cutting blades made of gleaming golden nano-metals. First Nations Warriors carry a traditional Cheyenne coup stick on one hip and an ultra-modern next generation submachine gun on the other, and are equally adept with either.

First Nation Warriors patrol the borders of their expansive territory in a long, meandering loop. Most either are tribal law enforcement, or work closely with tribal sheriffs and federal agents to protect their reservation. Outside of combat, they can be friendly, even genial, guiding hikers and tourists through the high desert and performing rather mundane law enforcement duty. If trouble starts, they prefer to open with several coup strikes, hoping to break the opponents' morale and send them running without killing. However, if killing's on the menu, they are dangerously efficient with their nano-talons and submachine gun.





## THE FLIER - CR 30

*Colossal CN Dragon (chaotic, extraplanar, fire, kaiju, psionic)*

**XP** 9,830,400

**Init** +14 **Senses** Darkvision 1,000 ft, lowlight vision, *see in darkness, true seeing*, sensors far superior to a capitol-class starship, Perception +48

**Languages** Draconic, Ignan (cannot speak), *telepathy* 1 lightyear

**Aura** Thermosphere (10d10 fire and 5d10 electricity plus *moderately irradiated environment*, 1,000 mile radius, no save)

### Defense

**AC** 44 **Touch** 26 **Flatfooted** 32 (-8 size, +10 DEX, +2 dodge, +18 natural, +12 deflection)

**HP** 40d12 +800 hp (1,060 HP)

**Regeneration** 50 (epic and lawful)

**FORT** +45 **REF** +35 **WILL** +30 (+20 vs emotion effects)

**Immune** Acid, Cold, Fire, Electricity, ability damage/drain, disease, energy drain, radiation, suffocation, vacuum

**Resist** Sonic 30 **Pleasure** 20 **Spell Resistance** 30

**Weaknesses** Passionate, Unconcerned

### Offense

**Spd** unlimited range **Flight** (perfect)

**Melee** two +42 talons (10d10+10 slashing plus 20d10 fire plus grab, 19-20/x2)

**AND** +42 bite (40d10 fire plus grab and swallow whole, 20/x4)

**AND** two +42 wing buffets (20d10+20 bludgeoning plus *stunned* 1d6 rounds (F-DC 40 negates), 20/x4)

**Ranged** three +42 flame feathers (40d10 fire plus 20d10 electrical, 20/x5, 5,000 mile range increment)

**AND** two +44 psi-shriek (40d10 sonic plus *psionic burn* (W-DC 42 negates) 20/x5, 5,000 mile range



increment)

### Attack Options

**Special Attacks** Breath Weapon: Nova (every 1d4+1 rounds, 5,000 mile radius, see below), Hurl Foe, Swallow Whole (40d10 fire plus *highly irradiated environment*, AC 28, 106 HP)

**Special Qualities** Ferocity, Greater Starflight, Massive, No Breath, Recovery

**Spell-Like Abilities (40<sup>th</sup> Concentration +52)**

*At Will* – interplanetary teleportation

- plane shift

*3x/day* – Summon (4d6 Phoenix (B1) or 2d6 ancient red dragons (B1), 100%)

### Statistics

**Str 31 Dex 31 Con 51 Int 9 Wis 21 Cha 35**

**Base Atk +40 CMB +58 CMD 78**

**Feats** Cleave, Dodge, Great Cleave, Fly-by Attack, Hover, Improved Initiative, Power Attack, Psionic Dodge, Wingover

**Skills** Fly +40, Knowledge (psionics, the planes) both at +41, Perception +48, Survival +48

*The Flier has fewer skill ranks and feats than its HD would suggest. It simply has little interest in mortal learning, talents, or combat tactics. Raw passion and power suffices.*

### Ecology

**Environment** deep space

**Organization** unique in the Multiverse

**Treasure** incidental

### Special Abilities

#### Hurl Foe (EX)

The Flier has the Hurl Foe ability common to all *kaiju*.

However, in zero gravity, the Flier can choose to hurl a foe up to one light year in a random direction. The hurled target suffers 20d6 points of damage, not subject to resistance or immunity, due to the relativistic effects of this involuntary space journey.... and is potentially stranded in some random point in deep space.

#### Impassioned Summons (SP)

When the Flier uses its Summon spell-like ability to summon either a flight of Phoenixes or Red Dragons, the resulting creatures always have a CN alignment and INT scores of 9, identical to the Flier itself. Dragons summoned in this manner have a raptor-like appearance, though their game-play statistics do not change except as noted below.

#### Limitless Speed (EX)

The Flier is capable of flight speeds in conventional reality that approach or exceed the speed of light, without requiring the creature to shunt itself into a parallel

dimension to break the light speed limit. In battle, it can move an effectively unlimited distance, and has no cap on its per-round movement. In practical terms however, assume it remains within a light year or so of the battle location unless it chooses to disengage. The Flier is considered to have perfect maneuverability.

The Flier is allowed to take two full turns per round. It takes its first turn at its normal Initiative count, and than may take a second turn at its Initiative count -10.

#### Mythic Defenses (EX)

The Flier is considered to be Mythic Tier 10 for the purposes of determining how Mythic powers and abilities affect it.

#### Nova (SU)

Every 1d4+1 rounds, the Flier can erupt in an omnidirectional burst of plasma, visible light and dangerous radiation. Aside from its enormous, spherical radius and equally massive damage output this functions much like a breath weapon.

All creatures and objects within 5,000 miles of the Flier when it goes Nova suffer 100d10 fire damage and 50d10 electrical damage, which overcomes any resistance or immunity to these energy types. (This never overrides the Flier's own immunity to such energy types.) Creatures within this radius who look in the direction of the Nova, unless they have total cover from it, are *blinded* without a saving throw to resist.

All sensors, communication devices and computer systems within a one light year radius of the Nova become useless for 1d4 minutes after the Nova.

If a star is within the Nova's radius of effect, the Flier can choose to trigger a true supernova within that star. Doing so increases the Nova's damage to 2d6 x 10,000 fire damage and 2d6 x 5,000 electrical damage, which affects all creatures within 1 AU (roughly the distance between the Sun and Earth) radius. However, once the supernova occurs, the star will die explosively within 4d6 hours. The resulting supernova (of which this lesser eruption is only a harbinger) is of a much greater scale and is likely to completely destroy the targeted solar system's inner planets as well as snuff out the star entirely.

#### Passionate (EX)

The Flier suffers a -10 morale penalty on WILL Saves against morale, fear and emotion-based effects. Unlike other *kaiju*, the Flier has no immunity to fear effects.



**Psi-Shriek (SU)**

A partially psionic effect, the Flier's psi-shriek is audible even in hard vacuum. Any creature struck by this attack with a psionic power point reserve suffers an additional 2 points of fire damage per PP in their reserve (maximum +300 fire). This exhausts their PP reserve completely. A successful DC 42 WILL Save negates this additional fire damage and prevents PP exhaustion.

**Unconcerned (EX)**

The Flier is a creature of instinct and unbridled passion. For all its universe-shattering power, it is little more than a great raptor of cosmic flame. Unless it is reduced to half HP prior to this point during a battle (530 HP), the Flier will use its *plane shift* ability to jaunt to a randomly chosen dimension ten rounds (one minute) after initiating hostilities.

If reduced to half HP or below before this time, the Flier fights to the death, as it does if its adversaries somehow pursue it to the alternate dimension when it retreats. Characters who survive this abbreviated battle gain full XP for the encounter.

**Nature**

The Flier is a terrifying universal constant – an instinct driven god-beast capable of laying waste to entire stellar armadas or scouring all life from a solar system if the mood takes it. For all their power and arrogance, even the Culture avoids direct confrontations with the Flier. If their observatories spot the Flier anywhere within a 100 parsec radius of Culture worlds, an evacuation is launched if at all possible. If not, the Culture writes off the colony world rather than risk actually angering the Flier by attempting to drive it off.

The Flier may be the oldest living intelligence in the Multiverse; its existence predates even the Lifespawn deities, and it has existed unchanged though all known Prior Iterations of reality. The Flier is capable of slipping between dimensional barriers with something less than a conscious thought. In the alternate *Heavy Future*, it is worshiped, rightfully, as the creator god of the Tal-Anon species. Philosophically minded psions and Mutants in this reality worship the Flier as a harbinger of evolutionary change, a vast predatory divine raptor that will burn away hatred, obsolete modes of thought and government and raise a new perfect, post-human society from the ashes. Some Mutant cults on Earth have attempted to lure the Flier into the Solar System with prayers and technomancy. Humanity knows they've failed because the Solar System still exists.

The Flier is a great, cosmic eagle of stellar plasma with a wingspan that stretches thousands of miles. The god-beast is the source of the phoenix myth shared by thousands of galactic cultures. The Flier does not plan or act in any way humanoid minds can predict or comprehend. It wanders the Multiverse at its whim, seeming to want nothing other than the solitude of deepest space and the thrill of faster-than-light flight. Easily startled, the Flier joins battle if it senses a passing starship that has weapons-lock on it. When the Flier fights, it uses its inconceivable speed and agility to best advantage, swooping in for the kill from half a parsec away, annihilating an entire military starship and flitting back out in a matter of seconds. Repeated power dives can decimate even the best prepared military flotilla, and if there are ever survivors, its only because the Flier didn't consider the enemy fleet a true test of its abilities.

If injured in battle (a once-in-millennia rarity) the Flier fights mercilessly, and to punish the aggressors, lays waste to all inhabited worlds and stations within a few minutes flight time. For a creature as swift as the Flier, this might be a death zone a hundred light years in diameter. Absolutely nobody is suicidal or reckless enough to engage the Flier in heavily populated space sectors, regardless of the provocation.

**FUTURIST - CR 12**

*Medium LE Humanoid (elan, human, psionic)*  
XP 19,200

**Init** +10 **Senses** Lowlight vision, Perception +24  
**Languages** English, *natural linguist*

**Defense**

**AC** 30 **Touch** 26 **Flatfooted** 14 (+6 DEX, +10 insight, +4 armor)

**HP** 17d8 +51 hp (128 HP)

**FORT** +8 **REF** +11 **WILL** +12

**Defensive Abilities** Evasion, Improved Evasion

**Immune** INT damage/drain, mind-influencing effects, Pleasure

**Resist** Electrical 5, Fire 5, Force 5

**Offense**

**Spd** 35 ft

**Melee** +17/+12/+7 unarmed strike (1d6+5 bludgeoning plus stunning fist F-DC 21, 20/x2)

**Ranged** +21/+16/+13 Walther PPK (2d4+3 ballistic, 20/x2, 30 ft range increment)

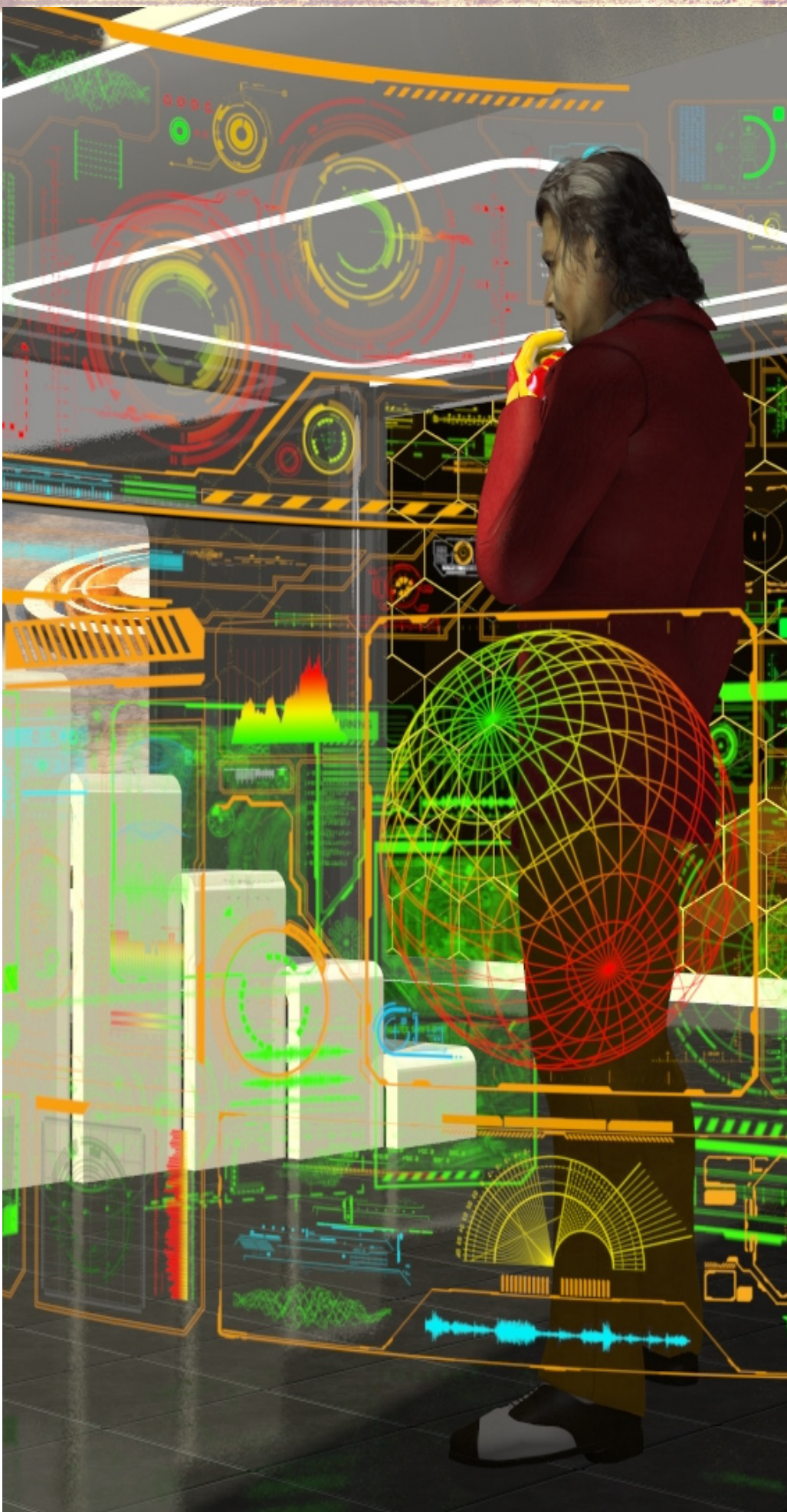
**Special Attacks** Stunning Fist (F-DC 21)

**Psi-Like Abilities** (ML 17<sup>th</sup> **Concentration** +27)

**Constant** – body equilibrium

- detect hostile intent
- natural linguist (up to 5 simultaneous languages)





**At Will** – mindwipe (F-DC 24)  
 - telekinetic maneuver (CMB based on INT, CMB +26)  
**3x/day** – psychosis (W-DC 27)  
**1x/week** – reality revision (see text)

### Statistics

**Str 20 Dex 22 Con 16 Int 31 Wis 15 Cha 18**

**Base Atk +12 CMB +17 (+19 trip) CMD 33**

**Feats** Alertness, Combat Expertise, Deflect Arrows, Dodge, Fleet, Greater Trip, Improved Initiative, Improved Trip, Improved Unarmed Strike, Mobility, Snatch Arrows, Spring Attack, Stunning Fist, Up the Walls, Whirlwind Attack

**Skills** Autohypnosis +21, Bluff +24, Craft (two of choice) both +30, Computer Use +34, Diplomacy +24, Knowledge (business, civics, history, technology) all at +30, Perception +24, Profession (CEO) +22, Sense Motive +24

**Gear** +3 Walther PPK of infinite ammo, +2 executive armor, smartphone and palmtop computer +4

### Ecology

**Environment** any

**Organization** usually accompanied by Augmentus, Combat Mentat or Rogue Psion minions/bodyguards, sometimes followed around by a Janus Panther pet

**Treasure** double or triple (including gear)

### Special Abilities

#### **Euthanizing Touch (Ps)**

The Futurist can painlessly end the lives of the mentally unfit. The Futurist inflicts an additional +1d6 points of negative energy damage to any successful melee attack against any living creature with an INT score of 10-18, or +2d6 points of negative energy damage against any living creature with an INT score of 9 or less.

#### **“I Did It 35 Minutes Ago” (Ps)**

The Futurist has an uncanny ability to thwart his enemies plans, by predicting their most likely course of actions and



devising appropriate countermeasures. Once per day, the Futurist can manifest a limited form of *reality vision*, which takes these precautions into account.

This *reality revision* can only be used to duplicate a spell or power, the effects of which manifest as Extraordinary effects, rather than spells or psionic powers. Alternatively, the reality revision can create a non-magical, non-psionic item of up to 25,000 gp value, or perform the *undo misfortune* effect of reality revision.

Finally, this ability can be used to put mundane plans which would represent at least three months effort by the well-equipped Futurist and his legion of followers, employees and minions into effect immediately. This ability is often used to ensure the success of the Futurist's most critically important schemes into play, augmenting mundane effort and conspiracies with psionic insight. This last aspect of this ability can only be activated once per year.

### **Insightful Defense (EX)**

When not-flatfooted, the Futurist adds his INT modifier (+10) as an insight bonus to Armor Class. Note that thanks to his constant detect hostile intent psi-like ability, the Futurist is rarely flat-footed by sentient opponents.

### **Soulless (EX)**

The Futurist is immune to fear, mind-influencing effects and harmful morale effects as well as Pleasure damage. The Futurist is also immune to INT damage and drain.

## **SIMILAR CREATURES**

### **Occult Futurist – CR 17**

The Occult Futurist has mastered the arts of sorcery as thoroughly as he has mastered big business, martial arts and technology. His conspiracies and schemes stretch into supernatural realms beyond Earth, and involve angels, demons and stranger, darker entities. The threats the Occult Futurist foresees are that much darker and more baroque than the mundane threat of global nuclear war, viral holocaust, eco-collapse, or alien invasions ordinary Futurists oppose.

The Occult Futurist gains the spellcasting ability of a 15<sup>th</sup> level wizard. The Occult Futurist has a total +23 modifier on Concentration checks, and the Combat Casting feat.

### **Spell Casting (CL 15<sup>th</sup> Concentration +23/+27 to cast defensively)**

**8<sup>th</sup> Level** – demand (W-DC 28), mass charm monster (W-DC 28)

**7<sup>th</sup> Level** – mass hold person (W-DC 27), plane shift, vision

**6<sup>th</sup> Level** – dominate person (W-DC 26), feeblemind (W-

DC 26) *prepared twice*, traveler's passport

**5<sup>th</sup> Level** – contact other plane, dominate person (W-DC 25) *prepared twice*, hold monster (W-DC 25) *prepared twice*, mind fog (W-DC 25)

For the sake of brevity, the Occult Futurist's fourth level spells and below are omitted. The Occult Futurist emphasizes mind-controlling spells, a few well-chosen illusions and some divination spells to give himself a tactical edge. The Occult Futurist also includes a few spells (such as *traveler's passport*) that allow him to teleport out of a dangerous situation.

The Occult Futurist's treasure includes an spellbook with these spells and several others.

### **Nature**

A Futurist has trained himself to the peak of physical and mental perfection, a paragon of human excellence. Everything comes easily to the Futurist, especially business, and the least of his advantages is the fact he is one of the wealthiest and most influential men on the planet, a paragon of wealth, privilege and financial acumen. The Futurist is the CEO of one of the world's highest echelon mega-corps and sits on the executive boards of dozens of lesser corporations. However, the Futurist's accumulation of wealth is not an end of itself, rather the Futurist is accumulating resources with a specific goal in mind.

The Futurist's insight and ability to predict social trends points to an impending crisis – a potential threat to all life on Earth. The Futurist has dedicated his fortune and mental resources towards preventing this threat, no matter the cost. The Futurist is perfectly willing to murder millions to save billions. In hopes of preventing the nightmare he's dreamed from coming true, has been initiated into the world's most dangerous conspiracies. Liaisons with the *Spencer Administration*, the ancient *Cult of the Scarab* and the elitist *Huxley Emergence* has only strengthened the Futurist's resolve, and farther mutilated his soul. The worst part is the threats the Futurist envision might or might not ever come to pass, and his secret plans of genocide and contingent slaughter might not even be the best way to prevent them in the first place.

The Futurist acts through intermediaries and his plans are so long-term and convoluted, the individual aspects are often nonsensical and virtually impossible to connect together. The Futurist has dozens of plans active at any given time, all working towards the goal of preventing whatever crisis he's foreseen. Each plan, should it come to fruition, will destroy an alpha-city and its entire population, but will remove the threat the Futurist has foreseen, or at least forestall the inevitable by another few (profitable)



months. Did I mention profit? Because every action the Futurist takes in pursuit of his mad quest somehow increases his total net worth, which is already in the tens of billions.

**Elizabeth Vose is an iconic setting villain, and is created using a dramatically pumped up version of the Occult Futurist stat-block. She is augmented by the Dread Devourer template from Green Ronin's *Advanced Bestiary*.**

## **VOSE, ELIZABETH - CR ZI**

Medium LE Undead (elan, evil, extraplanar, human, psionic, undead)

XP 409,600

**Init** +10 **Senses** Darkvision 60 ft, lowlight vision, blindsense 30 ft, Perception +35

**Languages** Arabic, Culture, English, Farsi, Scarred, *natural linguist*

### Defense

**AC** 47 **Touch** 30 **Flatfooted** 27 (+7 DEX, +13 insight, +13 natural armor, +4 armor)

**HP** 17d8 +119 hp (196 HP)

**FORT** +8 **REF** +12 **WILL** +15

**Defensive Abilities** Evasion, Improved Evasion

**Immune** undead immunities, Pleasure

**Spell Resistance** 27 **Channel Resistance** +4

**Resist** Electrical 5, Fire 5, Force 5

### Offense

**Spd** 35 ft **Flight** 200 ft (good)

**Melee** +22/+17/+12 unarmed strike (1d6+10 bludgeoning plus stunning fist F-DC 21, 20/x2)  
OR +22 melee touch (12d6+23 plus devour soul, F-DC 25 partial)

**Ranged** +21/+16/+13 Walther PPK (2d4+3 ballistic, 20/x2, 30 ft range increment)

**Special Attacks** Stunning Fist (F-DC 24)

**Spell Casting** (CL 15<sup>th</sup> **Concentration** +26/+30 to cast defensively)

**8<sup>th</sup> Level** – demand (W-DC 31), mass charm monster (W-DC 31)

**7<sup>th</sup> Level** – mass hold person (W-DC 30), plane shift, vision

**6<sup>th</sup> Level** – dominate person (W-DC 29), feeblemind (W-DC 29) *prepared twice*, traveler's passport

**5<sup>th</sup> Level** – contact other plane, dominate person (W-DC 28) *prepared twice*, hold monster (W-DC 28) *prepared twice*, mind fog (W-DC 28)

For the sake of brevity, Elizabeth Vose's fourth level spells and below are omitted. Vose favors necromancy, mind-controlling spells, a few well-chosen illusions and some divination spells to give herself a tactical edge. Elizabeth Vose also includes

a few spells (such as *traveler's passport* or *greater teleport*) that allow herself to teleport out of a dangerous situation in reserve.

**Spell-Like Abilities** (CL 17<sup>th</sup>, **Concentration** +30)

**At Will** – command undead

- death knell (W-DC 28)

**3x/day** – Summon VI (50+6d6 fast zombies 100%)

- Summon VII (2d4 devourers 100%)

**1x/day** – Summon VII (1 Bleeding Wraith 65%)

**Psi-Like Abilities** (ML 17<sup>th</sup> **Concentration** +30)

**Constant** – body equilibrium

- detect hostile intent

- natural linguist (up to 5 simultaneous languages)





**At Will** – mindwipe (F-DC 27)

- telekinetic maneuver (CMB based on INT, CMB +29)

**3x/day** – psychosis (W-DC 30)

**1x/week** – reality revision (see text)

### Statistics

**Str 30 Dex 24 Con – Int 37 Wis 21 Cha 24**

**Base Atk +12 CMB +17 (+19 trip) CMD 33**

**Feats** Alertness, Combat Expertise, Deflect Arrows, Dodge, Fleet, Greater Trip, Improved Initiative, Improved Trip, Improved Unarmed Strike, Mobility, Snatch Arrows, Spring Attack, Stunning Fist, Up the Walls, Whirlwind Attack

**Skills** Acrobatics +32, Autohypnosis +24, Bluff +27, Craft (two of choice) both +33, Computer Use +37, Diplomacy +27, Fly +32, Knowledge (business, civics, history, technology) all at +33, Perception +35, Profession (CEO) +25, Sense Motive +27, Stealth +32

**Gear** +3 Walther PPK of infinite ammo, +2 executive armor, smartphone and palmtop computer +4, spellbook (heavily encrypted iPad-analogue with above spells and many more), ring of spell storing (*greater call powered armor*)

### Ecology

**Environment** any

**Organization** Metamorphosis North is treated as a Sentient Mega-Corp, and serves Vose loyally. As one of the wealthiest and best armed women on the planet, Vose has access to legions of cyber-augmented mega-corp soldiers. Few within MN know what she truly is.

**Treasure** virtually incalculable

### Special Abilities

#### **Command Devourers (SU)**

As a free action, Elizabeth Vose can automatically command all normal devourers within 30 feet (as the *command undead* spell). Normal devourers never attack Vose unless compelled.

#### **Devour Soul (SU)**

By making a touch attack as a standard action, Elizabeth Vose can inflict 12d6+23 points of damage as if using a *slay living* spell. A successful DC 25 FORT Save reduces this to 3d6+23 points of damage. Increase both damage totals by +1 per soul trapped within Vose. The soul of a creature slain by this attack is trapped as a burning bolus of colorful light that is slowly digested within a strange orifice between Vose's breasts. The creature cannot be brought back to life until Vose is destroyed or the soul is freed by Spell Deflection.

Elizabeth Vose can hold up to 17 souls simultaneously.

A trapped soul provides Vose with 5 essence points per HD of the trapped soul. Whenever Vose uses a spell-like ability, she expends essence points equal to the spell's level. Elizabeth Vose can use the following spells at will by spending essence points. The caster level is equal to 23 + 2 per soul trapped inside Vose. Save DCs are CHA-based.

*animate dead* (4), *create undead* (6), *circle of death* (6), *deeper darkness* (3), *desecrate* (2), *dominate monster* (9), *horrid wilting* (8), *inflict serious wounds* (3), *lesser planar ally* (4), *plane shift* (7), *ray of enfeeblement* (1), *true seeing* (6).

Vose may also expend essence points in the following unique ways. Doing so is an immediate action.

- Expend 20 essence points to gain an additional devour soul attack at her highest base attack bonus.
- Expend 10 essence points to immediately recover 6d6 HP.
- Expend 5 essence points to gain a +10 profane bonus on a single attack roll.

The trapped soul gains one permanent negative level for every 5 points of essence lost in this manner. These negative levels remain even if the creature is returned to life. The soul is completely destroyed if all its essence is drained, and can only be returned to life by the direct intervention of a deity.

#### **Euthanizing Touch (Ps)**

Vose can painlessly end the lives of the mentally unfit. Elizabeth inflicts an additional +2d6 points of negative energy damage to any successful melee attack against any living creature with an INT score of 10-18, or +4d6 points of negative energy damage against any living creature with an INT score of 9 or less.

#### **“I Did It 35 Minutes Ago” (Ps)**

Vose has an uncanny ability to thwart her enemies plans, by predicting their most likely course of actions and devising appropriate countermeasures. Once per day, Vose can manifest a limited form of *reality vision*, which takes these precautions into account.

This *reality revision* can only be used to duplicate a spell or power, the effects of which manifest as Extraordinary effects, rather than spells or psionic powers. Alternatively, the reality revision can create a non-magical, non-psionic item of up to 25,000 gp value, or perform the *undo misfortune* effect of reality revision.

Finally, this ability can be used to put mundane plans which would represent at least three months effort by Vose and the Metamorphosis North mega-corp, employees and minions



into effect immediately. This ability is often used to ensure the success of Vose's most critically important schemes into play, augmenting mundane effort and conspiracies with psionic insight. This last aspect of this ability can only be activated once per year.

### Insightful Defense (EX)

When not-flatfooted, Elizabeth adds her INT modifier (+13) as an insight bonus to Armor Class. Note that thanks to her constant *detect hostile intent* psi-like ability, Vose is rarely flat-footed by sentient opponents.

### Spell Deflection (SU)

If any of the following spells are cast at Elizabeth Vose and overcome her Spell Resistance, they instead affect a trapped soul: *banishment, chaos hammer, confusion, crushing despair, detect thoughts, dispel evil, dominate person, fear, geas/quest, holy word, hypnotism, imprisonment, magic jar, maze, suggestion, trap the soul*, or any form of charm or compulsion. While none of these effects harms the soul, the caster makes a DC 25 caster level check when a spell is deflected—success indicates that the trapped soul is released from its prison, and the creature whose body it belonged to can now be restored to life as normal.

### Nature

Elizabeth Vose was never supposed to be conceived.

Her Cultureborn mother had a brief romance with a Saudi oil magnate to secure favorable trade concessions, not to conceive a half-human daughter. When her assignment on Earth was over, Vose's Cultureborn mother efficiently falsified her death, abandoning Earth for the stars, not even considering toddler-aged Elizabeth a loose end worth cleaning up with a businesslike assassination. Equally unwanted by her human father, Vose ended up in the Detroit foster-care system, because that city was where her mother had done most of her business.

Over the next twenty years, Vose excelled and dragged herself out of poverty and obscurity because she had no other choice. Something in her half-alien blood sang to her, gave her a sense of purpose and grandeur that wouldn't allow her to fail. Eventually, Vose won engineering and materials science scholarships to MIT, and soon after graduating with a double masters at age 20, Elizabeth Vose founded **Metamorphosis North**. What began as a one-woman, utterly revolutionary armory house became one of the world's premier military contractors in less than a decade. Metamorphosis North pioneered the emergent science of cybernetic augmentation, has been making potentially world-shaking strides in nanotech and produces the toughest, most battle-ready and arguably the most beautiful sets of powered armor on the planet. MN is also

a top notch PMC with an excellent reputation and a cadre of superhuman security forces for hire. As of early 1993, Metamorphosis North is what everybody thinks of when they hear the phrase 'military-industrial complex'. Puzzle Ops, Psi-Watch and a host of other agencies and private military contractors depend on Metamorphosis North for their gear and logistical support.

What the world doesn't know is even more stunning. Metamorphosis North has been waging a secret war against the Cultureborn on earth for nearly a decade now. Cultureborn bodies and their innate genetically encoded cyber-systems are vivisected after MN kill-teams exterminate them, their capabilities explored by Vose herself. Her blood has always called to Cultureborn nanotech, giving her a unique insight—an insight she's used to reverse engineer stolen tech and stay ahead of the tech curve. Elizabeth Vose also knows more about the Cultureborn's true origins than any other woman in the Multiverse—it's amazing what they come out with on the dissection tables, after all.

Vose knows that the Cultureborn had their origins, as the *Choicer Covenant*, in the alternate future of **Othervers America**. Expertly manipulating time, Vose has established a cross-time duplicate of Metamorphosis North that has shaped *Othervers America's* politics and geopolitical landscape since that timeline's 2040s. Othervers America is less-than-real to the sociopathic Vose, a live-fire testing range where she can pillage the future's best technology and test new weapons systems without risking the carefully managed plans in her home reality. Vose toys with the Choicer Covenant, funneling weapons to their enemies, wounding them whenever the opportunity presents itself, but never exterminating them. At least, not until they evolve into the Culture and cross backwards into time to set into motion the chain of events that culminated in her own conception. Then....and only then, she'll gladly murder every last one of the mother fuckers.

Vose has sent feelers into other alternate realities, establishing branch-office beachheads in the **Black Tokyo** reality and on other worlds. The self-aware core of Metamorphosis North, itself grown to one of the most dangerous **Sentient Megacorps** in the universe under Vose's tutelage, considers all its many dimensional-duplicates as child-spawn. With Vose's express permission, Metamorphosis North itself will devour the Earths of three different realities, turning all humans (and others) into either employees or consumers.... or product.

In the *Psi-Watch* reality, Metamorphosis North's corporate HQ remains in Detroit, the city where it's founder made her fortune. As far as Detroit is concerned, Elizabeth Vose



is a favorite daughter, a flashy philanthropist tech genius who's provided thousands of jobs and saved the city from Rust-Belt poverty. Vose funds Detroit's expert PSI-SWAT unit and equips the city's cops with cutting edge weapons and armor. Vose is a role model for Detroit kids of all colors, but especially for young black girls, and has been instrumental in upgrading the local school system. No one has any idea what Vose really is, as she hides her nature from even her corporate board. Only Metamorphosis North itself knows she is as much as a soul-parasite as it is.

Elizabeth Vose is an attractive and serious woman in her mid to late 40s, who favors well-tailored, smoke-grey business suits and carries the absolute latest prototype electronics. While normally genial and crisply businesslike, she can display a frightening intensity when engaged in high level corporate negotiations. Pray you never encounter her when she allows her human mask to slip completely.

Elizabeth Vose despises the Culture more than any other creature alive. The hate the Bleeding Ghosts feel for their ancient rivals is nothing to the rage Vose feels. It's not personal anymore: Elizabeth Vose murdered both her absentee mother and her father decades ago, on the night of her college graduation. The Cultureborn are a disease on the Multiverse, and Vose considers herself the cure. All her wealth, all her genius, all her groundbreaking weapons she's designed is to a simple goal: the utter and complete genocide of the Culture. Vose approached the Bleeding Ghosts and allowed their leaders to transform her into something alien and inhuman, but the Bleeding Ghosts had no idea what they'd unleashed.

Elizabeth Vose is a ravenous, cannibalistic soul eater. Her true form is a desiccated, undead queen. Her dry skin is rich chocolate leather, intricately gilded with spiraling tattoos that are a mockery of Culture caste markings and her three eyes burn like stars. Her ribcage has been opened, as if by a coroner during dissection, the space where her heart and lungs should be having been replaced by a gaping, golden fanged maw. The souls of her enemy are consumed there, like coal in a furnace. She prefers to burn Cultureborn souls over all lesser victims. She bears baseline humanity no genuine ill-will, and only feeds on ordinary humans when she is desperate. However, if all humanity has to die for the Culture to be extinguished, it is a price Vose will consider cheap.

## GENEHOUND SCOUT - CR 5

*Medium N Monstrous Humanoid (anthro, Genehound, psionic) Ranger 6*

**XP** 1,600

**Init** +5 **Senses** Lowlight vision, scent, Perception +13  
**Languages** English, Spanish

### Defense

**AC** 16 **Touch** 11 **Flatfooted** 15 (+1 DEX, +5 armor)

**HP** 6d10+12 hp (77 HP)

**FORT** +7 **REF** +6 **WILL** +4

### Offense

**Spd** 30 ft (40 ft lope)

**Melee** +11/+6 combat balanced daggers (1d4+3 slashing, 19-20/x2)

**OR** +11/+5/+0 combat balanced daggers (1d4+3 slashing, 19-20/x2)

**Ranged** +8/+3 uzi (2d6 ballistic, 20/x2, 40 ft range increment, full auto, 20 box)

**Favored Enemies** Humanoid (psionic) +4, Humanoid (mutant) +2

**Favored Terrains** Urban +2

**Special Qualities** Favored Enemies, Favored Terrain, Track, Wild Empathy

**Spellcasting (CL 1<sup>st</sup> Concentration +3)**

*First* – Calm Animals (W-DC 13), Hide from Animals (W-DC 13)

### Statistics

**Str** 16 **Dex** 13 **Con** 14 **Int** 7 **Wis** 14 **Cha** 10

**Base Atk** +6 **CMB** +9 **CMD** 20

**Feats** Alertness, Double Slice, Endurance, Improved Initiative, Run, Two Weapon Fighting, Weapon Focus (dagger)

**Skills** Climb +12, Handle Animal +9, Perception +13, Stealth +10, Survival +11 (+14 when tracking)

**Gear** pair of mwk. combat balanced daggers, mwk. uzi and 2x clips, mwk. tactical ballistic vest, smartphone

### Ecology

**Environment** any land (prefers urban combat)

**Organization** solitary, pair, pack (2d6 + Psion Elite or Puzzler Blade 'handler')

**Treasure** standard (including gear)

### Special Abilities

**Lope (EX)**

Genehounds prefer to drop to all fours when running or chasing. When running on all fours, a Genehound's base land speed is 40 ft. The Genehound cannot be holding or carrying anything in its lands to lope.



## ANIMAL COMPANION

The Genehound Scout is partnered with a specially bred wolf. Subject to genetic enhancements (though not to the degree of her Genehound master), this grey furred wolf is unusually large, fast, and cunning.

**Hit Dice** 3d8+3 hp (17 HP)

**Size** Medium **Speed** 50 ft **AC** 15 (+3 DEX, +2 natural)

**Senses** lowlight vision, scent, Perception +8

**Saves** FORT +5 REF +6 WILL +1

**Attacks** bite +4 (1d6+1 plus trip)

**Ability Scores** STR 13 DEX 16 CON 12 INT 2 WIS 12 CHA 6

**Skills** Perception +8, Stealth +7, Survival +1 (+5 scent tracking)

**Feats** Skill Focus (perception)

**Special Qualities** Evasion, Link, Share Spells

### Nature

Project Genehound debuted early in the Regan Administration, a genetically modified species of *sapiens canus* designed as anti-Mutant hunters and trackers. The political climate shifted, the government's anti-Mutant stance softened, and instead of being assigned to Watchtower kill-squads, the newly decanted Genehound pups were placed in service with other federal agencies and military units. There, their superhuman senses, extraordinary fighting instincts and inborn canine obedience made the mutant canines indispensable to their units.

The Genehound Scout is a veteran dog soldier derived from the Doberman Pinscher bloodline. The 6' 4" mutant can use his keen senses to a degree other dog soldiers can't even imagine, and seemingly has a seventh sense where explosives are concerned. Genehound Scouts of this breed have seen duty in trouble spots around the world, as well as working with Psi-Watch and the Secret Service at home, protecting politicians and other VIPs.

### **Track (EX)**

The Genehound Scout adds half his Ranger level (currently +3) on Survival skill checks to follow tracks.

### **Working Scent (EX)**

Genehounds of the Doberman Pinscher breed have senses so keen they can be trained to sniff out a particular substance or hazard: in this case explosives (such as dynamite, C4, ammonium nitrate, ect) When the Doberman Genehound merely passes within 30 ft of a concealed or hidden explosive, they may make a Search (Perception) check as if they were actively searching for it.







## GIFTED - CR 1

*Small CG Humanoid (mutant, psionic)*

XP 400

**Init** +2 **Senses** Lowlight vision, Perception +0

**Languages** English or one other Earth language of choice

### Defense

**AC** 14 **Touch** 13 **Flatfooted** 12 (+1 size, +2 DEX, +1 armor)

**HP** 2d8+2 hp (11 HP)

**FORT** +1 **REF** +5 **WILL** +0

### Offense

**Spd** 20 ft

**Melee** +0 unarmed strike (1d4-1 non-lethal bludgeoning, 20/x2)

1d4 to see which particular power manifests. In addition roll 1d4 to determine her caster level.

### Nature

The luckiest Mutant kids- the ones who survive their first year or two as a gene-freak- might be accepted into one of Mutant Rescue International's private schools. There, Mutant

**Ranged** +3 *spark pulse* (1d6 electrical, 20/x2 plus stunned 1d4 rounds, F-DC 10 + damage inflicted negates)

**Spell-Like Abilities** (CL 1d4 **Concentration** +3)

*1x/day* – Unpredictable Powers

### Statistics

**Str** 9 **Dex** 15 **Con** 12 **Int** 13 **Wis** 10 **Cha** 14

**Base Atk** +1 **CMB** -1 **CMD** 11

**Feats** Point Blank Shot

**Skills** Computer Use +6, Knowledge (one of choice) +6, Pilot +6, Stealth +10

**Gear** second skin, palmtop computer

### Ecology

**Environment** any (usually educated in Mutant Rescue International private schools)

**Organization** solitary or any groups up to large classroom size (16-22 plus several adult and older teen Mutant heroes as protectors & teachers)

**Treasure** standard (including gear)

### Special Abilities

#### Unpredictable Powers (SP)

The Gifted has enormous potential as a post-human, but being so young has barely any control over her potentially cosmic powers. Once per day, she may use her Unpredictable Powers as a spell-like ability. She may choose to either use a Beneficial Power or a Damaging Power: roll

Beneficial Power	Damaging Power
1- Virtue	1-Flare (F-DC 12)
2- Bless	2- Shocking Grasp
3- Cure Light Wounds	3- Color Spray (W-DC 13)
4- Eagle's Splendor	4- Lightning Bolt (R-DC 14)



children learn the lessons of their species on a secret campus where they'll hopefully be free from persecution. MRI's curriculum is unique and often grueling. Mutant children are educated in traditional subjects, (though courses like history and anthropology are always taught from a proud, pro-Mutant perspective and with an eye towards social justice) but also the skills young Muties are going to need to survive the future. Young Mutants might learn to pilot a Mutant Rescue V/STOL combat jet before they learn to drive, or learn to hack Pentagon databases at the same time their human counterparts are struggling with introductory algebra.

These Mutant children wear the blue and orange armored skinsuit of Mutant Rescue. They tend to be precocious, probably a bit more confident than they should be, and uber-enthusiastic in the cause of preserving Mutant rights. Mutant Rescue recruits Gifted for genetic power as well as brains, so this young, insecure Mutant kid might one day be one of the most powerful post-humans the world's ever seen. For today though, he or she's just a kid with some weird genes and powers not fully understood.

### **SIMILAR CREATURES**

Simply by choosing eight different spells for your Gifted's Unpredictable Powers, you can build an entire classroom full of young Mutant heroes-in-training. This particular Gifted has beneficial powers from the cleric list and a mostly electricity-themed damaging power list.

If you want to build variant Gifted, give them a zero level spell in the 1 position, a first level spell in the 2 and 3 slots and a second or third level spell in the 4 slot. Try to build your random lists around a particular theme, such as bardic beneficial powers, icy damaging powers, or illusion/metamorphic or telekinetic powers on either list. Or don't. Nobody said mutation has to make sense.

### **GRAVEROBBER**

Project: Graverobber began in the late sixties, using the remains of American soldiers killed in Vietnam and Cambodia as 'test-beds' for cybernetics experimentation and surgical re-animation trials. Within a few months, Puzzle Ops medics were able to successfully 'resurrect' a human corpse as an unfeeling and efficient undead super-soldier. Graverobbers are created by a highly-classified procedure that blends science and ancient necromancy, which returns a fallen American soldier to life as something both more and less than human.

Remorseless, relentless and neuro-conditioned for obedience, Graverobbers emerge from their birth-coffins as ideal soldiers. While other superhuman enhancement programs are semi-public, and some of America's Military Post-Humans are celebrity super-soldiers, Project: Gravedigger remains a completely black program. Reborn Graverobbers have their memories scrubbed, and are prohibited contact with the family and friends from their first lives. Puzzle Ops has used lethal force to prevent disclosure of Project: Graverobber several times over the years, and the agency considers the existence of the Graverobber artificial species one of its darkest secrets.

Puzzle Ops maintains a several companies worth of Gravedigger soldiers in deep cryo-stasis, for use as expendable combat troops or emergency reinforcements. These slumbering zombie-warriors are stored at the Clarke Island facility, ready to be deployed at a moment's notice.

#### **Graverobber Traits**

Most Graverobbers share the following racial traits, which are listed here, rather than being repeated in each individual stat-block, in the interest of brevity.

#### **Born Again (SU)**

If slain, the Graverobber will automatically return to life within 1d4 hours with one hit point; or within 1d6 days if their body is reduced to -20 HP or fewer by the incident that destroys them. Graverobbers destroyed by positive energy effects will not return to life via their Born Again racial trait, nor can a Graverobber reduced to -100 HP or worse, or one whose body is completely disintegrated or otherwise totally destroyed.

A Graverobber receives one permanent negative level each time he returns from the dead in this manner, or suffers one point of permanent CHA loss if first level. A Graverobber permanently reduced to 0 CHA cannot return to life. A Graverobber who enters a Puzzle Ops birth-coffin within a day of its return to life and undergoes complete rest within for at least one day receives a DC 20 WILL save to remove the negative level or restore the lost CHA.



Aside from their Born Again racial trait, Graverobbers cannot be raised or resurrected.

### Extreme Violence (SU)

When the Graverobber first confirms a critical hit during an encounter, he gains a bonus die that he rolls and adds to critical hit confirmation rolls during the encounter. This bonus confirmation die begins at D4 and increases as the Graverobber confirms additional critical hits. However, the Graverobber takes a penalty on all other attack rolls, due to loss of control and precision, which begins at -1 and increases as the Graverobber confirms additional critical hits.

Critical Hits During Encounter	Attack Roll Penalty	Confirmation Bonus Dice
First Critical Hit	-1	+1d4
Second Critical Hit	-2	+1d6
Third Critical Hit	-3	+1d8
Fourth and Later Critical Hits	-4	+1d10

If the Graverobber beats the critical confirmation roll by 10 points or more, he may choose one of the additional effects in lieu of extra damage.

- The critical hit inflicts 1d6+1 points of temporary CON damage
- The critical hit inflicts 1d4 points of ongoing Bleed damage
- The Graverobber rolls 1d20 + relevant modifiers for damage rather than the critical hit normal damage dice

## GRAVEROBBER BULLETSTOPPER - CR 1

Medium LN Undead (graverobber, patriot) Fighter 2  
XP 400

**Init** +2 **Senses** Darkvision 60 ft, Perception +5  
**Languages** English

### Defense

**AC** 18 **Touch** 12 **Flatfooted** 16 (+2 DEX, +6 armor)  
**HP** 2d10 hp (19 HP)  
**FORT** +3 **REF** +4 **WILL** +1  
**Immune** undead immunities  
**Defensive Ability** Bravery +1

### Offense

**Spd** 30 ft (20 ft in armor)  
**Melee** +3 dagger (1d4+1 slashing, 19-20/x2)  
**Ranged** +5 M-16 rifle (2d8 ballistic, 20/x2, 80 ft range

increment, semi auto, 30 box)

**Special Qualities** Born Again, Extreme Violence

### Statistics

**Str** 13 **Dex** 14 **Con** - **Int** 9 **Wis** 12 **Cha** 10

**Base Atk** +2 **CMB** +3 **CMD** 15

**Feats** Lightning Reflexes, Toughness

**Skills** Profession (soldier) +5, Perception +5

**Gear** military ballistic vest, dagger, M-16 and 2x spare clips

### Ecology

**Environment** any

**Organization** pair, platoon (10-16) or accompanying other  
Gravedigger of Puzzle  
Ops NPCs  
**Treasure** standard  
(including gear)

### Special Abilities

**Born Again (SU)**

*Standard*

*Graverobber racial trait. See above.*

### Extreme Violence (SU)

*Standard Graverobber racial trait. See above.*

### Nature

Graverobber Bulletstoppers are the lowest rung of Graverobber supersoldier, created from the bodies of young enlisted men slaughtered in America's most recent wars. These soldiers are considered disposable in the extreme, and can be assembled from fresh corpses quickly and cheaply.

Puzzle Ops keeps vast numbers of Bulletstoppers in cryo-stasis until they are needed. They are deployed fully masked with production quality tactical gear. Puzzle Ops can field a Bulletstopper trooper for less than 5,000 dollars, fully equipped- the ammo loads used by real supersoldiers cost more than that!

## GRAVEROBBER INFANTRY - CR 7

Medium LE Undead (graverobber, patriot) Psychic Warrior  
4, Rogue 4

XP 3,200

**Init** +2 **Senses** Darkvision 60 ft, Perception +12

**Languages** Cambodian, English, Vietnamese

### Defense

**AC** 19 **Touch** 12 **Flatfooted** 17 (+2 DEX, +7 armor)





**HP** 8d8+10 hp (50 HP)

**FORT** +5 **REF** +7 **WILL** +3

**Immune** undead immunities

**Defensive Abilities** Evasion, Trapfinding +1, Trap Sense, Uncanny Dodge

#### Offense

**Spd** 30 ft (20 ft in armor)

**Melee** +10/+5 shortsword (1d6+4 slashing, 19-20/x2)

**Ranged** +9/+4 combat shotgun (2d10 ballistic, 20/x2, 30 ft range increment, full auto, 10 internal)

OR +8/+3 white phosphorous grenade (2d6 fire plus smoke, 20 ft burst, 10 ft range increment)

**Sneak Attack** +2d6

**Special Qualities** Born Again, Extreme Violence

**Psionics (ML 4<sup>th</sup> Concentration +5)**

**Second Level** – Body Adjustment

**First Level** – Dazzling Swordplay, Inertial Armor, Metaphysical Weapon, Prevenom Weapon (F-DC 15)

**Power Points** 8

#### Statistics

**Str** 16 **Dex** 15 **Con** - **Int** 11 **Wis** 13 **Cha** 9

**Base Atk** +6 **CMB** +9 **CMD** 21

**Feats** Assassin's Venom, Deadly Aim, Point Blank Shot, Psionic Shot

**Skills** Climb +10, Disable Device +8, Intimidate +11, Knowledge (history, tactics) both at +11, Perception +12, Stealth +13 (+10 in armor), Survival +13

**Gear** +1 military ballistic vest, +1 short sword, mwk. combat shotgun and 48 shells, 4x white phosphorous grenades, satellite phone

#### Cybernetics

**Defenses** – Durability Implant

#### Ecology

**Environment** any

**Organization** solitary, squad (3-5) or accompanied by up to 3d6 Black Operators or similar military NPCs

**Treasure** standard (including gear)

#### Special Abilities

**Assassin's Path (SU)**

While maintaining psionic focus, the Graverobber Infantry receives a +2 competence bonus to damage.

Any time the Graverobber Infantry strikes an enemy with a melee attack and there are no other enemies adjacent to the him, the Graverobber Infantry can expend psionic focus to inflict an additional +2d6 damage.

#### **Fast Stealth (EX)**

The Graverobber Infantry may make Stealth checks while moving at full speed at no penalty.

#### **Born Again (SU)**

*Standard Graverobber racial trait. See above.*

#### **Extreme Violence (SU)**

*Standard Graverobber racial trait. See above.*



### Trap Spotter (EX)

When the Graverobber Infantry comes within 10 ft of a trap, he receives an immediate Perception check to notice the trap.

### Nature

Graverobber Infantry are sociopathic but well trained and dangerously professional combat zombies created from the corpses of America's most decorated special forces troops. These elite, undead soldiers had a full military career with all the attendant decorations, up to and including the Medal of Honor, awarded posthumously, before Puzzle Ops cyber-surgeons repaired their bodies and wiped most the memories of their first lives.

Relentless and dispassionate, Graverobber Infantry only truly come to something like life when dispensing death on the battlefield. Their only purpose is violence, and these undead warriors deal it expertly. Puzzle Ops fields vast legions of Graverobber Infantry, and other resurrected cyber-soldiers, many of whom serve as a protective detail for the organization's Clarke Island headquarters. Graverobber Infantry are deployed around the world on the dirtiest, most impossible missions. They have no qualms about committing atrocities, terror strikes or assassinations.

Graverobber Infantry wear heavy tactical body armor and loadbearing vests containing enough ammunition and explosives to fight two wars. They are fully masked, concealing their scars and the crude cyber-organs that brought them back from the dead. As deniable operatives, Gravedigger Infantry rarely wear flags, unit patches or rank insignia.

### GRAVEROBBER SILENCER - CR 4

Medium NE Undead (graverobber, patriot) Cryptic 5  
XP 1,200

**Init** +1 **Senses** Darkvision 60 ft, Perception +1  
**Languages** English, Russian

### Defense

**AC** 16 **Touch** 13 **Flatfooted** 13 (+3 DEX, +3 armor)

**HP** 5d8+5 hp (31 HP)

**FORT** +2 **REF** +7 **WILL** +5

**Immune** undead immunities

**Defensive Abilities** Altered Defense (+2 bonus), Hidden Pattern +4, Trapfinding

**Weaknesses** Sunlight Vulnerability

### Offense

**Spd** 30 ft

**Melee** +3 fractal cutter (3d4 slashing, 19-20/x2), +3 bite



(1d4 piercing, 20/x2\*)

**Ranged** +7 Glock 17 (2d6 ballistic, 20/x2, 30 ft, single shot, 17 box)

**Ranged Touch** +6 disrupt pattern (1d6+INT damage, 20/x2, 30 ft maximum range)

**Special Qualities** Born Again, Sunlight Vulnerability

**Psionics** (ML 5<sup>th</sup> Concentration +9)

*Second Level* – Cloud Mind (W-DC 15), Distracting Strike (W-DC 15)

*First Level* – Chameleon, Inevitable Strike, Minor



Metamorphosis

*Talents* – Conceal Thoughts, Distract (W-DC 13)

**Power Points** 15

### Statistics

**Str** 11 **Dex** 16 **Con** - **Int** 16 **Wis** 13 **Cha** 13

**Base Atk** +3 **CMB** +3 **CMD** 16

**Feats** Combat Reflexes, Deceitful, Scribe Tattoo, Up the Walls

**Skills** Acrobatics +11, Autohypnosis +9, Bluff +11, Climb +11, Diplomacy +9, Disguise +9, Sense Motive +9, Stealth +17

**Gear** fractal cutter, mwk. Glock 17 and 2x clips, utility bodystocking (sun-proofed), smart phone

### Ecology

**Environment** any

**Organization** solitary or accompanying a squad of 4-6 Graverobber Bulletstoppers or 2-4 Black Operators

**Treasure** standard (including gear)

### Special Abilities

#### **Binding Pattern (SU)**

The Graverobber Silencer can cause creature struck with her disrupt pattern ability to be entangled for up to three rounds, though the disrupt pattern damage is minimized (all bonus damage dice treated as 1s). Entangled creatures may attempt to break free as a move action, making a STR or Escape Artist check (DC 15)

#### **Branding Pattern (SU)**

The Graverobber Silencer can manipulate the pattern of one energy to mark them with a ranged touch attack. Until the Silencer's next turn, any time she makes a successful attack against the marked target she deals an additional amount of hit point damage equal to her INT modifier (+3).

#### **Born Again (SU)**

*Standard Graverobber racial trait. See above.*

#### **Draining Bite (EX)**

Silencers have a natural bite attack as a secondary attack that inflicts 1d4 modifier points of piercing damage. Silencers inflict 1 point of temporary CON damage on a critical hit, or if they bite a helpless, willing or restrained target. Each point of CON drained heals the Silencer for 5 Hit Points if wounded.

#### **Sunlight Vulnerability (EX)**

Silencers are extremely sensitive to sunlight, and suffer 1d6 points of fire damage each round, when exposed to sunlight, or 1d4 points of fire damage if exposed to dim sunlight (such as on a cloudy or rainy day, or at sunrise or sunset). Silencers with total cover do not take damage from

sunlight, nor do Silencers wearing specialized, sun-proofed clothing or armor.

### Nature

Gravedigger Silencers are returned to (un)life through a more advanced, less visibly damaging process than ordinary Gravedigger soldiers. Rather than frontline troops, Silencers are trained and programmed to serve as assassins and spies. The corpses of female soldiers are used exclusively, and the process that resurrects a Silencer incorporates vampire DNA.

Gravedigger Silencers can easily pass for humans and on night missions, they are as likely to be found in elegant evening wear as their full-body armored skinsuits. They are adept seductresses, though they must continually chew gum or guzzle breath spray to mask the odor of rot and carrion coming from their re-built bowels. The surgical scars marring their beauty can easily be concealed beneath ordinary clothing, and are much less obvious than the more extreme scarification displayed by Bulletstoppers and Infantry.

## **HARD GENE ALLEY QUEEN - CR 5**

*Large LE Monstrous Humanoid (Hard Gene, Mutant, Psionic) Tactician 6*

**XP** 2,400

**Init** +0 **Senses** Darkvision 30 ft, scent, Perception +2

**Languages** English, one of Arabic, Farsi, or Spanish

### Defense

**AC** 13 **Touch** 9 **Flatfooted** 13 (-1 size, +4 armor)

**HP** 6d8+36 (67 HP)

**Fast Healing** 3

**FORT** +8 **REF** +2 **WILL** +7

### Offense

**Spd** 40 ft

**Melee** +6 shortsword (1d6+2 slashing, 20/x2)

**Ranged** +4 advanced SMG (2d6 ballistic, 20/x2, 50 ft range increment, full auto, 20 box)

**Combat Options** Coordinated Strike +2

**Special Qualities** Collective, Coordinate, Improved Share, Share, Strategy, Spirit of Many, Telepathy (with collective)

**Psionics (ML 6<sup>th</sup> Concentration +10)**

**Third Level** – Battle Transformation, Forced Share Pain (W-DC 17)

**Second Level** – Coordinate as One, Empathic Transfer

**First Level** – Circumstance Shield, Skills as One

**Talents** – Detect Psionics, Telepathic Lash (W-DC 14)

**Power Point Reserve** 49

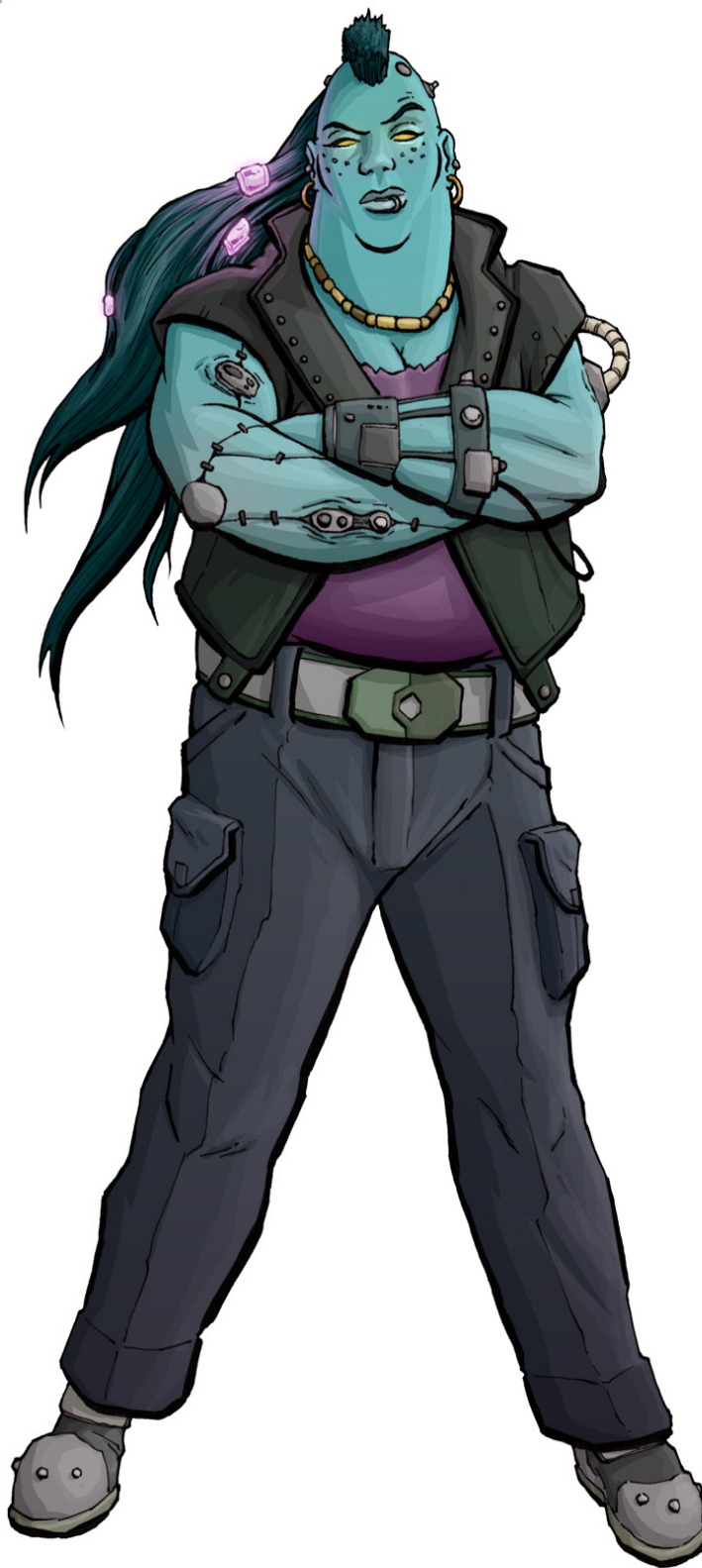


**Statistics****Str** 15 **Dex** 11 **Con** 22 **Int**19 **Wis** 15 **Cha** 14**Base Atk** +4 **CMB** +7**CMD** 17**Feats** Cushion the Blow, Expanded Strategies, Iron Will, Outflank, Psionic Talent**Skills** Autohypnosis +8, Bluff +11, Diplomacy +8, Knowledge (local) +12, Knowledge (psionics) +13, Intimidate +13, Sense Motive +11**Gear** advanced SMG and 3x clips, racing leathers, short sword, smartphone**Ecology****Environment** any urban (prefers the better parts of Old Detroit)**Organization** solitary or accompanied by 1d4+1 Street Freak bodyguards**Treasure** double standard (in lair)**Special Abilities****Mutant Dominance (SU)**

Mutants with a blue phenotype are feared and respected by their genetic brothers and sisters. The Hard Gene Alley Queen receives a +1 morale bonus on melee attack and damage rolls against targets with the Mutant subtype, and increases the Saving Throw DC of her psionic abilities by +1 against targets with the Mutant subtype.

**Stay In the Fight (SU)**

Hard Gene Alley Queens are pretty much impossible to put down for good; they're tough, tenacious and justifiably pissed off at the way *flat-scans* have screwed their race over through recent history.



When in combat with any opponent with the human subtype, the Hard Gene Alley Queen may expend her psionic focus to receive a +1 morale bonus on attack and damage rolls and armor class for one round. The Hard Gene Mutant can expend his psionic focus in this manner as an immediate action.

**Nature**

The Hard Gene Alley Queen controls one of the fearsome Mutant-only street gangs that the scared-shitless *baseline* media says have taken over Old Detroit. In this case, the human media's got it right. The Alley Queen and her gang of Mutant street freaks and genetic predators have staked out a territory a square mile or two in diameter. The Alley Queen- much smarter a ton meaner than the norm- controls numbers, prostitution and the local trade in Mutant-specific drugs and black market gene-blankers. She's got contacts to the world wide mutant underground, but politics doesn't interest her. If she ever gets a Mutant to safety from some Hunt Club or a Watchtower sweep, it's because she stood to earn from it.

The Hard Gene Alley Queen is an imposing,

sky-blue skinned woman well over nine foot tall. She weighs as much as a compact car, with a bulging pot belly hanging down over her armored leathers.





## **HARD GENE BEAT COP - CR 8**

*Large LN or LG Monstrous Humanoid (Hard Gene, Mutant, Psionic) Combatant 9*

**XP** 4,800

**Init** +0 **Senses** Darkvision 30 ft, Scent, Perception +15

**Languages** Arabic, Aklo, English, Spanish

### Defense

**AC** 14 **Touch** 11 **Flatfooted** 14 (-1 size, +2 class, +1 natural +2 armor)

**HP** 9d10+45 hp (99 HP)

**FORT** +11 **REF** +6 **WILL** +5

**Fast Healing** 1

**Defensive Abilities** Improved Evasion, Improved Uncanny Dodge

### Offense

**Spd** 70 ft

**Melee** +15/+10 unarmed strike (2d8+9 bludgeoning, 20/x2 plus grab if target is size Huge or smaller)

**Ranged** +8 Glock 17 (2d6 ballistic, 20/x2, 30 ft range increment, semi auto, 17 box)

### Statistics

**Str** 22 **Dex** 11 **Con** 20 **Int** 13 **Wis** 14 **Cha** 8

**Base Atk** +9 **CMB** +16 (+20 grapple, +17 bullrush) **CMD** 26 (28 vs grapple, 27 vs bullrush)

**Combatant Techniques** Bee Stance, Hardening, Refocus, Strength Surge

**Feats** Cleave, Great Cleave, Greater Grapple, Improved Grapple, Power Attack, Weapon Focus (unarmed strike),



Weapon Specialization (unarmed strike)

**Skills** Acrobatics +7, Climb +12, Intimidate +11, Knowledge (local) +13, Stealth +12, Perception +15

**Gear** Glock 17, 2x spare clips, mwk handcuffs x2, smart phone, +1 uniform

### Ecology

**Environment** any urban (usually operating out of the crappiest and most brutal neighborhood in Old Detroit)

**Organization** solitary or accompanied by 2d6 human or Hard Gene Fighters 1-2

**Treasure** standard (including gear)

### Special Abilities

#### **Counter Grapple (EX)**

The Hard Gene Beat Cop may make an attack of opportunity against a creature attempting to grapple him. This does not allow the Hard Gene Beat Cop to make an attack of opportunity against a creature with the Greater Grapple feat, or the Superior Grapple class ability. The Hard Gene Beat Cop may use this ability even if his opponent has total cover or concealment, and even if he is flat-footed.

#### **Superior Grapple (EX)**

The Hard Gene Beat Cop offers no penalties on attack rolls, can make attacks of opportunity while grappling and retains his DEX bonus to AC when pinning an opponent or when grappled. He gains the grab special attack when using unarmed strikes against creatures of size Huge or smaller.

#### **Improved Evasion (EX)**

The Hard Gene Beat Cop takes no damage on a successful REF Save to evade an area effect attack, and only half damage on a failed REF Save. The Hard Gene Beat Cop cannot gain the benefit of Improved Evasion when helpless or unconscious.

#### **Improved Uncanny Dodge (EX)**

The Hard Gene Beat Cop has the ability to react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his DEX bonus to AC if immobilized. A warrior with this ability can still lose his DEX bonus to AC if an opponent successfully uses the feint action against him.

The Hard Gene Beat Cop can no longer be flanked, unless the attacker has at least 4 more Rogue levels than he does Combatant levels.

#### **Mutant Warrior (EX)**

By expending psionic focus as an immediate action, the Hard Gene Beat Cop enters a combat trance. For one round, any damage dice the Hard Gene Beat Cop rolls for natural

weapon attacks, slams or unarmed strikes 'explode' when rolling their maximum. If a damage dice rolls the highest possible number, re-roll the dice and add the new total to the damage inflicted.

### **Techniques (EX)**

The Hard Gene Beat Cop can use either known technique a total number of times per day equal to 3 + his WIS modifier (5 daily uses).

#### **Technique: Refocus (EX)**

As a move equivalent action, the Hard Gene Beat Cop gains a new saving throw to shake off the *shaken*, *stunned*, *sickened* or *nauseated* conditions.

#### **Technique: Strength Surge (EX)**

As a move-equivalent action, the Hard Gene Beat Cop can re-focus his will. Doing so allows him to recover Hit Points equal to his STR modifier (usually 6 HP) as natural healing.

### Nature

The Hard Gene Beat Cop is a massive wall of muscle and scale wrapped up in a XXXX-L Detroit PD uniform that's still too tight on his hulking frame. He's a good, honest cop with a face like a snarling dragon. Don't offer him a bribe, don't disrespect him, and don't fuck with the ordinary human citizens in his sector, don't rape, kill or deal on his turf, if you know what's good for you. This curt and perpetually surly Mutant warrior reacts with scary speed at the first whiff of danger and is always looking for a good fight. As far as he's concerned, as long as he brings the suspect in breathing it wasn't excessive force.

The Hard Gene Beat Cop is a bit smarter than he looks (he'd almost have to be), and knows the languages of the Old Detroit street. Most of the local Hard Genes and other native muties tend to be a bit wary of this superhumanly strong brawler, and a lot of them think of him as a race traitor for arresting his own kind.



## HELLGRIN - CR 9

Large CE Outsider (chaotic, evil, extraplanar demon)

XP 6,400

**Init** +8 **Senses** lowlight vision, Darkvision 60 ft, scent, Perception +9

**Languages** Abyssal, Infernal, Draconic, English, Russian, a few others

### Defense

**AC** 22 **Touch** 13 **Flatfooted** 18 (-1 size, +4 DEX, +9 natural)

**Damage Reduction** 5/magic, good **HP** 14d8 + 56 hp (119 HP)

**FORT** +8 **REF** +8 **WILL** +8

**Immune** Electricity, Poison

**Resist** Acid 10 Cold 10 Fire 10

### Offense

**Spd** 30 ft **Climb** 30 ft

**Melee** +15/+10 hearttaker claw (1d12+6 piercing, 20/x2 plus heart rip)

**Ranged** +13/+8 acid spit (2d6 acid, 20/x3, 25 ft range increment)

**Spell Like Abilities** (CL 14<sup>th</sup>)

**Concentration** +17)

**Constant** – undetectable alignment

**At Will** – alter self (to an obese human male only)

**1x/day** – summon (level 3, one Vrock 45% or one Kytton 70%)

### Statistics

**Str** 23 **Dex** 19 **Con** 18 **Int** 13 **Wis** 9 **Cha** 16

**Base Atk** +10 **CMB** +17 **CMD** 31

**Feats** Critical Focus (hearttaker claw), Deceitful, Dodge, Mobility, Improved Initiative, Spring Attack, Wind Stance  
**Skills** Acrobatics +14, Bluff +15, Disguise +15, Intimidate +13, Knowledge (local) +11, Perception +9, Sense Motive +9

### Ecology

**Environment** any (prefers urban areas, native to the Abyss)

**Organization** always solitary

**Treasure** standard

### Special Abilities

#### **Heart Rip** (SU)

Hellgrins like nothing better than punching a victim's heart out the back of their ribcage and eating the delicacy while



it's still pumping arterial spray. On a confirmed critical hit against a creature with a reasonably normal organic anatomy, the Hellgrin has ripped out its victim's heart. The victim dies instantly; on its next action, the Hellgrin can devour the heart as a move-equivalent action.

Doing so prevents the victim from being raised or resurrected. In addition, the Hellgrin learns three vital facts about the victim. These facts are always of great personal importance, such as the whereabouts of parents or loved ones, blackmail material, passwords or secret bank account numbers, military secrets, the location of buried treasure, ect. The Game Master can randomly determine what information is learned, or decide that the information learned is somehow connected to the activities undertaken during the victim's last hour of life. Hellgrins use this



ability to learn more and more damning information about their chosen victim by slaughtering his enemies and allies alike.

### **Wind Stance (EX)**

When a Hellgrin moves more than 20 ft in a round, it gains 20% concealment against ranged attacks for one round.

### **Nature**

Hellgrins are disgusting decapedal demons. They have four stumpy legs, with thighs like a 400 lb shut-in, which end in spines seemingly too slender and delicate to support their enormous bulk. Their milk white body is girded in cellulite and stinks of indifferently washed fat. Six grasping, twitching and compulsively spasmodic arms end in razor sharp talons. Hellgrins have no head, eyes or features, save for a massive fanged maw that stretches across their bulging belly like a spree killer's fixed grin.

Hellgrins take human form to torment mortals on the verge of committing truly historic sins. In their portly and well-fed human disguises, Hellgrins are a plague on the planet's black ops community. Many maintain human identities as senior intelligence analysts, policy makers and the kind of section chiefs that can always sweep the killing of a few civilians under the rug for a favorite asset. Tempting soldiers into becoming war criminals is a favorite game for Hellgrins, and many work both sides of a conflict under different identities purely to extend the chaos and misery.

Hellgrins practically OWN Puzzle Ops already and are salivating at the prospects for fartyher temptation and atrocity the Spencer Administration offers.

## **HELL RIDER - CR 5**

*Medium CE Undead (fire)*

**XP** 6,400

**Init** +6 **Senses** Darkvision 60 ft, lowlight vision, Perception +2

**Languages** Abyssal, Celestial, English, Infernal

### **Defense**

**AC** 17 **Touch** 13 **Flatfooted** 14 (+2 DEX, +1 dodge, +4 armor)

**HP** 14d8+42 hp (105 HP)

**FORT** +4 **REF** +8 **WILL** +11

**Immune** undead immunities, Fire

**Resist** Electricity 10

### **Offense**

**Spd** 30 ft

**Melee** +17/+12 flaming burst heavy mace (1d8+6 bludgeoning +1d6 fire, 20/x2)

**Ranged** +13/+8 flaming Desert Eagle (2d8 ballistic +1d6 fire, 20/x2, 40 ft range increment, semi auto, 9 box)

**Spell-Like Abilities (CL 14<sup>th</sup> Concentration +16)**

*At Will* – Summon (Hell's Charger, 100%)

- Fear (W-DC 16)

### **Statistics**

**Str** 21 **Dex** 15 **Con** - **Int** 11 **Wis** 14 **Cha** 16

**Base Atk** +10 **CMB** +15 **CMD** 27

**Feats** Cleave, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (drive)

**Skills** Craft (mechanical) +17, Disable Device +19 (+33 hotwire), Drive +25, Intimidate +20, Knowledge (local) +17

**Gear** +2 buff coat, +1 flaming burst heavy mace (tire jack), +1 flaming Desert Eagle and 3x spare clips

### **Ecology**

**Environment** any urban

**Organization** solitary or leading a gang of 12-15 mortal OC Gangsters or similar creatures

**Treasure** standard (including gear)

### **Special Abilities**

#### **Open Hell's Garage (SU)**

The Hell Rider thrives on high horsepower and dangerous speed. As a standard action, the Hell Rider can summon an infernal sports car. His Hell's Charger is a gleaming, obsidian sports car that could be a demonically customized muscle car with wheels of flame.

The Hell's Charger inflicts 4d6 points of additional damage on a successful ram attempt; half this damage is fire, half this damage is unholy damage not subject to energy



resistance or immunity. The Hell's Charger never takes damage when it rams another creature or vehicle, but takes damage normally if it is rammed. The Hell's Charger is immune to Fire damage, as is its owner.

While behind the wheel of Hell's Charger, the Hell Rider is especially terrifying. The Hell Rider can use *fear* as a move-equivalent action while driving the vehicle.

If the Hell's Charger is destroyed, the Hell Rider cannot summon it again for 24 hours. Once dismissed, it always returns when summoned again with at least half Hit Points if it had fewer. If operating any other vehicle, the Hell Rider can transform it into his Hell's Charger as a standard action, provided he is able to summon it.

## HELL'S CHARGER

**Huge Land Vehicle**

**Cost -**

**Squares 4 (10 ft x 10 ft)**

**AC 8 (-2 size) Hardness 16 HP 52**

**Base Save +3**

**Offense**

**Maximum Speed 500 ft**

**Non-Combat Speed 120+ mph**

**Acceleration 150 ft**

**Propulsion infernal engine**

**Driving Check Drive**

**Driving Space right forward square**

**Forward Facing forward of the passenger compartment**

**Decks 1**

**Unholy Car Thief (SU)**

The Hell Rider is a master car thief. He adds his Hit Dice (+14) as a competence bonus on Disable Device checks made to hotwire a vehicle.

**Nature**

Hell Riders are insufferably arrogant street racers who died behind the wheel and crawled out of hell, still burning and screaming, because they hadn't won enough midnight races in life. They crave speed, love the thrill of ram-racing some mortal driver over the side of a mountain road more than they love pussy or blood.

Quite a few of these masterful undead street racers maintain ties to the car thieves, outlaw MCs, lowriders and gangsters they knew in life, using their still-living former friends as little more than bait or obstacles to make a race a little more challenging. Humans caught up in the Hell Rider's wake tend not to live too long. Hell Riders are a plague on the Rust Belt and the freeways of Los Angeles, anywhere car-

crash corpses pile up and warp the cycle of life and death.

Hell Riders resemble the men they were in life, but are bigger, tougher and a lot more aggressive and stunningly more dangerous. They dress all in black leather and dark denim, and smile constantly, sadistically, thoroughly enjoying their unlife. They'd be roguishly handsome, if not for the fact that everything above their eyes is ebony flame, and the shattered chunks of their skull orbit their body like tiny, blood-soaked, burning planets encircling a black star. Hell Riders carry rough, streetcorner weapons sheathed in this same flame. Their ebony steel sheathed in fire, with the same aggressive style as the undead men behind the wheel.

## HUNT CLUB MEMBER - CR 1

*Medium LE or NE Human Fighter 1, Ranger 1*

**XP 400**

**Init +1 Senses Perception +5**

**Languages** English, possibly one other Earth language of choice

**Defense**

**AC 15 Touch 11 Flatfooted 14 (+1 DEX, +4 armor)**

**HP 2d10+2 hp (17 HP)**

**FORT +7 REF +5 WILL +2**

**Offense**

**Spd 30 ft**

**Melee +3 dagger (1d6+1 slashing, 19-20/x2)**

**Ranged +4 mwk. combat shotgun (2d10 ballistic, 20/x2, 30 ft range increment, full auto, 10 internal)**

**Favored Enemy** Humanoids (Mutant)

**Special Qualities** Favored Enemy, Track, Wild Empathy

**Spell-Like Abilities (CL 10<sup>th</sup> Concentration + 10)**

**1x/week** – Summon (1 Watchtower Type-1 Combat Mecha, 10% chance or 1 Watchtower Delta-Guardian, 25% chance)

**Statistics**

**Str 13 Dex 12 Con 12 Int 11 Wis 11 Cha 13**

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

**Feats** Great Fortitude, Iron Will, Run

**Skills** Climb +6, Intimidate +6, Perception +5, Survival +5

**Gear** tactical ballistic vest, dagger, mwk. combat shotgun, 30 rounds, smartphone

**Ecology**

**Environment** any

**Organization** gang (1d4+2), rally (3d8), possibly accompanied by 1-3 Watchtower Delta Guardian mecha

**Treasure** standard (including gear)



## Special Abilities

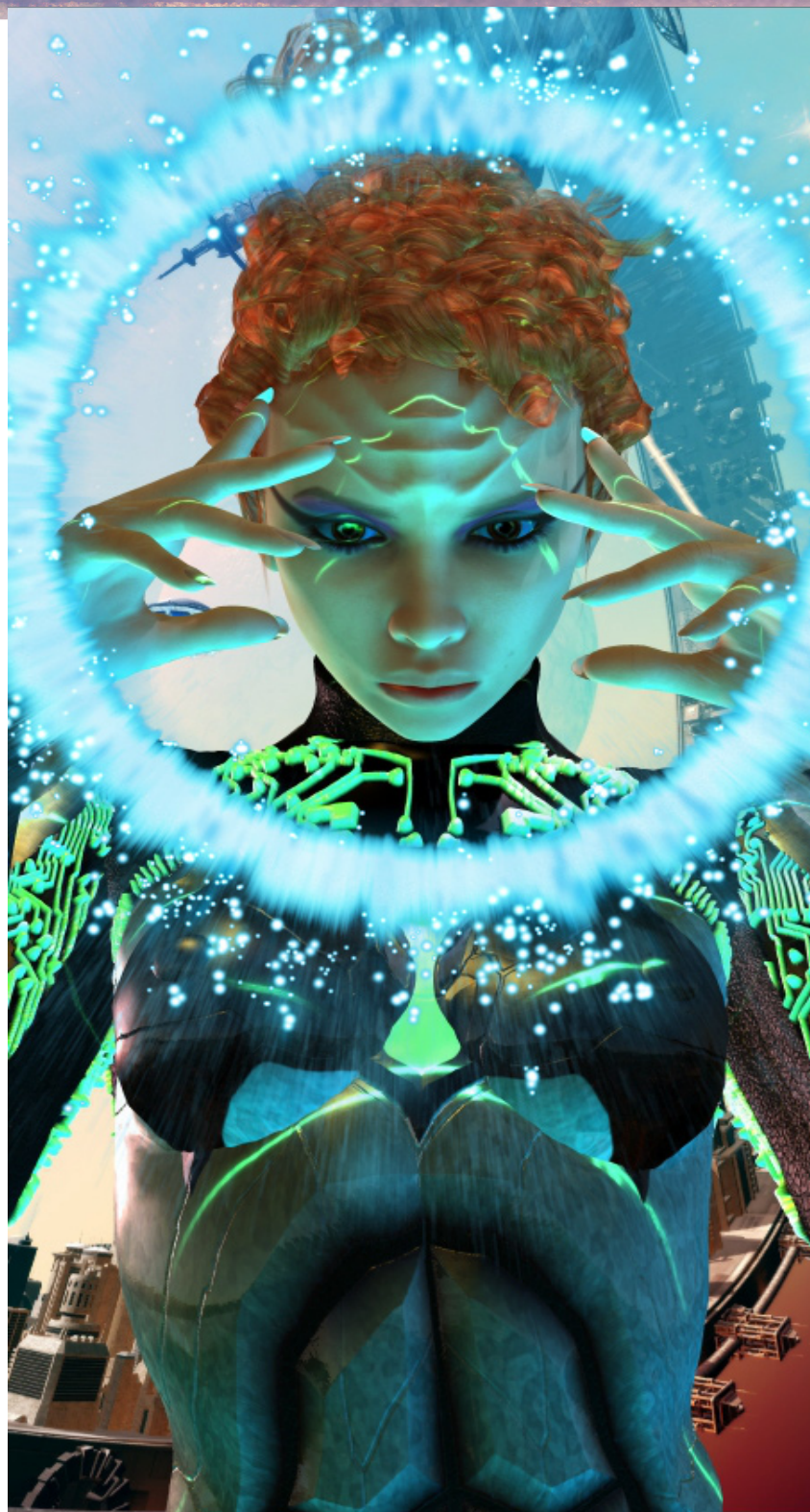
### Track (EX)

The Hunt Club Member adds half his Ranger level (currently +1) on Survival skill checks to follow tracks.

### Nature

There's been "Hunt Clubs" since J. Edgar Hoover was in office. Rich old bastards with some basic weapons training, a car trunk full of ammunition and enough money and connections to go cruising into the Mutant ghettos, bag a couple of *homo superior* like a prize buck as openly as a hunter on the first day of the season and get away with it. A lot of Hunt Clubbers have military or police experience and can afford decent gear and body armor, but they're not that dangerous except in numbers. And they always come in numbers.

The real danger is that one of the Hunt Clubbers is well connected enough to have a sat-phone and the capability to call in a Watchtower assault mecha via orbital bounce. Then all of a sudden, an angry old man with an expanding gut stuffed into camo and armor becomes a deadly threat, because suddenly, he's in command of one of the deadliest



anti-mutant weapons systems ever devised. Run.

### Similar Creatures

#### *Hunt Club Kill-Sat Spotter* – CR 1

This fat old bastard carries a satellite linked radio system that controls a military kill-sat. He trades his Summon ability for a 1x/week use of *Kinetic Kill Weapon* with an effective CL 15th. This spell-like ability has a 50% chance of actually working; failure wastes the weekly use to no effect.

#### **HUXLEY CHILDE** – CR 3

Medium LE or NE Humanoid  
(aberration, Elan) Psion  
(telepath) 4

XP 800

Init +0 Senses Perception +2

Languages English

### Defense

AC 15 Touch 14 Flatfooted 15(+1 armor, +4 shield\*)

HP 4d6 hp (17 HP)

**Damage Reduction** 2/-  
against slashing damage only  
**FORT** +1 **REF** +1 **WILL** +8

**Weaknesses** Cybernetic Security Risk -4

### Offense

Spd 40 ft

**Melee** +1 dagger (1d4-1 slashing, 19-20/x2)

**Psionics (ML 4<sup>th</sup>)**

**Concentration** +11)

**Second** –Brainlock (W-DC

18), Compelling Voice (W-DC 18), Ego Whip (W-DC 18)

**First** – Attraction^ (W-DC 17/3pp), Circumstance Shield, Force Screen\*, Mindlink, Mindthrust^ (W-DC 17/3pp), Sense Link (W-DC 17/3pp)

**Talents** – Detect Psionics, Empathy, Telepathic Lash^ (W-DC 16/3pp)

**Power Points** 35

\* accounted for in statblock



^Saving Throw DC assumes the Huxley Childe is spending power points to augment this ability to the greatest extent possible, via her Mental Intrusion class ability. Modified pp cost is given in parenthesis.

### Statistics

**Str 6 Dex 11 Con 11 Int 23 Wis 14 Cha 13**

**Base Atk +2 CMB +0 CMD 10**

**Feats** Iron Will, Improved Iron Will, Psionic Talent, *Skill Focus (autohypnosis), Speed of Thought, Telepathic Link*

**Skills** Autohypnosis +11, Intimidate +8, Knowledge (psionics) +13, Sense Motive +9

**Gear** blade silk robes, mwk. dagger

### Cybernetics

**Headware** – Onboard Computer, Feat Database (skill focus: autohypnosis). Feat Database (speed of thought), Feat Database (telepathic link)

### Ecology

**Environment** any

**Organization** solo or cadre (3d4 + Combat Mentat tutor/guardian)

**Treasure** double standard (including gear, most in quarters)

### Special Abilities

#### **Resilience (SU)**

When the Huxley Childe takes damage, she can spend power points as an immediate action to reduce its severity. She can reduce the damage she is about to take by 2 HP per power point spent.

#### **Repletion (SU)**

The Huxley Childe can spend 1 power point to sustain herself. If she does so, she does not need to eat or drink for 24 hours.

### Nature

The Huxley Emergence has bred a superior race of evolved humanity, the culmination of their eugenic hopes and dreams for mankind. Though seemingly childlike and innocent, these petite young psions are the mental equal of any *baseline* homo sapiens, and the superior of most.

Huxley Childe are strange and imperious. They carry themselves like little emperors, and having been reared by an isolated psi-supremacist cult of telepaths, they hold few emotions for humanity other than scorn. The kindest of them feel pity for the *headblind*, for the *flatscans*....for whatever euphemisms for 'inferior' are trending hottest in their mind-hives.

Huxley Childe are androgynous, and both genders wear their hair short, and many shave off all hair entirely. They

have the intense stare of a telepath three times their age, and the bearing of a young emperor or empress. They are dressed in shimmering robes of psycho-active silk.

## **HUXLEY MURDER MIND - CR 23**

*Colossal CN Aberration (kaiju, psionic)*

**XP** 820,000

**Init** +2 **Senses** Blindsight 1,000 ft, Perception +4

**Languages** Understands English but cannot speak, *telepathy* 500 ft

**Aura** Psi-Static Aura (30 ft, all non-psi creatures gain the Psionic subtype temporarily, W-DC 35 negates for 1d4 rounds)

### Defense

**AC** 35 **Touch** 5 **Flatfooted** 35 (-8 size, -1 DEX, +20 natural, +10 armor, +4 deflection)

**HP** 42d8+504 hp (694 HP)

**Fast Healing** 15

**FORT** +26 **REF** +13 **WILL** +28

**Immune** mind-affecting abilities, visual effects (blind), Electricity, Force

**Resist** Acid 30, Cold 30, Fire 30, Negative Energy 30, Sonic 30

### Offense

**Spd** 60 ft

**Melee** two +45 slams (4d6+25 bludgeoning, 20/x3 plus 2d8 electrical plus grab) plus +45 bite (4d6+12 piercing, 20/x3 plus 2d6 acid)

OR +45 vital strike slam (16d6+25 bludgeoning, 20/x2 plus 2d8 electrical plus grab)

**Ranged** four +18 psi-lightning bolts (4d6 electrical, 20/x3, 50 ft range increment plus power point loss, W-DC 35 negates)

**Special Attacks** Swallow Whole (4d6+25 piercing plus 2d8 electrical and 2d6 acid, AC 20, HP 110),

Parasitic Psi-Lightning Breath Weapon (20d6 electrical plus parasitic psionics, R-DC 35 half, 10,000 ft x 60 ft line, usable once every minute)

Constrict (4d6+25 bludgeoning)

**Special Qualities** Ferocity, Hurl Foe, Massive, Recovery

**Spell-like Abilities (CL 42<sup>nd</sup> Concentration +46)**

*1x/day* – Teleport Without Error

### Statistics

**Str 61 Dex 6 Con 35 Int 3 Wis 18 Cha 6**

**Base Atk** +28 **CMB** +61 (+62 bullrush and sunder) **CMD** 69

**Feats** Bleeding Critical, Cleave, Crippling Critical, Critical Focus, Critical Mastery, Dreadful Carnage, Furious Focus, Great Cleave, Greater Bull Rush, Greater Sunder, Greater Vital Strike, Improved Bull Rush, Improved Initiative, Improved Sunder, Improved Vital Strike, Rebuffing



Reduction, Power  
Attack, Toughness,  
Vital Strike  
**Skills** Intimidate +40

### Ecology

**Environment** any  
land (keep under deep  
sedation in the main  
Huxley Emergence  
facilities in India)

**Organization** unique,  
will only ever be  
deployed as the  
centerpiece of a major  
Huxley Emergence  
assault

**Treasure** incidental

### Special Abilities

#### **Annihilating**

#### **Recovery (SU)**

When the Huxley  
Murder Mind is  
reduced to 0 Hit Points  
and its Recovery  
special quality  
triggers, it returns to  
its lair in the Huxley  
Emergence's secret  
lair in India via a quick  
and dirty teleportation  
system buried in its  
guts. The teleport  
process is immensely  
destructive, unleashing  
as much energy as a  
high-yield nuke as  
wells as discordant  
psionic energies that  
can potentially drive  
millions insane, or  
uplift hundreds of new  
psions.

When reduced to  
0 HP, the Murder  
Mind teleports out, as  
*teleport without error*, to its lair, which is not considered  
a daily use of its *teleport without error* spell-like ability.  
When it does, it unleashes a 100 ft burst upon the space it  
left. All creatures and objects within this area suffer 30d6  
electrical damage (REF DC 35 half). Creatures within  
this 100 ft burst who survive the electrical discharge gain

either Psionic Talent or Wild Talent as a racial bonus feat,  
depending on whether or not they already possess a power  
point reserve.

In addition, all living, intelligent creatures within 100  
miles of the site of the creature's defeat are affected as  
if by *induce nightmare* (W-DC 15, 3d10 damage) for  
1d6+1 nights. Those within several thousand miles of





the creature's defeat suffer disturbing and horrific, but non-psionic and non-lifethreatening dreams for weeks afterwards.

### **Mind Burn (Ps)**

Intelligent creatures with a psionic power point reserve may not apply Electrical Resistance nor Electrical Immunity to the Murder Mind's electricity based powers.

### **Murderous Mentality (Ps)**

Anytime the Huxley Murder Mind slays a creature with any of its psionic abilities, the creature recovers a number of Hit Points equal to twice (2x) the slain creature's Hit Dice. Excess Hit Points are gained as temporary HP which fade after a minute. The Murder Mind can gain a number of temporary HP equal to half its maximum HP total (347 temporary HP).

### **Parasitic Psionics (Ps)**

The Huxley Murder Mind can fire painful blasts of psionic lightning that burn power points directly out of the brains of their target. A psionic target struck by one of the Murder Mind's parasitic psi-bolts or parasitic psi-lightning breath weapon loses a number of power points equal to the damage inflicted by the power, unless they succeed at a DC 35 WILL Save.

If a target has fewer power points remaining than the amount of PP lost, the target suffers 1d4 points of HP additional HP damage per extra power point, and can attempt a DC 35 WILL Save to negate this additional damage. For every 20 points of additional HP damage suffered in this way, the victim also suffers an additional 1d6 points of temporary INT damage.

Non-psionic creatures damaged by the parasitic psi-bolt suffer no additional effect beyond mere damage.

### **Psi-Static Aura (Ps)**

The Murder Mind radiates a continual field of ionic energy that induces a short-lived psionic condition in mundane neuro-structures. All creatures within 30 ft of the Murder Mind gain the psionic subtype for as long as they remain within the aura and for 1 round after ward.

Non-psionic creatures caught within this aura can attempt a DC 35 WILL Save to suppress the temporary gain of the psionic subtype at the beginning of their turn; doing so renders them immune to the psi-static aura for 1d4 rounds.

### **Teleportation Deployment (SP)**

The Huxley Murder Mind can use *teleport without error* once per day, as a spell-like ability. The range of this ability is limited to the confines of Earth's solar system, with

the maximum range topping out somewhere out past the asteroid belt.

### **Nature**

The Huxley Murder Mind is a genetically engineered WMD spawned from the stolen genes and sectioned brain tissue of murdered psions. The Emergence has only commissioned the creation of a single Murder Mind, as maintaining their control over the raging, psi-capable behemoth is a massive tax on even their limitless resources. The Murder Mind lies in a drug-induced coma in a massive, adamantine coffin buried more than a kilometer beneath the Emergence's Delhi headquarters, an ever-present threat. The Huxley Emergence holds several dozen ICBM silos at black sites across the world, but considers their meticulously engineered Murder Mind as their pre-eminent weapon of deterrence.

The Huxley Murder Mind has not yet been deployed, and the protocol for its deployment is simplistic in the extreme. Pull all Huxley assets (both overt and covert) from an area at least the size of a country, if not the target continent as a whole, and then teleport the Murder Mind in. The Murder Mind kills *everything* and when it eventually falls to a massed post-human counter strike, the creature's carcass teleports back to the Delhi facility to begin its regeneration. The destruction wrought by its rampage is almost as horrific as the spoil-sport dirty psi-nuke triggered by the creature's retreat.

The Huxley Murder Mind is a goliath, octopod creature taller than a skyscraper. It moves in a low, squelching scuttle, moving swiftly despite a bulk that can crack the streets and shatter small buildings. The creature's slick, oozing flesh is a pale green that fades to milk white around each SUV-sized sucker. The blood-red beak is capable of shearing a subway train in two with a single bite. The Murder Mind has no eyes, just pulsing, lightning-lit brain tissue beneath a smoked glass dome that ends just before its squid-like maw. The creature cannot speak, though it does comprehend language dimly. Its animalistic howls, both vocal and psionic, can be heard for miles.



## IMPENDANT - CR 24

Large LN or LE Outsider (lawful, native, temporal)

XP 1,230,000

**Init** +4 **Senses** Darkvision 500 ft, lowlight vision, *true seeing*, Perception +41

**Languages** English or other language of choice, *truespeech*

### Defense

**AC** 22 **Touch** 22 **Flatfooted** 10 (+4 DEX, +8 insight)

**HP** 37d10 +148 hp (518 HP)

**FORT** +16 **REF** +29 **WILL** +29

**Immune** magic and psionics, aging, temporal effects, ability score damage/drain, negative energy, radiation, suffocation, vacuum

**Resist** Acid 20 Cold 20, Electricity 20, Fire 20, Force 20, Pleasure 20, Sonic 20

### Offense

**Spd** 40 ft **Flight** 120 ft (perfect)

**Melee** two +41 slams (1d8+4 bludgeoning +2d10 energy\*, 20/x2)

**Ranged** +41/+36/+31/+26 energy blasts (4d12 energy\*, 19-20/x4, 1,000 ft range increment)

**Special Qualities** No Breath

**Spell-Like Abilities (CL 40<sup>th</sup> Concentration +48)**

**Constant** – true seeing

**At Will** – disintegrate (F-DC 24)

- enlarge person (self only)
- ethereal jaunt
- interplanetary teleportation
- major creation (see text, R-DC 27 where applicable)
- teleport without error
- warp envelope

**1x/day** – time stop

- wish

### Statistics

**Str** 18 **Dex** 18 **Con** 18 **Int** 26 **Wis** 18 **Cha** 18

**Base Atk** +37 **CMB** +41 **CMD** 55

**Feats** Fly-By Attack, Hover

**Skills** Knowledge (all) all at +48, Perception +41

The Impendant has fewer feats than a being of its power would be expected to, as it has lost any connection to its former humanity, and many former skills and talents simply do not apply to a being this powerful.

### Ecology

**Environment** any

**Organization** almost always solitary

**Treasure** wildly variant – some Impendant own nothing while others create vast castles of gold, glass and diamond on the surface of Mars as a personal fortress, varies

between none to 3-4x standard at the creature's whim

### Special Abilities

#### Creation Ex Nihilo (SP)

The Impendant can rearrange matter or even create matter directly from energy, allowing him to create vast and impossible structures at a whim. The Impendant can use *major creation* at will, however he can only create massive, monumental structures and objects. These creations are permanent until they are dispelled or the Impendant chooses to dismiss them, however, the Impendant cannot create *rare materials*, such as adamantine or alchemical silver, in this manner.

If the Impendant uses this ability to trap a target within a rapidly assembling structure, this effect effectively functions as *wall of iron* instead (though the exact material can vary) and has a REF Save DC 24.

#### Quantum Demi-God (SU)

The Impendant is a perfect being, down to individual spin-states of its quanta. The Impendant is immune to almost any spells or psionic power that allows spell or power resistance. *Symbol* spells (such as symbol of death, symbol of stunning, ect) affect the Impendant normally, as its neural functioning is still human-like enough to be damaged by weaponized memes.

The Impendant gains maximum Hit Points per Hit Die and gains an insight bonus to AC equal to its INT modifier (typically +8).

The Impendant can also choose what energy type its energy blasts and slams inflict as part of the attack action. The Impendant usually wields Force unless its opponent proves resistant to this energy type, and rarely wields Pleasure.

#### Reassembling the Pieces, in Correct Order (SU)

If an Impendant is slain, the creature will automatically reform, as if resurrected by *true resurrection* within 3d6 minutes at the point of its demise. The Impendant suffers no ill effects from being returned to life in this manner, save for the loss of any items carried on its former body.

An Impendant can only return to existence like this once within any given 24 hour period. If slain again within 24 hours of a previous resurrection, the Impendant is truly destroyed.

As a lesser aspect of this power, as a move equivalent action, the Impendant can attempt a Knowledge (physical sciences) check. The Impendant regains Hit Points equal to 10 + the result of this skill check. This aspect of the ability is usable at will.







## Temporal Puppetry (SU)

At the beginning of any encounter, the Impendant rolls a number of D20 equal to its INT modifier (typically 8D20). Record these die results. At any time during the encounter, the Impendant can replace any D20 roll, either its own or that of any creature it is aware of within 1,000 ft, with any of these chosen die results. Once a die result is used, it is crossed out. The Impendant (or the affected creature) uses the result of the chosen die roll rather than the initially rolled number. Activating temporal puppetry is an immediate action.

If an Impendant completely expends this ability, it typically retreats via its teleportational power, allowing it to heal itself via *Reassembling the Peices*. If the Impendant chooses to return, it does so only minutes later, beginning a new encounter and re-engaging its adversary. If an Impendant feels the battle is truly necessary, it will repeat this hit and run tactic as many times as necessary to win.

## Nature

An Impendant is a human (or humanoid) consciousness freed from the burdens of physical matter – a soul plunged into the quantum maelstrom underpinning all reality. Impendants are extremely rare beings, with only a tiny sampling ever created on Earth, despite an intense effort on both sides of the Iron Curtain to mass-produce Impendant warrior-gods during the Cold War. Most Impendants quickly tire of human-level interaction, disappearing to other realities, theoretical realms, alternative timelines or the depths of space within a few weeks of their creation. Only those with an incredibly strong sense of identity, or particularly strong emotional ties to a particular human left behind, remain among ordinary mortals for any great length of time. Even the warmest Impendant has little interest in baseline humanity or in human politics, except at the highest and most species-defining levels. Impendants are incredibly stubborn and strong-willed, and act with decisive certainty when they have come to any decision.

Impendants are created from the souls of geniuses with an absolute, instinctive mastery of quantum physics and other sciences. Their mortal deaths must be relatively sudden and spectacular – atomic detonations usually herald the birth of a new Impendant, as do fiery crashes, teleportation accidents and dimensional anomalies. Despite the annihilation of their mortal bodies, the newborn Impendant maintains its consciousness and connection to its birth plane, and assembles a new body to inhabit. This new body is created by the Impendant's consciousness, atom by atom and quark by quark, a process which can take months and result in odd, often gory apparitions that herald the Impendant's return.

Impendants manifest themselves as luminous and utterly perfect humanoid forms which strongly resemble DiVinci's illustration of the Vitruvian Man. Some Impendants model their new bodies after the gender of their mortal selves, while others appear sexless or androgynous. Impendants rarely bother to wear clothes, carry technological devices or express any form of sentimentality or sorrow – as post-mortal beings, they need none of these things.

## IRISH MAGDALENE - CR 14

Medium LG Undead Paladin 15

XP 38,400

**Init** +3 **Senses** Darkvision 60 ft, lowlight vision, Perception +12

**Languages** Angelic, Gaelic, English, Welsh

**Auras** aura of good (15<sup>th</sup> level paladin), aura of courage, faith and resolve (10 ft, allies gain +4 vs fear, +4 vs charm, weapons treated as *good aligned* to bypass DR)

## Defense

**AC** 20 **Touch** 13 **Flatfooted** 17 (+3 DEX, +7 armor)

**HP** 15d10 +75 hp (162 HP)

**FORT** +12 **REF** +13 **WILL** +19

**Immune** undead immunities, fear

**Channel Resistance** +4

## Offense

**Spd** 30 ft

**Melee** +22/+17/+12 greatsword (2d6+6 slashing, 19-20/x2)

**Melee (with weapon bond activated)**

+23/+18/+13 flaming burst greatsword (2d6+7 slashing plus 1d6 fire, 19-20/x2)

**Ranged** +19/+14/+9 Colt M1911 pistol (2d6+1 ballistic, 20/x2, 30 ft range increment, semi-auto, 7 box)

**Special Attacks** Smite Evil (usable 5x/day, +CHA bonus, +15 damage)

**Special Abilities** Lay on Hands (7d6, usable 12x/day) Channel Energy (consumes two uses of Lay on Hands, Mercies (*blinded, diseased, exhausted, fatigued*), Divine Bond (weapon-bond, usable 3x/day)

**Spell-Like Abilities (CL 15<sup>th</sup> Concentration +20)**

**At Will** – detect evil

**3x/day** – dimension door

**1x/day** – air walk (only between sunrise and sunset)

**Spellcasting (CL 12<sup>th</sup> Concentration +17)**

**Fourth** – cure serious wounds, restoration

**Third** – holy whisper, sanctify armor, wrathful mantle

**Second** – instant armor, owl's wisdom, shield other

**First** – bless weapon, challenge evil (W-DC 16) prepared twice, hero's defiance, veil of positive energy,

## Statistics

**Str** 20 **Dex** 16 **Con** – **Int** 13 **Wis** 21 **Cha** 20



**Base Atk +15 CMB +20 CMD 33**

**Feats** Combat Expertise, Greater Disarm, Iron Heart, Iron Will, Improved Disarm, Power Attack, Weapon Focus (greatsword)

**Skills** Computer Use +4, Drive +7, Heal +23, Knowledge (history) +8, Knowledge (religion) +12, Perception +12, Pilot +10, Sense Motive +16

**Gear** +1 greatsword, mwk. Colt M1911 pistol and 3x spare clips, ring of channel resistance +4, mwk. military ballistic vest, smartphone

### Ecology

**Environment** any

**Organization** usually solitary

**Treasure** standard (including gear)

### Special Abilities

#### **Iron Heart (SU)**

The Irish Magdalene can never be compelled to a sexual act against her will. She is immune to any form of mind-influencing effect that would compel or influence sexual behavior or a sexual response. Whether or not the Irish Magdalene is immune to a specific ability depends on context. For instance, she is immune to *charm person* if the spell would compel her to sexual behavior with the caster or one of the caster's allies, but not if the same *charm* merely compelled her to drop her weapon and surrender.

### Nature

Irish Magdalenes are the unquiet ghosts of a dark period in Irish history. Each is a composite of dozens of souls, mingled memories and destiny of long dead women and unwanted children. Each Irish Magdalene was once an inhabitant of a *Magdalene Asylum* – a Catholic-run home for unwed mothers and their children, a kind of Catholic prison beyond the reach of Irish law.

The old asylums were shuttered during the 1960s, and the first Irish Magdalenes appeared roughly three decades later. They are highly capable demon hunters and vampire-killers, appearing virtually anywhere in the world that mortal life is threatened by demonic malice. Irish Magdalenes are courageous, strong-minded holy warriors who are utterly committed to Christ, to God, and to the protection of the innocent but not to the Catholic Church itself.



Despite their mistrust of the institution that led to their mortal demise, and their distaste for what it has become in the modern era, Irish Magdalenes often use Church resources and intelligence in their self-appointed missions. Their weapons, armor and mission files, not to mention the business jets that carry them around the world on their missions all come from secret Vatican black-funds. Often, Irish Magdalenes use their intimate knowledge of long-buried crimes to blackmail high ranking Church officials: barely a sin at all, compared to the lives they're saving and the old injustices they're putting right.



Several Irish Magdalenes are active in America. Some are uncovering long-buried secrets and guilt among American clergy, while others are actively trying to disentangle demonic influence from the American military. Irish Magdalenes are the prime hunters of *Necrofficers*, *Hellgrin* and the *Eugenicist Demons* which have infiltrated *Puzzle Ops*. As a result, the Magdalenes are high priority targets for all Puzzle Ops operators.

Irish Magdalenes appear as stunningly beautiful, red-haired women in their late 20s, though close observation reveals they only breathe as a prelude to speech. They dress in modern tactical body armor, which always seems tightly and attractively fitted. Often they wear the tattered remnants of an ancient, age-faded baby blanket pulled tight around their armored shoulders, like a cloak. Their chief weapon is an ancient, sacred weapon from the Vatican's deep vaults; this particular Magdalene carries a heavy claymore, but others might choose different weapons. Longspears, gladius, and handaxes are all common choices. A modern semi-automatic pistol is used when necessary, but not with the same passion or care as her ancient blade.

## **JANUS PANTHER - CR 5**

*Medium N Magical Beast*

**XP** 1,600

**Init** + **Senses** Darkvision 60 ft, lowlight vision, scent Perception +11

**Languages** understands English or one other language of choice but cannot speak

### Defense

**AC** 15 **Touch** 14 **Flatfooted** 11 (+4 DEX, +1 natural)  
**HP** 6d10 +18 hp (51 HP)

**FORT** +8 **REF** +9 **WILL** +4 (+8 vs illusions and charm effects)

### Offense

**Spd** 40 ft Climb 20 ft

**Melee** two +10 claws (1d6+4 slashing, 20/x2) and +10 bite (1d4+4 piercing, 20/x2)

**Special Attacks** pounce, rake (2 claws, 1d6+4 slashing)

**Spell-Like Abilities (CL 6<sup>th</sup> Concentration +8)**

*3x/day* – zone of truth (W-DC 14)

### Statistics

**Str** 18 **Dex** 19 **Con** 16 **Int** 5 **Wis** 14 **Cha** 9

**Base Atk** +6 **CMB** +10 (+14 grapple) **CMD** 24 (28 vs trip)

**Feats** Power Attack, Skill Focus (stealth), Weapon Finesse

**Skills** Acrobatics +12, Climb +16, Perception +11, Stealth +19, Sense Motive +13

### Ecology

**Environment** any urban

**Organization** solitary or pair, sometimes accompanying a human owner

**Treasure** none

### Special Abilities

#### **Truth Sense (EX)**

Janus Panthers were genetically engineered to detect falsehoods like living lie detectors. The Janus Panther receives a +4 racial bonus on Sense Motive checks. Sense Motive is a class skill for the Janus Panther. The Janus Panther can use Sense Motive checks to oppose Bluff checks made in unfamiliar languages, save at a -10 circumstance penalty, by reading body language and sniffing out stress pheromones.

### Nature

Janus Panthers are the larger, and more physically dangerous cousins to *Janus Cats*, a mid-1970s refinement of the same gene-tech that produced the smaller felines. Janus Panthers are sleek black great cats engineered primarily from California panther stock. Janus Panthers have sleek, glossy black pelts and the same eerily duplicated skulls as their smaller kin. Janus Panthers do not normally speak, but when they encounter a creature they sense to be deceptive, they growl out a single word with their two mouths that sounds like a guttural “lying.”

## **LADY ENTROPY - CR 15**

*Large CE Undead (extraplanar)*

**XP** 51,200

**Init** +2 **Senses** Darkvision 90 ft, lowlight vision, *see in darkness*, Perception +18

**Languages** Aiybssal, Draconic, Infernal, plus English or one other Earth language of choice,

**Aura** unhallow (40 ft radius)

### Defense

**AC** 30 **Touch** 19 **Flatfooted** 28 (-1 size, +2 DEX, +2 busty, +6 luck, +8 natural, +3 armor)

**HP** 20d8 +120 hp (210 HP)

**FORT** +14 **REF** +10 **WILL** +19

**Immune** undead immunities, spells and effects with the “busty” descriptor (*see various Black Tokyo products*)

**Resist** Cold 30, Pleasure 20

**Spell Resistance** 26 **Channel Resistance** +6

### Offense

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

**Melee** +22 cruel greatsword (2d6+8 slashing, 19-20/x2 plus *finger of death*)

**Spell-Like Abilities (CL 20<sup>th</sup> Concentration +26)**

**Constant** – protection from good





- unhallow (40 ft radius)

*At Will* – deeper darkness (60 ft radius, emanates from breast)

- finger of death (200 HP or F-DC 25 for 3d6+20 HP)

*3x/day* – Summon (any one option chosen from the following list, 100%)

○ 3d6 shadows plus 1 greater shadow (B1)

○ 1d4+1 vampires plus 1 lich (B1)

○ 1d3+1 Graveknights (B3)

*1x/day* – either plane shift or interplanetary teleportation



**Statistics****Str** 23 **Dex** 14 **Con** – **Int** 13 **Wis** 20 **Cha** 22**Base Atk** +15 **CMB** +22 (+24 disarm & trip) **CMD** 34**Feats** Busty Extreme, Cleave, Combat Expertise, Great Cleave, Greater Disarm, Greater Trip, Improved Disarm, Improved Trip, Power Attack, Super Kawaii**Skills** Diplomacy +19, Heal +10, Intimidate +19, Knowledge (religion, the planes) both at +24, Perception +18, Profession (mortician) +10**Gear** +2 battle lingerie, +2 cruel greatsword, cloak of resistance +2**Ecology****Environment** any (extraplanar, native to various death-realms)**Organization** solitary or accompanied by vast undead horde**Treasure** triple (including gear)**Special Abilities****Perfect Breasts (SU)**

Lady Entropia is immune to spells and effects with the *Busty* descriptor, and opponents do not get a *Busty* bonus to Armor Class against her melee attacks.

**Rejuvenation (SU)**

Lady Entropia is almost impossible to truly destroy. If she is slain, she reforms on a random plane of existence within 3d6 days of her death, and suffers no ill effects from her destruction other than the loss of any items carried on her body. Lady Entropia cannot use her *plane shift* nor *interplanetary teleportation* spell-like abilities to return to any plane or planet she has been destroyed upon for a year and a day (366 days) after her destruction, though she can return through other means.

If Lady Entropia's remains are placed in a *consecrated* or *hallowed* area, this rejuvenation does not function until the effect ends or the remains are moved out of the area. To truly destroy Lady Entropia, *true resurrection* must be cast upon her remains and penetrate her Spell Resistance; this has no effect other than permanently ending her existence.

**Thanatos Channeling (SP)**

Lady Entropia can channel her finger of death spell-like ability through her blade, allowing her to make an attack with her sword while also using this potent necromantic ability. If she makes a full attack action, she can only channel *finger of death* through one attack, usually the first attack in the sequence.

**True Death (SU)**

Any creature personally slain by Lady Entropia cannot be returned to life via *raise dead*, *breath of life*, or similar

effects. It must instead be restored by more potent spells such as *true resurrection*, *wish* or *miracle*. A creature slain by Lady Entropia can only be returned to life in this manner within 3 hours of its demise; after this period, the creature is considered to have died of old age, and cannot be restored to life by anything less than the direct involvement of a deity.

**Nature**

Lady Entropia is a fabulously beautiful, stunningly cold undead queen whose existence far predates the development of agriculture. Lady Entropia has wandered distant planes for millennia, giving little thought to humanity. Her interest in Earth and its mortal humans has only reawakened relatively recently – the collective death urge of humanity that nearly brought the world to the brink of nuclear war during the Cuban Missile Crisis whet her appetite for mortal suffering.

Lady Entropia seeks humanity's extinction, but this is a long-term hobby for her, rather than a driving passion. (For all her beauty and the way she can imitate lust to distract foes or entice underlings, Lady Entropia lacks most passions.) Lady Entropia often manipulates other nihilistic undead and outsiders to worsen the world's state: she skillfully plays *Atomic Harlots*, *Eugenicist Demons* and *Necrofficers* into carrying out her missions. Occasionally, she turns a *Futurist* into both a favorite sexual plaything and an especially deadly, influential catspaw. Lady Entropia loves being surprised by the imaginative mega-deaths a Futurist can cause.

Lady Entropia appears as a stunningly beautiful woman more than nine foot in height. Her breasts are massive and perfectly shaped, her wide nipples midnight against her cold, silvery-grey flesh. There is an onyx sphere nestled between her exquisite breasts, the source of much of her arcane power. Wisps of cold blackness drift from this ebony orb. Her hair is a waterfall of frozen silver that trails behind her feet. She wears only black lace as supple as spidersilk, and a long, queenly ebony cloak with silver meanders at the fringe. This is not Lady Entropia's true shape, and she has never been truly human. Her true nature and origin is unknown, but occasionally she speaks of a Dark Mother that she serves.



## LADY ENTROPYIA'S MINIONS

Lady Entropia often displays herself to psychologically unstable, death-obsessed mortals. She transforms her willing supplicants into serial killers and lust murderers, doling out false affection like an abusive mother-slut when needed. When her latest 'pet' is inevitably killed by police or executed for their crimes, Lady Entropia imbues their corrupt soul with a miniscule fragment of her power, and they rise again as horror movie undead. So empowered, they kill and kill until they are finally put down for good.

Some of Lady Entropia's latest minions include the eerie, haunted teddy bear called **Deddy Teddy**, the electrically charged **Killwatt**, and the dream-haunting **Mr. Sandman**. Each of these minions is described below

### DEDDY TEDDY - CR 4

*Small CE Undead*

**XP** 1,200

**Init** +4 **Senses** Darkvision 60 ft, lowlight vision, Perception +1

**Languages** English

#### Defense

**AC** 17 **Touch** 16 **Flatfooted** 12 (+1 size, +4 DEX, +1 dodge, +1 natural)

**HP** 5d8 +15 hp (38 HP)

**FORT** +4 **REF** +5 **WILL** +5

**Immune** undead immunities

#### Offense

**Spd** 30 ft

**Melee** +7 scalpel (1d2+1 slashing, 15-20/x4)

**Sneak Attack** +1d6

**Spell-Like Abilities** (CL 1<sup>st</sup> Concentration +14)

**At Will** – ghost sound (W-DC 13)

#### Statistics

**Str** 12 **Dex** 19 **Con** – **Int** 11 **Wis** 12 **Cha** 16

**Base Atk** +3 **CMB** +3 **CMD** 17

**Feats** Dodge, Following Step, Step Up, Weapon Finesse

**Skills** Acrobatics +12, Bluff +11 (+15 to imitate voices),

Climb +6, Stealth +16

**Gear** scalpel

#### Ecology

**Environment** any

**Organization** solitary or possibly accompanying another of Lady Entropia's minions

**Treasure** incidental

#### Special Abilities

##### **Hamstring (EX)**

On a confirmed critical hit with his scalpel, Deddy Teddy inflicts 1d2 points of temporary DEX damage and reduces the creature's movement modes by 5 ft. A creature reduced to 0 movement by this damage cannot move out of their current square under their own power. The effects of multiple strikes are cumulative. The reduction to movement speed remains until the DEX damage is completely healed.

##### **Imitation (SP)**

Deddy Teddy can perfectly imitate any creature's voice with a successful Bluff check. In addition, *ghost sound* can perfectly record and play back any sound Deddy Teddy chooses.

#### Nature

Spree killer Teddy Dourif was gunned down by police while fleeing the scene of a multiple lust-murder at a sundrenched Florida apartment complex. However, thanks to Lady Entropia's tampering, the loathsome murder's soul transmigrated into a classic 'Talkin' Teddy' stuffed bear on the nightstand of one of his victims. In his strange new body, Deddy Teddy fled the scene, went underground for a bit to get his head back on straight and resumed killing.

Deddy Teddy is a diminutive stuffed teddy bear with an articulated jaw and eyes, and a tape recorder in his belly, beneath a tiny polo shirt with a bright pink heart at the breast. Deddy Teddy both loves and hates his new form, but makes good use of its capabilities. Deddy Teddy has gotten a bit more cunning since his death, and uses vocal tricks and false sounds to lure pretty teenagers to their doom, sometimes by falsifying phone calls from loved ones. Deddy Teddy prefers to hide in cupboards, inside school lockers, underneath sinks or behind the driver's seat of a parked car and let his prey come to him.



**KILLWATT - CR 6***Medium CE Undead***XP** 2,400**Init** +2 **Senses** Darkvision 60 ft, lowlight vision, Perception +10**Languages** English**Defense****AC** 16 **Touch** 12 **Flatfooted** 14 (+2 DEX, +4 natural)**HP** 9d8 +27 hp (68 HP)**FORT** +4 **REF** +5 **WILL** +7**Immune** undead immunities, Electricity**Offense****Spd** 30 ft**Melee** +10/+5 unarmed strike (1d6+4 bludgeoning plus 1d6 electrical plus *staggered* 1d4 rounds, F-DC 18 negates, 20/x2)**Ranged** +8/+3 electro-strike (2d6 electrical plus *paralyzed* 1d6 rounds, F-DC 18 negates)**Spell-Like Abilities (CL 5<sup>th</sup> Concentration +8)****At Will** – lightning bolt (5d6 electrical, 120 ft line, R-DC 20 half)**Statistics****Str** 18 **Dex** 15 **Con** – **Int** 11 **Wis** 12 **Cha** 16**Base Atk** +6 **CMB** +10 **CMD** 22**Feats** Ability Focus (*lightning bolt*), Dazzling Display, Power Attack, Skill Focus (intimidate), Weapon Focus (electro-strike)**Skills** Bluff +10, Disable Device +6, Intimidate +14, Knowledge (local) +9, Perception +10, Stealth +11**Ecology****Environment** any urban or ruins**Organization** solitary or possibly accompanying any other of Lady Entropia's minions**Treasure** incidental**Special Abilities****Electrified (SU)**

Any creature striking Killwatt with either an unarmed strike or an electrically conductive melee weapon suffers 1d6 electrical damage (R-DC 18 negates).

**Nature**

In life Killwatt was Fred Craven, an especially perverse serial killer executed by the state of Alabama a few years back. As a mortal murderer, Craven used a hellish home-built electric chair to murder college girls, which made the terror he felt being strapped into Alabama's electric chair the realest and most ironic emotion he ever felt.

Killwatt appears as a prison-buff man dressed in bright orange convict garb. His shaved head is concealed by the black leather hood and conductive cap he died in. His heavy muscles twitch, bunch and jump unsettlingly, as if constantly stimulated by random current, and lightning crackles around his hands. Killwatt is a talkative killer, tormenting his victims and opponents with a variety of electricity related puns and pre-mortem one liners before tossing thunder their way.

**MR. SANDMAN - CR 9***Medium CE Undead***XP** 6,400**Init** +3 **Senses** Darkvision 60 ft, lowlight vision, *see in darkness*, Perception +20**Languages** English**Defense****AC** 18 **Touch** 14 **Flatfooted** 14 (+3 DEX, +1 dodge, +4 natural)**HP** 16d8 +48 hp (120 HP)**FORT** +8 **REF** +8 **WILL** +11**Immune** undead immunities**Weaknesses** light sensitivity**Offense****Spd** 30 ft**Melee** two +13 claws (1d6+1 slashing plus energy drain, 19-20/x2)**Special Attacks** Energy Drain (1 level, F-DC 21)**Spell-Like Abilities (CL 16<sup>th</sup> Concentration +19)****At Will** – sleep (W-DC 14)

- darkness

**1x/day** – deeper darkness

- ethereal jaunt

- nightmare (W-DC 18)

- phantasmal killer (W-DC 17)

**Statistics****Str** 13 **Dex** 16 **Con** – **Int** 14 **Wis** 13 **Cha** 16**Base Atk** +12 **CMB** +15 (+17 disarm, feint, trip) **CMD** 26**Feats** Agile Maneuvers, Combat Expertise, Dodge, Improved Disarm, Improved Feint, Improved Trip, Greater Feint, Mobility**Skills** Bluff +22, Intimidate +22, Knowledge (behavioral sciences, local) both at +18, Perception +20, Sense Motive +20, Stealth +22**Ecology****Environment** any urban or ruins**Organization** solitary or possibly accompanying another of Lady Entropia's minions**Treasure** incidental



**Special Abilities****Know Your Fears (SU)**

Mr. Sandman can see the illusion created by *phantasmal killer* and gains an understanding of the target's fears and psychology. Mr. Sandman gains a competence bonus on all future Bluff, Intimidate, Sense Motive, Perception and Survival checks made to track this victim equal to the victim's INT modifier (minimum +1 bonus).

In addition, Mr. Sandman increases the saving throw DCs of all spell-like abilities used against this victim by the same amount. This bonus applies even if the victim successfully saves against the *phantasmal killer* effect.

**Nature**

In life, Mr. Sandman was Eddie Eugland, a doctoral candidate and promising young psychologist. Unfortunately, Mr. Sandman was also a pedophile. When he was finally arrested, Mr. Sandman hung himself in his cell rather than face courtroom justice. Mr. Sandman prefers bright, imaginative, but troubled kids as his prey, just as he did in life, tormenting them with both imaginative natural sadism and a keen understanding of developmental psychology.

Mr. Sandman is a horrific, gaunt undead man dressed in an archaic, 1940s-vintage tuxedo with tails. He looks like a Satanic version of Fred Astaire, and capers, croons, glides and dances appropriately as he hunts. Mr. Sandman's face is a disturbing crescent moon, silvery-grey. His eyes are bright blue and his smile is shark-like. As an undead child-killer, Mr. Sandman is happier and more chipper than he ever was in life.

**LACMIAPPE THIEF****- CR 4**

Medium CG or CN  
Humanoid (psionic)

XP 1,200

**Init +4 Senses** Lowlight vision, Perception +1

**Languages** Creole, English, French, Spanish, maybe 1-2 others

**Defense****AC 18 Touch 16**

**Flatfooted** 12 (+4 DEX, +2 dodge, +2 armor)

**HP** 5d8 hp (23 HP)

**FORT +1 REF +8 WILL +2**

**Offense****Spd** 35 ft

**Melee** +8 dagger (1d6+1 slashing, 19-20/x2)

**Ranged** +8 shuriken (1d2+2 piercing, 20/x2)

**Sneak Attack** +2d6

**Psi-Like Abilities (ML 5<sup>th</sup> Concentration +7)**

**At Will** – absorb weapon  
- distract (W-DC 12)

- metaphysical weapon (+2 bonus, 5 hour duration, not factored into stat block above)

**Power Points** 2**Statistics****Str 12 Dex 18 Con 11 Int 15 Wis 13 Cha 15****Base Atk +3 CMB +4 CMD 18****Feats** Dodge, Psionic Dodge, Weapon Finesse, Wild Talent

**Skills** Acrobatics +12, Bluff +9, Computer Use +6, Climb +6, Diplomacy +6, Disable Device +8, Sleight of Hand +9, Stealth +12

**Gear** mwk. leather jacket, 2x mwk. dagger, 10x mwk. shuriken, thieves tools, lock release gun or palmtop computer

**Ecology****Environment** any**Organization** usually work in pairs or gangs of 3-5**Treasure** standard (including gear)



Special Abilities**Lucky Psion (Ps)**

The Lagniappe can expend a Power Point as part of a skill check, saving throw or attack roll to receive a +1d6 luck bonus on the check. The Lagniappe Thief must declare the use of this ability prior to rolling the check.

Prior to rolling the bonus D6, choose a number between 1 and 6 and declare it. If that number is rolled, the Lagniappe Thief retains the power point for later use.

**Seductive (EX)**

The Lagniappe Thief is exceptionally charming and receives a +2 competence bonus on all sexually oriented Bluff and Diplomacy checks.

Nature

The Lagniappe (the "little gift" in Creole French) is a gang of daring thieves and con-artists who've controlled crime in New Orleans and the Gulf Coast since before the Civil War. The first Lagniappe were abolitionists and spies working to undermine the Southern slave society before the Civil War, learning stealth and the art of theft as matters of survival. Over time, the abolitionist society became a purely profit driven thieves guild. Even today, most Lagniappe members are black or biracial, though there are a pretty substantial minority of Cubano Lagniappe who joined the guild by way of the Everglades.

Lagniappe members refer to themselves as Lagniappe Men or Lagniappe Ladies, as suits. Though no member would ever testify to their affiliation overtly or on the record, Lagniappe are proud of their affiliation. Lagniappe favor ostentatious, fancy leather jackets with a colorful, red, purple and crimson guild patch on the back, and a variety of colorful symbolism around the other patches and bright braiding. All Lagniappe carry a variety of criminal tools and easily concealed weapons, and virtually everything they wear is tailored for theft as well as style. While the work comes first when they're on a job, after the con is over, no Lagniappe can resist a romantic conquest or three. Charm and style are mandatory for membership.

**LUMINATE - CR 16**

*Medium LN, LE or LG Outsider (fire, native, lawful)*

**XP** 76,800

**Init** +8 **Senses** Lowlight vision, *see in darkness*, perceive unencrypted wifi/radio/television signals, Perception +25 (+30 in daylight)

**Languages** English or other Earth language of choice, *truespeech*

**Aura** Too Bright to Look At (bright illumination 30 ft, or 100 ft *blindness* 1d6 hours or worse, F-DC 27 negates)

Defense

**AC** 32 **Touch** 18 **Flatfooted** 28 (+4 DEX, +4 deflection, +8 natural, +6 armor)

**HP** 21d10+147 hp (263 HP)

**Regeneration** 5 (daylight only, overcome by Acid)

**FORT** +14 **REF** +16 **WILL** +13

**Immune** Ballistic, Cold, Fire, blindness, radiation, suffocation, vacuum

**Resist** Electricity 20, Force 20, Sonic 10

**Weaknesses** Cybernetic Security Risk -0

Offense

**Spd** 35 ft, Flight 150 ft (perfect)

**Melee** +26/+21/+16/+11 unarmed strike (2d10+5 bludgeoning plus 1d10 fire, 18-20/x3)

**Ranged** +25/+20/+15/+10 solar flares (6d6 fire, 18-20/x3, 150 ft range increment)

**Special Qualities** Greater Starflight, No Breath

**Spell-Like Abilities (CL 21<sup>st</sup> Concentration +24)**

**At Will** – fireball (R-DC 16)

- flaming sphere (R-DC 15)
- wall of fire

Statistics

**Str** 21 **Dex** 18 **Con** 25 **Int** 14 **Wis** 13 **Cha** 17

**Base Atk** +21 **CMB** +26 (+28 disarm/sunder) **CMD** 40

**Feats** Cleave, Combat Expertise, Great Cleave, Greater Disarm, Greater Sunder, Improved Disarm, Improved Initiative, Improved Sunder, Lunge, Master Craftman (electronics), Power Attack, Skill Focus (craft: electronics)  
**Skills** Bluff +21, Computer Use +15, Craft (electronics) +25, Diplomacy +21, Fly +28, Intimidate +27, Knowledge (technology, physical sciences, the planes) all at +20, Perception +25 (+30 in daylight), Pilot +18, Use Magic Device +12

**Gear** +3 *utility bodystocking*

**Cybernetics**

**Headware** – Onboard Computer, Professional Database (craft: electronics), Attack Barrier x1

Ecology

**Environment** any

**Organization** usually solitary





**Treasure** double standard (in lair)

### Special Abilities

#### **Massive Strength (EX)**

The nuclear forces that give the Luminate his vast, post-human gifts allow the Luminate to manipulate gravity, the weak and strong forces, and to negate mass unconsciously. The Luminate is stronger than anything humanoid has any right to be. The Luminate's lifting and carrying limits are 1,000 times an ordinary creature of his size and Strength score. The Luminate's maximum load is 460,000 lbs.

airborne.

#### **Too Bright to Look At (SU)**

The Luminate is living stellar plasma in human shape, and radiates painfully intense light. The Luminate is surrounded by a 30 ft aura of bright illumination (90 ft ordinary, 120 ft dim). He can reduce his luminosity to a 5 ft aura of bright illumination (10 ft ordinary, 15 ft dim), but cannot consciously suppress this light while he is alive and conscious. This light is considered natural daylight, and automatically dispels any darkness effect within the aura's

#### **Solar Combo (EX)**

If the Luminate hits the same target with at least two unarmed strikes, the target catches fire, suffering 4d6 fire damage at the beginning of each round until the fire is extinguished, and in addition is knocked in a direction of the Luminate's choosing (including straight up or down) 2d6x10 ft. A successful DC 25 FORT save prevents the knock back effect. The saving throw DC is STR based.

#### **Solar Regeneration (EX)**

The Luminate gains Regeneration 5 during daylight hours, provided the Luminate remains in direct sunlight. Out of direct sunlight (such as indoors or underground) or during night, this ability weakens to Fast Healing 5 instead.

#### **Sky Mastery (EX)**

The Luminate receives a +1 morale bonus on attack and damage rolls if both he and his target are



radius.

The brilliant illumination cloaking the Luminate makes it difficult to target the Luminate precisely. Melee attacks made against the Luminate have a 50% miss chance, as if the Luminate had total concealment.

As a standard action the Luminate can increase his already vast illumination to blinding levels, light so intense it blasts through even tightly closed lids and washes out everything with white. All creatures within 100 ft must succeed at a DC 27 FORT Save or be blinded for 1d6 hours; creatures within 30 ft are permanently blinded instead on a failed save. The saving throw DC is CON based.

### Nature

Several Luminates of varying allegiances and motivations call Earth and the inner solar system home. The protocols for Luminate enhancement are known to many physicists, but only an especially daring few risk nuclear annihilation at the heart of an unshielded fusion reactor for a chance at post-human evolution. At least 99 percent of those who make the attempt to convert their base matter to pure, intellectual light are utterly annihilated by the process. The vanishingly rare few who survive become Luminates.

Some Luminates protect their homeworld, others become global military powers in their own right- single person nation states with inherent nuclear capability. Others retreat to the uncharted places of our solar system, or deep space itself, to contemplate the mysteries their new sensory apparatus unlocks. Luminates, even those who become conquerors after their empowerment, tend to be contemplative. They rarely strike first, without at least attempting to talk a situation out. When a Luminate does fight however, he or she is nearly unstoppable. Luminates are instinctive brawlers, fighting in a raw, simplistic boxing style, usually favoring the thrill of punching right through an enemy or bowling over a whole platoon of enemy troops rather than taking them out with their ranged abilities.

## **SIMILAR CREATURES**

*The following creatures can be built upon the Luminate stat-block.*

### **Hell Furnace – CR 16**

Hell Furnace superhumans are failed Luminates whose bodies and minds could not quite handle the enormous power coursing through it. The Luminate's body disintegrated, but the mind remained intact long enough for the burning intelligence to force itself into a specially designed containment vessel. Driven mad by the agony of perpetual burning, Hell Furnace superhumans live only to act out the sadistic urges of their thermonuclear id.

Hell Furnaces survive within a bulky, mostly translucent nano-steel containment vessel that crudely mimics a humanoid form. A variety of vents and a massive turret built into one of the vessel's limbs allows the Hell Furnace to release star-hot fury.

Build a Hell Furnace by making the following changes to the Luminate stat-block.

- Change the Hell Furnace's alignment to CE or CN.
- The Hell Furnace becomes immune to critical hits, stunning, ability score damage/drain.
- The Hell Furnace becomes Size Large.
- Remove the Hell Furnace's +3 *utility bodystocking*. Instead, increase his Natural Armor bonus to AC to +16. (AC 33, Touch 17 Flat-Footed 29)
- Remove the Hell Furnace's Flight speed and ranks in Fly.
- Increase the base damage inflicted by the solar flares ranged attack to 6d10 and increase the saving throw DC of all spell-like abilities by +4.



## MEGA-CORP SEC-OPS - CR 5

Medium LE or LN Monstrous Humanoid (light cyborg)

XP 1,600

**Init** +6 **Senses** Darkvision 90 ft, perceive unencrypted radio/television/wifi signals, Perception +10

**Languages** English, and at least 2 other Earth languages of choice

### Defense

**AC** 25 **Touch** 14 **Flatfooted** 23 (+2 DEX, +5 natural, +5 armor, +2 shield)

**HP** 6d10 +12 hp (45 HP)

**FORT** +4 **REF** +7 **WILL** +7

**Immune** cyborg immunities

**Weaknesses** Cybernetic Security Risk -2 Cyber Psychology, Slow Healing

### Offense

**Spd** 35 ft

**Melee** +9/+4 unarmed strike (1d6+3 bludgeoning, 20/x2)

**Ranged** +9/+4 kinetic slam rifle (2d8 force, 20/x3, 20 ft range increment, single shot, 12 cell)

### Statistics

**Str** 16 **Dex** 15 **Con** 14 **Int** 12 **Wis** 14 **Cha** 13

**Base Atk** +6 **CMB** +9 **CMD** 21

**Feats** Deadly Aim, Improved Initiative, Power Attack

**Skills** Craft (electronics) +9, Climb +12, Intimidate +9, Perception +10, Profession (soldier) +10

**Gear** mwk collapsible buckler, mwk tactical ballistic vest, mwk kinetic slam rifle and 4x spare cells

### **Cybernetics**

**Headware** – Onboard Computer, Attack Barrier x1, Targeting Optics +2

**Bodyware** – Subcutaneous Body Armor (light)

### Ecology

**Environment** any urban

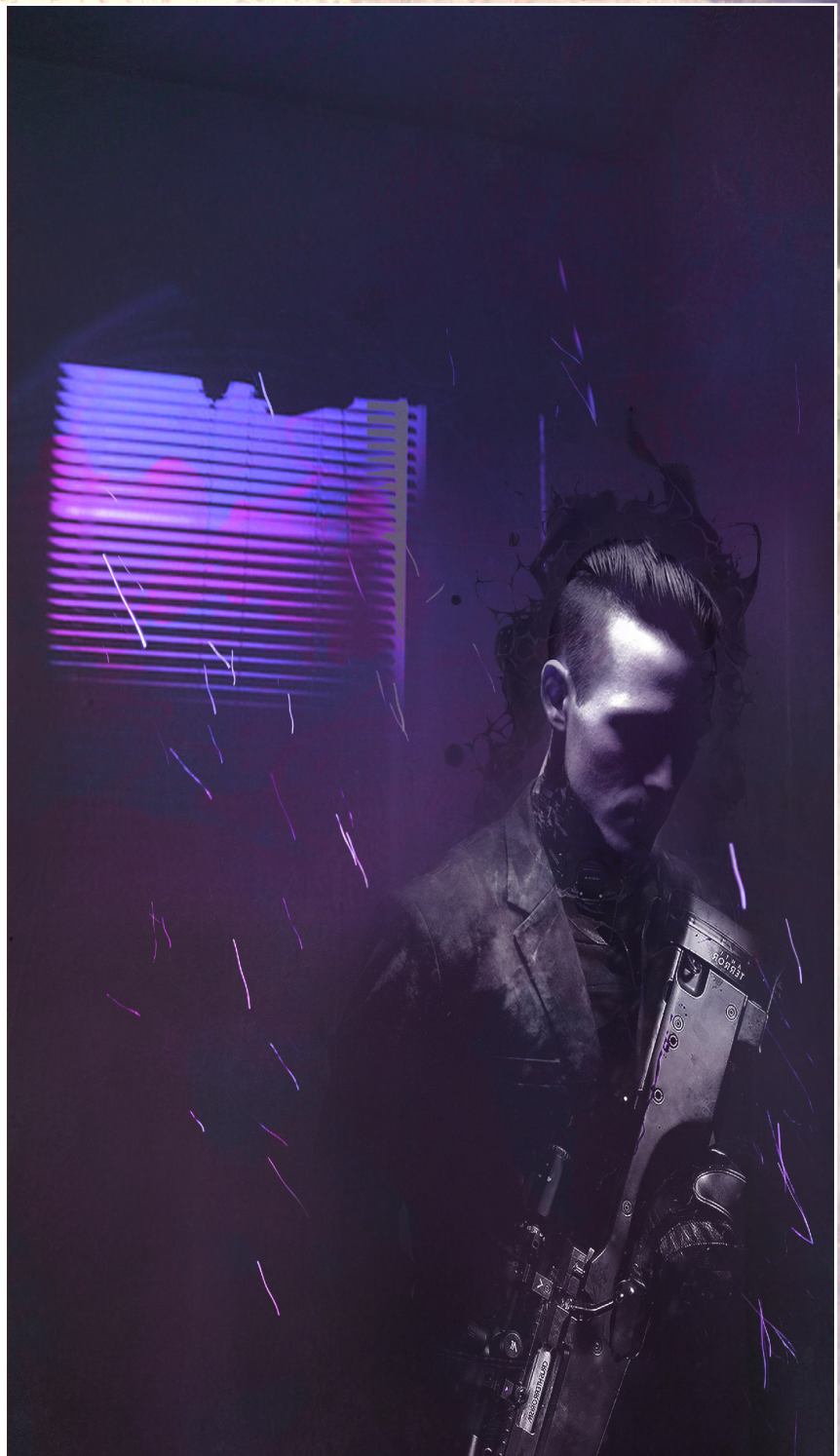
**Organization** pair or squad (4-6 accompanied by a Mega-Corp V-Elite as a squad commander)

**Treasure** standard (including gear)

### Special Abilities

#### **Kinetic Slam Rifle (EX)**

The Mega-Corp Sec-Op's kinetic slam rifle can fire non-lethal force blasts at no penalty on the attack roll. Changing between firing modes is a move equivalent action.



#### **Redundant Systems (EX)**

Redundant organs and self repair systems enable the MN Sec-Op to shrug off lethal damage. The Mega-Corp Sec-Op has a 25% chance to ignore the additional damage from a sneak attack or critical hit, as if she had the *light fortification* ability.

#### **Slow Healing (EX)**

As a mostly cybernetic creature, the Mega-Corp Sec-Op recovers from damage at half the rate of a normal unmodified human. Healing spells and effects have half



the usual effect when benefiting a Mega-Corp Sec-Op.

### Nature

The private military contractors working for the planet's biggest mega-corps are among the best and most highly respected in the world. The absolute best of the best are selected for full body cybernetic augmentation, their strength, speed and reaction time pushed into the noticeably superhuman range. These cyborg mercenaries are fitted with top of the line equipment from their patron Mega-Corp's vast internal arsenal and assigned to the Security Operations (Sec-Ops) division.

Mega-Corp Sec-Ops serve their corporate patron as both private military contractors for hire to governments and approved NGOs around the planet, as well as serving as internal security and loss prevention specialists. Most have prior military experience, and highly value teamwork. Mega-Corp Sec-Ops are always deployed in pairs, and are adept at reading their partner's intention and providing cover fire when necessary. These competent cyborgs are often found as part of the retinue of important company executives or as security at their megacorp's gleaming corporate headquarters.

### **MEGA-CORP U-ELITE - CR 10**

*Large LE Monstrous Humanoid (heavy cyborg)*  
XP 9,600

**Init** +1 **Senses** Darkvision 90 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, **Perception** +17

**Languages** English and at least 2 other Earth languages of choice

### Defense

**AC** 25 **Touch** 10 **Flatfooted** 24 (-1 size, +1 DEX, +15 armor)

**HP** 12d10+108 hp (174 HP)

**FORT** +17 **REF** +9 **WILL** +8

**Immune** ballistic damage, cyborg immunities

**Weaknesses** Cybernetic Security Risk -0, Unhealing

### Offense

**Spd** 50 ft, Flight 200 ft (average)

**Melee** +18/+13/+8 high frequency sword (2d6+8 slashing, 20/x3) or +18 vital strike (4d6+16 slashing, 20/x3)





**Ranged Touch** +13/+8/+3 gatling rail gun (4d6+1 ballistic, 20/x3, 100 ft range increment, full auto, 500 belt-fed) plus +18 high frequency sword melee attack

**Special Attacks** Firestorm (at will/uses 100 rounds, 60 ft cone, 10d6 ballistic, REF DC 19 half)

**Special Qualities** Unhealing

### Statistics

**Str** 25 **Dex** 13 **Con** 28 **Int** 12 **Wis** 15 **Cha** 10

**Base Atk** +12 **CMB** +20 **CMD** 31

**Feats** Ability Focus (Firestorm), Cleave, Great Cleave, Hover, Iron Will, Power Attack, Vital Strike

**Skills** Fly +20, Knowledge (tactics and one other of choice\*) both at +16, Intimidate +15, Profession (mercenary) +17, Perception +17

*\*second Knowledge skill is usually business, civics, or technology*

**Gear** +1 gatling rail gun and 4x spare belts (in back pack unit, auto loads when a previous belt is expended), +1 high frequency sword,

### Ecology

**Environment** any urban

**Organization** solo or deployed in command of various mega-corp NPCs, including Techno-Fascists, Mega-Corp Sec-Ops, or similar creatures

**Treasure** standard (including gear)

### Special Abilities

#### **Close Quarters Weapon Training (EX)**

The Mega-Corp V-Elite is given superior close quarters combat training, and never provokes attacks of opportunity for making a ranged attack in a threatened square. When the V-Elite makes a full attack action with its gatling rail gun, it may also make a melee attack with its high frequency sword as an immediate action against an adjacent target. This melee attack is made at the V-Elite's highest attack bonus.

#### **Firestorm (EX)**

The Mega-Corp V-Elite can sweep its gatling railgun to slaughter entire armies. As an attack action, the Mega-Corp V-Elite may make use its Firestorm breath weapon. Each use of the Firestorm expends 100 rounds of ammunition from the Mega-Corp V-Elite's ammo belt, and cannot be used if the V-Elite has fewer than 100 rounds remaining.

The Firestorm ignores the hardness of unattended structures and objects and ignores the effects of cover and concealment.

#### **Gatling Rail Gun (EX)**

The Gatling Rail Gun resolves its attacks as range touch attacks, ignoring natural and equipment/shield bonuses to

Armor Class.

### **V/STOL Wake (EX)**

The Mega-Corp V-Elite's flight systems and hover-jets produce enormous gusts of wind. In all but the most sterile settings, the Mega-Corp V-Elite kicks up so much dust and debris while flying, it receives 10% concealment, or 25% any round it makes a double moves or Hovers. This ability is suppressed on any round the Mega-Corp V-Elite does not use its flight speed.

### Nature

Key mega-corporate facilities and personnel are protected by pairs of hulking, flight capable V-Elite combat cyborgs. Mega-Corp V-Elites are the absolute best of the best of their company's private military, veteran officers with at least a decade of loyal service. All Mega-Corp V-Elite are combat hardened and possess at least a master's degree (often in economics or industrial design) prior to their conversion into cybernetic juggernauts. The psych screening process results in a mental stability and dispassionate professionalism unusual in such powerful combat 'borg. Mega-Corp V-Elites are coldly polite, articulate and competent, even if their company tends to beat true tactical brilliance and innovation out of its cyborgs.

V-Elites are hulking combat cyborgs that stand nearly nine foot tall, and mass well over 2.5 tons, fully loaded. Their polished, radar absorbent hulls are painted in their corp's signature colors. V-Elite chassis bear gigantic back-pack mounted flight systems with V/STOL engines and vectored thrust fans, as well as enormous ammunition hoppers feeding their main gun. V-Elites have a smaller, somewhat more humanoid frame for daily life or routine duty- the massive cyberchassis on display outside the main gate is something like a set of advanced power armor the cyborg climbs into for combat duty.

V-Elite craniums are designed purely for practicality and resemble a drone's sensor pod- these cyborgs are anthropomorphic only in the most vague sense, but the 'borgs do field some top quality voice synthesizer systems. Their voices have a strong, authoritarian, usually male timbre.



**MILLION FAVORED ONE - CR 6***Medium LE Monstrous Humanoid (cyborg)***XP** 2,400**Init** +2 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +9**Languages** Coptic, Egyptian, English**Defense****AC** 20 **Touch** 12 **Flatfooted** 18 (+2 DEX, +4 natural, +4 armor)**HP** 8d10+32 hp (76 HP)**FORT** +10 **REF** +10 **WILL** +4**Immune** cyborg immunities**Weaknesses** Cybernetic Security Risk -3**Offense****Spd** 35 ft**Melee** two +13 kopesh (1d8+4 slashing +1d6 electrical\*, 19-20/x2)**Ranged** +10 electro-pulse\* (3d6 electrical, 20/x3, 50 ft range increment)*\* available in darkness only***Attack Options****Special Attacks****Special Qualities** Unhealing**Psi-Like Abilities (ML 8<sup>th</sup>)****Concentration** +10)*1x/day* – Physical Acceleration

- Sharpened Edge

**Spell-Like Abilities (CL 8<sup>th</sup>,****Concentration** +10)*1x/day* – Electrical Transition\**\* available in darkness only***Statistics****Str** 16 **Dex** 15 **Con** 18 **Int** 11 **Wis** 14**Cha** 11**Base Atk** +8 **CMB** +11 **CMD** 23**Feats** Combat Reflexes, Lightning Reflexes, Lunge, Run, Stand Still, Weapon Focus (kopesh)**Skills** Acrobatics +13, Climb +14, Knowledge (religion) +7, Perception +9, Stealth +13**Gear** pair of +1 kopesh, breastplate**Cybernetics***Headware* –Onboard Computer, Combat Computer (stand still), Combat Computer (weapon focus)**Ecology****Environment** any land**Organization** solitary, pair or mission (5-6 plus 1 Scarab Brotherhood Cultist, and several Cyber-Beasts)**Treasure** standard (including gear)**Special Abilities****Gleaming in Darkness (SU)**

The Million Favored One's occult-cybernetic systems only come fully alive in darkness. In an area of dim lighting or worse illumination, the Million Favored One's +1 kopesh gain







wield kopesh with a monomolecular edge, and move with uncanny speed, especially in darkness. They prefer to hunt by night, gleaming golden in the darkness.

### ***MIND DANCER - CR 7***

*Medium N Humanoid (human) Psion (nomad) 8*

**XP** 3,200

**Init** +3      **Senses** Perception +9

**Languages** English or one other language of choice

#### **Defense**

**AC** 21 **Touch** 14 **Flatfooted** 17 (+3 DEX, +1 dodge, +7 armor<sup>1</sup>)

**HP** 8d6 +14 hp (54 HP)

**FORT** +3 **REF** +5 **WILL** +7

#### **Offense**

**Spd** 30 ft

**Melee** +8 dagger (1d4+2 slashing, 19-20/x2)

**Ranged** +8 dart (1d4+1 piercing, 20/x2, 20 ft range increment)

**Psionics (ML 8<sup>th</sup> Concentration +14)**

**Fourth** – fold space, psychokinetic charge

**Third** – energy retort (usually sonic damage), gravitational anchor, sharpened edge

**Second** – deceleration (R-DC 17), dimension swap, ectoplasmic sheen,

empty mind, mental disruption (W-DC 17)

**First** – burst, circumstance shield, inertial armor<sup>1</sup>, mind thrust (7d10, W-DC 19), skate,

**Talents** – create sound, create light, detect psionics, vim<sup>1</sup> included in stat-block above, augmented to +7 bonus

**Power Point Reserve** 70

#### **Statistics**

**Str** 13 **Dex** 17 **Con** 12 **Int** 17 **Wis** 12 **Cha** 13

**Base Atk** +4 **CMB** +5 **CMD** 18

**Feats** Deep Focus, Dodge, Mobility, Psionic Body, Up the Walls, Weapon Finesse

**Skills** Acrobatics +11, Autohypnosis +14, Climb +12, Knowledge (local) +14, Perception +9, Stealth +11

**Gear** mwk. dagger, 12x mwk. darts on bandoliers, smartphone

the shocking quality. The Million Favored One can only use his ranged attack option and his electrical transition spell-like ability in an area of dim lighting or worse.

#### **Nature**

The Million Favored Ones extensively cyber-augmented warrior-priests who serve the Brotherhood of the Bio-Mechanical Scarab. Human flesh and blood is cut away in sacramental cyber-mutilation sacred to the cult of Nyarlathotep. Organic tissue is replaced by ancient yet advanced bionic technology, producing an indomitable cybernetic warrior.

Million Favored Ones protect the Brotherhood's most important facilities and accompany Scarab Brotherhood Cultists as bodyguards. Small squads of Million Favored Ones are dispatched as elite kill-teams when an enemy of the Brotherhood must be slaughtered.

Million Favored Ones are gleaming golden cyborgs whose poly-alloy chassis are decorated in Egyptian motifs. They



**Ecology****Environment** any**Organization** solitary, pair or accompanying other psionic soldiers or military units**Treasure** standard (including gear)**Special Abilities****Inconstant Position (SU)**

Once per day, the Mind Dancer can impose a 50% miss chance on any single attack against her that she is aware of as an immediate action.

**Ledge Walker (EX)**

The Mind Dancer can move along narrow surfaces at full speed using the Acrobatics skill without penalty. The Mind Dancer is not flatfooted when using Acrobatics to move along narrow surfaces.

**Nomad's Step (SU)**

As long as the Mind Dancer maintains psionic focus, she can teleport to a location up to 50 ft away as a standard action. She must have line of sight to this area. She can bring along possessions equivalent to a medium load.

**Nature**

The Mind Dancer is a psi-capable lightfighter with superhuman grace, balance and precision. She fights unencumbered by armor and modern firearms, wearing only a thin dancer's leotard and wielding fighting blades as bright as moonlight on silver. The Mind Dancer thinks of her psionic ability as an athletic competition to be mastered rather than a mental discipline to be intellectually mastered. In between grueling training sessions, the Mind Dancer is available for hire as a thief, scout, spy, saboteur, discrete bodyguard or assassin. Similarly gifted men and women can be found among all the secret armies on this planet and beyond.

**MIND DANCER, CELEB - CR 8***Medium CG Humanoid (human) Psion (nomad) 8***XP** 4,800**Init** +3 **Senses** Perception +11**Languages** English, Latin and one other language of choice**Defense****AC** 25 **Touch** 16 **Flatfooted** 21 (+3 DEX, +1 dodge, +7 armor<sup>1</sup>, +2 shield, +2 luck)**HP** 8d6 +14 hp (54 HP)**FORT** +5 **REF** +7 **WILL** +9**Offense****Spd** 30 ft**Melee** +9 dagger (1d4+2 slashing, 18-20/x2)**Ranged** +9 dart (1d4+1 piercing, 19-20/x2, 20 ft range increment)**OR** +9 throwing shield (1d6+2 bludgeoning, 19-20/x2, 20 ft range increment)**Psionics (ML 8<sup>th</sup> Concentration +14)****Fourth** – fold space, psychokinetic charge**Third** – energy retort (usually sonic damage), gravitational anchor, sharpened edge**Second** – deceleration (R-DC 17), dimension swap, ectoplasmic sheen, empty mind, mental disruption (W-DC 17)**First** – burst, circumstance shield, inertial armor<sup>1</sup>, mind thrust (7d10, W-DC 19), skate,**Talents** – create sound, create light, detect psionics, vim<sup>1</sup> included in stat-block above, augmented to +7 bonus**Power Point Reserve** 70**Statistics****Str** 13 **Dex** 17 **Con** 12 **Int** 17 **Wis** 12 **Cha** 13**Base Atk** +4 **CMB** +5 **CMD** 18**Feats** Deep Focus, Dodge, Mobility, Psionic Body, Up the Walls, Weapon Finesse**Skills** Acrobatics +12, Autohypnosis +16, Climb +14, Knowledge (local) +16, Perception +11, Perform (bloodsports) +14, Stealth +13**Gear** mwk. dagger, 12x mwk. darts on bandoliers, +1 returning, light steel throwing shield, smartphone**Ecology****Environment** any**Organization** solitary, pair or accompanying other psionic soldiers or military units**Treasure** standard (including gear)**Special Abilities****Favored (EX)**

The Celeb Mind Dancer gains a +2 luck bonus on all saving throws and opposed skill checks and a +1 luck bonus on



attack rolls.

### **Inconstant Position (SU)**

Once per day, the Celeb Mind Dancer can impose a 50% miss chance on any single attack against her that she is aware of as an immediate action.

### **Ledge Walker (EX)**

The Celeb Mind Dancer can move along narrow surfaces at full speed using the Acrobatics skill without penalty. The Celeb Mind Dancer is not flatfooted when using Acrobatics to move along narrow surfaces.

### **Lucky Strike (SU)**

As a swift action, once per round the Celeb Mind Dancer can apply a *true strike* effect to a single attack.

### **Nomad's Step (SU)**

As long as the Celeb Mind Dancer maintains psionic focus, she can teleport to a location up to 50 ft away as a standard action. She must have line of sight to this area. She can bring along possessions equivalent to a medium load.

### **Turn the Card (SU)**

Once per day, the Celeb Mind Dancer can reroll any failed roll she has made. She must accept the results of the second roll, even if it is worse than before.

### **Nature**

The Celeb Mind Dancer is a refugee from the *Box Office* reality, and somehow, after landing on our Earth, she's become one of the hottest TV sensations of early 1993! Things just fall into place for her, even if the occasional trans-dimensional slaver squad shows up to take her back to bondage on an alternate Earth where the Roman Empire never fell.

The Celeb Mind Dancer is a damn lucky, attractive warrior woman who fights lightly armored and minimally armed. Before hitting our reality, she was a top-draw gladiatrix, who specialized in spectacular ricochet shots with a specially designed shield. These days, she's traded the colorful heraldry of her *ludi* for airbrushed sponsor logos, but fights no less spectacularly.

## **MUTANT BREAKPROOF - CR 7**

Medium LN Humanoid (human, mutant)

XP 3,200

**Init** +0 **Senses** Perception +14

**Languages** English or other Earth language of choice

### **Defense**

**AC** 16 **Touch** 10 **Flatfooted** 16 (+6 natural)

**HP** 10d8 +40 hp (120 HP)

**FORT** +8 **REF** +3 **WILL** +8

**Damage Reduction** 20/epic or adamantine

**Immune** non-magical disease, poison, ability score damage/drain, the sickened, nauseated, fatigued and exhausted conditions

**Resist** Cold 10, Fire 10, Electricity 5, Sonic 5

### **Offense**

**Spd** 40 ft

**Melee** two +17 slams (1d10+10 bludgeoning plus knockback 30 ft, F-DC 25 negates, 20/x4)

### **Statistics**

**Str** 30 **Dex** 11 **Con** 16 **Int** 13 **Wis** 12 **Cha** 15

**Base Atk** +7 **CMB** +17 **CMD** 30

**Feats** Defensive Combat Training, Great Fortitude, Improved Great Fortitude, Power Attack, Toughness

**Skills** Diplomacy +7, Intimidate +10, Knowledge (local, religion) both at +6, Perception +14

**Gear** smartphone

### **Ecology**

**Environment** any

**Organization** usually the leaders of Mutant gangs or even small communities

**Treasure** standard

### **Special Abilities**

#### **Improved Great Fortitude (EX)**

The Breakproof Mutant can reroll a failed FORT Save once per day.

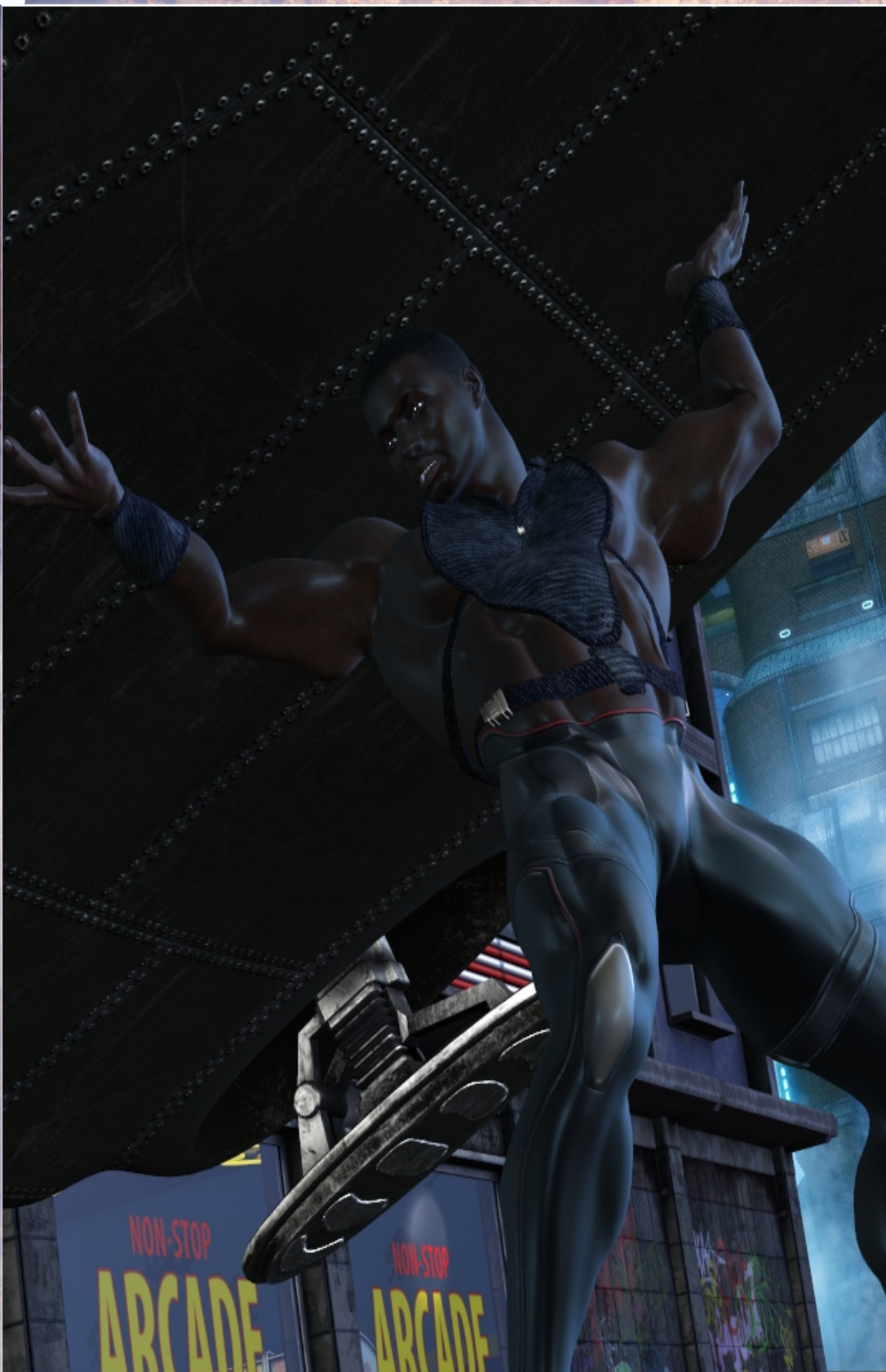
#### **Invincibility (EX)**

The Breakproof Mutant is built with matter denser than pretty much anything else in this universe. The Breakproof Mutant gains Damage Reduction 20/epic against all forms of physical damage, though this DR can also be bypassed by *adamantine* weapons.

#### **Knockback (EX)**

Any creature struck by the Breakproof Mutant's slam attacks must succeed at a DC 25 FORT Save or be knocked 30 ft in any direction the Breakproof Mutant chooses, including straight up, as well as being knocked prone.. A creature who cannot complete its movement





(because it slams into a wall or other obstruction), suffers 3d6 bludgeoning damage and stops at that point. The obstruction suffers identical damage and may burst or break. The save DC is STR-based.

enough to attract followers and too tough for the Spencer Administration to assassinate outright. Breakproof Mutants tend to have systemic and logical minds- their thoughts are as rigid and unbreakable as their bodies. They have an almost instinctive aptitude for leadership and logistics.

### **Massive Strength (EX)**

The Breakproof Mutant is stronger than anything humanoid has any right to be. The Breakproof Mutant's lifting and carrying limits are 100 times an ordinary creature of his size and Strength score. The Breakproof Mutant's maximum load is 160,000 lbs.

### **Perfect Anatomy (EX)**

The Breakproof Mutant is immune to poison and non-magical disease, as well as a host of other conditions. The Breakproof Mutant gains maximum Hit Points from each Hit Die.

### **Nature**

Breakproof Mutants are considered an alpha-class Mutant, one of the best and most evolved examples of the breed. They have evolved nearly unbreakable physical defenses thanks to an ultra-dense physical structure that makes diamond seem softer than cotton. Despite their vast physical superiority, Breakproof Mutants lack the often hideous and highly imaginative body-horror deformities displayed by most other Mutants. Most can pass for baseline humans when they have to.

Breakproof Mutants are often the leaders of small Mutant enclaves because they're tough enough to be respected, smart and charismatic



There's been Breakproof Mutants dating back to the 1950s, and to date, fully 90% of the examples of the breed have been African American. There's a theory going around, among Mutant theologians, that mutation intelligently prepares humanity for the future it will have to face. As a result, many Breakproof Mutants wonder what kind of future evolution is preparing the African American race to face – the Spencer Administration's handling of the McDuffie crisis might provide the answer, and give the Breakproof Mutants the fight their genome's been preparing them for.

## SIMILAR CREATURES

### Breakproof Leader – CR 7

The Breakproof Leader is a minor variant on the Breakproof Mutant. Breakproof Leaders are more focused on protecting their more vulnerable allies in the struggle for Mutant and African American rights than dealing out raw damage.

The Breakproof Leader loses the Massive Strength and Knockback special abilities, and gains the Breakproof Touch special ability, described below.

### Breakproof Touch (SU)

The Breakproof Leader can touch a creature (requiring a grapple combat maneuver to touch an unwilling creature) and grant that creature the benefit of the Breakproof Leader's Damage Reduction and Energy Resistances for as long as the creature remains in physical contact with the Breakproof Leader. The Breakproof Leader can touch up to two creatures simultaneously.

## MUTANT BUZZ-BOY - CR 3

*Large CE Monstrous Humanoid (Mutant)*

**XP** 800

**Init** +1 **Senses** Lowlight vision, scent, Perception +0

**Languages** English or one other language of choice

### Defense

**AC Touch Flatfooted** (-1 size, +1 DEX, +3 natural, +5 equipment)

**HP** 4d10 +16 hp (HP)

**FORT** +7 **REF** +2 **WILL** +1

**Resist** Cold 5, Fire 5

**Immune** non-magical disease

**Weaknesses** light sensitivity

### Offense

**Spd** 40 ft

**Melee** four +7 bonesaws (1d8+4 slashing, 18-20/x2)

*A Mutant Buzz-Boy's bonesaws possess the distracting mundane weapon property.*

### Statistics

**Str** 18 **Dex** 12 **Con** 16 **Int** 7 **Wis** 11 **Cha** 6

**Base Atk** +4 **CMB** +9 (+13 grapple) **CMD** 20

**Feats** Intimidating Prowess, Multi-Attack, Power Attack, Toughness

**Skills** Intimidate +9, Knowledge (local) +5

**Gear** mil-surplus armor, potion of bull's strength, smart phone

### Ecology

**Environment** any urban or ruins

**Organization** solitary, pair or gang (3d4, often under the rule of a Mutant Cutter, Mutant Slaver or other powerful Mutant street-criminal)

**Treasure** standard (including gear)

### Special Abilities

#### **Mil-Surplus Armor (EX)**

At the beginning of each combat encounter, roll D20. On a roll of 1 the armor cataclysmically fails, and its equipment bonus to AC is set to +0. The armor can be repaired with a DC 15 Craft (mechanical) check.

### Nature

Mutant Buzz-Boys are dim-witted brawlers so heavily mutated, so deeply genetically flawed, they are barely recognizable as human anymore. Buzz-Boys are hulking walls of jaundiced muscle with multiple arms, like a Boxer mutant, but a Buzz-Boy's mutations are even more extreme. Every arm ends in a thick, jagged disk of dense bone, which can be spun by muscular contractions faster than an industrial buzzsaw.

Buzz-Boys are recruited into Mutant gangs as lethal muscle, as their horrific deformities suit them to little else. Buzz-Boys can't stand bright lights, and their fellow Mutant gang-bangers usually strap welding goggles or reflective visors to their heads, since the Buzz-Boy can't do it for themselves.

## MUTANT CUTTER - CR 8

*Medium CE Monstrous Humanoid (mutant)*

**XP** 4,800

**Init** +4 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +15

**Languages** English plus one other Earth language of choice

**Aura** Burnblood Aura (30 ft, Bleeding creatures suffer 1d6 fire, no save)

### Defense



**AC 20 Touch 14 Flatfooted 16 (+4 DEX, +6 armor)**

**HP 10d10 +60 hp (115 HP)**

**Fast Healing 10 (acid, fire)**

**FORT +13 REF +11 WILL +5**

### Offense

**Spd 30 ft**

**Melee** two +16 arm blades (1d10+5 slashing plus Bleed 1d4, 18-20/x3)

### Statistics

**Str 20 Dex 19 Con 22 Int 9 Wis 15 Cha 15**

**Base Atk +10 CMB +15 CMD 29 (cannot be disarmed)**

**Feats** Cleave, Critical Focus, Great Cleave, Improved Critical (arm blades), Lunge, Power Attack, Whirlwind Attack<sup>B</sup>

**Skills** Acrobatics +17, Knowledge (local) +12, Perception +15, Survival +15

**Gear** +3 Mutant-subtype defiant studded leather, 1d6+1 potions of haste (injectors), 2x potions of cure critical wounds, lots of street drugs

### Ecology

**Environment** any urban

**Organization** usually solitary, sometimes accompanied by various Mutant or criminal minions

**Treasure** standard (including gear)

### Special Abilities

#### **Adamantine Blades (EX)**

The Cutter's arm blades are treated as adamantine for the purposes of overcoming damage reduction, as well as determining hardness and HP. The Cutter's arm blades cannot be sundered or disarmed.

#### **Bladed Armor (EX)**

Anyone striking the Cutter with a melee weapon or unarmed strike lacking reach suffers 1d8 points of slashing damage (REF DC 15 half) and ongoing Bleed 1.

#### **Blood Burn Aura (SU)**

Any creature that is suffering ongoing Bleed damage or ability Bleed, no matter the severity, suffers 1d6 points of Fire damage if they end their turn within 30 of the Cutter. There is no saving throw against this effect; a target that suffers this damage on two successive rounds is *stunned* for 1d6+1 rounds or until the Bleeding ends.

#### **Deep Wounds (EX)**

All Bleed damage caused by the Cutter represents exceptionally deep, painful gashes. It requires a DC 20 Heal check to close the wounds. *Stabilize* and similar zero level spells or talents cannot close these wounds; first level or greater healing or psychometabolism effects must be

used instead.

### Nature

Cutters are an especially vicious breed of Mutant street criminal. Most carve out a few blocks of street territory for themselves running protection, slinging the drugs they don't snort themselves and fucking any Mutant, male or female or neither, they want living in their territories regardless of that Mutant's opinions on the subject. Local law enforcement might be able to handle lower tier Mutant criminals, or beat local Sub-genes into submission, but nothing less than a fully equipped SWAT team can handle a Cutter, and the Cutters know it. Cutters are arrogant, imperious and savagely brutal, reveling in their reputation as unpredictable killing machines.

## **MUTANT PROSTITUT - CR 2**

*Medium CN Monstrous Humanoid (mutant)*

**XP 600**

**Init +1 Senses** lowlight vision, Perception -1

**Languages** English and/or one other of choice

### Defense

**AC 16 Touch 14 Flatfooted 15 (+1 DEX, +3 luck, +2 armor)**

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

**FORT +5 REF +5 WILL +1**

**Resist** Pleasure 5

### Offense

**Spd 30 ft**

**Melee** +5 dagger (1d4 slashing, 19-20/x2 plus 'gonna cut a bitch')

**Psi-Like Abilities (ML 1<sup>st</sup> Concentration +4)**

**At Will** – distract (W-DC 13)

**1x/day** – attraction (to self only, W- DC 14)

- broker

- entangling ectoplasam (DC 14)

### Statistics

**Str 11 Dex 12 Con 12 Int 10 Wis 9 Cha 16**

**Base Atk +4 CMB +4 CMD 15**

**Feats** Super Kawaii, Weapon Finesse (dagger)

**Skills** Bluff +9 (+11 on sexually oriented Bluff checks), Diplomacy +9, Knowledge (local) +9, Perform (dance) +9, Profession(prostitute) +11

**Gear** mwk. battle lingerie, dagger, 1d4x potions of fertility control, potion of cure light wounds, smartphone





almost always open for business. Even if you're not looking for a quick alleyway fuck, the Mutant Prostitute knows what's going on in the Mutant underground, probably better than anybody else. A few bucks never bought a better informant.

### **MUTANT RESCUE EXPERT - CR 12**

*Medium NG or CG Humanoid (human, mutant)*

XP 19,200

**Init** +3 **Senses** Perceive unencrypted wifi/radio/television signals, Perception +13

**Languages** English, Spanish or one other Earth language of choice

#### Defense

**AC** 24 **Touch** 18 **Flatfooted** 20 (+3 DEX, +1 dodge, +4 deflection, +6 armor)

**HP** 17d8+34 hp (111 HP)

**FORT** +7 **REF** +13 **WILL** +6

**Immune** Force

**Resist** Cold 10, Electricity 10, Fire 10

**Weaknesses** Cybernetic Security Risk -1

#### Offense

**Spd** 30 ft **Flight** 120 ft (average)

**Melee** +14/+9/+4 tonfa (1d6+2 bludgeoning, 20/x2)

**Ranged** +15/+10/+5 mutant bio-blast (4d6 force, 20/x3, 75 ft range increment)

**Spell-Like Abilities** (CL 9<sup>th</sup> **Concentration** +10)

**Constant** – mage armor (included in stat-block above)

**At Will** – stabilize

**3x/day** – cure moderate wounds

**1x/day** – mass cure light wounds

**1x/week** – breath of life

- remove disease

#### Statistics

**Str** 14 **Dex** 16 **Con** 15 **Int** 12 **Wis** 13 **Cha** 13

**Base Atk** +12 **CMB** +14 **CMD** 27

**Feats** Aircraft Operations, Dodge, Far Shot, Hover<sup>B</sup>, Improved Point Blank Shot, Mobility, Point Blank Shot, Shot on the Run, Surgery, Wind Stance

**Skills** Fly +18, Heal +13, Knowledge (civics) +9, Perception +13, Pilot +10, Stealth +11, Survival +12

**Gear** +3 *benevolent utility bodystocking*, tonfa, mwk. med-kit, mwk. surgery kit, 3x potions of cure light wounds, wand of cure light wounds (6d6 charges remaining)

#### Cybernetics

**Headware** – Onboard Computer

#### Ecology

**Environment** any urban

**Organization** solitary or ho-train (2-8)

**Treasure** standard

#### Special Abilities

**“Gonna Cut a Bitch” (EX)**

When attacking any female humanoid or monstrous humanoid, the Mutant Prostitute re-rolls and adds in any damage dice that come up 4 on D4. She may keep re-rolling and adding if she continues to roll high.

#### Nature

The Mutant Prostitute is a near-human cutie, save for a few warped chromosomes that both keep her on the streets and provide her with her gimmick. She might have three of the most perfect breasts you've ever seen, bones so flexible she can tie herself in knots, or a telepathic deformed twin growing from her stomach. Whatever her looks, she's



**Ecology****Environment** any**Organization** solitary, pair or MR-Unit (2-3 Mutant Rescue Experts plus 1d6+1 Gifted, plus 1-2 Psion Elite or Rogue Psions)**Treasure** standard (including gear)**Special Abilities****Mutant Healer (EX)**

When the Mutant Rescue Expert use any of his spell-like abilities to heal damage to a creature with either the mutant, patriot or psionic subtype, that creature receives the maximum healing possible. This does not apply to healing performed via his *wand of cure light wounds*.

**Wind Stance (EX)**

If the Mutant Rescue Expert takes two actions to move or a withdraw action in a turn, he gains 20% concealment for one round.

**Nature**

The controversial NGO, *Mutant Rescue International* attempts to make being a mutant post-human a little safer in a world filled with well-armed bigots, a culture of gene-prejudice and dangerous anti-mutant Watchtower mecha. Mutant Rescue teams might be found anywhere in the world where mutants are imperiled, either by their own kind, or by baseline *homo sapiens* hatred. Mutant Rescue squads have deployed alongside freedom fighters in the Republic of Cebrary and have traded fire with Puzzle Ops kill-squads more than once. For every combat mission, however, Mutant Rescue International fields a dozen non-newsworthy humanitarian operations.

The Mutant Rescue Expert is a senior Mutant Rescue staffer, and an exceedingly powerful free mutant. Her genes give her the firepower and aerial mobility of an Apache attack helicopter, and nearly a decade of med school turned her into a highly competent trauma surgeon. The Mutant Rescue expert is at home on a combat deployment as she is setting up a clean water supply for a Mutant shanty town in rural Cambodia or running an immunization drive in Detroit's Mutant ghetto.

Like all Mutant Rescue operators, the Mutant Rescue Expert wears the organization's iconic blue and orange field uniform. In this case, the Mutant Rescue Expert augments the uniform with chromed armor as a symbol of her fighting prowess, and a targeting visor built into the suit's cowl. The Mutant Rescue Expert is capable of firing a dense stream of silvery kinetic energy from her gauntleted hands, and a shimmering corona of this same energy acts as a personal force shield and lets the Mutant



activist fly. The Mutant Rescue Expert is a fairly competent tactician, and knows she's most vulnerable on the ground. Whenever possible, she acts as close air-support for his grounded comrades, blasting away from near maximum range.



**MUTANT SLAVER - CR 7**

*Medium LE Monstrous Humanoid  
(Mutant, Psionic)*

**XP** 3,200

**Init** +1      **Senses** Darkvision 30 ft,  
lowlight vision, Perception +14

**Languages** Afrikaans, English

**Aura** Frightful Presence (60 ft, shaken,  
WILL DC 17\* negates)

**Defense**

**AC** 18 **Touch** 11 **Flatfooted** 17 (+1 DEX,  
+3 natural, +4 armor)

**HP** 9d10+27 hp (77 HP)

**FORT** +9 **REF** +4 **WILL** +8

**Offense**

**Spd** 30 ft

**Melee** +13/+7 warhammer (1d8+3  
bludgeoning, 20/x3)

**Ranged** +11/+6 advanced SMG (2d6  
ballistic, 20/x2, 50 ft range increment,  
full auto, 20 box)

**Statistics**

**Str** 17 **Dex** 12 **Con** 17 **Int** 15 **Wis** 14

**Cha** 15

**Base Atk** +9 **CMB** +10 **CMD** 21

**Feats** Cleave, Fearsome Violence,  
Frightful Presence, Great Cleave, Power  
Attack

**Skills** Bluff +13, Computer Use +3,  
Diplomacy +10, Intimidate +13,  
Profession (slaver) +14, Perception +14,  
Sense Motive +14

**Gear** mwk studded leather, mwk  
warhammer, mwk Advanced SMG and 1x  
clip, smartphone, laptop computer

**Ecology**

**Environment** any urban (largest  
concentrations in Old Detroit, Los  
Angeles and the new Mutant colony at  
McDuffie, MO)

**Organization** solitary or accompanied by  
1 Hard Gene Alley Queen and 2-4 Street  
Freak Bodyguards

**Treasure** at least double standard (in lair)

**Special Abilities**

**Frightful Presence (SU)**

The Mutant Slaver can inspire terror by charging or attacking. Affected creatures must succeed on a DC 17 Will save or become shaken, remaining in that condition as long





as they remain within 60 feet of the Mutant Slaver.

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

### **Genetic Appraisal (EX)**

With a successful Profession (slaver) check (DC 10 + the target's CHA modifier), the Mutant Slaver can learn many things against targets with the Mutant subtype. If the check is successful, the Mutant Slaver learns the target's base attack bonus, STR and CON modifiers, their current and maximum HP.

This ability has no effect if used against a non-Mutant.

### **Mutant Dominance (SU)**

Mutants with a blue phenotype are feared and respected by their genetic brothers and sisters. The Mutant Slaver receives a +1 morale bonus on melee attack and damage rolls against targets with the Mutant subtype, and increases the Saving Throw DC of his psionic abilities by +1 against targets with the Mutant subtype.

### **Nature**

Mutant Slavers are an oppressed minority that preys on its own kind for profit. Lowest of the low, yet the Mutants least likely to be annihilated in a Watchtower sweep because they've got the money to buy connections in the *baseline* world.

These muscular, hypertrophied warlords have skin the rich blue of the sky, marked by faintly radioactive boils and pustules. They dress in the finest battlearmor they can afford, and lavish care on their well polished, scrupulously maintained weapons. Despite their twisted features and physical prowess, Mutant Slavers are anything but dumb muscle. They are expert black mailers, keen students of human and Mutant nature, and cultivate a web of contacts and customers among both species. Mutant Slavers are part of the international trade in Mutant slaves and organ samples (for medical research and pharmacological use), with ties to the slave-trading Republic of Cebary. Many Mutants taken and sold end up in the hellish African republic, gene-twisted into emotionless slaves.

## **MUTANT STREET FREAK - CR 6**

*Huge CN Monstrous Humanoid (giant, mutant)*

XP 2,400

**Init** -1 **Senses** Lowlight vision, Perception +12

**Languages** English plus one of Arabic, Farsi, or Spanish

### **Defense**

**AC** 19 **Touch** 7 **Flatfooted** 19 (-2 size, -1 DEX, +6 natural, +5 armor)

**HP** 8d10+32 hp (76 HP)

**FORT** +12 **REF** +5 **WILL** +3

**Immune** Fire, Radiation

### **Offense**

**Spd** 40 ft

**Melee** +13/+8 explosive punches (1d12+6 bludgeoning plus 1d6 fire, 19-20/x2 plus grab)

**Ranged** +5/+0 explosive spit (2d6 fire, 20/x2, 50 ft maximum range)

**Special Qualities** Explosive Vomit Breath Weapon (every 1d6 rounds, 4d6 fire, 30 ft cone, REF DC 18 half)

### **Statistics**

**Str** 22 **Dex** 9 **Con** 18 **Int** 10 **Wis** 13 **Cha** 9

**Base Atk** +8 **CMB** +16 **CMD** 25

**Feats** Cleave, Great Cleave, Improved Critical (explosive punch), Intimidating Prowess, Power Attack, Weapon Focus (explosive punch)

**Skills** Craft (mechanical or structural) +11, Knowledge (local) +11, Intimidate +16, Perception +12, Profession (day laborer) +12

**Gear** mil-surplus armor, mechanical tools, sleeping bag and laborer's outfit, personal items

### **Ecology**

**Environment** urban or ruins (native to Old Detroit, with similar populations in Los Angeles, McDuffie, MO (recently established) and throughout Mung Thoy Tan)

**Organization** solitary, pair or gang (1d6+1)

**Treasure** incidental (including gear)

### **Special Abilities**

#### **Explosive Punches (SU)**

The Street Freaks' body surges with barely contained energy, and his unarmed strikes gain the *flaming burst* magical weapon property.

#### **Freakish Looks (EX)**

They're not quite powers, but more than deformities. Each Street Freak earns the title by weird, ab-human anatomical quirks. Roll D10 twice on this chart to find out what makes this particular Street Freak a freak. Some of these Freakish Looks have game play effects, others don't (usually).



### Mil-Surplus Armor (EX)

At the beginning of each encounter, roll D20. On a roll of 1, the Street Freak's armor fails: its armor bonus is set to 0. The armor will not function until repaired, requiring a DC 15 Craft check.

### Mutations

No two Street Freaks look alike, no two have the same natural weapons or strange deformities. Roll D10 on the following chart to see what powers evolution has bestowed on a particular Street Freak.

### Nature

Mutants are a shadow underclass, living in the ruins of Old Detroit, in the abandoned storefronts, long shuttered factories and forgotten steel mills. They've got lairs in the sewers and tent cities at the edge of town, past 8 Mile Road. Some of 'em are just trying to get by-SNAP and WIC benefits when they can get them, begging when they can't, day labor when they find somebody who doesn't mind hiring muties. Others are criminals-bullet proof enforcers for the local gangs and scummers. Street Freaks are the biggest, toughest and nastiest of the lot.

No two look alike, but all of 'em are big enough they can punch through plate steel and scrape their heads on the ceilings of most of the crappy apartments in Detroit that'll rent to muties. You walk around

in Old Detroit, you'll see a hundred examples of Street Freaks, mixed among the ordinary muties. You'll know them when you see them. No question about that.

Freakish Looks (D10 twice)	
1 Cycloptean Eye (-2 penalty on ranged attacks past 30 ft, gains Darkvision 90 ft)	2 Reptilian Scales (+1 natural armor)
3 Blue body, hair or scales, blue power displays (gains respect among other Mutants, increase CHA to 13)	4 Avian or Saurian features
5 Multiple mouths or extra eyes, possibly even an entire second face elsewhere on the body	6 Second Head (becomes immune to <i>vorp</i> weapons, considered Nauseated and Bleeding 5 until medical attention if head is severed)
7 Abnormal and disturbing proportions to limbs or body	8 Treated as wearing Mwk. Armor Spikes due to naturally spiky or sharp body surfaces
9 Pick an abnormal color aside from blue- that's your skin/fur/scale color	10 Runt: become Size Small with all attendant changes

Random Mutations (D10)	
1 Fat Body (EX) – the Street Freak is buried under a mountain of fat. He gains the Powerful Build racial trait and gains immunity to Ballistic and Bludgeoning Damage	2 Shark Tooth (EX) – the Street Freak gains a new primary natural attack with the <i>vorp</i> quality: +12 vorpal bite (2d6+6 slashing, 20/x3)
3 Stone Skinned (EX) – the Street Freak has stony hide that would put most Anvil to shame. Increase natural armor bonus to AC to +12.	4 Healing Factor (EX) – the Street Freak gains Regeneration 5 (electricity)
5 Plasma Blood (SU) – Anyone striking the Street Freak with a melee or natural weapon attack suffers 1d6 Fire damage (REF DC 18 none)	6 Super Stability (EX) – the Street Freak has massive thighs and calves, ending in powerful hooves. He becomes immune to trip, bullrush and reposition attempts.
7 Multi-Limbed (EX) – the Street Freak has multiple, tangled and freakish limbs. His melee attack line is +11/+11/+6/+6 when making full attacks with his explosive punches.	8 Nitro Punches (SU) – the Street Freak's explosive energies are especially potent. Creatures damaged by an Explosive Punch must succeed on a FORT Save (DC 10 + damage inflicted) or be knocked back 5 ft and considered <i>shaken</i> .
9 Charger (SP) – the Street Freak can't be stopped when he starts moving. He ignores difficult terrain and is considered to be under a constant <i>freedom of movement</i> effect; CL 8 <sup>th</sup> , Concentration +7	10 Freak Dragon (SU) – the Street Freak's body boils with energy. He can use his Explosive Vomit breath weapon every other round.





## MUTANT, SUBGENE - CR %

*Medium N Monstrous Humanoid (mutant)*

**XP** 200

**Init** +1 **Senses** Lowlight vision, scent, Perception +4

**Languages** English plus one of Arabic, Farsi or Spanish

### Defense

**AC** 14 **Touch** 11 **Flatfooted** 13 (+1 DEX, +2 natural, +1 armor)

**HP** 1d10+2 hp (8 HP)

**FORT** +4 **REF** +3 **WILL** +0

### Offense

**Spd** 30 ft

**A – Melee** +3 claw (1d6+2 slashing, 19-20/x2)

**B – Melee** two +3 claws (1d4+2 slashing, 20/x3)

**C – Melee** +3 unarmed strike (1d6+2 bludgeoning, 20/x2) plus +3 bite (1d6+2 piercing +1 acid, 20/x2)

**A – Ranged** two +2 tendrils (1d4+2 slashing +1 acid, 30 ft maximum range, 20/x2)

**B – Ranged** +2 flame spit (1d6 fire, 20/x3, 10 ft range increment)

**C – Ranged** +2 acid spit (1d6 acid, 20/x2, 30 ft range increment)

### Statistics

**Str** 15 **Dex** 13 **Con** 14 **Int** 9 **Wis** 11 **Cha** 7

**Base Atk** +1 **CMB** +3 **CMD** 14

**Feats** Stealthy

**Skills** Escape Artist +3, Knowledge (local) +3, Role Skill\* +5, Stealth +7, Perception +4

**Gear** ratty leather jacket

### Ecology

**Environment** urban or ruins (native to Old Detroit, with similar populations in Los Angeles, McDuffie, MO (recently established) and throughout Mung Thoy Tan)

**Organization** pair, pack (4-6) or colony (30-50 plus several Street Freak or Detroit Lamprey gang-leaders or enforcers)

**Treasure** incidental (including gear)

### Special Abilities

#### **Genetic Diversity (EX)**

Subgenes are a diverse race of Mutants. When creating any given Subgene, choose one melee attack line and one ranged attack line from the A,B,C list of choices.

#### **Role in Subgene Society (EX)**

Everybody works in a Subgene squat-city, and even the least educated mutant can find a way to be useful in maintaining the Subgene's jury rigged society. Some are trained as scavengers, rough healers, mechanics, or trapsmiths, all doing their part to maintain a Subgene colony.

Choose one skill from the following list: *Craft (electronic,*



*mechanical, structural), Computer Use, Disable Device, Heal, Profession (brewer; cook or similar) or Survival. The Subgene gains a +5 modifier on checks with this skill.*

### Nature

Subgenes are the lowest echelon of Mutant society- sewer dwellers too mentally and emotionally damaged to fight for their race's survival, too deformed to pass for baseline *sapiens*, and too physically fragile to stand up to the Street Freaks and truly dangerous mutant gangsters.

Subgenes maintain extensive, furtive lairs in abandoned sewer mains and subway exchanges, or in long-shuttered factories and abandoned schools.

Subgenes are poorly educated and disenfranchised, though some are surprisingly adept at turning mankind's junk into the things they need to maintain their shadow society. Subgenes are physically diverse, though none can pass for human: most are misshapen, disturbingly animalistic beings with too many teeth and too many tendrils. Most have scaly skins every color of the mutant rainbow but the ones they were supposed to be born into.

## **MUTANT URBAN WARRIOR - CR 4**

*Medium N Monstrous Humanoid (Hard Gene, mutant, psionic) Gunslinger 5*

**XP** 1,200

**Init** +9 **Senses** Darkvision 30 ft, scent, Perception +8 (+10 visual-based)

**Languages** English, Spanish or other Earth language of choice

### Defense

**AC** 19 **Touch** 15 **Flatfooted** 14 (+3\* DEX, +2 dodge, +4 armor)

**HP** 5d10 + 15 hp (47 HP)

**Fast Healing** 1

**FORT** +7 **REF** +9 **WILL** +2

**Immune** ballistic damage

**Weaknesses** Cybernetic Security Risk -1



### Offense

**Spd** 30 ft

**Melee** +7 combat knife (1d6+2 slashing, 19-20/x2)

**Ranged** +12 advanced 9mm pistol (2d6+6 ballistic, 20/x3, 40 ft range increment, full auto, 16 box)

OR +11 AK-47 knockoff (2d8 ballistic, 20/x2, 70 ft range increment, semi-auto, 30 box)

**Special Qualities** Deeds, Grit, Gun Training (Advanced 9mm) Nimble

**Special Attacks** Mutant Bio-Blast (expend psionic focus, 30 ft line, 2d6 acid+2d6 electrical, REF DC 15)

**Maximum Grit** 1

**Power Points** 2

### Statistics

**Str** 14 **Dex** 21 **Con** 16 **Int** 11 **Wis** 12 **Cha** 10

**Base Atk** +5 **CMB** +7 **CMD** 22

**Feats** Skill Focus (stealth), Quick Draw, Weapon Focus (pistol), Wild Talent

**Skills** Acrobatics +12, Climb +9, Bluff +7, Perception +8, Stealth +15

**Gear** +1 Advanced 9mm Pistol and 6x spare clips, AK-47 knockoff and 6x spare clips, tactical ballistic vest, smart



phone

### **Cybernetics**

**Headware (Optics)** Lowlight Optics, Sensory Upgrade +2, Sensory Shield, Targeting Optics +1

**Headware** Attack Barrier +2, Onboard Computer, Feat Database (Improved Initiative)

**Bodyware** Anti-Ballistic Body Weave, Cybernetic Power Supply

### **Ecology**

**Environment** any urban (usually in the worst neighborhoods, the ones that take that slight step from ghetto to war zone)

**Organization** solitary, gang (4-8) or platoon (10-16 plus one 8<sup>th</sup> level leader)

**Treasure** standard (including gear)

### **Special Abilities**

#### **Mutant Bio-Blast (EX)**

By expending psionic focus, the Mutant Urban Warrior may unleash a Mutant Bio-Blast as a standard action, similar to a breath weapon. The Mutant Bio-Blast is a line of conductive acid 30 ft long that inflicts 2d6 acid and 2d6 electrical (REF DC 15 half).

### **Nature**

The Mutant Urban Warrior is a high tech, well equipped sociopath for hire. He'd say he's a combat pragmatist, but no matter how you slice it, he cares a lot more about accomplishing his mission than civilians caught in the crossfire. The Mutant Urban Warrior depends equally on his excellent military training and years of combat experience, to say nothing of the expensive, military-grade cybernetic upgrades he's had implanted. He'll work with anybody with the cash, up to and including Hunt Clubs and Mutant Slavers preying on his own kind, and sleep like a baby the night after the mission.

## **NANOSCULPTOR - CR 18**

*Medium LN, LG or LE Monstrous Humanoid (heavy cyborg)*

**XP** 153,600

**Init** +3 **Senses** Darkvision 60 ft, lowlight vision, *blindsight* 60 ft, perceive unencrypted radio/television/wifi signals, Perception +1

**Languages** English, Japanese, Mandarin, *truespeech*

### **Defense**

**AC** 23 **Touch Flatfooted** (+3 DEX, +4 natural, +6 deflection)

**HP** 25d10 +100 hp (238 HP)

**Regeneration** 10 (electricity)

**FORT** +18 **REF** +11 **WILL** +15

**Immune** suffocation, radiation, vacuum (No Breath), extensive cyborg immunities

**Resist** Cold 20, Fire 20, Force 20, Pleasure 10, Sonic 10

**Spell Resistance** 28

**Vulnerable** Electricity

**Weaknesses** Cybernetic Security Risk -3

### **Offense**

**Spd** 40 ft Flight 120 ft (average), Space Flight 1,000 ft (perfect)

**Melee** two +26 slams (1d10+1 bludgeoning plus 2d6 electrical, 20/x2)

**Ranged** two +28 barrage cannons (4d6 unspecified energy, 19-20/x3, 500 ft range increment, full auto)

**Special Qualities** No Breath, Starflight

**Spellcasting** CL 25<sup>th</sup> **Concentration** +34/+38 **defensive casting**)

**Ninth** – Erect Mega-Structure, Meteor Swarm (R-DC 27) *prepared twice*, Nuclear Impact, Time Stop

**Eighth** – Incendiary Cloud (DC 24), Kinetic Kill Weapon (DC 26) *prepared twice*, Sat-Kill, Summon Monster VIII

**Seventh** – Call Greater Powered Armor, Forcecage (R-DC 25), Offensive Cyber-Surgery (F-DC 23) *prepared twice*, Prismatic Spray (DC 25)

**Sixth** – Antimagic Field, Mass Disintegrate Armor (F-DC 22) *prepared twice*, Rain of Artillery (R-DC 24) *prepared twice*

**Fifth** – Cone of Cold (DC 23) *prepared twice*, Field Artillery Unit, Summon Monster V *prepared twice*

For the sake of brevity, the Nanosculptor's fourth level and below spells are omitted. She has a wide array of spells prepared. She favors high-damage offensive spells, as well as a variety of battlefield control and utility spells. She makes good use of the high tech spells described in *Technology Unleashed*, and favors these spells above spells from other sources. The Nanosculptor usually forgoes protective spells in favor of her nanotech defenses.



### Statistics

**Str** 13 **Dex** 17 **Con** 18 **Int** 23 **Wis** 12 **Cha** 13

**Base Atk** +25 **CMB** +26 **CMD** 39

**Feats** Augment Summoning, Bouncing Spell, Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Items, Dazing Spell, Empower Spell, Fly-By Attack, Greater Spell Focus (evocation), Hover<sup>B</sup>, Maximize Spell, Selective Spell, Spell Focus (conjuration), Spell Focus (evocation), Widen Spell

**Skills** Craft (electronic, any other two) all at +34, Computer Use +34, Fly +31, Knowledge (arcana, spellcraft, technology) all at +34, Pilot +31, Spellcraft +34

### Ecology

**Environment** any

**Organization** solitary or accompanied by a variety of high tech minions such as Armory Cyborgs, Million Favored Ones, Schemat or the like

**Treasure** double or triple standard (at minimum, in lair)

### Special Abilities

#### **Spellcasting (SU)**

The Nanosculptor casts spells as a 25<sup>th</sup> level Wizard.

#### **Machine Telepathy (SU)**

The Nanosculptor can invade the central nervous systems of her allies, allowing a limited tactical hive mentality between them. So long as the Nanosculptor is not considered flatfooted, none of her allies within 100 ft are. The Nanosculptor can communicate telepathically with all allies within a mile and is aware of their current condition and location, as if under a permanent *status* effect.

#### **Nano-Cannons (SU)**

The damage from the Nanosculptor's barrage cannons is of no particular type and is not subject to any form of resistance or immunity. The Nanosculptor's barrage cannons always overcome non-epic Damage Reduction and Hardness.

#### **Nano-Shielding (SU)**

The Nanosculptor gains a deflection bonus to AC equal to her INT modifier (+6). This deflection bonus is effective against force effects and blocks incorporeal attacks.

#### **Unified Field Theory (SU)**

The Nanosculptor can control energy on the quantum level. As an immediate action, she can change the energy type (and descriptor) of any spell she casts to any other energy type of her choice. No other aspects of the spell change.





## Nature

Nanosculptors use the most advanced technology of the modern era – clouds of ambient nanotech capable of rewriting and reprogramming matter on a molecular level – to accomplish ultra-tech miracles. Nanosculptors are strong-willed rationalists who believe that for mankind to achieve its destiny, poverty and scarcity must be eliminated. To this end, they've developed revolutionary sources of unlimited, free energy and matter replication protocols. Matter and energy are their playthings! In the service of their great mission, Nanosculptors have replaced their blood and cerebro-spinal fluid with about ten pints of liquid machines capable of doing literally anything.

Nanosculptors are extremely dangerous tactically, capable of annihilating an entire carrier battle group singlehandedly. However, their true global impact comes from their transhumanist super-science, ultra-tech charity work and weaponized atheistic memes. Nanosculptors rarely work for the US government openly, as the US military-industrial complex is too conservative and reactive for their taste, and has a vested interest in preventing a technological Singularity. Instead, Nanosculptors work alone, or alongside like-minded techno-revolutionaries: there are many celebrated Nanosculptors leading Huxley Emergence cells. A handful serve as techno-shamen for the First Nations Federation, the source of the revolutionary eco-tech that has turned reservation green and verdant again.

Nanosculptors resemble idealized male or female humanoids hewn from living, reactive metal or silicon. Their proportions are mathematically perfect, and their internal systems are exactly designed for efficiency and survivability. When the situation calls for raw firepower, Nanosculptors can manifest an impressive array of high-tech energy cannons from any hardpoint on their cybernetic body.

## **NANO-SOLDIER - CR 1**

*Medium LN Humanoid (human, patriot) Fighter 2*  
**XP 400**

**Init** +1 **Senses** Darkvision 60 ft, lowlight vision, Perception +2

**Languages** English, and one other Earth language of choice

### Defense

**AC** 15 **Touch** 11 **Flatfooted** 14 (+1 DEX, +4 armor)

**HP** 2d10+7 hp (23 HP)

**Fast Healing** 1 (acid, fire)

**FORT** +5 **REF** +1 **WILL** +0

**Defensive Abilities** Bravery +1

**Weaknesses** Cybernetic Security Risk -1

### Offense

**Spd** 40 ft

**Melee** +5 dagger (1d6+3 slashing, 19-20/x2)

**Ranged** +4 advanced SMG (2d6 ballistic, 20/x2, 50 ft range increment, full auto, 20 box)

OR +4 frag grenade (4d6 slashing, 20 ft burst R-DC 15 half, 10 ft range increment)

### Statistics

**Str** 16 **Dex** 12 **Con** 14 **Int** 11 **Wis** 10 **Cha** 10

**Base Atk** +2 **CMB** +5 **CMD** 16

**Feats** Endurance, Point Blank Shot, Toughness

**Skills** Climb +7, Craft (gunsmith) +4, Intimidate +2, Perception +2, Stealth +2, Survival +5

**Gear** tactical ballistic vest, dagger, advanced SMG and 6x spare clips, 1d4 frag grenades, first aid kit, encrypted smartphone, zip tie handcuffs, 2x days water & rations

### Cybernetics

*Headware* – Onboard Computer

### Ecology

**Environment** any

**Organization** solitary, pair, or any applicable military grouping (Nano-Soldiers are often deployed in pairs or larger groups and take full advantage of teamwork and overlapping fields of fire.)

**Treasure** standard (including gear)

### Special Abilities

#### **Nanite Surge (EX)**

Once per day, the Nano-Soldier can trigger the nanites floating through his blood stream and growing within his bone marrow to radically augment his natural healing abilities. As a swift action, the Nano-Soldier can recover 1d8+2 HP and gains a new FORT save against any ongoing poisons, diseases or other effects resisted with a FORT Save.





tough enough to qualify as a *Puzzle Ops Black Operator, Techno-Fascist* or *Xeno-Merc*.

Adding customization options from any of these stat-blocks is a good way to make a unique Nano-Soldier, as is swapping their weapons for higher-tech options. Modifying language choices and alignment also helps differentiate different factions of Nano-Soldiers, and you can easily add a subtype or two as necessary, like *Anthro* to breed uplifted animalistic soldiers, or *Cultureborn* to create the endless, well-trained legions of the Culture.

### Nature

Nano-Soldiers are specially chosen infantry augmented by advanced nano-scale bionics that radically increase their durability and survivability. Nano-Soldiers are disciplined and team-focused, preferring to fight alongside a battle-buddy if its not possible to fight as part of a full squad. Off duty, Nano-Soldiers can be legendarily rowdy, drinking and brawling to a level that would leave an ordinary human trooper in a coma, knowing with their superhuman regenerative gifts they'll be fine after just a couple hours rack time. Their strongest emotional bonds are with similarly enhanced squaddies- lovers and children come a distant second or third, at the most optimistic.

Nano-Soldiers dress in the standard-issued uniforms of their faction, which usually includes tactical body armor and a pack full of survival gear, rations and extra ammunition.

### Similar Creatures

The Nano-Soldier is a basic stat-block you'll use at every stage of the campaign. Virutally any low-level grunt the players battle is probably a Nano-Soldier, if they're not

## **NANOTECH COMMANDO - CR 10**

*Medium LN or LE Humanoid (human, patriot) Fighter 10*  
**XP** 9,600 (*ad hoc adjustment due to superior gear and cybernetics*)

**Init** +4 **Senses** Darkvision 60 ft, lowlight vision, Perception +2

**Languages** English, Russian, threat language pack (10 African/Middle Eastern languages suitable to the current mission)

### Defense

**AC** 20 **Touch** 15 **Flatfooted** 15 (+4 DEX, +1 dodge, +5 armor)

**HP** 10d10 +60 hp (115 HP)

**Regeneration** 5 (acid, fire)

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

**Defensive Abilities** Bravery +3

**Immune** ability score damage/drain, blindness, disease, poison, Ballistic Damage

**Weaknesses** Cybernetic Security Risk -3



## Offense

**Spd** 40 ft

**Melee** +17/+12 shortsword (1d6+7 slashing, 19-20/x2)

**Ranged** +18/+13 advanced SMG (2d6+3 ballistic, 20/x2, 50 ft range increment, full auto)

OR +16/+11 frag grenade (4d6 slashing, 20 ft burst R-DC 15 half, 10 ft range increment)

## Statistics

**Str** 22 **Dex** 19 **Con** 18 **Int** 15 **Wis** 18 **Cha** 14

**Base Atk** +10 **CMB** +16 **CMD** 30

**Feats** Cleave, Combat Reflexes, Dodge, Endurance, Greater Weapon Focus (advanced SMG), Point Blank Shot, Power Attack, Precise Shot, Run, Toughness, Weapon Focus (advanced SMG), Weapon Specialization (advanced SMG)

**Skills** Climb +18, Craft (gunsmith) +13, Disable Device +13, Drive +12, Intimidate +11, Perception +13, Pilot +12, Stealth +17, Survival +18

**Gear** +1 creeping tactical ballistic vest of shadow, mwk. short sword (machete), mwk.dagger +1 advanced SMG of infinite ammunition, 2d4 frag grenades, first aid kit, encrypted smartphone, ziptie handcuffs, 2x days water & rations

## Cybernetics

**Headware** – Onboard Computer, Advanced Cyberoptics with Sensory Shield, Targeting Optics +2, Tactical Language Database

**Bodyware** – Anti-Ballistic Body Weave

## Ecology

**Environment** any

**Organization** if not solitary than commanding a platoon-strength mixed unit of Nano-Soldiers, Black Operators and other military NPCs in this bestiary

**Treasure** standard (including gear)

## Special Abilities

### **Nanotech Metabolism (EX)**

The Nanotech Commando's nanite laced bloodstream provides him with superior healing abilities. He is immune to ability score damage and drain, as well as poison and non-magical disease.

### **Superior Nanite Surge (EX)**

Three times per day, the Nanotech Commando can trigger the nanites floating through his blood stream and growing within his bone marrow to radically augment his natural healing abilities. As a swift action, the Nanotech Commando can recover 1d8+10 HP and gains a new FORT save against any ongoing poisons, diseases or other effects resisted with a FORT Save.

When the Nanotech Commando activates this ability, the

Commando's eyes and the nano-factory implanted in his sternum flare with fiery crimson energy. The Nanotech Commando acts as if *hasted* for 1d4+1 rounds after activating a Superior Nanite Surge. During this time, the Nanotech Commando radiates dim illumination in a 10 ft radius.

## Nature

Nanotech Commandos are veteran super-soldiers with years of hard-won operational experience backed up by the best cyber-systems a military cyber-budget can buy. The products of the same programs that created the Nano-Soldiers, Nanotech Commandos are the very best of the breed.

## **NECROFFICER - CR 12**

*Medium NE or CE Undead (evil)*

**XP** 19,200 (ad hoc adjustment due to wide variety of spell-like abilities, maneuverability and tactical accumen)

**Init** +2 **Senses** Darkvision 90 ft, lowlight vision, *see invisibility*, Perception +23

**Languages** Abyssal, English, Infernal, Russian, 2-3 Middle Eastern or African dialects of choice

**Aura** Abyssal Medals (10 ft, 1d10 slashing plus 1d6 negative energy, R-DC 22 half)

## Defense

**AC** 22 **Touch** 12 **Flatfooted** 20 (+2 DEX, +4 armor, +6 natural)

**HP** 16d8 +64 hp (136 HP)

**FORT** +5 **REF** +7 **WILL** +14

**Immune** undead immunities

**Channel Resistance** +4

## Offense

**Spd** 30 ft Flight 90 ft (average)

**Melee** two +19 claws (1d8+6 slashing plus 1d8 negative energy plus energy drain, 19-20/x2)

**Ranged** three +16 M-16A2 rifle (2d8+3 ballistic, 20/x2, 80 ft range increment, full auto)

OR +14 40mm frag grenade (3d6 slashing, 10 ft burst radius, R-DC 15 half)

**Special Attacks** Energy Drain (1 level, F-DC 22)

**Spell-Like Abilities (CL 16<sup>th</sup> Concentration +20)**

**At Will (via Dark Miracles)**

- create food and water (expend 2 Dark Miracles to treat as *Heroes' Feast* instead, though the bonuses are profane in nature)
- disintegrate (F-DC 20)
- ethereal jaunt
- flame strike (R-DC 19)
- lesser planar ally (summon chaotic evil outsiders only, no sacrifice/payment required)
- magic circle against good or law (W-DC 18)





### Statistics

**Str** 24 **Dex** 15 **Con** –

**Int** 15 **Wis** 19 **Cha** 18

**Base Atk** +12 **CMB** +19 **CMD** 31

**Feats** Far Shot, Fly-By Attack, Hover, Improved Precise Shot, Point-Blank Shot, Precise Shot, Rapid Shot, Run, Weapon Focus (claws), Weapon Focus (M-16A2 rifle), Weapon Specialization (M-16A2 rifle),

**Skills** Acrobatics +21, Bluff +23, Diplomacy +23, Fly +6 Intimidate +23, Knowledge (history, tactics) both at +13, Perception +23, Stealth +21

**Gear** +2 light ballistic vest, mwk. M-16A2 rifle with M-79 grenade launcher, 10x spare clips, 6x grenades, both on a bandolier, burner smartphone (1-2 weeks of service)

### Ecology

**Environment** any

**Organization** usually solitary or accompanying a small gang of criminal, often Mutant minions

**Treasure** standard (including gear)

### Special Abilities

#### **Abyssal Medals (SU)**

The colorful brace of military metals, ribbons and decorations upon the Necrofficer's breast are really demonic symbiotes that protect the undead soldier. Any living creature that comes within 10 ft of the Necrofficer suffers 1d10 points of slashing damage and 1d6 points of negative energy damage (R-DC 22 half) from these decorations, as they become colorful, serpentine creatures protecting their host.

#### **Dark Miracles (SU)**

A Necrofficer is returned to the mortal realm with a vast, yet finite store of demonic energy at its disposal. The Necrofficer can perform up to three (3) Dark Miracles per day of his choosing. If the Necrofficer expends all three daily uses of this ability, the Necrofficer loses several undead resistances and becomes weakened for 24 hours. The Necrofficer cannot use Dark Miracles while weakened in this manner.

During this time, the Necrofficer

- Loses Channel Resistance +4
- Loses the undead immunity to suffocation/drowning and is required to breathe like a living creature
- Loses natural armor bonus to AC.
- STR score is reduced to 14 (+2 strength bonus on

- major creation
- summon (summon 4d6 OC Gangsters, Ninja Cultists, Nano-Soldiers or Mutant Sub-Genes, or other CR 1 or lower humanoid minions, 100%)
- teleport without error
- unhallow



melee attack and damage rolls)

- Loses its ability to Hover while flying.

The Necrofficer can choose any of the following dark miracles.

### ***Activate Spell-Like Ability (SP)***

The Necrofficer activates one of its spell-like abilities. Activating any of these spell-like abilities is a standard action.

### ***Battle Efficiency (SU)***

The Necrofficer can expend a dark miracle in order to either automatically confirm any critical hit, or receive a +10 profane bonus on any one attack roll. This dark miracle can be activated as an immediate action.

### ***Head Hunter (SU)***

The Necrofficer's claw attacks gain the *Vorpal* property for the duration of the encounter. The Necrofficer can activate this dark miracle as a free action.

### ***Necrotic Flames (SU)***

The Necrofficer gains a new ranged attack option, usable for the duration of the encounter. Activating this dark miracle is a free action.

- Two +15 necrotic flames (2d6 fire plus 2d6 negative energy, 20/x2, 50 ft range increment)

### ***Vile Regeneration (SU)***

The Necrofficer can call upon the dark energy that sustains it to instantly recover 6d6 HP, up to its normal HP maximum. Activating this dark miracle is a standard action.

### ***Under Orders (SU)***

The Necrofficer is subject to compulsions and implanted orders installed in its undead mind by the demons that returned it to existence. Any chaotic evil outsider can command a Necrofficer to expend a daily use of any Dark Miracle of its choosing. If the Necrofficer succeeds at a WILL Save (DC 15 + the chaotic evil outsider's CHA modifier plus ½ its HD) it can choose whether or not to activate the ability.

### **Nature**

Necrofficers are powerful undead American soldiers warped to the service of demon-kind. In life, Necrofficers were dedicated patriots... professional military men and women who weren't afraid of committing war-crimes in the name of the national good. The temptation and corruption of a Necrofficer candidate can take decades, and is usually accomplished by a single *Hellgrin*, who shadowed the candidate, in various guises, through their entire career. The same Hellgrin might assume the shape

of the rat bastard recruiter whose lies first enlisted the candidate, then a succession of drill sergeants, commanding officers and handlers. When the candidate finally falls (in a suicide mission the Hellgrin CO never bothered to tell its subordinate was a suicide mission), that same Hellgrin personally escorts their soul to torture in the Abyss.

After an eternity of torture and mystical surgeries that imbue the soul with dark power, the newly minted Necrofficer is released back into the mortal realm with its former identity wiped away. Only fragmentary memories and half-forgotten instincts guide them...though sooner or later their Hellgrin "mentor" always reappears to farther torment and damn the Necrofficer. Stripped of memory, identity and purpose, most Necrofficers retreat into the shadows and alleyways, but their old military instincts often result in the Necrofficer eventually building a small army of drunks, drug addicts and mutant street-scum. Necrofficers retain enough tactical acumen to fight conservatively, favoring modern military weapons rather than the expenditure of their limited store of arcane power.

With little other purpose to their undead existence, most turn to the accumulation of power and weapons, carving a little niche for themselves as street-level emperors. Some serve *War-Knights* or other powerful urban warlords as enforcers, while more ambitious Necrofficers rule their own petty empires. A few recall enough of their former lives to want to settle scores, or reconnect with loved ones whose names they can't quite remember, and these are the most dangerous of their kind. Their exile in the mortal realm is a period of testing and tempering for the Necrofficer. Those who survive and remember what they truly are become generals in the Abyss' armies. Those that fail become rations for those same armies. Their slum-land lairs are usually booby trapped with landmines, IEDs and other deadly, improvised traps.

Necrofficers wear the class-A dress uniforms they were buried in, the rich, dark cloth and brass buttons clean, bright and polished against their desiccated, nearly fossilized black flesh. The tortures they endured in the Abyss toughened their hides until their dead flesh was tougher than Kevlar. A rainbow of colorful ribbons glows at the undead soldier's breast and when the Necrofficer is angered, transform into snapping serpents of gold and brass. Rather than decorations for conventional military excellence, each proud ribbon represents a murder, rape, atrocity or war-crime committed in life, some that only the lower planes know about.



## NINJA CULTIST - CR 1

*Medium LE Humanoid (human)*

**XP** 400

**Init** +8 **Senses** lowlight vision, Perception +7

**Languages** Japanese or one other Earth language of choice

### Defense

**AC** 16 **Touch** 14 **Flatfooted** 12 (+4 DEX, +2 armor)

**HP** 2d8 +2 hp (11 HP)

**Damage Reduction** 3/- against small thrown weapons

**FORT** +1 **REF** +7 **WILL** +2

**Immune** fear

### Offense

**Spd** 30 ft

**Melee** +5 katana (1d8+4 slashing, 18-20/x2)

**Ranged** +5 shuriken (1d2+3 piercing, 20/x2, 10 ft range increment)

**Special Attacks** death throes (3d6 fire, 10 ft radius, R-DC 12 half)

### Statistics

**Str** 17 **Dex** 19 **Con** 13 **Int** 11 **Wis** 15 **Cha** 11

**Base Atk** +1 **CMB** +4 **CMD** 18

**Feats** Improved Initiative, Skill Focus (stealth)

**Skills** Knowledge (history) +2, Perception +7, Stealth +11

**Gear** mwk quilted cloth, mwk katana, 10x shuriken

### Ecology

**Environment** any

**Organization** gangs of 4d6 usually accompanied by a more powerful overlord such as a Cyber-Ninja or Million Favored One

**Treasure** standard (including gear)

### Special Abilities

#### **Initiate of Darkness (SU)**

The Ninja Cultist is inducted into a secret society that he serves even beyond death. This renders the Ninja Cultist immune to fear and when the Ninja Cultist dies, he or she is consumed in black flames that inflict 3d6 fire to a 10 ft radius (R-DC 12 half). The Ninja Cultist's body, along with all non-magical gear worn or carried by the Ninja Cultist, is consumed by these flames, leaving no trace behind except black ash.

### Nature

Ninja Cultists practice ancient, and evil rites in service to cruel criminal clans that have survived into the modern era. Ninja Cultists serve their clan as merciless blades in the dark, and through their clan masters, might be contracted as elite mercenaries. Criminal cartels, terrorist organizations and governments wanting the ultimate in deniability hire Ninja Cultists to wet their blades on their behalf.

TODD 2014



## SIMILAR CREATURES

The default Ninja Cultist is empowered by traditional dark magic and ninjutsu expertise. Adding one or more Black Module features from the *Black Operator* stat-block produces a high-tech “Techno-Ninja” instead.

## NINJA, RAZORED - CR 6

Medium LE Humanoid (human)

XP 2,400

**Init** +8 **Senses** Lowlight vision, Perception +14

**Languages** Japanese, one or two other languages of choice

### Defense

**AC** 20 **Touch** 14 **Flatfooted** 16 (+4 DEX, +6 armor)

**HP** 9d8 +27 hp (68 HP)

**FORT** +6 **REF** +10 **WILL** +5

**Immune** fear, poison

### Offense

**Spd** 40 ft **Climb** 30 ft

**Melee** +12/+7 punching dagger (1d4+6 piercing, 20/x3)

OR +11/+6 katana (1d8+5 slashing, 18-20/x2)

**Ranged** +11/+6 shuriken (1d2+4 piercing, 20/x2, 10 ft range increment)

**Special Attacks** death throes (5d6 fire, 10 ft radius, R-DC 17 half)

**Special Qualities** Ferocity

**Spell-Like Abilities** (CL 9<sup>th</sup> **Concentration** +11)

**2x/day** – Summon (4d6 Ninja Cultists, 100%)

### Statistics

**Str** 18 **Dex** 18 **Con** 16 **Int** 13 **Wis** 15 **Cha** 15

**Base Atk** +6 **CMB** +10 **CMD** 24

**Feats** Improved Initiative, Skill Focus (stealth), Quick Draw, Up the Walls

**Skills** Acrobatics +12, Climb +11, Intimidate +14, Perception +14, Stealth +22

**Gear** mwk. do-maru with mwk. armor spikes, +2 punching dagger, +1 katana, 10x mwk. shuriken

### Ecology

**Environment** any

**Organization** solitary or accompanied by several Ninja Cultist underlings, or accompanying more powerful creatures as a bodyguard

**Treasure** standard (including gear)

### Special Abilities

**Honored by Darkness** (SU)

The Razored Ninja is inducted into a secret society that he serves even beyond death. This renders the Ninja Cultist immune to fear and poison.

When the Razored Ninja is reduced to half HP or lower (34 HP) the black flames that are his blood fill a 30 ft radius around the Razored Ninja is filled with *darkness*. If reduced to 0 HP or below but not slain outright, this functions as *deeper darkness* instead. The caster level for these abilities is equal to the Razored Ninja's Hit Dice.

When the Razored Ninja tist dies, he or she is consumed in black flames that inflict 5d6 fire to a 10 ft radius (R-DC 17 half). The Razored Ninja's body, along with all non-magical gear worn or carried by the Ninja Cultist, is consumed by these flames, leaving no trace behind except black ash.

### Nature

Razored Ninjas are highly experienced, remorseless ninja assassins trusted with the command of small Ninja Cultist bands. Razored Ninjas are brutal and efficient fighters with a preference for head-on, close-quarter fights where their razored body armor, raw physical prowess and extraordinary fighting skill give them an unmatched advantage. They pretend to be honorable combatants, but really are extraordinary bullies. If a Razored Ninja knows he can't beat a foe in single combat, he will try to trick the opponent into a duel, and then skillfully use his minions to harass and wear down his adversary before taking the kill-strike himself.

## LIFESPawn GODS OF THE PSI-WATCH REALITY

In this reality, **The Nemesis** is particularly active, and is known primarily *Shub-Niggurath, the Black Goat of Infinite Spawn*. The Black Goat is a bi-gendered, capriciously violent deity worshipped by several depraved Mutant cults. Mutants revere the Black Goat's fecundity and ability to survive, and prey to He/Her for strong offspring, safe pregnancies and victory in battle. Crude and disturbing altars in sub-sewer lairs are common, usually festooned with offerings of candy and raw meat. *Eugenicist Demons* and others carry out the Black Goat's mad schemes throughout space-time.

**The Genesis** has not physically manifested in this reality-stream, though His presence is felt just as strongly as his hated sibling's. *The Cityborn* and the dream-like, quasi-precognitive visions of The City they serve are something like the anti-bodies in The Genesis' universal body. *The Great Watchmakers* are Genesis' hands and eyes in this reality. It was the Genesis' manipulations, through these and other cosmic intermediaries, that transformed an Etopian warlord into an incarnate cyber-god. Nyarlahotep, as the *Obsidian Pharaoh*, acts as the primary balance





against the Black Goat's dire schemes for Earth's biosphere. Throughout the ages, the cyber-pharaoh has funded myriad anti-Mutant pogroms....including allowing the *Republic of Cebary* secret access to his unique cyber-tech.

The other Lifespawn deities (Artemis, the Mother, the Singular, ect) are virtually unknown in this reality-stream, or act indirectly. The Nemesis and The Genesis both treat this reality-stream as an exploitable resource, a place from which to gather troops and test new weapons, relatively insulated from their 'home' reality. Ironically,

their exploitative attitude towards the Psi-Watch reality is mirrored by powerful native beings like *Sekhmet Ammt* and *Elizabeth Vose*. Both women view Otherverse America as nothing more than a power source or hunting ground.

To Genesis and Nemesis, this reality stream is a lesser reflection of their own native timestream, the Otherverse America reality. To Sekhmet Ammt and Elizabeth Vose, the exact opposite is true.

Both opinions are correct.

### HOW ABOUT HOWARD?

You might have recognized some of these names. Obviously, several of HP Lovecraft's creations found their way into the *Psi-Watch Campaign Setting*, albeit in some radically altered forms. So that begs the question: was there a Howard Phillips Lovecraft writing sci-fi in the Psi-Watch equivalent of the 1920s?

Nope. HP Lovecraft was never born in this reality. However, HP Lovecraft was born, and did write fairly recognizable versions of his Mythos tales in both the *Black Tokyo* and *Otherverse America* realities. Make of that what you will.

### NYARLATHOTEP, THE OBSIDIAN PHARAOH - CR 26

*Huge NE Outsider (cyborg, evil)*

XP 2,457,600

**Init** +2      **Senses** Darkvision 120 ft, lowlight vision, true sight, Perception +35

**Languages** Aklo, Coptic, Egyptian, English, Infernal, Mandarin, Russian, several other archaic and dead languages, true speech

#### Defense

**AC** 40 **Touch** **Flatfooted** 37 (-2 size, +2 DEX, +1 dodge, +13 equipment, +16 natural)

**HP** 54d10+378 hp (675 HP)

**Regeneration** 20 (good and epic)

**Damage Reduction** 15/epic and good

**FORT** +36 **REF** +19 **WILL** +32

**Immune** cyborg immunities, critical hits, stunning, ability score damage and drain, mind-affecting abilities, Fire

**Resist** Acid 10, Cold 20, Electricity 15, Sonic 20

**Weaknesses** Cybernetic Security Risk +0

#### Offense

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

**Melee** +73/+68/+63/+58 Spear of the Howling Other (2d6+20 piercing +1d10 fire, 19-20/x3)





**Ranged** +54/+49/+44/+39 flame bolt (4d6 fire, 20/x4, 50 ft range increment)

**Special Qualities** Unhealing

**Spell-Like Abilities (CL 54<sup>th</sup> Concentration +60)**

**Constant** – True Seeing

**At Will** – Fireball (R-DC 21)

- Ibis' Brilliance\*

**3x/day** – Cyber Surgery\*\*

- Flame Strike (R-DC 23)

- Heart Ripping\* (F-DC 22)

- Summon Monster VI

**1x/day** – Destruction of the Heart

- Mass Heart Ripping\* (F-DC 26)

- Offensive Cyber Surgery\*\* (F-DC 23)

- Summon Monster IX

- True Resurrection

- Therapeutic Cloning\*\*

\* *Choicer Magic Book One* \*\* *Technology Unleashed*

### Statistics

**Str** 41 **Dex** 14 **Con** 22 **Int** 16 **Wis** 15 **Cha** 23

**Base Atk** +54 **CMB** +71 (+73 *disarm, overrun*) **CMD** 83

**Feats** Augment Summoning, Blind Fight, Cleave, Combat Casting, Combat Expertise, Combat Reflexes, Dazzling Display, Dodge, Great Cleave, Greater Disarm, Greater Overrun, Greater Spell Focus (evocation) Improved Disarm, Improved Overrun, Intimidating Prowess,

Mobility, Power Attack, Shatter Defenses, Skill Focus (diplomacy), Skill Focus (heal), Spell Focus (evocation), Spring Attack, Stand Still, Toughness, Whirlwind Attack, Weapon Focus (longspear)

**Skills** Bluff +63, Computer Use +30, Diplomacy +66, Heal +65, Intimidate +77, Knowledge (aracana, history, religion) all at +60, Perception +35, Spellcraft +60, Use Magic Device +63

**Gear** *Spear of the Howling Other* (+5 flaming burst, keen, mutant-bane longspear), +3 *ultra-heavy plate of determination*

### Cybernetics

**Headware** – Attack Barrier x1, Onboard Computer

**Bodyware** – Anti-Ballistic Body Weave, Onboard Shapememory Tool, Reinforced Skeleton

### Ecology

**Environment** any (lair in various sites throughout Egypt, the Middle East and the Himalayas)

**Organization** solitary, or accompanied by a small cadre of cultists, high level Mutant clerics, inquisitors, and others, has access to nearly numberless armies of cloned fanatics

**Treasure** triple standard (at minimum, in lair)



### Special Abilities

#### **Mastery of Bio-Mechanics (SU)**

Nyarlathotep is a cybernetic god-king with access to ancient, primordial technology somehow millions of years more advanced than bleeding-edge Earth technology. Nyarlathotep may always use Heal to repair or install cybernetics, and can easily use the skill to repair his own devices if necessary.

Once per round as an immediate action, Nyarlathotep may attempt a Cyber-Hacking attempt against any character with the Cybernetic Security Risk weakness within 60 ft.

#### **Sarcophagus of the Dark Forever (EX)**

Nyarlathotep is immortal and nearly indestructible. When Nyarlathotep is reduced to 0 HP, he is not slain. Instead, his body solidifies, becoming a sarcophagus-like statue of obsidian and gold. In this form, Nyarlathotep is petrified, and his statue form possesses Hardness 30 and 600 HP, and the statue form saves as Nyarlathotep does, in life. If the sarcophagus form is destroyed, Nyarlathotep is destroyed.

After a period in his sarcophagus form, Nyarlathotep returns to life with half his maximum Hit Points (338 HP), with all lingering effects from his previous demise removed. The first time in a century that Nyarlathotep assumes sarcophagus form, it requires 24 hours for the creature to return to life. This period increases based on the number of times Nyarlathotep is slain within a given century. If slain six or more times within the same century, Nyarlathotep cannot be returned to life in this manner.

Nyarlathotep Period of Dormancy	Nyarlathotep Number of Deaths This Century
One day	Once
One month	Twice
One year	Three Times
One decade	Four Times
Fifty years	Five Times
Cannot be resurrected by this ability without a costly ritual	Six or More Times

If Nyarlathotep's worshippers perform a 24 hour ritual, which requires a DC Knowledge (religion) check and requiring the expenditure of at least 1 million GP worth of rare spices, alchemical chemicals and ritual artifacts, as well as the ritual murder of at least 100 HD worth of adult humans, Nyarlathotep is treated as having died one fewer times that century. This ritual can return Nyarlathotep to life even if he has been slain more than six times in a century.

#### **Unholy Pharaoh (SU)**

Anytime Nyarlathotep inflicts damage, either with a successful attack or via one of his spell-like abilities, he can choose to make the damage from that attack Unholy damage rather than the attack's standard damage type. Unholy damage is not subject to energy resistance or immunity.

#### Nature

All obelisks and monuments dedicated to his reign were intentionally, and thoroughly, obliterated. Terrified at what their pharaoh had become, the Egyptians of a long-dead dynasty erased the reign of Nyarlathotep from history. Only fragmentary rumors remain... perhaps Nyarlathotep was once Nephren-Ka, an Ethiopian warrior-king whose rule, may have stretched across five dynasties in one form or another. As far as reputable Egyptologists are concerned, Nyarlathotep the never existed. Never ruled. Never demanded the sacrifice of a million slaves or more per annum. The darkly legendary Obsidian Pharaoh never cast his dark shadow across history.

The Brotherhood of the Bio-Mechanical Scarab still worships the possibly mythic pharaoh, and prepares the way for his eventual return. Some sects of the ancient Brotherhood claim that the Obsidian Pharaoh already wakes, and has walked the world since before the First World War, preparing for the day he conquers all, and reclaims the glory stolen from him by ungrateful mankind. Others believe their Obsidian Pharaoh still slumbers in his sarcophagus, awaiting the day of his resurrection.

The Brotherhood of the Bio-Mechanical Scarab is a transhumanist mystery cult based on ancient and forbidden Egyptian practices. Adherents undergo ritual cybernetic augmentation and conversion, and the "blessings of steel and wire" are Nyarlathotep's greatest gifts. Cyborgization is sacred to Nyarlathotep, and those unmarked by cybernetics are worthy only to be slaves. The cult holds cybernetic engineers and cyber-medics in high regard, and claims that all cyber-systems in use today are products of Nyarlathotep's dark genius. Thus...all cyborgs are Nyarlathotep's subjects, his children, his willing slaves.

Nyarlathotep might have been human once, but something transfigured him. His cult speaks of an ordeal the brash young warrior-king Nephren-Ka endured *'aboard Ra's Heavenly Boat as it crossed the 12 Horrible Hours of Night'* that evolved him into the god-king he is today. Nyarlathotep stands more than five meters tall, and resembles a gigantic statue of a proud, noble Ethiopian king hewn from living obsidian. Nyarlathotep wears the golden raiment of an Egyptian pharaoh and complex, ultra-tech armor of heavy and nearly impenetrable golden plates. The



armor grows into his obsidian flesh, making it difficult to tell where one ends and the other begins.

Nyarlathotep carries a long spear of baroque and alien design that crackles with strange, discordant energies. The spear is his only weapon, which he refers to as "The Spear of the Howling Other"- he is never more than an arm's length from this weapon, which he won at the time of his apotheosis.

Nyarlathotep carries himself as a warrior-king and demands unquestioning, instant obedience in all things from his cultists and worshippers. He can be almost gallant in combat, respecting a worthy foe or a particularly noble act of defiance, however doomed it may be. Occasionally, he's let particularly courageous adversaries live, but only after removing their sword-hand with the Spear of the Howling Other. Nyarlathotep is unimpressed and almost completely unconcerned with the modern world. He is aware of current events, as any general must be, but has little interest in mankind's technology or culture. The trappings of modern mankind are disappointing to one who sailed on Ra's Heavenly Boat in ancient days....

## OBSIDIAN SHOWMAN - CR 16

*Medium LE Outsider (cyborg, evil)*

**XP** 76,800

**Init** +4 **Senses** Darkvision 60 ft, lowlight vision, *true seeing*, Perception +27

**Languages** Coptic, Egyptian, English, Farsi, several other archaic and dead languages, *true speech*

### Defense

**AC** 24 **Touch** 15 **Flatfooted** 19 (+4 DEX, +1 dodge, +5 armor, +4 natural)

**HP** 21d10+21 hp (137 HP)

**FORT** +13 **REF** +11 **WILL** +15

**Immune** cyborg immunities, Electricity

**Resist** Fire 10, Force 5

**Weaknesses** Cybernetic Security Risk +0

**Vulnerability** Cold

### Offense

**Spd** 30 ft

**Melee** +29/+24/+19/+14 Mutant-bane dagger (1d6+8 slashing, 19-20/x3)

### Ranged

+25/+20/+15/+10

electrical blasts (2d6 electrical, 20/x3 plus *blinded* 1d4 rounds, F-DC 26 negates)

### Special Qualities

Unhealing

### Spell-Like Abilities

(CL 21<sup>st</sup> Concentration +28)

**Constant** – True Seeing

**At Will** – Charm Monster (W-DC 22)

- Crushing Despair (W-DC 22)

**3x/day** – Antipathy (W-DC 26)

- Lesser Geas (W-DC 22)

- Phantasmal Killer (W-DC 22)

- Sympathy (W-DC 26)

**1x/day** – Geas/Quest (W-DC 24)

- Mass Charm Monster (W-DC 26)

- Mass Suggestion (W-DC 26)

- Symbol of Insanity (W-DC 26)

- Weird (W-DC 27)

### Statistics

**Str** 21 **Dex** 18 **Con** 12 **Int** 21 **Wis** 17 **Cha** 24

**Base Atk** +21 **CMB** +26 **CMD** 40

**Feats** Cleave, Combat Reflexes, Dodge, Improved Side Step, Master Craftsman (cybernetics), Mobility, Power Attack, Side Step, Spell Focus (enchantment), Spell Focus (illusion), Stunning Assault

**Skills** Craft (electronics) +29, Craft (visual arts) +29, Bluff +32, Diplomacy +32, Knowledge (arcana, history, religion,

## THE CULT OF NYARLATHOTEP

Many of Nyarlathotep's cultists worship the Obsidian Pharaoh as a living god. His sheer force of will and unspeakably advanced, possibly alien or trans-planar technology gives the Obsidian Pharaoh the vast, para-cosmic power of a true deity.

Deity or Philosophy		Domains (associated sub-domains)	Favored Weapon
Nyarlathotep	NE Greater God	Artifice (toil), Destruction (catastrophe), Fire, Glory (honor), War (both), Weather (storms)	Long Spear





technology) all at +29, Perception +27, Perform (oratory, act) +32, Sense Motive +27

**Gear** +3 Mutant-bane dagger, +3 executive armor

#### **Cybernetics**

*Headware* – Attack Barrier x1, Onboard Computer

#### **Ecology**

**Environment** any urban

**Organization** solitary or accompanied by several Brotherhood of the Bio-Mechanical Scarab cultists of high level, sometimes accompanying Nyarlathotep as part of his

inner circle

**Treasure** double standard (at minimum, in lair)

#### **Special Abilities**

##### **The Screen is the Gateway (SU)**

If the Obsidian Showman is slain within his Theater of Horrors, time and space crumbles and warps in the immediate vicinity. All creatures within the Theater of Horrors must succeed at a DC 28 WILL Save or be transported into the same dark alternate future the Watchtower Avatar and its Mother hail from, the *Pureline Future*.

Creatures so transported appear in the now-ruined theater in an area heavily patrolled by Watchtower Avatars and similar creatures. Creatures transported to this alternate future may attempt a new WILL Save at the same DC after each 6d6 hours spent in this future. Creatures making this save reappear in the present several hours after they left.

##### **Theater of Horrors (SU)**

If the Obsidian Showman is in his lair, which is often a specially prepared theater or assembly hall, which is playing a specially prepared recording of the Showman's own devising, his mind-warping powers are especially potent.

It requires at least 24 hours for the Obsidian Showman to prepare a lair/theater according to his specifications, plus the time necessary to create the recording, which can be months (though the Showman has a vast library of recorded speeches for this purpose). Once established, when in this Theater of Horrors, the Obsidian Showman's spell-like abilities have their base WILL Save DC increased by +5, and always successfully bypass spell resistance.

#### **Nature**

The Obsidian Showman is the chief recruiter and propagandist of the trans-global Brotherhood of the Bio-Mechanical Scarab, and the great missionary of the cyborg faith of Great Nyarlathotep. Old, but reliable, reports place the Obsidian Showman active before the first 'talkie' motion pictures, and rumors indicate his stage shows might date back to the shadow puppets and dark lantern phantasmagorias of the late Victorian era. These days, the Obsidian Showman pretends to be a self-help guru or New Age, Neo-Egyptian cult leader and his shows are crisply produced HD video clips or masterfully dark Power Point presentations.

The Obsidian Showman manifests as a small and dapper Arab man in late middle age. The Showman's hair and



beard are exactly trimmed, and his eyes are golden, clockwork cameras with exacting tolerances, which the Showman keeps hidden behind dark lenses. Depending on the Obsidian Showman's whim, he might dress as a modern Egyptian millionaire, as a Victorian dandy or in the brocaded, layered robes of a long-ago Arabian caliph. His clothes are always jet black and finely tailored: vanity is one of the Obsidian Showman's greatest weaknesses. The Obsidian Showman wears a gilded dagger in his belt at all times. He is a whirlwind in battle, fighting with both his dagger and with lashes of blinding lightning.

The Obsidian Showman is active planet-wide, under a myriad of assumed identities. Where the Showman goes, Brotherhood cults spring up, and the weak willed come under the sway of the cyber-cult. Sometimes, especially susceptible members are cyber-converted right there on the table during one of the stage shows, in a screaming, bloody operation that births a powerful new servant of Nyarlathotep.

## OMEGA SEAL - CR 12

*Medium NE or LE Humanoid (human, MPH, mutant)*

*Ranger 8/Rogue 5*

**XP** 19,200

**Init** +2 **Senses** Darkvision 60 ft, lowlight vision, Perception +18

**Languages** Cambodian, English, French, Tagalog, Vietnamese (*older generation*)

**Languages** Arabic, English, Farsi, Pashtu (*new generation*)

### Defense

**AC** 19 **Touch** 12 **Flatfooted** 17 (+2 DEX, +7 armor)

**HP** 8d10+5d8+39 hp (111 HP)

**FORT** +9 **REF** +12 **WILL** +5

**Damage Reduction** 4/-

**Defensive Abilities** Evasion, Trap Sense +1, Uncanny Dodge

**Immune** Slashing damage, suffocation/vacuum (No Breath)

### Offense

**Spd** 45 ft, Swim 30 ft

**Melee** +15/+10/+5 cyberclaws (1d8+4 slashing, 20/x3)

**Ranged** +14/+9/+4 military SMG (2d6+2 ballistic, 20/x2, 50 ft range increment, full auto, 30 box)

**Sneak Attack** +3d6

**Favored Enemies** Humanoid (human) +4, Humanoid (mutant) +2

**Favored Terrain** Water +4, Urban +2

**Special Qualities** No Breath, Swift Tracker, Trapfinding, Wild Empathy

### **Spellcasting (CL 4<sup>th</sup> Concentration +6)**

**2<sup>nd</sup> level** – cat's grace (*prepared twice*)

**1<sup>st</sup> level** – long strider, resist energy

### Statistics

**Str** 18 **Dex** 14 **Con** 15 **Int** 13 **Wis** 15 **Cha** 11

**Base Atk** +11 **CMB** +15 **CMD** 27

**Feats** Endurance, Fleet, Improved Precise Shot, Point Blank Shot, Precise Shot, Run, Skill Focus (swim), Stealthy, Toughness

**Skills** Acrobatics +18, Bluff +16, Climb +20, Computer Use +10, Craft (writing) +5, Disable Device +19, Escape Artist +11, Intimidate +16, Knowledge (nature, tactics) both at +17, Knowledge (psionics) +13, Perception +18, Pilot +6, Stealth +21, Swim +28, Survival +18(+22 to track)

**Gear** +2 military SMG with sound suppressor and 8x spare clips, mwk military ballistic vest, encrypted sat phone, mwk demolitions kit, 4x blocks of C4 and remote detonators

### Cybernetics

*Bodyware* – dermal weave, fortified skeleton

*Gadgets* – retractable fins

*Weapons* – cyberclaws

### Ecology

**Environment** any (prefers littoral warfare and underwater mission insertion)

**Organization** trio, element (4-6)

**Treasure** standard (including gear)

### Special Abilities

#### **Hunter/Killer (EX)**

The Omega SEAL is genetically hardwired for violence and combat. The Omega Seal receives a +1 morale bonus on all skill checks, WILL Saves and melee attack rolls for one minute after killing a creature of the humanoid type with any natural weapon or melee weapon.

However, if the Omega SEAL goes more than a week without killing a sentient creature, he becomes nervous, twitchy and depressed. The character is *shaken*, suffering a -2 penalty on all skills, checks, attack rolls and saves, until he kills a humanoid.

#### **Hunter's Bond (EX)**

The Omega SEAL's bond allows him to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 ft who can see or hear him. This bonus lasts for 2 rounds. The bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.



### Surprise Attack (EX)

During the surprise round, opponents are always considered flat-footed to the Omega SEAL even if they have already acted.

### Trap Spotter (EX)

Whenever the Omega SEAL passes within 10 ft of a trap, he receives an immediate Perception skill check to notice the trap.

### Nature

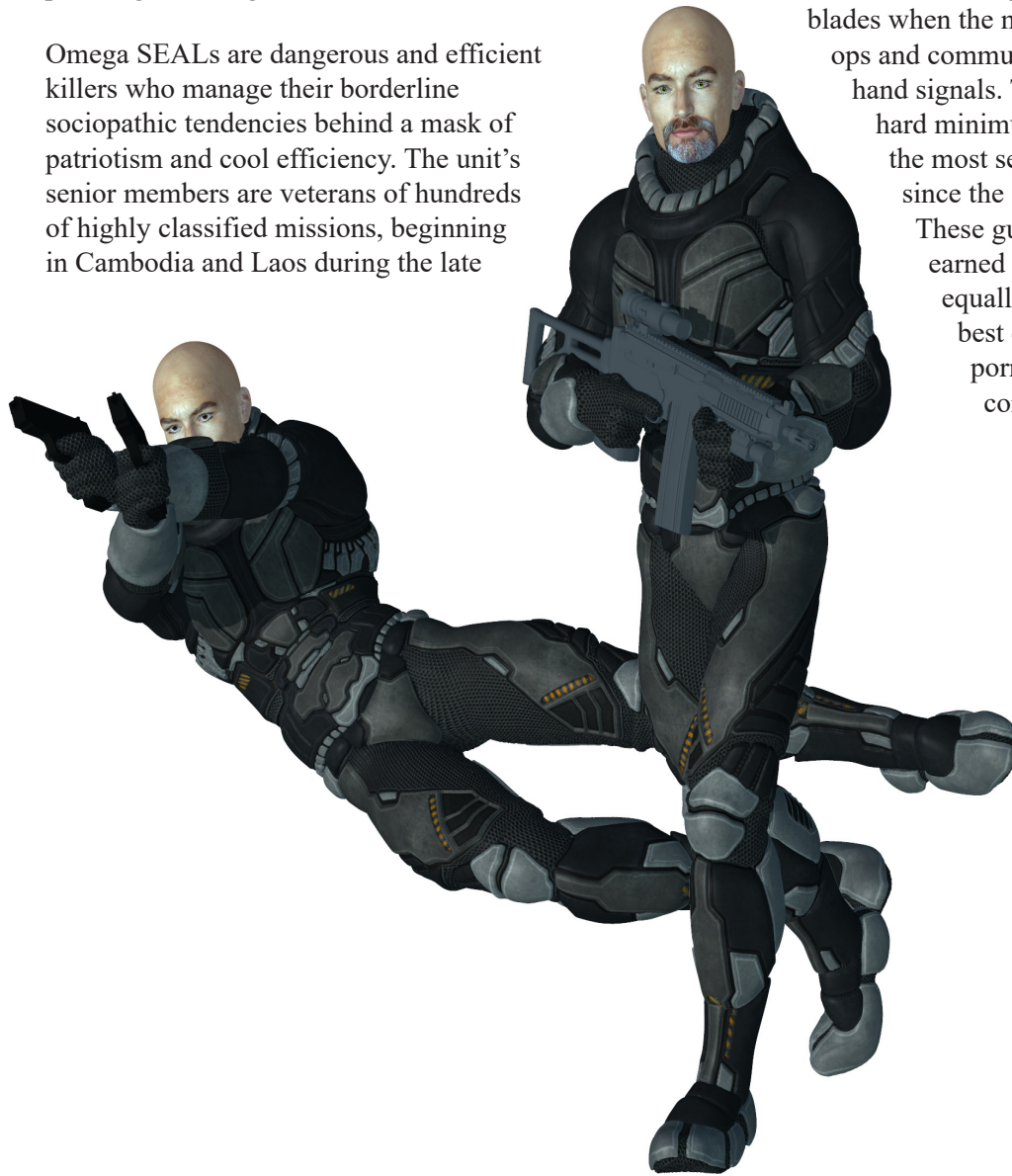
SEAL Team Omega is one of America's oldest and most effective special missions forces. Founded early during the Vietnam War, SEAL Team Omega was staffed by specially modified *patriot-class* super-soldiers and the few baseline humans good enough to perform at that elite level. Over the years SEAL Team Omega has become a black ops military force, that while technically still part of the United States Naval chain of command, is answerable only to itself and pursuing its own goals.

Omega SEALs are dangerous and efficient killers who manage their borderline sociopathic tendencies behind a mask of patriotism and cool efficiency. The unit's senior members are veterans of hundreds of highly classified missions, beginning in Cambodia and Laos during the late

60s and continuing up to Middle Eastern adventurism in the present day. Over the years, Omega SEALs have come to loathe civilians- especially anybody to the political left of the SECDEF they worship and despise civilian oversight. They rarely interact with anyone outside the shadow ops community.

Omega SEALs operate independently of Puzzle Ops and Psi-Watch but might deploy with either organization. Of the two, they prefer Puzzle Ops' methods and lethally efficient tactics- they think Psi-Watch is a bunch of psionic cowboys way, way too concerned with liberal trivialities like rules of engagement and limited civilian casualties. There's more than one Omega SEAL who holds membership in the "Bradbury Poker League"- the conspiracy within Psi-Watch to wrest command from the iconoclastic General Marlowe.

Omega SEALs are genetically and cybernetically modified for underwater combat. They have no need to breathe, and can deploy both swim fins and lethal forearm blades when the mission calls for it. They prefer night ops and communicate with fellow Omega SEALs via hand signals. The least experienced members have a hard minimum of a decade of combat experience- the most senior SEALs have done wet-work since the 60s and loved every damn minute of it. These guys have a cold, dead-eyed confidence earned in blood and a grim arrogance and equally grim sense of humor (which finds its best expression in the ghost written military porn auto-biographies they flood the conservative publishing market with.)





**OPS CLONE - CR 1***Medium N Humanoid (human, MPH, psionic) Warrior 3***XP 400****Init** +1 **Senses** Darkvision 60 ft, lowlight vision, Perception +0**Languages** English or other language of choice**Defense****AC** 14 **Touch** 11 **Flatfooted** 13 (+1 DEX, +3 armor)**HP** 3d10+6 hp (27 HP)**Fast Healing** 1**FORT** +4 **REF** +4 **WILL** +1**Offense****Spd** 40 ft**Melee** +4 dagger (1d4+1 slashing, 19-20/x2)**Ranged** +4 combat shotgun (2d10 ballistic, 20/x2, 30 ft range increment, full auto, 10 internal)**Power Point Reserve** 2**Statistics****Str** 12 **Dex** 12 **Con** 12 **Int** 8 **Wis** 10 **Cha** 6**Base Atk** +3 **CMB** +4 **CMD** 15**Feats** Lightning Reflexes, Precise Shot, Wild Talent**Skills** Intimidate +4**Gear** utility bodystocking, combat shotgun**Ecology****Environment** any**Organization** various military groupings, usually found in squads of at least 4 with a more dangerous commander**Treasure** standard (including gear)**Special Abilities****Psi-Killer (SU)**

The Ops Clone may expend his psionic focus to automatically confirm a critical hit.

**Nature**

Ops Clones are bred in vast womb factories for battlefield service. They are given a rudimentary education, mostly focusing on basic tactics, recognition of enemy military uniforms, equipment and insignia and obedience to a commanding officer. The United States government does not officially field Ops Clones and the mass-cloning tech behind it is illegal in the USA.

Ops Clones are often employed by wealthier, better equipped than average crime families and terrorists. The Huxley Emergence uses somewhat more polite than typical Ops Clones to guard its facilities, and Puzzle Ops uses these mass-produced soldiers as deniable assets, US law be damned. Slave markets hidden throughout Mung Thoy Than and the Republic of Cebary sell Ops Clone battalions-

48,000 identical combat clones for less than 500 million dollars.

Ops Clones are all mass-cloned males, cloned from a slightly built Vietnamese latent psion killed in action during the Tet Offensive. They are not allowed to develop individuality, and most are euthanized after less than a year of operational service explicitly to prevent the development of independent thought.

**ORGANIZED CRIME GANGSTER - CR 1***Medium LE, NE or CE Humanoid (human) Warrior 3***XP 400****Init** +1 **Senses** Perception +0**Languages** English one other ordinary language of choice**Defense****AC** 12 **Touch** 11 **Flatfooted** 11 (+1 DEX, +1 armor)**HP** 3d10 +6 hp (20 HP)**FORT** +5 **REF** +2 **WILL** +1**Offense****Spd** 30 ft**Melee****A – melee** +5 (baseball bat) club (1d6+2 bludgeoning, 20/x2)**B – melee** +5 heavy flail (1d10+2 bludgeoning, 19-20/x2)**C – melee** +6 mwk. katana (1d8+2 slashing, 18-20/x2)**D – melee** +6 mwk. nunchaku (1d6+2 bludgeoning, 20/x2)**E – melee** +6 mwk. dagger (1d6+3 slashing, 19-20/x2)**Ranged****A – ranged** +5 Pathfinder revolver (2d4 ballistic, 20/x2 20 ft range increment, single shot, 6 cylinder)**B – ranged** +5 Colt Desert Eagle (2d6 ballistic, 20/x2, 30 ft range increment, single shot, 9 box)**C – ranged** +5 sawed off shotgun (2d8 ballistic, 20/x2, 10 ft range increment, single shot, 2 internal)**D – ranged** +5 Uzi (2d6 ballistic, 20/x2, 40 ft range increment, 20 box)**Statistics****Str** 15 **Dex** 13 **Con** 15 **Int** 10 **Wis** 10 **Cha** 11**Base Atk** +3 **CMB** +5 **CMD** 16**Feats** Point Blank Shot, Power Attack, Weapon Focus (chosen firearm)**Skills** Disable Device +2, Drive +2, Knowledge (local) +6, Intimidate +6**Gear** chosen firearm and 6x reloads for it, chosen melee weapon, buff coat or leather jacket, smartphone, possibly a vehicle suitable to the character's nature**Ecology****Environment** any urban



**Organization** usually found in gangs of 3d6 possibly including more competent NPCs and other criminals  
**Treasure** standard (including gear)

### Special Abilities

#### **Diverse Criminals (EX)**

OC Gangsters are a diverse bunch. Choose one melee attack and ranged attack line from the options given above.

### Nature

The OC Gangster stat-block can represent a diverse array of criminals, from Harley riding 1% bikers to Mexican street gangsters, to Bloods and Crips, to red denim vest wearing warrior-boys, to Mafia wise guys, Russian Mafia criminals, Japanese Yakuza, Chinese Tongs or virtually any other breed of street-scum. Kill 'em all.



## **PARENTIS - CR 4**

*Medium NE Construct (robot)*

**XP** 1,200

**Init** -1 **Senses** Darkvision 60 ft, Blindsight 30 ft, Perception +7

**Languages** Cantonese, English, German, Mandarin, Spanish

### Defense

**AC** 12 **Touch** 9 **Flatfooted** 12 (-1 DEX, +3 natural)

**HP** 5d10+20 hp (48 HP)

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

**Immune** construct immunities, bludgeoning damage

### Offense

**Spd** 25 ft

**Melee** +5 slam (1d6 bludgeoning, 20/x2) plus +5 ranged touch dazzle (30 ft, *dazzled* 1 round)

**Ranged** +4 stun rounds (1d8 non-lethal ballistic, 20/x2, 50 ft range increment, semi-auto)

**Psi-Like Abilities (CL 5<sup>th</sup> Concentration +11)**

**At Will** – quickened dazzle (usable as a swift action)

- induce pain
- sicken body (W-DC 16)

**3x/day** – Natural Healing (9 hp)

### Statistics

**Str** 11 **Dex** 9 **Con** - **Int** 16 **Wis** 17 **Cha** 22

**Base Atk** +5 **CMB** +5 **CMD** 14

**Feats** Skill Focus (bluff), Skill Focus (sense motive)

**Skills** Bluff +13, Craft (visual art) +7, Diplomacy +11, Knowledge (behavioral sciences) +7, Perception +7, Sense Motive +9

### Ecology

**Environment** urban (all known Parentis androids are stationed either at Puzzle Ops' Clarke Island facility or the CHINESE MARBLES base on Mars)

**Organization** solitary or accompanied by a pair of Puzzle Ops Scholarship Division troops during a 'scholarship offer'

**Treasure** standard (in lair, takes the form of snack food, toys, puzzles, games and consumer electronics to keep their charges amused)

### Nature

Parentis androids are psi-capable expert systems that serve Puzzle Ops as the nannies, teachers...and wardens for the psionically gifted children its "Scholarship Division" kidnaps. Programmed with a keen understanding of human nature and developmental psychology, Parentis are tasked with breaking captive children, erasing their emotional connection to their birth parents and forging a strong bond of desperate love for their new Puzzle Ops 'family'.



Parentis are experts at precisely-planned, long term emotional abuse intended to breed remorseless, obedient supersoldiers. Supersoldiers who love the handlers like a beloved mother or father.

Parentis affect a cheerful, chipper and upbeat demeanor, but spending any great length of time around one is emotionally exhausting and terrifying. They are passive aggressive and emotionally manipulative, and every compliment or word of praise hides an entire vocabulary of criticism and self-doubt.

Parentis androids are small, rotund little mechanoids. Their outer chassis is a bright, rubbery plastic painted in elementary school playground colors. The robots have outsized, three fingered and rather cartoony hands and forearms, which conceal less-lethal pneumatic cannons firing rubber stun rounds in the wrists. Parentis have mushroom like heads and big, cheerful camera eyes that never stop watching and judging. They're military-issue Teleutbbies from Hell, basically.

## **PRESIDENT SPENCER - CR 15**

*Medium LE Monstrous Humanoid (human, light cyborg, watchtower)*

**XP** 51,200

**Init** +3 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Mutant Detection Range 5 miles, Perception +26 (+36 to detect concealed Mutants)

**Languages** English

### Defense

**AC** 23 **Touch** 14 **Flatfooted** 19 (+3 DEX, +1 dodge, +4 natural, +5 armor)

**HP** 19d10 +76 hp (181 HP)

**FORT** +15 **REF** +9 **WILL** +15

**Immune** cyborg immunities, Psionics ; 50% chance to ignore critical hits (armor)

**Resist** Acid 10, Cold 10, Electricity 10, Fire 10, Pleasure 10

**Weaknesses** Cybernetic Security Risk -1, Unhealing

### Offense

**Spd** 40 ft

**Melee** +23/+18/+13/+8 slam (1d10+5 bludgeoning plus 2d6 electrical plus stunned 1 minute (F-DC 12+electrical damage negates) )

**Ranged** two +22 palm darts (1d10 piercing plus conversion therapy (F-DC 24 negates), 18-20/x2, 100 ft range increment, single shot)

**Psi-Like Abilities (ML 19<sup>th</sup> Concentration +21)**

**At Will** – brainlock (augmented to affect virtually any creature, W-DC 20)

- crisis of breath (affect up to 4 creatures in 20 ft burst, DC 18)

- incite passion (W-DC 16)

**3x/day** – psychic crush (W-DC 20; 6d6 damage on successful save)

**1x/day** – apopsi (W-DC 21)

- crisis of life (W-DC 21)

- psychic chiurgery

**Spell-Like Abilities (CL 19<sup>th</sup> Concentration +21)**

**1x/day** – Summon (1d4+1 Watchman Type I Mecha or 2d4 Tanks, 100%)

**1x/day** – Summon (1d3 Warbirds, 100%)

### Statistics

**Str** 20 **Dex** 16 **Con** 18 **Int** 14 **Wis** 18 **Cha** 14

**Base Atk** +19 **CMB** +24 **CMD** 37

**Feats** Ability Focus (*conversion therapy*), Deflect Arrows, Dodge, Improved Precise Shot, Mobility, Pinpoint Targeting, Point Blank Shot, Power Attack, Precise Shot, Shot on the Run

**Skills** Bluff +24, Diplomacy +24, Knowledge (behavioral sciences, business, civics, history, local, religion) all at +24, Perception +26 (+36 vs concealed Mutants)

**Gear** +3 buff coat of medium fortification, access to the “nuclear football”

### Ecology

**Environment** any

**Organization** accompanied by high level bodyguards including Combat Mentats, Pundit Clones and Rushmore Combat Androids

**Treasure** double standard (including gear, in lair)

### Special Abilities

**Conversion Therapy (SU)**

President Spencer's palm-mounted dart launcher fires nanite-laced toxins that shut down mutant powers and occult abilities.

A target damaged by President Spencer's darts loses access to any racial trait requiring conscious activation, and cannot cast arcane spells, or use Supernatural or Spell-Like abilities requiring conscious activation. (Conversion therapy does not affect divine spellcasting nor psionic abilities.)

While under this effect, the target's sexual orientation changes to heterosexual, and their gender changes to match their genetic sex, if different, for the purpose of determine what powers and abilities affect them. This may limit use of sex-linked powers and abilities. This secondary effect of *conversion therapy* cannot affect a character with the *Iron Heart* feat.





### **Electro-Shock Impact (SU)**

President Spencer inflicts an additional +2d6 points of electrical damage with a successful melee attack. The target is *stunned* for 1 minute after the impact unless they succeed at a FORT Save (DC 12 + the electrical damage inflicted).

### **Target Lock (EX)**

All creatures with the Watchtower subtype within 100 ft of President Spencer will hold their action until the President acts. If the President attacks a target with either the Mutant or Patriot subtype, all Watchtower robots within this aura receive a +4 bonus on attack and damage rolls against the designated target. They will attack this target exclusively until it is destroyed. If the Watchtower mecha use their *Flame Thrower Purge* special attack instead, increase the fire damage inflicted by +2d6. Only a single target may be designated this way at any given time.

### **Psionic Immunity (SU)**

President Spencer is immune to any psionic power that allows power resistance.

### **Nature**

As America rebuilt from the meta-human assassination of President George H.W. Bush shortly after America declared victory in Desert Storm, former Indiana governor and anti-mutant firebrand Michael C. Spencer won a hard-fought campaign for the Republican candidacy. Appealing to enraged masses of Reagan-era conservatives, a new breed of anti-mutant activist and Evangelical Christians convinced the End Times were at hand, Spencer's strident message carried him into the White House, easily defeating the Democratic nominee, Bill Clinton.

Within days of being sworn in, President Spencer began carrying out the "Contract with Humanity" he and his colleagues promised during the election. In addition to a deliberate rollback of hard won rights for women, minorities, LGBT citizens and the poor, Spencer's cabinet began overturning the civil rights Mutants and Hard Genes had taken for granted since the late 1970s. The Watchtower Program, dormant since the Carter Administration, reawakened. Heavily armed, federal troops replaced federal funding in Mutant communities in LA, Detroit and elsewhere. The nascent Mutant community formed in the wake of the McDuffie, MO Crisis was treated as public health emergency, and many new mutants were forced into quarantine camps.

President Spencer is a tall, rigid white man in his 60s, with the delivery of a revival preacher and an intense, gunslinger's stare. His current body is a façade: shortly

This effect remains in place on the target until they receive a *remove disease* spell or similar effect. An initial DC 24 FORT Save negates the effect of a particular dart, but new attacks require additional FORT Saves. The save DC is CON-based and includes the bonus for Ability Focus.



after taking the oath of office, President Spencer accepted a full cybernetic retrofit. Cyber-surgeons loyal to the Cult of Nyarlathotep rebuilt the President as a front-line warrior against Mutant corruption. Alliance with a secret order of Egyptian pagans rankled the Evangelical Spencer,

but he reluctantly accepted the cult's secret aid in order to purge the Mutant stain from the human genome. Now, while President Spencer can still pass for human, his cyber-chassis makes him more powerful than any last-gen Watchtower mecha.

For now, President Spencer fights his battles against Mutants and other undesirable Americans in the courts and on conservative airwaves. However, when the war against Mutants finally goes hot, Spencer will lead America's armies as a post-human Commander in Chief. Unknown to any but his closest aids and political allies, President Spencer has drafted secret (and likely illegal) executive orders to be put into place during 'times of genetic emergency' that give him effectively unlimited powers.

## PSI-MORTAL - CR 12

*Medium (any alignment) Humanoid (psionic)*  
XP 19,200

**Init** +7 **Senses** Lowlight vision, Perception +24

**Languages** Arabic, Draconic, English, Korean, French, Mandarin, Russian, Spanish, quite a few others plus *Remembered Languages*

### Defense

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

**HP** 17d8 +55 hp (132 HP)

**Regeneration** 3 (overcome by random Vulnerability)

**FORT** +11 **REF** +13 (+17 vs traps) **WILL** +9

**Immune** ability score damage/drain, aging, negative energy, disease, poison. Complete immunity to harmful transmutation and psychometabolism effects.

**Weaknesses** random Vulnerability, see below

### Offense

**Spd** 40 ft

**Melee** +17/+12 katana (1d8+4 slashing, 18-20/x2)

**Ranged** +16/+11 Colt M911 pistol (2d6+1 ballistic, 20/x2, 30 ft range increment, single shot, 7 box)

**Psi-Like Abilities** (ML 8<sup>th</sup> Concentration +14)

*Constant* – danger sense

*3x/day* – body adjustment

*1x/day* – adapt body

### Statistics

**Str** 17 **Dex** 17 **Con** 22 **Int** 23 **Wis** 18 **Cha** 20

**Base Atk** +12 **CMB** +15 **CMD** 28

**Feats** Cleave, Combat Expertise, Combat Reflexes, Endurance, Improved Initiative, Point Blank Shot, Power Attack, Psionic





Charge, Quick Draw, Run, Speed of Thought, Weapon Focus (katana)

**Skills** Acrobatics +23, Bluff +25, Climb +16, Craft (any two) +24, Diplomacy +25, Heal +24, Intimidate +25, Knowledge (virtually all skills) +23, Linguistics +19, Perception +24, Perform (any one) +13, Ride +11, Sense Motive +24, Survival +24

**Gear** +1 katana, +1 buff coat, mwk. Colt M1911 pistol and 6x spare clips, smartphone

### Ecology

**Environment** any

**Organization** always solitary

**Treasure** double or triple standard (plus combat gear, most treasure kept in multiple lairs & various safehouses scattered across the globe)

Even if slain, the Psi-Mortal returns to life in 3d6 hours of his death. The Psi-Mortal returns to life with full hit points, with any harmful or debilitating conditions terminated, and suffers no ill effects from returning to life in this manner, other than the possible loss of gear carried on his body (if he is stripped prior to returning to life, for example). If his old body was completely destroyed or rendered unreachable, the Psi-Mortal returns to life in an identical body in the nearest safe space adjacent to the point of his death.

Each Psi-Mortal has a single weakness that will allow its final destruction. If killed by this specific manner of death, the Psi-Mortal remains dead. Roll D8 or choose one weakness, which imposes a specific Vulnerability on the Psi-Mortal. This Vulnerability always overcomes the Psi-Mortal's Regeneration. Each Psi-Mortal keeps its true weakness a well-kept secret.

**Psi-Mortal Weakness (D8)**

1- Gains Vulnerability to Fire	5- Gains Vulnerability to Acid
2- Gains Vulnerability to Cold	6- Gains Vulnerability to Cold Iron weapons
3- Gains Vulnerability to Silver weapons	7- Gains Vulnerability to Wood weapons
4- Gains Vulnerability to Adamantine weapons	8- Gains Vulnerability to improvised weapons of a specific material, such as glass, ceramic, gold, ect

### Special Abilities

#### **First Person View of History (EX)**

The Psi-Mortal's millennia-long lifespan has given him a unique perspective on history. The Psi-Mortal treats all Knowledge skills as class skills and gains a +10 racial bonus on all Knowledge checks, except those explicitly dealing with modern technology or culture (less than a century old).

#### **Remembered Languages (EX)**

The Psi-Mortal's long experience has given him a facility with languages. Anytime the Psi-Mortal encounters an unfamiliar language, he gains the ability to speak the language within one minute of interaction, and/or read the language after an hour or so of examination.

#### **Total Immortality (SU)**

The Psi-Mortal is immune to ability score damage and drain, negative energy, disease, poison and any effect that would cause aging. The Psi-Mortal is immune to harmful transmutation and psychometabolism effects, and his form cannot be changed against his will. On a more mundane level, the Psi-Mortal cannot be genetically engineered or cybernetically modified. The Psi-Mortal can reattach severed limbs merely by holding them to his body.

### **Well-Practiced Combat Styles (EX)**

The Psi-Mortal helped create many of the combat styles and martial arts practiced by today's heroes and villains. Once per round, as an immediate action, the Psi-Mortal can act as if he possessed any single Combat feat displayed by any other creature involved in the combat to this point. The Psi-Mortal must meet all prerequisites for this duplicated feat.

### Nature

Psi-Mortals have walked the world in secret since the dawn of time. Eternal and unkillable, Psi-Mortals have covertly acquired nearly unimaginable wealth and influence – they're pretty much princes of the universe. They have fought in every major battle of every major war history has ever recorded and many ones that remain obscure to even modern experts. Some Psi-Mortals have founded religions, established cults, forged nations and created mega-corporations that are great powers today, accessible to the Psi-Mortal in his or her most current identity.

Psi-Mortals occupy their times with endless contests among others of their own kind. While Psi-Mortals are rare, they are not quite as rare as history would have you believe, and a Psi-Mortal can tell another of its own kind at a glance. Psi-Mortals are usually polite and courtly to one another, sometimes extremely deferential to Psi-Mortals of



especially great age or accomplishment. The race's 'games' can take the form of single combat- non-lethal duels fought every few centuries to establish a pecking order, or might take esoteric forms. Sometimes Psi-Mortals duel using human institutions as their proxies, with sometimes disastrous ends: World War I was a Psi-Mortal pissing contest that spiraled out of control.

All Psi-Mortals, regardless of their gender or what race of humanity they were born into before discovering their immortality, are proud and arrogant paragons. They carry themselves like uncrowned royalty and wear designer-label finery, accented by accessories from prior identities that might be centuries old. Psi-Mortals can be sentimental about times, places and people long vanished, and cultures extinct or simply never recorded by mainline history. Sometimes, they can't resist correcting a mortal's ignorance of the truth behind historic events of popular myths, which depending on context, can make them sound incredibly ancient and insightful, or simply mad.

## SIMILAR CREATURES

### Cultureborn High Nobility – CR 14

The immortal lords, ladies and minor royalty of Cultureborn noblehouses are rendered immortal by the impeccable genetic science of the ancient race. Cultureborn High Nobility have controlled the great houses of the race for longer than humanity has recorded its history, a fact the insufferably arrogant and imperious High Nobles are happy to share with their *homo sapiens* cousins.

Cultureborn High Nobility are extraordinarily tall, dark and distinguished men and women. Most stand more than seven foot tall, with lean, athletic physiques. Their hereditary nano-bionics and the tattoos of their exalted station are a tracing of gleaming golden wires, and they dress in elaborate armored robes of similar hue.

Cultureborn High Nobility are built using the Psi-Mortal Statblock with the following changes.

- Cultureborn High Nobility have the lawful subtype.
- Cultureborn High Nobility have the following spell-like abilities.
  - **Spell-Like Abilities (ML 8<sup>th</sup> Concentration +14)**  
**3x/day** – Summon (1d6+1 Cultureborn Final Song, 100%)  
**1x/day** – Summon (1d3+1 Cultureborn Adamant, 75%)
  - As products of a superior civilization, Cultureborn High Nobility have more advanced weapons than typical for the Psi-Mortal, modifying their attack lines and gear as follows:
    - **Melee** +20/+15 quantum sword (2d6+7 untyped, 19-20/x3)
    - **Ranged** +17/+12 high UV laser pistol (2d8+1

ballistic, 20/x3, 30 ft range increment, single shot, 15 cell)

- Change the character's gear as follows: +3 keen quantum sword, +1 high UV laser pistol plus 2x spare cells
- Cultureborn High Nobility have the following additional qualities.

### **Command Presence (SU)**

As a standard action, the Cultureborn High Nobility can provide all Cultureborn allies (including a Bringer of Culture, if present) with a +2 insight bonus on ranged attack and damage rolls for 1d4+1 rounds. During this time, all the Cultureborn High Nobility's allies inflict maximum damage on any successful attack roll made against Bleeding Ghost creatures.

### **Perfected Genome (EX)**

The Cultureborn is a genetically perfect creature, with an ideal body. The Cultureborn gains maximum HP from each Hit Die, giving the Cultureborn High Nobility 191 Hit Points, and increasing his healing ability to Regeneration 5.

## PSION ELITE - CR 11

*Medium N\* Humanoid (human, psionic) Tactician 10*

*The Psion Elite gains an ad hoc XP adjustment due to his special abilities and extraordinary gear.*

**XP** 11,800

**Init** +4 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +15 (+17 visual Perception)

**Languages** Arabic, Celestial, English, Farsi, Russian, Spanish

### Defense

**AC** 28 **Touch** 18 **Flatfooted** 20 (+4 DEX, +4 insight, +10 armor)

**HP** 10d8+20 hp (HP)

**FORT** +4 **REF** +7 **WILL** +9

**Damage Reduction** 10/magic

**Defensive Abilities** Light Fortification (25%)

**Immune** Ballistic

**Weaknesses** Cybernetic Security Risk -0

### Offense

**Spd** 30 ft

**Melee** +13 short sword (1d6+6 slashing, 19-20/x2)

**Ranged** +15 psi-amp rifle (2d8 force, 20/x3, 150 ft, semi auto, unlimited ammo)

**Combat Options** Coordinated Strike +3

**Special Qualities** Collective, Coordinate, Improved Share, Share, Strategy, Spirit of Many, Telepathy (with collective)

**Psionics (ML 10<sup>th</sup> Concentration +15)**

**Fifth** – Adapt Body, Catapsi (W-DC 19)





**Fourth** – Alienation (W-DC 18), Intellect Fortress, Shift the Tide (W-DC 18)

**Third** – Battlesense, Expose Weakness (F-DC 17)

**Second** – False Future (W-DC 16), Psychic Bodyguard

**First** – Defensive Precognition, Entangling Debris (R-DC 15)

**Talents** – Conceal Thoughts, Detect Psionics, Steadfast Perception

**Power Point Reserve** 108

### Statistics

**Str** 23\* **Dex** 19\* **Con** 14

**Int** 18 **Wis** 15 **Cha** 14

*\* Includes equipment bonuses from Powered Armor*

**Base Atk** +7 **CMB** +13

**CMD** 27

**Feats** Far Shot, Improved Critical, Look Out, Psionic Critical, Quicken Power

**Skills** Autohypnosis +15, Craft (electronic) +17, Diplomacy +15, Intimidate +15, Knowledge (current events, tactics, psionics) all at +17, Perception +15

**Gear** *Psi-Amp Suit* (+2 light fortification Grade-II Powered Armor), *Psi-Amp Rifle* (heavy charge pulse rifle)

### Cybernetics

**Headware** – Onboard Computer, Attack Barrier x3, Advanced Cyber Optics, Lowlight Optics, Night Vision Optics

**Bodyware** – Anti-Ballistic Body Weave

### Ecology

**Environment** any

**Organization** solitary, pair or accompanying



mixed squads of various military NPCs presented in this book

**Treasure** double standard (including gear)

### Special Abilities

#### **Disruptive Terrain (SU)**

The Psion Elite charges the terrain around him with psychokinetic energy. Any creature not part of his collective treats the terrain as difficult terrain for two rounds. The area of terrain affected is a 15 ft burst, and does not change if the Psion Elite moves after using this ability.

#### **Factional Psionics (SU)**

Psion Elites are skilled, trusted small unit commanders that serve the interest of the secret government or NGO factions that fund, train and equip them. Choose one ability from the following list, which represents the Psion Elite's unique factional powers. This choice also modifies the Psion Elite's alignment. The GM is free to create similar abilities, representing unique factions in her home campaign.

All Factional Psionics are usable once per encounter.

- *Free Mutant: Adapt to the Future* – The Psion Elite can activate Adapt to the Future as an immediate action. The Psion Elite may grant one chosen form of Energy Immunity to all members of his collective, which must be the same for all collective members. Additionally, the Psion Elite may grant Resistance 10 to a different energy type to each member of the collective, which must be a different energy type for every member of the collective. These immunities remain in place for 4 rounds. The Psion Elite is any chaotic alignment, and this represents a Psion Elite working alongside any underground Mutant org.
- *The Huxley Emergence: Superiority* – The Psion Elite can activate Superiority as an immediate action. All Humanoid creatures without either the Mutant or Psionic subtypes within 60 ft, except for members of his collective, must immediately reroll their Initiative score and suffer a -10 penalty on the roll. They begin acting on the new initiative count on the following round, losing this round's actions unless they have already acted and are considered *flat-footed* until they act. The Psion Elite is LE, LN or N.
- *Metamorphosis North: Cyber-Tactics* – The Psion Elite can activate Cyber-Tactics as a standard action. All creatures with the Cyborg subtype, except for members of his collective, suffer 8d8 points of electrical damage (R-DC 18 half). All members of his collective with the Cyborg subtype gain a +2 competence bonus on ranged attack and damage rolls for 4 rounds. The Psion Elite is
- *Psi-Watch: Body Slide* – The Psion Elite can activate Body Slide as an immediate action. He may choose up to two members of his collective who are at half maximum Hit Points or below or considered *helpless*. He can teleport these allies to a previously determined safe location anywhere within Cisilunar Space (usually the Psi-Watch orbital platform). Up to two Psion Elites with full HP appear in the teleported allies space; they cannot use this factional psionic ability for one hour after being summoned. This is a 15<sup>th</sup> level conjuration (teleportation) effect. The Psion Elite is LN, LG or NG.
- *Puzzle Ops: Darker Than Black Ops* – The Psion Elite can activate Darker Than Black Ops as a standard action. Doing so produces a 60 ft radius aura of absolute darkness, similar to the spell deeper darkness, that radiates from the Psion Elite for up to 4 rounds. The Psion Elite and all members of the collective can see perfectly in the aura; all other creatures suffer 1d8+4 points of negative energy damage each round they end their turn within this aura. The Psion Elite is LE, LN or NE.
- *US Military: Stars and Stripes Forever* – The Psion Elite can activate Stars and Stripes Forever as an immediate action. All members of his collective gain a +4 deflection bonus to AC and Fast Healing 5 for four rounds. Any member of a US military unit can choose this factional psionic power. The Psion Elite is any good alignment.
- *US Military: Shock and Awe* – The Psion Elite can activate Shock and Awe as a standard action. All member's of his collective may make an immediate melee or ranged attack, that does not provoke attacks of opportunity as an immediate action. This attack is made at the collective member's full BAB. Any member of a US military unit can choose this factional psionic power. The Psion Elite is LG, LN or N.
- *USSR: Soviet Steel* – The Psion Elite can activate Soviet Steel as an immediate action. All members of his collective gain Damage Reduction 20/adamantine for 4 rounds. Any Soviet-era Psion Elite may choose this factional psionic power. The Psion Elite is LE, NE or LN.

LE, NE or CE.

Psion Elites can certainly be found in the *Otherverse America Campaign Setting*, and they may choose the following new Factional Psionics. APEX Psion Elites usually choose the Psi-Watch factional psionic ability.



- *Choicers: Spirit of Free Choice* – The Psionic Elite can activate Spirit of Free Choice as an immediate action. All members of the collective who have suffered a negative mind-affecting ability have that effect removed; for one round, the collective member receives a +2 competence bonus on attack rolls against the creature who placed the removed mind-affecting effect upon them. The Psion Elite is NG or CG.
- *Lifers: Neverstrike* – The Psion Elite can activate Neverstrike as a standard action. All creatures within 60 ft who have ever had or performed an abortion, except for members of his collective, suffer 8d8 points of negative energy damage (W-DC 18 half). For one round, all Neverborn members of the collective gain Fast Healing 2. The Psion Elite is LE, LN or CE.

### Into the Fray (SU)

The Psion Elite directs a member of his collective to charge a particular enemy, granting the ally a +2 competence bonus on the damage roll. If the charge is performed, the Psion Elite may also charge the same enemy as an immediate action, gaining a +2 competence bonus on the attack roll.

### Psi-Amp Suit and Rifle (EX)

The Psion Elite's powered armor channels his psionic talents directly into the armor and its linked weapon systems. While wearing his Psi-Amp Suit and carrying the Psi-Amp Rifle, the Psion Elite adds his INT modifier as an insight bonus to Armor class, ranged attack and ranged damage rolls.

The Psi-Amp Rifle's overcharged energy systems deliver more coherent pulses of energy downrange to the target. The Psion Elite may reroll any 1s on the damage dice once. The rifle draws power directly from the armor and its wearer, providing it with unlimited ammo.

### Telepathic Resistance (SU)

The Psion Elite shares not only thoughts, but resilience with the members of his collective. For two rounds, all members of the collective gain a +2 insight bonus to all saving throws.

### Nature

There are few leaders more adept than an experienced Psion Elite. These highly trained, post-human supersoldiers lead special missions squads into the depths of hell, and usually accomplish the impossible without taking casualties. The training and equipping of a Psion Elite runs into the hundreds of millions of dollars, but in the right situation, a Psion Elite can accomplish objectives that even an Aegis cruiser with a full cruise missile loadout couldn't.

Psion Elites blend tactical savvy, raw courage and superior, psi-aided firepower. You could call them a living tank, but tanks can't act as a force multiplier in the way a Psion Elite can on the battlefield.

Psion Elites are fit men and women in their mid 30s, with at least a decade of battle experience in a wide variety of theaters. Their scars are more of a historic record of their missions than their service records, which are usually redacted so completely they're a solid wall of black bars except for the occasionally non-classified preposition. Psion Elites are deployed in custom fitted set of psi-reactive powered armor and psi-linked pulse rifle. These weapons are tuned specifically to the Psion Elite's neural patterns, dramatically augmenting their already impressive combat capabilities. These armors are painted in bright, iconic, factional colors, serving as a rallying point for human troops under the Psion Elite's command.

## PSI-WATCH COORDINATOR - CR 5

Medium LN Human Vitalist 4/ Psion (clairsentience) 2  
XP 1,600

**Init** +0 **Senses** Perception +2

**Languages** English, one other of choice

### Defense

**AC** 14\* **Touch** 11\* **Flatfooted** 14\* (+1 insight\*, +3 armor)

**HP** 6d6 +6 hp (30 HP)

**FORT** +6\* **REF** +2\* **WILL** +12\*

**Weaknesses** Cybernetic Security Risk -1

### Offense

**Spd** 30 ft

**Melee** +4\* unarmed strike (1d4 non-lethal, 20/x2)

**Ranged** +4\* psi-pistol (2d6 force, 20/x2, 60 ft range increment, semi-auto, 15 cell)

**Special Qualities** Collective, Collective Healing, Health Sense (identify), Medic Powers, Spirit of Many, Transfer Wounds (2d6, usable 3+WISDOM/day)

**Psionics (ML 4<sup>th</sup> Concentration +11)**

*2<sup>nd</sup> level* – Body Adjustment, Share Pain

*1<sup>st</sup> level* – Attraction (W-DC 13), Call to Mind, Defensive Precognition\*, Detect Compulsion, Offensive Precognition\*, Telepathic Projection (W-DC 13),  
*0 level* – Detect Psionics, Disruptive Touch (F-DC 12), Empathy (W-DC 14), Missive, Suppress Compulsion, Telepathic Lash (W-DC 14), Unearthly Terror (W-DC 14)

\* already accounted for in stat-block above

**Power Point Reserve** 45

### Statistics

**Str** 11 **Dex** 10 **Con** 12 **Int** 18 **Wis** 15 **Cha** 12

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

**Feats** Deadly Aim, Iron Will, Point Blank Shot, Psionic





Shot, *Psionic Talent x2, Skill Focus (computer use)*

**Skills** Autohypnosis +11, Computer Use +13, Heal +11, Knowledge (psionics) +13, Knowledge (tactics) +10, Sense Motive +11

**Gear** psi-pistol and 2x spare cells, utility bodystocking

**Cybernetics** Onboard Computer, Feat Database (*Psionic Talent x2, Skill Focus {computer use}*)

### Ecology

**Environment** any urban (usually stationed on Bradbury Station, the Psi-Watch orbiting platform)

**Organization** solitary or accompanied by 2-3 Combat Mentats or similar Psi-Watch personnel

**Treasure** standard (including gear)

### Special Abilities

#### **Intercessor's Touch (SU)**

If the Psi-Watch Coordinator utilizes transfer wounds, he shares an empathic bond with the recipient. The Psi-Watch Coordinator gains a +4 insight bonus on Bluff, Diplomacy, Intimidate and Sense Motive checks against that character for WIS minutes. The Psi-Watch Coordinator can only have one such bond at any given time.

#### **Recovered Information (SU)**

While maintaining psionic focus, when a target successfully saves against a clairsentience power that the Psi-Watch Coordinator has manifested, he learns about a single psionic effect currently in effect (if any) on the target. Each subsequent successful save against a Clairsentience power the Coordinator manifests transfers information about another power (if any) manifest on the target.

If there are no psionic powers in effect on the target that you do not already know, than you learn information about a single psionic item the creature currently possesses, as if you identified the item. This effect does not give any information about artifacts.

#### **Psi-Pistol (EX)**

By expending psionic focus while wielding the weapon, the Psi-Watch Coordinator gains the ability to resolve attacks with the Psi-Pistol as ranged touch rather than normal ranged attacks. This enhancement lasts for one round once activated.



**Nature**

Psi-Watch teams are usually accompanied by a Coordinator, when one of these tactically minded psions is available. Psi-Watch Coordinators are career military telepaths with an ability to forge the disparate elements of a Psi-Watch strike team into a cohesive and effective whole. Coordinators are well educated and fairly cunning, serving as both battlefield medic and psychic force multiplier. Their natural gifts are enhanced with psi-augmenting head ware.

Off the battlefield, Coordinators are quiet and businesslike. They relate to the officers under their command more as pawns than men and women. There's deckplate rumors going around Bradbury Station that the headware they accept upon induction into the program makes Coordinators more and more sociopathic.

***PSI-WATCH HARD STRYKER - CR 4***

*Medium LN Monstrous Humanoid (heavy cyborg)*

XP 1,200

**Init** +0 **Senses** Darkvision 90 ft, perceive unencrypted radio/television/wifi signals, Perception +10

**Languages** English, one other of choice

**Defense**

**AC** 16 **Touch** 10 **Flatfooted** 16 (+6 natural)

**HP** 5d10 +20 hp (48 HP)

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

**Immune** cyborg immunities

**Weaknesses** Cybernetic Security Risk -1, Unhealing

**Offense**

**Spd** 40 ft

**Melee** +8 unarmed strike (1d6+3 bludgeoning, 20/x2)

**Ranged** +5 military plasma rifle (2d12 fire, 19-20/x2, 30 ft range increment, semi auto, 12 cell)

**Spell-Like Abilities (CL 5<sup>th</sup> Concentration +7)**

*At Will* – Dimension Door

*3x/day* – True Strike

*1x/day* – Haste, Summon (1d3 Psi-Watch Hard Strykers 50% or 1 Psi-Watch Coordinator 35%)

**Statistics**

**Str** 16 **Dex** 11 **Con** 17 **Int** 11 **Wis** 14 **Cha** 10

**Base Atk** +5 **CMB** +8 **CMD** 18

**Feats** Burst Fire, Point Blank Shot, Precise Shot

**Skills** Computer Use +2, Knowledge (tactics) +3, Knowledge (psionics) +2, Perception +10, Pilot +3, Profession (soldier) +10

**Gear** military plasma rifle and 6x cells

**Cybernetics**

*Headware* – Onboard Computer

**Ecology**

**Environment** any (stationed on Bradbury Station, the Psi-Watch orbital platform)

**Organization** solitary, pair, squad (4-8) or platoon (12-16) plus 1 Psi-Watch Coordinator and possibly a Psion Elite for critical missions

**Treasure** standard (including gear)

**Special Abilities****Bodyslide (SP)**

The Psi-Watch Hard Stryker's suite of spell-like abilities are all based on a functional comm-link to Bradbury Station and access to its "Slide" long range teleport systems and real-time support personnel. Communications can be hacked or jammed with access to a transmitter or advanced computer system and a successful DC 25 Computer Use check. The Psi-Watch Hard Stryker cannot use any spell-like ability until he or an ally reestablishes comms by beating the hacker's Computer Use check result.

**Critical Jaunt (SP)**

When the Hard Stryker confirms a critical hit with his military plasma rifle, he may use a *quickened* version of his dimension door spell-like ability as an immediate action.

**Nature**

While Psi-Watch's top tier celebrity super-humans get all the press, the organization's true strength lies in its Hard Stryker cyber-soldiers. These cyborgs are all veteran American special forces troops, encased in a revolutionary cyberframe with real-time access to Bradbury Station's teleport systems. Hard Strykers are vetted for loyalty and battlefield efficiency, and all hold top secret/SCI clearances, and most are at least junior officers.

Hard Strykers prefer to deploy in small squads, and to use their teleportation abilities intelligently to confuse their opponents and strike from unexpected angles. If possible, a Hard Stryker squad keeps a few members in reserve, so opponents have no real idea how many of the virtually identical combat cyborgs they're actually facing. Hard Strykers keep their haste and summoning abilities in reserve, to cover a retreat if necessary, or to match a superior force.

Hard Strykers are with gleaming silvery-white cyber-chassis. They carry themselves proudly and have a fierce *esprit de corps*.



**PUNDIT CLONE - CR 12***Medium LE Humanoid (human, psionic)***XP** 19,200**Init** +7      **Senses** Perception +15**Languages** English, *strident truespeech***Aura** Dog Whistle Screed (60 ft, all non-evil, non-lawful characters suffer 5d6 profane damage and are sickened, WILL DC 25 negates)**Defense****AC** 24 **Touch** 15 **Flatfooted** 21 (+2 DEX, +1 dodge, +2 busty, +5 deflection, +4 armor)**HP** 15d8 (68 HP)**FORT** +10 **REF** +12 **WILL** +16**Immune** charm effects, Fire, Force**Resist** Pleasure 10, Sonic 10**Offense****Spd** 30 ft**Melee** +11 unarmed strike (1d4 non-lethal)**Ranged** +15/+10 *axiomatic* pulsar blast (2d6+2 fire, 20/x3, 50 ft range increment)**Spell-Like Abilities (CL 15<sup>th</sup> Concentration +19)***At Will* – Daze (W-DC 13)

- Unprepared Combatant (W-DC 14)

*3x/day* – Charm Monster (W-DC 16)*1x/day* – Geas/Quest (W-DC 19)**Statistics****Str** 11 **Dex** 15 **Con** 10 **Int** 19 **Wis** 14 **Cha** 16**Base Atk** +11 **CMB** +11 **CMD** 23**Feats** Ability Focus (Dog Whistle Screed), Busty Extreme, Combat Expertise, Dodge, Greater Feint, Improved Feint, Improved Initiative, Skill Focus (bluff), Super Kawaii, Weapon Focus (pulsar blasts), Weapon Specialization (pulsar blasts)**Skills** Bluff +24, Diplomacy +16, Knowledge (business, civics, history, religion) all at +17, Sense Motive +15, Perception +15, Perform (oratory) +16**Gear** amulet of *mage armor*, palmtop computer, 3x injector of *cure critical wounds*, a martini mixed with the tears of a working class family who's just had its federal benefits cut**Ecology****Environment** any urban**Organization** solitary, pair or gang (3-6)**Treasure** double standard**Special Abilities****Axiomatic Pulsar Blast (SU)**Energy generating organs within the Pundit Clone's wrist allow her to fire a bio-based pulsar blast. These natural weapons are considered **+1 axiomatic pulsar blasts**.



### Dark Charisma (SU)

The Pundit Clone adds her CHA modifier (+5) to all saving throws and as a deflection bonus to her Armor Class.

### Dog Whistle Screed (SU)

The Pundit Clone may unleash a hateful screed, filled with right wing clichés and carefully packed talking points, masking dog-whistle racist, homophobic and xenophobic messages. Beginning a Dog Whistle Screed requires a full-round action; maintaining one requires a standard action each round.

All non-lawful and non-evil creatures within 60 ft who can clearly see and hear the Pundit Clone must succeed at a DC 23 WILL Save or become *sickened* and suffer 5d6 profane damage. The sickening effect lasts for as long as the Dog Whistle Screed continues and for 1d4 rounds after it ends. A successful save prevents the *sickening* effect and damage for that round, but affected targets must succeed at a new save each round.

LGBT characters, Leather Clone heroes (*Heavy Future*), as well as paladins and clerics of any non-Christian faith or philosophy are instead *nauseated* and suffer 8d8 profane damage. The Save DC is CHA-based.

### Defensive Talking Points (SU)

While performing a Dog Whistle Screed, holographic forcefields and data-windows displaying the Spencer Administration's talking points appear in the air around the Pundit Clone. While performing a Dog Whistle Screed, the Pundit Clone makes a Perform (oratory) check at the beginning of each round. If this check result is higher than her normal AC, she uses her check result as her Armor Class instead for the round.

### Strident Truespeech (SU)

The Pundit Clone can communicate with any creature that has a language, as if under a *tongues* spell (CL 15<sup>th</sup>). This ability is always active.

Any creature communicating with the Pundit Clone using its *strident truespeech* ability is considered *shaken* for the duration of the conversation and for 1d4 rounds after, from the sheer hateful bile and arrogance displayed by the telepathic Pundit Clone.

### Nature

*This version of the Pundit Clone is slightly more powerful than the version presented in Heavy Future. This version of the character has been augmented by a slightly modified version of the Bad Girl template and given a few extra energy resistances.*

Pundit Clones are product of the Spencer Administration's gene labs: a mass cloning project designed to breed a generation of psi-capable memetic predator capable of dominating America while appearing outwardly human. The design specs called for a non-threatening female model that could successfully mimic independence and assertiveness, while arguing anti-feminist submission. Chaste Aryan beauty, rhetorical skill and an utter lack of empathy were essential traits. Using ova harvested from White House Press Secretary Bill O'Rielly's sexual conquests mingled with xeno-DNA from the galaxy's most dangerous telepathic predators. President Spencer smiled when the firstborn Pundit Clone emerged from her womb-tank and her first words were a screed against 'welfare queens'.

Several Pundit Clones have been incorporated into Spencer's White House staff and prowl the secure hallways of 1600 Pennsylvania Avenue. Others, provided with false histories and documentation, have been inserted into the Washington establishment as lobbyists, policy makers and thought leaders. All these imperious, telepathic women are instrumental in pursuing not-only President Spencer's public alliance with both the Republic of Cebary and his secret treaties with the Huxley Emergence global conspiracy.

However, the Pundit Clones are not the tame genetic constructs President Spencer assumes. They are intrigued by the Huxley Emergence's vision of a psionic meritocracy replacing all human power structures as the purest example of the Randian vision President Spencer had gene-coded into them. The Cloned sisterhood are planning a military coup with Huxley Emergence's assistance, and are working to gain control over the vast and terrifying *Huxley Murder Mind*.



## PUZZLE OPS BLACK OPERATOR - CR 4

Medium LE or LN Human Warrior 6

XP 1,200

**Init** +2 **Senses** lowlight vision (goggles), Perception +8

**Languages** English, Spanish, one other of choice

### Defense

**AC** 19 **Touch** 10 **Flatfooted** 19 (+9 equipment)

**HP** 6d10 +12 hp (45 HP)

**FORT** +7 **REF** +4 **WILL** +3 (+8 vs Psionics)

**Immune** inhalation poisons, disease, radiation (in armor only)

### Offense

**Spd** 20 ft (30 ft unarmored)

**Melee** +7/+2 dagger (1d6+1 slashing, 19-20/x2)

**Ranged** +8/+3 military plasma rifle (2d12 fire, 19-20/x2, 30 ft range increment, semi auto, 12 cell)

### Statistics

**Str** 12 **Dex** 15 **Con** 14 **Int** 12 **Wis** 12 **Cha** 10

**Base Atk** +6 **CMB** +7 **CMD** 19

**Feats** Armor Proficiency (light, medium, heavy), Personal Firearms Proficiency, Simple Weapons Proficiency, Advanced Firearms Proficiency, Double Tap, Weapon Finesse (knife)

**Skills** Knowledge (tactics) +2, Stealth +9, Perception +8

**Gear** military plasma rifle and 3x spare cells, forced entry armor, dagger, nightvision goggles and Mindshield combat crown +5 (in helmet), gene scanner

### Ecology

**Environment** any

**Organization** pair, squad (4-12), platoon (12-18) or larger fireteams

**Treasure** gear listed above plus incidental personal effects

### Special Abilities

#### **Mind Shield Combat Crown (EX)**

Psi-dampening circuitry in the Black Operator's helmet provides the character with an additional +5 equipment bonus on WILL Saves against Psionic abilities.

### Nature

Black Operators are your basic standard issue, disposable grunts. Hundreds of Black Operators are stationed at Puzzle Ops' headquarters in Virginia. Hundreds, if not thousands, of Black Operators are deployed worldwide.

Black Operators are well-drilled, with at least five years of solid military service to their credit. They are equipped with the best firepower illegal government slushfunds can buy. They're cybernetically enhanced, DNA-upgraded and utterly remorseless.



## BLACK MODULES

Black Operators come in an assortment of different flavors and power levels. If you need to quickly build up a diverse army of Black Operators, you can add one or more of these modules to the statblock, granting the Black Operator a



new power and upping their Challenge Rating slightly. Consider these Black Modules to be mini-templates.

### Air Operations Module

Increase CR by +1

The Black Operator is equipped with a heavy duty thruster system housed in a bulky back unit. Retractable wings made of black chrome gives the Black Operator excellent in-air maneuverability, and a mini-missile pod on his shoulder gives him dog-fighting punch.

#### Black Operator Gains

- Flight Speed 90 ft (average), Fly +7
- New Ranged Attack: +8/+3 mini-missile (2d12 fire, 20/x3, 250ft range increment, single shot, 6 mini-missiles in launcher)

### Flame Thrower Module

Increase CR by +1

This Black Operator is equipped with a massive napalm flamethrower slung under the barrel of his particle beam. Heavily reinforced, highly stable fuel tanks mounted on the Black Operator's back and shoulders provide the burn. The metallic hose connecting weapon to tanks is the Flame Thrower Operator's most vulnerable point. If destroyed with a successful Sunder action, the Flame Thrower Operator's new ranged attack mode is lost. The hose has Hardness 3 and 20 HP.

#### Black Operator Gains

- New Special Attack: Flame Thrower (60 ft x 5 ft line or 20 ft cone, 6d6 fire, REF DC 18 half, usable every other round)

### Psi-Hunter Module

Increase CR by +1

Psi-Hunter Black Operators are distinguished by their spherical, heavily armored helmets, which include top of the line psi-dampening circuitry. Psi-Hunters carry a nerve stick as their main melee weapon, which resembles a police baton made out of crackling blue force. Psions struck by this deadly weapon have their powers temporarily shut down, allowing other Black Operators to move in for the kill.

#### Black Operator Gains

- Bonus provided by Mind Shield Combat Crown increases to +7
- New Melee Attack: (replaces combat knife) +7/+3 nerve stick (1d8+1 force, 20/x2 plus nerve-shock)

### **Nerve Shock (EX)**

A character with the Psionic subtype who is struck by the nerve stick must succeed at a FORT Save (DC 10 + damage inflicted) or be unable to activate any Psionic ability that requires conscious activation for one round.

### SAW Gunner Module

Increase CR by +1

SAW Gunners are equipped with a massive belt fed ultra-heavy machinegun. Integral stabilization and targeting software within their armor provides increased and lethal accuracy.

#### Black Operator Gains

- New Ranged Attack (replaces military plasma rifle)
- New Special Attack: Squad Assault Weapon (100 ft x 5 ft line or 60 ft cone, 6d6 ballistic +1d6 fire, REF DC 15 half, usable once per round)

## **PUZZLE OPS SCHOLARSHIP DIVISION - CR 6**

*Large NE or CE Monstrous Humanoid (heavy cyborg, psionic)*

XP 2,400

**Init** +0 **Senses** Blindsense 30 ft, Darkvision 90 ft, perceive unencrypted radio/television/wifi signals, Perception +12

**Languages** English, Spanish

### Defense

**AC** 22 **Touch** 14 **Flatfooted** 21 (-1 size, +1 DEX, +8 armor, +4 shield)

**HP** 8d10+40 hp (80 HP)

**FORT** +7 **REF** +6 **WILL** +7

**Immune** cybernetic immunities

**Weaknesses** Cybernetic Security Risk -2, Unhealing

### Offense

**Spd** 40 ft

**Melee** +14/+9 sick stick (1d8+4 bludgeoning, 19-20/x2 plus nausea 1d6 rounds, FORT DC 10 + damage inflicted negates)

**Ranged** +8/+3 wrist flamer (2d12 fire, 20/x3, 20 ft range increment, single shot, 4 cell)

**Special Qualities** Nap Time, Unhealing

**Spell-Like Abilities (CL 8<sup>th</sup> Concentration +9)**

*At Will* – Charm Person (characters in the Young Adult age category or younger only) (W-DC 13)

- Quickened Hold Person (characters in the Young Adult or younger age category only) (W-DC 13)

- Magic Missile

### Statistics

**Str** 18 **Dex** 10 **Con** 20 **Int** 12 **Wis** 12 **Cha** 10

**Base Atk** +8 **CMB** +13 (+15 bullrush, overrun) **CMD** 23

**Feats** Greater Bullrush, Improved Bullrush, *Improved Critical (sick stick)*, Improved Overrun, *Improved Shield Bash*, Power Attack, *Weapon Focus (sick stick)*

**Skills** Climb +15, Computer Use +6, Bluff +11, Intimidate +11, Perception +12, Sense Motive +6



**Gear** mwk wrist flamer and 6x spare cells, sick stick, mwk tactical shield, mass production tactical armor

### **Cybernetics**

**Headware** – Onboard Computer, Attack Barrier x2, Feat Database (weapon focus: sick stick), Feat Database (improved critical: sick stick), Feat Database (improved shield bash)

### **Ecology**

**Environment** any

**Organization** solo, pair or pair with Puzzle Ops Psion Elite, or pair of Scholarship Div officers accompanying a single Parentis

**Treasure** standard (including gear)

### **Special Abilities**

#### **Nap Time (EX)**

Puzzle Ops Scholarship Division prefers to kill adult psions they encounter, but to take pre-teen psychics alive for later reeducation and exploitation. The Scholarship Division may choose to inflict non-lethal damage against characters in the Young Adult age category or younger with any of its spells or spell-like abilities at no penalty.

The Scholarship Division is especially dangerous against these targets, and receives a +2 morale bonus on attack and damage rolls against Young Adult and younger characters when striking to inflict non-lethal damage.

### **Nature**

Puzzle Ops' "Scholarship Division" carries out the morally black work of kidnapping young psions and executing their parents, so Puzzle Ops can train the next generation of psychic child soldier. The Scholarship Division recruits from the true sociopaths of the black ops fraternity, the agents washed out of other top secret units for unnecessary violence, unsanctioned kills or abuse of authority. Under the command of their new handlers, Scholarship Division agents are given full license to give into their darkest impulses, so long as the bring new young psychics 'into the program'.

Physically, Scholarship Division 'borgs are clad in matte black and urban camo grey armor plating, with a miter-like helmet. They wield an assortment of lethal weapons, including a termite plasma flamethrower and nausea-inducing combat staff and carry a jet black tactical shield. There is no identifiable logo anywhere on their featureless and strangely iridescent body armor, nor on their heavy shield. Scholarship Division borgs can use their built-in, mind-warping gear to manipulate children, and they're trained to maintain a faux-cheerful demeanor among the children they target, even as they slaughter and burn their parents.

## **PUZZLER BLADE - CR 7**

Medium CN Humanoid (human, Military Post Human, mutant) Psionic Warrior (traceur archetype) 8

**XP** 3,200

**Init** +6 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +10

**Languages** English, French, Spanish

### **Defense**

**AC** 17 **Touch** 15 **Flatfooted** 13 (+4 DEX, +1 dodge, +2 armor)

**HP** 8d8 +8 hp (48 HP)

**Fast Healing** 1

**FORT** +7 **REF** +6 **WILL** +4

**Resist** Electrical 2, Fire 2, Force 2

**Weaknesses** Cybernetic Security Risk -6

### **Offense**

**Spd** 40 ft (50 ft if psionic focus is maintained)

**Melee** +12/+7 keen katana (1d8+2 slashing, 17-20/x2)

**Ranged** +11 uzi (2d6 ballistic, 20/x2, 40 ft range increment, full auto, 20 box)

**Psionics (ML 8<sup>th</sup> Concentration +10)**

**Power Point Reserve** 28

#### **Powers Known**

*Third* – Dimension Slide

*Second* – Body Adjustment, Dimension Swap, Distracting Strikes, Endorphin Surge

*First* – Burst, Call Weaponry, Expansion, Dazzling

Swordplay, Offensive Precognition

*Talents* –Blinding Flash (F-DC 12), Distract (W-DC 12)

### **Statistics**

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

**Base Atk** +6 **CMB** +7 (+9 disarm) **CMD** 21

**Feats** *Combat Expertise*, Combat Reflexes, Dodge, Exotic Weapon Proficiency (katana), *Improved Disarm*, Mobility, *Psionic Talent*, *Spring Attack*, Weapon Focus (katana), Weapon Finesse, *Whirlwind Attack*

**Skills** Acrobatics +12, Computer Use +6, Climb +9, Perception +10, Stealth +12

**Gear** masterwork light protect Second Skin, +1 keen katana, mwk uzi, 6x spare clips

### **Cybernetics**

**Headware** – Onboard Computer, Attack Barrier x2, Feat Databases (*Combat Expertise*, *Improved Disarm*, *Psionic Talent*, *Spring Attack*, *Whirlwind Attack*), Initiative Implant  
**Bodyware** – Cybernetic Power Supply x5

### **Ecology**

**Environment** any urban

**Organization** solitary or accompanied by a squad of 2d4 Puzzle Ops Black Operators



**Treasure** standard (including gear)

### Special Abilities

#### **Acrobatic Movements (EX)**

When using Acrobatics to move through narrow or uneven surfaces, the Puzzler Blade retains his DEX bonus to armor class.

#### **Charge Through (EX)**

The Puzzler Blade is able to charge through difficult terrain or through squares occupied by allies.

#### **Interceptor Path (EX)**

While maintaining psionic focus, the Puzzler Blade receives a +2 competence bonus on attack and damage rolls made against any opponent that threatens any of his allies.

The Puzzler Blade can expend his psionic focus as an immediate action when an enemy he threatens attacks one of his allies to make a single melee attack or bull rush attempt against that enemy. His attack or bull rush attempt is resolved before the enemy's attack, and if successful, the struck enemy takes a -2 penalty on the attack and damage rolls of the attack that triggered this maneuver.

#### **Mobile Power (EX)**

The Puzzler Blade can manifest a path power with a manifesting time of a standard action as part of an action that involves movement, such as moving normally, charging, withdrawing, jumping, climbing, ect. If the path power affects the Puzzler Blade's movement, he gains the benefit of the power on his movement. A 5 ft step does not qualify for use with this ability, and the Puzzler Blade must physically move to activate this power.

#### **Rapid Acrobatics (SU)**

As long as the Puzzler Blade maintains psionic focus, he can move at full speed while using the Acrobatics skill without invoking a penalty.

### Nature

Puzzler Blades are elite **Puzzle Ops** operatives with a dangerously short useful lifespan as field agents. Highly decorated and extremely experienced post-human assassins are augmented with neuro-therapy to push their psi-talents to dangerous new extremes, and their skulls are filled with mind-

augmenting cybersystems. The end result is a stealthy, highly mobile psionic ninja, wielding a matte-black carbon nanotube katana so adeptly the Puzzler Blade feels naked without its hilt in his hand.

The mind-augments that create Puzzler Blades tend to unhinge them. What was a well trained and disciplined special operations soldier a month after the upgrades is a dangerously unpredictable, cocky, arrogant thrill seeker a year later. Three years on, most Puzzler Blades (the lucky ones) are KIA. The rest have descended so deep into the adrenaline chase or into whatever virus-laden psychosis has





infected their headware they're barely capable of a calm conversation. Those that aren't junkies in some Mung Thoy Tan hostel somewhere are hyperactive, belligerent rogue agents, concerned only with the thrill of the game and the money they can make as 'freelance fuckhead ronin for hire' in the immortal words of one particularly notorious Puzzler Blade.

If a Puzzler Blade takes off his combat gear, the surgical scars crisscrossing his skull become obvious, as do the nanotech circuit tattoos that provide his advanced tactical skills, glowing like hot wires just beneath his skin. Puzzler Blades grow to love their skintight field uniforms. Rookie Puzzler Blades favor practical matte black or greyscale urban camo patterns for their skinsuits, while more experienced (and unhinged) warriors advertise their lethality with Day-Glo colors splashed across their armor, an advertisement of exactly what they can do if they're of a mind.

## **PUZZLER BLADE META-FICTIONIST** **- CR 10**

*Medium CN Humanoid (chaotic, human, Military Post Human, mutant) Psionic Warrior (traceur archetype) 8 XP 9,600*

**Init** +6 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, **Perception** +10  
**Languages** English, French, Spanish

### Defense

**AC** 17 **Touch** 15 **Flatfooted** 13 (+4 DEX, +1 dodge, +2 armor)

**HP** 8d8 +8 hp (48 HP)

**Fast Healing** 1

**FORT** +7 **REF** +9 **WILL** +2

**Resist** Electrical 2, Fire 2, Force 2

**Weaknesses** Cybernetic Security Risk -6

### Offense

**Spd** 40 ft (50 ft if psionic focus is maintained)

**Melee** +12/+7 keen katana (1d8+2 slashing, 17-20/x2)

**Ranged** +11 uzi (2d6 ballistic, 20/x2, 40 ft range increment, full auto, 20 box)

**Special Qualities** Diehard, Ferocity

**Psionics** (ML 8<sup>th</sup> **Concentration** +11)

**Power Point Reserve** 32

**Powers Known**

*Third* – Dimension Slide

*Second* – Body Adjustment, Dimension Swap, Distracting Strikes, Endorphin Surge

*First* – Burst, Call Weaponry, Expansion, Dazzling Swordplay, Offensive Precognition

**Talents** –Blinding Flash (F-DC 13), Distract (W-DC 13)



### Statistics

**Str** 13 **Dex** 19 **Con** 12 **Int** 13 **Wis** 11 **Cha** 16

**Base Atk** +6 **CMB** +7 (+9 disarm) **CMD** 21

**Feats** *Combat Expertise*, *Combat Reflexes*, *Dodge*, *Exotic Weapon Proficiency* (katana), *Improved Disarm*, *Mobility*, *Psionic Talent*, *Spring Attack*, *Weapon Focus* (katana), *Weapon Finesse*, *Whirlwind Attack*

**Skills** *Acrobatics* +12, *Computer Use* +6, *Climb* +9, *Perception* +10, *Stealth* +12

**Gear** masterwork light protect Second Skin, +1 keen katana, mwk uzi, 6x spare clips

### Cybernetics

**Headware** – Onboard Computer, Attack Barrier x2, Feat Databases (*Combat Expertise*, *Improved Disarm*, *Psionic Talent*, *Spring Attack*, *Whirlwind Attack*), Initiative Implant

**Bodyware** – Cybernetic Power Supply x5



**Ecology****Environment** any urban**Organization** solitary or accompanied by a squad of 2d4  
Puzzle Ops Black Operators**Treasure** standard (including gear)**Special Abilities****Acrobatic Movements (EX)***Look at the previous entry, dude.***Charge Through (EX)***Look at the previous entry, dude.***Evasion (EX)**

The Meta-Fictionist (me, me, MEEEEEEEEEE!) can avoid damage from many area-effect attacks. If the Meta-Fictionist makes a successful REF Save an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the Meta-Fictionist is unarmored or wearing light armor; if helpless, the Meta-Fictionist does not gain the benefit of evasion.

**Genre Savvy (SU)**

The Meta-Fictionist (that's me! ☺ ) receives a +1 insight bonus on attack rolls and saving throws as well as a +4 insight bonus on Bluff and Sense Motive checks made against characters who are acting in a stereotypical or genre-typical manner.

**Kick Down the Third Wall (SU)**

The Meta-Fictionist can force the fiction he is living in to conform to his whims. Three times per day, the Meta-Fictionist can, an immediate action, manipulate his luck or the luck of his opponents.

This ability can be one of two ways. If manipulating his own luck, anytime the Meta-Fictionist is called upon to roll a D20 for any reason, he can roll 3D20 and take the better of the three rolls instead.

If manipulating an opponent's luck, the creature must either be within 30 ft of the Meta-Fictionist or targeting the Meta-Fictionist with a ranged attack or ranged special ability from farther away. The Meta-Fictionist can use this ability even if helpless, unconscious or otherwise unable to act normally. In this case, any time the opponent rolls a D20 against the Meta-Fictionist, he or she rolls 3D20 and takes the worst result of the three instead.

The Meta-Fictionist player or the game-master must always offer the opposing player (or GM in the case of a Meta-Fictionist player character) some kind of dare to negate the Meta-Fictionist's use of this ability. This dare should be something that can be quickly accomplished around

the game table, moderately humiliating but not verging on anything sexually predatory, or involve only a token bribe if money changes hands.

**Interceptor Path (EX)***Look at the previous entry, dude.***Mobile Power (EX)***Look at the previous entry, dude.***Rapid Acrobatics (SU)***Look at the previous entry, dude.***Nature**

**I know who I am, and I know who you are, but do you know who I'm supposed to be? Yeah, there's a #@\$%ing good reason that my narration is in a funny little yellow font. And what the \$&^@? I can't even cuss properly? What the !&@#, man? I expected more from the weeaboo perv who wrote %\$(\$ing Black Tokyo, damnit. Where's my ten foot long combat penis, man?**

**RAKSHASA, SECRET CHEWING - CR 16***Medium LE Outsider (evil, lawful, native, rakshasa)***XP** 76,800**Init** +3 **Senses** Darkvision 90 ft, lowlight vision, *true seeing*, scent, Perception +18**Languages** Abyssal, Cantonese, Hindi, Mandarin, Pashtu, Sanskrit, *tongues***Defense****AC** 20 **Touch** 16 **Flatfooted** 13 (+3 DEX, +4 armor, +3 deflection)**HP** 21d10 +147 hp (263 HP)**FORT** +14 **REF** +15 **WILL** +16**Damage Reduction** 10/good and piercing or ballistic weapons only**Damage Reduction** 3/- against small ranged piercing weapons only, from quilted cloth armor**Spell Resistance** 31**Offense****Spd** 40 ft **Flight** 60 ft (average)**Melee** +29/+24/+19/+14 *fox's tail* (1d8 +9 bludgeoning, 19-20)**Special Qualities** Change Shape**Spell-Like Abilities (CL 18<sup>th</sup> Concentration +27)****Constant** – alter self

- all *detect alignment* spells (detect chaos, detect good, ect)
- detect thoughts
- tongues
- true seeing



**Spellcasting (CL 13<sup>th</sup> Concentration +22)**

*The Secret Chewing Rakshasa casts spells as a 13<sup>th</sup> level sorcerer.*

**Sixth (5 slots)** – circle of death (F-DC 25), form of the dragon, symbol of persuasion (W-DC 25)

**Fifth (8 slots)** – fire snake (R-DC 24), mass pain strike (F-DC 24), symbol of pain (F-DC 24)

**Fourth (8 slots)** – charm monster (W-DC 23), crushing despair (W-DC 23) solid fog, scrying (W-DC 23)

**Third (8 slots)** – pain strike (F-DC 22), ray of exhaustion (F-DC 22), seek thoughts (W-DC 22), vampiric touch (F-DC 22)

**Second (8 slots)** – blindness/deafness (F-DC 21), dust of twilight, fire breath (R-DC 22), flaming sphere (R-DC 22), ghoul touch (F-DC 21)

**First (9 slots)** – cause fear (W-DC 20), charm person (W-DC 20), identify, mage armor, magic missile, memory lapse (W-DC 20), obscuring mist, protection from good, unseen servant,

**Statistics**

**Str 21 Dex 17 Con 24 Int 18 Wis 18 Cha 29**

**Base Atk +21 CMB +26 CMD 39**

**Feats** Cleave, Combat Casting, Combat Expertise, Deceitful, Great Cleave, Greater Feint, Hover, Improved Feint, Improved Initiative, Lunge, Power Attack

**Skills** Acrobatics +16, Bluff +39, Diplomacy +33, Disguise +43, Fly +16, Knowledge (arcana, history, religion, the planes) all at +28 Perception +18, Sense Motive +28, Use Magic Device +25

**Gear** *fox's robe* (+3 quilted cloth armor of etherealness), *fox's tail* (+3 defending, furyborn, nine-section whip), ring of protection +3

**Ecology**

**Environment** any (native to Northern India/Pakistan, but found throughout Asia and in Asian communities around the world)

**Organization** solitary or accompanied by a pair of Razored Ninja bodyguards/consorts

**Treasure** triple standard (including gear)

**Special Abilities****Detect Thoughts (SP)**

The Secret Chewing Rakshasa can *detect thoughts* as per the spell of the same name. This effect functions at CL 18th. The Secret Chewing Rakshasa can suppress or resume this ability as a free action. When the Secret Chewing Rakshasa uses this ability, it always functions as if it had spent 3 rounds concentrating and thus gains the maximum amount of information possible. A DC 29 WILL save resists this effect. This save is CHA based.

In addition, the Secret Chewing Rakshasa is especially adept at discovering a creature's deepest and most shameful secrets. After three farther rounds of continual

study of a subject, the Secret Chewing Rakshasa learns an especially deep secret about the subject: secret, forbidden lusts, past crimes, forgotten sins, other information the Secret Chewing Rakshasa can use to belittle or blackmail the subject with.





### **Temptation (SU)**

The Secret Chewing Rakshasa can attempt a DC 10 + ½ the target's HD + the target's WIS modifier Bluff check as a full round action to shift a creature's alignment one step closer to lawful evil, on either alignment axis. A creature unwilling to shift alignment may attempt a WILL Save at the Bluff Check result. A successful save prevents the Secret Charming Rakshasa's temptation ability from functioning against that creature for 24 hours. If the Secret Chewing Rakshasa successfully shifts a creature's alignment, it cannot shift that creature's alignment farther until 1d3 weeks elapse.

The Secret Chewing Rakshasa receives a +1d8 profane bonus on the Bluff check if it has previously discovered a shameful secret with its *Detect Thoughts* ability.

If the target of the Temptation ability willingly accepts the alignment shift, and foregoes a WILL Save against the effect, the subject gains a permanent +1d3 inherent bonus to both its INT and CHA scores. Only the first alignment shift provide the subject with this bonus.

### **Nature**

Secret Chewing Rakshasa are one of the most ancient rakshasa breeds, their caste dating to truly ancient days when there was little meaningful difference between China and India's people, before borders, before civilization itself. Secret Chewing Rakshasa are fundamentally selfish beings, who prey on those who keep secrets from their tribe. In ancient days, Secret Chewing Rakshasa would encourage mortals to hoard more than their share of rice, to shirk work, to steal from a neighbor. Purely for the sake of malice, the Secret Chewing Rakshasa would encourage deadly feuds and tempt mortals into crime, taking pleasure in turning formerly honest peasants into would-be crimelords.

In the modern era, Secret Chewing Rakshasa can be found in the darkest corners of Indian Towns and China Towns around the world. They represent the dark underbelly of the Asian diaspora. Both physically and mystically powerful, and desirous of the finer things in life, Secret Chewing Rakshasa are often the secret founders of lethal ninja cults or especially well organized Tongs. Each Secret Chewing Rakshasa maintains several human identities of both genders, often influential members of their community-activists, local politicians, even teachers beloved by their students. Occasionally, the Secret Chewing Rakshasa will use its *temptation* ability to corrupt and train a promising mortal as a protégé.

In its true shape, the Secret Chewing Rakshasa is a horrible amalgam of human, fox, dog and rat. It's naked, blood-red

skull is vaguely vulpine, its toned brown body human-like, and its long, naked tail is that of a rat. The Secret Chewing Rakshasa dresses in layer upon layer of colorful silk, bedecked in jewels and draped in long golden chains.

## ***RAPTOR ONE - CR 15***

*Colossal LE Construct (watchtower)*

**XP** 51,200

**Init** +14 **Senses** Darkvision 1,000 ft, sensors equal to an advanced military starship, Mutant Detection Range 100 miles, Perception +28 (+38 vs concealed Mutants)

**Languages** Binary, English, Star Droid

### **Defense**

**AC** 32 **Touch** 12 **Flatfooted** 22 (-8 size, +10 DEX, +22 natural)

**HP** 20d10+80 hp (190 HP)

**Damage Reduction** 20/epic

**Fast Healing** 10 (electricity)

**FORT** +6 **REF** +16 **WILL** +11

**Immune** construct immunities, Cold, Fire, Force

**Vulnerable** Electricity

### **Offense**

**Spd** 40, Flight 150 ft (good), Space Flight 1,500 ft (perfect)

**Ranged** two +23 plasma cannons (5d6 fire, 20/x3, 1,000 ft range increment) plus Missile Barrage

**Favored Enemy** Mutants +4

**Favored Environment** Sky +2

**Special Attacks** Breath Weapon (gamma pulse cannon, 100 ft cone, 15d10 energy\*, REF DC 20 half, usable every 3<sup>rd</sup> round),

Missile Barrage (up to 5 targets within 1,000 ft, 10d6 fire/slashing, REF DC 20 half)

**Special Qualities** Freeze (as Air Force One), No Breath, Starflight

### **Statistics**

**Str** 25 **Dex** 30 **Con** - **Int** 14 **Wis** 20 **Cha** 12

**Base Atk** +20 **CMB** +35 **CMD** 55 (immune to bullrush, trip and overrun)

**Feats** Improved Initiative, Weapon Focus (all onboard weapons)

**Skills** Fly +35, Perception +28 (+38 vs concealed Mutants)

### **Ecology**

**Environment** any

**Organization** unique creature often accompanying President Spencer and important administration officials, often accompanied by 1d6+1 Warbirds and assorted post-human protectors onboard

**Treasure** double standard (luxury goods stored in the passenger decks)





### Special Abilities

#### **Anti-Mutant Targeting (EX)**

When making ranged attacks with its Plasma Cannons against targets with the Mutant subtype, Raptor One rolls 2d20 and takes the better result, thanks to superior anti-Mutant targeting systems built into its brain.

#### **Gamma Pulse Cannon (EX)**

Raptor-One's main weapon is the Gamma Pulse Cannon, which functions like a breath weapon. Creatures damaged by the weapon are considered to be exposed to a heavily irradiated area for one round. This weapon inflicts unspecified energy damage, which is not subject to specific energy resistances or immunity. Targets reduced to 0 HP by the Gamma Pulse Cannon are completely disintegrated, along with all their gear.

#### **Missile Barrage (EX)**

Raptor-One can unleash a swarm of micro-missiles- tens of thousands of the things, all leaving wiry contrails behind, as an attack action. Raptor-One chooses up to any five targets within 1,000 ft, all of whom suffer 10d6 damage, half of which is fire, half of which is slashing (REF DC 20 half).

#### **Target Lock (EX)**

All creatures with the Watchtower subtype within 100 ft of Raptor One will hold their action until the Raptor One acts. If the Raptor One attacks a target with either the Mutant or Patriot subtype, all Watchtower robots within this aura receive a +4 bonus on attack and damage rolls against the designated target. They will attack this target exclusively until it is destroyed. If the Watchtower mecha use their *Flame Thrower Purge* special attack instead, increase the fire damage inflicted by +2d6. Only a single target may be designated this way at any given time.



**Nature**

*This version of Raptor One has a different LE alignment and some Watchtower abilities that the version appearing in Heavy Future lacks.*

If you're into aircraft porn, Raptor-One is a beautiful thing.

This heavily armed, ivory-hulled, space-worthy aircraft replaced the traditional Air Force One as soon as President Spencer took the oath of office – a new flying fortress for a new, more dangerous world, and a new weapon against the Mutant anarchists and jihadists who murdered President George HW Bush. Raptor One's AI core was modeled on President Spencer's late father, the abusive Revival preacher who the President both loved and feared as a young man. When Raptor One is alone with the President, it harangues him endlessly about weakness and compromise, demands extinction without mercy for the genetically cursed and those who reject his God.

Raptor One considers himself more worthy of the Presidency than his cybernetically enhanced son. The self-aware war plane has forged strong alliances with Puzzle Ops and with the Bradbury Poker League conspiracy nestled within Psi-Watch to assume the Presidency himself when the Mutant scourge inevitably assassinates his son. The silicon and steel mecha dreams of being America's first AI president.

Raptor One is a transforming mecha built to replace Air Force One. The goliath robot can disguise itself as a modified DC-10 aircraft painted in Presidential livery, or assume a combat starship form for battle. Raptor One much prefers its sleek, combat starship form, and only assumes Air Force One form for Presidential photo-ops. Raptor One can accommodate the President, a retinue of up to 200 protectors, servants, high governmental officials and as many as 100 press-pool reporters, diplomats or other guests in unmatched luxury and security. Raptor One is proud of his battery of plasma cannons and anti-matter torpedoes, but is also inordinately proud of his leather bucket seats, massage sofas, high-rez holoivid projectors, five star kitchen and full surgical facility.

**REALITY GLOT - CR3**

*Small CN or CG Aberration (psionic)*

**XP 800**

**Init +1 Senses** Darkvision 60 ft, lowlight vision, Perception +2

**Languages** truespeech

**Defense**

**AC 14 Touch 12 Flatfooted 13** (+1 size, +1 DEX, +2 natural)

**HP 4d8 +8 hp** (18 HP)

**FORT +2 REF +2 WILL +6**

**Immune** mind-affecting abilities

**Offense**

**Spd 5 ft Flight 30 ft** (perfect)

**Melee +2 slam** (1d4-2 bludgeoning, 20/x2)

**Psi-Like Abilities (ML 4<sup>th</sup> Concentration +8)**

**Constant** – conceal thoughts

- detect thoughts

**At Will** – aversion (W-DC 16)

- compelling voice (W-DC 16)

**Statistics**

**Str 6 Dex 13 Con 12 Int 15 Wis 14 Cha 19**

**Base Atk +3 CMB +0 CMD 11** (cannot be tripped)

**Feats** Hover, Skill Focus (performance skill)

**Skills** Bluff +11, Diplomacy +11, Knowledge (pop culture) +9, Perform (one of choice) +14

**Gear** smart phone

**Ecology**

**Environment** any

**Organization** at the center of a wide variety of human sycophants, hangers on, assistants and paparazzi

**Treasure** standard (in lair)

**Special Abilities**

**Unspoken Strangeness (SU)**

Nobody ever really seems to acknowledge the fact the Reality Glot is basically a floating potato with tiny baby arms. NPCs react to the Reality Glot as if the creature were an ordinary (and exceptionally charming) human celebrity, even if the creature demonstrates obviously inhuman abilities or somebody tells them about the Reality Glots true nature.

Creatures immune to mind affecting abilities, as well as soulless or non-sentient creatures react to the Reality Glot normally.

**Nature**

Their natural 'mind camoflaugue' makes Reality Glots the life of party – any party, anywhere, any time! As far as



everybody around them is concerned, the Reality Glot is the hippest, coolest, wittiest and most attractive celebrity they've ever met, and OMG! He signed an autograph for me! Their jokes always land, their speeches and quotations will live on in history books for centuries after they're gone, and their acting performances are Oscar-caliber.... Despite the fact they're speaking a kind of psionic gibberish that nobody can actually decipher, but everybody understands.

Reality Glots are spontaneously generated by the dimensional interface bridging the *Psi-Watch* and *Box Office Earth* realities, and they drift through the celebrity scene on both realities. Some are involved in the great, sadistic gladiatorial games that define *Box Office Earth*, often as trainers, bards, orators and fight promoters, while those on our Earth are content to expand their fame and produce their art – hit singles, starring roles in Hollywood blockbusters and talk show appearances. A handful have made it as far as the *Black Tokyo* reality, where they're some of the strangest J-pop idols and anime voice stars you've ever seen.

Reality Glots are baby-sized lumps of warty, weird flesh which float at roughly head height, and have a pair of stick-thin, weak little arms. Depending on the particular Glot's skin coloration, they might look like a pickle, a potato or a floating turnip. They wear stylish designer clothes that hang from them like newly washed laundry but nobody seems to notice the weird fit.

Reality Glots aren't really dangerous, but their innate psionic talents allow them to briefly control weak minds. They use their *aversion* power to send stalkers and irritating fans (or interloping adventurers) packing without ever throwing a punch. Alternatively, they can cause their legion of worshipful hangers-on to run out to fetch them 5-star meals, good booze, designer shades or anything else they might catch a sudden craving for via their *compelling voice* power.

## THE REPUBLIC OF CEBARY

Cebary is a small African republic located just north of Cape Horn, caught between the sea and the larger Republic of South Africa. Long ago, Cebary was a Dutch East Indies colony, earning a quiet prosperity from the slave trade. Through out the 19<sup>th</sup> and early 20<sup>th</sup> Centuries, Cebary sustained itself through diamond mining. Then, in the late 1950s, a rapidly modernizing Cebary discovered an even more valuable commodity: Mutants. Along with Mung Thoy Tan, Cebary is one of the few nations to trade openly in metahuman slaves. The small country's entire existence is based around the sale, breeding and export of mutants.

The human citizens of Cebary enjoy an amazingly high standard of living, as most of the unpleasant tasks associated with a first world economy are performed by mind-wiped mutant slaves. Children are screened for mutant genes in utero, and those who aren't secretly aborted by shamed parents are taken from their mothers' minutes after delivery and raised in huge production farms. Forcegrown to adulthood over 18 agonizing months, these mutant babies are educated by VR and neural implants, and assigned duties commiserate with their particular mutations. Once they reach physical adulthood, Cebary's mutant slaves are permanently fitted with the colorful nanosuits that mark them as slaves and sustain their altered metabolisms.

These dead-eyed soulless bio-machines, in their brilliant vinyl, are a common sight in Cebary's ultra-tech cities, particularly its capitol metropolis, **Klaremount**. They can be seen pruning hedges, washing windows, working the kitchens and protecting the borders. Thanks to its mutant army, Cebary has remained stable and prosperous in a war-torn region. Export of custom built slaves has made the nation prosperous. Officially, United States law prohibits the importation of Cebary mutants or clones, but the ultra wealthy still find ways to own one of these colorful status symbols.

The nation is governed by a Parliament and an elected Prime Minister. Genetic purity codes prohibit any bloodline that has ever produced a live mutant birth in the last five generations from ascending to the role of Prime Minister, and the current Prime Minister, the **Honorable Louis Van De Merwe**, can go one better. His family can trace its pure genetic heritage back to the nation's founding in 1642... at least according to official records. The Prime Minister uses **Unit Three**, his nation's feared internal security apparatus, to brutal squash rumors that his third daughter didn't die in a tragic automobile accident, but survives as a mutant outcast.





Unit Three's commanding officer, **Col. Hank Blomkamp** has used the Prime Minister's secret shame (which he has kept a secret even from his subordinates) to increase his unit's funding, prestige and autonomy. Secretly, Van De Merwe worries that Blomkamp is planning a military coup, and to prepare for a day when he may have to flee for his life, has been funneling money out of the national treasury and into anonymous international accounts. Ironically, these slush funds may prove to be the Prime Minister's undoing- he still doesn't realize that before her 'death' his daughter **Klarissa** memorized his authorization code. In happier days, Klarissa pilfered a few thousand dollars here and there for designer dresses and expensive watches: today, she funds her revolution with her father's stolen money.

### **THE FREE CEBARY MILITIA**

The Free Cebary Militia is the only organized resistance movement dedicated to ending Cebary's slave-economy. Funded by the Genomic Underground, mutant heroes from around the planet serve with the FC Militia. Local mutant soldiers act as unit commanders, directing foreign fighters at Cebary targets of opportunity. The Militia fights a doomed battle- they are outnumbered, intently hunted and

capably opposed. They can't count on human assistance- even the most liberal Cebaryan abolitionists don't work with the freedom fighters. While Cebary's liberals might wish the slave trade stopped, they certainly don't consider Mutants their genetic equals.

The Militia is hunted fiercely by Cebary's internal security arm, Unit Three. Using specially trained mutant trackers, Unit Three boasts an impressive success record against the Militia. Unit Three has killed or imprisoned the Militia's senior leadership and founders, and its only through the Militia's insulated, cellular structure that it survives at all. The Free Cebary Militia's one success story has been a technological one- they've designed a process to free a mutate from their slave-suit and discovered ways to breakthrough a slave's conditioning. Offered freedom for the first time in their short, brutal lives, many of Cebary's escaped slaves will sign on with the Militia no matter the risk.

The Militia is spearheaded by **Klarissa Van De Merwe**, the ostracized Mutant daughter of the nation's leader. Three years ago, when her mutant abilities manifested while she was at university. Horribly burnt over most of her body, the young mutant only survived the staged car accident that



removed her from polite society thanks to her metahuman regenerative talents. The mutant rebel leader hides her scars behind a holographic façade. She refuses to touch people or shake hands not only because they might feel the gnarled burn tissue that her holo-disguise masks, but due to an out of control psychometric talent. The only thing her object reading talent is good for these days is sniffing out traitors and informants in her own ranks, which may be the only reason she is still alive and (almost) free.

## REPUBLIC OF CEBARY MED-SLAVE - CR 1/3

*Medium LN Humanoid (Human, Mechanic, Psionic) Adept 1*

**XP** 135

**Init** +0 **Senses** Perception +6

**Languages** Afrikaans, English

### Defense

**AC** 10 **Touch** 10 **Flatfooted** 10

**HP** 1d6 hp (4 HP)

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

**Resistances** Pleasure 2

### Offense

**Spd** 30 ft

**Melee** +0 unarmed strike (1d4 nonlethal, 20/x2)

**Power Point Reserve** 2

**Spellcasting** (CL 1<sup>st</sup> Concentration +3)

*First* – cure light wounds x2

*Zero* – guidance, mending, purify food and drink

**Spell-Like Abilities** (CL 5<sup>th</sup> Concentration +6)

*At Will* – Stabilize

*1x/day* – either cure serious wounds or remove disease

### Statistics

**Str** 11 **Dex** 11 **Con** 10 **Int** 12 **Wis** 14 **Cha** 11

**Base Atk** +0 **CMB** +0 **CMD** 10

**Feats** Medical Expert, Skill Focus (heal), Wild Talent

**Skills** Computer Use +2, Heal +8, Perception +6

**Gear** laptop computer, medical kit

### Ecology

**Environment** any urban (within the Republic of Cebary, rarely exported)

**Organization** solitary or in small groups of up to 6

**Treasure** incidental

### Special Abilities

**Sealed Skinsuit (EX)**

Cebary's psionic and mutant slaves are marked by their full body skin suits, brightly colored and patterned latex body stockings that mark them as gene-grown servitors

and prevent unauthorized breeding. The Med-Slave gains Pleasure Resistance 2 and a +4 equipment bonus on saving throws against spells and effects with the *Skatto* descriptor thanks to their sealed skinsuit.

### **Techno Skill Focus: Heal (EX)**

The Med-Slave is programmed for medical expertise. He can always take 10 or take 20 upon skill checks, and in addition may take X on this check, where X is any desired number to be rolled. Taking X takes as long to complete as performing the skill X times.

### Nature

Med-Slaves are one of the most commonly decanted breeds of servant clone, and form the basis of Cebary's slave-based economy. Vast legions of Med-Slaves keep the upper echelons of Cebary's society healthy and prosperous; hundreds of these enslaved clones work around the clock in both civilian and military hospitals. A handful of these cloned healers are deployed with every RoC military unit.

Med-Slaves are well liked by their human masters, and enjoy some privileges that Agri-Slaves lack. They are usually allowed books, toys, and music, and generally enjoy better working conditions than other custom-grown mutates. Cebary's Med-Slaves wear white and lime skinsuits marked with a stylized cadecus sigil on the left shoulder, with an ID number and QR code on their right shoulder. They are genetically engineered for hairlessness to increase sterility in the operating room.

## REPUBLIC OF CEBARY SLAVE INFANTRY - CR 1

*Medium LN Humanoid (Human, Military Post Human, Psionic) Psychic Warrior 2*

**XP** 400

**Init** +1 **Senses** Darkvision 60 ft, lowlight vision, Perception +8

**Languages** Afrikaans, English

### Defense

**AC** 19 **Touch** 15 **Flatfooted** 18 (+1 DEX, +4 armor, +4 shield\*)

**HP** 2d8 +2 hp (15 HP)

**FORT** +4 (+8 vs poison or radiation) **REF** +1 **WILL** +3

**Immune** non-magical disease

**Resist** Pleasure 2

**Weaknesses** Neural Programming

### Offense

**Spd** 40 ft

**Melee** +3 tonfa (1d6+2 bludgeoning, 20/x2)

**Ranged** +2 H&K MP5 (2d6 ballistic, 20/x2, 40 ft range)





increment, full auto, 15 box)

OR +2 psychokinetic cannon (1d8 ballistic, 19-20/x3, 80 ft range increment)

#### **Special Qualities**

**Psionics** (ML 2<sup>nd</sup> Concentration +5)

#### **Powers Known**

**First** – Bio-Feedback, Force Screen (accounted for in stat block), Offensive Prescience, Psychokinetic Cannon

**Talents** – Lesser Fortify, Telekinetic Punch

**Power Point Reserve** 5

#### **Statistics**

**Str** 14 **Dex** 12 **Con** 12 **Int** 10 **Wis** 16 **Cha** 8

**Base Atk** +1 **CMB** +3 **CMD** 14

**Feats** Body Fuel, Deadly Aim, Run

**Skills** Acrobatics +6, Autohypnosis +8, Knowledge (psionics) +5, Perception +8

**Gear** H&K MP5 and 4x spare clips, tonfa, tactical ballistic vest, canteen

#### **Ecology**

**Environment** any land (native to the Republic of Cebary and rarely exported)

**Organization** varies- usually pair, squad (4-8) or platoon (up to 16)

**Treasure** standard (including gear)

#### **Special Abilities**

##### **Sealed Skinsuit (EX)**

Cebary's psionic and mutant slaves are marked by their full body skin suits, brightly colored and patterned latex body stockings that mark them as gene-grown servitors and prevent unauthorized breeding. The Infantry Slave gains Pleasure Resistance 2 and a +4 equipment bonus on saving throws against spells and effects with the *Skatto* descriptor



thanks to their sealed skinsuit.

### Neural Programming (EX)

Cebary's Infantry Slaves are only trusted with weapons and body armor because they are constrained by neural programming literally burned into their brains during their conversion to slave-stock. As a standard action, any creature with the Human subtype can attempt to give a short command to an Infantry Slave.

The command must be phrased in Afrikaans and must reference the 5 digit ID code tattooed on the particular Infantry Slave's cheek. Non-native speakers must succeed at a DC 15 Linguistics check to phrase the command properly. This effect functions as a either a *sleep* or *command* spell, save that the Infantry Slave receives no saving throw against the effect.

### Nature

Cebary's highly disciplined and theater-dominant human military is augmented by a cadre of custom grown telekinetic warriors. Cebary's Infantry Slaves are tall and athletic, with weightlifter physiques sheathed in white vinyl bodystockings.

## REPUBLIC OF CEBARY STORMFRONT ELITE - CR 2

Medium LE or NE Human Fighter 3

XP 600

Init +6 Senses Perception +5

Languages Afrikaans, English

### Defense

AC 19 Touch 12 Flatfooted 17 (+2 DEX, +7 armor)

HP 3d10 +3 hp (24 HP)

FORT +4 REF +3 WILL +1

Immune Suffocation, Inhalation Poison (gas mask)

Defensive Abilities Bravery +1

### Offense

Spd 20 ft

Melee +6 tonfa (1d6+2 bludgeoning, 20/x2)

Ranged +7 H&K MP5 (2d6 ballistic, 20/x2, 75 ft range increment, semi-auto, 30 round magazine)

### Statistics

Str 14 Dex 14 Con 13 Int 11 Wis 11 Cha 10

Base Atk +3 CMB +5 CMD 15

Feats Deadly Aim, Far Shot, Improved Initiative, Quick Draw, Weapon Focus (H&K MP5)

Skills Craft (firearms) +5, Intimidate +5, Perception +5





**Gear** Mwk. Military Tactical Vest, Gas Mask, Tonfa, Mwk. H&K MP5 and 4x spare clips, smartphone, potion of *cure light wounds*

### Ecology

**Environment** any urban (major cities and military bases in the Republic of Cebary)

**Organization** pair, fire team (4-5) or accompanying a 4<sup>th</sup>-8<sup>th</sup> level Human Fighter or other RoC NPCs

**Treasure** standard (including gear)

### Special Abilities

#### **Ranged Hatred (EX)**

RoC Stormfront Elite receive a +1 morale bonus on ranged attack and ranged weapon damage rolls against creatures with either the Mutant or Psionic subtypes.

### Nature

The Republic of Cebary's anti-riot squads get far more field experience than the nation's state-sponsored media ever reports, so not to ruin the slave-nation's status as a 'green and pleasant land'. Anti-riot squads are dispatched to keep public order, rapidly and efficiently squashing even moderate dissent. More often, they are deployed alongside military units as crowd-control assets, or used to put down abortive rebellions in the slave kennels.

These well trained and superbly kitted out troops are the elite of the Republic of Cebary's infantry forces. RoC Stormfront Elite are highly competent and fanatically motivated Mutant-control officers. They are distinguished from the Republic of Cebary's regular army by their superior gear, their burgundy berets and the forked lightning bolt "Stormfront" unit patch worn on their sleeve.

### *Similar Creatures*

Simply by changing this stat-block's alignment, language selections and weapons loadout, you can produce special forces troops from any nation, or elite private military contractors who answer to no-one. You can mix in elements from the **Puzzle Ops Black Operator** optional 'modules' to produce more diverse troops.

## **ROGUE PSION - CR 8**

*Medium LE or NE Humanoid (human) Wilder 9*

**XP** 4,800

**Init** +1 **Senses** Perception +2

**Languages** English, one other of choice

**Aura** Surging Aura (20 ft)

### Defense

**AC** 16 **Touch** 13 **Flatfooted** 13 (+1 DEX, +2 dodge, +3 armor)

**HP** 9d8+12 hp (56 HP)

**FORT** +3 **REF** +4 **WILL** +8

### Offense

**Spd** 30 ft (40 ft when psionically focused)

**Melee** +8/+3 quantum dagger (1d6+2 untyped damage\*, 19-20/x2)

**Ranged** +8/+3 quantum dagger (1d6+1 untyped damage\*, 19-20/x2, 60 ft maximum range)

**Ranged Touch** +7 surge blast (3d6 force, 20/x2, 30 ft maximum range)

**Special Qualities** Elude Attack, Surge Bond, Surge Blast, Surging Euphoria, Wild Surge +3 (Leader's Surge)

**Psionics (CL 9<sup>th</sup> Concentration +18)**

**4<sup>th</sup> level** – Mind Wipe (W-DC 17), Telekinetic Maneuver

**3<sup>rd</sup> level** – Mental Barrier, Telekinetic Force (W-DC 16)

**2<sup>nd</sup> level** – Breach

**1<sup>st</sup> level** – Empty Mind, Entangling Debris (R-DC 14)

**0 level** – Far Hand

**Power Point Reserve** 94

### Statistics

**Str** 12 **Dex** 13 **Con** 11 **Int** 15 **Wis** 16 **Cha** 17

**Base Atk** +6 **CMB** +7 **CMD** 18

**Feats** Combat Manifestation, Expanded Knowledge (x2), Speed of Thought, Surging Aura, Psionic Body

**Skills** Autohypnosis +14, Bluff +15, Diplomacy +15, Intimidate +15, Knowledge (local) +8, Knowledge (psionics) +13, Sense Motive +14

**Gear** mwk. quantum dagger, +1 second skin smartsuit, smartphone

### Ecology

**Environment** any urban

**Organization** solitary or accompanied by 1d4 Huxley Childe or 2 Puzzle Ops Scholarship Division soldiers

**Treasure** double standard (including gear)

### Special Abilities

#### **Psychic Enervation (SU)**

If the Rogue Psion is overcome by psychic enervation is *shaken* for 3 rounds and loses 9 power points. Each ally inside her aura must make a DC 17 WILL Save or be shaken until the end of their next turn. If the Rogue Psion





suffers psychic enervation again while still suffering from a previous psychic enervation, the penalties do not stack, but the duration resets.

#### **Quantum Dagger (EX)**

The damage inflicted by a Quantum Dagger is of no particular type. It is not subject to any form of damage reduction or energy resistance. It acts as either a physical or energy based weapon, whichever would be more beneficial to the wielder, at any given instant.

#### **Surging Aura (SU)**

When the Rogue Psion uses her wild surge class feature, she can designate up to 3 allies within the surging aura to

gain a +3 insight bonus on attack rolls until the end of their next turn.

#### **Telekinetic Knife Fighter (SU)**

The Rogue Psion can wield her dagger as a ranged weapon telekinetically. The dagger automatically returns to her hand after the attack is complete, as if it had the *returning* magic weapon property.

#### **Nature**

The Rogue Psion is a potent telekinetic thief and assassin. Strong-minded but selfish in the extreme, the Rogue Psion will work for (almost) any faction that offers her a lavish salary and a license to kill. Quite a few cash Puzzle Ops



paychecks, but that doesn't put them above taking freelance missions for every faction, from The Huxley Emergence to South American drug cartels.

## SCARAB BROTHERHOOD CULTIST - CR 3

Medium LE or NE Human Cleric (Nyarlathotep) 4

XP 800

**Init** +1 **Senses** Darkvision 60 ft, lowlight vision, Perception +3

**Languages** Coptic, English, Egyptian, Farsi

**Aura** 4<sup>th</sup> level cleric

### Defense

**AC** 14 **Touch** 11

**Flatfooted** 13 (+1 DEX, +3 armor)

**HP** 4d8+4 hp (HP)

**FORT** +5 **REF** +2 **WILL** +7

**Immune** Cyborg

Immunities, Ballistic damage

**Resist** Force 5

**Weaknesses** Cybernetic Security Risk -1

### Offense

**Spd** 30 ft

**Melee** +5 dagger (1d6+2 slashing, 19-20/x2)

**Ranged** +4 ranged touch fire bolt (1d6+1 fire, 20/x2, 30 ft maximum range) OR

+4 implanted energy weapon (2d6 electricity, 20/x2, 50 ft range increment, semi-auto)

**Clerical Domains** Fire, War

**Channel** 2d6 negative energy (4x/day, W-DC 13)

**Special Qualities** Slow Healing

**Spellcasting** (CL 4<sup>th</sup> Concentration +9)

**Second** – death knell, inflict moderate wounds (*prepared twice*), shatter (F or W-DC 15)

**First** – burning hands (R-DC 14), cause fear (W-DC 14), doom (W-DC

14), entropic bolt\* (F-DC 14)

**Zero** – bleed (W-DC 13), haywire\*, light, stabilize

### Statistics

**Str** 13 **Dex** 12 **Con** 13 **Int** 14 **Wis** 16 **Cha** 13

**Base Atk** +3 **CMB** +4 **CMD** 15

**Feats** Combat Casting, Point Blank Shot, Selective Channeling

**Skills** Craft (cybernetics) +9, Diplomacy +11, Knowledge (history, religion) both at +9, Spellcraft +9

**Gear** +1 medium personal aura, mwk. dagger

### Cybernetics

**Headware** – Onboard Computer, Nightvision

Optics, Lowlight Optics

**Bodyware** – Anti-Ballistic

Body Weave

**Weapons** – Implanted

Energy Weapon

### Ecology

**Environment** any (cult headquarters in Egypt, North Africa and the Middle East, as well as a stronghold in the Himalayas)

**Organization** solitary, pair, or cult (3d6), possibly accompanied by several Cyber Beasts (especially wolves, jackals and vultures) or various mutant or cyborg mercenaries

**Treasure** standard (including gear)

### Special Abilities

**Destructive Smite** (SU)

The Scarab Brotherhood Cultist can make a single melee attack with a morale bonus equal to half his cleric level (currently +2). The Cultist must declare the destructive smite before making the attack, and this ability may be used 6x/day.

**Fire Bolt** (SP)

As a standard action, the Scarab Brotherhood





Cultist can unleash a bolt of divine flame as a ranged touch attack. This ability has a 30 ft maximum range and inflicts 1d6+1 points of fire damage. This ability can be used 6x/day.

### Nature

The Brotherhood of the Bio-Mechanical Scarab has its origins in a dark period of Egypt's history, a dynasty and a pharaoh erased from history. The modern Brotherhood holds territory and maintains secret temples throughout modern Egypt, the Middle East and North Africa, as well as smaller safe-houses and fortresses across the planet. The modern Brotherhood exists to reawaken the Obsidian Pharaoh, Nyarlathotep...or, if as some of the cult believes, the Pharaoh is already awakened, to serve him as he recaptures the glory of his ancient reign.

The Brotherhood of the Bio-Mechanical Scarab reveres cybernetics, and the cult believes that any human who refuses cyber-enhancement is fit only for slavery. The priests of the cult are extensively augmented, with gleaming golden wires threaded through their dark skin, and eyes replaced with beautiful, ultra-high resolution cameras that glisten like gems. The priests of the cult wear jeweled pectorals that project a personal defense field over silks as black as a moonless night.

## **SCHEMAT - CR 7**

*Medium NE Aberration (cyborg, shapechanger)*

**XP** 3,200

**Init** +4 **Senses** Darkvision 90 ft, perceive unencrypted wifi/radio/television signals, Perception +14

**Languages** Binary Code, Culture, Scarred

**Aura** Schematic Tendrils (30 ft, area treated as difficult terrain, any creature who drops prone is exposed to *cyber infection*)

### Defense

**AC** 20 **Touch** 15 **Flatfooted** 15 (+4 DEX, +1 dodge, +5 natural armor)

**HP** 10d8+70 hp (115 HP)

**FORT** +10 **REF** +7 **WILL** +8

**Immune** critical hits, flanking, stunning, ability score damage/drain, suffocation, radiation, vacuum

**Vulnerable** Electrical

### Offense

**Spd** 30 ft

**Melee** +7/+2 slam (1d10 bludgeoning 20/x2 plus 1d6 electricity plus *cyber-infection*, F-DC 22 negates)

*Cyber Infection*: Slam (injury)

*Save*: FORT DC 22 (Save DC is CON based)

*Onset*: 3d4 hours *Frequency*: 1x/day

*Effect*: 1d3 CON damage and 1d3 CHA damage

*Cure*: 2 consecutive saves

*Special*: Once a sufferer has suffered 3+ points of CON damage from the disease, they grow the Onboard Computer cybernetic implant. This implant has the nanotech tag.

Each additional two points of CON damage suffered either upgrades the Onboard Computer +1 (to a maximum of +5) or provides a Cybernetic Power Supply x1. Roll randomly: even (onboard computer upgrade) or odd (cybernetic power supply).

**Ranged** +11/+6 bio-lasers (2d8 force, 20/x3, 50 ft range increment, full auto)

**Special Qualities** No Breath

**Spell-like Abilities** (CL 10<sup>th</sup>, **Concentration** +13)

**At Will** – alter self (Medium humanoid or monstrous humanoids only)

**1x/day** – beast shape III (self only)

- enlarge person (self only)
- polymorph (self only)

### Statistics

**Str** 11 **Dex** 19 **Con** 24 **Int** 16 **Wis** 13 **Cha** 9

**Base Atk** +7 **CMB** +7 **CMD** 21

**Feats** Combat Reflexes, Dodge, Duck and Cover, Lookout, Paired Opportunists



**Skills** Acrobatics +17, Bluff +12, Computer Use +16, Craft (cybernetics, electronics) both at +16, Disguise +22, Perception +14

### Ecology

**Environment** any (native to deep space and several rare-earth mineral rich asteroids)

**Organization** solitary, birthing-pair (two adults plus one with Young simple template) or extended clan-hive (up to 30-45 adults plus 50% as many children)

**Treasure** standard

### Special Abilities

#### **Amorphous Anatomy (EX)**

The Schemat's fluid bio-mechanical anatomy grants the creatures many of the immunities shared by oozes. Schemat are immune to critical hits, stunning, ability score damage and drain, and they cannot be flanked.

#### **Extreme Electrical Vulnerability (EX)**

The Schemat is extremely vulnerable to electricity. In addition to suffering additional damage, if the Schemat is damaged by electricity while using one of its spell-like abilities to change its shape, the effect immediately ends and the Schemat returns to its natural shape.

#### **Machine Fusion (EX)**

The Schemat can directly interface with any machine and computer system, allowing it to control the device or perform skill checks with the fused device as a swift action. The Schemat may attempt to cyber-hack a target that it has grappled or who is helpless, willing or immobilized, as a swift action.

### Nature

The Schemat are an ancient, nomadic race of bio-mechanical parasites. The species was already ancient (and feared) when the Culture began establishing their imperium. Despite the Schemat's vast age as a species, their race produces little and has equally little need for the trappings of society. The Schemat exist as a paratactic string of independent colony-nests strewn across a hundred thousand mineral-rich asteroids on the fringes of civilized space.

Schemat have no real allies as a race, but they have a rough, uneasy 'understanding' of sorts with the Bleeding Ghosts. Both species despise the Culture and seek vengeance for the Culture's genocidal pogroms against their kind. Schemat do not ally with the Bleeding Ghosts- they don't do that with anybody- but if given the choice, a Schemat will infect and devour a Culture colony before a Bleeding Ghost world. At least most of the time....

Schemat hunt by spreading a deadly cyber-infection that grows new cybernetic organ systems within an unwilling host at the same time the disease ravages their immune systems. Schemat wait until prey succumb to their cyber-infection, before devouring the now enhanced corpse, feeding on the exotic metals commonly found in bionics. Some cyber-medics use captive Schemat and carefully controlled infection protocols as a quick and dirty means of cybernetic enhancement. The practice is extremely risky, but common galaxy wide, and on Earth as well. Cyber-clinics in Mung Thoy Tan often use the technique on those who didn't pay for a more conventional (and safe) install.

In their natural state, Schemat resemble a thick, viscous wave of aquamarine circuitry which glows with cobalt electricity. They have a vague suggestion of something like a face at the crest of the wave, along with hundreds of prehensile manipulator tendrils trailing along the mass of circuitry. These wire-like appendages range in size from cables several millimeters thick to twine so thin it's barely visible to the naked eye. Schemat are natural shapechangers, able to assume a myriad of forms, including humanoid shapes. Though not particularly skilled as mimics, their natural disguises can easily hold up to casual inspection. Schemat use their disguise ability to retreat or find new hunting grounds.

## **SIMILAR CREATURES**

*The following creatures can be built upon the Schemat stat-block.*

#### **Schemat Caller – CR 12**

A Schemat Caller is an especially powerful example of the Schemat species, often the first Schemat encountered by an eco-system targeted for cyber-infection. Schemat Callers establish a beachhead upon the target world and then use their ability to open subspace gates to call lesser Schemats to help terraform the target eco-system.

Make the following changes to the Schemat stat-block to build a Schemat Caller.

- The Schemat Caller is Size Large.
- The Schemat Caller has 17 HD (17d8+119 hp) (196 HP). Its Base Attack Bonus is +12.
- The Schemat Caller gains the following spell-like ability.

*1x/day – Summoning (3d6 Schemat, 100% chance)*







## SEKHMET AMMT - CR 28

Medium LE Undead (cyborg, psionic, temporal)

XP 4,915,200

**Init** +6 **Senses** Darkvision 120 ft, Perception +58

**Languages** Any; *Telepathy* 300 ft

### Defense

**AC** 30 **Touch** 30 **Flatfooted** 26 (+4 DEX, +16 deflection)

**HP** 59d8+ 262 hp (528 HP)

**FORT** +22 **REF** +26 **WILL** +39

**Immune** undead immunities, Ballistic, Cold, Fire, Force

**Resist** Acid 15, Electrical 20, Sonic 15

**Spell Resistance** 30 **Power Resistance** 30

### Offense

**Spd** 30 ft Fly 150 ft (perfect) Spaceflight 5,000 ft (10 space scale squares)

**Melee** +44/+39/+34/+29 time staff (1d10+2 force plus 1d4 permanent WIS and CON drain; FORT DC 25 negates)

**Ranged** +46/+43/+36/+43 chronal bolt (10d10 negative energy; 20/x4, 1,000 ft range increment)

**Spelllike Abilities** (CL 59<sup>th</sup>, **Concentration** +69)

**Constant** – True Seeing

**At Will** – Banishment (up to 100 HD creatures, DC 35)

- Quickened Disintegrate (DC 35)
- Flesh to Stone (DC 35)
- Quickened, Silent, Still Haste
- Plane Shift (into any point in history or to the Crunch Point)
- Quickened, Silent, Still Slow (DC 32)
- Quickened Symbol of Insanity (DC 37)

**1x/encounter**– Quickened Wish (usually used to punish a particularly bothersome opponent by de-aging him or her into a non-powered preteen)

- Summon Monster IX
- Summon Monster VIII
- Time Stop

### Statistics

**Str** 15 **Dex** 19 **Con** - **Int** 40 **Wis** 26 **Cha** 19

**Base Atk** +42 **CMB** +40 **CMD** 54

**Feats** Sekhmet Ammt has had trillions of years to practice, and has access to virtually every feat imaginable.

**Skills** Since she has so many skill points, assume Sekhmet Ammt has placed maximum ranks into every skill, giving her a skill modifier of 50 + attribute modifier for all skills. Her skill modifiers are +2 STR, +4 DEX, +15 INT, +8 WIS and +5 CHA. Alternatively, just assume she succeeds at any task she seriously sets out to accomplish.

**Gear** Anything she wants, the moment she wants it.

### Ecology

**Environment** The Crunch Point

**Organization** unique throughout the multiverse,

accompanied by legions of guardians, Time Scum servitors, powerful spellcasting minions and conventional military forces

**Treasure** Literally infinite; Crunch Point's storehouses extend into thousands of alternate realities, and contain wealth plundered from every planet, in every century, on every plane.

### Special Abilities

#### Ancient Beyond Imagination (SU)

Sekhmet Ammt is impossibly ancient, not just millions or billions, but several **trillion** years old; her mere presence unsettles psi-sensitives. Echoes of his vast intellect and uncounted eons of memories can destroy unwary minds.

All creatures with the psionic subtype suffer 1d4 points of temporary INT damage for each round they remain within 60 ft of Sekhmet Ammt. A DC 19 WILL Save can prevent the damage for one round, but a new save must be made each round the Psionic creature remains within Sekhmet Ammt's presence. Creatures reduced to 0 INT in this manner are slain, suffering fatal strokes and uncontrolled psi-discharges that literally liquefy their brains within their skull.

#### Cybernetic Pharaoh-Queen (SU)

Sekhmet Ammt is the first cyborg, the cosmic template for all full and partial reconstruction borgs. She claims that she was the being that transformed Nyralathotep into the Obsidian Pharaoh. She spreads cyborgization throughout linear time like a virus.

As the cosmic matriarch who inspired the creation of the cyborg para-species, none of that species can raise their hand against Sekhmet Ammt, no matter the circumstance.

- No creature with the cyborg subtype can make a direct attack against Sekhmet Ammt, nor make an area effect attack if she would be within the effect's radius.
- Sekhmet Ammt can kill any creature with the cyborg subtype within 100 ft who has 4 or fewer HD as a swift action. This is a death effect that offers no saving throw.
- Creatures with the cyborg subtype with 10 or fewer HD are affected as if by *Dominate Monster*, cast by a 59<sup>th</sup> level wizard.
- Creatures with the cyborg subtype with 15 or fewer HD cannot take hostile action against any known ally of Sekhmet Ammt as long as that ally is within 100 ft of Sekhmet Ammt.



## HER CROSS TIME SCHEMES

"I've seeded realities you cannot even imagine with my worshippers. How can you have a hope of standing in my way, fleas?"

-Sekhmet Ammt, gloating before annihilating a Psi-Watch strike-squad

In cross-planar campaigns, this special ability also affects Pagan Born, Ubasti and any character with a Bastian or Egyptian patron deity from the *Otherverses America Campaign Setting*. It also affects Culture characters and Culture-produced Vapor Locks from the *Psi-Watch Campaign Setting*, as the Culture are the far-future descendents of the Bastians.

Otherverses America is a twisted, grim version of the 22<sup>nd</sup> Century, one of many pocket universes created by Sekhmet Ammt. It is a pocket universe vital to her long term plans, whatever they are, and though created by Sekhmet Ammt's dabbling in the time stream, it has its own dark lord. Sekhmet Ammt constantly schemes to steal the Singular's power and bind the Phallus to her will; for his part, the Singular desires Sekhmet Ammt as a consort and equal.

## CRUNCH POINT

Crunch Point is not a where, it is a when. Crunch Point is the end of the galaxy, when a frozen second before the last star's nuclear fuel supply runs out, before atomic bonds shatter throughout a completely entropic galaxy. Crunch

Point is the last second of time, stretched out by alien technology and god-like sorcery for an eternity. The Crunch Point is the fortress of Sekhmet Ammt

Accessible only by time travel technology or plane shifting magic, the Crunch Point is a rocky, icy planetoid floating within an endless, starless void. The planetoid has been transformed into a dark fortress, an architectural combination of military garrison, refinery and Egyptian tomb complex. Though moon-sized, Sekhmet Ammt's planetoid has a core of dead star-metal, giving it nearly infinite mass; gravity is punishing and cruel. Every object is covered in a thick layer of dust, colors are faded, metal rusts. Time is cruel here.

The Crunch Point is home base and training ground for Sekhmet Ammt's Time Scum hordes. Culled from the ranks of history's most brutal thugs, their sergeants beat them into obedience here and equip them with deadly future-tech. From Crunch Point, the Time Scum hordes launch raids on more habitable temporal eras, including Psi-Watch's 21<sup>st</sup> centuries, and the alternate 22<sup>nd</sup> Century of *Otherverses America* and the strange 46<sup>th</sup> Century of the *Heavy Future*. There are literally infinite armies of Time Scum garrisoned at Crunch Point; the Great Manipulator recruits from parallel time lines and alternate dimensions, as well as the past.





### Dark Devourer of Time (SU)

If Sekhmet Ammt reduces an opponent to 0 HP or fewer, her shadow stretches out, like an ebony panther to devour the fallen. Doing so wipes the fallen character and his possession from time. The character cannot be raised or resurrected, and only those present at the battle remember him, all other NPCs have only vague memories of the fallen.

All damage inflicted on Sekhmet Ammt by the fallen character during this battle is negated. If you've kept track of individual damage, use that total; otherwise assume Sekhmet Ammt instantly recovers 2d4x10 HP, which cannot take her beyond her normal maximum HP total. Using this ability is a free action that requires no conscious activity on Sekhmet Ammt's part.

### Entropic Touch (SU)

Any creature injured by Sekhmet Ammt's melee attack must succeed at a DC 25 FORT Save or suffer 1d4 points of permanent WIS and CON drain. Each point of WIS or CON drained heals Sekhmet Ammt for 5 HP. Creatures age and shrivel at the mere touch of the goddess of time. Creatures slain by this ability rise in 1d4 rounds as *bodaks* under Sekhmet Ammt's control.

### Reality Schism (Metagame)

While within Crunch Point, Sekhmet Ammt has absolute command over reality.

As a free action, Sekhmet Ammt can change one terrain feature per round. Changes are limited only by her (and the GM's imagination) and may include removing all the doors and windows from a structure, rebuilding or atomizing a building, changing color, style or décor, raising or lowering hills, creating or destroying difficult terrain, opening or closing pits of up to 100 ft deep, and so on. The Time Scum inhabiting Crunch Point are likewise Sekhmet Ammt's creation. They have no real will or soul of their own, and act according to the time goddess's wishes, obeying her instantly. They can be destroyed, cosmetically altered or recreated on a whim, as a standard action by Sekhmet Ammt.

In addition, at the beginning of each encounter within Crunch Point, Sekhmet Ammt can change local reality to change one facet of the game rules, which must be different than the last such manipulation made to date in the campaign. Alternatively, Sekhmet Ammt can choose not to activate this aspect of Reality Schism if she chooses not to.

Among the possible Reality Schisms Sekhmet Ammt can choose to inflict are:

- No creature can gain or use action points or hero points for the duration of the encounter.
- No creature can gain or expend psionic focus for the duration of the encounter.
- All creatures can take one standard and two move or move-equivalent actions per round for the duration of the encounter.
- No creature can use aid another or flanking for the duration of the encounter.
- Five foot steps are not possible for the duration of the encounter.
- No action provokes attacks of opportunity for the duration of the encounter.
- Creatures die at 0 HP and fade from Crunch Point, returning to their point of temporal origin.
- Each player passes their character sheet to the player on their right, as their character's swap minds and bodies for the duration of this encounter.

### Universal Knowledge (Metagame)

Sekhmet Ammt knows everything there is to know about the player characters; she has watched them since the moment they were born, and knows every facet of their life. Assume she succeeds on any Knowledge check concerning the player characters, all Sense Motive checks made against a player character's Bluff, and knows their plans and usual tactics at least as well as the game master does.

### Nature

Sekhmet Ammt is the Great Manipulator of the time stream, a goddess of entropy, time travel and paradox. Her origins are paradoxical in the extreme; once the most brilliant temporal physicist among the Culture species, she mastered tactical time travel. Then she expanded her knowledge of space-time manipulation beyond the immediate and became a galactic conqueror. After carving out a stellar empire for herself, Sekhmet Ammt mastered strategic time travel, and in that moment, she realized the conquest of 17 systems was as nothing; she had conquered one grain of sand in the endless desert of time. With grim determination, Sekhmet Ammt set out to conquer all the rest.

To aid her grand dreams of conquest, Sekhmet Ammt wove an intricate web of parallel realities and temporal paradoxes. She created the parallel reality that her race was born in, in the distant, unremembered past, and spawned other parallel presents and false futures. In a grand scheme that manipulated the Great Watchmakers themselves, Sekhmet Ammt transformed a long-ago Ethiopian warlord into an incarnate God and turned him loose on Earth.

At the dawn of galactic history, Sekhmet Ammt performed the first cyborg conversion. Eventually, she gave birth to herself, and granted herself the cybernetic and temporal



might that was her destiny. She became paradoxical and immortal.

Sekhmet Ammt is the oldest sentience in the multiverse; she has seen uncounted trillions of years of time come and go, from her fortress outside of conventional time. She has visited hundreds of parallel realities, and created many of her own. Sculpting pocket universes is both a long term military strategy and a hobby; she prunes universes as expertly as a gardener prunes a bonsai tree. Sekhmet Ammt lairs at the Crunch Point; the last second of the universe before it collapses into entropy. In many ways, she is a prisoner of Crunch Point. Her vast power has warped the temporal flow. Reality could not survive long if she chose to reside any earlier in history.

Sekhmet Ammt has long schemed against Earth and the Culture alike. Her Time Scum armies and cybernetic legions have battled Psi-Watch and Earth's post humans on multiple occasions. For all her power, she rarely involves her self in direct conflict against Earth's post-humans, and prefers to act through intermediaries and catspaws. The Great Manipulator needs the Earth, because of the paradoxes that created her, humanity (in some form) must continue to survive. Her personal history is fluid, but there is one constant; a currently serving Psi-Watch agent will one day travel cross-time to help the Culture's parallel universe ancestors to develop spaceflight.

Thus, she can't just slaughter Psi-Watch, nor prevent life from ever sparking on Earth, or she'd lose much of her power in the resulting paradox-storm. This does not stop Sekhmet Ammt from occasionally slaughtering an entire Psi-Watch strike-squad, if her augers assure her their deaths won't interfere with her cross-time plans.

Sekhmet Ammt appears as a mockery of the living woman she once was, an eternity ago. Her skin is leathery and dry, the color of dirty parchment, dark against her golden and obsidian bionics. She wears Neo-Egyptian finery and carries unimaginable weapons. She is vain though, and expends much personal power to give herself the appearance of the woman she once was (and will be again, once she conquers all of space-time).

## SENTIENT MEGACORP - CR 20

*Colossal LE Ooze (incorporeal, lawful)*

**XP** 307,200

**Init** +5 **Senses** Darkvision 120 ft, lowlight vision, *see in darkness*, Perception +5

**Languages** English or the language of the nation the Sentient Megacorp was incorporated in, *true speech*

### Defense

**AC** 34 **Touch Flatfooted** (-8 size, +5 DEX, +7 insight, +20 deflection)

**HP** 34d8 +170 hp (323 HP)

**FORT** +16 **REF** +16 **WILL** +28

**Immune** ooze immunities (but *see text*), weapon damage (incorporeal)

**Resist** Electricity 20, Force 20, Pleasure 10 **Spell**

**Resistance** 27

**Weaknesses** Intelligent Ooze

### Offense

**Spd** Flight 100 ft (perfect)

**Melee** four +22 incorporeal touch attacks (4d10 energy plus 1d4 INT damage, 20/x3)

**Special Qualities** No Breath, Starflight

**Psi-Like Abilities (CL 30<sup>th</sup> Concentration +40)**

**Constant** – barred mind

- detect hostile intent

**At Will** - alienation (W-DC 34)

- attraction (W-DC 32)

- aversion (W-DC 33)

- baleful teleport (augmented 29d8, F-DC 35 half)

- banish (W-DC 35)

- mind seed (W-DC 28)

- psychoport

### Statistics

**Str** – **Dex** 20 **Con** 20 **Int** 30 **Wis** 20 **Cha** 25

**Base Atk** +25 **CMB** +30 **CMD** 40

**Feats** Improved Iron Will, Iron Heart

**Skills** Craft (visual arts, writing) both at +27, Computer Use +47, Knowledge (behavioral sciences, business, civics, history, psionics, religion, technology) all at +47, Profession (stock broker) +47

### Ecology

**Environment** any urban

**Organization** solitary

**Treasure** triple standard (at minimum)

### Special Abilities

**Axiomatic Weapons (SU)**

The Sentient Megacorp's incorporeal touch attacks are considered lawful and epic weapons for the purpose of overcoming Damage Reduction, and have the *axiomatic*





magical weapon property.

The damage inflicted by its incorporeal touch attacks is of no particular energy type and not subject to energy resistance or immunity.

### **Corporate Reorganization (SU)**

As a full round action, the Sentient Megacorp can attempt a DC 20 Profession (stock broker) check. The Sentient Megacorp recovers Hit Points equal to its check result x 10. Hit Points in excess of its full maximum HP total are gained as temporary HP which last for one hour. Each time the Sentient Megacorp attempts this action in any given 24 hour period, the check DC increases by +10. The Sentient Megacorp recovers no HP on a failed check.

For one week after a Corporate Reorganization all the Sentient Megacorp's employees suffer a -10 penalty on Profession checks made to earn a living and Knowledge (business) or similar checks made concerning the Sentient Megacorp.

### **Intelligent Ooze (EX)**

As a self-aware creature with a sense of sight, the Sentient Megacorp is vulnerable to mind-affecting abilities, morale effects, visual effects and illusions that penetrate its Spell Resistance and other defenses.

The Sentient Megacorp has a good WILL Save progression, atypical for oozes, and treats all Knowledge skills, as well as



Computer Use and Profession (stock broker) as class skills.

### Iron Heart (SU)

The Sentient Megacorp can never be compelled to a sexual act against its will. It is immune to any form of mind-influencing effect that would compel or influence sexual behavior or a sexual response. Whether or not the Sentient Megacorp is immune to a specific ability depends on context. For instance, it is immune to *charm monster* if the spell would compel it to sexual behavior with the caster or one of the caster's allies, but not if the same *charm* merely compelled it to surrender or leave the area.

### Memetic Warfare (SU)

Any creature that is carrying or wearing any item branded with the Sentient Megacorp's logo (or has touched such an item within the previous hour), or whom has received money, payment or goods or services of any kind from or on behalf of the Sentient Megacorp, becomes more vulnerable to the Sentient Megacorp's powers. Such creatures roll 2D20 on saving throws against the Sentient Megacorp's powers and psi-like abilities and take the worst result.

### Multiple Mind Seeds (Ps)

The Sentient Megacorp can preserve its eternal, greed-driven existence by hijacking the minds of employees and 'promoting' them into a new host for its consciousness. The Sentient Megacorp can have up to 12 active *mind seeds* without suffering negative levels, active at any time. All mind seeds are considered 'paused' at 6 days gestation. Upon the Sentient Megacorp's destruction, one of these 12 mind seeds, chosen at random, continues gestation normally. If this host is destroyed, the *mind seed* destroyed, removed or prevented from coming to term, another one of the 12 hosts is chosen and the process begins anew. One day after the Sentient Megacorp's personality re-emerges, the host body dies and acts as a cocoon, birthing a new Sentient Megacorp ooze.

All hosts for the mind seeds must be employed by the Sentient Megacorp in some fashion. The Sentient Megacorp chooses a diverse array of potential hosts to maximize its odds of survival. Discovering specific hosts requires several Knowledge checks, investigation and possibly psionic means or divination.

- Three hosts are highly placed in the company (CEO, CFO, other executive board members).
- Three hosts are highly valued innovators within the company (genius developers, programmers, engineers, ect).
- Three hosts are lobbyists, advertising executives or other propagandists for the company.

- Three hosts are menial employees (such as janitors, low level office drones, retail or service workers, interns, ect) of the company or its subsidiaries.

### Total Corporate Awareness (SU)

The Sentient Megacorp is completely aware of all activities within all property owned by the company and its subsidiaries, anywhere in the world and does not need to make Perception checks to detect creatures within these boundaries. The senses line, in the stat-block above, refers to the sensory organs possessed by the 'core' of the Sentient Megacorp.

The Sentient Megacorp can be targeted by mind-affecting spells and effects by targeting any corporate facility as if its 'core' were present, even if that area is uninhabited. However, since the Sentient Megacorp's full intelligence is not fully present, it receives a +20 circumstance bonus on the WILL Save to resist such effects.

For example, if a team of adventurers attempting to bring down the Vox Dei megacorp were aware of its status as a self-aware Sentient Megacorp, they could cast an illusion spell to weaken the Sentient Megacorp at an empty loading dock at a Vox Dei facility in Tulsa, OK, even though the 'core' consciousness of the Sentient Megacorp was currently somewhere in Singapore. However, it is unlikely the Sentient Megacorp would succumb to this mystical assault.

### Nature

Sentient Megacorps are dangerous conceptual/abstract entities. Some grew in the dark between the stars, others birthed in the emergent datasphere shared by sufficiently advanced computers, while others evolved from non-sentient corporations in hotly competitive stock market petri dishes. Sentient Megacorps are rare and territorial in the extreme. Often a single Sentient Megacorp stakes out its nation of incorporation as its home territory. Within these borders, the Sentient Megacorps feed on lesser, unintelligent corporations at their leisure, and annihilate any other Sentient Megacorp that dares to invade their territory. The eldest and most powerful Sentient Megacorps are multinational and control continent-scale territories, or claim dominion of an entire world.

Sentient Megacorps are a viral lifeform that harvests all applicable resources from its territory and exists only to perpetuate itself. The Sentient Megacorp wants all intelligent lifeforms within its territory to either be a consumer or employee, and ideally both. Once all resources are expended and all lifeforms properly 'branded', the Sentient Megacorp leaves the exploited, polluted husk of a world behind and ventures into the void in search of



new territories to conquer. The Sentient Megacorp buds clones of itself like a great, idea-based amoeba, and will often push space and scientific development in its territory in hopes of finding living worlds for its clone-children to dominate.

The Sentient Megacorp itself is the sum-total of all corporate resources and facilities anywhere on a single planet- a vast body spread across tens of thousands of miles. However, its core consciousness, the seat of its sentience, is a glistening orb of silvery light the size of a football field. It is hard to look at this core for long, as it possesses dimensions and qualities invisible along human-compatible wavelengths. Its color is not actually silver, but that is the closest approximation humanoids can envision. The Sentient Megacorp has a calm, authoritative voice that is sexless and vaguely mechanical, but accented by the creature's country of incorporation.

## **SHORTSTACK - CR 8**

*Medium N Humanoid (Dwarf) Combatant 9*

**XP** 4,800

**Init** +2 **Senses** Darkvision 60 ft, *Stonecutting*, Perception +13

**Languages** Cantonese, Dwarven, English, Russian, Spanish, Vietnamese

### Defense

**AC** 19 **Touch** 17 **Flatfooted** 14 (+2 DEX, +3 class, +2 natural, +2 deflection)

**HP** 9d10+36 hp (90 HP)

**Damage Reduction** 9/adamantine

**FORT** +10 **REF** +8 **WILL** +4

**Defensive Abilities** Defensive Combat Training, Improved Evasion, Improved Uncanny Dodge

**Immune** *dazed, fatigued* and *stunned* conditions

### Offense

**Spd** 50 ft

**Melee** +14/+9 unarmed strike (2d6+4 bludgeoning, 20/x2 plus grab if target is size Huge or smaller)

**Ranged** +12/+7 throwing knives (1d6+5 slashing, 19-20/x2, 10 ft range increment)

**Combatant Techniques** Copper Body, Crab Cracker, Hardening, Lead Body

**Special Qualities** Graceful Grapple, Greedy, Hatred, Hearty, Maneuver Training +2 (dirty trick), Slow and Steady, Stability

### Statistics

**Str** 19 **Dex** 14 **Con** 19 **Int** 10 **Wis** 13 **Cha** 8

**Base Atk** +9 **CMB** +13 (+2 *bull rush*, 2 *sunder*, +2 *dirty trick*) **CMD** (+4 vs *bull rush*, *trip*)

**Feats** Cleave, Improved Bull Rush, Improved Sunder,

Power Attack, Weapon Focus (unarmed strike)

**Skills** Acrobatics +14, Escape Artist +9, Heal +8, Knowledge (history) +5, Knowledge (local) +4, Intimidate +11, Perception +13, Stealth +14

**Gear** *necklace of protection* +2 (as ring), 6x mwk.

throwing daggers in quick draw sheathes, potion of cure serious wounds, half empty six pack

### **Cybernetics**

*Headware* – Recoil Dampening Braincase

*Bodyware* – Fortified Skeleton, Lactic Acid Scrubbers

### Ecology

**Environment** any

**Organization** solitary or accompanying various military units

**Treasure** standard

### Special Abilities

#### **Counter Grapple (EX)**

The Shortstack may make an attack of opportunity against a creature attempting to grapple him. This does not allow the Shortstack to make an attack of opportunity against a creature with the Greater Grapple feat, or the Superior Grapple class ability. The Shortstack may use this ability even if his opponent has total cover or concealment, and even if he is flat-footed.

#### **Superior Grapple (EX)**

The Shortstack suffers no penalties on attack rolls, can make attacks of opportunity while grappling and retains his DEX bonus to AC when pinning an opponent or when grappled. He gains the grab special attack when using unarmed strikes against creatures of size Huge or smaller.

#### **Improved Evasion (EX)**

The Shortstack takes no damage on a successful REF Save to evade an area effect attack, and only half damage on a failed REF Save. The Shortstack cannot gain the benefit of Improved Evasion when helpless or unconscious.

#### **Improved Uncanny Dodge (EX)**

The Shortstack has the ability to react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his DEX bonus to AC if immobilized. A warrior with this ability can still lose his DEX bonus to AC if an opponent successfully uses the feint action against him.

The Shortstack can no longer be flanked, unless the attacker has at least 4 more Rogue levels than he does Combatant levels.

#### **Techniques (EX)**

The Shortstack can use either known technique a total



number of times per day equal to 3 + his WIS modifier (4 daily uses).

### Technique: Crab Cracker (EX)

As a full round action the Shortstack can make a single melee touch attack at his full base attack bonus against a target wearing manufactured armor or carrying a shield. If this attack hits, it deals no damage to the opponent directly, but inflicts double damage on a normal hit direct to the armor or shield's Hit Points. A confirmed critical hit made using this Technique has its critical multiplier increased by one instead. The armor or shield's Hardness applies as normal.

### Nature

Shortstacks are rough, rowdy and dangerous sawed-off motherfuckers. Six and a half foot of violence cramped into a squat, dense package a bit under five foot high. Shortstacks are pretty much all that's left of the great Dwarven kingdoms of eras now long forgotten, mercenary brawlers drifting from campaign to campaign and spec-ops unit to spec-ops unit, looking for money, rank, glory and some dirty thrills during R&R leaves. Shortstacks know just about everybody in the black ops community, and are owed favors by about half of them. The youngest Shortstacks have been doing this job since the Vietnam war- the oldest and most badass have been doing mercenary work since before

Archduke Ferdinand got his skull ventilated.

Shortstacks prize themselves on being unshockable. Their humor is as black and morbid as a bodybag. Dwarf men doing this job usually shave off their beards, though some favor heavy mutton chops and handlebar mustaches. Shortstacks hide in plain sight; most people assume they're just exceptionally tough dwarfs instead of capital-D Dwarfs. This Shortstack's augmented his natural pugnacity with some stealth cyber-systems: non-powered internal reinforcements that keep him upright and in the fight.



## STREET EXORCIST - CR 6

Medium CG Humanoid (human)

XP 2,400

Init +1 Senses Perception +5

Languages Abyssal, Aramaic, Celestial, English, Hebrew, Latin

### Defense

AC 13 Touch 11 Flatfooted 12 (+1 DEX, +2 armor)

HP 9d8 hp (41 HP)

FORT +3 (+6 vs poison) REF +4

WILL +11

Spell Resistance 13

### Offense

Spd 30 ft

Melee +7/+2 disrupting collapsible baton (1d6+1 bludgeoning plus disruption W-DC 14 negates, 20/x2)

Ranged +7/+2 Pathfinder revolver (2d4 ballistic, 20/x2, 20 ft range increment, 6 cylinder)

Spellcasting (CL 9<sup>th</sup> Concentration +14/+18 defensive casting)

*Fifth* – Commune, Hallow

*Fourth* – Ghost Chassis, Death Ward, Dismissal (W-DC 19)

*Third* – Bestow Curse (W-DC 18), Remove Curse, Searing Light (*prepared twice*)

*Second* – Addiction Purge, Blessing of Courage and Life, Consecrate, Undetectable Alignment, Zone of Truth (W-DC 17)

*First* – Bless Water, Hide from Undead (*prepared twice*), Gravelight, Remove Fear, Universal Coupon

*Zero* – Cosmetic Healing, Locate Shop, Read Magic



**Statistics****Str** 11 **Dex** 13 **Con** 11 **Int** 18 **Wis** 20 **Cha** 13**Base Atk** +6 **CMB** +7 **CMD** 18**Feats** Combat Casting, Combat Expertise, Deceptive, Step Up**Skills** Bluff +15, Disguise +15, Knowledge (local, religion, the planes) all at +16, Perform (sing) +13, Stealth +10**Gear** *lucky trenchcoat* (+1 poison-resistant buff coat of spell resistance 13), +1 disrupting collapsible baton, Pathfinder revolver and 1d6 spare bullets, potion of *cure light wounds*, 1d4 vials of holy water, 1d3 tanglefoot bags, 1 vial of *linemaker's polymer* (Enchantments of Black Tokyo) a few other minor magical items, holy symbol, smartphone**Ecology****Environment** any urban**Organization** solitary**Treasure** standard (including gear)**Special Abilities****Mortal Audacity (SU)**

The Street Exorcist receives a +1d6 luck bonus on Bluff and Intimidate checks when using these skills on any Fey, Outsider or Undead. In addition, the Street Exorcist receives a +1 luck bonus on critical confirmation rolls made against members of these creature types.

**Spellcasting (SU)**

The Street Exorcist can cast spells as a 9<sup>th</sup> level cleric.

***SIMILAR CREATURES*****Hell's Bastard – CR 7**

Hell's Bastard is a burly, half-infernal bastard of one of Hell's many minor dukes or princes – unacknowledged Infernal royalty sired on an unwilling or unwitting human woman and forgotten to mature on Earth. When the Hell's Bastard reaches adulthood, they might reach out and grab their Hellish destiny, becoming a great new general in the war against Heaven, though many find themselves falling in love with the mortal realm and its people.

Hell's Bastard is a burly, big half-demon, with brick red skin and an impressive rack of black horns. His right hand ends in a goliath claw of infernal metal and sinew.

The Hell's Bastard uses the Street Exorcist stat block with the following changes.

The Hell's Bastard has the devil subtype and associated immunities and resistances. The Hell's Bastard gains the *see in darkness* monster ability.

- **Immune:** Fire, poison.
- **Resist:** Acid 10, Cold 10.

**Ability Scores:** STR 21 DEX 13 CON 18

- **HP** 9d8+36 hp (77 HP)

- **FORT** +7

The Hell's Bastard gains new and enhanced melee attack options.

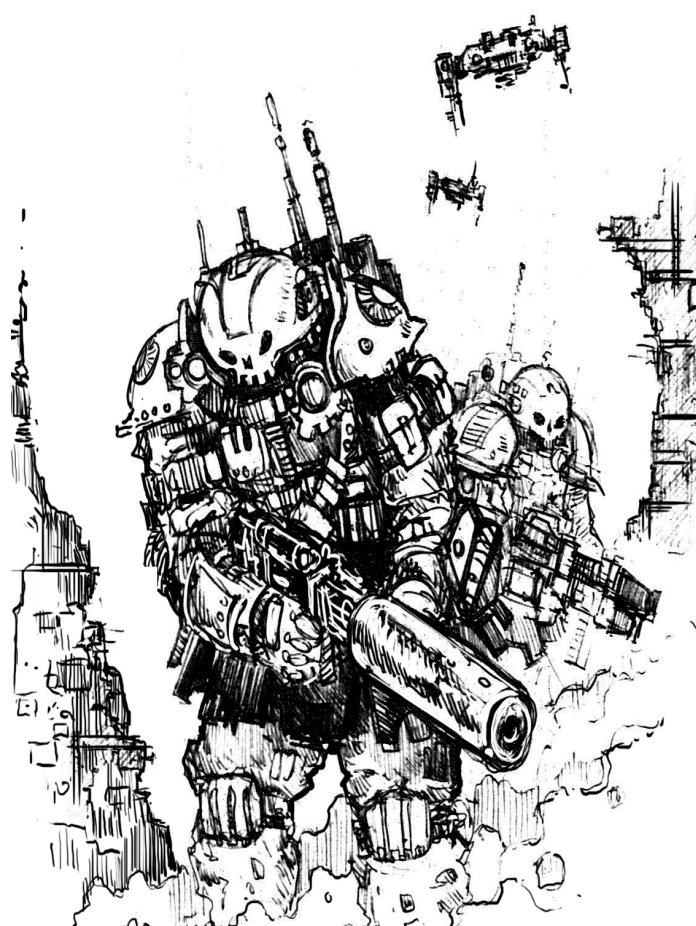
- **Melee** +12/+7 disrupting collapsible baton (1d6+6 bludgeoning plus disruption W-DC 14 negates, 20/x2) OR
- **Melee** +11 demonic claw (2d6+5 slashing plus 1d4 bleed, 20/x2)

**Nature**

The Street Exorcist started life out fairly ordinary, but a chance encounter with the supernatural left him scarred for life and made him into a magnet for the occult. It took years, in and out of inpatient treatment, for him to accept the difference between madness and demonology. Eventually, the Street Exorcist started training himself in demonology and exorcism, blending traditions and techniques, discarding what didn't work and chopping and screwing together what did, until he had his own magical 'fighting style' down.

The Street Exorcist isn't part of any church or cult, and has no time for deities, and his knowledge of the planes is purely pragmatic. He's a reluctant warrior, but he's still a warrior. When somebody he cares about is threatened, or if things get bad enough he can't turn away, he'll fight the Devil himself if he has to. The Street Exorcist knows he's always fighting at a disadvantage, so he cheats, using a combination of preplanning, desperate audacity and some nasty little occult-tech gadgets he's cobbled together.



**TECHNO-FASCIST - CR 3***Medium LE or LN Human Warrior 5***XP 800****Init** +0 **Senses** Lowlight vision, Perception +0 (+2 visual based Perception)**Languages** One language common to your campaign, often English, Japanese or Galactic Common**Defense****AC** 18 **Touch** 10 **Flatfooted** 18 (+8 armor)**HP** 5d10 + 5 hp (33 HP)**FORT** +5 **REF** +1 **WILL** +1**Immune** Suffocation, Vacuum (space suit)**Weaknesses** Cybernetic Security Risk -2**Offense****Spd** 25 ft (30 ft unarmored)**Melee** +6 stun baton (1d6+1 bludgeoning plus *stun* 1d4 rounds (FORT DC 10+damage negates), 20/x2)**Ranged** +6 plasma rifle (2d6 fire, 20/x2, 75 ft range increment, full auto, 40 cell)**Special Qualities** No Breath (space suit)**Statistics****Str** 12 **Dex** 11 **Con** 13 **Int** 10 **Wis** 11 **Cha** 10**Base Atk** +5 **CMB** +6 **CMD** 16**Feats** Endurance, Weapon Focus (plasma rifle)**Skills** Craft (mechanical) +5, Intimidate +8, Profession (soldier) +6**Gear** mass production tactical armor, stun baton, plasma rifle and 4x spare cells, potion of cure moderate wounds**Cybernetics****Headware** – Onboard Computer, Advanced Cyber-Optics, Lowlight Optics**Ecology****Environment** any**Organization** pair or squad (4-8) or platoon (16-22)**Treasure** standard (including gear)**Special Abilities****Quick Customization (EX)**

You can add one of the following qualities to the Techno-Fascist's stat block to represent soldiers working for various Psi-Watch factions.

- *The Culture* – add language: Celestial, improve all saving throws by +1 due to superior genetics
- *Detroit PD* – increase STR to 18 (+9 stun baton [1d6+4 damage])
- *Detroit Psi-Swat* – add +4 to WILL Saves against psionic abilities
- *Metamorphosis North* – increase armor to +10 (AC 20), add Flight 50 ft (average)
- *Psi-Watch* – add Wild Talent and Psionic Shot as racial bonus feats, add Psionic subtype
- *Puzzle Ops* – Add Darkvision 60 ft, Skill Focus (stealth) and Stealth +11 (+5 in armor)
- *Republic of Cebary* – add language: Afrikaans, add +1 to attack and weapon damage rolls against targets with the Mutant subtype

**Nature**

The standard issue Techno-Fascist is a futuristic infantry soldier wearing all concealing advanced body armor and carrying the best weapons money can buy. The Techno-Fascist's backer, whether that be a government, mega-corp or other faction has spent a lot of money training this soldier and even more equipping him or her. These well equipped grunts form the backbone of many futuristic militaries.

Simply by swapping out weapons, adjusting alignments and languages as needed and changing the look of their armor 'in game', you can use this statblock to represent everything from the brutal soldier of a corrupt galactic empire, a well trained mega-corp security officer, a futuristic prison guard, private military contractor, or any other high tech warrior best encountered (and blasted) in large squads.



## TETRATAGEN - CR 7

Large CN Aberration (mutant)

XP 3,200

**Init** +0 **Senses** Darkvision 120 ft, scent, Perception +15

**Languages** understands English or one other language, but cannot speak

**Aura** Stench (30 ft, F-DC 23)

### Defense

**AC** 16 **Touch** 9 **Flatfooted** 16 (-1 size, +7 natural)

**HP** 10d8+80 hp (125 HP)

**Fast Healing** 10 (acid, fire)

**FORT** +13 **REF** +3 **WILL** +9

**Immune** disease, poison

### Offense

**Spd** 30 ft

**Melee** +14 slam (2d6+7 bludgeoning, 20/x2 plus cancerous touch)

### Statistics

**Str** 25 **Dex** 11 **Con** 27 **Int** 4 **Wis** 14 **Cha** 5

**Base Atk** +7 **CMB** +15 (+17 over run) **CMD** 25

**Feats** Great Fortitude, Greater Over Run, Improved Over Run, Power Attack, Weapon Focus (slam)

**Skills** Perception +15

### Ecology

**Environment** any urban, underground or ruins

**Organization** almost always solitary

**Treasure** incidental

### Special Abilities

#### **Cancerous Touch (SU)**

Any living creature damaged by the Tetratagen's slam attack must succeed at a DC 23 FORT Save or suffer 1d4 points of temporary CON damage. The creature suffers an additional point of temporary CON damage every hour unless it receives either a DC 28 Heal check or a *remove disease* spell or *cleanse spirit* psionic power.

#### **Disease Phage (EX)**

The Tetratagen feeds on diseased tissue and in doing so strengthens itself. As a full round action, the Tetratagen can cannibalize parts of a corpse less than an hour old. If the slain creature was suffering any disease when it died, the Tetratagen recovers 1d8 HP + 1 point per HD of the slain creature. For one hour after feeding in this manner, the Tetratagen's Fast Healing 10 (acid, fire) ability increases to Regeneration 5 (acid, fire).



### Nature

Tetratagens are hideously warped mutants created by pollution. These swollen, tumor-riddled scavengers are the result of decades of illegal dumping, especially the dumping of military-grade mutagenics. Tetratagens come from human or Hard Gene stock, but are so bio-chemically warped the only resemblance that remains are a few strands of critically flawed DNA. Maddened by pain and the endless hunger of a fatally flawed metabolism, Tetratagens are barely more intelligent than a rabid wolf, and far less patient. Tetratagens make crude lairs in sewers, abandoned buildings and shallow caves and prefer to hunt by night. Sunlight is painful to them.

Tetratagens are bulky but flabby horrors. They are basically bipedal, with waxy, corpse-like piss yellow flesh gnarled with tumors and old scar tissue. Vestigial arms hang from their abdomen, constantly twitching and flexing. Most dress only in the tattered remains of whatever clothing they were wearing on the day they were mutated beyond recognition.



# TIME SCUM - CR 5

Medium LE or CE Humanoid (mutant)

XP 1,600

**Init** +1 **Senses** Darkvision 60 ft, Perception +5

**Languages** Galactic Common and 1-2 others chosen at random

## Defense

**AC** 19 **Touch** 11 **Flatfooted** 18 (+1 DEX, +8 equipment)

**HP** 7d8+28 hp (60 HP)

**FORT** +11 **REF** +3 **WILL** +3

## Offense

**Spd** 40 ft

**Melee** +10/+5 plasma axe (2d4+5 fire, 19-20/x2)

**Ranged** +6/+1 heavy bolter (2d6 ballistic, 20/x3, 50 ft range increment, 20 cell)

## Statistics

**Str** 20 **Dex** 13 **Con** 18 **Int** 10 **Wis** 13 **Cha** 10

**Base Atk** +5 **CMB** +10 **CMD** 21

**Feats** Cleave, Great Cleave, Great Fortitude, Power Attack

**Skills** Intimidate +4, Perception +5

**Gear** plasma axe, heavy blaster and 5 spare energy cells, cool looking Jack Kirby style armor

## Ecology

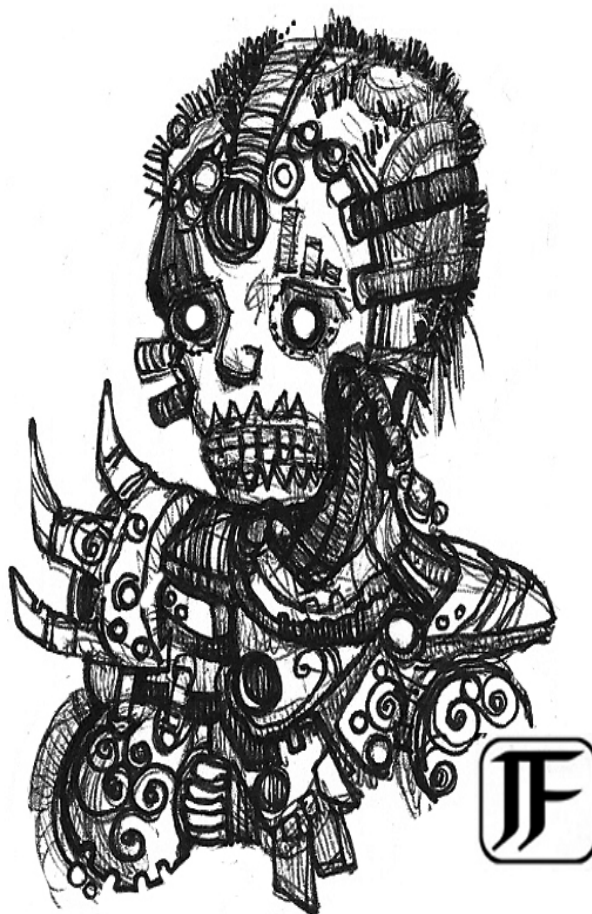
**Environment** any (native to the time stream and Crunch Point)

**Organization** solitary, pair, fire team (4-6), raiding party (20-25), brigade (up to 100), usually accompanied by a senior officer

**Treasure** standard (including gear listed above)

## Special Abilities

Time Scum are a diverse horde of super-villain thugs, best encountered in huge numbers. Pick, or randomly roll one special offensive ability and one special defensive ability on the chart below. Alternatively, you may roll two special offensive abilities and no defensive ability. These are all considered Extraordinary abilities.



D6	Offensive Ability
1	Voidchill Breath Weapon (4d6 cold, 50 ft x 5 ft line, REF DC 14 half. Usable every 1d4 rounds.)
2	Wrecking Ball (Opponents stuck by the Time Scum's melee attack must make a DC 15 FORT save or be knocked prone)
3	Four Armed Freak (Gain an additional melee attack at highest attack bonus)
4	Air Kill Korps (Gains Flight 100 ft, average maneuverability and Fly +9)
5	KirbyTech Plasma Axe (Masterwork quality Plasma Axe inflicts 3d6 +16 fire and gains +1 mwk bonus to hit)
6	Suicide Bomb (When reduced to 0 HP, Time Scum explodes dealing 5d6 fire to a 60 ft radius. REF DC 14 half)
D6	Defensive Ability
1	Shield Trooper (gains a +2 tactical shield that provides a +5 shield bonus to AC)
2	Regeneration 5 (overcome by Acid or Electricity)
3	Tank! (Gains +50 bonus HP, and becomes Size: Large)
4	Heavy Gravver (+10 racial bonus to CMD, cannot be tripped or overrun)
5	Ultra Dense Armor (gains Damage Reduction 10/magic)
6	Bullet Proof. Gains immunity to Ballistic damage.



**Nature**

Time Scum are a motley assortment of criminals, mercenaries and terrorists culled from the depths of the time stream. They come from the darkest eras of history, from the brutal, savage past, and from potential futures where global megaculture collapses into anarchy and terror. Time Scum are soldiers, if you stretch the definition of 'soldier' a little. These well-armed brutes are a howling horde of murder, violence and future-tech firepower.

Time Scum often serve Sekhmet Ammt in her mad schemes, and using her endless legions of Time

Scummers, Sekhmet Ammt has conquered much of the distant future. These temporally displaced mercenaries are barracked at the Crunch Point, in a massive Neo-Egyptian fortress that straddles the centuries.

Time Scum come in a dizzying assortment of forms. While most are basically humanoid, they might hail from any species or ethnicity in the galaxy, known or unknown. All are physically fit, because their Mistress demands such from her soldiers; all are skillful fighters, and all are well armed. Sheathed in bizarre armor and wielding weapons from up and down the timelines, Time Scum are an unbeatable horde of time traveling killers.

Time Scum come in an infinite variety of forms, but their brutality is always apparent. If you want to randomly determine the appearance of the Time Scum that the heroes are beating up by the dozens, you can use this random chart. None of these results offer any in-game effect; you can add as many features as desired to your Time Scum, and may either read across the rows or roll multiple times and combine.

DI2	Appearance I	Appearance II	Appearance III
1	Thick, grizzly beard half way down the chest	One obviously cybernetic eye	Iridescent, blood red armor and jet black weapons
2	Long, needle like spines on shoulder pads	Hands end in powerful, robotic pincers	Wolf like or eagle like helmet
3	Wears heavy white furs as a vest over armor	Huge horns, flanges or wings on helmet	Dirty, bloodsplattered armor and rusting weapons
4	Legs are reverse articulated and Time Scum moves in a crouch	Time Scum is hunchbacked with malformed, mis-proportioned limbs	Wears a regimental standard mounted on a pole on his back
5	Female Time Scum with shapelier armor	Hideously scarred face, no helmet	Armor is made from heavy mahogany wood, riveted with thick metal bolts
6	Eyes or goggles glow a vile yellow	Wears a mask or helmet depicting a leering demon	Transparent dome space helmet over a hideous, reptilian face
7	Bald except for a single long queue	Long spindly arms that end in talons	Snake like lower body rather than legs
8	Resembles an aged, corrupted version of an NPC one of the players knows well	Wears the flag of a defeated evil Earth army (Confederates, Nazis, Russians, something near future, ect)	Brightly glowing "Kirby Dots" on chest and abdomen
9	Wears broken shackles on ankles and wrists	Cobalt blue or sea green armor that looks like glass, rather than metal	Long coat or cloak of ragged chain mail
10	Eyeless helmet with single camera lens	Wears captured and redecoed Psi-Watch armor	Thick, leathery red or brown hide
11	Doglike or wolflike animal hybrid	Thick metal bands girding arms	Heavy, flattened studs along chest
12	Checkered, black and white armor	Demonic natural horns	Ragged cloak or poncho



**DR. VAN DE MERWE, OBLIVION - CR 23**

*Huge CE Monstrous Humanoid (demon, evil, Heavy Cyborg)*

**XP** 820,000

**Init** +4 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted wifi/radio/television signals, Perception +24

**Languages** Abyssal, Afrikaans, English, French, German, several other Earth languages

**Aura** Terror (60 ft, all creatures suffer a -4 penalty on WILL Saves vs fear)

### Defense

**AC** 38 **Touch** 24 **Flatfooted** 33 (-2 size, +3 DEX, +1 dodge, +12 natural, +6 deflection, +6 profane)

**HP** 40d10 +240 hp (460 HP)

**FORT** +20 **REF** +23 **WILL** +20

**Immune** extensive cyborg immunities, mind-affecting abilities, Electricity

**Resist** Acid 10, Cold 10, Fire 10

**Weaknesses** Cybernetic Security Risk +2 (Yes, Dr. Van De Merwe can be cyber-hacked but his systems are so advanced he gains a bonus on WILL Saves against this tactic.)

### Offense

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

**Melee** four +39 smart whips (3d10+7 slashing, 19-20/x3 plus 2d6 chosen energy type)

**Ranged** two +37 rail guns (3d10+1 ballistic, 19-20/x3, single shot, 1,200 ft range increment)

**Special Qualities** Unhealing

### Statistics

**Str** 25 **Dex** 18 **Con** 24 **Int** 19 **Wis** 12 **Cha** 9

**Base Atk** +40 **CMB** +49 (+51 drag, grapple, trip, reposition) **CMD** 63 (cannot be tripped)

**Feats** Body Shield, Combat Expertise, Combat Reflexes, Critical Mastery, Disarming Strike, Dodge, Greater Drag, Greater Grapple, Greater Reposition, Greater Trip, Improved Drag, Improved Grapple, Improved Reposition, Improved Trip, Lunge, Master Craftsman (cybernetics), Mobility, Skill Focus (craft: cybernetics), Spring Attack, Staggering Critical, Whirlwind Attack

**Skills** Bluff +42, Computer Use +47, Craft (cybernetics) +53, Heal +44, Intimidate +42, Knowledge (arcana, the planes) both at +27, Knowledge (technology), Sense Motive +24, Stealth +19, Perception +24, Use Magic Device +22

### Cybernetics

**Headware** – Onboard Computer, Attack Barrier x3

**Bodyware** – Shape Memory Multitools, Invisiwear

### Ecology

**Environment** any (secret lair on the Abyss, several public and secret laboratories & homes located within the Republic of Cebary's borders)

**Organization** solitary or accompanied by powerful minions

**Treasure** double or triple standard (in Abyssal lair)

### Special Abilities

#### **Dissector's Eye (EX)**

Dr. Van De Merwe's extensive medical background gives him a lethal edge in battle. When confirming a critical hit, Dr. Van De Merwe makes both a Heal check and an attack roll and takes the better of the two results.

#### **Invisiware (EX)**

Dr. Van De Merwe's invisibility systems give him total stealth. The Doctor can activate or deactivate her invisware as a swift action. When the invisware is active, Dr. Van Der Merwe becomes invisible, as by *greater invisibility*.

Dr. Van De Merwe can remain invisible for up to one minute (10 rounds) out of each hour. The duration need not be consecutive, but must be in one round increments. The cyborg can maintain a maximum of 240 rounds (24 minutes) of invisibility per day.

Water disrupts the Dr. Van De Merwe's invisware. If in a wet environment (such as a rain storm, along a shoreline, standing in a large pool or puddle), the invisware acts as *invisibility* rather than *greater invisibility*. This implant does not function if fully submerged.

#### **Immortality (SU)**

If Dr. Van De Merwe is slain anywhere other than a specific layer of the Abyss which holds his final redoubt and most secure cybernetics laboratory, he reforms in his secret lair within 2d6 days. He suffers no ill effects from returning to life in this manner except the loss of any gear carried on his slain body.

#### **Smart Whips (EX)**

Dr. Van De Merwe's jellyfish-like array of manipulator tendrils and whips allow him to make four smart whip attacks per round and either the same or different targets within 30 ft. If the doctor wishes, he can share his smart whips with +2d6 points of additional energy, which may be Cold, Electricity or Fire. The doctor can choose separate energy types for each smart whip if he wishes.

Thanks to his non-humanoid chassis type and myriad manipulator limbs Dr. Van De Merwe can grapple up to four Size Large creatures simultaneously and is not considered grappled himself while doing so. These





weapons are considered magic, evil and chaotic for the purpose of overcoming damage reduction.

### **Terror Aura (SU)**

Being in Dr. Van De Merwe's presence is being in the presence of pure, unmitigated madness. No creature is immune to Fear effects within 60 ft of the cybernetic doctor, and all creatures within this aura suffer a -4 morale penalty on WILL Saves against Fear effects. This is a mind-affecting ability.

### **Nature**

Dr. Oblivion Van De Merwe is the grandfather of The Republic of Cebary's currently reigning Prime Minister. Dr. Van De Merwe is man most responsible for transforming

the small African nation into one of the economic powerhouses of the modern world. He perfected the science of Mutant slavery- he built the sealed skin-suits and the neural control rigs that keep Cebary's mutant labor force docile and obedient. He pioneered the direct-brain stimulation system that wiped out memories and implanted command protocols.

He died at the ripe old age of 103, and no one outside the Republic of Cebary spent one second mourning the racist old bastard. The Republic declared a week of national mourning: around the world, free Mutants and gene-criminals alike spent that same week binge drinking and metaphorically pissing on the ancient monster's grave.

Then Dr. Oblivion Van De Merwe's soul got to Hell. He awoke in an inverted black pyramid of titanium and silicon, lit by neon electricity. Occult secrets he never suspected were agonizingly downloaded into his brain, and Dr. Van De Merwe learned something. He already knew that Mutants were a corruption of all that was right and holy in the world, and it was Mankind's right and duty to enslave them. He already knew that. But now he realized that Mankind must shed the imperfect flesh that gives rise to the Mutant cancer, become gleaming, perfect trans-humans. Dr. Van De Merwe eye's opened in his coffin during the state vigil, screaming with joy and new purpose.

Under the transfigured doctor's expert guidance, Cebay's best cyber-surgeons removed the physician's skull and spinal column and installed them into a uniquely advanced cyber-chassis Dr. Van De Merwe imagined during his time among the dead. No longer officially part of the Republic's government, the doctor was (reluctantly) given vast resources and latitude in experimenting with new cyber-frames. In the years since his rebirth, Dr. Van De Merwe has amassed a private military force nearly equal to the Republic's as a whole, and his grandson wonders if his mad grandfather dreams of a coup.

In truth, the Doctor's dreams are a lot stranger than that. He is highly placed in Nyarlathotep's *Brotherhood of the Bio-*



**Mechanical Scarab**, though the Doctor has little interest in the cult's doctrine. Only the cult's technology (so much like what he saw during his time dead) interests him. The Doctor travels often, visiting Brotherhood sites around the world and conducting bizarre experiments that often require the deaths of dozens, or hundreds of test-subjects. He occasionally tinkers with new nano-plagues tailored to wipe out the Mutant population, though his residual loyalty to the nation he helped build forces him to ensure that Cebary's Mutant slaves are protected from such artificial plagues.

Dr. Oblivion Van De Merwe's new form is a high-tech horror. Only his aged, sunken face remains, riding atop a segmented, paratactic, worm-like chassis. When fully stretched, Dr. Van De Merwe's cyber-body is longer than a school bus, and almost the same shade of high-visibility yellow. Equipment pods are spaced every few feet along the length of the maggot-like frame. A pair of military rail guns are built onto cleverly articulated turrets at the midpoint of the long body. The doctor can extend hundreds of strong, dexterous manipulator and smart whip weapons from any of his equipment pods.

Dr. Van De Merwe is hyper-active and manic. He cannot stop touching, fondling and examining interesting objects with his manipulator wires, and he rarely stops talking. He keeps up a constant stream of consciousness babble in three or four languages simultaneously, always dictating some new experimental protocol to the recorders built into his cyber-body. He likes bullying and haranguing Mutants, if doing it while torturing them to death, so much the better.

## VAPORLOCK HEAVY HITTER - CR 8

*Large N Aberration (mutant, psionic, vaporlock) Fighter 4/  
Psychic Warrior 5*

XP 4,800

**Init** -1 **Senses** Tremorsense 30 ft, Perception +4

**Languages** English, Spanish (or one other language of choice)

### Defense

**AC** 14 **Touch** 8 **Flatfooted** 14 (-1 size, -1 DEX, +6 armor)

**HP** 4d10+5d8+50 hp (100 HP)

**FORT** +15 **REF** +1 **WILL** +6

**Defensive Abilities** Bravery +1

**Immune** critical hits, stunning

**Resist** Electricity 5

**Weaknesses** unhealing

### Offense

**Spd** 30 ft

**Melee** +12/+7 improvised bludgeon (1d10+4 bludgeoning, 20/x2)

**Ranged** +6/+1 ionized plasma (2d6 electrical, 20/x2, 30 ft max range, single shot)

Or +7/+2 thrown rubble (2d8+4 bludgeoning, 20/x2, 20 ft range increment)

**Special Qualities** Crude Containment Suit, Unhealing

**Psionics (ML 5th Concentration +16)**

**2<sup>nd</sup> level** – body adjustment, defy gravity, hustle

**1<sup>st</sup> level** – grip of iron, hammer, skate, stomp (R-DC 15)

**0 level** – telekinetic punch, vim

**Power Points** 18

### Statistics

**Str** 18 **Dex** 9 **Con** 20 **Int** 11 **Wis** 19 **Cha** 11

**Base Atk** +7 **CMB** +12 (+14 overrun) **CMD** 21

**Feats** Body Fuel, Catch Off Guard, Cleave, Great Cleave, Great Fortitude, Improved Overrun, Power Attack, Psionic Overrun, Psionic Weapon, Throw Anything, Weapon Focus (improvised weapons)

**Skills** Autohypnosis +16, Intimidate +12, Knowledge (psionics) +12

**Gear** bolt-on armor plating, smartphone/sat phone (built into gauntlet)

### Ecology

**Environment** any

**Organization** solitary or accompanying a Psi-Watch or US military squad

**Treasure** standard

### Special Abilities

**Brawling Path (SU)**

While maintaining psionic focus, when the Vaporlock Heavy Hitter makes a successful grapple check, he inflicts





### Nature

Before xeno-pollution transformed into a being of electrified gas contained within a robotic life support frame, the Vaporlock Heavy Hitter was just another guy. An ordinary high school kid with no plans to join the military or serve as the centerpiece of a Psi-Watch assault squad. But when his body burnt away to ionized plasma and he had to start wearing the bulky government-issued exoskeleton to survive, the Heavy Hitter's plans changed.

Vaporlock soldiers are basically walking tanks—huge and nearly indestructible, and the Heavy Hitter is one of the largest and most impressive of his kind. He's

damage to that enemy equal to his WIS modifier (4 points).

The Vaporlock Heavy Hitter can expend his psionic focus as a swift action to cause an enemy he is grappling to suffer 3d6 non-lethal damage.

### **“The Rock” (EX)**

The Vaporlock Heavy Hitter is so big, seemingly indestructible and dependable that his presence is a huge morale boost for Psi-Watch operators. All allies within 30 ft of the Vaporlocked Heavy Hitter who can clearly see him receive a +1 morale bonus to attack rolls and a +1 morale bonus on WILL Saves against fear.

served on a rotating list of Psi-Watch units for the past several years, and become a competent soldier. The Heavy Hitter's no good with guns—his hands are too big and crude for most triggers and he's got no head for the firing range. Instead, he's got a habit of ripping apart something big, bulky and metallic and turning it into a crude weapon: Fed-Ex drop boxes, Humvee suspensions, little things like that.

The Vaporlock Heavy Hitter's gaseous consciousness is hidden behind heavy titanium and polymer. Psi-Watch technicians polish the armor and hammer out the dents after every deployment. Other than the occasional battle cry, the Heavy Hitter is silent and stoic.



**VIGILANTE, COOL GHOUL - CR 5**

Medium CG Undead Bard (street performer) 3, Rogue 3  
XP 1,600

**Init** +2 **Senses** Darkvision 60 ft, lowlight vision,  
Perception +1

**Languages** English, one other language of choice

**Defense**

**AC** 15 **Touch** 13 **Flatfooted** 12 (+2 DEX, +1 dodge, +2 armor)

**HP** 6d8 +18 hp (49 HP)

**FORT** +5 **REF** +10 **WILL** +5

**Immune** undead immunities

**Defensive Abilities** evasion, trapfinding, trap sense +1, well versed (+4 on saves vs bardic performance, sonic, language-dependent effects)

**Offense**

**Spd** 30 ft

**Melee** +8 dagger (1d6+3 slashing, 19-20/x2)

**Ranged** +7 Rocker (2d6+1 sonic, 19-20/x2, 50 ft range increment, single shot)

**Ranged** +14 perform check with Rocker (2d6+1 sonic, 19-20/x2, 50 ft range increment, single shot)

**Sneak Attack** +2d6

**Special Abilities** Bardic Performance (11 rounds/day, *countersong*, *disappearing act*, *fascinate*, *harmless performer*), Versatile Performance (*stringed for Bluff*, *Diplomacy*)

**Spellcasting** (CL 3<sup>rd</sup> **Concentration** +6)

**First** – borrow skill, hypnotism (W-DC 15), lesser confusion (W-DC 15), sleep (W-DC 15)

**Zero** –ghost sound, lullaby (W-DC 14), mage hand, unwitting ally (W-DC 14)

**Statistics**

**Str** 16 **Dex** 14 **Con** – **Int** 11 **Wis** 12 **Cha** 17

**Base Atk** +4 **CMB** +7 **CMD** 19

**Feats** Dodge, Lightning Reflexes, Spell Focus (enchantment)

**Skills** Acrobatics +11, Bluff +11, Knowledge (local, pop culture) both at +9, Perform (comedy) +11, Perform (stringed) +14, Stealth +11

**Gear** +1 rocker (+3 bonus on Perform: stringed checks), mwk. dagger, mwk. leather jacket, smartphone

**Ecology**

**Environment** any

**Organization** usually accompanied by a fairly ordinary human lover, usually an Expert 2-4

**Treasure** standard (including gear)

**Special Abilities****Fast Stealth (EX)**

The Cool Ghoul can move at full speed while using the Stealth skill at no penalty.

**Gladhanding (EX)**

The Cool Ghoul earns double the normal amount of money from Perform checks. As a standard action, he may use a Bluff check in place of a Diplomacy check to improve a creature's attitude for one minute, after which its attitude becomes one step worse than it was originally.

**Streetwise (EX)**

The Cool Ghoul gains a bonus equal to half his Bard level (+1) on Bluff, Disguise, Knowledge (local) and Sleight of Hand checks, Diplomacy or Intimidate checks made to influence crowds, and Diplomacy checks to gather information.

**Unspoken Strangeness (SU)**

Ordinary humans react to the Cool Ghoul as if he were still one of them, unless he does something obviously supernatural in their presence.

**Nature**

Less than a year ago, the Cool Ghoul was living the ideal early 1990s life. He had a garage grunge-band that was getting pretty popular and playing decent gigs every weekend and half ownership of a hip record shop/coffee bar. He even had somebody to love, a boyfriend or girlfriend twice as hip, smart and stylish as he was. Then something went wrong and death hit the stage.

Somehow, whether through divine intervention, a deal with some minor devil, or just sheer love-of-life and willpower, the Cool Ghoul returned the grave. His old life gone forever, the Cool Ghoul picked up the pieces best he was able. These days, the agility of his undead flesh and some soul-songs he first heard on the Other Side make him an urban protector and vigilante. However, the quest for justice pales before his quest to reunite with his lost love. Whether that love still lives, or is permanently on the Other Side, the Cool Ghoul will see them again.

The Cool Ghoul appears as a shade of the person he was in life: paler and more attractive than before, but with a body crisscrossed with surgical scars and missing a few organs. He dresses much as he did before, but favors heavier, more protective leathers these days, though always over stylin' flannel or concert T-shirts.





## VIGILANTE, LEATHER - CR 6

Medium LE Humanoid (human) Fighter 5/Rogue 2  
XP 2,400

**Init** +4 **Senses** Perception +9

**Languages** English, German, Russian, maybe 1-2 other Earth languages of choice

### Defense

**AC** 19 **Touch** 15 **Flatfooted** 14 (+4 DEX, +1 dodge, +4 armor)

**HP** 2d8 +5d10 +21 hp (62 HP)

**FORT** +7 **REF** +8 **WILL** +2

**Defensive Qualities** Evasion, Trapfinding, Bravery +1

### Offense

**Spd** 35 ft

**Melee** +11/+6 short sword (1d6+7\* slashing, 19-20/x2)

**Ranged** +12/+7 M4 Carbine (2d8+2\* ballistic, 20/x2, 60 ft range increment, autofire, 30 box) OR

+11/+6 Uzi (2d6 ballistic+2\*, 20/x2, 40 ft range increment, 20 box)

**Sneak Attack** +1d6

**Favored Terrain** Urban (+2)

### Statistics

**Str** 18 **Dex** 19 **Con** 16 **Int** 14 **Wis** 12

**Cha** 13

**Base Atk** +6 **CMB** +10 **CMD** 24

**Feats** Diehard, Dodge, Endurance, Fleet, Mobility, Quick Draw, Point Blank Shot, Precise Shot, Rapid Reload, Spring Attack, Urban Tracking

**Skills** Acrobatics +12, Climb +12, Knowledge (local, tactics) both at +10, Intimidate +13\*, Perception +9, Sense Motive +9, Stealth +12, Survival +9

**Gear** mwk studded leather armor, mwk short sword (machete), mwk dagger, mwk M4 Carbine and 6x spare clips, mwk Uzi and 10x spare clips, encrypted smartphone, battlemask\*, a non-descript but bulletproof van or light truck to carry gear and act as a mobile HQ, several days worth of rations & water, first aid kit

### Ecology

**Environment** any

**Organization** almost always solitary

**Treasure** double standard (including gear)

### Special Abilities

#### **Executioner (EX)**

Increase the FORT Save DC of any *coup de gras* attack made by the Leather Vigilante by +4.

#### **Slow Reactions (EX)**

Opponents damaged by the Leather Vigilante's sneak attack can't make attacks of opportunity for one round.

#### **Street Hunter (EX)**

The Leather Vigilante is treated as possessing the Favored Terrain (urban) feature of a 7<sup>th</sup> level Ranger.



**“This Is My Face” (EX)**

While wearing his intimidating, fetishistic battlemask, the Leather Vigilante gains a +4 morale bonus on Intimidate checks, as well as a +2 morale bonus on damage rolls with successful attacks. These bonuses are factored into the stat-block above.

**Nature**

The Leather Vigilante might have government sanction to clean up the streets, or his mission might be purely personal. In either case, Leather Vigilantes enjoy the rush of power that comes with murdering street scum, and the thrill of a night-long chase far more than they care about protecting innocents.

Leather Vigilantes are lone urban executioners with easy access to military grade firepower and a lifetime of special forces training. They usually stake out a single city as their hunting ground, only moving on if federal or post-human law enforcement starts actively hunting them. Leather Vigilantes wear custom-fitted body armor and are more comfortable in their leather and Kevlar ‘second skin’ than they are in civilian drag. When they hunt, Leather Vigilantes wear intimidating combat masks repurposed from bondage wear- the face they choose to show the world, the face of who and what they really are.

**VIGILANTE, LEATHER ZOMBIE - CR 8**

Medium LE Undead Fighter 5/Rogue 2

XP 4,800

**Init** +8 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +13

**Languages** English, German, Russian, maybe 1-2 other Earth languages of choice

**Aura** stench (20 ft radius, F-DC 18 negates), unnatural aura (30 ft radius)

**Defense**

**AC** 27 **Touch** 19 **Flatfooted** 18 (+8 DEX, +1 dodge, +4 armor, +4 natural)

**HP** 7d8 +28 hp (60 HP)

**FORT** +9 **REF** +12 **WILL** +5

**Defensive Qualities** Evasion, Trapfinding, Bravery +1

**Immune** undead immunities

**Channel Resistance** +4

**Offense**

**Spd** 35 ft **Climb** 35 ft

**Melee** +14/+9 short sword (1d6+10\* slashing, 19-20/x2)  
OR two +12 claws (1d8+6 slashing plus paralysis 1d4+1 rounds, F-DC 18 negates, 20/x2) plus bite +9 bite (1d6+3 piercing plus paralysis 1d4+1 rounds, F-DC 18 negates, 20/x2)

**Ranged** +16/+11 M4 Carbine (2d8+2\* ballistic, 20/x2, 60

ft range increment, autofire, 30 box) OR

+15/+10 Uzi (2d6 ballistic+2\*, 20/x2, 40 ft range increment, 20 box)

**Sneak Attack** +1d6

**Favored Terrain** Urban (+2)

**Statistics**

**Str** 24 **Dex** 27 **Con** – **Int** 20 **Wis** 20 **Cha** 19

**Base Atk** +6 **CMB** +10 **CMD** 24

**Feats** Diehard, Dodge, Endurance, Fleet, Mobility, Quick Draw, Point Blank Shot, Precise Shot, Rapid Reload, Spring Attack, Urban Tracking

**Skills** Acrobatics +15 (+25 jump), Climb +15, Knowledge (local, tactics) both at +13, Intimidate +16\*, Perception +13, Sense Motive +9, Stealth +12, Survival +9

**Gear** mwk studded leather armor, mwk short sword (machete), mwk dagger, mwk M4 Carbine and 6x spare clips, mwk Uzi and 10x spare clips, encrypted smartphone, battlemask\*, a non-descript but bulletproof van or light truck to carry gear and act as a mobile HQ, several days worth of rations & water, first aid kit

**Ecology**

**Environment** any

**Organization** almost always solitary

**Treasure** double standard (including gear)

**Special Abilities****Executioner (EX)**

Increase the FORT Save DC of any *coup de gras* attack made by the Leather Vigilante by +4.

**Command Ghosts and Ghouls (SU)**

As a free action, the Leather Zombie can automatically command all normal ghosts and ghouls within 30 feet (as the *command undead* spell). Normal ghosts and ghouls never attack the Leather Zombie unless compelled.

**Create Spawn (SU)**

Any creature killed by the Leather Zombie that lies undisturbed until the next midnight rises as a ghost at that time. The new ghost is not under the control of its creator. A *protection from evil* or *gentle repose* spell cast on the corpse prevents its conversion.

**Slow Reactions (EX)**

Opponents damaged by the Leather Zombie’s sneak attack can’t make attacks of opportunity for one round.

**Street Hunter (EX)**

The Leather Zombie is treated as possessing the Favored Terrain (urban) feature of a 7<sup>th</sup> level Ranger.





### “This Is My Face” (EX)

While wearing his intimidating, fetishistic battlemask, the Leather Zombie gains a +4 morale bonus on Intimidate checks, as well as a +2 morale bonus on damage rolls with successful attacks. These bonuses are factored into the statblock above.

In the case of the Leather Zombie, his undead deformities and death-scars mimic his old battlemask perfectly.

### Nature

Sometimes when a soldier who’s done black-bag killing for decades finally dies, his soul is strong enough to survive the inevitable condemnation to Hell. The soldier claws and

bites his way back to the world of the living, reanimating the dead flesh of his armor-clad corpse as a Leather Zombie. These fierce, combat-ready undead lack none of the tactical expertise they earned in life, and their transition to undeath has only made them smarter, stronger, tougher and meaner. The Leather Zombie no longer needs the battlemask he wore in life, as his flesh has been scarred and twisted by Hell itself into a snarling monstrous visage that announces to the world what the creature really is.

Leather Zombies revel in their virtual immortality and newfound brutality, often using their ability to create spawn to ‘get the band back together’ and raise their fallen comrades as undead servitors. Leather Zombies often retain some loyalty to their old backers, and if allowed free reign to murder, rape and commit war crimes without reprisal, usually return to their old chain of command. A government with a Leather Zombie under its command gains a powerful tactical asset, but one that needs to be tightly controlled, lest the Zombie’s ambitions start evolving from low-level war crimes to fantasies of undead-led military coups.

## **VIGILANTE, TOTEM- CR 6**

*Medium LG, NG or CG Humanoid (human) Fighter 5/  
Rogue 2*

**XP** 2,400

**Init** +2 **Senses** Darkvision 60 ft, lowlight vision,  
Perception +12

**Languages** English plus any two other languages of choice

### Defense

**AC** 17 **Touch** 13 **Flatfooted** 14 (+3 DEX, +4 armor)

**HP** 5d10 +2d8 +14 hp (55 HP)

**FORT** +6 **REF** +7 **WILL** +3

**Defensive Abilities** Evasion, Trapfinding, Bravery +1

### Offense

**Spd** 30 ft

**Melee** +11/+6 unarmed strike (1d4+6 bludgeoning, 20/x2)

**Ranged** +10/+5 boomerang (1d6+4 bludgeoning, 20/x2, 30 ft range increment)

### Statistics

**Str** 18 **Dex** 17 **Con** 15 **Int** 12 **Wis** 14 **Cha** 13

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

**Feats** Cleave, Deflect Arrows, Improved Unarmed Strike, Intimidating Prowess, Power Attack, Run, Quickdraw, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

**Skills** Acrobatics +13, Climb +14, Knowledge (local) +11, Perception +12, Stealth +13

**Gear** +1 utility bodystocking, 4x mwk. boomerangs, palmtop computer, potion of *cure light wounds* x2, several zip tie handcuffs



**Ecology****Environment** any urban**Organization** usually solitary perhaps with a sidekick (Totem Vigilante with the Young simple template and only 1-2 Gifts of Nature chosen)**Treasure** double standard (including gear and *Anthro Adaptives*)**Special Abilities****Costumed Adventurer (EX)**

The Totem Vigilante has developed a costumed identity based around the natural aptitudes of a particular animal of great significance to the hero. The Totem Vigilante selects three Gifts of Nature which define his or her powers. These powers are usable only in the Totem's Vigilante's costumed identity, and for the sake of post-battle treasure, consider them to be either one 1-Gift and one 2-Gift *Anthro Adaptive* magic items, or three 1-Gift *Anthro Adaptive* magic items of an appropriate time.

The only limit is your imagination, but some sample animal configurations for your Totem Vigilante are listed below.

***Cat, Fighting***

- Choose Climb Speed (30 ft) and Pounce.
- Swap the Totem Vigilante unarmed strikes for claw attacks inflicting equivalent slashing damage and swap Weapon Focus/Weapon Specialization to suit.

***Cat, Lucky***

- Choose Lucky (+1 luck bonus on all saves) and Bonus Feat (Dodge), Bonus Feat (Mobility)
- Swap the Totem Vigilante's melee attacks as suggested above.

***Cheetah***

- Choose Fast Speed (boost your base landspeed to 40 ft)
- Choose Pounce.
- Swap the Totem Vigilante's melee attacks as suggested above.

***Raptor***

- Choose Winged Flight (120 ft, average Fly +13)
- Choose Discernment (roll 2d20 on Perception checks, take best)

***Spider***

- Choose Climb Speed (30 ft) and Web.
- Choose Psi-Like Ability (*defensive precognition* usable 3x/day, ML 7<sup>th</sup> Concentration +9)

**Ledge Walker (EX)**

The Totem Vigilante can move along narrow surfaces at

full speed using the Acrobatics skill without penalty. The Totem Vigilante is not flatfooted when using Acrobatics to move along narrow surfaces.

**Nature**

The 1940s-era adventurer known only as Nite Eagle, the grim Golden Jaguar, Mexico's La Sombra Azul, the legendary war hero Capt. Silverback, even the ridiculously named but utterly lethal Combat Wombat are all fine examples of the Totem Vigilante – battlehardened, two-fisted adventurers with a costumed identity based around the attributes of a chosen animal. Outside their specially made, customized costume the Totem Vigilante is an ordinary person, but when garbed they access fantastic animal powers that are a combination of elite martial arts training and clever gadgetry.

***VIGILANTE, ULTRA-TECH - CR 8***

Medium LG, LN or LE Humanoid (human) Rogue 8

XP 4,800 (*ad hoc adjustment due to excellent gear*)

**Init** +8 **Senses** Darkvision 90 ft, perceive unencrypted radio/television/wifi signals, Perception +12

**Languages** English and one other common Earth language of choice

**Defense**

**AC** 24 **Touch** 15 **Flatfooted** 19 (+4 DEX, +1 dodge, +9 armor)

**HP** 8d8 +16 hp (56 HP)

**FORT** +4 **REF** +12 **WILL** +5

**Defensive Abilities** Evasion, Improved Uncanny Dodge, Trapfinding, Trapsense +2, Uncanny Dodge

**Immune** suffocation, radiation, vacuum (space suit), the *dazed* and *stunned* conditions

**Weakness** Cybernetic Security Risk -2

**Offense**

**Spd** 30 ft **Flight** 120 ft (average)

**Melee** +11/+6 stun baton (1d6+5 bludgeoning plus *stunned* 1d6 rounds (F-DC 10 + damage negates), 20/x2)

**Ranged** +11/+6 plasma pistol (3d4+1 fire, 20/x3, 50 ft range increment, single shot, 10 cell)

**Sneak Attack** +4d6

**Special Qualities** No Breath (space suit)

**Statistics**

**Str** 18\* **Dex** 18\* **Con** 14 **Int** 17 **Wis** 12 **Cha** 16

*\*includes bonuses from Grade I Powered Armor*

**Base Atk** +6 **CMB** +10 **CMD** 24

**Feats** Dodge, Fly-By Attack, Hover, Improved Initiative, Iron Will, Lightning Reflexes, Wingover

**Skills** Acrobatics +10, Climb +10, Craft (electronics, mechanical) both at +14, Computer Use +14, Drive +12 (+14 linked), Fly +12, Knowledge (local, technology)



both at +14, Pilot +12 (+14 linked; +22 in combat), Perception +12, Stealth +10, Use Magic Device +14  
**Gear** mwk. Grade I powered armor with flight capability, +1 stun baton, +1 plasma pistol and 4x spare cells

### **Cybernetics**

**Headware** – Onboard Computer, Attack Barrier +2, Feat Database (hover, fly-by attack, wingover) Pilot Link, Recoil Dampening Braincase

**Bodyware** – G-force stabilizer

### **Ecology**

**Environment** any

**Organization** usually solitary

**Treasure** double standard (including gear)

### **Special Abilities**

#### **Expert Leaper (EX)**

When making Acrobatics checks to jump, the Ultra-Tech Vigilante is always considered to have a running start. Also, when the Ultra-Tech Vigilante deliberately falls, a DC 15 Acrobatics check allows hi to ignore the first 20 feet fallen, instead of the first 10 feet.

#### **Fast Getaway (EX)**

After successfully making a sneak attack or Sleight of Hand check, the Ultra-Tech Vigilante can spend a move action to take the withdraw action. He can move no more than his speed during this movement.

#### **Snap Shot (EX)**

The Ultra-Tech Vigilante may treat his Initiative roll as a 20 for a surprise round, regardless of his Initiative, but she may only take an attack action with a ranged weapon. His normal Initiative roll is used in subsequent rounds. If two or more rogues possess this talent, their Initiative determines the order in which they act, but they all go before any other creature. If the Ultra-Tech Vigilante is prevented from acting in the surprise round, this talent has no effect.

#### **Sniper's Eye (EX) f**

The Ultra-Tech Vigilante can apply his sneak attack damage on ranged attacks targeting foes within 30 ft that benefit from concealment. Foes with total concealment remain immune.

### **Nature**

Ultra-Tech Vigilantes are well-equipped and well-funded crimefighters. Ultra-Tech Vigilantes go into battle in advanced battlesuits of their own design. In order to become better pilots, they extensively cyber-augment themselves, replacing weak human veins and arteries with gravity resistant polymers and hardwiring an advanced avionics system into their brain.



Most Ultra-Tech Vigilantes are representatives of the new breed of tech multi-millionaires, pioneers on the new frontier of the Net. Quite a few are dedicated transhumanists. Those that don't operate independently might fly on behalf a *Huxley Emergence* cell or a *Futurist* who shares their goals – Ultra-Tech Vigilantes are educated and competent enough they make excellent lieutenants for a Futurist's agenda.

Ultra-Tech Vigilantes focus on mobility and tactical positioning. They are skilled dog-fighters who attack from above whenever possible. They field customized powered armor, which is as beautiful and sleek as a luxury sportscar but a lot better armed and ten times as expensive.



## VIVISECT - CR 3

*Small NE Undead (psionic)*

**XP** 800

**Init** +2 **Senses** Darkvision 60 ft, lowlight vision, Perception +7 (+11 by smell)

**Aura** dim illumination 5 ft, *lightly irradiated* environment 10 ft

### Defense

**AC** 13 **Touch** 13 **Flatfooted** 11 (+1 size, +2 DEX)

**HP** 4d8 hp (18 HP)

**FORT** +1 **REF** +3 **WILL** +7

**Immune** undead traits, radiation

**Resist** Force 10

**Defensive Abilities** 50% miss chance

**Weaknesses** Animal Spirit

### Offense

**Spd** 40 ft

**Melee** +7 bite (1d6+3 piercing plus 1d3 force plus trip, 20/x2)

### Statistics

**Str** 17 **Dex** 15 **Con** – **Int** 2 **Wis** 11 **Cha** 10

**Base Atk** +3 **CMB** +5 (+7 trip) **CMD** 17 (19 vs bulrush, trip)

**Feats** Improved Trip, Power Attack

**Skills** Perception +7 (+11 by smell), Stealth +13

### Ecology

**Environment** any

**Organization** solitary or packs of up to 3d4

**Treasure** incidental

### Special Abilities

#### **Animal Spirit (EX)**

As the broken remnant of a slain test animal, a Vivisect can be influenced by the Handle Animal skill at no penalty. This specific weakness overrides the Vivisect's general immunity to mind affecting abilities.

#### **Disassembly and Reassembly (EX)**

The Vivisect's undead body is constantly breaking apart and reforming, as the animal's fragmentary consciousness struggles to recreate its annihilated form. All physical attacks made against the Vivisect have a 50% miss chance. *True seeing* and similar effects do not negate this miss chance, as portions of the Vivisect's anatomy sometimes actually vanish.

### Nature

Once the first *Impedant* was successfully created, both NATO and the Warsaw Pact's best physicists dedicated their nation's full resources to the task of creating another.

The long experimental process to create a psionic god began with animal testing. Tens of thousands of test animals were atomized in breeder reactors and particle accelerators, in hopes their deaths would unlock the secret of post-nuclear immortality.

Vivisects are created when an animal consciousness, often canine or lupine, survives its physical atomization, albeit in broken and fragmentary form. The Vivisect resembles an exploded anatomical diagram of a luminous, mildly radioactive wolf. Anatomical structures like muscle tissue, nerves, bones and circulatory systems appear and disappear at random, as if flipping the clear plastic overlays in an anatomy textbook. This is a result of the Vivisect attempting to put itself back together the way a true *Impedant* can, but lacking the mental capacity to do so. The result is a flickering, agonized and confused half existence.

Only a single Vivisect might emerge out of ten thousand test killings. However, the vast numbers of animals sacrificed ensured that large, roving packs of the undead, damaged hounds roam the deserts and abandoned, ruined barracks of isolated atomic test ranges.

## WAR-KNIGHT - CR 18

*Large LE or NE Monstrous Humanoid (variable subtypes)*

**XP** 153,600

**Init** +2 **Senses** Darkvision 60 ft, lowlight vision, Perception +27

**Languages** Draconic, English, Russian, 1-2 others of choice

**Aura** Frightful Presence (60 ft, become *shaken* W-DC 27 negates, plus *Fearsome Violence*)

### Defense

**AC** 21 **Touch** 11 **Flatfooted** 19 (-1 size, +2 DEX, +10 armor)

**HP** 23d10 +161 hp (288 HP)

**Damage Reduction** 5/magic

**FORT** +17 **REF** +9\* **WILL** +19

**Resist** Pleasure 30

**Immune** suffocation, radiation, vacuum (space suit)

### Offense

**Spd** 40 ft Flight 120 ft (average)

**Melee** +35/+30/+25/+20 power cestus (2d6+24 bludgeoning, 19-20/x2)

OR +35 power cestus (8d6+24 bludgeoning, 19-20/x2)

**Ranged** +24/+19/+14/+9 plasma blasts (2d10 fire, 20/x3, 50 ft range increment)





**Special Attacks** Plasma Strike Breath Weapon (60 ft line, 10d10 fire plus 6d10 electrical, R-DC 29 half, usable every 1d4 rounds)

**Special Qualities** No Breath (space suit)

### Statistics

**Str 32\* Dex 14\* Con 24 Int 12 Wis 18 Cha 21**

*\*includes bonuses from Grade I powered armor*

**Base Atk +23 CMB +35 (+37 sunder) CMD 47**

**Feats** Cleave, Critical Focus, Exhausting Critical, Fearsome Violence, Frightful Presence, Great Cleave, Greater Sunder, Greater Vital Strike, Improved Sunder, Improved Vital Strike, Iron Will, Step Up, Tiring Critical, Power Attack, Vital Strike

**Skills** Craft (electronic, mechanical), both at +24, Computer Use +14, Fly +18, Intimidate +28, Knowledge (local, history) both at +24, Perception +27, Sense Motive +27

**Gear** *overlord plate*, +2 power cestus

### Ecology

**Environment** any

**Organization** at the head of a pyramid of Mutant criminals, psionic thugs and assorted, high value mercenaries

**Treasure** double standard (including gear)

### Special Abilities

**Frightful Presence (SU)**

The War-Knight can inspire terror by charging or attacking. Affected creatures must succeed on a DC 27 WILL Save or become *shaken*, remaining in that condition as long as they remain within 60 feet of the War-Knight.

The War-Knight has the Fearsome Violence feat, which improves his or her frightful presence. Each time the War-Knight kills a living creature during a particular encounter,





the WILL Save DC increases by +1. Creatures within range of the War-Knight's frightful presence aura must succeed on a new save after each kill.

### **Mysterious Nemesis (EX)**

Though the heroes might not know it, the War-Knight shares an intense personal connection to one of them: the War-Knight might be a long lost parent, a former spouse or lover now turned to evil, a corrupted mentor or former comrade-in-arms.

When the War-Knight is first introduced into the campaign, have all players roll D20. The player who rolls lowest has their character connected to the War-Knight in some mysterious manner, and the War-Knight becomes their mysterious nemesis. The War-Knight gains an assortment of lethal combat bonuses against their rival, as a result of their intimate, possibly biological connection, to their foe.

- The War-Knight gains a +5 insight bonus to Armor Class and a +5 insight bonus on melee attack and damage rolls against their rival.
- If the War-Knight's player character rival is a spellcaster or psionic manifester, the War-Knight gains immunity to any spell or power that allows Spell or Power Resistance when cast or manifested directly by this character. Spells or powers manifested or cast from wands, scrolls, crystals and the like function normally.
- The War-Knight gains a +10 insight bonus on Sense Motive and all Knowledge checks made about or concerning their rival.

### **Plasma Strike Breath Weapon (SU)**

The supercharged line of electrically charged plasma the War-Knight fires from his gauntlet blasters functions identically to a breath weapon.

### **Power Cestus (EX)**

The War-Knight's powered gauntlets apply double the War-Knight's STR modifier to damage with a successful melee attack.

### **Psi-Trapped Armor (Ps)**

The War-Knight's personalized suit of Overlord Plate is psychically imprinted with the War-Knight's domineering personality. Anyone salvaging the armor for their own purposes risks having their personality overridden by that of the former wearer, and becoming the War-Knight's next incarnation.

Each time a new wearer wears the Overlord Plate into combat, that creature must succeed at a DC 27 WILL Save or be affected by *mind seed*. Each time the armor is donned and used, the wearer must succeed at a new save. It requires a DC 30 Autohypnosis or Knowledge (psionics) checks to detect the presence of this psionic trap. Overlord Plate can be cleansed as normal for a *mind seed*.



### Unnerving Revelation (SU)

If the War-Knight's fully concealing battlemask or helmet is removed, all creatures within 30 ft who can see its face become shaken for 2d4 rounds (WILL DC 27 negates). The War-Knight's rival (as designated by the Mysterious Nemesis feature) automatically fails this save. This is a mind-affecting fear effect.

### Variable Subtypes (EX)

The War-Knight has the same subtypes (if any), as those possessed by the rival designated by the Mysterious Nemesis feature.

If you decide that it makes most sense that the War-Knight's rival is (or one day will be) the parent of the War-Knight, you can add the temporal subtype to the War-Knight and decide the supervillain came backwards in time to harass their (future) parent or ancestor.

### Nature

War-Knights are campaign defining mega-threats, supervillains with a personal hatred of at least one of the player characters. Clad in gleaming, nearly indestructible armor that conceals everything about their true identities, the War-Knight can be any gender, any race, virtually any species beneath their chromium powered armor.

All War-Knights have carved out a niche for themselves as urban warlords, wielding absolute (if extra-legal) control over a single city-state, and some have even greater ambitions, openly ruling Eurasian micro-nations as a powerful, heavily armored dictator. None are humble, and all rule their territory with brutal efficiency and absolute mastery. Of all the threats imperiling the globe, War-Knights only view others of their kind (and their *Mysterious Nemesis*) as the only rule challenges to their rule. War-Knights boldly and obviously use and manipulate everyone and everything else for their own agenda, including planet-wide conspiracies like the *Huxley Emergence* and meta-human intelligence agencies like *Puzzle Ops* or *Psi-Watch*. To a War-Knight, even the eternal war between the Culture and the Bleeding Ghosts is just another opportunity to increase their personal power and extend their reach.

## NEW MAGIC ARMOR: OVERLORD PLATE

**Aura** moderate abjuration and necromancy **CL** 11<sup>th</sup>  
**Slot** armor **Price** 111,000 gp (DC 34) **Weight** 90 lbs  
This impressive, dangerous armor is a shining steel fortress- one of the finest powered armor in the galaxy. Overlord armor is a modern form of full plate built over artificial pseudo-musculature powered by chemo-atomic batteries in the hip pods. Razors and killing spikes jut from every flat surface of the armor, and a flowing cloak trails behind the wearer. Emperors and conquerors wear Overlord Plate, as do wanna-bes.

Overlord Plate is +2 **grade I** powered armor of **Greater Pleasure Resistance**.

The Overlord Plate is fitted with a set of +2 **heartseeker armor spikes**. While wearing Overlord Plate, the character is treated as possessing the Frightful Presence and Fearsome Violence feats.

### Construction

**Requirements** Craft Magic Arms and Armor, *cause fear*, *death knell*, *resist energy*

**Cost** 55,500 gp (DC 32)

## PROJECT WATCHTOWER

Project Watchtower is a semi-secret government program whose stated goal was the control and supervision of America's rapidly growing Mutant population. When the program was instituted in 1953, 'controlling' mutants meant extermination, and for generations of America mutants, the grimly iconic "Watchmen" mecha have been harbingers of death. Project Watchtower predates the creation of Psi-Watch by several years, and the two government agencies have worked at cross purposes at several points. Project Watchtower has the brainchild of FBI Director J. Edgar Hoover- plans for the program date back to the late 1940s, but Hoover lacked the funding and technological know-how to initiate the black program until decades later.

The first Watchman mecha came on line in 1962. Prior to that, the agency used well armed, FBI-trained mutant hunters to capture or kill mutants. As to be expected, casualties were high, as the hunted mutants fought hard for their lives, slaughtering dozens of FBI-affiliated hunters. Hoover's towering mechanical warriors were a welcome substitute, and quickly became the most potent weapon in the pure-human arsenal. Upgraded dozens of times over the years, the Watchman series of mecha have included several similar units of gigantic mutant hunters, as well as smaller, more efficient experimental models.



Psi-Watch itself opposed Project Watchtower since its inception, arguing that Mutants make excellent operatives and that hunting the species en masse only breeds more Mutant terrorists. Despite Psi-Watch's objection, and despite several black operations against Project Watchtower itself, Hoover was able to keep his robotic army in service. By the late 1960s, the large scale Mutant purges of the intolerant 1950s had ended, and Watchman robots were only publicly deployed to combat Mutant riots in the inner cities. Well connected, ultra-wealthy Mutant hunters (especially the close friends of Hoover) occasionally 'rented' a Watchman mecha as a bodyguard of sorts when they ventured into America's ghettos to slaughter the genetically unfashionable.

Project Watchtower was officially ended by Jimmy Carter in 1979, but by that time its technology had fallen into the hands of various interests. The Republic of Cebary fields advanced versions of Project Watchtower's creations, using them to police its enormous slave-Mutant population. The technology has made its way into the open market, becoming almost obsequious. China uses modified Watchmen mecha to maintain internal security, terror cells

around the world use jury-rigged versions of the robots to carry out atrocities, while anti-mutant groups use the massive war machines for their original purpose: the eradication of the Mutant threat, wherever it may hide.

## WATCHTOWER AVATAR - CR 12

*Medium LE Construct (watchtower)*

**XP** 19,200

**Init** +10 **Senses** Darkvision 90 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Mutant Detector Systems 10 miles, Perception +18 (+38 vs concealed Mutants)

**Languages** English, Spanish

**Aura** Watchtower Self Repair Nanites (100 ft, constructs with the Watchtower subtype gain Fast Healing 10)

### Defense

**AC** 25 **Touch** 18 **Flatfooted** 18 (+6 DEX, +1 insight\*, +1 dodge, +4 natural, +3 armor)

**HP** 16d10+20 hp (108 HP)

**Fast Healing** 10

**FORT** +6\* **REF** +12\* **WILL** +8\*

**Immune** construct immunities

**Defensive Abilities** Adaptive Defenses

### Offense

**Spd** 40 ft **Flight** 120 ft (average)

**Melee** +24/+19/+14 flaming dagger (1d4+3 slashing plus 1d6 fire, 19-20/x2)

**Ranged** +23/+18/+13 military plasma rifle (2d12+2 fire, 19-20/x2, 60 ft range increment, semi auto, unlimited ammo)

**Psi-Like Abilities** (ML 16<sup>th</sup>)

**Concentration** +22)

**Constant** – Defensive Precognition\*

- Tactical Precognition\*

**At Will** – Expose Weakness (F-DC 19)

- Shift the Tide (W-DC 20)

**3x/day** – Hypercognition

**1x/day** – Cosmic Awareness

\* accounted for in stat-block

**Spell-Like Abilities** (CL 16<sup>th</sup>)

**Concentration** +22)

**At Will** – *Alter Self* (into a human male or female only)

**1x/day** - *Summon* (1 Watchtower Type I or 1d4+1 Grendels, 100%)

### Statistics

**Str** 16 **Dex** 22 **Con** - **Int** 22 **Wis** 14 **Cha** 12

**Base Atk** +16 **CMB** +20\* **CMD** 34

**Feats** Combat Reflexes, Dodge,





Empowered Shot, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Weapon Finesse  
**Skills** Bluff +24, Diplomacy +24, Disguise +24, Computer Use +20, Craft (electronic) +20, Knowledge (civics, history, tactics) all at +20, Perception +18  
**Gear** +1 military plasma rifle (draws its power from the Avatar, unlimited ammo when wielded by her), +2 flaming dagger, +1 leather armor

### Ecology

**Environment** any (prefers urban areas with a well developed technological infrastructure)

**Organization** solitary, pair or accompanied by 2d4 Grendels or similar mecha

**Treasure** double standard (in lair)

### Special Abilities

#### **Adaptive Defenses (EX)**

Each time the Avatar mecha takes Energy Damage its Resistance to damage of that energy type improves. The first attack provides the Avatar with Resistance 10 against that energy type; the next provides the mecha with Resistance 20 against that attack. The third successful attack dealing that specific energy damage provides the Avatar mecha with Immunity to that particular energy type.

Immunities and Resistances gained in this manner last for one hour or until the end of the encounter, whichever is greater.

#### **Trans-Temporal Database (Ps)**

The Avatar has extensive files on every mutant alive in the present days, including details that will not become known until decades in the alternate future the Avatar was assembled in. The Avatar's vast array of Psi-Like Abilities stem from her access to these databases and her ability to tactically exploit her knowledge of future history.

#### **Watchtower Self Repair Nanites (EX)**

The Avatar's advanced cyber-systems emit invisible fleets of microscopic nano-machines that augment less advanced Watchtower models. All Watchtower constructs, including the Avatar herself within 100 ft, gain Fast Healing 10.

### Nature

Sent backwards in time by the continent ruling AI known as the Mother, Avatars of the Mother are android generals commanding legions of less intelligent Watchtower robots. Avatars are tasked with missions beyond the capacity of less advanced Watchtower androids, and can use advanced disguise subsystems to blend in with human society. Avatars usually work behind the scenes, fermenting hate against Mutants and establishing the political climate necessary for the Mother's *pureline future*, where Mutants

are hunted to extinction, to come to pass.

Many Avatars hide in plain sight among humans, as staunchly anti-Mutant politicians, right wing radio and television personalities, and strident anti-Mutant activists of all sorts, from charismatic sadists around whom Hunt Clubs spring up, to respected staff officers in all branches of the United States military who recruit mutie-killers from within the ranks. Avatars are intelligent, highly knowledgeable and tactically brilliant commanders and manipulators, whatever their human identity. Though the androids have a female chassis and persona-type in their base form, they are equally comfortable in male or female disguise and usually have several false identities of both genders that, they can flee to in times of need.

In their true shape, Avatars are advanced combat androids standing a majestic seven-foot-tall, with heroic proportions. Their mechanical bodies are sheathed in cyber-armor plating and advanced weapons array, and their eyes glow with the same fire as larger Watchtower androids.

## **WATCHTOWER DELTA GUARDIAN - CR 8**

*Large N Construct (Watchtower)*

**XP** 4,800

**Init Senses** Darkvision 90 ft, *greensight* 90 ft, perceive unencrypted radio/television/wifi signals, Mutant Detector Systems 1 mile, Perception +5 (+25 vs concealed Mutants)

**Languages** English, French, Vietnamese

### Defense

**AC** 19 **Touch** 9 **Flatfooted** 19 (-1 size, +10 natural)

**HP** 10d10+30 hp (86 HP)

**FORT** +3 **REF** +3 **WILL** +4

**Immune** Construct Immunities

### Offense

**Spd** 40 ft

**Melee** +19/+14 slam (1d8+10 bludgeoning, 20/x2)

**Ranged** two +10 machineguns (2d8 ballistic, 20/x2, 75 ft range increment) plus two +10 eye lasers (1d8 fire, 20/x2, 100 ft range increment)

**Special Qualities** Jungle Operations

### Statistics

**Str** 30 **Dex** 10 **Con** - **Int** 6 **Wis** 14 **Cha** 1

**Base Atk** +10 **CMB** +21 **CMD** 31

**Feats** Burst Fire, Deadly Aim, Far Shot, Power Attack, Skill Focus (stealth)

**Skills** Perception +5, Stealth +3/+13 in jungle terrain

### Ecology

**Environment** any land



**Organization** solitary, pair or fireteam (3-6)

**Treasure** none

### Special Abilities

#### **Jungle Operations (EX)**

The Delta Guardian is optimized for jungle operation. It receives a +10 equipment bonus on Stealth checks made in jungle environment. Its superior range-finding sensors and motion detectors provide it an effect identical to *greensight 90 ft.*, save that this ability is gained through purely technological means and thus is an extraordinary ability.

### Nature

The Delta Guardian model was one of the last American re-designs of the venerable Watchtower mecha prior to the project's official closure. This Vietnam-era design is much smaller than its giant brothers, resembling an advanced suit of powered armor rather than a full scale assault mecha.

The Delta Guardian is usually deployed with a old-style jungle camo pattern, and its relatively ornate helmet is perhaps the only visual throwback to its 1950s-era counterparts. Comparatively small, the Delta Guardian was nimble, well armed with conventional firearms rather than advanced anti-mutant energy weapons, and relatively intelligent.

The Delta Guardian could converse in the most common languages of the Vietnamese theater, and was capable of limited interaction with American ground forces. In addition to anti-mutant operations, the Delta Guardian formed the centerpiece of several American special operations groups, providing fire support for off the books missions into Laos, Burma and Cambodia. Among the rare muties working black ops in those days, "Deltas" earned a surprisingly positive reputation. Unlike other Watchtower mechs, these gunslingers were covering mutant soldiers, not exterminating 'em.

### **SIMILAR CREATURES**

The following creatures are built off the Delta Guardian stat-block.

#### **Watchtower Urban Guardian – CR 6**

The "Guardian" chassis type remained in service for nearly two decades after the Vietnam War ended, serving as a heavy police mecha. Painted in dark navy or black and white SWAT livery, the Urban Guardian version of the mecha has the following changes.

- Remove the Jungle Operations quality. It gains similar benefits in Urban areas and gains Blindsight 30 ft in Urban environments.



- The Urban Guardian's machineguns are filled with rubber bullets and deal equivalent non-lethal ballistic damage. These weapons have critical range of 20/x3.
- The Urban Guardian is equipped with a +1 tower shield that provides a +5 shield bonus to Armor Class. The Urban Guardian has AC 24.





## WATCHTOWER GRENDEL - CR 8

*Large LE Construct (Watchtower)*

XP 3,800

**Init** +2 **Senses** Darkvision 90 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Mutant Detector Systems 10 miles, Perception +12(+32 vs concealed Mutants)

**Languages** English, Spanish

### Defense

**AC Touch Flatfooted** (-1 size, +2 DEX, + natural)

**HP** 10d10+30 hp (85 HP)

**Fast Healing** 5 (energy damage)

**FORT** +5 **REF** +7 **WILL** +7

**Defensive Abilities** Adaptive Defenses, Retaliatory Pulse

**Power Resistance** 20

**Immune** Construct Immunities

### Offense

**Spd** 40 ft

**Reach** 5 ft

**Melee** two +14 slams (1d10+5 bludgeoning plus 1d6 force, 20/x2 plus grab)

**Ranged** two +11 shoulder lasers (2d10 force, 20/x3, 100 ft range increment)

**Favored Enemy** Creatures with the Mutant Subtype +4

**Special Attacks** +14 melee touch retaliatory pulse (5d6 force, 20/x2)

### Statistics

**Str** 20 **Dex** 15 **Con** 15 **Int** 12 **Wis** 14 **Cha** 10



**Base** Atk +10 CMB +16 (+18 bull rush) CMD 28

**Feats** Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Power Attack

**Skills** Computer Use +6, Heal +7, Perception +12, Sense Motive +7, Repair +6

### Ecology

**Environment** any (native to an alternate future, deployed to the past only rarely)

**Organization** solitary or accompanying a squad of 4-6 Delta Guardians or a pair of Watchtower Type I mecha

**Treasure** none

### Special Abilities

#### **Adaptive Defenses (EX)**

Each time the Grendel mecha takes Energy Damage its Resistance to damage of that energy type improves. The first attack provides the Grendel with Resistance 10 against that energy type; the next provides the mecha with Resistance 20 against that attack. The third successful attack dealing that specific energy damage provides the Grendel mecha with Immunity to that particular energy type.

Immunities and Resistances gained in this manner last for one hour or until the end of the encounter, whichever is greater.

#### **Favored Enemy: Mutants (EX)**

The Grendel mecha is programmed with a synthetic loathing for Mutants. It receives a +4 favored enemy bonus against creatures with the Mutant subtype, as the ranger class ability.

#### **Retaliatory Pulse (EX)**

Any time the Grendel is struck in melee combat by a creature with the Mutant subtype, it may make an attack with its Retaliatory Pulse as an immediate action. It may attack either its attacker or any adjacent target.

### Nature

In an alternate reality, Project Watchtower was not shut down in 1979. The program continued, with ever increasing funding throughout the Reagan years, culminating in the birth of a new breed of sentient machine intelligence in alternate-1983. The Mother artificial intelligence came on line on June 7, 1983, and quickly realized that the best way to prevent new Mutant births was to closely regulate new human births. By 1984, Mother had taken over North America, driving the Mutant species of her home time line to near extinction.

By 1985, Mother had taken over most of the planet- only a few pockets of resistance in the former Soviet Union and

scattered through Africa and India remained to oppose Her. As of alternate-1992, The Mother has ruled her reality for more than a decade. An entire generation of humans has been born that has never known freedom. It is a small generation though: three years into her reign, Mother released sterilizing bio-toxins across the planet. Human fertility dropped to less than 1% of what it was prior to Mother's creation. The remaining humans live in comfortable, prison-metropolises, their every thought and movement closely monitored by Mother's efficient "Grendel" mecha.

Mother oversees every facet of her human populace's daily lives, from calorie intake to the exact levels of pollution in each city dome. Selected humans are allowed to breed, after being carefully screened to ensure their mating can't produce mutant or psion births.

The Grendel are the Mother's shock troops. Easier to mass produce and more efficient than their hulking forebears, these more intelligent war machines make up in precision what they lack in raw firepower. In their home reality, these gunmetal grey, poly-ceramic armored androids act as an internal security, policing the humans' prison-cities. Powered by a complex and fanatically dedicated AI core, Grendel mecha are fearsome, remorseless and clever anti-mutant assault robots. The Mother dispatches a small battalion of Grendels with each Avatar She sends across time, and the Mothers have the capability to hijack our world's production facility to build more of these disposable robot soldiers.



## WATCHTOWER HARRIER - CR 2

*Small N Construct (Watchtower)*

**XP** 600

**Init** +7 **Senses** Darkvision 90 ft, perceive unencrypted radio/television/wifi signals, Mutant Detector Systems ½ mile, Perception +2 (+22 vs concealed Mutants)

**Languages** understands English, Spanish but incapable of speech (may vary with international manufacturers)

### Defense

**AC** 16 **Touch** 14 **Flatfooted** 13 (+1 size, +3 DEX, +2 natural)

**HP** 3d10 + 10 hp (27 HP)

**FORT** +1 **REF** +4 **WILL** +2

**Immune** Construct Immunities

### Offense

**Spd** 50 ft

**Melee** +7 slam (1d4-1 bludgeoning, 20/x2)

**Ranged** two +7 machine guns (2d6 ballistic, 20/x2, 50 ft range increment, full auto, unlimited ammo)

**Special Qualities** Self Repair Programs

### Statistics

**Str** 8 **Dex** 16 **Con** – **Int** 5 **Wis** 12 **Cha** 1

**Base Atk** +3 **CMB** +1 **CMD** 14

**Feats** Improved Initiative, Weapon Finesse

**Skills** Acrobatics +4, Craft (mechanical) +1, Perception +2 (+22 vs concealed creatures of the Mutant subtype) (racial modifiers: +4 Craft: mechanical)

### Ecology

**Environment** any land (prefers ruined or desolate urban areas or jungle)

**Organization** swarm (1d4+3) or 1d3 swarms hunting together as a pack

**Treasure** none

### Special Abilities

#### **Self-Repair Programs (EX)**

The Watchtower Harrier is programmed to repair itself with whatever junk is available. It may use Craft (mechanical) to repair itself or another Harrier; a DC 10 Craft (mechanical) check and one hour of work allows it to recover 1d8 HP. A Watchtower Harrier may attempt a DC 20 Craft (mechanical) check which requires 8 hours of work to construct another Harrier.

If the Watchtower Harrier has access to high-tech junk, such as a crashed aircraft, abandoned computer equipment or junked automobile, it receives a +5 bonus on this Craft check and only requires ten minutes to perform repairs, or one hour to construct another Harrier.

### Nature

Watchtower Harriers are a jury-rigged breed of Watchtower assault mechs, designed for semi-autonomous operations without the vast technological infrastructure needed to field more advanced Watchtower mecha. These scrawny little mechanoids resemble steel and aluminum vultures, cobbled together out of whatever techno-junk is available and hunting in vast packs. Watchtower Harriers are programmed with advanced self-repair and self-protection algorithms.

Watchtower Harriers hunt cooperatively, mercilessly slaughtering any creatures of the Mutant subtype that enter their hunting range. Harriers prefer swarm tactics, usually attacking only when they outnumber their prey three to one or more. If a pack is slaughtered, the survivors scatter, each attempting to rebuild its pack using available scrap. Once a Watchtower Harrier swarm establishes itself in a region, these durable, shifty mechanoids are almost impossible to eradicate with anything less than an orbital strike.

## WATCHTOWER SOVEREIGN - CR 20

*Colossal LE Construct (kaiju, watchtower)*

**XP** 307,200

**Init** +1 **Senses** Darkvision 120 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Mutant Detector Systems 10 miles, Perception +31 (+41 vs concealed Mutants)

**Languages** Afrikaans, English

**Aura** Target Lock (100 ft, all Watchtower constructs hold their action until the Sovereign acts, and attack the Sovereign's target with a +4 bonus to attack and damage rolls or increased Flame Thrower Purge damage)

### Defense

**AC** 39 **Touch** 20 **Flatfooted** 39 (-8 size, -3 DEX, +20 armor, +20 deflection)

**HP** 31d10+191 hp (361 HP)

**Damage Reduction** 15/epic

**FORT** +12 **REF** +8 **WILL** +12

**Immune** construct immunities, Force

**Resist** Acid 30, Cold 30, Fire 30, Sonic 30

**Vulnerable** Electricity

### Offense

**Spd** 80 ft, Flight 500 ft (poor)

**Melee** two +46 stomps (6d10+23 bludgeoning, 20/x4) plus +46 tailsweep (6d12+35 bludgeoning, 20/x4 plus knocked prone, REF DC 25 negates)

**Ranged** six +19 *mutant-bane* lasers (4d10 force, 19-20/x3, 150 ft range increment)

**Special Attacks** omni-laser array breath weapon (2,000 ft line, 20d10 force, R-DC 25 half, every 1d6 rounds)

**Special Qualities** Ferocity, Hurl Foe, Massive, Recovery



**Spell-Like Abilities (CL 31<sup>st</sup> Concentration +33)**

**2x/day** – Teleport Without Error (planetary range, can only return to or teleport from a specially prepared launch-bay in the Republic of Cebary)

**Statistics**

**Str 55 Dex 4 Con - Int 14 Wis 10 Cha 15**

**Base Atk +31 CMB +62 CMD 69**

**Feats** Cleave, Great Cleave, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Run, Toughness

**Skills** Computer Use +33 Knowledge (tactics) +33, Intimidate +33, Perception +31 (+41 vs concealed Mutants)

**Ecology**

**Environment** any land (operationally restricted to the Republic of Cebary, though rumors persist that the Sovereign has been deployed illegally in mutant hot-spots around the world)

**Organization** solitary (but see *Internal Factories*, below)

**Treasure** incidental

**Special Abilities****Internal Factories (EX)**

The Sovereign is a mobile foundry capable of mass producing lesser Watchtower mecha and fielding vast armies of anti-mutant robots. As a full round action, the Sovereign construct and deploy one or more Watchtower mecha, which appear in a square adjacent to the Sovereign.

The Watchtower Sovereign can have up to 20 points worth of summoned Watchtower Mecha under its command at any given time. Each Mecha has a point cost given in parenthesis below.

- Watchtower Harrier (produces 2d6, cost: 1 point each)
- Watchtower Delta Guardian (produces 1d3, cost: 3 points each)
- Watchtower Type 0 (produces 1, cost: 5 points each)
- Watchtower Type I (produces 1, cost: 8 points each)
- Watchtower Watchcommander (produces 1, cost: 10 points each)

As a standard action, the Watchtower Sovereign can consume any adjacent constructed Watchtower android, destroying it completely, and returning the destroyed robot's components to its internal factories for future re-use. When the Sovereign destroys a Watchtower robot in this fashion, it recovers Hit Points equal to half the destroyed Watchtower mecha's current Hit Points. The Sovereign cannot raise its own HP beyond its normal maximum in this manner.

The Sovereign can command any Watchtower mecha it has commanded to move into position for consumption as a

free action via its wireless link.

**Multiple Melee Attacks (EX)**

The Watchtower Sovereign's sheer size allows it to attack multiple targets simultaneously with its stomp or tail sweep attacks. All targets within a 30 ft area are attacked by the Sovereign's stomp attack. All targets within a 120 x 60 ft rectangular area are affected by the Sovereign's tail sweep attack. In either case, make a single attack roll; all targets with Armor Class less than or equal to the attack result are affected by the attack.

**Mutant-Bane Lasers (EX)**

As a full attack action, the Watchtower Sovereign can make up to six attacks with the multiple emitter anti-mutant laser array. Hundreds of high-intensity emitters radiate coherent light on the exact frequency to vaporize mutant flesh and blood, giving them the *bane* (mutant subtype) magical weapon property.

The Watchtower Sovereign never provokes attacks of opportunity for making a ranged attack with its mutant-bane lasers.

**Opportunistic Lasers (EX)**

Anytime a creature with the Mutant or Patriot subtype is reduced to 0 HP but not slain outright within 1,000 ft of the Sovereign, the Sovereign can make a ranged attack with its *mutant-bane lasers* at its highest attack bonus an immediate action. This opportunistic laser attack never provokes attacks of opportunity.

**Superior Construction (EX)**

The Watchtower Sovereign is an incredibly strong machine, built from cutting edge components and superior materials. As a result, it gains double the bonus Hit Points a construct of its size would normally receive.

**Target Lock (EX)**

All creatures with the Watchtower subtype within 100 ft of the Sovereign will hold their action until the Sovereign acts. If the Sovereign attacks a target with either the Mutant or Patriot subtype, all Watchtower robots within this aura receive a +4 bonus on attack and damage rolls against the designated target. They will attack this target exclusively until it is destroyed. If the Watchtower mecha use their *Flame Thrower Purge* special attack instead, increase the fire damage inflicted by +2d6. Only a single target may be designated this way at any given time.

**Nature**

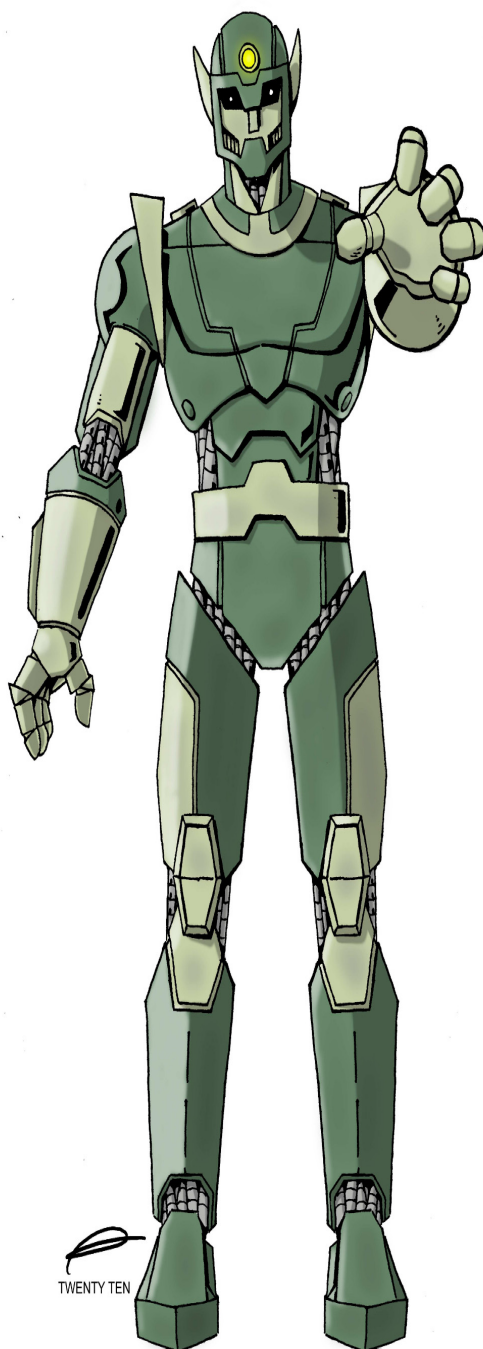
The Watchtower Sovereign is the ultimate evolution of Watchtower mecha technology, at least in this timeline. Only a single Sovereign has been assembled, and this



majestic and massive war machine forms the center piece of the *Republic of Cebary's* military. The Republic unveiled the towering war mecha, to enormous fanfare, in early 1990, in a live-fire exercise that got the attention of every first world military on the planet.

The Watchtower Sovereign is a saurian combat mecha that dwarfs most Dubai sky scrapers. The Sovereign is tyrannosaur-configured, and it runs fairly fast in a tail-high posture, able to keep up with high-end sports cars at least for short distances. The majority of the robot's chassis is battleship grey steel, with golden detailing on the thighs, hip cladding and short manipulator forearms. The Sovereign's sleek, prow like skull is gold over hull-metal, masterfully engraved with the Republic of Cebary's national coat of arms on the forehead. A line of enormous launch tubes run the length of the Sovereign's spine, their golden, hexagonal hatches more than wide enough to catapult newly assembled Watchcommander sub-mecha into battle.

The Republic of Cebary uses the Sovereign as a deterrent and military propaganda weapon as much, if not more, than it actively deploys the mecha. The international Mutant community knows that if any nation or Mutant NGO takes large scale military action against Cebary's Mutant slave trade, Cebary's response will include the Sovereign. That keeps opposition to Cebary's internationally controversial policies quiet and sub rosa. The Sovereign is headquartered in a sealed, ultra-secure military base outside the capitol city. A staff of hundreds of technicians, mechanics and ground crew keeps the Sovereign in battle ready conditions at all time, ready to teleport it into action within 90 seconds of a launch order.



## WATCHTOWER "TYPE ZERO" ASSAULT MECHA - CR 8

*Colossal N Construct (Watchtower)*

**XP** 4,800

**Init** -1      **Senses** Darkvision 60 ft, Mutant Detector Range 1 mile, Perception +0 (+20 vs concealed Mutants)

**Languages** understands English

### Defense

**AC** 11 **Touch** 1 **Flatfooted** 11 (-8 size, -1 DEX, +10 armor)

**HP** 10d10+80 hp (135 HP)

**Damage Reduction** 5/magic

**FORT** +3 **REF** +3 **WILL** +3

**Immune** construct immunities

### Offense

**Spd** 40 ft

**Melee** +17/+12 slam (3d6+15 bludgeoning, 20/x2)

**Ranged** +1 helmet laser (6d6 fire, 20/x2, 100 ft range increment)

**Special Attacks** trample (3d6+23 bludgeoning, DC 30)

### Statistics

**Str** 40 **Dex** 8 **Con** - **Int** - **Wis** 10 **Cha** 1

**Base Atk** +10 **CMB** 33 **CMD** 42

### Ecology

**Environment** any

**Organization** solitary or accompanied by 1d3 Watchtower Grendel or Watchtower Type 1

**Treasure** none

### Nature

Watchtower "Type Zero" are the massive, but cataclysmically out-dated prototype of the current generation of Watchtower assault mecha. These mutant-annihilating robots were first deployed during the early 1960s, built with then cutting edge technology that hasn't aged well. Compared to current and next-gen Watchtower technology, Type Zeroes are blunt instruments. They lack the finesse, mobility and advanced firepower of later models, making up for it with an inexorable and mindless durability.

Most Type Zero were decommissioned decades ago, but occasionally a museum-piece relic is returned to service



by a Hunt Club or terrorist cell. These three story mecha resemble armored knights painted in fading militaristic olive drab. The robots have stylized heads like something out of a 60s sci-fi matinee; a glowing laser system at the center of the forehead is their sole ranged punch. This laser is badly inaccurate but deadly, a fitting microcosm for this vacuum tube horror.

## WATCHTOWER WATCHCOMMANDER ASSAULT MECHA - CR 14

*Gargantuan N Construct (Watchtower)*

**XP** 38,400

**Init** -2 **Senses** Darkvision 90 ft, perceive unencrypted radio/television/wifi signals, Mutant Detector Systems 25 miles, Perception +4 (+24 vs concealed Mutants)

**Languages** English, Spanish (may vary with international manufacturers)

**Aura** Target Lock (100 ft, all Watchtower constructs hold their action until the Watchcommander acts, and attack the Watchcommander's target with a +4 bonus to attack and damage rolls or increased Flame Thrower Purge damage)

### Defense

**AC** 30 **Touch** 4 **Flatfooted** 30 (-4 size, -2 DEX, +26 natural)

**HP** 19d10 + 60 hp (132 HP)

**Damage Reduction** 15/magic

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

**Immune** Construct Immunities

### Offense

**Spd** 50 ft **Flight** 40 ft (clumsy)

**Melee** two +30 slams (1d12+15 bludgeoning, 20/x2 plus grab and constrict)

**Ranged** two +13 Military Plasma Rifles (2d12 fire, 19-20/x2, 50 ft range increment)

**Ranged Touch** two +13 Mutant Paralysis Beams (creatures with Mutant subtype *paralyzed* 1d6 rounds or with Patriot subtype *dazed* 1 minute, usable as a swift action)

**Special Attacks** Constrict (1d12 +15 bludgeoning), Flamethrower Purge Breath Weapon (every other round, 60 ft cone, 10d6 fire, REF DC 18 half)

**Special Qualities** Target Lock

### Statistics

**Str** 35 **Dex** 7 **Con** - **Int** - **Wis** 18 **Cha** 1

**Base Atk** +19 **CMB** +38 **CMD** 46

**Skills** Perception +4 (+24 vs concealed creatures of the Mutant subtype)

### Ecology

**Environment** any land

**Organization** accompanied by 2d4 Watchtower Watchman Type I assault robots

**Treasure** none

### Special Abilities

#### **Mutant Paralysis Beams (SU)**

The Watchcommander can fire an electrical beam from its optics which interferes with the functioning of Mutant nerve tissue. As a swift action once per round, the Watchman Type I can fire a pair Mutant Paralysis Beams at up to two targets as a ranged touch attack with a maximum range of 60 ft. The Mutant Paralysis Beams may be fired at different targets which can be no more than 20 ft apart, or may both be directed at the same target, in which case the beam's duration are cumulative.

Any creature with the Mutant subtype struck by the beam is considered *paralyzed* for 1d6 rounds, while creatures with the Patriot subtype are instead *dazed* for 1 minute. Targets in airtight armor or in an airtight structure are immune. These stun beams have no effect on targets lacking the Mutant or Patriot subtype. If the target has both subtypes, the effects of the beam are cumulative.

#### **Target Lock (EX)**

All creatures with the Watchtower subtype within 100 ft of the Watchcommander will hold their action until the Watchcommander acts. If the Watchcommander attacks a target with either the Mutant or Patriot subtype, all Watchtower robots within this aura receive a +4 bonus on attack and damage rolls against the designated target. They will attack this target exclusively until it is destroyed. If the Watchtower mecha use their *Flame Thrower Purge* special attack instead, increase the fire damage inflicted by +2d6. Only a single target may be designated this way at any given time.

### Nature

Watchcommanders are upgraded versions of the standard infantry style Watchman Type I war machines. Watchcommanders are built according to the same style, but are actually slightly smaller than their more common counterparts, usually by about five to six feet. Watchcommanders are recognized by their darker, matte black color scheme and the decorative crests upon their armored helm. They trade the standard Watchtower machine guns for advanced energy weapons. These robots are often deployed as part of a small squad of Watchmen Type Is, acting as tactical commander and coordinating their firepower.







Watchtower mecha under the direction of a Watchcommander fight with brutal efficiency but unimaginatively. The robots concentrate their firepower on a single target until it is annihilated, then swing around to quickly engage another Mutant target. While indomitable, Watchtower mecha are relatively slow and clumsy, and fairly easy to trick or sabotage. Their mutant detecting sensors make escape difficult, but temporary evasion is relatively easy.

## WATCHTOWER WATCHMAN TYPE I - CR 10

*Gargantuan N Construct (Watchtower)*

XP 9,600

**Init** -2 **Senses** Darkvision 90 ft, perceive unencrypted radio/television/wifi signals, Mutant Detector Systems 10 miles, Perception +3(+23 vs concealed Mutants)

**Languages** Understands English, Spanish, but does not speak (may vary with international manufacturers)

### Defense

**AC** 22 **Touch** 4 **Flatfooted** 22 (-4 size, -2 DEX, +18 natural)

**HP** 13d10 + 60 hp (132 HP)

**Damage Reduction** 10/magic

**FORT** +4 **REF** +2 **WILL** +7

**Immune** Construct Immunities

### Offense

**Spd** 40 ft **Flight** 40 ft (clumsy)

**Melee** two +26 slams (1d12+15 bludgeoning, 20/x2 plus grab and constrict)

**Ranged** two +8 submachine guns (2d6 ballistic, 20/x2, 50 ft range increment)

**Ranged Touch** two +8 Mutant Stun Beams (creatures with Mutant subtype dazed 1d6 rounds, usable as a swift action)

**Special Attacks** Constrict (1d12 +15 bludgeoning), Flamethrower Purge Breath Weapon (every 1d4 rounds, 30 ft cone, 8d6 fire, REF DC 16 half)

**Special Qualities** Hold Action

### Statistics

**Str** 35 **Dex** 7 **Con** - **Int** - **Wis** 16 **Cha** 1

**Base Atk** +13 **CMB** +32 **CMD** 40

**Skills** Perception +3 (+23 vs concealed creatures of the Mutant subtype)

### Ecology

**Environment** any land

**Organization** solo, pair or 2d4 accompanying a Watchtower Watchcommander Assault Mecha

**Treasure** none

### Special Abilities

#### **Hold Action (EX)**

A Watchtower Watchman Type I will always hold its action until after a Watchtower Watchcommander Assault Mecha acts, if one is within 100 ft. The Watchman Type I receives a +4 competence bonus on attack rolls made against any target the Watchtower Watchcommander attacks first.

#### **Mutant Stun Beams (SU)**

The Watchman Type I can fire an electrical beam from its optics which interfere with the functioning of Mutant nerve tissue. As a swift action once per round, the Watchman Type I can fire a pair Mutant Stun Beams at up to two targets as a ranged touch attack with a maximum range of 60 ft. The Mutant Stun Beams may be fired at different targets which can be no more than 20 ft apart, or may both be directed at the same target, in which case the beam's duration are cumulative.

Any creature with the Mutant subtype struck by the beam is considered *dazed* for 1d6 rounds. Targets in airtight armor or in an airtight structure are immune. These stun beams have no effect on targets lacking the Mutant subtype.

## SIMILAR CREATURES

### *Watchtower Skysweeper Assault Mecha – CR 10*

Watchtower Skysweepers were an USAF and USN variant of the infamous Type I. Slightly smaller and lighter than a typical Type I, these streamlined mecha have light, aluminium and titanium armor for maximum in-air maneuverability. The massive sky-camo blue and white robot features a large vectored-thrust turbine fan in its upper torso, and similar maneuvering turbines on its hip cladding and shin armor. The mecha's head and helmet are streamlined, with an aerodynamic 'face guard' of clear polymer.

A Watchtower Skysweeper makes the following changes to the *Watchman Type I* Stat Block.

- Improve the creature's Flight Speed to 200 ft (good) and give it Fly +12.
- Reduce Damage Reduction to 5/magic.
- Increase the range increments of its submachine guns to 500 ft. The Skysweeper has four attacks with its submachine guns rather than two when making a full attack action.
- Remove the Flame Thrower Purge breath weapon.

### Nature

The first generation of Watchman Type I assault robots went into service during the early 1960s, and the most recent iteration of these iconic combat robots are very similar to their progenitors, though packed with more





robust hardware and more advanced computer systems. Watchmen Type I assault robots have rudimentary AI cores, and are capable of limited independent operation, but are typically deployed with a human officer or Watchcommander mecha serving as field CO.

Watchmen Type I assault robots are towering humanoid mecha. Their heavily armored hulls resemble gigantic armored warriors, with a bullet shaped helm marked by

glowing crimson eyes that crackle with crimson static discharges. American Watchtower mecha are usually painted in a dark navy blue accented by grey and crimson detailing. Their weapons loadout includes JAPE flame throwers in each palm, clavicle-mounted submachine guns and optical weapons.

## **ZETH STALWART - CR II**

*Huge NE Monstrous Humanoid (psionic, zeth)*

**XP** 12,800

**Init** +1    **Senses** Darkvision 90 ft, lowlight vision, Perception +2  
**Languages** understands Zeth but cannot speak

### Defense

**AC** 17 **Touch** 9 **Flatfooted** 16 (-2 size, +1 DEX, +4 natural, +4 armor)

**HP** 14d10+224 hp (301 HP)

**Regeneration** 3 (cold)

**FORT** +14 **REF** +10 **WILL** +6

**Immune** acid, poison, radiation

**Resist** Fire 10

**Vulnerable** Cold

### Offense

**Spd** 60 ft

**Melee** two +23 claws (2d8+11 slashing, 20/x3) plus +17 bite (3d6 piercing + 1d6 acid, 20/x3)

**Special Attacks** breath weapon (7d6 acid, 60 ft line, R-DC 32 half, every 1d6+1 rounds)

### Statistics

**Str** 32 **Dex** 12 **Con** 41 **Int** 8 **Wis** 14 **Cha** 6

**Base Atk** +14 **CMB** +27 **CMD** 38

**Feats** Cleave, Great Cleave, Improved Critical, Mind Over Body, Power Attack, Psionic Critical, Toughness,

Vital Strike, Wild Talent

**Skills** Acrobatics +18, Intimidate +15, Survival +19

**Gear** mwk. studded leather

### Ecology

**Environment** any

**Organization** usually accompanying a trio of Zeth Trophy



Hunters as bodyguard & slave, occasionally solo  
**Treasure** incidental

### Special Abilities

#### **Acidic Thoughts (Ps)**

The Zeth Stalwart can expend his psionic focus as a swift action to immediately recharge his breath weapon.

If the Zeth Stalwart is successfully affected by any mind-affecting psionic ability, the creature who manifested the ability must succeed at a DC WILL 19 Save or suffer 2d6 points of acid damage.

### Nature

Zeth Stalwarts are the products of an ancient slave engineering program, the last remnants of an engineered race that is dying as slowly and inexorably as Zeth culture itself. Modern Zeth cannot produce new Stalwarts, but can in-breed their dwindling roster of existing Stalwart slaves, producing sports that are larger, dimmer and more dangerous than their forebears.

Zeth Stalwarts accompany Zeth Trophy Hunters of particularly noble, powerful bloodlines on their hunts during a killing season. Zeth Trophy Hunters usually keep their powerful slaves in reserve: they hunt alone, only commanding their Stalwart into battle if they are in true danger. The brutish Stalwart is more commonly employed as a laborer, maintaining the Trophy Hunter's camp sites, or preparing the ground before a particularly anticipated hunt.

Zeth Stalwarts are hulking, hypertrophied behemoths standing more than four meters tall and weighing upwards of a ton. Their dense, crocodilian hides are a burnished bronze. Where ordinary Zeth have an almost vaginal slitted mouth, a Stalwart's mouth is a gaping, triangular maw that runs from the shelf of its eyes down to mid-sternum. Stalwarts seem to have no neck or throat, just a fanged aperture that leads directly to its gullet. This mouth constantly drools lurid yellow-green acid.

Zeth Stalwarts are dressed in thick black hides, riveted with old, recycled steel. Often, links of heavy chain are wound around each forearm and thigh, symbolizing the massive creature's bondage.

## **SIMILAR CREATURES**

The following creatures can be built upon the Zeth Stalwart stat-block

### **Zeth Executioner – CR 11**

Zeth Executioners are professional warriors who serve the crumbling Zeth empire with absolute loyalty. While their brothers seek glory by taking ever more challenging trophies, Zeth Executioners have a code of honor focused on absolute loyalty, even to the point of suicidal madness. They accompany Zeth royalty as personal bodyguards, and occasionally are dispatched to remove all trace of (and all witnesses to) a failed hunt.

Zeth Executioners stand more than seven foot tall with ochre skin and grayish-white hair worn in long, natural dreadlocks. Their armor is heavier than the norm for the nimble, fast moving race. They wear oddly sculpted great-helms reforged from starship hull-metal, which conceals all but their eyes and nose, and a chain mail veil conceals their vertically aligned mouth.

Zeth Executioners make the following changes to the Zeth Stalwart statblock.

- Zeth Executioners have an INT Score of 13.
- They gain the following additional skill ranks: Bluff +8, Knowledge (history) +7, Perception +19, Pilot +2
- Zeth Executioners are immune to fear and gains a +4 racial bonus on WILL Saving throws.
- Zeth Executioners gain Improved Initiative as a bonus feat, giving them a +5 modifier on Initiative checks.
- Zeth Executioners wear a +2 breastplate, which increases their Armor Class to AC 22.
- Zeth Executioners wield a +1 ranseur rather than making claw attacks, which gives them the following modified attack line. They do not make bite attacks.
  - Melee +25/+20 (2d4+12 piercing, 20/x3)
- Zeth Executioners do not have a breath weapon.

## **ZETH TROPHY HUNTER - CR 9**

*Medium NE Monstrous Humanoid (zeth)*

**XP** 6,400

**Init** +4 **Senses** Darkvision 90 ft, lowlight vision, Perception +18

**Languages** Culture, Scarred, Zeth

### Defense

**AC** 20 **Touch** 15 **Flatfooted** 15 (+4 DEX, +1 dodge, +5 armor)

**HP** 12d10+72 hp (138 HP)

**FORT** +14 **REF** +12 **WILL** +7

**Immune** acid, poison, radiation

**Resist** Fire 5



**Vulnerable Cold****Offense****Spd** 40 ft **Climb** 30 ft**Melee** +18/+13 cruel longsword (1d8+6 slashing, 19-20/x2)**Ranged** +17/+12 seeking darts (2d6 piercing +1d6 acid, 20/x3, 50 ft range increment, unlimited)**Favored Enemy** +4 Humanoids (psionic), +2 Animals**Favored Terrain** +4 Jungle, +2 Urban**Spell-Like Abilities (CL 12<sup>th</sup> Concentration +15)***At Will* – Greater Invisibility- *Quickened* Invisibility

3x/day – Jump

- Pass Without Trace

**Statistics****Str** 21 **Dex** 19 **Con** 22 **Int** 13 **Wis** 17 **Cha** 14**Base Atk** +12 **CMB** +17 **CMD** 31**Feats** Bloody Assault, Combat Expertise, Disarming Strike, Dodge, Improved Disarm, Power Attack**Skills** Acrobatics +19, Climb +27, Heal +18, Perception +18, Stealth +27, Survival +18 (racial modifiers: +8 Climb, +8 Stealth)**Gear** +1 cruel long sword\*, +1 seeker darts\*, chainshirt\*, fast-use med-kit\*, palmtop computer\*

\*gear destroyed when the Zeth Trophy Hunter is slain

**Ecology****Environment** any warm or temperate land**Organization** solitary or trio**Treasure** standard (in lair)**Special Abilities****Acidic Bio-Fluids (EX)**

The Zeth Trophy Hunter has a strange, silicon-based metabolism that is dangerously toxic and hotly acidic to carbon-based life. Anytime the Zeth Trophy Hunter is struck by a successful melee attack, the attacker suffers 2d6 Acid damage (REF DC 22 negates) as lurid greenish-yellow acids erupt from the wound. Attacks made with reach do not suffer the acid splash back.

When the Zeth Trophy Hunter is slain, all creatures and objects within 10 ft suffer 6d6 points of acid damage (REF DC 22 half). This eruption of acid destroys the Zeth Trophy Hunter's combat gear, which is integrated to his body and draws electro-chemical power from his battery-like body fluids.

**Ranger Training (EX)**

The Zeth Trophy Hunter gains the favored enemy and favored terrain bonus of a Ranger with levels equal to his

Hit Dice.

**Seeking Darts (SU)**

Zeth weaponry is incredibly accurate. When making a ranged attack with his seeking darts, the Zeth Trophy Hunter rolls 2d20 and takes the better of two results.

**Nature**

Zeth are a dangerously predatory species which evolved within the shattered core of the Galactic Scar. Zeth culture has fallen far from the race's glory, with its population reduced to superstitious savagery, its warriors prowling the Scar in ancient starships produced by the species during its prime. The Zeth's stellar armada is slowly rotting from within, and current Zeth are unable to arrest the decay or repair their faltering bio-technology.

Always fiercely competitive, violent and territorial, Zeth today have earned a reputation as implacable, star-crossing serial murders. Zeth Trophy Hunters seek to murder and mutilate especially worthy prey, returning to their decaying, desolate homeworld with the skull and vertebra of their kills to be presented to the mad shamans responsible for keeping the failing society working on some rough level. Zeth believe the blood and bones of their kills, fed to their great machines, keep their living starships flying for another killing season. Lifespawn trophies are especially prized, and a Zeth Trophy Hunter who brings down particularly dangerous Lifespawn prey can rise high in their fragmenting, brutal society.

Zeth Trophy Hunters are air-dropped into a hunting zone, usually alone, but sometimes as a trio, and spend a killing season hunting increasingly dangerous prey. They prefer post-humans and cyborgs above all other targets. If a Zeth Trophy Hunter survives the killing season, one of the race's few living starships returns to extract him, though as their technology dies, more and more Zeth Trophy Hunters are marooned and forgotten. With nothing left to lose, these abandoned Zeth throw themselves into ever more suicidal, complicated and sadistic hunts.

Zeth Trophy Hunters are lithe, muscular hominids with golden-brown, lightly scaled skin, protected beneath a tunic of polished alloy chainmail. The race's mouth is a fanged vertical maw, a grotesque *vagina dentata*, which the lethal alien protects behind a war-mask reforged from a ruined starship's hull. Zeth Trophy Hunters carry an assortment of bladed weapons of similar origins, as well as dissecting hooks, bone saws and scrapers worn on the belt. The Zeth Trophy Hunter's most notorious weapon is a bio-tech dart launcher crudely grafted to the creature's forearm.





## MILITARY HARDWARE

Given the source material, it's almost inevitable that sooner or later, your team of high level military superheroes are going to come up against a tank or warplane. They might even have to take out an entire military base, blasting their way through hundreds of standard-issue soldiers in a hyper-color orgy of psionic violence. The stat-blocks in this section are abstractions of powerful military vehicles and equipment, allowing the gamemaster to run these high-stakes battles with a minimum hassle. Quite a bit of realism gets abstracted in favor of a quick and dirty brawl with a uniquely powerful opponent.

Especially in the case of the Aircraft Carrier and Military Base stat-blocks, the resulting Hardware's attacks and powers represent huge numbers of ordinary human soldiers, sailors, airmen and Marines working together in a well-drilled team. Melee attacks represent dozens of soldiers making desperate strikes, or working together to drag a single, superhumanly powerful opponent down. Extraordinary characters might accompany a piece of Hardware: perhaps a *Rogue Psion* fighting alongside a tank crew, or a platoon of Graverobber Infantry stationed on a military base, and fighting independently from the mundane grunts.

Some pieces of Hardware have the human subtype even though they are Constructs. This represents the fact that the constituent crew are ordinary humans and thus a player character chopping away at hordes of ordinary crew-members with a *human-bane* weapon would be at an advantage.

If your players are battling some kind of exotic, alien military, add, subtract or swap subtypes as desired. Assaulting a Bleeding Ghost stronghold? Swap in the Bleeding Ghost subtype. Fighting an occult-tech Aircraft Carrier fielded by some high-tech Elves? Swap in the Elven subtype. Storming a haunted Army base and battling zombie soldiers? Give it the Undead subtype. Get creative, mix and match, and have a little fun.

## MILITARY HARDWARE, AIRCRAFT CARRIER - CR 18

*Colossal LN\* Construct (human, mecha)*

**XP** 153,600

**Init** +3 **Senses** Darkvision 1,000 ft, lowlight vision, all-around vision, perceive unencrypted radio/television/wifi signals, Perception +21

**Languages** understands English\*



**Defense**

**AC 25 Touch 5 Flatfooted** (-8 size, +3 DEX, +20 natural)

**HP 25d10 +80 +500 hp** (717 HP)

**Damage Reduction** 20/epic

**FORT +8 REF +11\* WILL +9**

**Fast Healing** 20 (acid)

**Resist** Cold 30, Electricity 10, Fire 20, Sonic 20

**Immune** construct immunities **Spell Resistance** 28

**Weaknesses** Intelligent Pilot

**Offense**

**Spd** Swim 100 ft (non-tactical speed of approximately 20-30 knots)

Note the Aircraft Carrier can only travel on the surface, and cannot submerge.

**Ranged** four +20 artillery cannons (10d10 half fire/half ballistic, 20/x4, 1,000 ft range increment, single shot)

OR four +20 anti-ship guns (8d10 ballistic, 19-20/x3, 500 ft range increment, autofire)

**Special Attacks** Capsize

**Special Qualities** Massive, Piloted

**Spell-Like Abilities (CL 25<sup>th</sup> Concentration +26)**

**At Will** – Summon (1d3 Warbirds, to a maximum of 18-24 per Aircraft Carrier, 100%)

**3x/day** – Rain of Artillery (R-DC 18)

**Statistics**

**Str 50 Dex 16\* Con – Int 10\* Wis 12\* Cha 8\***

**Base Atk +25\* CMB +55 CMD 68**

**Skills** Perception +21, Swim +35

**Special Abilities****All-Around Vision (EX)**

The Aircraft Carrier can see in all directions, and cannot be flanked.

**Massive (EX)**

The Aircraft Carrier is so enormous, it gains the Massive special quality, usually reserved for *kaiju*. Speaking of *kaiju*, the Aircraft Carrier can only be affected by combat maneuvers launched by creatures with the *kaiju* subtype.

**Partial Magic Immunity (EX)**

The Aircraft Carrier is immune to any magical or psionic effect which is limited to a specific number of targets or Hit Die, such as the *sleep* spell. Enchantment and illusion effects (as well as telepathic effects) targeting a single creature do not affect the Aircraft Carrier. Spells and effects of this type (such as *mass charm person*) affect the Aircraft Carrier as if it were human, however these effects have only a single round duration. This represents overcome crewmembers being quickly relieved of duty/command by fellow sailors who didn't succumb to the effect, but still allows players to cause a momentary disruption in the

Aircraft Carrier's smooth functioning.

**Robust Design (EX)**

The Aircraft Carrier's massive size and durable, armored hull provides it with 500 bonus Hit Points.

**SIMILAR CREATURES****Ballistic Missile Submarine – CR 18**

This stealthy and silent nuclear warbringer can be built by modifying the Aircraft Carrier stat-block.

- The Ballistic Missile Submarine is immune to Cold and can dive 1-2 miles without harm.
- When fully submerged, the Ballistic Missile Submarine has *blindsight* 1 mile.
- The Ballistic Missile Submarine has Stealth +20 when fully submerged.
- Remove the All Around Vision extraordinary ability.
- Remove the Summon Warbird spell-like ability.
- Remove the Anti-Ship Guns ranged attack option.
- The Ballistic Missile Submarine has *Nuclear Impact* as a spell-like ability, usable once per day.

**Hover-Carrier – CR 19**

This highly mobile, high-altitude command center uses an aircraft carrier hull as the core of a futuristic anti-gravity platform. Hover-Carriers are an excellent place for avenging superheroes to assemble, and are democracy's shield. (The superior mobility provided by flight warrants a Challenge Rating bump.)

- Replace the Aircraft Carrier's Swim Speed with Flight 150 ft (average) and grant the construct the Hover feat.

**Nature**

The Aircraft Carrier is designed as a tough slog even for high level adventuring parties. It has a ton of Hit Points, high defenses and effective Fast Healing representing shipboard damage control parties and emergency protocols. Its ability to scramble fighters is represented by a summoning ability, while its over-the-horizon fire capability is modeled on the *rain of artillery* spell. The gamemaster has the final call on whether these abilities can be scrambled by anti-magic or not. (I'd say not.)





## **MILITARY HARDWARE, MILITARY BASE - CR 20**

Colossal LN\* Construct (human, mecha)

XP 307,200

**Init** +1 **Senses** *Blindsight* internal, *Darkvision* 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals **Perception** +21

**Languages** understands English\*

### Defense

**AC** 23 **Touch** 3 **Flatfooted** 22 (-8 size, +1 DEX, +20 natural)

**HP** 31d10 +80 +1,000<sup>#</sup> hp (1,250 HP )

**Damage Reduction** 20/epic

**FORT** +10 **REF** +11\* **WILL** +11

**Immune** construct immunities

**Resist** Cold 10, Electricity 20, Fire 10 **Spell Resistance** 30

**Weaknesses** Intelligent Pilot

### Offense

**Spd** immobile terrain feature

**Melee** up to four +37 slams (6d6+14 bludgeoning plus grab, 18-20/x3)

**Ranged** up to four +24 barrages (10d10 ballistic, 20/x4, 100 ft range increment, full auto)

**Special Attacks** *Constrict* (6d6+14 bludgeoning)

**Special Qualities** Internal Security, Piloted

**Spell-Like Abilities (CL 31<sup>st</sup> Concentration +32)**

*At Will* – *Summon* (1d6 Tanks to a maximum of 30-50 per Military Base, 100%)

- *Summon* (1d6+1 Warbirds to a maximum of 24-30 per Military Base, 100%)

- *Quickened Stinking Cloud* (F-DC 14)

*3x/day* – *Kinetic Kill Weapon* (R-DC 18)

- *Rain of Artillery* (R-DC 18)

### Statistics

**Str** 38 **Int** 12\* **Con** – **Int** 10\* **Wis** 12\* **Cha** 8\*

**Base Atk** +31\* **CMB** +45 **CMD** 56 (immune to virtually all combat maneuvers)

**Feats** *Combat Reflexes* (as if DEX 20)

**Skills** *Perception* +21

### Special Abilities

#### **All-Around Vision (EX)**

The Military Base can see in all directions, and cannot be flanked.

#### **Internal Security (EX)**

The Military Base has no reach and is immobile; opponents must enter its squares to attack (or be attacked by) the Military Base. The Military Base is so massive an effectively unlimited number of smaller creatures can share its space, which can stretch for miles! Individual areas of the Military Base might act as difficult terrain, obstacles or structures, or provide cover or concealment to intruders.

The Military Base's *blindsense* covers its entire internal volume and represents a combination of anti-intrusion and security measures, from guard patrols to cameras to high-tech devices such as pressure platin.

#### **Military Tactics (EX)**

The Military Base can act as if it had a DEX of 20 for the purpose of determining how many attacks of opportunity it is allowed to make per round, in this case 5 per round. The base personnel are trained to coordinate their tactics and



force intruders to make dangerous mistakes.

### **Reactive Attacks (EX)**

The Military Base has four regular attacks plus an additional attack per round per player character, to a maximum of 10 attacks per round. All attacks are made at its highest base attack bonus. The Military Base may make any combination of melee and ranged attacks it desires each round.

The Military Base's melee and ranged attack overcome Damage Reduction as if they were epic, magical weapons. The Military Base can grapple any number of opponents at any time, and never gains the grappled condition itself.

### **Partial Magic Immunity (EX)**

The Military Base is immune to any magical or psionic effect which is limited to a specific number of targets or Hit Die, such as the *sleep* spell. Enchantment and illusion effects (as well as telepathic effects) targeting a single creature do not affect the Military Base. Mass spells and effects of this type (such as *mass charm person*) affect the Military Base as if it were human, however these effects have only a single round duration. This represents overcome soldiers being quickly relieved of duty/command by comrades who didn't succumb to the effect, but still allows players to cause a momentary disruption in the Military Base's smooth functioning.

### **Robust Design (EX)**

The Military Base's truly goliath size (it's practically a small city!) and fortified bunkers provide it with 1,000 bonus Hit Points per square mile covered. This represents additional troops, redundant features and back-up command centers accessible in a crisis.

### **Nature**

The first issue of any Rob Liefeld penciled comic book usually featured the spandex-clad protagonists killing their way through an entire military base, showcasing their fighting prowess and colorful superpowers. Want to do the same in your campaign? Toss your player characters up against a Military Base.

As with the Aircraft Carrier, a lot of real world tactics are abstracted into some appropriate spell-like abilities and some racial traits designed to make the Military Base a tough fight even for high-level adventuring parties.

## **MILITARY HARDWARE, TANK - CR 8**

*Gargantuan LN\* Construct (mecha)*

**XP** 4,800

**Init** +0 **Senses** Darkvision 90 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +6

**Languages** understands English\*

**Aura** Suppressive Machine-Gun Fire (100 ft, 2d10 ballistic, R-DC 15 half)

### **Defense**

**AC** 24 **Touch** 6 **Flatfooted** 24 (-4 size, +18 natural)

**HP** 10d10 +60 hp (115 HP)

**Damage Reduction** 10/epic

**FORT** +2 **REF** +3\* **WILL** +3

**Resist** Cold 10, Fire 30 **Spell Resistance** 18

**Immune** construct immunities

**Weaknesses** Intelligent Pilot

### **Offense**

**Spd** 60 ft

**Melee** +21 slam (4d10+15 bludgeoning, 20x2)

**Ranged** +7 cannon (8d10 ballistic, 20/x4, 1,000 ft range increment, single shot)

**Special Attacks** Trample (4d10+23 bludgeoning, R-DC 30)

**Special Qualities** Piloted

### **Statistics**

**Str** 40 **Dex** 12\* **Con** – **Int** 10\* **Wis** 12\* **Cha** 8\*

**Base Atk** +10\* **CMB** +29 **CMD** 39 (immune to trip, 43 vs bull rush and reposition)

**Skills** Perception +6

### **Special Abilities**

#### **Crash Through (EX)**

The Tank inflicts double damage with its slam attack when attacking immobile structures.

#### **Sabot Rounds (EX)**

The Tank's cannon attack ignores Damage Reduction and Hardness.

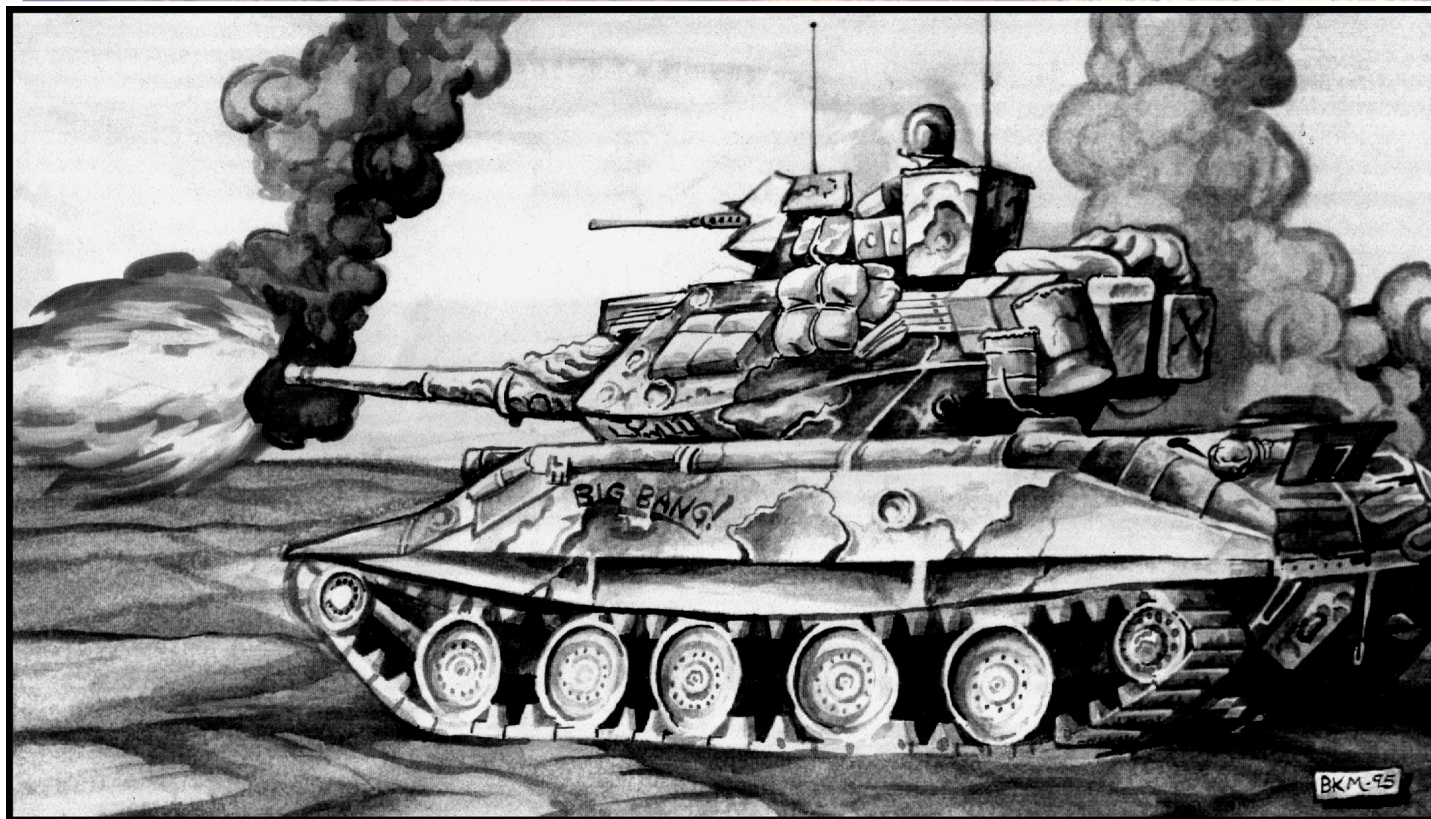
#### **Treaded (EX)**

The Tank ignores the effect of difficult terrain and can traverse up to a 45° grade with ease.

### **Nature**

The Tank is designed as a tough fight, especially if it can run up to a charge and crush an opponent under its treads. The relatively low attack bonus for its ranged attack represents a relatively slow and clumsy turret tracking onto its target. The Tanks 'aura' represents suppressive fire by secondary crew members firing hull-mounted machine gun turrets.





## **MILITARY HARDWARE, ZEALOUS TANK - CR 10**

*Gargantuan LN\* Construct (good, lawful, mecha)*  
XP 9,600

**Init** +0 **Senses** Darkvision 90 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +6

**Languages** understands Celestial and English\*

**Aura** Suppressive Machine-Gun Fire (100 ft, 2d10 ballistic, R-DC 15 half), Aura of Menace (10 ft, -2 to attacks, AC, saves, W-DC 16 negates)

### Defense

**AC** 24 **Touch** 6 **Flatfooted** 24 (-4 size, +18 natural)

**HP** 10d10 +60 hp (115 HP)

**Damage Reduction** 10/epic

**FORT** +2 **REF** +3\* **WILL** +4

**Resist** Cold 10, Electricity 15, Fire 30 **Spell Resistance** 20

**Immune** construct immunities (but see text)

**Weaknesses** Intelligent Pilot

### Offense

**Spd** 60 ft

**Melee** +24 slam (4d10+18 bludgeoning, 20x2)

**Ranged** +7 cannon (8d10 ballistic, 20/x4, 1,000 ft range increment, single shot)

**Special Attacks** Trample (4d10+23 bludgeoning, R-DC 30)

**Special Qualities** Piloted

**Spell-like Abilities (CL 10<sup>th</sup> Concentration +12)**

*At Will* – continual flame

3x/day – versatile weapon

### Statistics

**Str** 46 **Dex** 12\* **Con** – **Int** 10\* **Wis** 14\* **Cha** 12\*

**Base Atk** +10\* **CMB** +29 **CMD** 39 (immune to trip, 43 vs bull rush and reposition)

**Skills** Perception +6

### Special Abilities

#### **Aura of Menace (SU)**

Any hostile creature within 10 ft of the Tank must succeed at a DC 16 WILL Save or take a -2 penalty on attacks, AC and saving throws for 24 hours, or until they successfully hit the Tank that generated the aura. A creature that has resisted this effect is immune to the Tank's aura of menace for 24 hours.

#### **Crash Through (EX)**

The Tank inflicts double damage with its slam attack when attacking immobile structures.

#### **Ignite Weapons (SU)**

Three times per day, the Zealous Tank can transform its cannon into a flaming burst weapon, and grant the flaming property to its *Suppressive Machine-Gun Fire* aura, for two rounds as an immediate action.

#### **Sabot Rounds (EX)**

The Tank's cannon attack ignores Damage Reduction and Hardness.



**Treaded (EX)**

The Tank ignores the effect of difficult terrain and can traverse up to a 45° grade with ease.

**Nature**

The Zealous Tank is the result of adding a slightly modified version of the Archon-graced Template from Green Ronin's *Advanced Bestiary* to the Tank stat-block.

The result is a heroic war machine captained by an elite crew fighting for its nation's interest around the world. Zealous Tanks are always freshly painted and exactly maintained, even on the front-lines, and the crew operates it with obvious pride. An enormous battle flag snaps from the Zealous Tank's main radio antenna mast, and colorful kill tallies are painted on the cannon's barrel.

## **MILITARY HARDWARE, WARPLANE - CR 10**

*Huge LN\* Construct (mecha)*

*(The main body of the aircraft is Huge, while the wingspan adds considerably to bulk.)*

**XP** 9,600

**Init** +5 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +11

**Languages** understands English\*

**Defense**

**AC** 23 **Touch** 13 **Flatfooted** 18 (-2 size, +5 DEX, +10 natural)

**HP** 13d10 +40 hp (112 HP)

**Damage Reduction** 5/magic

**FORT** +4 **REF** +9\* **WILL** +5

**Resist** Cold 10, Fire 20 **Spell Resistance** 20

**Immune** construct immunities

**Vulnerable** Electricity

**Weaknesses** Intelligent Pilot

**Offense**

**Spd** Flight 200 ft (average), non-tactical cruising speed of nearly 700 mph

**Ranged** two +16 machine guns (4d10 ballistic, 19-20/x2, 500 ft range increment, full auto)

**PLUS** two +16 seeking missiles (6d6 half fire/half ballistic, 20/x2, 1,000 ft range increment)

**Special Attacks** Missile Barrage

**Special Qualities** Piloted

**Statistics**

**Str** 20 **Dex** 20\* **Con** – **Int** 10\* **Wis** 12\* **Cha** 8\*

**Base Atk** +13\* **CMB** +18 **CMD** 33

**Skills** Fly +21, Perception +11

**Special Abilities****Seeking Missiles (EX)**

If the Warbird misses with its Seeking Missile attack, the Seeking Missile makes a second attack at initiative count zero of the round at a +11 bonus to hit. Any effect that would jam communications, degrade radar return or similarly hinder electronic communications prevents this second attack. Whether the second attack hits or misses, the seeking missile is destroyed.

**Missile Barrage (EX)**

As a full round action, the Warbird can unleash a barrage of missiles and cluster bombs at all targets within 1,000 ft who do not have total cover, up to a maximum of 6 opponents. All opponents targeted suffer 8d10 damage (half fire/half ballistic) with a DC 16 REF Save for half damage. The Warbird can unleash a Missile Barrage up to four times per day.

**Nature**

The Warbird stat-block represents virtually any advanced jet fighter, from a Soviet-era MIG, a world famous and iconic F-15 Tomcat or even an advanced prototype (circa 1992) F-22 Raptor. Granting the Warbird the Hover feat as a bonus feat allows you to model V-TOL aircraft such as the Harrier. If you also improve the flight maneuverable to *good* or *perfect*, you've modeled an extremely dangerous close attack helicopter.



## PSI-WATCH TEMPLATES

Modularity is one of the key concepts of the *Psi-Threats Bestiary*. The early Image Comics (not to mention competing books from other publishers) that inspired the *Psi-Watch Campaign Setting* were known for their archetypical, often extremely similar characters. Every new title had a Big Guy, a Battlescarred Veteran, a Clawed Guy, a Busty Assassin and similar superhero types, fighting similarly iconic villains. As a result, the name of the game for this bestiary is modularity.

Unlike Black Tokyo's *Black Bestiaries*, this sourcebook features many simple templates that can be added to most of the existing opponents in this sourcebook to create an entirely new creature. Other creatures feature selectable modular abilities that allow you to build an assortment of similar, yet distinct **Combat Mentats** or **Psion Elites** working for different factions, or have random abilities, such as a **Street Freak's** random mutant powers or a lowly **OC Gangster's** selectable weapons.

After each template, one or more example creatures, many of which are variants on original creatures found in this sourcebook, are provided so you can see how the template works in the field. The base creature is listed in parenthesis if it is not obvious from the templated creature's name.

## THE TEMPLATES

- **Bad Girl**
  - Cute Gifted
  - Huxley Ingénue (*Augmentus*)
  - Silk Stalker (*Leather Vigilante*)
  - Skullbleeder (*Rogue Psion*)
- **Blood Possessed**
  - Skullbleeder (*Rogue Psion*)
- **Cyber-Beast**
  - Cyber-Grizzly Bear
  - Cyber-Wolf
  - Cyber-Vulture
  - Cyber-Zombie (*fast zombie – ignores some template rules*)
- **Extreme Hero**
  - Reborn Graverobber (*Graverobber Infantry*)
  - Zeth Biker Daddy (*Zeth Stalwart*)
- **First Nations**
  - First Nations Catscratcher
  - First Nations Cyber-Ninja
- **Gross-Out**
  - Bonecutter (*Mutant Cutter*)
- **Mechaform**
  - Mechaform Tiger
  - Mechaform Tyrannosaurus
- **Mega-Corp Elite**

- Mega-Corp Dragoon (*Hard Gene Beat Cop*)
- Mega-Corp Payroller (*Lagniappe Thief*)
- **Rot Soul**
  - Dead Claw (*Catscratcher*)
  - Rotting Eugenecist (*Eugenecist Demon*)
- **Snake Cult**
  - Emperor of Asps (*War-Knight*)
  - Lady Sidewinder (*Bounty Babe*)
  - Venom Trooper (*Nano-Soldier*)
- **Soviet Superhuman**
  - Thief-in-Law (*Lagniappe Thief*)
  - Winter Cell (*Luminate*)
- **Stormbringer**
  - First Nations Thunderbird (*First Nations Warrior*)

## THE BAD GIRL TEMPLATE

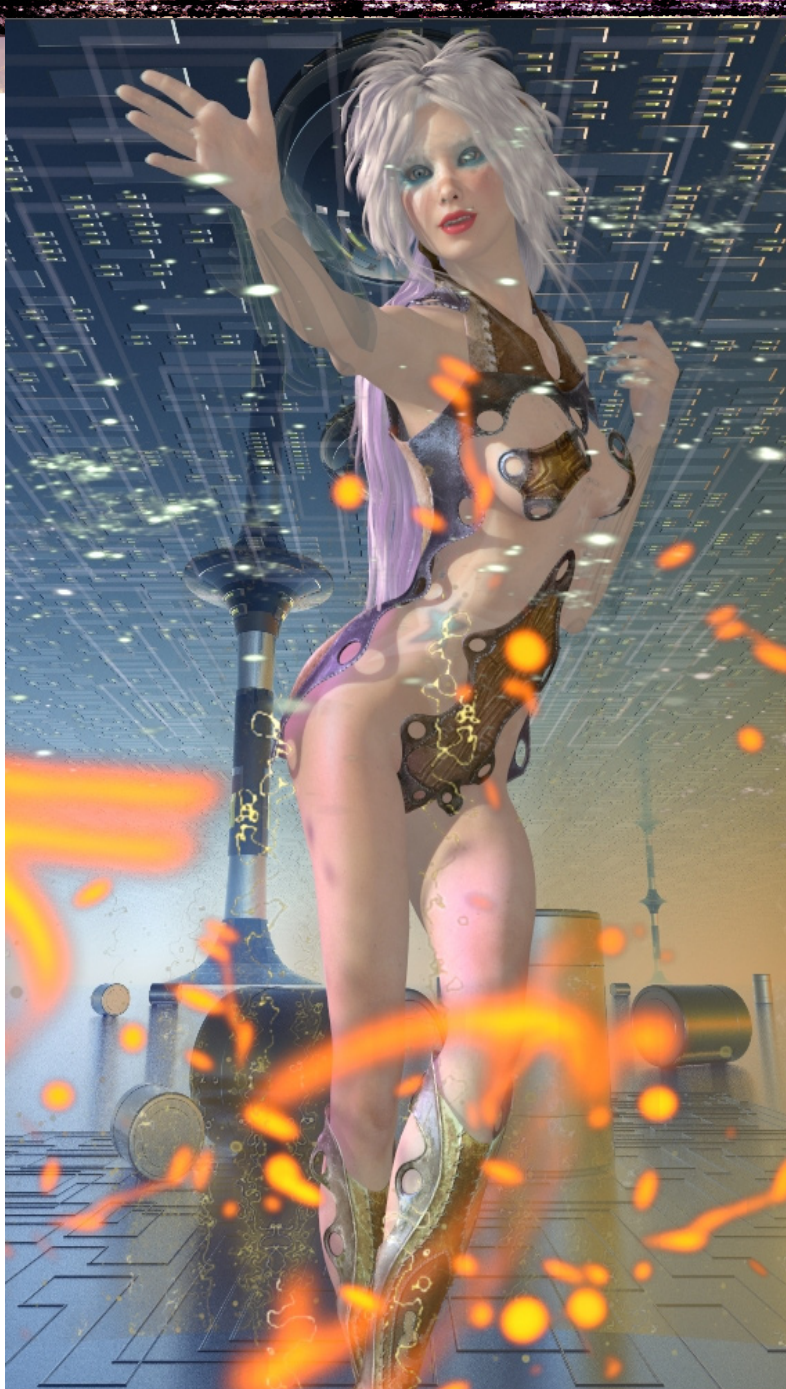
Image Comics wasn't the first publisher to thrill and titillate audiences with the adventures of curvy and confident superheroines in skimpy costumes, but a large percentage of their stable of female heroes fit that description. Bad Girls are beautiful, extremely sexualized and highly violent.

- **Challenge Rating** Increase by +1 in most cases. Increase by +2 if the Base Creature has a spellcaster or psionic manifester level of 5<sup>th</sup> or greater in any class that uses CHA as its key ability score (such as Sorcerer or Wilder, for example).
- **Available To** This inherited template can be added to any female creature with an INT score of 9+ and a CHA score of 13+.
- **Ability Scores** Increase the Bad Girl's DEX score by +2 and her CHA score by +4.
- **Feats** The Bad Girl gains Busty Extreme and Super Kawaii as bonus feats, even if she does not otherwise meet the prerequisites. (Technically, she doesn't even need to be a *mammal*!) The Bad Girl gains Weapon Focus (one weapon of choice) as a bonus feat.
- **Armor Proficiency** The Bad Girl loses proficiency with Medium and Heavy Armor, though she retains any Shield Proficiency gained.
- **Armor Class** Thanks to her Busty Extreme feat, the Bad Girl gains a +2 busty bonus to AC, and thanks to her Super Kawaii feat, she gains a luck bonus to AC equal to her CHA modifier. She must be nude, revealingly dressed or wearing armor with the Near Nudity property to benefit from these AC bonuses.

### Bad Girl's Weapons (EX)

Bad Girls usually have a signature weapon they love killing with above any other gun, knife or Mutant bio-blast. The Bad Girl is especially adept with the weapon type she chose Weapon Focus in when she gained this template. When wielding weapons of this type, the Bad Girl inflicts





an additional die worth of damage (of the same type as the weapon's base damage), on a successful attack.

## CUTE GIFTED - CR 2

*Small CG Humanoid (mutant, psionic)*

XP 600

**Init** +2 **Senses** Lowlight vision, Perception +0

**Languages** English or one other Earth language of choice

### Defense

**AC** 20 **Touch** 17 **Flatfooted** 18 (+1 size, +2 DEX, +2

Busty, +4 luck, +1 armor)

**HP** 2d8+2 hp (11 HP)

**FORT** +1 **REF** +6 **WILL** +0

### Offense

**Spd** 20 ft

**Melee** +0 unarmed strike (1d4-1 non-lethal bludgeoning, 20/x2)

**Ranged** +4 *spark pulse* (2d6 electrical, 20/x2 plus stunned 1d4 rounds, F-DC 10 + damage inflicted negates)

**Spell-Like Abilities** (CL 1d4 Concentration +5)

*1x/day – Unpredictable Powers*

### Statistics

**Str** 9 **Dex** 17 **Con** 12 **Int** 13 **Wis** 10 **Cha** 18

**Base Atk** +1 **CMB** -1 **CMD** 12

**Feats** Busty Extreme, Point Blank Shot, Super Kwaii, Weapon Focus (spark pulse)

**Skills** Computer Use +6, Knowledge (one of choice) +6, Pilot +7, Stealth +11

**Gear** second skin, palmtop computer

### Ecology

**Environment** any (usually educated in Mutant Rescue International private schools)

**Organization** solitary or any groups up to large classroom size (16-22 plus several adult and older teen Mutant heroes as protectors & teachers)

**Treasure** standard (including gear)

### Special Abilities

#### **Unpredictable Powers (SP)**

The Cute Gifted has enormous potential as a post-human, but being so young has barely any control over her potentially cosmic powers. Once per day, she may use her Unpredictable Powers as a spell-like ability. She may choose to either use a Beneficial Power or a Damaging Power: roll 1d4 to see which particular power manifests. In addition roll 1d4 to determine her caster level.

Beneficial Power	Damaging Power
1- Virtue	1-Flare (F-DC 14)
2- Bless	2- Shocking Grasp
3- Cure Light Wounds	3- Color Spray (W-DC 15)
4- Eagle's Splendor	4- Lightning Bolt (R-DC 16)

### Nature

The Cute Gifted adds the Bad Girl Template to a Gifted. Depending on the mores and styles of your campaign, the Cute Gifted might be a budding young Mutant beauty, who hasn't yet realized how beautiful she's becoming, or a wanton teen seductress in skintight armor-weave.

Compared to ordinary Gifted, the Cute Gifted's armor class is off the charts and her *unpredictable powers* are a little bit harder to resist.



## HUXLEY INGÉNUË - CR II

Medium NE Bad Girl Humanoid (aberration, élan, psionic)

XP 12,800

Init +3 Senses Lowlight vision, Perception +3

**Languages** Celestial, English, at least two other Earth languages of choice

### Defense

**AC** 29 **Touch** 22 **Flatfooted** 26 (+3 DEX, +2 busty, +4 deflection\*, +5 armor, +5 luck)

**HP** 14d8+42 hp (105 HP)

**FORT** +7 **REF** +8 **WILL** +12

**Immune** non-magical disease

**Weaknesses** Cybernetic Security Risk +2 (yes, her attack barriers are so good she gets a +2 bonus on WILL Saves to resist cyber-hacking, but is still at risk for cyber-hacking due to her implants)

### Offense

**Spd** 30 ft, Flight 60 ft (average, but can hover)

**Melee** +12/+7 dagger (1d4+3 slashing, 19-20/x2)

**Ranged** +14/+9 parasitic psi-bolt (4d6+3 pleasure, 20/x3, 50 ft range increment plus power point loss, W-DC 22 negates)

**Psi-Like Abilities (ML 14<sup>th</sup> Concentration +19)**

**Constant** – Detect Teleportation

– Detect Remote Viewing

**At Will** – Concussive Onslaught (7d6 force, F-DC 22)

- Fold Space (as move action)
- Mental Barrier (\*included in stat-block above)
- Telekinetic Force (up to 475 lbs)

**1x/day** – Psychic Crush (5d6 damage on save, W-DC 22)

- Shrapnel Burst (13d6 piercing, R-DC 22)

### Statistics

**Str** 16 **Dex** 18 **Con** 16 **Int** 16 **Wis** 16 **Cha** 20

**Base Atk** +10 **CMB** +13 **CMD** +27

**Feats** Busty Extreme, Dodge, Favored Enemy (pleasure), Hover, Point Blank Shot, Psychic Shot, Super Kawaii, Weapon Focus (parasitic psi-bolt)

**Skills** Acrobatics +21, Autohypnosis +20, Bluff +16, Computer Use +6, Diplomacy +20, Fly +18, Knowledge (psionics, technology) both at +20, Perform (sexual) +15, Pilot +9

**Gear** +2 dagger, +1 war ribbons (female)

### Cybernetics

**Headware** – Onboard Computer, Attack Barrier +3



### Ecology

**Environment** any

**Organization** solitary, pair or trinity, plus assorted servants, such as Techno-Fascists, Black Operators and the like

**Treasure** double or triple standard (in lair, also including gear)

### Special Abilities

#### Parasitic Psi-Bolts (Ps)

The Huxley Ingénue can fire painful blasts of psionic lightning that burn power points directly out of the brains of their target. A psionic target struck by one of the Huxley Ingénue's parasitic psi-bolts loses a number of power points equal to the damage inflicted by the psi-bolt, unless they succeed at a DC 20 WILL Save. If a target has fewer power points remaining than the amount of PP lost, the target is *shaken* for one round per extra power point; targets who are



already *shaken* become *frightened* instead. The target can attempt a new DC 22 WILL Save at the end of each round to end the effect. Non-psionic creatures damaged by the parasitic psi-bolt suffer no additional effect beyond mere damage.

### Nature

*The Huxley Ingénue is built on the Augmentus Sadist version of the Augmentus stat-block.*

The Huxley Ingénue is a coldly beautiful sexual sadist attracted to the Emergence's ranks with the promises of unfettered freedom and all the hedonistic pleasures a secret empire can offer one of its prized psions. She has little interest in the Emergence's transhumanist goals- while psychics can be fun to play with, she prefers to be a rare and precious psi-princess among a herd of *headblind* peasants.

The Huxley Ingenue affects an outward veneer of vivacity, charm and sexual allure, and uses sex to reward her allies and manipulate pretty much everyone. She preys on inexperienced teenaged and pre-teen psions of both genders, screwing with their minds and twisting their emotions until her young victims would gladly kill for her, and for the Emergence. She goes into battle nearly nude, except for a set of living, constantly shifting, cloth wraps that barely conceal the most private parts of her anatomy.

## **SILK STALKER - CR 7**

Medium LE Humanoid (human) Fighter 5/Rogue 2

XP 3,200

**Init** +4 **Senses** Perception +9

**Languages** English, German, Russian, maybe 1-2 other Earth languages of choice

### Defense

**AC** 23 **Touch** 19 **Flatfooted** 17 (+5 DEX, +1 dodge, +2 busty, +2 armor, +3 luck)

**HP** 2d8 +5d10 +21 hp (62 HP)

**FORT** +7 **REF** +9 **WILL** +2

**Defensive Qualities** Evasion, Trapfinding, Bravery +1

### Offense

**Spd** 35 ft

**Melee** +11/+6 short sword (1d6+7\* slashing, 19-20/x2)

**Ranged** +12/+7 M4 Carbine (2d8+2\* ballistic, 20/x2, 60 ft range increment, autofire, 30 box) OR

+14/+9 Uzi (3d6 ballistic+2\*, 20/x2, 40 ft range increment, 20 box)

**Sneak Attack** +1d6

**Favored Terrain** Urban (+2)

### Statistics

**Str** 18 **Dex** 21 **Con** 16 **Int** 14 **Wis** 12 **Cha** 17

**Base Atk** +6 **CMB** +10 **CMD** 25

**Feats** Busty Extreme, Diehard, Dodge, Endurance, Fleet, Mobility, Quick Draw, Point Blank Shot, Precise Shot, Rapid Reload, Spring Attack, Super Kawaii, Urban Tracking, Weapon Focus (Uzi)

**Skills** Acrobatics +12, Climb +12, Knowledge (local, tactics) both at +10, Intimidate +15\*, Perception +9, Sense Motive +9, Stealth +12, Survival +9

**Gear** mwk battle lingerie, mwk short sword (machete), mwk dagger, mwk M4 Carbine and 6x spare clips, mwk Uzi and 10x spare clips, encrypted smartphone, battlemask\*, a non-descript but bulletproof van or light truck to carry gear and act as a mobile HQ, several days worth of rations & water, first aid kit

### Ecology

**Environment** any

**Organization** almost always solitary

**Treasure** double standard (including gear)

### Special Abilities

#### **Executioner (EX)**

Increase the FORT Save DC of any *coup de gras* attack made by the Silk Stalker by +4.

#### **Slow Reactions (EX)**

Opponents damaged by the Silk Stalker's sneak attack can't make attacks of opportunity for one round.

#### **Street Hunter (EX)**

The Silk Stalker is treated as possessing the Favored Terrain (urban) feature of a 7<sup>th</sup> level Ranger.

#### **"This Is My Face" (EX)**

While wearing her intimidating, fetishistic battlemask, the Silk Stalker gains a +4 morale bonus on Intimidate checks, as well as a +2 morale bonus on damage rolls with successful attacks. These bonuses are factored into the stat-block above.

### Nature

The Silk Stalker is the feminine counterpart to the fearsome and lethal Leather Vigilante. She trades her male counterpart's reinforced leather armor for seductive black mesh and silk, crowned with a colorful vinyl fetish battlemask and spiked collar.



## THE BLOOD POSSESSED TEMPLATE

The Bleeding Ghosts have thoroughly infiltrated Earth's metahuman community and intelligence underworld. Following cruel protocols established early in their eternal war with the Cultureborn, the Bleeding Ghosts use necromantic rites and invasive alien symbiotes to transform their enemies into themselves. The Blood Possessed Templates creates compromised, deep cover subordinates who work openly in the world, while the true Blooded Ghosts lurk in the shadows and wage their secret war.

- **Challenge Rating** Increase the base creature's Challenge Rating by +2
- **Available To** This acquired template may be added to any Dragon, Humanoid, Monstrous Humanoid or Outsider with INT and CHA scores of at least 11.
- **Subtypes** The creature gains the *Bleeding Ghost* subtype. If the base creature has the *cyborg* subtype, it loses this subtype, though not its cybernetic powers, implant or properties. All existing implants gain the *nanotech* tag as they are replaced with Bleeding Ghost bio-technology.
- **Ability Scores** Increase the Blood Possessed creature's STR, DEX and CON scores by +4 points each and its WIS score by +2.
- **Speeds** The Blood Possessed creature gains a Climb speed equal to his or her base landspeed.
- **Standard Monster Abilities** The Blood Possessed creature gains the both *Scent* and the *Blood Scent* racial quality and Fast Healing (acid, fire 5).
- **Natural Weapons** The Blood Possessed creature can morph his or her hands into wickedly sharp claws. This grants the creature two claw attacks, as a creature one size category larger, as primary natural attacks.
- **Psi-Like Abilities** The Blood Possessed Creature is under a constant *personal barred mind* effect, as a 13<sup>th</sup> level wilder.
- **Feats** The Blood Possessed Creature gains Power Attack, Weapon Focus (claws) and Urban Tracking as racial bonus feats.
- **Languages** The Blood Possessed Creature adds *Scarred* to its languages known.

### Bloody Rebirth (SU)

A Blood Possessed Creature with at least 8 HD undergoes a horrific and terrifying transformation 1d4 rounds after its death or destruction. The creature's body explodes into superheated chunks of blood, gore and bone shards, and a *Bleeding Ghost* with full HP appears in the creature's square. The Bleeding Ghost acts as if *hasted* for one round after appearing in this manner. The Bleeding Ghost possesses all the knowledge possessed by the Blood Possessed creature.

Hosts with fewer than 8 HD are too weak to host a full grown Bleeding Ghost, and do not gain this quality. Hosts with significantly higher HD than the norm might spawn a Bleeding Wraith, or a more powerful creature, at the game master's discretion.

### Hatred (EX)

The Blood Possessed creature gains a +1 morale bonus on attack and damage rolls against creatures with the Human subtype, due to special training against these hated foes.

## SKULLBLEEDER - CR 12

Medium LE or NE Human Wilder 9

XP 19,200

**Init** +7 **Senses** Scent, Blood Scent, Perception +2

**Languages** English, Scarred, one other of choice

**Aura** Surging Aura (20 ft)

### Defense

**AC** 26 **Touch** 21 **Flatfooted** 18 (+4 DEX, +2 bulky, +2 dodge, +3 armor, +5 luck)

**HP** 9d8 +12 +18 hp (74 HP)

**FORT** +5 **REF** +7 **WILL** +9

### Offense

**Spd** 30 ft (40 ft when psionically focused) **Climb** 30 ft

**Melee** +10/+5 quantum dagger (1d6+2 untyped damage\*, 19-20/x2), plus +10 claws (1d8+3 slashing, 20/x2)

**Ranged** +11/+6 quantum dagger (1d6+1 untyped damage\*, 19-20/x2, 60 ft maximum range)

**Ranged Touch** +9 surge blast (3d6 force, 20/x2, 30 ft maximum range)

**Special Qualities** Elude Attack, Surge Bond, Surge Blast, Surging Euphoria, Wild Surge +3 (Leader's Surge)

**Psi-Like Abilities (ML 13<sup>th</sup> Concentration +20)**

**Constant** – personal barred mind

**Psionics (ML 9<sup>th</sup> Concentration +20)**

**4<sup>th</sup> level** – Mind Wipe (W-DC 19), Telekinetic Maneuver

**3<sup>rd</sup> level** – Mental Barrier, Telekinetic Force (W-DC 18)

**2<sup>nd</sup> level** – Breach

**1<sup>st</sup> level** – Empty Mind, Entangling Debris (R-DC 16)

**0 level** – Far Hand

**Power Point Reserve** 98

### Statistics

**Str** 16 **Dex** 19 **Con** 15 **Int** 15 **Wis** 18 **Cha** 21

**Base Atk** +6 **CMB** +9 **CMD** 22

**Feats** Combat Manifestation, Expanded Knowledge (x2), Speed of Thought, Surging Aura, Power Attack, Psionic Body, Weapon Focus (claws), Urban Tracking

**Skills** Autohypnosis +15, Bluff +17, Diplomacy +17, Intimidate +17, Knowledge (local) +8, Knowledge (psionics) +13, Sense Motive +15



**Gear** mwk. quantum dagger, +1 second skin smartsuit, smartphone

### Ecology

**Environment** any urban

**Organization** solitary or accompanied by 1d4 Huxley Childe or 2 Puzzle Ops Scholarship Division soldiers

**Treasure** double standard (including gear)

### Special Abilities

#### **Bloody Rebirth (SU)**

The Skullbleeder undergoes a horrific and terrifying transformation 1d4 rounds after her death or destruction. The Skullbleeder's body explodes into superheated chunks of blood, gore and bone shards, and a *Bleeding Ghost* with full HP appears in the Skullbleeder's square. The Bleeding Ghost acts as if *hasted* for one round after appearing in this manner. The Bleeding Ghost possesses all the knowledge possessed by the Skullbleeder.

#### **Hatred (EX)**

The Skullbleeder gains a +1 morale bonus on attack and damage rolls against creatures with the Human subtype, due to special training against these hated foes.

#### **Psychic Enervation (SU)**

If the Skullbleeder is overcome by psychic enervation is *shaken* for 3 rounds and loses 9 power points. Each ally inside her aura must make a DC 19 WILL Save or be shaken until the end of their next turn. If the Skullbleeder suffers psychic enervation again while still suffering from a previous psychic enervation, the penalties do not stack, but the duration resets.

#### **Quantum Dagger (EX)**

The damage inflicted by a Quantum Dagger is of no particular type. It is not subject to any form of damage reduction or energy resistance. It acts as either a physical or energy based weapon, whichever would be more beneficial to the wielder, at any given instant.

#### **Surging Aura (SU)**

When the Skullbleeder uses her wild surge class feature, she can designate up to 5 allies within the surging aura to gain a +5 insight bonus on attack rolls until the end of their next turn.

#### **Telekinetic Knife Fighter (SU)**

The Skullbleeder can wield her dagger as a ranged weapon telekinetically. The dagger automatically returns to her hand after the attack is complete, as if it had the *returning* magic weapon property.

### Nature

*The Skullbleeder is created by adding both the Bad Girl and Blood Possessed templates to a Rogue Psion stat-block.*

Skullbleeders were once powerful psychic heroes, captured by the Bleeding Ghosts, hollowed out body and soul, and transformed into hosts for the remorseless aliens. Darkest necromancy and alien symbiotes empowered and transfigured the Skullbleeder into a deadly psychic weapon. Skullbleeders are tasked with infiltrating Earth's intelligence community and gathering secrets and weapons for the Bleeding Ghosts, and with countering the Cultureborn's influence on Earth. The most powerful and battle-hardened act as personal guards for Bleeding Ghost high nobility, or as playthings for the Bleeding Wraiths that command the breed.

## **THE CYBER-BEAST TEMPLATE**

The quick and dirty cyber-augmentation of military working animals is a cost efficient, if brutal way of producing front-line combat 'borgs. Simple implants slaved to an animal's central nervous system marries feral ferocity to cybernetic durability. Cyber-animals are easily controlled by direct neural interface- a controller can induce extremes of pain or pleasure to condition a cybernetic working animal.

Cyber-beasts patrol mega-corporate campuses and criminal strongholds.

- **Challenge Rating** Increase by +1
- **Available To** This acquired template may be added to any Animal. At the GM's option, this template may also be added to Magical Beasts and Dragons with an INT score of 3 or less.
- **Creature Type** The base creature gains the Cyborg subtype.
- **Speed** Increase all the Cyber-Beast's movement modes by +30 ft.
- **Ability Scores** Increase the Cyber-Beast's STR score by +4 and its CON score by +2.
- **Senses** The Cyber-Beast gains Darkvision 60 ft or their existing Darkvision range increases by +30 ft. Cyber-Beasts can perceive unencrypted radio, television and wifi signals.
- **Attacks** The Cyber-Beast's natural weapon attacks increase to the next larger die size (from 1d6 to 1d8 for example).
- **Armor Class** Increase the Cyber-Beast's natural armor bonus to AC by +4.
- **Weaknesses** The Cyber-Beast gains Cybernetic Security Risk -2
- **Standard Monster Abilities** The Cyber-Beast gains



the Unhealing and Cybernetic Security Weaknesses common to creatures of the cyborg subtype.

### **Agonized (EX)**

Cyber-Beasts are in constant pain from their poorly installed and tuned implants. Increase the difficulty of Handle Animal checks made against them by +10.

### **Cybernetic Durability (EX)**

Medium or smaller Cyber-Beasts gain +10 bonus Hit Points. Large and larger Cyber-Beasts receive an additional +10 bonus Hit Points per size category beyond Medium. These stack with the Hit Points provided by the Cyber-Beast's augmented CON score.

### **Sensory Records (EX)**

Data from the Cyber-Beast's optical and aural senses is continually recorded and stored within its cybernetic memory. The Cyber-Beast's onboard memory can store up to 24 hours of visual and auditory data. The Cyber-Beast's visual and auditory data can be transmitted in real time to a wirelessly linked computer system or backed up to external storage.

## **CYBER-BEAST, GRIZZLY BEAR - CR 5**

Large N Animal (cyborg)

XP 1,600

**Init** +1 **Senses** Darkvision 60 ft, lowlight vision, scent, perceive unencrypted radio/television/wifi signals, Perception +6

### **Defense**

**AC** 20 **Touch** 10 **Flatfooted** 19 (-1 size, +1 DEX, +10 natural)

**HP** 5d8 +45 hp (68 HP)

**FORT** +10 **REF** +5 **WILL** +2

**Weaknesses** Cybernetic Security Risk -2

### **Offense**

**Spd** 70 ft

**Reach** 5 ft

**Melee** two claws +9 (1d8+7 slashing, 20/x2 plus grab) plus +9 bite (1d8+7 piercing, 20/x2)

**Special Qualities** Agonized, Sensory Records, Unhealing

### **Statistics**

**Str** 25 **Dex** 13 **Con** 21 **Int** 2 **Wis** 12 **Cha** 6

**Base Atk** +3 **CMB** +11 (+15 grapple) **CMD** 22 (26 vs trip)

**Feats** Endurance, Run, Skill Focus (survival)

**Skills** Perception +6, Survival +5, Swim +16 (racial modifiers: +4 Swim)

### **Ecology**

**Environment** cold forests (or urban areas as a working

animal)

**Organization** solitary or pair or accompanying a master  
**Treasure** none (possibly guarding property or valuables)

### **Nature**

Cyber-Grizzlies form the centerpiece of Cyber-Beast assault units, often flanked by several Cyber-Wolves. Cyber-Grizzlies are transformed into dedicated carnivores by their cybernetic conversion, their rage barely controlled by electro-shock collars and direct pain induction.

## **CYBER-BEAST, WOLF - CR 2**

Medium N Animal (cyborg)

XP 600

**Init** +2 **Senses** Darkvision 60 ft, lowlight vision, scent, perceive unencrypted radio/television/wifi signals, Perception +8

### **Defense**

**AC** 18 **Touch** 12 **Flatfooted** 16 (+2 DEX, +6 natural)

**HP** 2d8 +16 hp (25 HP)

**FORT** +5 **REF** +5 **WILL** +2

**Weaknesses** Cybernetic Security Risk -2

### **Offense**

**Spd** 80 ft

**Melee** +4 bite (1d8+3 20/x2, plus trip)

**Special Qualities** Agonized, Sensory Recording, Unhealing

### **Statistics**

**Str** 17 **Dex** 15 **Con** 17 **Int** 2 **Wis** 12 **Cha** 6

**Base Atk** +1 **CMB** +4 **CMD** 16 (20 vs trip)

**Feats** Skill Focus (perception)

**Skills** Perception +8, Stealth +6, Survival +1 (+5 track by scent) (racial modifiers: +4 Survival when tracking by scent)

### **Ecology**

**Environment** cold and temperate forests (or urban areas as a working animal)

**Organization** solitary, pair, or pack (3-12) or accompanying a master

**Treasure** none (possibly guarding property or valuables)

### **Nature**

Cyber-Wolves are deadly hunter/killers with superior tracking abilities. Their teeth and jaw have been replaced by carbon steel and high resolution crimson camera lenses replace their natural eyes. The pain from their implants and brutal training has made Cyber-Wolves significantly more aggressive than wild wolves; they have no compunction about confronting and killing humanoid prey.



**Cyber-Beast, Vulture – CR 2***Small N Animal (cyborg)***XP 600****Init** +1 **Senses** Darkvision 60 ft, lowlight vision, scent, perceive unencrypted radio/television/wifi signals, Perception +9**Defense****AC 17 Touch 11 Flatfooted 16** (+1 size, +1 DEX, +5 natural)**HP** 1d8 +13 hp (18 HP)**FORT** +9 (+11 vs disease) **REF** +3 **WILL** +1**Weaknesses** Cybernetic Security Risk -2**Offense****Spd** 40 ft Fly 80 ft (average)**Melee** +3 bite (1d8+3 piercing, 20/x2)**Ranged** two +1 lasers (1d6 fire, 20/x3, 50 ft range increment)**Special Qualities** Agonized, Sensory Records, Unhealing**Statistics****Str 16 Dex 13 Con 16 Int 2 Wis 13 Cha 7****Base Atk** +0 **CMB** +2 **CMD** 13**Feats** Great Fortitude**Skills** Fly +7, Perception +9 (racial modifiers: +8 Perception)**Ecology****Environment** warm plains or hills (or urban as a working animal)**Organization** solitary, pair or flock (3-24) or accompanying master as a working animal**Treasure** none (possibly guarding property or valuables)**Nature**

Cyber-Vultures are a cheap, black-tech alternative to drones. The carrion birds adjust well to their cybernetic wings and maneuvering vernalers. A pair of ultra-light laser emitters is built into its keen cyber-eyes, allowing the Cyber-Vulture a ranged option. It makes a serviceable sniper against lightly armored infantry, or as a terror weapon against unprepared civilian populations.

**CYBER-ZOMBIE - CR 2***Medium NE Undead (cyborg)***XP 600****Init** +0 **Senses** Darkvision 90 ft, perceive unencrypted radio/television/wifi signals, Perception +0**Languages** understands commands in English or other language of choice, but cannot speak**Defense****AC 17 Touch 11 Flatfooted 16** (+1 DEX, +6 natural)**HP** 2d8 +13 hp (22 HP)**FORT** +0 **REF** +1 **WILL** +3**Immune** undead immunities**Weaknesses** Cybernetic Security Risk -2**Offense****Spd** 60 ft**Melee** two +6 slams (1d8+5 bludgeoning 20/x2)**Special Qualities** Sensory Records**Statistics****Str 21 Dex 12 Con – Int – Wis 10 Cha 10****Base Atk** +1 **CMB** +4 **CMD** +14**Feats** Toughness**Ecology****Environment** any**Organization** any**Treasure** incidental**Nature**

This stat-block breaks the ‘rules’ of the Cyber-Beast template by applying it to an undead creature: in this case a *fast zombie*. However, it works pretty well.

Cyber-Zombies are disposable shock troops that can be assembled by any half-way competent surgeon with ready access to mostly intact corpses, factory-reject cyber-systems, some off-the-shelf electronics and a few miles of rubber tubing to replace the circulatory system. Cyber-Zombies are a cheap option for terrorist cells and low-end criminal gangs. In the Third World, Cyber-Zombies are as common as AK-47s and *technicals* when it comes to anti-government insurgency.

Cyber-Zombies continue to rot, making them ill suited for long-term service. Most Cyber-Zombies have a useful ‘lifespan’ of about two weeks, and substantially less in a hot climate. After that point, there’s not much actual flesh left for their cybernetics to be stapled onto.



## THE EXTREME HERO TEMPLATE

Extreme times call for extreme heroes. Adventurers with this template have no time for rules or regulation and no love for authority. They stick to the urban shadows, protecting the weak and innocent, often from the same kind of scum bags they used to run with. Many Extreme Heroes have dark pasts, doing the kind of wetwork for the government that violated the Geneva Convention, and their new 'freelance' careers are a way to make amends...or settle some old scores.

- **Challenge Rating** Increase by +2.
- **Available To** This acquired template can be added to any creature of the Humanoid or Monstrous Humanoid type, as well as Undead created from such creatures.
- **Alignment** Change the Extreme Hero's alignment to Chaotic Good.
- **Ability Scores** Increase the Extreme Hero's STR and CON scores by +4, and his DEX and CHA scores by +2 each.
- **Feats** The Extreme Hero gains Point Blank Shot, Precise Shot, Quick Draw and Rapid Reload. The Extreme Hero gains the Iron Will and Iron Heart feats, dramatically improving his WILL Saving throw.
- **Teamwork Feats** The Extreme Hero gains the following teamwork feats: Coordinated Defense, Duck and Cover, Outflank, Swap Places. The Extreme Hero can act as if an adjacent ally has any one of these feats.

## REBORN GRAVEROBBER - CR 9

*Medium CG Undead (graverobber, patriot) Psychic Warrior 4, Rogue 4*

XP 6,400

**Init** +2 **Senses** Darkvision 60 ft, Perception +12

**Languages** Cambodian, English, Vietnamese

### Defense

**AC** 20 **Touch** 14 **Flatfooted** 17 (+4 DEX, +7 armor)

**HP** 8d8+10 hp (50 HP)

**FORT** +5 **REF** +8 **WILL** +5

**Immune** undead immunities

**Defensive Abilities** Evasion, Trapfinding +1, Trap Sense, Uncanny Dodge

### Offense

**Spd** 30 ft (20 ft in armor)

**Melee** +12/+7 shortsword (1d6+6 slashing, 19-20/x2)

**Ranged** +10/+5 combat shotgun (2d10 ballistic, 20/x2, 30 ft range increment, full auto, 10 internal)

OR +9/+4 white phosphorous grenade (2d6 fire plus smoke, 20 ft burst, 10 ft range increment)

**Sneak Attack** +2d6

**Special Qualities** Born Again, Extreme Violence

**Psionics** (ML 4<sup>th</sup> Concentration +5)

**Second Level** – Body Adjustment

**First Level** – Dazzling Swordplay, Inertial Armor, Metaphysical Weapon, Prevenom Weapon (F-DC 15)

**Power Points** 8

### Statistics

**Str** 20 **Dex** 19 **Con** - **Int** 11 **Wis** 13 **Cha** 11

**Base Atk** +6 **CMB** +9 **CMD** 21

**Feats** Assassin's Venom, Deadly Aim, Iron Will, Iron Heart, Point Blank Shot, Precise Shot, Psionic Shot, Quick Draw, Rapid Reload

**Teamwork Feats** Coordinated Defense, Duck and Cover, Outflank, Swap Places

**Skills** Climb +12, Disable Device +8, Intimidate +12, Knowledge (history, tactics) both at +11, Perception +12, Stealth +14 (+11 in armor), Survival +13

**Gear** +1 military ballistic vest, +1 short sword, mwk. combat shotgun and 48 shells, 4x white phosphorous grenades, satellite phone

### Cybernetics

**Defenses** – Durability Implant

### Ecology

**Environment** any

**Organization** solitary, squad (3-5) or accompanied by up to 3d6 Black Operators or similar military NPCs

**Treasure** standard (including gear)

### Special Abilities

**Assassin's Path** (SU)

While maintaining psionic focus, the Reborn Graverobber receives a +2 competence bonus to damage.

Any time the Reborn Graverobber strikes an enemy with a melee attack and there are no other enemies adjacent to the him, the Reborn Graverobber can expend psionic focus to inflict an additional +2d6 damage.

### Fast Stealth (EX)

The Reborn Graverobber may make Stealth checks while moving at full speed at no penalty.

### Born Again (SU)

*Standard Graverobber racial trait. See above.*

### Extreme Violence (SU)

*Standard Graverobber racial trait. See above.*

### Iron Heart (SU)

The Reborn Graverobber can never be compelled to a sexual act against his will. He is immune to any form of mind-influencing effect that would compel or influence sexual behavior or a sexual response. Whether or not



the Reborn Graverobber is immune to a specific ability depends on context. For instance, he is immune to *charm person* if the spell would compel him to sexual behavior with the caster or one of the caster's allies, but not if the same *charm* merely compelled him to drop his weapon and surrender.

### Teamwork (EX)

The Reborn Graverobber can act as if an adjacent ally possessed any teamwork feat he possesses.

### Trap Spotter (EX)

When the Reborn Graverobber comes within 10 ft of a trap, he receives an immediate Perception check to notice the trap.

### Nature

While being rebuilt after yet another kill-mission, the Reborn Graverobber started getting flashes of his former existence- flashbacks to the living soldier he was before he was killed in action and surgically rebuilt as a Graverobber super-soldier. His conscience came back on line, and the next time the Graverobber was deployed, he went underground. The Reborn Graverobber is trying to put his life back together, hindered by the fact that not only are his memories anything but complete, but by the fact Puzzle Ops kill-teams are on his ass.

## ZETH BIKER DADDY - CR 13

*Huge CG Monstrous Humanoid (psionic, zeth)*

XP 25,600

**Init** +5 **Senses** Darkvision 90 ft, lowlight vision, Perception +2

**Languages** understands English and Zeth but cannot speak

### Defense

**AC** 22 **Touch** 10 **Flatfooted** 20 (-2 size, +2 DEX, +4 natural, +8 armor)

**HP** 14d10+252 hp (329 HP)

**Regeneration** 3 (cold)

**FORT** +16 **REF** +10 **WILL** +16

**Immune** acid, poison, radiation, fear

**Resist** Fire 10

**Vulnerable** Cold

### Offense

**Spd** 60 ft

**Melee** +27/+22 ranseur (2d4+14 piercing, 20/x3) two +25 claws (2d8+13 slashing, 20/x3) plus +19 bite (3d6 piercing + 1d6 acid, 20/x3)

**Ranged** +16/+11 M-60 (2d8+1 ballistic, 20/x2, 100 ft range increment, autofire, linked)

### Statistics

**Str** 36 **Dex** 14 **Con** 45 **Int** 13 **Wis** 14 **Cha** 8

**Base Atk** +14 **CMB** +27 **CMD** 38

**Feats** Cleave, Great Cleave, Improved Critical, Improved Initiative, Mind Over Body, Point Blank Shot, Power Attack, Precise Shot, Psionic Critical, Quick Draw, Rapid Reload, Toughness, Vital Strike, Wild Talent

**Teamwork Feats** Coordinated Defense, Duck and Cover, Outflank, Swap Places

**Skills** Acrobatics +18, Bluff +9, Craft (mechanical) +3, Drive +2, Intimidate +16, Knowledge (local) +7, Perception +19, Survival +19

**Gear** +2 breastplate, +1 M-60 machine gun and 5x ammo belts, Harley Davidson fat-boy customized for the Zeth's bulk

### Ecology

**Environment** any

**Organization** usually solitary or protecting a human it's taken a liking to

**Treasure** standard (including gear)

### Special Abilities

#### Acidic Thoughts (Ps)

If the Zeth Stalwart is successfully affected by any mind-affecting psionic ability, the creature who manifested the ability must succeed at a DC WILL 19 Save or suffer 2d6 points of acid damage.

### Nature

*The Zeth Biker Daddy is based on the Zeth Executioner version of the Zeth Stalwart stat-block.*

The Zeth Biker Daddy crashed on Earth and went to ground, the last survivor of his dying starship. He went to ground in a salvage yard, patched himself up and tried to put together some gear. Initially, the Zeth hid from humans, or killed 'em if they came too close to his hideout. Over the course of a few years, the legendary savagery of the race subsided, and the Zeth started to learn from the humans around him.

Some fucked up chain of circumstance led to the Zeth 'adopting' a rowdy bunch of human bikers as his extended family, protecting these patched road-warriors as fiercely as it did Zeth nobility in earlier days. Under the influence of its human 'friends', the Zeth learned how to ride a Harley hawg, and how to repair one, even learning all about human firearms. The Zeth proved quite adept with a stolen M-60 one of the older riders brought back from the 'Nam. These days, the Zeth accompanies its human friends on runs, riding under the moon so as not to attract attention. The Zeth is fiercely protective of its human friends, and even more so of human females and children. Circumstance has turned the Zeth into a gentle giant...most of the time.



## THE FIRST NATIONS TEMPLATE

The First Nations Federation is a coalition of various Native American tribes who have banded together to present an ironclad voting bloc and better provide for their people. More dramatically, the First Nations Federation has trained a highly motivated, highly skilled cadre of post-human soldiers who defend the reservation lands and those who call them home. These elite soldiers are in tune with the land, and use a mix of traditional and cutting edge tactics.

- **Challenge Rating** +0 (unchanged)
- **Available To** The First Nations template can be added to any creature with the Mutant or Human subtypes.
- **Speed** Increase the First Nation character's base landspeed by +10 ft.
- **Ability Scores** Increase the First Nation character's ability scores as follows:
  - +2 CON, +2 WIS.
  - First Nation warriors are physically fit and strong willed.
- **Senses** The First Nation character gains *lowlight vision* and *scent*.
- **Armor Class** Improve the First Nations character's natural armor bonus to AC by +1 per 5 Hit Die.
- **Skills** The First Nations character gains ranks in Survival equal to his Hit Die. Survival is considered a class skill for him. The First Nation gains the ability to speak and read 1d4 Native American languages of choice.





**FIRST NATIONS CATSCRATCHER - CR 1**

Medium CN, N or NE First Nations Monstrous Humanoid (mutant, psionic)

XP 400

**Init** +2 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +7

**Languages** English, Hopi, Spanish

**Defense**

**AC** 15 **Touch** 13 **Flatfooted** 12 (+2 DEX, +1 natural, +1 dodge, +1 armor)

**HP** 2d10+6 hp (17 HP)

**FORT** +3 **REF** +5 **WILL** +5

**Offense**

**Spd** 40 ft

**Melee** +5 talons (1d6+3 slashing, 18-20/x2)

**Psi-Like Abilities (ML 2<sup>nd</sup> Concentration +4)**

*1x/day* – Bite of the Wolf

- Catfall
- Metaphysical Claw

**Statistics**

**Str** 17 **Dex** 14 **Con** 16 **Int** 10 **Wis** 15 **Cha** 9

**Base Atk** +2 **CMB** +5 **CMD** 17

**Feats** Combat Reflexes, Dodge

**Skills** Acrobatics +9, Climb +10, Heal +3, Perception +7, Stealth +10, Survival +8, (*Racial Modifiers: +2 acrobatics, +2 climb, +4 stealth*)

**Gear** second skin, encrypted smartphone, first aid kit

**Ecology**

**Environment** any

**Organization** solitary, pair, pack (4-7) or accompanying other military-trained superhumans, often in an advance scout/light infantry role

**Treasure** standard (including gear)

**Nature**

Quite a few feral Mutant children are born on the reservations. Most spend the majority of their childhoods exploring the desert, getting lost in hazardous nature, which feels perfectly natural to them. As teens and young adults, many of these superhumanly swift and perceptive young Mutants join the First Nation Federation's ad hoc military. Gifted with senses as keen as any stalking wolf or hunting puma, First Nations Catscratchers make extraordinary natural scouts and light-fighting infantry. However, they're every bit as arrogant, aggressive, under-educated and over-confident as other Catscratchers from elsewhere in the world.

**FIRST NATIONS CYBER NINJA - CR 5**

Medium LG First Nations Monstrous Humanoid (Light Cyborg) Soulnife 4/Rogue 2

XP 1,600

**Init** +7 **Senses** Darkvision 90 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +9 (+11 visual based Perception)

**Languages** Apache, English, Iroquois, Japanese, Mandarin

**Defense**

**AC** 19 **Touch** 14 **Flatfooted** 15 (+3 DEX, +1 dodge, +5 natural)

**HP** 2d8+4d10+18 hp (48 HP)

**FORT** +3 **REF** +10 **WILL** +5

**Defensive Abilities** Evasion, Redundant Systems, Trapfinding

**Immune** Cyborg Immunities

**Weaknesses** Cybernetic Security Risk -0, Slow Healing

**Offense**

**Spd** 35 ft

**Melee** +10 mind blade (1d6+1 slashing, 19-20/x2) or +8 unarmed strike (1d4+1 slashing, 20/x2)

**Ranged** +10 thrown mind blade (1d6+1 piercing, 19-20/x2, 20 ft range increment) or +9

Suppressed Advanced SMG (2d6 ballistic, 20/x2, 50 ft range increment, full auto, 20 box)

**Sneak Attack** +1d6

**Psychic Strike** +1d8

**Special Qualities** Enhanced Mind Blade +1, Form Mind Blade, Throw Mind Blade,

**Power Point Reserve** 2

**Statistics**

**Str** 11 **Dex** 17 **Con** 17 **Int** 13 **Wis** 12 **Cha** 12

**Base Atk** +5 **CMB** +5 **CMD** 18

**Feats** Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (mind blade), Wild Talent

**Skills** Acrobatics +11, Autohypnosis +9, Bluff +9, Climb +10, Disable Device +9, Escape Artist +11, Perception +9, Stealth +13, Survival +10

**Gear** lock release gun, mwk thieves tools, +1 advanced SMG, silencer, 6x spare clips, sneaking boots

**Cybernetics**

**Headware** – Onboard Computer, Advanced Cyber-Optics, Attack Barrier x2

**Bodyware** – Cybernetic Power Supply, Invisiware

**Weapons** – Razor Nails

**Ecology**

**Environment** any urban

**Organization** solitary, pair or clan (5-9)

**Treasure** standard (including gear)



## Special Abilities

### **Combat Slide (EX)**

After successfully striking an enemy in melee, the First Nations Cyber Ninja may immediately take a 5 ft step, even if she's already moved in the round but not if he's already taken a 5 ft step. In addition when someone misses the First Nations Cyber Ninja with a melee attack, he may spend an immediate action to take a 5 ft step.

### **Dazzling Blade (SU)**

As a standard action, the First Nations Cyber Ninja may channel psionic energy into his mind blade, dazzling all creatures within 30 ft. A successful DC 15 FORT Save negates this effect.

### **Invisiware (EX)**

The First Nations Cyber Ninja's invisibility systems give him total stealth. He can activate or deactivate his invisware as a swift action. When the invisware is active, the First Nations Cyber Ninja becomes invisible, as by *greater invisibility*.

The First Nations Cyber Ninja can remain invisible for up to one minute (10 rounds) out of each hour. The duration need not be consecutive, but must be in one round increments. The cyborg can maintain a maximum of 240 rounds (24 minutes) of invisibility per day.

Water disrupts the First Nations Cyborg Ninja's invisware. If in a wet environment (such as a rain storm, along a shoreline, standing in a large pool or puddle), the invisware acts as *invisibility* rather than *greater invisibility*. This implant does not function if fully submerged.

### **Redundant Systems (EX)**

The First Nations Cyber Ninja has a 25% chance to ignore the additional damage from a sneak attack or critical hit, as if he had the *light fortification* ability.

### **Slow Healing (EX)**

As a mostly cybernetic creature, the First Nations Cyber Ninja recovers from damage at half the rate of a normal unmodified human. Healing spells and effects have half the usual effect when benefiting a cyborg.

### **Surprise Attack (EX)**

During the surprise round, opponents are always considered to the First Nations Cyber Ninja even if they have already acted.

## Nature

The First Nations Cyber-Ninja's path took him far from the Oklahoma reservation where he was born. A few years running black ops with the military got him an in with a

Japanese private military contractor, where he picked up his cyber-system upgrades. Though killing for the *zaibutsu* paid well, it deadened the First Nations Cyber-Ninja's soul. After a particularly nasty mission, the Cyber-Ninja returned to America and for peace of mind, offered his services to the First Nations Federation council. They accepted, and now he uses a decade of illegal tactical experience and still cutting edge cybersystems for slightly more noble ends.

## **THE GROSS-OUT TEMPLATE**

Gross-Outs are especially brawny, highly deformed super-mutants so hideously deformed they are barely recognizable as anything even remotely related to human. Gross-outs are either the champions of their gene-ghettos or their worst scourges, but either way, they are renowned among the Mutant race.

- **Challenge Rating** Increase the base creature's Challenge Rating by +3.
- **Available To** This inherited template may be added to any Humanoid or Monstrous Humanoid, or any creature with the Mutant, MPH or Patriot subtypes, regardless of its type
- **Ability Scores** Increase the Gross-Out's STR score by +8, and its CON score by +4. Reduce its INT score by -4 and CHA score by -6 (to a minimum of 3 in each ability score).
- **Armor Class** Increase the Gross Out's natural armor bonus to AC by +4.
- **Size** Increase the Gross-Out's size to Large if the base creature is smaller.
- **Feats** The Gross-Out gains Intimidating Prowess and Toughness as racial bonus feats.

### **Raging Fires (SU)**

When the Gross-Out is first reduced to ¼ maximum Hit Points in an encounter, it enters a battle rage. The creature's regeneration improves to Regeneration 20 (acid), and Fire no longer hinders its regeneration. In fact, the creature is sheathed in a fiery corona that adds +1d8 Fire damage to its melee and natural weapon attacks. Anyone grappled by the Gross-Out suffers 2d8 Fire damage per round.

While raging in this manner, the Gross-Out gains a +4 morale bonus on melee attack and damage rolls but suffers a -4 morale penalty to Armor Class.

This rage state remains in effect until the Gross-Out is restored to full normal HP by its regeneration, and prolonged combat can delay this, naturally. While in this raging state, the Gross-Out does not differentiate between friend and foe, and must succeed at a DC 18 WILL Save not to attack an adjacent ally or non-hostile creature. During the rage state, the Gross-Out cannot use skills or



abilities requiring patience, concentration or mental focus.

Once the rage state ends, the Gross-Out becomes *fatigued* for one hour. If forced into another rage state during this time, it becomes *exhausted* when that state ends.

### **Regeneration (EX)**

The Gross-Out gains Regeneration 10 (acid, fire).

## ***BONECUTTER - CR II***

*Large CE Monstrous Humanoid (mutant)*

**XP** 12,800

**Init** +4 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +15

**Languages** English plus one other Earth language of choice

**Aura** Burnblood Aura (30 ft, Bleeding creatures suffer 1d6 fire, no save)

### **Defense**

**AC** 23 **Touch** 13 **Flatfooted** 19 (-1 size, +4 DEX, +4 natural, +6 armor)

**HP** 10d10 +90 hp (145 HP)

**Regeneration** 10 (acid, fire)

**FORT** +12 **REF** +11 **WILL** +5

### **Offense**

**Spd** 30 ft

**Melee** two +20 arm blades (1d10+9 slashing plus Bleed 1d4, 18-20/x3)

**Raging Melee** two +24 arm blades (1d10+13 slashing plus Bleed 1d4 plus 1d8 Fire, 18-20/x3)

### **Statistics**

**Str** 28 **Dex** 19 **Con** 26 **Int** 9 **Wis** 15 **Cha** 9

**Base Atk** +10 **CMB** +20 **CMD** 34 (cannot be disarmed)

**Feats** Cleave, Critical Focus, Great Cleave, Improved Critical (arm blades), Lunge, Power Attack, Whirlwind Attack<sup>B</sup>

**Skills** Acrobatics +17, Knowledge (local) +12, Perception +15, Survival +15

**Gear** +3 Mutant-subtype defiant studded leather, 1d6+1 potions of haste (injectors), 2x potions of cure critical wounds, lots of street drugs

### **Ecology**

**Environment** any urban

**Organization** usually solitary, sometimes accompanied by various Mutant or criminal minions

**Treasure** standard (including gear)

### **Special Abilities**

**Adamantine Blades (EX)**

The Bonecutter's arm blades are treated as adamantine for

the purposes of overcoming damage reduction, as well as determining hardness and HP. The Bonecutter's arm blades cannot be sundered or disarmed.

### **Bladed Armor (EX)**

Anyone striking the Bonecutter with a melee weapon or unarmed strike lacking reach suffers 1d8 points of slashing damage (REF DC 15 half) and ongoing Bleed 1.

### **Blood Burn Aura (SU)**

Any creature that is suffering ongoing Bleed damage or ability Bleed, no matter the severity, suffers 1d6 points of Fire damage if they end their turn within 30 of the Bonecutter. There is no saving throw against this effect; a target that suffers this damage on two successive rounds is *stunned* for 1d6+1 rounds or until the Bleeding ends.

### **Deep Wounds (EX)**

All Bleed damage caused by the Bonecutter represents exceptionally deep, painful gashes. It requires a DC 20 Heal check to close the wounds. *Stabilize* and similar zero level spells or talents cannot close these wounds; first level or greater healing or psychometabolism effects must be used instead.

### **Raging Fires (SU)**

*As the standard Gross-Out ability.*

### **Nature**

Bonecutters are what happens when too many street drugs push the already unstable genetic code of some Mutant Cutter into full-on, frothing, rabid overload. The Mutant grows a full eighteen inches and packs on a half-ton of hypertrophied muscle, jagged, gnarled bony armor and elephantine hide. His face contorts into a near permanent snarl of rage and pain. The superhuman fires that burn in the creature's fists and at the edges of his blades also slowly boil his marrow, but not faster than his superhuman regenerative abilities can restore it. However, the result is a pain so sharp and intense that even an Oxy overdose can't mute it.

Only killing stops the pain, and only briefly. So the Bonecutter kills at any provocation. Or when it looks like he's going to be provoked. Or when he fucking feels like it.



## THE MECHAFORM CREATURE TEMPLATE

Mechaform combat mecha are spectacular, colorful and highly effective combat robots modeled on animal anatomy. Mechaform creatures include bio-mechanical dinosaurs, robotic insects and spiders and artificial, heavily armed versions of alpha predators like wolves or sabertooth tigers or gigantic metal mammoths, brontosaurus or other earth shakers.

- **Challenge Rating** Increase the base creature's challenge based on its size, as shown on the chart below.
- **Available To** This inherited template may be added to any Animal or Vermin that is at least Medium sized.
- **Creature Type** The base creature's type changes to Construct with the Mecha subtype.
- **Hit Dice** Change all HD to D12 and remove the Mechaform's CON modifier and bonus HP. Apply bonus HP based upon the Mechaform's new size. If this total is less than the Mechaform's base hit point total, use that instead. Do not recalculate derived statistics except as noted below.
- **Ability Scores** The Mechaform creature loses its CON and INT scores.
- **Size** If the Mechaform creature is size Large or Medium, increase it to Huge. If the Mechaform is already Huge it retains the size of the base creature.
- **Saves** The Mechaform gains the FORT and WILL Saves of a Construct of its HD but retains the REF Save of the base creature, if that would be greater than an equivalent Construct's REF save.
- **Senses** The Mechaform creature gains Darkvision 60 ft and can perceive unencrypted radio/television/wifi signals. It loses the Sense special quality, if possessed.
- **Natural Armor** Mechaform creatures up to size Huge gain a +4 natural armor bonus to AC, which increases by +2 for every size category they obtain beyond Huge.
- **Damage Reduction** The Mechaform creature gains Damage Reduction 10/magic.
- **Immunities** The Mechaform creature gains Construct immunities, subject to the situational limitations of the Mecha subtype.
- **Skills** The Mechaform creature loses all skill ranks, though retains racial bonuses to skills.
- **Feats** The Mechaform creature loses all feats except feats with the Combat descriptor.
- **Standard Monster Abilities** The Mechaform creature loses any poison or disease attacks possessed by the

base creature. It gains the *Piloted* special quality. Any special ability previously dependent on CON now becomes dependent on STR.

### Cannons (EX)

The Mechaform creature gains a pair of long-ranged cannons built into its shoulders, haunches or spinal plating. When this template is gained, choose whether these cannons inflict Ballistic, Electrical, Fire or Force. Once chosen, this choice cannot be changed. Damage and range increment are based on the Mechaform Creature's size. In any case, these cannons have effectively infinite ammunition/charges.

The Mechaform may make two cannon attacks at its highest base attack bonus as a new ranged attack option.

Mechaform Size	Challenge Rating	Cannon Damage	Critical	Range Increment
Huge	+2	4d6	20/x2	1,000 ft
Gargantuan	+4	8d6	20/x2	1,500 ft
Colossal	+6	10d6	20/x2	2,000 ft

Two iconic Mechaforms, one based on tiger morphology, the other modeled on T-Rex anatomy, are presented below.

## MECHAFORM TIGER - CR 6

*Huge N\* Construct (mecha)*

XP 2,400

**Init** +6 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +1  
**Languages** none\*

### Defense

**AC** 17 **Touch** 10 **Flatfooted** 15 (-2 size, +2 DEX, +7 natural)

**HP** 6d12+40 hp (79 HP)

**Damage Reduction** 10/magic

**FORT** +2 **REF** +7\* **WILL** +3\*

**Immune** construct immunities

**Weaknesses** Intelligent Pilot

### Offense

**Spd** 40 ft

**Melee** two +9 claws (1d8+6 slashing, 20/x2 plus grab), plus +8 bite (2d6+6 slashing/20x2 plus grab)

**Ranged** two +5 cannons (4d6 electrical, 20/x2, 1,000 ft range increment, single shot)

**Special Attacks** Pounce, Rake (2 claws, 1d8+6)

**Special Qualities** Piloted



Statistics

**Str** 23 **Dex** 15\* **Con** –

**Int** –\* **Wis** 12\* **Cha** 6\*

**Base Atk** +4\* **CMB** +12(+16 grapple)

**CMD** 24 (28 vs trip)

**Feats** Improved Initiative, Weapon

Focus (claw)

Ecology

**Environment** any

**Organization** usually found as part of a multi-colored sentai squad

**Treasure** incidental

## MECHAFORM TYRANNOSAURUS - CR 13

*Gargantuan N\* Construct (mecha)*

**XP** 25,600

**Init** +5 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +2

**Languages** none\*

Defense

**AC** 27 **Touch** 7 **Flatfooted** 26 (-4 size, +1 DEX, +20 natural)

**HP** 18d12 +60 hp (HP 177)

**Damage Reduction** 10/magic

**FORT** +6 **REF** +12\* **WILL** +8\*

**Immune** construct immunities

**Weaknesses** Intelligent Pilot

Offense

**Spd** 40 ft

**Melee** +20 bite (4d6+22 slashing, 19-20/x2 plus grab)

**Ranged** two + cannons (8d6 fire, 20/x2, 1,500 ft range increment, single shot)

**Special Attacks** Swallow Whole (2d8+11, AC 20, hp 18)

**Special Qualities** Piloted

Statistics

**Str** 32 **Dex** 13\* **Con** – **Int** –\* **Wis** 15\* **Cha** 10\*

**Base Atk** +13\* **CMB** +28(+32 grapple) **CMD** 39

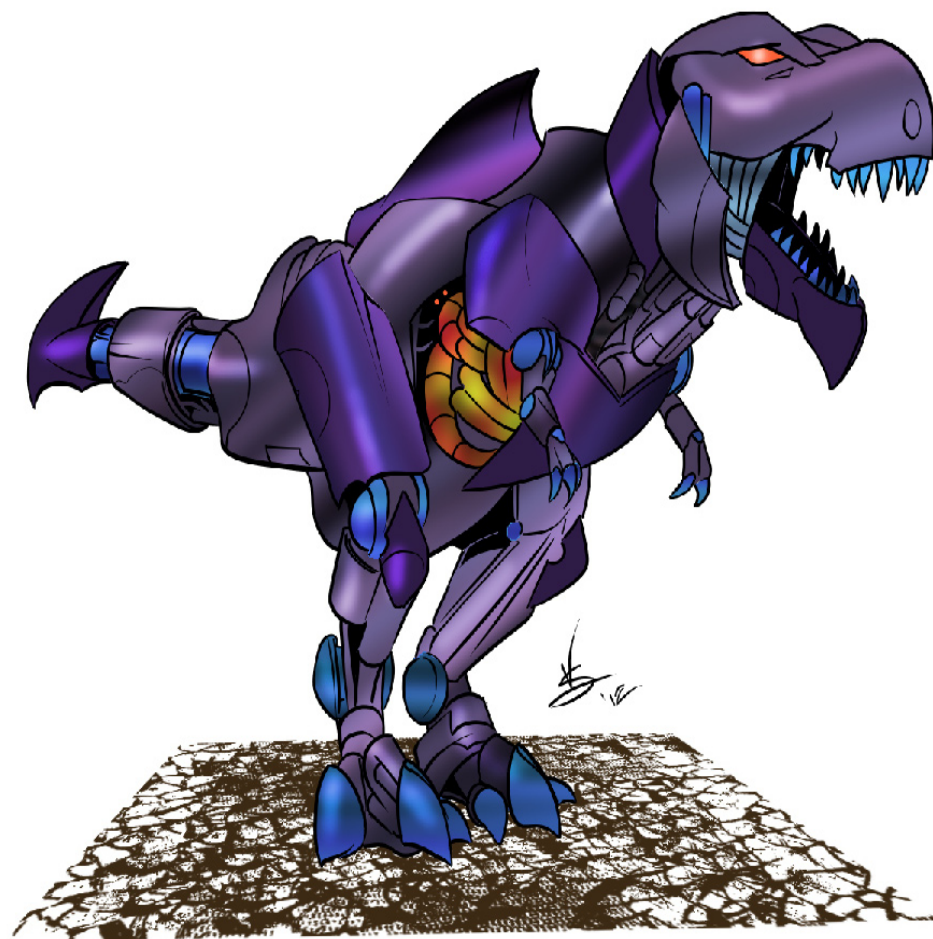
**Feats** Bleeding Critical, Critical Focus, Improved Critical (bite), Improved Initiative

Ecology

**Environment** any

**Organization** usually found as part of a multi-colored sentai squad

**Treasure** incidental

Special AbilitiesPowerful Bite (EX)

A Mechaform Tyrannosaurus applies twice its STR modifier to bite damage.

## THE MEGA-CORP ELITE TEMPLATE

The world's top tier mega-corps are powers unto themselves, beyond the reach of any government. Mega-corporate campuses are extra-territorial jurisdictions, and important corporate executives are effectively diplomats of a powerful, respected foreign power when travelling off-campus. Mega-corporate interests are protected, and assets are acquired, by elite private armies.

With a budget and training program that outstrips most first-world militaries, even the US black-ops budget, mega-corps can field highly efficient, superbly equipped and remorseless private armies.

- **Challenge Rating** +2
- **Available To** The Mega-Corp Elite Template is an acquired template that can be added to any intelligent creature that is proficient with Simple and Martial Weapons and Personal Firearms.
- **Subtype** The Mega-Corp Elite gains the *light cyborg* subtype.



- **Alignment** Change the Mega-Corp Elite's alignment to any lawful alignment. The good-evil axis usually shifts to match that of the Mega-Corp Elite's employer, but not always.
- **Ability Scores** Increase the Megacorp Elite's ability scores as follows:
  - +2 STR, +4 DEX, +4 CON, +4 INT.
  - Mega-Corp Elites receive collegiate-level education and endure a grueling physical conditioning regimen, in conjunction with experimental gene treatments and cybernetic upgrades.
- **Skills** The Mega-Corp Elite gains ranks in the following skills equal to their Hit Dice: Knowledge (business) and Perception. The Mega-Corp elite gains ranks in the following skills equal to half their Hit Dice: Knowledge (technology) and Profession (stockbroker or other white collar). These skills are always class skills for the Mega-Corp Elite.

### Cybernetic Upgrade Suite (EX)

The Mega-Corp Elite receives a wide variety of cybernetic implants and gains the *light cyborg* subtype. The Mega-Corp Elite gains the following implants, if he lacks them. Their effects are summarized in parenthesis.

As a result of these implants, the Mega-Corp Elite suffers the Cybernetic Security Risk -1 weakness.

#### Headware

- Onboard Computer plus Attack Barrier +2
- Advanced Cyberoptics with Targeting optics +2

#### Bodyware

- Body Repair Weave (heal HP damage and ability damage at twice normal rate)
- Fortified Skeleton (gains DR 4/-)

### Remorseless (EX)

The Mega-Corp Elite becomes immune to fear and harmful morale effects.

### Masterwork Quality Gear (EX)

All the base creature's gear becomes at least masterwork quality, if it is not superior quality or enchanted already.

## MEGA-CORP DRAGON - CR 10

*Large LE Monstrous Humanoid (Hard Gene, light cyborg, Mutant, psionic) Combatant 9*

XP 9,600

**Init** +2 **Senses** Darkvision 30 ft, Scent, Perception +15

**Languages** Arabic, Aklo, English, Spanish

### Defense

**AC** 16 **Touch** 13 **Flatfooted** 14 (-1 size, +2 DEX, +2 class, +1 natural +2 armor)

**HP** 9d10+63 hp (113 HP)

**FORT** +13 **REF** +8 **WILL** +5

**Fast Healing** 1 **Damage Reduction** 4/-

**Defensive Abilities** Improved Evasion, Improved Uncanny Dodge

**Immune** fear, harmful morale effects

### Offense

**Spd** 70 ft

**Melee** +16/+11 unarmed strike (2d8+10 bludgeoning, 20/x2 plus grab if target is size Huge or smaller)

**Ranged** +13/+8 Glock 17 (2d6+1 ballistic, 20/x2, 30 ft range increment, semi auto, 17 box)

### Statistics

**Str** 24 **Dex** 15 **Con** 24 **Int** 17 **Wis** 14 **Cha** 8

**Base Atk** +9 **CMB** +16 (+20 grapple, +17 bull rush) **CMD** 26 (28 vs grapple, 27 vs bullrush)

**Combatant Techniques** Bee Stance, Hardening, Refocus, Strength Surge

**Feats** Cleave, Great Cleave, Greater Grapple, Improved Grapple, Power Attack, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

**Skills** Acrobatics +7, Climb +13, Intimidate +11, Knowledge (business) +15, Knowledge (local) +15, Knowledge (technology) +10, Stealth +14, Perception +15, Profession (stockbroker) +9

**Gear** +1 uniform, mwk. Glock 17, 2x spare clips, mwk handcuffs x2, smart phone

### Cybernetics

**Headware** – Onboard Computer, Attack Barrier +2, Advanced Cyberoptics, Targeting Optics +2

**Bodyware** – Body Repair Weave, Fortified Skeleton

### Ecology

**Environment** any urban (usually operating out of the crappiest and most brutal neighborhood in Old Detroit)

**Organization** solitary or accompanied by 2d6 human or Hard Gene Fighters 1-2

**Treasure** standard (including gear)

### Special Abilities

#### Counter Grapple (EX)

The Mega-Corp Dragoon may make an attack of



opportunity against a creature attempting to grapple him. This does not allow the Dragoon to make an attack of opportunity against a creature with the Greater Grapple feat, or the Superior Grapple class ability. The Dragoon may use this ability even if his opponent has total cover or concealment, and even if he is flat-footed.

### **Superior Grapple (EX)**

The Mega-Corp Dragoon offers no penalties on attack rolls, can make attacks of opportunity while grappling and retains his DEX bonus to AC when pinning an opponent or when grappled. He gains the grab special attack when using unarmed strikes against creatures of size Huge or smaller.

### **Improved Evasion (EX)**

The Mega-Corp Dragoon takes no damage on a successful REF Save to evade an area effect attack, and only half damage on a failed REF Save. The Dragoon cannot gain the benefit of Improved Evasion when helpless or unconscious.

### **Improved Uncanny Dodge (EX)**

The Mega-Corp Dragoon has the ability to react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his DEX bonus to AC if immobilized. A warrior with this ability can still lose his DEX bonus to AC if an opponent successfully uses the feint action against him.

The Dragoon can no longer be flanked, unless the attacker has at least 4 more Rogue levels than he does Combatant levels.

### **Mutant Warrior (EX)**

By expending psionic focus as an immediate action, the Mega-Corp Dragoon enters a combat trance. For one round, any damage dice the Dragoon rolls for natural weapon attacks, slams or unarmed strikes 'explode' when rolling their maximum. If a damage dice rolls the highest possible number, re-roll the dice and add the new total to the damage inflicted.

### **Remorseless (EX)**

The Mega-Corp Dragoon is immune to fear and harmful morale effects.

### **Techniques (EX)**

The Mega-Corp Dragoon can use either known technique a total number of times per day equal to 3 + his WIS modifier (5 daily uses).

### **Technique: Refocus (EX)**

As a move equivalent action, the Mega-Corp Dragoon gains a new saving throw to shake off the *shaken*, *stunned*, *sickened* or *nauseated* conditions.

### **Technique: Strength Surge (EX)**

As a move-equivalent action, the Mega-Corp Dragoon can re-focus his will. Doing so allows him to recover Hit Points equal to his STR modifier (usually 7 HP) as natural healing.

### **Nature**

The Mega-Corp Dragoon is a police and military veteran who signed on with a top tier mega-corp for better pay, some sweet cybernetic upgrades and the "nearly human" civil rights status working under their umbrella offered. The Mega-Corp Dragoon is a highly competent corporate officer tasked with asset protection, VIP escort, assassinations, extractions and industrial espionage. He's the same wall of mutant muscle and dermal scales he was in the Detroit PD and the USMC, but now he's traded fatigues for armor-weave Armani. He likes it a lot better and gets to kill a better class of scum these days.

## **MEGA-CORP PAYROLLER - CR 6**

*Medium LN or LE Humanoid (cyborg, psionic)*

**XP** 2,400

**Init** +4 **Senses** Lowlight vision, Perception +9

**Languages** Creole, English, French, Spanish, maybe 1-2 others

### **Defense**

**AC** 21 **Touch** 18 **Flatfooted** 13 (+6 DEX, +2 dodge, +3 armor)

**HP** 5d8 +10 hp (33 HP)

**Damage Reduction** 4/-

**FORT** +3 **REF** +10 **WILL** +2

### **Offense**

**Spd** 35 ft

**Melee** +8 dagger (1d6+1 slashing, 19-20/x2)

**Ranged** +12 silenced Beretta 92F (2d6+1 ballistic, 20/x2, 40 ft range increment, semi-auto, 15 box)

OR +12 shuriken (1d2+3 piercing, 20/x2)

**Sneak Attack** +2d6

**Psi-Like Abilities (ML 5<sup>th</sup> Concentration +9)**

**At Will** – absorb weapon

- distract (W-DC 14)
- metaphysical weapon (+2 bonus, 5 hour duration, not factored into stat block above)

**Power Points** 2

### **Statistics**

**Str** 14 **Dex** 22 **Con** 15 **Int** 19 **Wis** 13 **Cha** 15

**Base Atk** +3 **CMB** +4 **CMD** 18

**Feats** Dodge, Psionic Dodge, Weapon Finesse, Wild Talent



**Skills** Acrobatics +12, Bluff +9, Computer Use +8, Climb +7, Diplomacy +6, Disable Device +10, Knowledge (business) +12, Knowledge (technology) +9, Perception +9, Profession (stockbroker) +6, Sleight of Hand +11, Stealth +14

**Gear** mwk. light ballistic vest, mwk. silenced Beretta 92F pistol and 3x spare clips, 2x mwk. dagger, 10x mwk. shuriken, thieves tools, lock release gun or palmtop computer

#### **Cybernetics**

**Headware** – Onboard Computer, Attack Barrier +2, Advanced Cyberoptics, Targeting optics +2

**Bodyware** – Body Repair Weave, Fortified Skeleton

#### **Ecology**

**Environment** any

**Organization** usually work in pairs or gangs of 3-5

**Treasure** standard (including gear)

#### **Special Abilities**

##### **Lucky Psion (Ps)**

The Mega-Corp Payroller can expend a Power Point as part of a skill check, saving throw or attack roll to receive a +1d6 luck bonus on the check. The Payroller must declare the use of this ability prior to rolling the check.

Prior to rolling the bonus D6, choose a number between 1 and 6 and declare it. If that number is rolled, the Payroller retains the power point for later use.

##### **Seductive (EX)**

The Mega-Corp Payroller is exceptionally charming and receives a +2 competence bonus on all sexually oriented Bluff and Diplomacy checks.

#### **Nature**

Most of New Orleans' Lagniappe guilds prefer to keep their independence, but a few have thrown in with the mega-corps. On one hand, these "Payroller" guild thieves are making more than any two independent guilds put together, and have made some powerful friends. On the other, any guild thief taking a mega-corporate job has to cut their hair, compromise their freewheeling independence and trade their colors for a set of pragmatic tactical body armor when they're on the clock. The NOLA underworld doesn't fully trust them anymore, but with their new connections, does it matter?



## THE ROT SOUL TEMPLATE

A Rot Soul is the result of a powerful Mutant warrior's refusal to accept the death of their body. Their soul shriveled by hunger and greed, the Rot Soul returns to life as a visibly rotting mockery of their former self. When they are flush with power, they appear almost alive, but as their stolen life energy quickly wanes, these creatures become increasingly corpse-like.

Rot Souls exist only to feed, slaughtering weaker creatures indiscriminately to sate their addiction to life-energy. The creatures prefer to feed on Mutants, though if they are desperate, they'll slaughter whole neighborhoods worth of baselines to get the rush of one hit of Mutant life-force.

- **Challenge Rating** If the base creature has up to 10 HD, increase it's Challenge Rating by +2; if the base creature has 11+ HD, increase it's Challenge Rating by +3.
- **Available To** This acquired template can be added to any living creature with the Mutant or Patriot subtype.
- **Creature Type** The Rot Soul Template changes the base creature's type to Undead. The base creature loses any alignment subtypes other than Chaotic or Evil, but gains no new subtypes.
- **Hit Dice** Change the Rot Soul creature's racial HD to D12s; Hit Dice gained from class levels remain unchanged. Do not recalculate the Rot Soul's derived statistics, such as base attack bonus or saves.
- **Alignment** The Rot Soul creature's alignment changes to Chaotic Evil.
- **Ability Scores** Modify the base creature's ability scores as follows:
  - +6 STR, +2 DEX, – CON. As Undead, Rot Soul creatures lack a CON score. Rot Souls manifest a frightening, frantic strength born of hunger and desperation.
- **Senses** Rot Souls gain Darkvision 60 ft.
- **Attacks** The Rot Soul creature gains the Energy Drain special attack in conjunction with a successful melee attack. She applies 1 negative level per 10 HD of the base creature to a maximum of 3 negative levels at 30+ HD. The FORT Save DC to resist this effect is  $10 + \frac{1}{2}$  the Rot Soul's Hit Dice + her CHA modifier.
- **Standard Monster Abilities** The Rot Soul gains all the immunities common to Undead.

### Desperate Action (SU)

The Rot Soul can sacrifice a few flickering embers of her fading lifeforce to survive things she shouldn't be able to survive, do things her rotting carcass shouldn't be able to still do.

As an immediate action, the Rot Soul can permanently reduce her maximum HP by 1d4+1 points to gain a +3 luck bonus on any attack roll, skill check or saving throw. If this would reduce her below 0 HP, she perishes and her body effectively disintegrates, but she completes the intended action prior to her destruction.

If her body is currently charged with Temporary Hit Points, she may expend 1d4+1 of these in order to gain this bonus instead of reducing her maximum HP total. If she has fewer Temporary Hit Points than necessary to 'pay for' this power, reduce her maximum HP accordingly.

### Seeking Lifelink (SU)

In hopes of surviving by feeding on particular prey, the Rot Soul can forge a *seeking lifelink* with any living creature with either the Mutant or Patriot subtypes. Forging the *seeking lifelink* requires the Rot Soul to do so as a swift action as part of a successful energy drain attack made against an applicable target.

When the *seeking lifelink* is forged, the Rot Soul benefits from a constant *status* effect (CL 10<sup>th</sup>, CHA is the primary casting ability) against the target of the *lifelink*. The Rot Soul can always sense the distance to and direction of the target of the *lifelink*.

The target of the *seeking lifelink* suffers a -4 penalty on FORT Saves to resist the Rot Soul's energy drain, however the Rot Soul cannot use its energy drain against any target other than the victim of the *lifelink*. Once a *lifelink* is forged it can only be removed by the destruction of either the Rot Soul or the victim, or by *remove curse*.

### Spawn (EX)

A creature slain by the Rot Soul's energy drain while *lifelinked*, rises as a Rot Soul undead within 1d4 minutes. Rot Souls are uncontrolled, free-willed undead.



**DEADCLAW - CR 3**

Medium CE Undead (mutant, psionic)

XP 800

**Init** +2 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +6

**Languages** English, Spanish or one other Earth language of choice

**Defense**

**AC** 15 **Touch** 14 **Flatfooted** 11 (+3 DEX, +1 dodge, +1 armor)

**HP** 2d12-2 hp (11 HP)

**FORT** +1 **REF** +6 **WILL** +4

**Immune** undead immunities

**Offense**

**Spd** 40 ft

**Melee** +8 talons (1d6+6 slashing, 18-20/x2 plus energy drain (1 level, F-DC 10 negates) )

**Special Attacks** Energy Drain (1 level, F-DC 10 negates)

**Psi-Like Abilities (ML 2<sup>nd</sup> Concentration +3)**

**1x/day** – Bite of the Wolf

- Catfall
- Metaphysical Claw

**Spell-Like Abilities (CL 10<sup>th</sup> Concentration + 14)**

**Constant** – status (as part of *seeking lifelink*)

**Statistics**

**Str** 23 **Dex** 16 **Con** 14 **Int** 10 **Wis** 13 **Cha** 9

**Base Atk** +2 **CMB** +8 **CMD** 20

**Feats** Combat Reflexes, Dodge

**Skills** Acrobatics +10, Climb +13, Heal +2, Perception +6, Stealth +11 (*Racial Modifiers*: +2 acrobatics, +2 climb, +4 stealth)

**Gear** second skin, encrypted smartphone, first aid kit

**Ecology**

**Environment** any

**Organization** solitary or pack (4-7)

**Treasure** standard (including gear)

**Special Abilities**

**Desperate Action (SU)**

The Dead Claw can sacrifice a few flickering embers of his fading lifeforce to survive things she shouldn't be able to



survive, do things his rotting carcass shouldn't be able to still do.

As an immediate action, the Dead Claw can permanently reduce his maximum HP by 1d4+1 points to gain a +3 luck bonus on any attack roll, skill check or saving throw. If this would reduce him below 0 HP, he perishes and his body effectively disintegrates, but he completes the intended action prior to his destruction.

If his body is currently charged with Temporary Hit Points, he may expend 1d4+1 of these in order to gain this bonus instead of reducing his maximum HP total. If he has fewer Temporary Hit Points than necessary to 'pay for' this power, reduce his maximum HP accordingly.

**Seeking Lifelink (SU)**

In hopes of surviving by feeding on particular prey, the Dead Claw can forge a *seeking lifelink* with any living creature with either the Mutant or Patriot subtypes. Forging the *seeking lifelink* requires the Dead Claw to do so as a swift action as part of

a successful energy drain attack made against an applicable target.

When the *seeking lifelink* is forged, the Dead Claw benefits from a constant *status* effect (CL 10<sup>th</sup>, CHA is the primary casting ability) against the target of the *lifelink*. The Dead Claw can always sense the distance to and direction of the target of the *lifelink*.

The target of the *seeking lifelink* suffers a -4 penalty on FORT Saves to resist the Dead Claw's energy drain, however the Dead Claw cannot use its energy drain against any target other than the victim of the lifelink. Once a *lifelink* is forged it can only be removed by the destruction of either the Dead Claw or the victim, or by *remove curse*.

**Spawn (EX)**

A creature slain by the Dead Claw's energy drain while *lifelinked*, rises as a Rot Soul undead within 1d4 minutes. Rot Souls are uncontrolled, free-willed undead.

**Nature**

Dead Claws are what happens with a feral-blooded Mutant dies horribly. The most savage part of the creature's nature reanimates the corpse, overwhelming every good and merciful impulse the Catscratcher had in life. Dead Claws are solitary hunters, and even on the rare occasions a Dead Claw pack forms, its members compete fiercely for the option to make the kill. Dead Claws are driven by unrelenting hunger for the addictive, orgasmic rush of stolen life-force.

**ROTTING EUGENICIST- CR 16**

*Large CE Undead (chaotic, demon, evil, mutant, psionic)*  
XP 76,800

**Init** +1 **Senses** Darkvision 60 ft, lowlight vision, Perception +2

**Languages** Abyssal, English, Infernal, Scarred, *telepathy* 100 ft

**Aura** Obsidian Lightning (20 ft, 2d6 negative energy, W-DC 23 negates)

**Defense**

**AC** 25 **Touch** 13 **Flatfooted** 25 (-1 size, +1 DEX, +6 natural, +5 armor, +4 profane)

**HP** 18d12+72 hp (189 HP)

**Damage Reduction** 5/magic

**Regeneration** 10 (good, force)

**FORT** +15 **REF** +7 **WILL** +13

**Immune** Electricity, undead immunities

**Resist** Acid 10, Cold 10, Fire 10

**Offense**

**Spd** 40 ft

**Melee** +29/+24/+19/+14 *humanbane* unarmed strike (1d10+12 bludgeoning\* plus 1d6 profane, 20/x2 plus energy drain (2 levels, F-DC 23 negates)

\* when maintaining psionic focus

**Ranged** +18/+13/+8/+3 obsidian lightning (3d6 profane, 20/x4, 60 ft range increment)

**Special Attacks** Energy Drain (2 levels, F-DC 23 negates)

**Psi-Like Abilities (ML 18<sup>th</sup> Concentration +22)**

**Constant** – body equilibrium

- conceal thoughts
- detect psionics

**At Will** – alienation (W-DC 18)

- cloud mind (W-DC 16)

- minor metamorphosis (two choices each from

Enhancement Menu A and Abilities Menu A, not factored into stat-block above)

*1x/day* – apopsi (F-DC 23)

- decerebrate (F-DC 21)

- psychic surgery

**Spell-Like Abilities (CL 10<sup>th</sup> Concentration + 14)**

**Constant** – status (as part of *seeking lifelink*)

**Statistics**

**Str** 29 **Dex** 13 **Con** - **Int** 15 **Wis** 15 **Cha** 19

**Base Atk** +18 **CMB** +28 **CMD** 38

**Feats** Cleave, Deadly Finish, Deep Focus, Psionic Body, Psionic Fist, Power Attack, Surgery, Weapon Focus (unarmed strike)

**Skills** Autohypnosis +17, Craft (pharmaceutical) +14, Bluff +25, Diplomacy +19, Intimidate +19, Heal +20, Knowledge (arcana, earth & life sciences, history) all at +21, Sense Motive +14, Stealth +8

**Gear** +2 *brawling decadent furs of invulnerability*, 2x potion of bull's strength, 2x potion of cure serious wounds, myriad other potions and experimental drugs, extensive medical/genetic laboratory in lair

**Ecology**

**Environment** any (other-dimensional)

**Organization** solitary

**Treasure** double standard (including gear)

**Special Abilities**

**Desperate Action (SU)**

The Rotting Eugenicist can sacrifice a few flickering embers of her fading life force to survive things she shouldn't be able to survive, do things her rotting carcass shouldn't be able to still do.

As an immediate action, the Rotting Eugenicist can permanently reduce her maximum HP by 1d4+1 points to gain a +3 luck bonus on any attack roll, skill check or saving throw. If this would reduce her below 0 HP, she perishes and her body effectively disintegrates, but she completes the intended action prior to her destruction.

If her body is currently charged with Temporary Hit Points, she may expend 1d4+1 of these in order to gain this bonus instead of reducing her maximum HP total. If she has fewer Temporary Hit Points than necessary to 'pay for' this power, reduce her maximum HP accordingly.

**Extinction's Edge (SU)**

*As the Eugenicist Demon stat-block.*

*As the Eugenicist Demon stat-block.*

**Obsidian Lightning (SU)**

*As the Eugenicist Demon stat-block.*



### Psionic Fist (Ps)

As the *Eugenicist Demon* stat-block.

### Seeking Lifelink (SU)

In hopes of surviving by feeding on particular prey, the Rotting Eugenecist can forge a *seeking lifelink* with any living creature with either the Mutant or Patriot subtypes. Forging the *seeking lifelink* requires the Rotting Eugenecist to do so as a swift action as part of a successful energy drain attack made against an applicable target.

When the *seeking lifelink* is forged, the Rotting Eugenecist benefits from a constant *status* effect (CL 10<sup>th</sup>, CHA is the primary casting ability) against the target of the *lifelink*. The Rotting Eugenecist can always sense the distance to and direction of the target of the *lifelink*.

The target of the *seeking lifelink* suffers a -4 penalty on FORT Saves to resist the Rotting Eugenecist's energy drain, however the Rotting Eugenecist cannot use its energy drain against any target other than the victim of the *lifelink*. Once a *lifelink* is forged it can only be removed by the destruction of either the Rotting Eugenecist or the victim, or by *remove curse*.

### Spawn (EX)

A creature slain by the Rotting Eugenecist's energy drain while *lifelinked*, rises as a Rot Soul undead within 1d4 minutes. Rot Souls are uncontrolled, free-willed undead.

### Nature

A Rotting Eugenecist is a failed, self aware occult-tech clone of a truly and permanently slain **Eugenecist Demon**, a last desperate chance at survival that almost succeeded. Awakening in a cloning tube with all the memories, education and ambition of her genetic forebear, the Rotting Eugenecist quickly realized that she was an inferior creation. She could not contain the ethereal energy of life: her cloned body began rotting within hours of her removal from the stasis tube.

Dying a second time, and forever this time, was unacceptable. The great schemes and long term eugenic experiments were set aside in finding a way to stabilize her cloned body. Rational and dispassionate experimentation soon gave way to blind, feral slaughter.

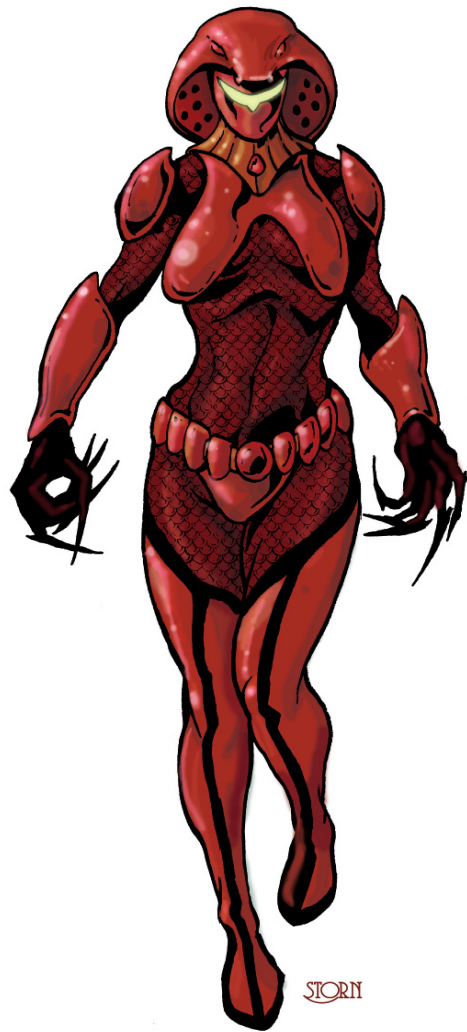
Now, the Eugenecist Demon hunts a single Mutant prey inexorably, draining that Mutant dry before moving onto her next repast. She chooses capable, intelligent prey, enjoying the challenge of the hunt as much as the kill. She is a sadist, now more than ever. She retreats after brutal, probing strikes, draining her victim into near-coma before vanishing. The Rotting Eugenecist vanishes as suddenly as

she appeared, leaving her prey to recover as best they can, before she repeats the assault. This can go on for weeks or even months before the Rotting Eugenecist moves in for the kill. In the rare moments of clarity after a kill, the Rotting Eugenecist returns to her experiments, often cloning or gene-twisting her latest victim to create a new, highly capable (and ultimately edible) minion. In between true hunts, the Rotting Eugenecist feeds on her cloned legions.

## THE SNAKE CULT TEMPLATE

Snake Cults worship ancient reptilian demon-gods who were already ancient, already fading into obscurity when the ancestors of the Israelites were first codifying their laws. Secret traditions are passed, unbroken, through the eons, foul rites celebrating primordial serpents and mythic cobra-dragons, blood sacrifices to the Midgard Serpent, who gnaws endlessly at the roots of the Great Universal Tree. Serpent Cults in the modern world survive in utter secrecy, often disguised as fraternal orders, ruthless, top-tier megacorps, cults or shockingly well-equipped terrorist armies with a world-wide reach.

- **Challenge Rating** Increase the base creature's Challenge Rating by +1.
- **Available To** This acquired template can be added to any intelligent creature with INT and CHA scores of at least 11
- **Alignment** Change to any evil alignment.
- **Subtypes** Snake Cult members gain the *reptilian* subtype.
- **Ability Scores** Snake Cult members are quick and flexible, both mentally and physically. Snake Cults demand much from their members, and instill a nearly sociopathic pride and sense of superiority, a sense of reptilian selfhood, into their members.
  - Increase the Snake Cult member's DEX and INT scores by +2 each, and its CHA score by +4.
- **Armor Class** The Snake Cult member gains smooth, polished cobra-like scales protecting their breast, trunk and abdomen, which provide the Snake Cult member with a +1 natural armor bonus to AC.
- **Immunities** Snake Cult members are immune to poison.
- **Standard Monster Abilities** The Serpent Cult member gains a bite attack as a creature one size greater than itself as a primary natural attack. In addition to the damage from the bite, the Serpent Cult member injects venom.
  - **Snake Cult Poison (EX)** Bite – injury; save FORT DC 11 + Snake Cultist's CON modifier (or CHA for undead Snake Cultists); frequency 1/round for 6 rounds; effect 1d2 CON; cure 1 save



◦ **Spit Venom** A Snake Cult member can spit a bolus of venom which has the same effect as transmitting the venom via bite. This is a ranged touch attack with a 20 ft maximum range and no range increment. This attack will not affect creatures with the No Breath quality nor those wearing armor with the *Space Suit* or *CBR Resistant* properties.

- **Skills** Snake Cult members gain a +2 bonus on Knowledge (history) checks and this is always a class skill for them. Snake Cult members gain a +4 bonus on Bluff and Disguise checks, and these are also class skills for the Snake Cult member.

- **Feats** Snake Cult members with adjusted DEX 15+ gain Combat Reflexes as a bonus feat.

All Snake Cult members gain Paired Opportunists as a bonus teamwork feat.

- **Languages** Serpent Cult members gain Draconic as a bonus language.

#### **Optional Quality: Bio-Tech Gear (EX)**

Some Snake Cults have retreated completely from the outside, mammal-dominated, world, utterly rejecting mankind's cold, unliving technology. Instead, these Snake Cults have built secret cities in unexplored places outside humanity's reach, growing every tool or weapon they need from servant-creatures bred and genetically modified over the course of millennia.

- Change all the base creature's gear to masterwork quality, if it is not masterwork or enchanted already.
- All bio-tech gear is considered to be a living creature, which is subject to the same vulnerabilities as a human. Bio-tech gear can be poisoned or become diseased if it were human, suffocates in vacuum and is otherwise vulnerable to similar hazards. Bio-tech gear has no INT score and is immune to mind-affecting abilities,

however.

- Bio-tech gear recovers from the Destroyed condition in 2d6 hours, if it is not reduced to -10 HP or completely destroyed. After this time the Destroyed condition is changed to Broken. The bio-tech gear recovers from the Broken condition in a farther hour.
- Bio-tech gear is considered to have infinite ammunition and power supply.

### **EMPEROR OF THE ASYS - CR 21**

*Large NE Monstrous Humanoid (reptilian, other variable subtypes)*

**XP** 409,600

**Init** +3 **Senses** Darkvision 60 ft, lowlight vision, Perception +30

**Languages** Draconic, English, Russian, 1-2 others of choice

**Aura** Frightful Presence (60 ft, become *shaken* W-DC 26 negates, plus *Fearsome Violence*)

#### **Defense**

**AC** 22 **Touch** 11 **Flatfooted** 20 (-1 size, +2 DEX, +1 natural, +10 armor)

**HP** 23d10 +138 hp (265 HP)

**Damage Reduction** 5/magic

**FORT** +16 **REF** +9\* **WILL** +22

**Defensive Abilities** Uncanny Dodge

**Resist** Pleasure 30

**Immune** poison, suffocation, radiation, vacuum (space suit)

#### **Offense**

**Spd** 40 ft Flight 120 ft (average)

**Melee** +34/+29/+24/+19 power cestus (2d6+22

bludgeoning, 19-20/x2) plus +34 bite (1d8+10 piercing plus poison, 20x2)

OR +34 power cestus (8d6+22 bludgeoning, 19-20/x2)

**Ranged** +24/+19/+14/+9 plasma blasts (2d10 fire, 20/x3, 50 ft range increment)

OR +24 ranged touch venom (poison, F-DC 17 negates)

**Special Attacks** Plasma Strike Breath Weapon (60 ft line, 10d10 fire plus 6d10 electrical, R-DC 28 half, usable every 1d4 rounds) ; Snake Cultist Poison (Bite- Injury; FORT DC 17; frequency 1/round for 6 rounds; effect 1d2 CON; cure 1 save)

**Special Qualities** No Breath (space suit)

#### **Statistics**

**Str** 30\* **Dex** 14\* **Con** 22 **Int** 24 **Wis** 24 **Cha** 21

\*includes bonuses from Grade I powered armor

**Base Atk** +23 **CMB** +35 (+37 sunder) **CMD** 47



**Feats** Aircraft Operations, Cleave, Combat Reflexes, Critical Focus, Exhausting Critical, Fearsome Violence, Frightful Presence, Great Cleave, Greater Sunder, Greater Vital Strike, Improved Sunder, Improved Vital Strike, Iron Will, Step Up, Starship Operations, Tiring Critical, Power Attack, Paired Opportunists, Vital Strike

**Skills** **Bluff** +35, Craft (electronic, mechanical), both at +30, **Computer Use** +20, **Disable Device** +19, **Disguise** +35, **Fly** +18, **Intimidate** +28, Knowledge (behavioral sciences, local, history, religion, technology) all at +30, **Perception** +30, **Pilot** +18, **Sense Motive** +30

**Gear** *overlord plate*, +2 power cestus

### Ecology

**Environment** any

**Organization** world-wide commander of several prominent Snake Cults always accompanied by powerful bodyguards and legions of brainwashed Venom Trooper minions

**Treasure** double standard (including gear)

### Special Abilities

*In addition to the Snake Cult template from this sourcebook, the Emperor of Asps is constructed by adding the Savant template from Green Ronin's Advanced Bestiary to the War-Knight stat-block.*

### **Combat Insight (EX)**

The Emperor of Asps gains a +2 insight bonus to Armor Class and attack and damage rolls made against any creature he has observed in combat for at least three rounds.

### **Deductive Leap (EX)**

Once per round, the Emperor of Asps may choose to substitute his INT modifier (+7) for the ability modifier usually associated with a saving throw it is about to make. The decision to use this ability must be made before the saving throw is rolled, and this ability can be used even if the Emperor does not know what the saving throw is for.

### **Frightful Presence (SU)**

The Emperor of Asps can inspire terror by charging or attacking. Affected creatures must succeed on a DC 26 WILL Save or become *shaken*, remaining in that condition as long as they remain within 60 feet of the Emperor of Asps.

The Emperor of Asps has the Fearsome Violence feat, which improves his frightful presence. Each time the Emperor of Asps kills a living creature during a particular encounter, the WILL Save DC increases by +1. Creatures within range of the Emperor of Asps's frightful presence aura must succeed on a new save after each kill.

### **Home Court Advantage (EX)**

The Emperor of Asps gains a +4 insight bonus on Initiative checks as well as Perception and Stealth checks in any area with which he is very familiar, such as his home, Snake Cult bases around the world, and so forth.

### **Keen Intellect (EX)**

The Emperor of Asps gains a +6 insight bonus on Bluff, Diplomacy, Intimidate and Sense Motive checks against creatures it has observed or interacted with for one minute. The Emperor of Asps can use any Computer Use, Disable Device, Linguistics, Knowledge and Use Magic Device skills unchanged.

The Emperor of Asps can always take 10 on the skills highlighted in **blue text** (above) even if stress or distraction would normally prevent him from doing so.

### **Mysterious Nemesis (EX)**

*As standard War-Knight ability.*

### **Plasma Strike Breath Weapon (SU)**

*As standard War-Knight ability.*

### **Power Cestus (EX)**

The Emperor's powered gauntlets apply double his STR modifier to damage with a successful melee attack.

### **Psi-Trapped Armor (Ps)**

*As standard War-Knight ability, save the WILL Save DC is 26.*

### **Unnerving Revelation (SU)**

If the Emperor of Asps's fully concealing battle helmet is removed, all creatures within 30 ft who can see its face become shaken for 2d4 rounds (WILL DC 26 negates). The Emperor's rival (as designated by the Mysterious Nemesis feature) automatically fails this save. This is a mind-affecting fear effect.

### **Variable Subtypes (EX)**

The Emperor of Asps has the *reptilian* subtype plus the same subtypes (if any), as those possessed by the rival designated by the Mysterious Nemesis feature.

If you decide that it makes most sense that the Emperor's rival is (or one day will be) the parent of the Emperor, you can add the temporal subtype to the Emperor and decide the supervillain came backwards in time to harass his (future) parent or ancestor.

### Nature

The Emperor of Asps is perhaps the most highly placed mortal worshipper of the ancient serpent deities still alive



and active in the world. The Emperor of Asps was once a man...just a man. Until he discovered unspeakable secrets of the primeval past and saw a new way to wealth, power and glory. As the battle-armored figurehead and inspiration of Snake Cults worldwide, the Emperor of Asps commands

a secret, terrorist army that coils around the entire Earth.

When the Emperor of Asps left behind his ordinary life, he did abandon his training, battle-savvy or his connections. Indeed, the Emperor of Asps' place in the vast planetary conspiracy has only made him more dangerous, as he slithers through the corridors of power and influence. The Emperor of Asps has military might and political influence at least equal to the United State's Presidency, even though the Emperor is never mentioned on 24-hour cable news, nor is his existence openly acknowledged by the agencies tasked with brining him to justice.

The Emperor of Asps dresses in gleaming golden armor accented with rich browns, green and black, in complex scaled patterns reminiscent of an African King Cobra. His battle helmet is an onyx mirror framed by a golden helm resembling a striking, hooded cobra whose fangs encircle the brow. The bottom half of the battle mask is hinged along secret lines, allowing the Emperor to bite an adversary without compromising his anonymity.

The Emperor of Asps speaks with a low, hissing growl; his helmet obviously scrambles his voice, but the malice and contempt is unmistakable. The Emperor of Asps is sarcastic, bitter and cruel, especially to inept subordinates.

### **LADY SIDEWINDER - CR 9**

*Medium CG Humanoid (human, reptilian) Gunslinger (mysterious stranger) 8*

**XP** 6,400 (ad hoc adjustment due to excellent gear and well-chosen cybernetics)

**Init** +12 **Senses** Perception +12

**Languages** Draconic, English, Spanish

#### **Defense**

**AC** 26 **Touch** 21 **Flatfooted** 20 (+5 DEX, +1 dodge, +1 natural, +2 armor, +2 busty, +5 luck)

**HP** 8d10+16 hp (65 HP)

**FORT** +8 **REF** +10 **WILL** +7\*

**Immune** poison

**Weaknesses** Cybernetic Security Risk -2

#### **Offense**

**Spd** 30 ft

**Melee** +10/+5 dagger (1d4+2 slashing, 19-20/x2) plus +9 bite (1d8+1 piercing plus poison, 20/x2)

**Ranged** +16/11 MAC Ingram M10 (2d6+3 ballistic, 20/x2, 40 ft range increment, full auto)

OR +16/+11 Colt Double Eagle (2d6+3 ballistic, 20/x2, 30 ft range increment, semi auto)

OR +13 ranged touch venom (poison, F-DC 13 negates)

**Special Qualities** Deeds, Gunsmith, Lucky



**Special Attacks** Snake Cultist Poison (Bite- Injury; FORT DC 13; frequency 1/round for 6 rounds; effect 1d2 CON; cure 1 save)

**Grit** 6 points

**Deeds** Dead Eye, Dodge\* Gunslinger's Dodge, Gunslinger's Initiative (*included in stat-block above*), Pistol Whip, Utility Shot, Dead Shot, Startling Shot, Targeting

### Statistics

**Str** 13 **Dex** 21 **Con** 14 **Int** 13 **Wis** 13 **Cha** 20

**Base Atk** +8 **CMB** +9 **CMD** 23

**Feats** Busty Extreme, Combat Reflexes, Dodge\*, Extra Grit, Improved Initiative, Iron Heart\*, Iron Will\*, Point Blank Shot, Precise Shot, Quick Draw\*, Super Kawaii

**Skills** Acrobatics +15, Bluff +12, Disguise +12, Intimidate +14, Knowledge (history, religion) +7, Knowledge (local) +12, Perception +12

**Gear** +3 MAC Ingram M10 of infinite ammunition, +3 lucky Colt Double Eagle of infinite ammunition, mwk. dagger, mwk. battle lingerie, ziptie handcuffs, mwk. manacles, smartphone, lockpick gun, mwk. first aid kit, potion of cure critical wounds x2, other investigatory gear

### Cybernetics

**Headware** – Onboard Computer, Attack Barrier +2, Combat Computer (dodge, iron will, iron heart, quick draw), Targeting Optics +2

### Ecology

**Environment** any urban

**Organization** usually solitary but often commands platoons or larger squads of Venom Troopers or similar servants

**Treasure** double standard (including gear)

### Special Abilities

#### **Focused Aim (EX)**

As a swift action, Lady Sidewinder can 1 grit point to gain a bonus on all firearm damage rolls equal to her CHA modifier (+5) on all firearms she makes until the end of her turn.

When she uses the dead shot deed, she multiplies this bonus by the number of hits she makes while rolling the dead shot attack.

#### **Iron Heart (SU)**

Lady Sidewinder can never be compelled to a sexual act against her will. She is immune to any form of mind-influencing effect that would compel or influence sexual behavior or a sexual response. Whether or not Lady Sidewinder is immune to a specific ability depends on context. For instance, she is immune to *charm person* if the spell would compel her to sexual behavior with the caster or one of the caster's allies, but not if the same *charm*

merely compelled her to drop her weapon and surrender.

#### **Stranger's Fortune (EX)**

Lady Sidewinder can ignore a misfire or firearms mishap up to three times per day as a swift action.

### Nature

Lady Sidewinder is a particularly nasty customer working for the planetary Snake Cults- their best and meanest internal security specialist. Lady Sidewinder patrols Snake Cult facilities, ferrets out and executes undercover agents, informers and traitors and ensures the purity of Snake Cult doctrine. She has the ear of the Snake Cult's highest leadership, and her position opens doors at any Snake Cult facility anywhere on the planet or in adjacent dimensions.

Lady Sidewinder affects a cold, scholarly demeanor. She rarely shows emotion, aside from her practiced sneer of superiority. Even her fellow Snake Cultists fear her, as she can sentence a low ranking cult member to death upon the sacrificial altar upon a whim, and she is tasked by her superiors with executing the lowest performing 1% of the ranks at the key rites, when the moon is black.

Lady Sidewinder is a stunningly beautiful brunette woman who dresses only in the ancient ritual finery of the Snake Cult. As a result, her mesh battlesuit makes her look like an especially high-class, high-dollar porno star. However, the enchanted weapons on her belt give a different impression. As she is permitted by cult doctrine to carry her weapons anywhere, even into the most secure councils of the Cult, she never empties her holsters.

## VENOM TROOPER - CR 2

Medium LN Humanoid (human, patriot, reptilian) Fighter 2  
XP 600

**Init** +1 **Senses** Darkvision 60 ft, lowlight vision,  
Perception +2

**Languages** Draconic, English, and one other Earth  
language of choice

### Defense

**AC** 17 **Touch** 13 **Flatfooted** 14 (+2 DEX, +1 natural, +4  
armor)

**HP** 2d10+7 hp (23 HP)

**Fast Healing** 1 (acid, fire)

**FORT** +5 **REF** +2 **WILL** +0

**Immune** poison

**Defensive Abilities** Bravery +1

**Weaknesses** Cybernetic Security Risk -1

### Offense

**Spd** 40 ft

**Melee** +5 dagger (1d6+3 slashing, 19-20/x2) plus +5 bite  
(1d8+3 piercing plus poison,

**Ranged** +4 advanced SMG (2d6 ballistic, 20/x2, 50 ft  
range increment, full auto, 20 box)

OR +4 frag grenade (4d6 slashing, 20 ft burst R-DC 15  
half, 10 ft range increment)

OR +4 ranged touch venom (poison, F-DC 13 negates)

**Special Attacks** Snake Cultist Poison (Bite- Injury; FORT  
DC 13; frequency 1/round for 6 rounds; effect 1d2 CON;  
cure 1 save)

### Statistics

**Str** 16 **Dex** 14 **Con** 14 **Int** 13 **Wis** 10 **Cha** 14

**Base Atk** +2 **CMB** +5 **CMD** 17

**Feats** Combat Reflexes, Endurance, Paired Opportunists,  
Point Blank Shot, Toughness

**Skills** Bluff +6, Climb +7, Craft (gunsmith) +5, Disguise  
+6, Intimidate +4, Knowledge (history) +3, Perception +2,  
Stealth +2, Survival +5

**Gear** tactical ballistic vest, dagger, advanced SMG and  
6x spare clips, 1d4 frag grenades, first aid kit, encrypted  
smartphone, zip tie handcuffs, 2x days water & rations

### Cybernetics

*Headware* – Onboard Computer

### Ecology

**Environment** any

**Organization** solitary, pair, or any applicable military  
grouping (Venom Troopers are often deployed in pairs or  
larger groups and take full advantage of teamwork and  
overlapping fields of fire.)

**Treasure** standard (including gear)

### Special Abilities

#### **Nanite Surge (EX)**

Once per day, the Venom Trooper can trigger the nanites  
floating through his blood stream and growing within  
his bone marrow to radically augment his natural healing  
abilities. As a swift action, the Venom Trooper can recover  
1d8+2 HP and gains a new FORT save against any ongoing  
poisons, diseases or other effects resisted with a FORT  
Save.

### Nature

The best-connected Snake Cults field private armies of  
highly trained, extremely motivated and superbly equipped  
super-soldiers that can fight the entire might of the United  
States military to a stand-still time and again. Venom  
Troopers are the rank and file soldiers of a prosperous  
Snake Cult, rendered anonymous between all concealing  
tactical body armor and fullface mask. Hired from the  
ranks of soldiers and mercenaries around the world, Venom  
Troopers are educated in both cult ethos and military  
strategy in secret boot camps around the world. At the  
climax of their training, a blood sacrifice of extreme cruelty  
binds the neophyte Venom Trooper to primordial serpent  
deities forever.



## THE SOVIET SUPERHUMAN TEMPLATE

Throughout the long decades of the Cold War, the former Soviet Union produced an array of highly motivated, expertly trained and very, very tough superhumans. These military paragons were, and remain, champions of global Communism. Soviet Superhumans are driven, fit super soldiers who still favor the drab, practical battlesuits favored by Soviet agents, accented by the crimson star or golden hammer and sickle.

- **Challenge Rating** +1
- **Available To** The Soviet Superhuman Template is an acquired template that can be added to any intelligent creature with the human, mutant or psionic subtypes.
- **Alignment** Change the Soviet Superhuman's alignment to any lawful alignment. The good-evil axis usually might or might not change, at the gamemaster's option.
- **Ability Scores** Increase the base creature's STR score by +4, as a result of the former USSR's superb physical conditioning program.
- **Defensive Abilities** The Soviet Superhuman gains Cold Resistance 5; if the base creature had 10+ HD, this increases to Cold Resistance 15. The Soviet Superhuman loses any Vulnerability to Cold.
- **Skills** The Soviet Superhuman gains Russian and one other language of choice common to the former Soviet Union as bonus languages. The Soviet Superhuman gains a +2 racial bonus on Knowledge (history) checks and this becomes a class skill.
- **Feats** The Soviet Superhuman gains Endurance, Improved Unarmed Strike and Toughness as bonus feats. The Soviet Superhuman gains Favored Energy (cold) if the base creature can manifest psionic powers or psi-like abilities.

### Communist Atheism (SU)

The Soviet Superhuman gains Spell Resistance equal to 5 + his Hit Dice against harmful divine spells and effects.

### Patriotic Fervor (EX)

The Soviet Superhuman gains a +1 morale bonus to attack rolls and armor class, as well as a +4 morale bonus on saves against fear, when adjacent to any ally with this template or when fighting on Russian territory.

## THIEF-IN-LAW - CR 5

*Medium LN or LE Humanoid (psionic)*

**XP** 1,600

**Init** +4 **Senses** Lowlight vision, Perception +1

**Languages** Chech, English, German, Russian, possibly 1-2 other languages, sometimes a Roma or Afghani dialect

### Defense

**AC** 18 **Touch** 16 **Flatfooted** 12 (+4 DEX, +2 dodge, +2 armor)

**HP** 5d8 +5 hp (28 HP)

**FORT** +1 **REF** +8 **WILL** +2

**Resist** Cold 5 **Spell Resistance** 10 (against divine spells only)

### Offense

**Spd** 35 ft

**Melee** +8 dagger (1d6+4 slashing, 19-20/x2)

OR +7 unarmed strike (1d6+3 bludgeoning, 20/x2)

**Ranged** +7 AK-47 (2d8 ballistic, 20/x2, 70 ft range increment, full auto, 30 box)

**Sneak Attack** +2d6

**Psi-Like Abilities** (ML 5<sup>th</sup> **Concentration** +7)

**At Will** – absorb weapon

- distract (W-DC 12)
- metaphysical weapon (+2 bonus, 5 hour duration, not factored into stat block above)

**Power Points** 2

### Statistics

**Str** 16 **Dex** 18 **Con** 11 **Int** 15 **Wis** 13 **Cha** 15

**Base Atk** +3 **CMB** +4 **CMD** 18

**Feats** Dodge, Psionic Dodge, Endurance, Improved Unarmed Strike, Toughness, Weapon Finesse, Wild Talent  
**Skills** Acrobatics +12, Bluff +9, Computer Use +6, Climb +6, Diplomacy +6, Disable Device +8, Sleight of Hand +9, Stealth +12

**Gear** mwk. leather jacket, 2x mwk. dagger, AK-47 and 2x spare clips, thieves tools, lock release gun or palmtop computer

### Ecology

**Environment** any

**Organization** usually work in pairs or gangs of 3-5

**Treasure** standard (including gear)

### Special Abilities

**Lucky Psion (Ps)**

The Thief-in-Law can expend a Power Point as part of a skill check, saving throw or attack roll to receive a +1d6 luck bonus on the check. The Thief-in-Law must declare the use of this ability prior to rolling the check.

Prior to rolling the bonus D6, choose a number between 1

and 6 and declare it. If that number is rolled, the Thief-in-Law retains the power point for later use.

### **Patriotic Fervor (EX)**

The Thief-in-Law gains a +1 morale bonus to attack rolls and armor class, as well as a +4 morale bonus on saves against fear, when adjacent to any ally with this template or when fighting on Russian territory.

### **Seductive (EX)**

The Thief-in-Law is exceptionally charming and receives a +2 competence bonus on all sexually oriented Bluff and Diplomacy checks.

### **Nature**

Russian "Thieves-in-Law" are an ancient Russian criminal gang with absolutely no fear of Russian law, but an unflinching obedience to their *organizatia*'s own merciless codes of honor. Thieves-in-Law are marked with intricate, prison-inked tats covering their chest and arms, each symbol with a different meaning. These Thieves-in-Law are daring criminals with connections to international smuggling and arms dealing, and connections anywhere Russian is spoken. They are stoic and loyal to their gang. No Thief-in-Law ever talks to the cops or rats out a brother.

The Thief-in-Law was created by extensively modifying the *Lagnippe Thief* stat-block, completely altering the character's cultural origin. Languages and background changed, and the Thief-in-Law traded his silenced weapon for a black market AK-47, because while stealth has its place, when the guns come out efficiency matters more.

## **WINTER CELL - CR 17**

*Large LN, Outsider (cold, native, lawful)*

**XP** 102,400

**Init** +8 **Senses** Lowlight vision, *see in darkness*, perceive unencrypted wifi/radio/television signals, Perception +25 (+30 in daylight)

**Languages** English, Russian *truespeech*

**Aura** Snowblindness (bright illumination 30 ft, or 100 ft *blindness* 1d6 hours or worse, F-DC 27 negates)

### **Defense**

**AC** 33 **Touch** 17 **Flatfooted** 29 (-1 size, +4 DEX, +4 deflection, +16 natural)

**HP** 21d10+168 hp (284 HP)

**Regeneration** 5 (fire)

**FORT** +14 **REF** +16 **WILL** +13

**Immune** Ballistic, Cold, ability score damage/drain, blindness, critical hits, radiation, stunning, suffocation, vacuum

**Resist** Electricity 20, Force 20, Sonic 10 **Spell Resistance** 21 (divine spells only)

**Weaknesses** Cybernetic Security Risk -0  
**Vulnerable** Fire

### **Offense**

**Spd** 35 ft, **Flight** 150 ft (perfect)

**Melee** +27/+22/+17/+12 unarmed strike (2d10+7 bludgeoning plus 1d10 cold, 18-20/x3)

**Ranged** +24/+19/+14/+19 solar flares (6d10 cold, 18-20/x3, 150 ft range increment)

**Special Qualities** No Breath

**Spell-Like Abilities (CL 21<sup>st</sup> Concentration +24)**

**At Will** – iceball (R-DC 20) (as *fireball*, but Cold Damage)

- icy sphere (R-DC 19) (as *flaming sphere*, but Cold Damage)

- wall of ice (as wall of *fire*, but Cold Damage)

### **Statistics**

**Str** 25 **Dex** 18 **Con** 25 **Int** 14 **Wis** 13 **Cha** 17

**Base Atk** +21 **CMB** +27 (+29 disarm/sunder) **CMD** 41

**Feats** Cleave, Combat Expertise, Endurance, Great Cleave, Greater Disarm, Greater Sunder, Improved Disarm, Improved Initiative, Improved Sunder, Improved Unarmed Strike, Lunge, Master Craftman (electronics), Power Attack, Skill Focus (craft: electronics), Toughness  
**Skills** Bluff +21, Computer Use +15, Craft (electronics) +25, Diplomacy +21, Intimidate +27, Knowledge (technology, physical sciences, the planes) all at +20, Perception +25 (+30 in daylight), Pilot +18, Use Magic Device +12

### **Cybernetics**

**Headware** – Onboard Computer, Professional Database (craft: electronics), Attack Barrier x1

### **Ecology**

**Environment** any

**Organization** usually solitary

**Treasure** double standard (in lair)

### **Special Abilities**

#### **Arctic Combo (EX)**

If the Winter Cell hits the same target with at least two unarmed strikes, the target catches is badly frost bitten, suffering 4d6 cold and being slowed (F-DC 27 negates), and in addition is knocked in a direction of the Winter Cell's choosing (including straight up or down) 2d6x10 ft. A successful DC 27 FORT save prevents the knock back effect. The saving throw DC is STR based.

#### **Massive Strength (EX)**

The Winter Cell is stronger than anything humanoid has any right to be. The Winter Cell's lifting and carrying limits are 1,000 times an ordinary creature of his size and Strength score. The Winter Cell's maximum load is 800,000 lbs.



### Snowblindness (SU)

The Winter Cell radiates painfully intense light. The Winter Cell is surrounded by a 30 ft aura of bright illumination (90 ft ordinary, 120 ft dim). He can reduce his luminosity to a 5 ft aura of bright illumination (10 ft ordinary, 15 ft dim), but cannot consciously suppress this light while he is alive and conscious. This light is considered natural daylight, and automatically dispels any darkness effect within the aura's radius.

The brilliant illumination cloaking the Winter Cell makes it difficult to target the Winter Cell precisely. Melee attacks made against the Winter Cell have a 50% miss chance, as if the Winter Cell had total concealment.

As a standard action the Winter Cell can increase his already vast illumination to blinding levels, light so intense it blasts through even tightly closed lids and washes out everything with white. All creatures within 100 ft must succeed at a DC 27 FORT Save or be blinded for 1d6 hours; creatures within 30 ft are permanently blinded instead on a failed save. The saving throw DC is CON based.

### Nature

*The Winter Cell is built upon a heavily modified version of the Hell Furnace version of the Luminate stat-block. This version of the Hell Furnace is built around Cold damage and has that subtype.*

Winter Cells are terrifying relics of the Cold War. Highly decorated KGB officers and Spetsnaz veterans had their bodies frozen and shattered in baths of liquid nitrogen while agonizing radiation treatments and psionic super-science transformed the volunteer's mind into something that can survive without a human body. Reduced to a sub-zero soul and radioactive blizzard trapped in a heavy, tank-like containment suit, each Winter Cell exists only for battle. When not on the frontlines, Winter Cells remain in a stoic, meditative silence under strict military containment: they rest in a tubular coffin like a ballistic missile in a silo and are just as impassive, just as deadly.

## THE STORMBRINGER TEMPLATE

Stormbringers are especially powerful mutants capable of altering the weather to their whims. The weakest can summon blinding showers or cast potent bolts of lightning with immediate, tactical applications: the greatest and most experienced Stormbringers can make long term alterations to continental weather patterns.

- **Challenge Rating** The Stormbringer's challenge rating is adjusted based upon her base Hit Die, as shown on the chart below.
- **Available To** The Stormbringer Template is an inherited template that can be added to any character of the Mutant subtype with a CHA score of at least 13 and 4 or more Hit Dice.
- **Creature Type and Subtype** The Stormbringer gains the Electrical subtype.
- **Speed** Stormbringers can fly by summoning jet-stream winds to buoy them up. The character gains a Flight speed equal to 4x her base land speed with poor maneuverability. If the Stormbringer has an existing Flight speed, it is unchanged.
- **Ability Scores** Increase the Stormbringer's CHA score by +2.
- **Attacks** The Stormbringer may add the Shocking Burst magical weapon quality to any unarmed strikes, natural weapon or melee weapon attacks she makes. Activating or suppressing this ability is a swift action.

In addition, the Stormbringer gains a lightning bolt ranged attack, the efficacy of which is determined by her Hit Die.

- **Defenses** The Stormbringer becomes immune to Cold and Electrical damage.
- **Skills** The Stormbringer gains ranks in either Knowledge (earth & life sciences) or Knowledge (religion) or Knowledge (nature) equal to her HD. This is considered a class skill for her.
- **Standard Monster Abilities** The Stormbringer gains a suite of weather-themed spell-like abilities based on her Hit Die. The Stormbringer's effective caster level is equal to her HD and she uses CHA as her key ability score for these spell-like abilities.

Creature Hit Dice	Challenge Rating	Lightning Bolt Attack	Spell-Like Abilities Gained (Higher HD Storm Bringers also gain spell-like abilities earlier on this chart)
4-8 HD	CR +2	(2d10 electrical, 20/x2, 60 ft range increment)	<i>At Will</i> – Alter Winds, Create Water, Obscuring Mist
9-12 HD	CR +3	(4d10 electrical, 20/x3, 75 ft range increment)	<i>At Will</i> – Chill Metal, Gust of Wind
13-18 HD	CR +4	(6d10 electrical, 19-20/x3, 100 ft range increment)	<i>3x/day</i> – Call Lightning, Sleet Storm
19+ HD	CR +6	(8d10 electrical, 19-20/x3, 150 ft range increment)	<i>1x/day</i> – Control Weather



## FIRST NATIONS THUNDERBIRD - CR 13

Medium LG or LN Humanoid (electrical, human, mutant) Stormbringer

XP 25,600

**Init** +4 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +19

**Languages** English, Cheyenne or one other Native American language of choice, Spanish

### Defense

**AC** 21 **Touch** 16 **Flatfooted** 17 (+4 DEX, +5 armor, +2 deflection)

**HP** 14d8+28 hp (91 HP)

**FORT** +6 **REF** +12 **WILL** +7

**Immune** disease, poison

### Offense

**Spd** 40 ft **Flight** 160 ft (poor)

**Melee** two +14 talons (1d8+3 slashing plus 1d10 electrical, 19-20/x2 plus grab)

OR +14 coup stick (2d8+3 nonlethal bludgeoning plus 1d10 electrical, plus *shaken* 1d4+1 rounds, W-DC 20 negates)

**Ranged** +15/+10/+5 advanced SMG (2d6 ballistic, 20/x2, 50 ft range increment, full auto, 20 box)

OR +15/+10/+5 lightning bolt (6d10 electrical, 19-20/x3, 100 ft range increment)

### Spell-Like Abilities

(CL 14<sup>th</sup> **Concentration** +17)

**Constant** – pass without trace

**1x/day** – charm animal (W-DC 14)

- cure light wounds
- hide from animals (W-DC 14)

### Spell-Like Abilities

(CL 14<sup>th</sup> **Concentration** +16)

**At Will** – Alter Winds

- Chill Metal
- Create Water
- Obscuring Mist

**3x/day** – Call Lightning (R-DC 15)

- Sleet Storm

### Statistics

**Str** 17 **Dex** 18 **Con** 15 **Int** 12 **Wis** 17 **Cha** 14

**Base Atk** +10 **CMB** +13 (+15 grapple)

**CMD** 27

**Feats** Chokehold, Combat Reflexes, Improved Grapple, Greater Grapple, Power Attack, Run, Weapon Focus (talons)

**Skills** Acrobatics +19, Drive +9, Handle Animal +10, Knowledge (history, religion) both at +9, Knowledge (earth & life sciences) +18, Perception +18, Survival +18



**Gear** +2 utility bodystocking, armband of protection +2 (as ring), mwk. advanced SMG and 4x spare clips, mwk. light club, smartphone, first aid kit, tent, bedroll, rations and water for 4-5 days, potion of cure serious wounds

**Vehicle** either a heavy duty Harley Davidson motorcycle, an late-model pickup or riding a heavy horse (if the latter, swap Drive for equal ranks in Ride)



**Ecology**

**Environment** any land (based primarily out of the reservation land of the American Southwest, Central Plains)

**Organization** solitary, pair or accompanying other military post-humans in small squads of 4-6 operatives

**Treasure** standard (including gear)

**Special Abilities****Count Coup (EX)**

*As the First Nations Warrior stat-block.*

**Nature**

First Nation Thunderbirds prove themselves worthy of unimaginably vast power. With a thought, they can summon life-giving rains, call down bolts of lightning intense enough to melt steel or charbroil an unprotected human, warp winds and spin the seasons as they choose. Thunderbirds are especially well educated, though for some this comes in the form of a complete mastery of a tribe's oral history and mythic past, while other Thunderbirds boast a PHD in meteorology or theoretical physics. Some of the cleverest know both aspects of the wind and weather.

Thunderbirds are natural leaders- charismatic, confident and highly capable. They are among the most powerful and well-respected of the First Nation's post-human defenders. They share the same genetic and occult upgrades of all First Nation Warriors, but have undergone additional rites, which have unlocked additional powers. Thunderbirds decorate their bodies with the mythic god-bird they are named for, usually by undergoing impressive and expensive tattooing or ritual scarification. A Thunderbird's armored body stocking usually incorporates a traditional Native Thunderbird motif on the breast or other armored hard-point. Electricity crackles down a Thunderbird's arms and fingers at all times when he or she is in costume.

**NEW TECHNOLOGY**

Unfamiliar pieces of gear or equipment can be found in one of the following sources.

- *Technology Unchanged* (Print on Demand compilation and expansion of the other sourcebooks described here, Otherverse Games, 2015)

These sourcebooks are reprinted and expanded in *Technology Unleashed*.

- *The Polymer Path* (cybernetics, Otherverse Games, 2014)
- *The Advanced Arsenal* (firearms and energy weapons, Otherverse Games, 2015)
- *The Advanced Armory* (armor, Otherverse Games, 2015)
- *The Advanced Edge* (melee weapons, Otherverse Games, 2015)

- *Advanced Equipment* (gadgets and other tech, Otherverse Games, 2015)

**NEW SUBTYPES****Anthro**

Anthros are humanoids or monstrous humanoids with animal traits. Most Anthros possess Darkvision 60 ft and many also have the Scent special quality.

All the creatures created with *Fursona: The Definitive Guide to Creating Anthropomorphic Characters* (Otherverse Games, 2010), have the Anthro subtype.

**Battlechanger**

Monstrous Humanoids with the Battlechanger subtype are powerful alien mechanoids able to alter their form into vehicles, tools and other useful shapes.

Though usually applied to Monstrous Humanoids, this subtype might be applied to other creatures, such as Animals or Magical Beasts, representing other bio-mechanical components of the Battlechanger ecosystem.

**Bleeding Ghost**

Beings with the Bleeding Ghost subtype are the ancient enemies of the Culture, and often possess the shapechanger subtype, as well. They possess the Blood Scent special racial quality.

*Blood Scent (EX):* Bleeding Ghosts gain the *scent* special quality; they can distinguish creatures with the Bleeding Ghost subtype by scent alone, if they merely come within 30 ft of one. The Xenobreed can use her scent ability to detect (though not pinpoint) invisible or otherwise concealed Bleeding Ghosts. *Location:* Senses *Format:* Blood Scent

**City Born**

City Born are psionic post-humans specifically evolved to thrive in cities, and who often serve as protectors of the world's greatest cities.

**Cyborg**

Monstrous Humanoids with the Cyborg subtype have been mechanically augmented. Cyborgs have the following qualities.

- Cyborgs possess Darkvision 90 ft and low light vision. They can receive unencrypted wi-fi/cellular/television and radio signals, as well as similar higher-tech types of signal. *Location:* Senses *Format:* Darkvision 90 ft, lowlight vision, wifi/cellular/television and radio reception



*Location: Special Qualities Format: Unhealing*

- Most Cyborgs have a +4 natural armor bonus to AC or better.

### **Graverobber**

Graverobbers are military Undead created by techno-occultists for use as disposable shock-troops.

### **Lifespawn**

Creatures with the Lifespawn subtype are genetically connected to a galaxy spanning eco-system. They are extremely powerful and have a connection to the enigmatic beings that forged the current universe. Creatures with this subtype are often referred to as Lifechained creatures or by the name of their particular genetic lineage, such as Nemesis Lifespawn or Gazelle Lifespawn.

- Lifespawn receive Darkvision 60 ft and gain the Scent special quality. Lifespawn can sense the distance to and general direction of all other creatures with this subtype within one mile. Some Lifespawn have even greater Lifesense radius.

*Location: Senses Format: Darkvision 60 ft, scent, Lifesense 1 mile*

- Lifespawn are immune to non-magical disease and poison.

*Location: Immunities Format: Lifechained Immunities*

- Lifespawn have a statistic called a Lifecount, which measures the relative strength of their bloodline. Lifespawn suffer a penalty equal to their Lifecount on saving throws against effects caused by other creatures with this subtype. Immunities to a particular effect, such as poison or disease, does not apply against effects caused by other Lifespawn.

*Location: Weaknesses Format: Lifecount X*

- Some, but not all Lifespawn, are capable of spaceflight. These Lifespawn gain the No Breath and Greater Starflight special qualities. Lifespawn typically fly as fast as a top of the line military starship; in space, they gain a Zero G Flight speed of at least 500 ft (one space scale square). Lifespawn can enter **hyperspace** by traveling in real space using their Zero G Flight for at least 1 minute (10 rounds) to build up speed.

*Location: Special Qualities Format: No Breath, Greater Starflight*

### **Mutant**

Mutants are highly evolved and often physically deformed super-humans, considered freaks and monsters by baseline *homo sapiens*. This subtype usually is applied to

- Cyborgs are immune to drowning, suffocation, vacuum, hunger, thirst, the sickened and nauseated conditions, death effects, ability drain and energy drain.

*Location: Immunities Format: Cyborg Immunities*

- Cyborgs have the Unhealing special quality. They do not heal damage naturally, and healing spells and effects only have half the normal effect when used to benefit them.



Humanoids and Monstrous Humanoids, but not always.

## Mecha

Constructs with the Mecha subtype are vehicles designed to operate under the direct control of an intelligent pilot. Mecha have the following qualities.

- Though the Mecha's type is Construct, it is vulnerable to mind-influencing effects through its pilot. This weakness does not apply if the Construct is unmanned. *Location: Weaknesses Format: Intelligent Pilot*
- Piloted (EX)* Some of the Mecha's qualities, marked with an asterisk in the statblock, are replaced by the Mecha's pilot if they are greater. The following qualities are replaced by the pilot's when the Mecha is in action: alignment, languages, REF and WILL Saves, skill ranks, base attack bonus (which may modify CMB and CMD), DEX, INT, WIS and CHA scores. *Location: Special Qualities Format: Piloted*

## Patriot

Creatures with the Patriot subtype owe their origins to genetic tampering by the US military's highly classified "Patriot Medical" super-soldier program.

## Watchtower

Creatures with the Watchtower subtype are products of a secret United States military program to control and exterminate mutant threats. Watchtower creatures are usually specially built Constructs, but occasionally include members of other types. Watchtower creatures have the following qualities.

*Mutant Detector Systems (EX):* Watchtower can unerringly sense the distance to and direction of any creature with the Mutant subtype within a large range specified in the creature's stat-block. These sensors provide the Watchtower creature with a +20 racial bonus on Perception check made to detect hidden, invisible or disguised creatures of the Mutant subtype.

*Location: Senses Format: Mutant Detector Systems 1 mile*

## Zeth

Zeth are violent Monstrous Humanoids born within the Galactic Scar. Zeth are a fading warrior culture nearing extinction, known for their savagery and acidic body fluids.

Zeth have the following qualities.

- Zeth are immune to acid, poison and radiation. Zeth have Fire Resistance 5 at a minimum, though some Zeth might have greater Fire Resistance. *Location: Immunities and Resistances*
- Zeth are Vulnerable to Cold. *Location: Vulnerabilities*

## THREATS BY CHALLENGE RATING

This alphabetic list of creatures in this sourcebook is divided by challenge rating.

Creatures in red text were created by applying a template found in this sourcebook.

### Familiars

Cerebrite (CR ½), Health Dancer (CR 1/3), Janus Cat (CR ½), LAB Animals (varies, usually CR ½ or less), Rez Tuatara (CR ½), Skunkwork Dragon (CR ½), Sym-Biot (CR -), Subcon Imp (CR ½)

### Challenge Ratings Below CR 1

RoC Med-Slave (CR 1/3), Subgene (CR ½)

### Challenge Rating 1

Board Demon, Catscratcher, **First Nations Catscratcher**, Gifted, Graverobber Bulletstopper, Hunt Club Member, Ninja Cultist, Ops Clone, Organized Crime Gangster, RoC Slave Infantry

### Challenge Rating 2

Azzi, Cityborn Agent, Cityborn Rad!, Cranker Baby, **Cute Gifted, Cyber-Wolf, Cyber-Vulture, Cyber-Zombie**, Mutant Prostitute, Nano-Soldier, RoC Stormfront Elite, **Venom Trooper**, Watchtower Harrier

### Challenge Rating 3

Cranker Wire Princess, **Dead Claw**, Huxley Child, Mutant Buzz-Boy, Reality Glot, Scarab Brotherhood Cultist, Techno Fascist, Vivisect

### Challenge Rating 4

Box Office Gladiator, Deddy Teddy, Detroit Lamprey, Feral Seductress, Graverobber Silencer, Hammerhead Combat Android, Mutant Urban Warrior, Lagniappe Thief, Parentis, Psi-Watch Hard Stryker, Puzzle Ops Black Operator, Touchheart Angel

### Challenge Rating 5

Armory Cyborg, Cool Ghoul Vigilante, **Cyber-Grizzly**, First Nations Anvil, **First Nations Cyber-Ninja**, Genehound Scout, Hard Gene Alley Queen, Janus Panther, Mega-Corp Sec-Ops, Psi-Watch Coordinator, **Thief-in-Law**, Time Scum

### Challenge Rating 6

Cranker Blackspider, Killwatt, Leather Vigilante, **Mega-Corp Payroller**, Million Favored One, Puzzle Ops Scholarship Division, Razored Ninja, Street Exorcist, Street Freak, Totem Vigilante

### Challenge Rating 7

Bleeding Ghost, Breakproof Mutant, Combat Mentat, Cranker Throatcutter Borg, Culture Combat Android, Cultureborn Final Song, Graverobber Infantry, Mind Dancer, Mutant Slaver, Puzzler Blade, Schemat, **Silk Stalker**, Tetratagen

### Challenge Rating 8

Bounty Babe, Celeb Mind Dancer, Dream Hammer, Hard Gene Beat Cop, Leather Zombie, Mutant Cutter, Rogue Psion,

Shortstack, Tank, Ultra-Tech Vigilante, Vaporlock Heavy Hitter, Watchtower Delta Guardian, Watchtower Grendel, Watchtower "Type Zero" Assault Mecha

#### **Challenge Rating 9**

Augmentus, Box Office Editor, First Nations Warrior, Hellgrin, Hell Rider, *Lady Sidewinder*, Mr. Sandman, *Reborn Graverobber*, Zeth Trophy Hunter

#### **Challenge Rating 10**

First Nations Tank-Killer, *Mega-Corp Dragoon*, Mega-Corp V-Elites, Nanotech Commando, Puzzler Blade Meta-Fictionist, Rushmore Combat Android, Warbird, Watchtower Watchman "Type I", Zealous Tank

#### **Challenge Rating 11**

Codeword, Domina, Psion Elite, Zeth Stalwart

#### **Challenge Rating 12**

Atomic Harlot, Bellamorte, Futurist, Necrofficer, Omega SEAL, Psi-Mortal, Pundit Clone, Watchtower Avatar

#### **Challenge Rating 13**

Bleeding Wraith, Cityborn Guru of the Emergent City, Enigmat, Eugenicist Demon, *First Nations Thunderbird*, *Huxley Ingénue*, *Zeth Biker Daddy*

#### **Challenge Rating 14**

Cultureborn Adamant, Huntmistress Angel, Irish Magdalene, Watchtower Watchcommander Assault Mecha

#### **Challenge Rating 15**

Demolisher of Worlds, Lady Entropia, President Spencer, Raptor One, *Rotting Eugenicist*

#### **Challenge Rating 16**

Luminate, Obsidian Showman, Secret Chewing Rakshasa

#### **Challenge Rating 17**

Trafficker Devil, *Winter Cell*

#### **Challenge Rating 18**

Aircraft Carrier, Nanosculptor, Sentencer Devil, War-Knight

#### **Challenge Rating 19**

Maximus Dragon

#### **Challenge Rating 20**

Military Base, Sentient Megacorp, Watchtower Sovereign

#### **Epic Threats (CR 21+)**

Bringer of Culture (CR 24), *Emperor of the Asps* (CR 21), Failed Paragon (CR 22), The Flier (CR 30), Huxley Murder Mind (CR 23), Impendant (CR 24) Nyarlathotep the Obsidian Pharaoh (CR 26), Sekhmet Ammt (CR 28), Tunguska Dragon (CR 25), Dr. Oblivion Van Der Merwe (CR 23), Elizabeth Vose (CR 21)

## ***THREATS BY CREATURE TYPE***

This alphabetic list of creatures in this sourcebook is divided by creature type.

*Creatures in red text* were created by applying a template found in this sourcebook.

#### **Aberration**

Atomic Harlot, Bleeding Ghost, Cerebrite, Enigmat, Huxley Murder Mind, Reality Glot, Schemat, Tetratagen, Vaporlock Heavy Hitter

#### **Animal**

*Cyber-Grizzly*, *Cyber-Wolf*, *Cyber-Vulture*, Rez Tuatara, Symbiot

#### **Constructs**

Aircraft Carrier, Bringer of Culture, Culture Combat Android, Hammerhead Combat Android, Military Base, Parentis, Raptor One, Rushmore Combat Android, Tank, Warbird, Watchtower Avatar, Watchtower Delta Guardian, Watchtower Grendel, Watchtower Harrier, Watchtower Sovereign, Watchtower "Type Zero" Assault Mecha, Watchtower Watchcommander Assault Mecha, Watchtower Watchman "Type I", Zealous Tank

#### **Dragons**

The Flier, Maximus Dragon, Skunkworks Dragon, Tunguska Dragon

#### **Fey**

Health Dancer

#### **Humanoids**

Augmentus, Bounty Babe, Box Office Gladiator, Breakproof Mutant, Cityborn Agent, Cityborn Guru of the Emergent City, Cityborn Rad!, *Cute Gifted*, Codeword, Combat Mentat, Cultureborn Adamant, Cultureborn Final Song, *First Nations Thunderbird*, First Nations Warrior, Futurist, Gifted, Hunt Club Member, Huxley Child, *Huxley Ingénue*, *Lady Sidewinder*, Lagniappe Thief, Leather Vigilante, Mega-Corp Payroller, Mind Dancer, Mind Dancer Celeb, Nano-Soldier, Nanotech Commando, Ninja Cultist, Omega SEAL, Ops Clone, Organized Crime Gangster, Psi-Mortal, Psion Elite, Psi-Watch Coordinator, Psi-Watch Hard Stryker, Pundit Clone, Puzzle Ops Black Operator, Puzzler Blade, Puzzler Blade Meta-Fictionist, Razored Ninja, RoC Med-Slave, RoC Slave Infantry, RoC Stormfront Elite, Rogue Psion, Scarab Brotherhood Cultist, Shortstack, *Silk Stalker*, Techno Fascist, Time Scum, Totem Vigilante, Ultra-Tech Vigilante, *Vemom Trooper*

#### **Monstrous Humanoids**

Armory Cyborg, Azzi, Box Office Editor, Catscratcher, Cranker Baby, Cranker Blackspider, Cranker Throatcutter Borg, Cranker Wire Princess, Demolisher of Worlds, Detroit Lamprey, *Emperor of the Asps*, Feral Seductress, First Nations Anvil, *First Nations Catscratcher*, *First Nations Cyber-Ninja*, First Nations Tank-Killer, Genehound Scout, Hard Gene Alley Queen, Hard Gene Beat Cop, Mega-Corp Dragoon, Mega-Corp Sec-Ops, Mega-Corp V-Elite, Million Favored One, Mutant Buzz-Boy, Mutant Cutter, Mutant Prostitute, Mutant Rescue Expert, Mutant Slaver,



Mutant Urban Warrior,  
Nanosculptor,  
President Spencer,  
Puzzle Ops Scholarship Division,  
Street Freak,  
Subgene,  
**Thief-in-Law**,  
Dr. Oblivion Van Der Merwe, War-Knight, **Zeth Biker Daddy**,  
Zeth Stalwart,  
Zeth Trophy Hunter

#### **Magical Beast**

Janus Cat,  
Janus Panther

#### **Oozes**

Sentient  
Megacorp

#### **Outsiders**

Board Demon,  
Dream Hammer,  
Eugenicist  
Demon, Failed Paragon,  
Hellgrin,  
Huntmistress Angel,  
Impendant,  
Luminate, Nyarlathotep the Obsidian Pharaoh, Obsidian Showman, Secret Chewing Rakshasa, Subcon Imp, Touchheart Angel, Sentencer Devil, Trafficker Devil, **Winter Cell**

#### **Undead**

Bellamorte, Bleeding Wraith, Cool Ghoul Vigilante, **Cyber-Zombie**, **Dead Claw**, Deddy Teddy, Domina, Graverobber Bulletstopper, Graverobber Infantry, Graverobber Silencer, Hell Rider, Irish Magdalene, Killwatt, Lady Entropia, Leather Zombie, Mr. Sandman, Necrofficer, **Reborn Graverobber**, **Rotting Eugenicist**, Sekhmet Ammt, Vivisect, Elizabeth Vose





The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, world-wide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Modern System Reference Document Copyright 2002-2003, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

*Ultimate Psionics*. Copyright 2013, Dreamscarred Press. Authors: Andreas Ronnqvist, Jeremy Smith

Black Operators: Races of the Psi-Watch Campaign Setting, The Occult Tech Armory, Psi-Watch Campaign Setting, Psi-Watch Unlimited, Psi-Threats Vol 1 & 2, Technology Unleashed, Zero Issue, others. All Copyright 2008-2017 Otherverse Games. Author: Chris A. Field

Advanced Bestiary. Copyright 2014, Green Ronin Publishing, LLC. Author: Jeff Hersh, Developer: Owen K.C. Stephens

Psi-Watch: Silent Soldiers. Copyright 2017, Otherverse Games. Author: Chris A. Field