THE REBEL'S HANDBOOK

BY LITTLE RED

The Rebel's Handbook

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The Rebel's Handbook

When you're in the minority, just like in space, no one can hear you scream. Rebellions, insurgencies, guerrilla warfare campaigns, gang wars, assassination plots, and revolts are unfortunately all too common, and the tools such bloody affairs employ are as numerous as they are dangerous. This book explores the idea of improvised and concealable weapons used by those who are not in a position of power. The weapons themselves are tools and they can be employed to direct righteous anger against legitimate threats or can be wielded by terrorists for the sake of their violent missions of terror.

TOPICAL AWARENESS AND CONTENT APPROPRIATENESS WITH REBELLIONS

The topics of rebels and rebellions have a lot of real world attachments. For example: an American who watched the Twin Towers fall and lost family might not be comfortable with a game centered around terrorists or even being identified as a terrorist by the narrative. By the same token no Star Wars game is complete without a few rebels and an evil empire or two. Context is king when dealing with potentially socially charged topics so always check with your players before bringing potentially challenging themes and material into a game.

Rebels and rebellions are not inherently good or bad, and it's up to the GM to frame them correctly. If the players are supposed to fight an insurgency or terrorists, communicate the actions of these rebels clearly. Tabletop games are sometimes a hard medium to convey the nuances of politically charged messages or sensitive topics so it may be wise to paint a very clear picture of objectives and morality. If the players are heroic rebels, amp up the wicked deeds of the government they are fighting, and vice versa if the rebels are evil.

One of the key tools of a rebel is protest and protests give voice to the oppressed. They grant a means of expression to those who have been denied it. When used by people with legitimate grievances and/or people who have been systematically oppressed, they create a platform for their message and leverage for social change that is equaled by little else. When used by those with hate in their hearts or who exist as the majority and are performed in the furtherance of oppression, they are nothing but an extension of the power used to tyrannize those without a voice. Using context is key when characters employ tactics like protest in game: it can be a message or hate or a message of peace. Choose wisely.

Dark fantasy explores the moral grey area that rebels present quite frequently. If you're taking a more nihilistic or gritty approach to your game's content and narrative, rebellions can be a perfect fit. Rebellions attract all sorts and even when on the "right" side a lot of bad apples can slip in. Rebellions are ideological and often don't have a firm "membership", just people who act towards the common goals of the rebellion. This means disparate groups with different ideals and goals could all be fighting for the same cause. If overthrowing a government is your goal one group might simply want sweeping progressive reforms, while another might want to seize power from themselves, a third could want an increase in religion or nationalism, and a fourth part of it might be a minority looking for independence/autonomy. Exploiting this makes for great drama but is a very contentious concept to bring up.

Use rebels and rebellions intelligently. They can be great storytelling tools but they can very easily be in poor taste. Talk with your players or GM about the appropriateness of this topic in your game before employing it.

New Skill Uses

CRAFTING A MESSAGE

By spending 1 day, you can create a message for a particular group, cause, or other entity. You must have ranks in a relevant skill to create a piece of propaganda, widely disseminate information in a convincing way, or market something effectively. Generally either Culture or Diplomacy will be the most relevant skills, though a GM may allow some other skills like Profession (if it relates to someone like an artist, politician) or Mysticism (if it relates to a religion) to create propaganda as well. To craft a message you must have access to some method of distributing information: the infospheres, a network of fans, a holo-vid show, a widely distributed manifesto, popular art, etc.

Make a relevant skill check against a DC of 25. If you are successful, those who receive your message are targeted with a Diplomacy check equaling your initial skill check -4. The viewer's attitude towards the group affects the DC to influence them as normal. If the attempt to influence the creature is successful, their attitude towards your chosen group/cause/entity improves by 1 step (though never more than this).

Typically a result will spread to 10,000 people per day but this can vary wildly depending on what kind of platform you have access to. People discrediting your group's cause (even your own actions) can have a positive or negative effect on the passive DC of people who encounter your message. Typically positive things can increase the Diplomacy check of the message by up to +3 and negative things can reduce it by up to -3, at the discretion of the GM. This bonus can fluctuate over the course of time.

DEFAME

When you make a Diplomacy or Intimidate check to change a creature's attitude or bully them, you can lower the target creature's attitude towards another creature. In certain situations Bluff may also be a viable skill to use for this. This means you can make a security guard inherently suspicious of a celebrity who is about to arrive in the spaceport, inflame a crowd against a specific political figure, or even turn soldiers against their general. The DC to do this is exactly the same as making a check with Diplomacy or Intimidate to improve a creature's attitude towards yourself. If you fail, the creature's attitude towards you decreases by one step, as normal.
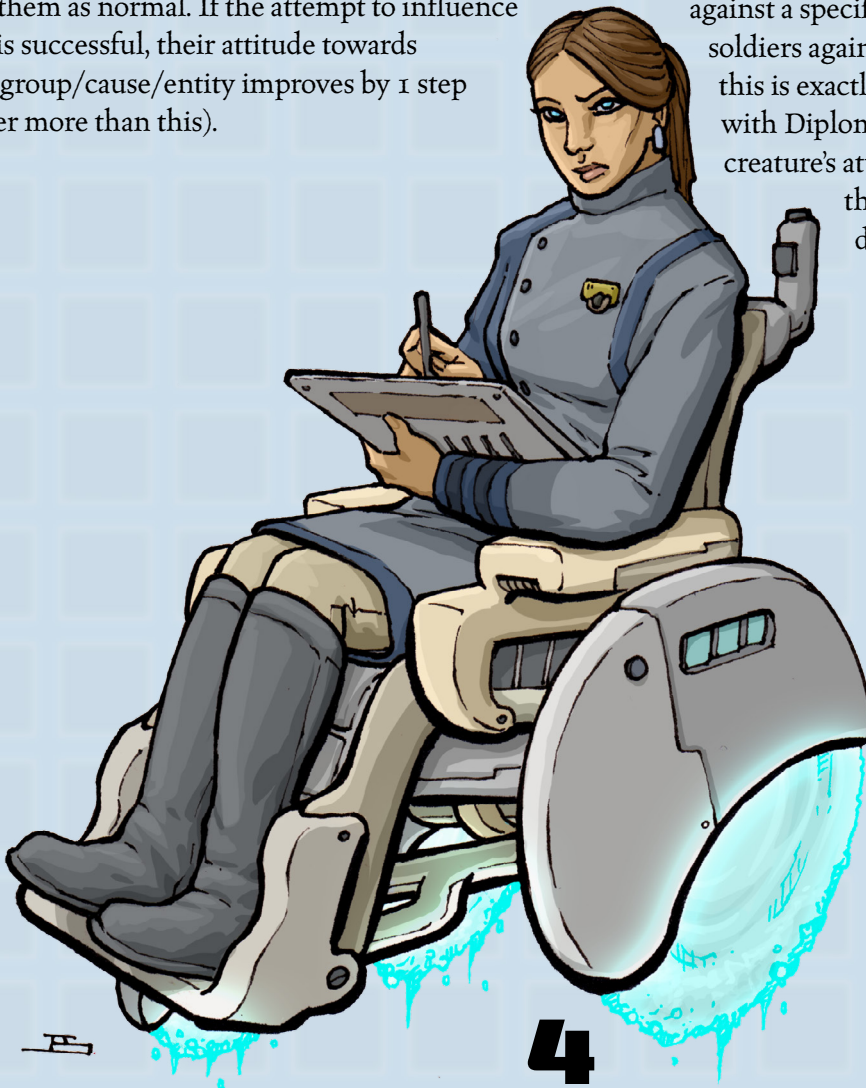
Rebel Weapons

WEAPON PROPERTIES

The following weapon properties appear in this book.

REPRINTED PROPERTIES

Aurora

Source: Starfinder Armory pg. 27

When an aurora weapon strikes a target, the creature glows with a soft luminescence for 1 minute. This negates invisibility effects and makes it impossible for the target to gain concealment from or hide in areas of shadow or darkness.

Breach

Source: Starfinder Armory pg. 27

A breach weapon is specifically designed to apply sudden force to doors and walls in an effort to break them. If you are trained in Engineering, as a full action you can use a breach weapon against an adjacent stationary door or wall or, at the GM's discretion, against a similar adjacent object. An attack with the weapon expends ammunition as normal, but instead of making an attack roll, you attempt a Strength check against the object's break DC (Core Rulebook 408) and add the breach weapon's item level to the check.

Breakdown

Source: Starfinder Armory pg. 27

A breakdown weapon can be taken apart into multiple small pieces. While broken down, the weapon is treated as especially small or easy to hide for the purpose of Sleight of Hand's hide object task and can fit into spaces that can typically hold only items of light bulk (including a ysoki's cheek pouches). It takes 1 minute to take apart or reassemble a breakdown weapon.

Conceal

Source: Starfinder Armory pg. 27

A weapon with the conceal special property is considered especially small or easy to hide for purposes of Sleight of Hand's hide object task, granting you a +4 circumstance bonus to skill checks to hide the object.

Fueled

Source: Starfinder Armory pg. 28

A fueled weapon has an integrated petrol tank and must be activated to function properly. This works like the powered weapon special property, except it uses petrol as a fuel source instead of a battery. Unlike a battery, petrol is permanently expended upon use and must be purchased rather than recharged.

Modal

Source: Starfinder Armory pg. 29

A modal weapon can be toggled to deal different types of damage, with the options listed in the weapon's damage entry. The weapon can deal only one type of damage at a time; changing the weapon's mode to deal another damage type requires a move action. The weapon category of a modal weapon is based on the first damage type listed. If its second damage type causes it to be considered a different category of weapon when dealing that damage, that category is listed in parentheses. For example, a modal weapon in the flame category that deals 1d6 fire damage or 1d6 cold damage lists "modal (cryo)" to indicate that when it is used to deal cold damage, it is treated as a weapon in the cryo category.

Professional

Source: Starfinder Armory pg. 30

A professional weapon is a tool used in a specialized trade that nevertheless has tremendous damaging potential. When using a professional weapon, you gain a +2 insight bonus to checks with the listed Profession skill (or to checks with similar skills that could reasonably use that weapon as part of the profession, subject to the GM's discretion). If you have a number of ranks in the listed Profession skill equal to the item level, you are considered proficient with that weapon, even if you would not normally be. This proficiency never counts toward prerequisites of any kind.

Punch Gun

Source: Character Operations Manual pg. 123

A punch gun weapon is a small ranged weapon outfitted with a pressure-sensitive firing mechanism that is affixed to a glove or a similar item. Unlike most ranged weapons, which discharge when a trigger is pulled, a punch gun fires when sufficient pressure is placed upon its barrel. All punch gun projectile weapons have a range equal to their wielder's natural reach. Although these are ranged attacks, they do not provoke attacks of opportunity.

Shape

Source: Starfinder Armory pg. 30

A weapon with the shape special property has a complex targeting array that allows it to target specified areas. If you make a single attack as a full action with such a weapon, you can exclude the listed number of squares from within this weapon's area of effect. This means you can avoid shooting an ally in the area of a blast weapon's effect, for example.

Subtle

Source: Starfinder Armory pg. 30

A subtle weapon fires either very small ordnance or otherwise generates a nearly imperceptible discharge that even the target may not be aware of. A target hit by a subtle weapon must succeed at a Perception check with a DC equal to 15 + 1-1/2 the weapon's item level or it doesn't realize it has been struck. The target notices other effects conveyed by a subtle weapon, such as an injected substance, as normal. For example, you might use a subtle weapon to inject a target with a poison with an onset delay; the target may not realize it has been hit by the dart, but it would notice the effects of the poison once it took effect.

Sunder

Source: Starfinder Armory pg. 30

When you attempt a sunder combat maneuver while wielding a weapon with the sunder weapon special property, you gain a +2 bonus to your attack roll.

Throttle

Source: Starfinder Armory pg. 30

A throttle weapon deals damage only when it is used to grapple a foe, automatically dealing damage with every successful grapple combat maneuver. These are considered attacks for abilities that can increase a weapon's damage (such as trick attack). All throttle weapons are also grapple weapons. While a target is successfully being grappled with a throttle weapon, it cannot use its airways to speak or make vocalizations of any kind (though other forms of making noise work normally).

NEW PROPERTIES

Disintegrate

If this weapon kills a creature their body dematerializes, leaving nothing behind, as though they had been killed by a *disintegrate* spell.

Disguised

These weapons are designed to look like something else. While low-level disguised weapons simply use basic physical tricks, higher level ones use complex shielding and counter-security measures, and the highest level weapons employ things like shapeshifting, subtle illusion spells, and doppleganger DNA infused into the bio-constructs ingrained in the weapon.

Deeper Rules

- To identify a weapon as being anything other than the object it is disguised as it requires an Engineering check with a DC of 10 + the item's level.
- The item also functions as the item it is mimicking.
- A weapon can only mimic an object of the same bulk or larger (you can disguise a pistol as a briefcase but not a rocket launcher as a pen).
- To craft a Disguised item you add the price of the item it is mimicking to the total price of the weapon then multiply the entire thing by an additional 25%. (Weapon Price + Item Price) x 1.25 = Total Price

Improvised

A weapon with this property has been cobbled together with less than ideal components, often with haste or with concessions made to things other than the weapon's use in war. A pen gun, for example, isn't going to be as refined as a top-of-the-line battle rifle when it comes to use on the battlefield.

Improvised weapons have a listed chance of failure (Example: "Improvised (10%)"). When making an attack with a weapon it has that % chance of simply doing nothing. Roll a d100* and if you roll that % or lower with an improvised weapon, it deals its base damage to the wielder as it has gone off on them. The weapon then gains the broken result.

*(Or 2d10, where one dice is the tens column and the other is the 1s.)

An improvised weapon can be crafted at a reduced cost. Reduce the material cost by twice the chance of the weapon misfiring. For example, if a weapon will be Improvised (10%), the cost for crafting is reduced by 20%. Chances to misfire can only be added in 10% increments. Only weapons with an item level of 5 or lower can be improvised weapons unless specifically mentioned.

Deeper Rules

- Improvised weapons with a 50% chance of failure likewise resolve an attack against their wielder if their wielder suffers a critical hit from an opponent. If they are wielding multiple improvised weapons their opponent selects 1 to misfire in this fashion.
- A weapon with a 50% chance to misfire is assumed to have been made from easily obtainable materials. It costs 5% of the normal price of the weapon.
- When crafting weapons that have the improvised quality by default, assume the reduction of the price has already been added.
- All improvised weapons are considered to be custom-crafted and thus can be repaired in half the normal time by the one who crafted them.

Kickback

A weapon with this trait has horrible recoil and can send the user flying. Every time you fire a weapon with kickback, you must make an Athletics check (DC 10 + item level) or be knocked 5 feet in the opposite direction of the target you shot at. This counts as forced movement. If you fail by more than 5 you are also knocked prone. If you fire this in zero gravity while you're not secured you are automatically knocked 5 feet back + 5 additional feet for every 5 item levels after 5. If the weapon is fired more than once in a turn, such as when taking a full attack action, you must make an Athletics check after each shot. You can always choose to fail this check and if you do so assume you've got a result of 10 for the purpose of determining how far you are moved. Aiming at the ground and firing is a valid option with this sort of weapon; they send you 5 feet up for every 10 feet you'd be moved backwards.

Overburn

Weapons with the overburn property turn batteries to slag, burning them out when the weapon fires. Overburn weapons are most commonly weapons jury-rigged to bypass safety restrictions, custom jobs, or simply malfunctioning weapons. A single shot completely destroys a battery when used. Removing a slagged battery and loading a new one is a standard action but can be done as a move action if you pass a DC 10 Engineering check (made as part of the action to reload it). Failure means you take a standard action instead. The damage listed for all overburn weapons assumes you are loading it with a standard battery. If you use a higher capacity battery you get bonus damage but there is a chance that the weapon catastrophically explodes, as shown by the misfire range presented below. If the weapon does explode then you take the damage instead and the weapon disintegrates itself. An overburn weapon must be of a certain item level to load certain kinds of batteries.

Shape (Self)

This functions as the shape special property from the Starfinder Armory, except it only prevents the effect from affecting the wielder.

Table 1-1: Overburn Weapon Bonus Damage by Battery Type

Battery	Bonus Damage	Minimum Item Level	Misfire On a Roll of...
Battery, Standard	-	-	-
Battery, High-Capacity	+1d6	4	1
Battery, Super-Capacity	+2d6	8	1-2
Battery, Ultra-Capacity	+3d6	12	1-3

MELEE WEAPONS

Table 2-1: One Handed Basic Melee Weapons

Name	Category	Level	Price	Damage	Critical	Bulk	Special
Combat Wrench	-	1	95	1d6 B	-	L	Analog, professional (mechanic)

Combat Wrench
This adjustable wrench has been reinforced to serve as a respectable club.

Table 2-2: Two Handed Basic Melee Weapons

Name	Category	Level	Price	Damage	Critical	Bulk	Special
Giant Wrench	-	5	300	1d8	knockdown	2	Analog, professional (mechanic), unwieldy
Power Wrench	-	10	18,000	3d8 B	-	2	Breach, powered (capacity 20, usage 1) professional (mechanic), unwieldy

Giant Wrench
This massive two-handed pipe wrench is weighted so it can work on large fittings and smash heads.

Power Wrench
This giant automated adjustable wrench can automatically wind down to crush a foe caught in the vise, or open a gap with inexorable force.

Table 2-3: One Handed Advanced Melee Weapons

Name	Category	Level	Price	Damage	Critical	Bulk	Special
Cattle Stunner, Metal	-	3	1,300	1d2 P	Stunned	1	Penetrating, sunder, throttle
Poison Rings	-	4	2,500	1d4 P	Injection DC +2	L	Conceal, disguised (rings), injection, operative, subtle
Umbrella sword, thug's	-	4	2,250	1d6 P	-	1	Analog, disguised (umbrella), operative
Cattle Stunner, Adamantine	-	10	18,250	4d6 P	Stunned	1	Penetrating, sunder, throttle
Umbrella sword, charlatan's	-	10	17,500	4d6 P	-	1	Analog, block, disguised (umbrella), operative
Umbrella sword, assassin's	-	16	180,000	8d6 P	-	1	Analog, block, disguised (umbrella), operative

Cattle Stunner
(Metal Cattle Stunner, Adamantine Cattle Stunner)

A cattle stunner is a weapon that looks like a gun but instead of a bullet it fires a cylindrical metal spike into the target with stunning speed. This weapon can only be used in a grapple or against helpless targets as it needs to be placed against a vital location to have its intended effect. Unlike other throttle weapons a cattle stunner does not restrict the airways of its target. Unlike other penetrating weapons it ignores twice its item level in DR rather than just an amount equal to its level.

Poison Rings

What looks to be a set of large, bejeweled rings at first is actually a sinister set of knuckle dusters with an injection needle hidden in one of the stones. When activated, the loose set of rings melds into a solid set of knuckle dusters.

Umbrella Sword (Thug's, Charlatan's, Assassin's)

This umbrella ends in a hidden sharp point, and is wielded in the same fashion as a rapier. Advanced models have reinforced the umbrella, allowing it to serve as a makeshift guard in combat.

Table 2-4: Two Handed Advanced Melee Weapons

Name	Category	Level	Price	Damage	Critical	Bulk	Special
Tread Axe	-	2	500	1d8 B	Knockdown	2	Breach, powered (capacity 20; usage 1), sunder
Boom Hammer	-	3	100	2d8 B	Knockdown	1	Improvised (50%), unwieldy, shells (3, usage 3)
Mine Flail, Basic	-	3	300	by grenade	Knockdown	2	Capacity (1 grenade), improvised (10%), reach
Drill Lance, Industrial	-	6	4,200	2d6 P/S	Wound	2	Breach, boost 1d6, modal, powered (capacity 40, usage 4), unwieldy
Mine Flail, Tactical	-	7	7,500	by grenade	Knockdown	2	Capacity (1 grenade), reach, shape (self)
Drill Lance, Breach	-	12	36,500	4d10 P/S	Wound	2	Breach, boost 2d6, modal, powered (capacity 40, usage 2), unwieldy
Drill Lance, Siege	-	18	400,000	10d10 P/S	Wound	2	Breach, boost 4d6, modal, powered (capacity 40, usage 2), unwieldy
Blast Hammer, Firecracker	Flame	7	7,000	2d8 F	Burn	2	Fueled (20 capacity, 1 usage), explode (10 ft), shape (self)
Blast Hammer, Dynamite	Flame	13	53,500	5d8 F	Burn	2	Fueled (20 capacity, 1 usage), explode (15 ft), shape (self)
Blast Hammer, Warhead	Flame	19	595,000	10d8 F	Burn	2	Fueled (20 capacity, 1 usage), explode (20 ft), shape (self)

Blast Hammer (Dynamite, Firecracker, Warhead)
Essentially rocket boosters attached to a reinforced haft, the heads of these hammers have holes strategically drilled into them to release a sizable explosion when swung. Special hand guards and an integrated blast shield protect the wielder from the explosion.

Boom Hammer
This large makeshift hammer has a cylinder fitted into its head into which shotgun shells are loaded, designed to go off when the hammer connects with a target.

Drill Lance (Breach, Industrial, Siege)
Connected to a large engine block, the drill-like heads of these lances are designed to spin at high speeds to inflict grievous wounds. They can also be swung from side to side, grinding the rotating lance-head against foes. A common tactic is to rev the lance before attacking, both to increase the spin speed and to intimidate the enemy; aftermarket exhaust pipes are a popular modification.

Mine Flail (Basic, Tactical)
This weapon is designed for berserkers with little regard for their own lifes. It is, essentially, a flail-pole with a chain that ends in a housing designed for a grenade. A grenade, once placed in this housing, goes off on contact with sufficient force. This often places the wielder within the blast radius, which is why the more advanced designs incorporate a blast shield into the polearm and the housing which directs the blast away from the wielder.

Tread-Axe
Made from the treads of various vehicles, a tread-axe is a poor man's fangblade. The big clunky tread whirls like a (relatively) blunt chainsaw around the circular axe head. This heavy lug of a weapon is as good at bashing in doors as it is at bashing in skulls. Tread-axes make a loud clanking noise when running that is akin to beating two pots together and, as such, imposes a -8 penalty on Stealth checks when used.

SMALL ARMS

Table 2-5: Small Arms

Name	Category	Level	Price	Damage	Range	Critical	Capacity/ Usage	Bulk	Special
Pen Beam	Laser	10	19,000	2d6 F	10 ft.	Blind	20 charges/ 2	L	Conceal, disguised (pen)
Plasma Derringer	Plasma	10	20,000	2d8 E & F	40 ft.	Wound	20 charge/20	L	Conceal, overburn
Liberator	Projectile	1	1	1d4 P	10 ft.	-	1 round/ 1	L	Analog, archaic, breakdown, conceal, improvised (10%)
Finger Gun	Projectile	2	550	1d4 P	30 ft.	Injection DC +2	1 dart/ 1	L	Conceal, disguised (gloves), injection
Zip Gun	Projectile	3	75	1d6 P	30 ft.	-	1 round/ 1	1	Analog, archaic, breakdown, conceal, improvised (20%)
Glove Gun	Projectile	5	3,000	1d6 P	50 ft.	-	1 round/ 1	L	Conceal, disguised (gloves)

Hand Cannon	Projectile	10	18,000	2d10	80 ft.	Knockdown	5 mini rockets/ 1	L	Conceal, disguised (gloves)
Zap Gun	Shock	3	2,100	1d6 E	30 ft.	Staggered	40 charges/ 2	1	Disintegrate, penetrating
Ray Gun	Shock	13	45,700	3d6 E	40 ft.	Staggered	40 charges / 3	1	Disintegrate, penetrating
Death Ray	Shock	19	622,000	6d12 E	50 ft.	Stunned	80 charges/ 8	1	Disintegrate, penetrating
Croaking Cockroach	Sonic	3	1,430	2d4 So	30 ft.	Bleed 1d4	20 charges/2	L	Conceal, kickback, unwieldy
Chirping Cicada	Sonic	12	36,500	3d8 So	30 ft.	Bleed 2d6	40 charges/4	L	Conceal, kickback, unwieldy
Screaming Scarab	Sonic	20	735,000	6d12 So	30 ft.	Bleed 3d6	40 charges/4	L	Conceal, kickback, unwieldy
Throwing Cesta	-	1	100	By grenade	40 ft.	-	Drawn	L	Analog

Croaking Cockroach
(Chirping Cicada, Screaming Scarab)
These palm-sized guns pack an immense sonic punch. They are based on alien technology and resemble small remotes or keyfobs but have an insectoid look about them. When pointed at a target and triggered they blast a stored sonic blast, causing the ears (or other sound organs) of the creature to spontaneously bleed. They are the favored self-defense weapons of law enforcement and rebel groups alike.

Finger Gun (Finger Gun, Glove Gun, Hand Cannon)
This gun is made to look like an inconspicuous glove. Only under close scrutiny will security detect it as anything other than hand-ware. A pre-programmed finger gesture will fire the weapon at an unsuspecting target. A finger gun looks like gloves that might be used for cleaning and conceals a single dart in the pointer finger, while a glove gun looks more like standard gloves worn for combat or construction and contains a single bullet. A hand cannon is actually a delicate piece of mechanical engineering that looks like a bulky combat glove or even a thick pair of cold weather gloves. The trick is that the tips of the fingers are actually carefully concealed mini-rockets and can explode violently.

Finger guns may be worn while you are wielding other weapons but cannot be fired unless you are wielding nothing else in your hands. While wearing finger gloves you can still manipulate actions with no penalty. Because of this they are the favored backup weapon of many soldiers. As a finger gun takes up only 1 hand they are most commonly employed in pairs (though the price is still of a single glove).

Liberator
These cheap, hyper-simple, short-ranged, single-shot firearms are designed to be easily mass-produced and maintained.

Pen Gun
A pen gun is a normal looking pen that contains within it a high-energy laser. This weapon can fool most security sweeps looking for weapons and is also a very nice pen that is sure to impress at any party or treaty signing.

Plasma Derringer

These small weapons are a favorite weapon of daring duelists who use them as a sign of skill, as they only fire a single shot before burning out. They are little more than a frame wrapped around a battery and can be made quite artistically. They are small enough to be palmed and many have slipped past security into places where they could do the most damage with their single shots.

Throwing Cesta

Based on jai alai sports equipment, this gauntlet has a curved extension designed to house and throw a grenade or some other thrown explosive.

Zip Gun

A zip gun is a homemade firearm. It is simply just a barrel, a breechblock and a firing mechanism. They are often made of things like pipes or other construction materials and, when examined, don't look like guns in the traditional sense (this makes them more difficult for security to spot). Because of how simple its construction is, a zip gun can be made out of nearly any material, even those not traditionally associated with firearms. To that end a zip gun can be primarily cardboard, made out of clay, employ liberal use of rubber, have a housing made of cheap plastics normally found in toys, be entirely made of wood, etc. A zip gun can be made out of any material less suitable to weapon design than traditional metal.

Zap Gun (Zap Gun, Ray Gun, Death Ray)

A zap gun is an electric death ray that partially disintegrates matter on contact. They chew through energy quickly so they are not favored by any but the most dangerous of space explorers. They are outlawed on several worlds and as such they retain an antiquated, blocky, simplistic design.

LONGARMS

Table 2-5: Longarms

Name	Category	Level	Price	Damage	Range	Critical	Capacity/ Usage	Bulk	Special
Desperation	Plasma	7	6,000	3d6 E & F	40 ft.	Burn 1d8	20 charge/20	2	Overburn
Pipe gun	Projectile	1	50	1d4 P	10 ft.	-	1 shell/ 1	1	Analog, archaic, blast, breakdown, conceal, improvised (30%)
Cane gun	Projectile	3	1250	1d6 P	20 ft.	-	1 round/ 1		Analog, disguised (walking cane)
Jezail	Projectile	5	3,000 (See Text)	1d20 P	50 ft.	Knockdown	4 shells/ 1	2	Analog
Mule gun, donkey	Projectile	5	5,000	2d8 P	15 ft	Knockdown	6 shells/ 1	1	Analog, blast, kickback
Mule gun, warhorse	Projectile	12	32,000	5d8 P	30 ft.	Knockdown	12 shells/ 2	1	Analog, blast, kickback
Mule gun, murder elephant	Projectile	20	800,000	10d8	45 ft.	Knockdown	20 shells/ 2	2	Analog, blast, kickback

Cane Gun

This single-shot rifle is designed to look like a classic gentleman's walking cane.
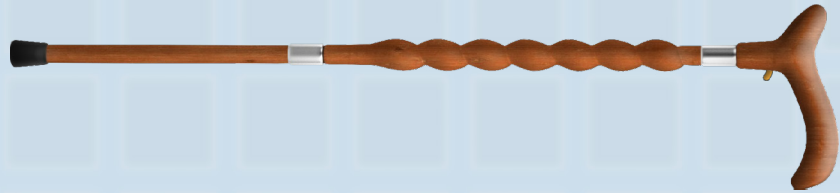
Desperation

"Desperation" is the name for a modified category of plasma rifle that has the inhibitors and energy flow regulators stripped away. They are essentially plasma rifles that burn an entire battery with each shot. Rebels looking to deal extra damage will scrounge together damaged plasma rifles of various types and cobble them together into a "Desperation" so that they can inflict damage on armored targets.

Jezail

A "jezail" is an artistically crafted, long-barreled, heavy rifle that fires large-caliber bullets. Each rifle is lovingly crafted with many embellishments and owning one is seen as a status symbol in many cultures. A jezail cannot be mass-produced and each must be crafted (it cannot simply be bought, the price is just for crafting). The large-caliber rounds it fires are extremely powerful but the gun's homemade nature makes its effectiveness somewhat unreliable.

Mule Gun (Donkey, Warhorse, Murder Elephant)

These heavy shotguns are based on nonlethal riot dispersion guns, but have had all the safety features torn off. Instead, mule guns are designed to throw out slugs with as much force as possible. They earned their nickname from the massive recoil caused by firing the weapon, which was compared to being kicked by a mule (or another alien beast of burden), with stronger variants named for the strength of the kick.

Pipe Gun

A pipe gun is what you get when you try to make a shotgun out of heavy pipes and only a fundamental understanding of how guns work. They function like a shotgun but have a solid chance of blowing up in the wielder's face.

HEAVY WEAPONS

Table 2-6: Heavy Weapons

Name	Category	Level	Price	Damage	Range	Critical	Capacity/ Usage	Bulk	Special
Plasma Hose	Plasma	15	100,000	9d6 E & F	100 ft.	Burn 2d8	40 charges/40	4	Overburn, unwieldy
Sledge Gun	Projectile	5	2,500	2d6 B per bulk	60 ft.	Knockdown	1 item	1	Improvised (25%), unwieldy
Bullet Organ	Projectile	10	18,000	3d10	50 ft.	-	60 rounds/2	2	Analog, automatic, improvised (20%)

Bullet Organ

A "bullet organ" is a slang term for a minigun made from the parts of non-automatic or semi-automatic weapons. They often have 3-6 barrels of differing designs sticking out of a single weapon's casing that spin, alternating fire so they can produce automatic fire. The barrels whistle as they spin rapidly, giving the weapon its name.

Plasma Hose

A "plasma hose" is actually a modification of a small starship weapon in a custom housing that has been modified to use personal-scale batteries. They was not designed for human use initially so it comes with a harness worn on the waist or hip that allows the user to fire the heavy weapon thanks to an anti-gravity pod (or wheeled base) but it is still somewhat unwieldy. Due to its insane energy consumption it burns through any battery attached to it with each shot.

A plasma hose cannot take batteries with a capacity lower than 40. (The listed damage does not yet include the extra 1d6 for using a high capacity battery.)

Sledge Gun

These heavy mass drivers are designed to fire anything that fits in the chamber; bullets, batteries, even scrap metal. The weapon deals damage based on the bulk of the item fired (maximum of bulk 3), with items of light bulk dealing damage as though they had 1 bulk. Items fired are also damaged by the attack, ignoring their own hardness. A GM may rule that certain soft items deal damage as though they were of lower bulk.

A sledge gun can be loaded with standard heavy rounds; it deals 2d8 P but loses its improvised quality.

GRENADES

Table 2-7: Grenades

Name	Level	Price	Range	Capacity	Bulk	Special
Vesk Whisky	1	10	20 ft.	drawn	L	Explode (1d4 F; 10 ft.;1d4 burn; 5 ft.)
Paint Grenade	3	300	20 ft.	drawn	L	Explode (aurora 15 ft.)
Irritant Grenade, Mk 1	4	500	20 ft.	draw	L	Explode (blind & sickened 1d4 rounds; 20 ft)
Madness Grenade	7	900	20 ft.	drawn	L	Explode (confusion 15 ft.)
Irritant Grenade, Mk 2	10	2,500	20 ft.	draw	L	Explode (blind & sickened 2d4 rounds; 25 ft)

Irritant Grenade

These grenades produce a peppery cloud of irritating chemicals that burn the eye and can sicken the body. They are considered "less lethal" but frequently are used in conjunction with actual lethal force.

Madness Grenade

These grenades release an airborne chemical agent designed to addle the minds of those nearby. Anyone exposed to the chemicals, which even bypasses active environmental protections from armor, becomes unable to think straight and prone to violence. They are favored by agitators, who gave the grenades the nickname "riots in a can".

Paint Grenade

This grenade coats the area in a fine bioluminescent paint. They are favored by trackers and bounty hunters, since the paint makes those caught in the blast easier to spot. Security organizations will use different hex-colorations during different operations, so they can easily tell if a subject was at a particular event.

Vesk Whisky

This potent brew is both a delightful beverage from vesk society that warriors drink after a great victory and an improvised explosive. If lit on fire a bottle of vesk whisky (even the cheap stuff) functions like a fire grenade. To this end many warriors carry a bottle on their person in battle. This has given rise to the saying, *"We will drink it in victory or our foes will drink it in defeat"*.

Equipment Modification

WEAPON FUSIONS

Desperate
Level 2

Favored by rebel groups, this weapon fusion binds a weapon together more securely, alleviating some issues that normally arise when using faulty equipment. Weapons with a *desperate* weapon fusion reduce the failure chance from the improvised weapon property by 20% (minimum 0%), and reduce the misfire chance of weapons with the overburn property by 1, to a minimum of misfiring on a 1. Only weapons with the improvised weapon property or the overburn weapon property can have this weapon fusion.

False Death
Level 5

This is a weapon fusion designed to aid in the faking of one's death or to convince healers that it is fruitless to aid an ally. Adventurers often use this to aid in elaborate schemes, to make people think critical targets have died, and to make themselves look more powerful than they really are.

A creature reduced to 0 or less hit points is turned invisible for a number of minutes equal to this item's level. The invisibility breaks if the creature becomes conscious, moves, or is interacted with. Upon reducing the creature to 0 or less, a detectable and ominous aura of necromantic magic permeates the area (though not centered on any specific location) in a vaguely 60-foot aura. If detected it seems to be some sort of fatal death magic.

Recurring Nightmare
Level 1

When this weapon successfully causes damage to a creature the target is suddenly telepathically bombarded with an image or a single line of written or spoken language. This does not offer translation of any sort and the creature is struck with the image or sentence in such a fashion that it sticks in their head for a while. It might come back to them in dreams later or when they find themselves absentmindedly thinking about something.

The effect wears off in 1d4 days. A creature struck with different messages will have the various messages pop up in their mind from time to time. This has no direct mechanical effect but may haunt a person who has done something wrong, remind them of the battle, or have some other mental or emotional effect.

To program a message a character must take a swift action and think the image or line of written/spoken text into the weapon. It can be changed or cleared just as easily.

WEAPON ACCESSORIES

Bastard Grip
Level 5
Price 3,000
Bulk L
Weapon Types one-handed melee

This extended grip, also known as a hand-and-a-half grip, allows for a greater degree of control over a weapon normally held in one hand. When a one-handed weapon with a bastard grip is wielded in two hands, the penalty for making a full attack with the weapon is reduced by 2.

Bio-Lock Grip
Level 7
Price 5,500
Bulk L
Weapon Types powered melee weapons, small arms, railed weapons

This special grip must be integrated into the weapon, and compares the biometric ID of anyone who picks it up against an internal databank. Only users who have been keyed into the grip (a 1 minute process) can use the weapon. If anyone else tries to use it, the weapon refuses to activate or fire and functions as an improvised melee weapon. It is possible to override a bio-lock grip given 1 minute and a DC 25 Computers check.

Extended Mag

Level 3
Price 1,250
Bulk 1
Weapon Types projectile small arms, longarms, heavy weapons, and sniper weapons
The weapon gains +6 capacity, which must be reloaded separately from the main weapon.
Special This cannot be applied to single-shot weapons or weapons with a capacity less than 6.

Extended Battery Pack

Level 6
Price 4,000
Bulk 1
Weapon Types powered melee weapons, small arms and railed weapons that use batteries
The weapon gains +20 charge capacity, which must be reloaded/recharged separately from the main weapon.
Special This cannot be applied to single-shot weapons.

Omni-Grip Mk1/Mk2

Level 10/15
Price 20,000/75,000
Bulk L
Weapon Types melee weapon, small arms
This functions as a *null-space grip* (Starfinder Armory), except the grip can be attuned to several weapons. Switching which weapon is active is a move action. A Mk1 Omni-grip can store up to 3 weapons, and a Mk2 Omni-grip can store up to 5 weapons.

Rocket-Assist Scabbard

Level 8
Price 10,000
Bulk 1
Capacity 20; **Usage** 20
Weapon Types melee weapons
When a weapon housed in a rocket-assist scabbard is drawn, special propellant is released and ignited to launch the weapon out with additional explosive force. If you draw a melee weapon from a rocket-assist scabbard and attack with it in the same turn, you may have the weapon deal an additional +1d10 damage on the first attack it makes, as though it had the variant boost 1d10 special property. You cannot combine a boost from a rocket-assist scabbard with a weapon's boost or variant boost property. Once you boost a weapon in this manner, you cannot do so again until you complete a 10 minute rest to regain Stamina, though you may spend 1 RP as part of drawing a weapon to boost it.

Shield Mount

Level 8
Price 7,500
Bulk 1
Weapon Types railed weapon
You can attach a shield (Starfinder Armory) to the barrel of the weapon, treating the weapon as the hand holding the shield. The shield's armor check penalty applies to attack rolls made with the weapon, and the shield's bulk is added to the bulk of the weapon.

ARMOR MODIFICATIONS

Boot Knife

Price 500
Level 2
Slots 1
Armor Types any
Bulk 1

These specially-designed boots have spring-loaded spikes, switchblades, or other hidden knives within. When deployed, unarmed attacks made with your feet lose the archaic property, deal lethal piercing damage, and count as weapons with the operative property. However, while a boot knife is deployed, you reduce your base land speed by 5 feet. Deploying or retracting a boot spike takes the same action as drawing or sheathing a weapon. While retracted, boot knives can be detected with a Perception or Engineering check (DC 10 + armor item level).

IDENTITY MASK (HYBRID)

Price 2,100
Level 4
Slots 1
Armor Types light, heavy
Bulk L

This mask rapidly randomizes your facial features and has built-in counter-intelligence wards. It can fool the best identification systems - magical, digital, or otherwise - and is used across the stars by rebels, spies, and even black ops teams. The mask also does the same thing with your voice, conveying speech but in a fashion that accent, word-choice, and species analysis can't detect. The DC of any check made to identify a creature wearing an identity mask is increased by 15. Additionally, once per day you can spend 1 RP as when targeted by a spell with 'detect' in the name to make a save to resist the effect even if it normally doesn't allow a save; if you succeed the spell fails to register you.

Sonic Amplifier

Price 1,500
Level 3
Slots 1
Armor Types Heavy, Powered
Bulk 1

Your armor has large speakers, sound systems, and subwoofers integrated into it. This can be used to speak at insanely high volumes and also augments sonic weapons you wield. All sonic weapons you have gain boost +1d6 as a weapon property. Additionally, an envoy increases the range of sense-dependent improvisations by +50%.

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New Class Options

Envoy (Paizo)

Firebrand
(Envoy Improvisation)

Language-dependent, Mind-affecting, Sense-dependent

With an impassioned speech and rallying call, you instill a rebellious fury into a target. As a full-round action you can target up to your Charisma modifier worth of creatures with a mundane *suggestion* to partake in violent actions, destruction, or join in a passionate cry or chant. This lasts for 1 hour or until the objective has been thoroughly completed. Creatures get a Will save to negate the effect and they receive a new one when confronted with a situation that they would not normally undertake or that could be dangerous to themselves. You must be at least 8th level and have the get 'em envoy improvisation to choose this improvisation.

At 16th level, you can spend 1 RP as a full-round action to target all creatures within 30 feet of you with this effect. All creatures receive the same suggestion.

Muckraker
(Ex; Diplomacy or Intimidate)
(Envoy Expertise Talent)

When making a defame attempt, the creature who you were talking to doesn't lower their attitude towards you on a failed skill check.

Mechanic (Paizo)

Professional Armory
(Mechanic Trick)

Double the insight bonus on Profession checks provided by a weapon with the professional trait (+4 rather than +2). Additionally, when wielding a professional weapon that provides a bonus to a Profession skill you have at least 5 ranks in you count as having the Weapon Focus feat in that weapon while wielding it.

Rebel Engineer (Mechanic Trick)

Reduce the chance of an improvised weapon misfiring by 20% to a minimum of 0%. Additionally, overburn weapons only misfire on a roll 1 lower than their normal maximum. (Example: An overburn weapon with an ultra-capacity battery would misfire on a roll of 1-2 rather than 1-3.) An overburn weapon that misfires on a 1 can't misfire when you're using it.

OPERATIVE (PAIZO)
Dual Identity
(Operative Exploit)

An operative hides their true identity, allowing them to move about social circles and corporate without carrying the stigma of their ruthless actions. In effect, the operative has two identities: one is a polite member of society while the other is a skilled and cunning warrior. To keep up this charade, the operative usually has two names: their true name, used in polite company, and their operative name, used to strike fear in the hearts of those who oppose them. Checks about one do not reveal information about the other, unless the operative's true identity is revealed to the universe at large.

The operative can start each day in either of their identities, referred to simply as social or operative. Changing from one identity to another takes 1 minute and must be done out of sight from other creatures to preserve the operative's secret.

Changing identities is more than just changing outfits and clothing (although that is certainly a part of it); the process often also involves applying make-up, using nano-tech sprays, subtly modifying genetic structures, altering their hair, switching outfits and equipment, and adjusting other personal effects. Furthermore, the change is as much a state of mind as of body, so items that modify the appearance effects that change the user's appearance do not reduce the time required to change identities. Despite being a single person, an operative's dual nature allows them to have two alignments, one for each of their identities. When in an identity, they are treated as having that identity's alignment for all spells, items, and abilities that rely on alignment. For the purpose of meeting a qualification for a feat, class, or any ability, they are only eligible if both of their alignments meet the requirements.

An operative's two alignments cannot be more than one step from each other on a single alignment axis. For example, an operative with a lawful neutral social identity could have an operative identity that is lawful good, lawful neutral, lawful evil, neutral, neutral good, or neutral evil. If an operative is the target of an effect that would change their alignment, it changes both of their alignments to the new alignment.

Any attempts to detect or otherwise locate the operative work only if the operative is currently in the identity the creature is attempting to locate (or if the creature knows that the two identities are the same individual). Otherwise, the spell or effect has no effect, revealing nothing but darkness, as if the target were invalid or did not exist. You must be at least 6th level to take this operative exploit.

Hidden Dangers
(Operative Exploit)

You may use weapons with the disguised property when making a trick attack, even if they aren't a small arm or melee weapon with the operative quality. When you make a trick attack with a weapon with the disguised property, you gain a +4 insight bonus to any Bluff or Stealth check made as part of the attempt. This has no effect if the target has identified the disguised weapon as a threat.

SAVAGE (LRGG)

The savage base class can be found in LRGG's Forces of Red Sector.

FREEDOM FIGHTER (SAVAGE PATH)

You believe in a radically free society where no one holds authority over another without their consent. You may not have come from a technologically advanced world but your conviction for liberation and passion have attracted the favor of the gods who empower your quest to destroy those who would oppress their fellow people.

Message of Freedom [1st Level]: You gain a +2 insight bonus on checks made to craft a message that inspires or incites rebellion, revolution, resistance, or exposes government corruption.

Smite Law (Su) [3rd Level]: You gain a divine bonus on attack rolls equal to 1/3rd your savage level against creatures with a lawful alignment with weapons you are proficient in the use of. You must be aware of this alignment (or have reason to suspect it). This bonus increases to 1/2 your level against creatures with the lawful subtype or members of a professional lawfully-aligned law enforcement agency

Riot Immunity [6th Level]: You gain a bonus on saves against weapons commonly used by anti-riot forces. You gain a +2 divine bonus on saves against the following conditions if they are caused by a weapon or explosive: blinded, dazzled, deafened, entangled, fear effects, nauseated, shaken, sickened, and stunned.

Destroy Law (Su) [9th Level]: The divine bonus you are granted from your smite law ability also applies to damage rolls with weapons that you have weapon specialization in.

Admonishment [12th Level]: Creatures with the lawful subtype or members of a professional, lawfully-aligned law enforcement agency who target you with an attack that fails to meet your AC are struck by divine regret. If you spend 1 RP (as a free action) after they fail to hit you, they must make a Will save (DC 10 + 1/2 savage level + Constitution modifier) or be shaken for the next 1d4 +1 turns.

Cry of the Oppressed (Su) [15th Level]: As a standard action you can let forth a cry or chant, by expending 1 RP, that has been supernaturally empowered by the divine beings who are sympathetic to your cause. This causes all those who oppose your cause (typically lawfully aligned enemies, particularly lawful evil aligned enemies) to have to make a Will save (DC 10 + 1/2 savage level + Constitution modifier) or be knocked prone while your allies gain a +2 divine bonus on all attack and damage rolls against those who oppose your cause until the end of their next turn. This is a language-dependent, mind-affecting effect.

Free Mind [18th Level]: You can spend 1 RP to end any mind-affecting effect on yourself or an ally so long as the effect's duration is 10 minutes or less. If the duration is longer than 10 minutes (or permanent) it suppresses the effect for 1 round. A given creature can only be subject to this ability once per day.

SOLDIER (PAIZO)

Burn-Hound
(Soldier Gear Boost)

You like to roll the dice on overburn weapons and don't care about the consequences. You know how to heighten even the dangerous overload caused by jamming more powerful batteries in an overburn weapon and as a result you deal more damage with them. Use Table 3-1: Overburn Weapon Bonus Damage by Battery Type on the next page when using an overburn weapon.

Rapid Assembly
(Soldier Gear Boost)

You can assemble or disassemble a weapon with the breakdown property as a full-round action. Additionally, when crafting weapons, explosives, or ammunition, you count as though you had double your actual skill ranks in the relevant skill for the purpose of determining how long it takes to craft an item.

Rocket Jump
(Soldier Gear Boost)

When you fire a weapon with the kickback trait you are never knocked prone as a result of failing a check by 5 or more, get a +4 bonus on Athletics check made to resist movement (if you wish), and can choose to add 5 feet to the forced movement caused by a kickback weapon (in any direction). Additionally, if you fire a weapon that fires grenades or missiles at your feet you can choose to treat it like a kickback weapon. You must attempt a Reflex save (DC 10 + half item level) or take the damage from the attack. If you make the save you take half the damage. Either way you are thrown backwards or upwards a number of feet equal to twice the item's level (in increments of 5 feet). This counts as forced movement.

STAR RANGER (LRGG)

The star ranger base class can be found in LRGG's Classes of Red Sector.

Comet-Type Totem

Comets are seen as the harbingers of change and comet-type star rangers do not hear the song of the planets but instead the song of impending change. They feel most at home in progressive cities, are aware of the waves of revolution about to roll over a world before anyone else, and can stoke or quell the fires of people's hearts when the moment is right.

Sense Change (Su) [5th Level]: As a standard action you can detect the alignment on the lawful/chaotic axis of all creatures within 30 feet. Creatures who wish to keep their alignment obscured can make a Bluff check (DC 10 + star ranger level + Wisdom modifier) to have their alignment register as neutral.

Stoke the Fire [9th Level]: If you spend 1 RP as a swift action you can grant an ally within 30 feet of you a morale bonus you have until the end of your next turn. Alternatively, you can spend 1 RP to grant yourself a copy of a morale bonus an ally within 30 feet of you has until the end of your next turn.

Share Song [13th Level]: You can share some of the song of change that you feel in your heart with anyone you fight against. If you spend 1 RP you can deliver a message straight to the mind of a creature you deal damage to or simply touch. This has the function of a *recurring nightmare* weapon fusion.

Blazing Comet [17th Level]: When you or an ally within 30 feet gain a morale bonus, the numerical bonus it grants is increased by 50%.

Table 3-1: Burn-Hound Overburn

Battery	Bonus Damage	Minimum Item Level	Misfire On a Roll of...
Battery, Standard	-	-	-
Battery, High-Capacity	+2d6	4	1-2
Battery, Super-Capacity	+3d6	8	1-3
Battery, Ultra-Capacity	+4d6	12	1-4
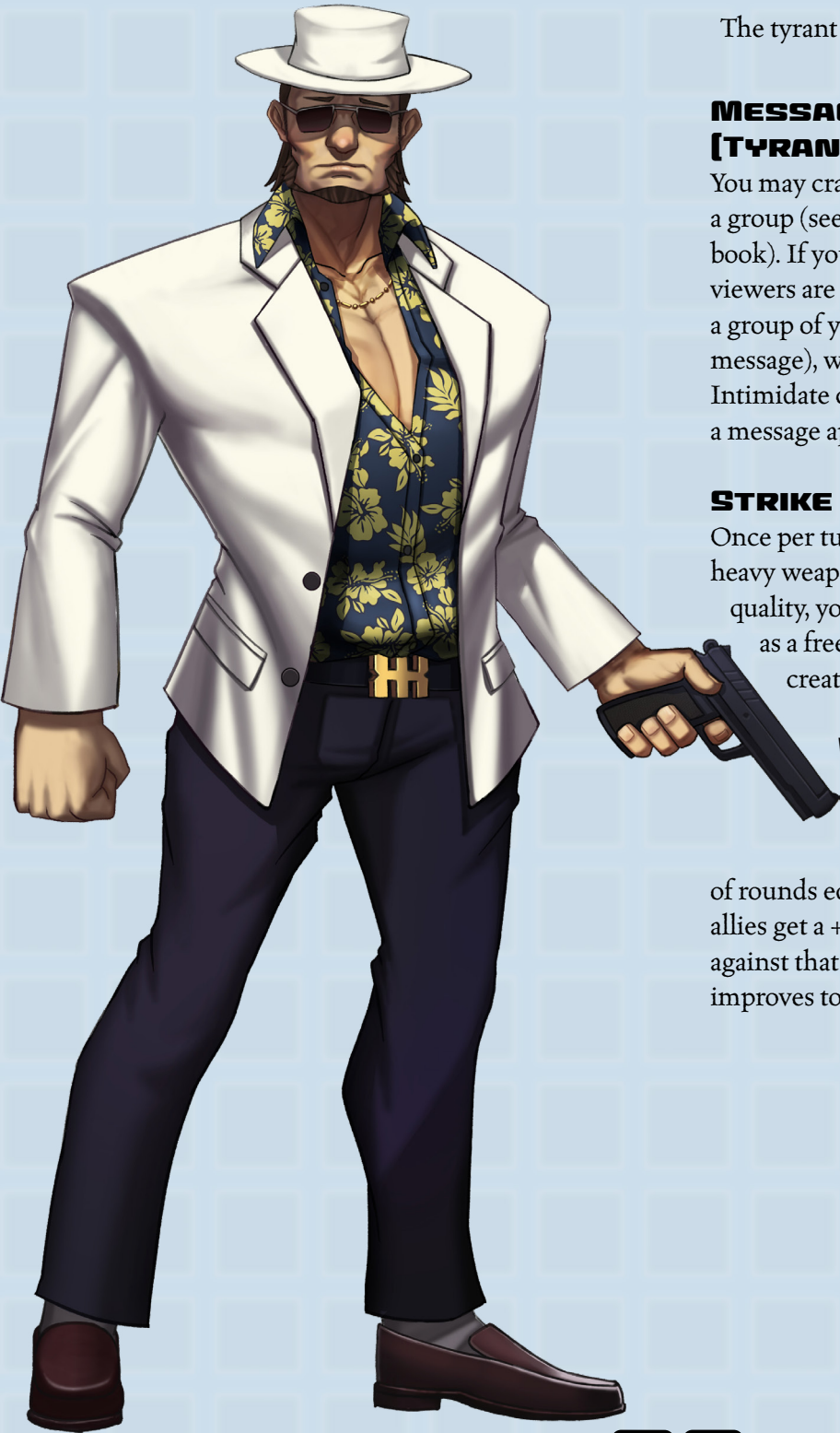
TYRANT (LRGG)

The tyrant base class can be found in LRGG's Classes of Red Sector.

Message Of Fear (Tyrant Mandate)

You may craft a message using Intimidate to defame a group (see the game mastery section earlier in this book). If you succeed the skill check to craft a message, viewers are targeted by a Intimidate check to defame a group of your choice (chosen when crafting the message), with the skill check being equal to your initial Intimidate check -4. The normal rules regarding crafting a message apply to the DC to influence the viewer.

Strike Terror (Tyrant Mandate)

Once per turn, after successfully hitting a foe with a heavy weapon or melee weapon with the unwieldy quality, you may attempt to demoralize that creature as a free action. If the attack struck more than one creature, choose one to demoralize.

Violent Ostracization (Tyrant Mandate)

As a move action you may spend 1 RP and select a foe within 60 feet. For a number of rounds equal to your Charisma modifier, you and all allies get a +1 morale bonus on attack and damage rolls against that creature. At 10th level the morale bonus improves to +2.

New Theme: Rebel

+1 CON

"May have been the losing side. Still not convinced it was the wrong one."

You fought in a partisan war and didn't come out on top. Maybe the war's still ongoing, resentment is still simmering, or you are actively rebelling against some kind of authority. Not all rebels are good, not all rebels are bad, but all are painted as "the bad guys" by the governments they oppose. Rebels live a life that is illegal and have to stay one step ahead of their enemies. To be a rebel is to live a life in the shadows, fighting a war against an opponent you're not even sure you can defeat.

Theme Knowledge [1st Level]

You are fighting for your identity, your culture, your land, and perhaps your very right to exist. Reduce the DC of Culture checks to recall knowledge about the rebellion you are (or were) a part of, the enemy goverment your face (or faced), as well as on guerrilla warfare tactics by 5. Survival is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to your Survival checks. In addition, you gain an ability adjustment of +1 to Constitution at character creation.

Rebellion Contacts [6th Level]

Your contacts within the rebellion run deep, deeper perhaps than blood. In any sizable settlement (a city of at least 25,000 people) you can find at least one person sympathetic to your cause. This person isn't necessarily part of the rebellion but one whose attitude starts as friendly or helpful to you. It typically takes about 24 hours to get in contact with your contact and, at the GM's discretion, your contact might give your information, shelter, or supplies at a discount or even for free.

In addition you gain a language specific to your rebellion. This is a language only known to members of the rebellion and (occasionally) sympathizers. It's part code, part accent, part heavy use of slang, and part a merger or degeneration of an existing language. It's often based on an old local language or regional dialect.

Rallying Cry [12th Level]

In any sizable settlement you can put out a call for rebel reinforcements with a certain call, phrase, sign, or symbol. This must be displayed in such a fashion that many people can see it (a firework going off, a mass public message, a message board post on a secret site, a flag waved atop the tallest tower, a net DJ playing a certain song, etc.), but once the rallying cry has been made you will find yourself with the support of 1d10 rebel fighters per character level within 1d10 minutes. This could be armed civilians, paramilitary troops, or even just an angry mob that comes to your aid. This can only be used once per week and only in an area where it is reasonable to find rebels sympathetic to your cause.

Hero of the Rebellion [18th Level]

You are an important person in the rebellion. Members look up to you and what you say carries weight. You gain a +4 bonus on checks made to convince people of the worthiness of your rebellion's cause and to attract new members. If you spend 4 hours speaking to and recruiting new members in a place where finding sympathy would be reasonable you can make a Diplomacy check and recruit 1d10 people for every 2 you beat a of DC 15 by. Once per day you recover 1 Resolve point if you kill an important figurehead of the opposition or recruit at least 20 people.

New Feats

CARRY THE CAUSE
The pained cries of your allies only serve to light the fire in your heart.
Prerequisites: Member of a rebel group
Benefit: Any time you witness an allied creature from the same rebel group reduced to 0 or less hp, you gain a +1 morale bonus to attack and damage rolls for 1 minute.

CONLANG
You are a skilled philologist and have learned how to construct natural languages that can be easily taught. Such languages are frequently used in fiction and reality as a means to communicate discreetly within an organization.
Prerequisites: Culture 5 ranks.
Benefit: You invent a new language. You can teach this language to someone else with 1 hour of instruction per day for a week. After this they can select your constructed language next time they gain a language. If you have 10 ranks in Culture, you can invent a second, if you have 15 you can invent a third, and if you have 20 you can invent a 4th.

HIDDEN MESSAGE
Hiding a message is an art: do it too well and the recipient won't even recognize it's a message but do it too poorly and everyone knows.
Prerequisites: Bluff 3 ranks.
Benefit: When crafting a message, you may increase the initial DC by +4 to create a subtle message. If the initial check is successful, viewers are still influenced by the message as normal, but need to make a DC 25 Sense Motive check to recognize the presence of the message.

FALSE CODES
"We're Oscar-Mike to the yellow dog house, pronto, Delta Five-Niner. Radio command for "extra chilli", we're going to need it if Ziggy starts tap dancing."
Benefit: You are well-versed in empty jargon. You gain a +3 insight bonus on Bluff checks to provide identifying codes or documents, Disguise checks to appear as military personnel, and Computer checks to gain root access. This stacks with Skill Focus.

PROPAGANDIST
You are skilled at crafting convincing biased messages designed to swing another's opinion towards someone or something.
Benefit: You gain a +2 bonus on checks made to craft a message and defame someone.

QUICK RELOAD
You can reload your weapons with the practiced grace of a professional hitman.
Prerequisites: Dex 15, base attack bonus +4, Weapon Focus
Benefit: Once per round, you can reload a small arm or longarm weapon that you have Weapon Focus in as a swift action, instead of taking a move action to reload. This only applies to weapons that require a move action to reload. This applies to all weapons you have Weapon Focus in and if you have Versatile Focus it applies to all such small arms and longarms you are proficient in.

REBEL FERVOR
You won't talk and you won't back down.
Prerequisites: Member of a rebel group.
Benefit: You gain a +2 morale bonus on saves against fear effects and to resist having your mind read.

SCRAP MASTER
You live and work around scrap, so you aren't afraid of getting a little dirty.
Prerequisites: Yoski or Engineering 5 ranks.
Benefit: Reduce the chance of an improvised weapon to backfire on the wielder by 5%, to a minimum of 5%. This stacks with other reductions but cannot ever reduce it to less than a 5% chance of backfiring.

VETERAN PROTESTER
You've been to a thousand protests and know how to resist law enforcement tactics.
Benefit: You gain a +1 bonus on saves against grenades and non-lethal damage effects. In addition, you gain a +2 bonus on checks made to escape law enforcement restraints, avoid self-incrimination, and on checks made to know your rights.