

state of the otherverse



SMART LIGHT



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an Otherverse America sourcebook

OGL

3.5 SYSTEM COMPATIBLE

state of the otherverse

Smartlights

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Otherverse America



State of the Otherverses: Smartlights is the first installment in a semi-regular series of ‘tech books’ focusing on the military and civilian technology common to the Otherverses America campaign setting. Though designed with a specific campaign in mind, the new technologies described in the *State of the Otherverses* line can easily be adapted to most sci-fi and cyberpunk settings.

This first installment takes a look at Smartlight technology and its derivatives.

The Abortion War has altered every facet of American life. The rival Choicer and Lifer nations grow farther apart each year, developing their own segregated, independent cultures. Each nation has its own artistic traditions, their own memetic landscape and entertainment industries, but there are commonalities that cross political boundaries.

Twenty-second Century American society is well educated and info-saturated. The Mesh, an omnipresent data-net, has taken the place of the older Internet. A question to the nanotech laced air or to a floating advertising holo is answered in a split second. Bionics are as common as eyeglasses were in an earlier millennium. Soldiers enhance their innate capabilities with cybernetic weapons systems that make cyborg warriors more than a match for a fully equipped jet fighter.

Technology isn’t just physical anymore. By the end of progress level 7, **smartlight** computers and digital assistants come into wide usage. Self-perpetuating holograms, smartlights incorporate the latest developments in quantum computing, forcefield projection and holography, creating advanced computers. They are easily the equal of any hard-tech laptop, but with virtually no physical mass. In essence, a smartlight computer is a hologram of a hologram projector, capable of projecting its own image indefinitely. Smartlights are just what their name implies: artificially intelligent clusters of light and electricity.

Smartlight programs and operating systems can be downloaded directly into the human consciousness, lying dormant within the user’s sparkling neurons until they’re needed. Nanoinjections implant smartlight ‘seeds’ in a recipient’s synapse gaps. These clusters of scripted photons grow into computers, smartlight cameras, networking software, even smartlight force fields and energy weapons, all activated with a single thought.

Smartlight technology might one day even replace invasive, hardtech bionics. Offering the same (or superior) capabilities as conventional neuro-cybernetics, smartlights have the advantage of lower cost, easier and less painful implantation and infinite upgrades via software patching. Naturally, smartlights will never be able to take the place of many military grade cybersystems. For example, while smartlight forcefields might be impressive, it’s usually cheaper and easier to just implant subdermal armor.

Minor smartlight augmentation is one of the safest forms of human enhancement. Virtually everyone in 2107 has a smartlight PDA or theoretical palmtop, and the smartlight-based *Dreamscape* is 22nd Century America’s most popular social networking site.

Smartlight Installation

A person can safely install a number of Smartlights equal to one plus his or her INT modifier. Even someone without an INT modifier, or with a negative INT modifier can safely install a single smartlight. Additional smartlights interfere with neural function. Each additional smartlight installed past this limit inflicts a negative level, which cannot be removed until the smartlight is deleted and the microscopic smartlight seed flushed from the body.

Smartlights are not considered cybernetics for the purposes of Drain or determining if a cyborg takes level loss for having too many implants.

Smartlights: Commerical and Military

The following Smartlights are among the most commonly used programs in 22nd Century America. Many of these Smartlights have military applications as well as their uses in the civilian world. Smartlights are slightly more common among the relatively affluent Choicers, but both pseudo-nations make good use of the technology.

Anonymity Field (PL 7)

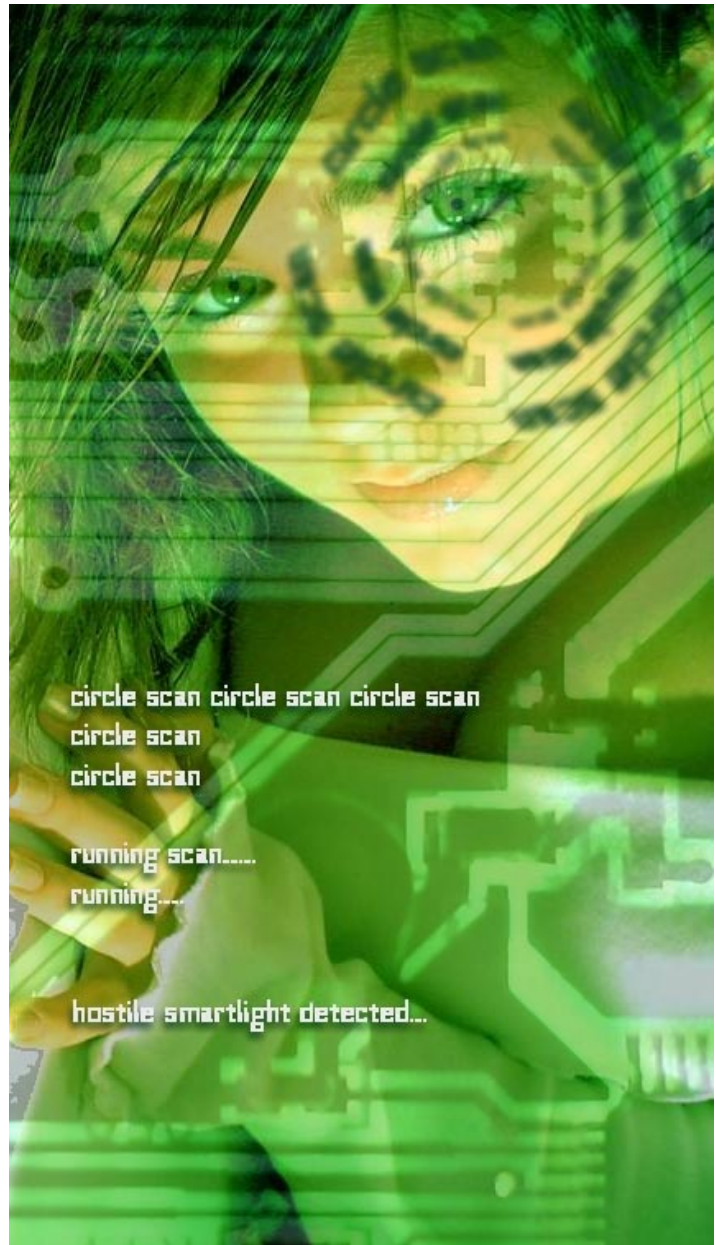
A series of military grade smartfield projectors and image scramblers prevents the user from being photographed or recorded by machines. Anyone viewing the cyborg through an electronic device, like a camera or electronic gunsight, sees only a static-shot, gray shadow. Following the fine motions of the cyborg is impossible.

A Progress Level 7 recording device cannot record the cyborg's image and voice, though more advanced technology and military grade hardware might be able to capture the cyborg's image. The cyborg receives a +4 equipment bonus to Defense against computer-guided missiles and projectiles, or against anyone firing on the cyborg using any electronic targeting or optics system. The cyborg can activate or deactivate this smartlight as a free action.

Aurascan Optics (PL 7)

Smartlight technology makes life easier and has created a wired culture beyond the imagination of 20th century futurists, but smartlight technology can be a deadly weapon in the wrong hands. Aurascan optics allow the user to see the distinctive quantum signature of smartlight technology, even in its inactive state.

The user can examine any creature as a standard action and determine what type of smartlights, if any, have been implanted. Military grade smartlights are clearly visible, and visual warnings flash across the cyborg's field of vision



when they are encountered, unless the implants are specifically designed for stealth operation.

Combat Softshield (PL 7)

Your smartlight arua solidifies into a powerful protective sheath. Short range kinetic-distortion fields encircle your body at all times, flashing into visibility when struck.

Your combat softshield produces an effect similar to *mage armor*. You receive a +4 equipment bonus to defense. This semi-visible forcefield carries no armor penalty, maximum Dexterity bonus arcane spell failure chance, or speed reduction.

Once activated, your combat softshield

remains in existence for ten minutes per point of your INT modifier (minimum ten minutes). You may activate this ability once daily, plus an additional time per each extra smartlight implant you possess.

Dreamscape Smartseed (PL 7)

The Dreamscape Smartseed is a specially designed smartlight wireless card and smartserver, allowing the user to access the Dreamscape while he or she sleeps. In addition to Dreamscape games and interaction, Dreamscape offers messaging capabilities, including text and voice messages from friends when awake, as well as storage for several customized avatars.

Dreamscape does not charge a monthly access fee after the smartseed is implanted; corporate ad revenue pays to maintain the Dreamscape. This Smartlight implant is the most common form of human augmentation, and has completely replaced the cell phone and blogosphere as the standard of personal communication.

Dreamscape Guardian (PL 7)

A variety of third party smartlight programmers produce 'guardian' programs for Dreamscape users. The guardian increases immersion, making it easier for users to safely lose themselves in their dreams. The guardian program makes it more difficult for the user to remember facts about their waking life while in the dreamscape, hopefully preventing identity theft or risky contacts.

When using a Dreamscape Guardian, a dreamer must succeed at a DC 12 WILL Save to remember 'secure' information from their waking life, such as real name and contact info, address or credit card numbers, or other potentially risky information.

The Guardian program can provide other dreamers with a 'business card' - a pre-selected, semi-anonymous e-mail address or phone number to arrange waking contacts. The Guardian program can also inform users when their interactions with other dreamers split and go into auto-mode, as well as the reason for the dream split.

EM Aegis (PL 7)

Energy dampening smartlight fields dissipate deadly radiation. High intensity forcefields instantly harden to give the user protection from lasers and other e-weapons.

Lasers and other light-based energy weapons, including light-based offensive spells and psi powers, cannot harm a cyborg implanted with an EM Aegis seed. The cyborg receives a +4 equipment bonus on FORT saves made to resist the effects of radiation.

Extremis Shield (PL 7)

A split second before a bullet strikes home, a body-hugging shield of charged particles and smartlight programs flashes in existence to protect the user. Anyone implanted with this life saving smart-seed gains Damage Resistance against ballistic weapons. The smartlight functions even if the user is unconscious, helpless or unaware of the attack.

A Type I extremis shield grants DR 5/1 against ballistic damage.

A Type II extremis shield grants DR 10/1 against ballistic damage.

A Type III extremis shield grants DR 15/1 against ballistic damage.

Damage reduction granted by the Extremis Field stacks with Damage Reduction from other sources, such as Tough Hero class levels, when applied to ballistic damage.

Jamming Field (PL 7)

Smartlight viral-AI forms a nearly undetectable, and virtually impossible to counter, jamming system. Any electronic device from PL 7 or lower that comes within 50 ft of the cyborg cannot receive or transmit data, though can still operate and store data internally.

As a standard action, the cyborg can designate one computer system within 50 ft; all Computer Use checks using that system suffer a -2 penalty. The cyborg can change jammed systems as a standard action, and can raise and lower the jamming field as a free action.

Logic Box (PL 7)

It's impossible to restrain a thought; parental and governmental oversight over the Dreamscape is virtually non-existent. Any countermeasures and censor-tech designed to impede the flow of thought is quickly buried under the mental weight of thousands of dreaming minds. While overprotective conservatives can't stop the Dreamscape, they can (at least theoretically) influence the dreams of the dreamers.

Logic boxes project subliminal signals and 'tap' the Dreamscape, hoping to shape the dreams of users to conform to some preset moral norm. Pro-life logic boxes ensure that while kids might dream of unbridled sex and great adventure, their dream liaisons always result in a happy, wanted baby. Orthodoxy boxes interlace parables and religious lessons with dreamscape soap operas. Career oriented logic boxes teach workplace skills and corporate ethics.

Logic boxes affect all dreamers within a particular residence, but are designed not to transmit evangelistic programming past the home's borders for legal reasons. Some prison officials hope to incorporate logic box re-education into their cells, but court challenges have prevented this application of the technology, and will probably do so for the foreseeable future.

Logic boxes are designed for relatively subtle, non-invasive, long-term brainwashing. Anyone who remains in a residence fitted with a logic box must succeed at a DC 10 WILL Save each month or add the logic box's preset allegiance to his or her list of allegiances. A particular logic box can be programmed to 'project' any single allegiance. A DC 25 Computer Use check, requiring 4 hours of work, can reprogram a logic box to project a new allegiance.

Optical Sheath (PL 7)

An optical sheath is a variant on the optical translucence smartlight, projecting a convincing, ultra-high fidelity holographic disguise around the user. The cyborg receives a +20 equipment bonus on purely visual Disguise checks. If the cyborg is touched, the creature's real dimensions and texture

is apparent, regardless of the holographic shell.

This smartlight can store several dozen pre-made disguises, and can also spontaneously generate a disguise, based upon the cyborg's mental commands. Activating a ready-made disguise or dismissing it is a free action. Creating a new disguise is a full round action which provokes attacks of opportunity. The optical sheath will also conceal the cyborg's weapons as innocuous objects, consistent with the preprogrammed disguise.

A cyborg with this smartlight can manifest an optical sheath for a number of minutes equal to his or her INT score per day (minimum one minute). A cyborg with this smartlight can choose to activate and deactivate invisibility in 1 round increments throughout the day.

Optical Translucence (PL 7)

Smartlight cameras take full motion video of the area around and behind a cyborg, while advanced smartlight holo-projectors project a real time image of the cyborg's surroundings. The cyborg becomes effectively invisible, hidden behind a moving image of the world without him.

By using the optical translucence smartlight to bend light around its body, a cyborg can turn invisible. An invisible creature gains a +40 bonus to Hide checks if immobile, or a +20 bonus when moving.

Pinpointing the location of an invisible creature not actively attempting to hide requires a Spot check (DC 40 if immobile, or DC 20 if moving).

When invisible, the cyborg gains 50% concealment against attacks even from creatures that correctly pinpoint it's fighting space. Activating or deactivating this smartlight is a free action. A cyborg fitted with this smartlight remains invisible even when attacking. Though this is a high-tech effect, not a magical one, mages using spells to penetrate invisibility can perceive the cyborg normally.

A cyborg with this smartlight can become invisible for a number of minutes equal to his or her INT modifier per day (minimum one minute). A

cyborg with this smartlight can choose to activate and deactivate invisibility in 1 round increments throughout the day.

Provalactic Mirror (PL 7)

The Provalactic Mirror smartlight is a defense against optically transmitted thought viruses. This common smartlight acts as an advanced firewall, protecting the cyborg from infection by hostile smart seeds.

This smartlight provides the cyborg with a +4 equipment bonus on WILL Saves made to resist and overcome thought viruses.

Smartlance (PL 7)

A smartlance is a deadly energy blade that is also the best weapon against smartlight-enhanced opponents. The smartlance takes the form of a semi-solid energy blade. The user chooses the size, shape and style of the blade at the time of implantation. Some users choose glowing force-daggers or holographic athemes, while others favor impressive, anime inspired light blades. The user can activate or dismiss a smartlance at will, as a free action.

The smartlance deals damage based upon its size. Since the smartlance is a non-physical object, it deals bonus damage based upon the user's INT score, not his or her STR modifier. A smartlance cannot be used to parry or disarm a physical attack, but can be used to parry another smartlance normally. A smartlance or similar device may be used to damage a living smartlight.

A smartlance can be 'sundered', but the user can reestablish the weapon as a free action. A smartlance user cannot be disarmed.

If someone enhanced by smartlight seeds is struck by a smartlance, the victim must succeed at a WILL save (DC 15 + the damage inflicted) or have one of their smartlights, chosen randomly, destroyed.

Smartlight Bionics (PL 7)

Smartlight technology is a burgeoning replacement for conventional cyber systems. Non-invasive and nearly non-detectable, smartlights eliminate the power concerns of hardtech bionics.

Any Internal cybernetic implant with a Drain rating of (1) one or less can be converted into a smartlight device. If your campaign doesn't incorporate Drain rules, any Internal cybernetic with few physical components or moving parts can be converted.

If the bionic implant has a restriction rating, the smartlight version of that object has its restriction rating increased by +1, to a minimum of Restricted (+2).

Purchase DC Modifier: +6

Smartlight Conversion (PL 7)

A Smartlight version of virtually any consumer electronic device can be purchased. The smartlight device functions identically to its physical counterpart, but adds no weight or bulk, an important consideration to tech-savvy, gadget loaded businessmen and load-conscious infantry.

Any piece of gear listed as Computers & Consumer Electronics or Surveillance Gear in chapter four of the *D20 Modern core rulebook*, as well as many of the gadgets described in the *D20 Future sourcebook*, can be converted into a smartlight equivalent. If the object has a restriction rating, the smartlight version of that object has its

Smartlance	Weapon Size	Damage	Critical Threat Range
Type I	Small	1d4 + INT modifier	20 /x2
Type II	Medium	1d6 + INT modifier	20 /x2
Type III	Medium	1d8 + INT modifier	20 /x2
Type IV	Large	2d6 + INT modifier	19-20 /x2

restriction rating increased by +1, to a minimum of Restricted (+2).

Purchase DC Modifier: +4

Smartstealth

Conversion (PL 7)

Smartstealth technology is designed for military and espionage applications. When the stealthed smartlight is inactive, it cannot be detected by Aurascan optics or any other means.

Smartstealth systems are always considered to be Military grade equipment with a +3 Restriction Rating.

Purchase DC Modifier: +2

Smartlight Palmtop (PL 7)

Smartlight personal computers became omnipresent in the latter days of the 21st century. Easily a match for any hardtech personal computer, a commercial smartlight includes wireless networking capabilities, multimedia capabilities, and the ability to run virtually any program a physical computer could run. Smartlights can either project their data as a series of hologram windows floating around the user, or direct their information directly into the user's or audience member's optic nerves, for ultimate security.

Smartlight palmtops can be upgraded like a standard computer.

Smartpower (PL 7)

The smartpower program draws upon the limitless quantum energy of the user's own Krillan aura and beams the resultant energy to all consumer electronics in range. Smartpower gives any battery operated devices worn or carried by the user effectively unlimited energy. The smartlight user can power any small devices (such as cell phones, CD players, ect) within 30 ft by his mere presence. The user can also provide power to larger devices (such as entertainment systems or computers) by touch.

Cyborgs implanted with a smartpower smart-seed can withstand an additional 1.5 points of Drain, but cannot also have the Krillian Aura Tap power core installed.

Thermal Umbra (PL 7)

Fundamentally similar in function to the EM Aegis smartlight, this defensive field dissipates ambient heat and harmful energy, keeping the cyborg safe and comfortable even in the most dangerous conditions. Thermal umbras are as common in industry and among fire and rescue personnel as they are among the military.

A cyborg with a thermal umbra gains Fire and Electricity Resistance. This energy resistance stacks with energy resistance granted by other sources, such as other cybernetics or Tough Hero class levels.

A Type I thermal umbra grants Fire and Electricity Resistance 5/-.

A Type II thermal umbra grants Fire and Electricity Resistance 10/-.

A Type III thermal umbra grants Fire and Electricity Resistance 15/-.

Smartlight	Purchase DC	Restriction Rating
Anonymity Field (PL 7)	DC 36	Military (+3)
Aurascan Optics (PL 7)	DC 23	Military (+3)
Combat Softshield (PL 7)	DC 25	Military (+3)
Dreamscape Smartseed (PL 7)	DC 12	-
Dreamscape Guardian (PL 7)	DC 9	-
EM Aegis (PL 7)	DC 24	Restricted (+2)
Extremis Shield (PL 7)	Type I: DC 25 Type II: DC 26 Type III: DC 28	Type I: Restricted (+2) Type II and III: Military (+3)
Jamming Field (PL 7)	DC 28	Military (+3)
Logic Box (PL 7)	DC 22	Licensed (+1)
Optical Sheath (PL 7)	DC 24	Military (+3)
Optical Translucence (PL 7)	DC 30	Military (+3)
Provalactic Mirror (PL 7)	DC 14	Licensed (+1)
Smartlight Bionics (PL 7)	Base Purchase DC +6	Base Restriction +1, if any
Smartlance (PL 7)	Type I DC 22; Type II: DC 24 Type III: DC 25 Type IV: DC 27	Type I or Type II: Restricted (+2) Type III or IV: Military (+3)
Smartlight Conversion (PL 7)	Base Purchase DC +4	Base Restriction +1, if any
Smart Pet Companion (PL 7) Described in the creature section	DC 20	-
Smartstealth Conversion (PL 7)	Base Purchase DC +2	Military (+3)
Smartlight Palmtop (PL 7)	DC 17	-
Smartpower (PL 7)	DC 18	-
Smart-Wolf (PL 7) Described in the creature section	DC 33	Military (+3)
Thermal Umbra (PL 7)	Type I: DC 21 Type II: DC 23 Type III: DC 26	Type I: none Type II and III: Licensed (+1)

Related Technology

The following devices are technology derived from the Smartlight revolution. In many cases, these devices are handheld versions of Smartlight implants, or include devices which manipulate or disrupt smartlight electronics.

Excalibur 6 Quanta-sword (PL 7)

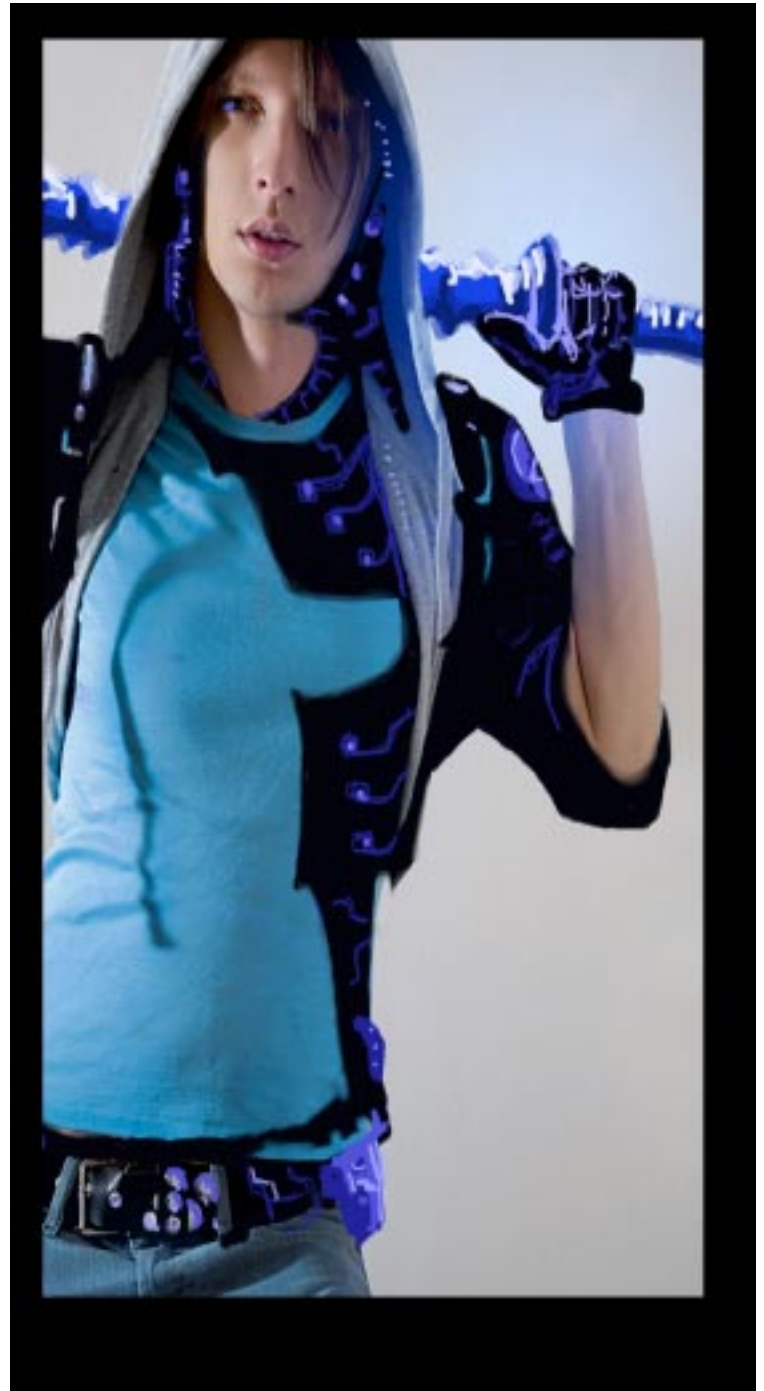
The Excalibur Six is a non-physical weapon, which destroys matter by annihilating the sub-quantum bonds holding it together. The Excalibur Six's energy blade is generated by a micronized projection array, resembling an especially heavy-duty dive watch, worn on the wielder's dominant hand. The Excalibur itself is a roiling, millimeter thin sheet of amber and crimson energy, sculpted into the shape of a massive, claymore-like blade.

As a non-physical weapon, the Excalibur Six cannot be used to parry an incoming attack. The Excalibur Six ignores ½ a target's Hardness or Damage Resistance, and ignores equipment or natural armor bonuses to Defense- the lethal light-weapon can slice between the molecular bonds of even the densest armor!

The Excalibur is considered a Large weapon when active, and the projector itself is size Fine. The user can activate or deactivate the energy blade as a free action.

Smartedge (PL 7)

A smartedge is a handheld smartlance- a knife with a blade made of light. Smartedge athemes have a physical hilt, which projects the blade, often decorated in accordance with Choicer design



New Weapons	Damage	Critical	Damage Type	Range Increment	Size	Weight	Purchase DC	Restriction
Excalibur Six Quanta-Sword (PL 7)	4d8	19-20/x2	Slashing	-	Large	Nil	32	Military (+3)
Smartedge (PL 7)	1d6 *	20/x2	Slashing	-	Tiny	0.5 lb	20	Restricted (+2)

philosophies. The Smartedge is activated by positive pressure on a thumb switch. When activated, the energy blade glows with the same cobalt light that protects Choicer clinics.

A smartlance is a deadly energy blade that is also the best weapon against smartlight-enhanced opponents. The smartlance takes the form of a semi-solid energy dagger. The user can activate or dismiss a smartlance at will, as a free action.

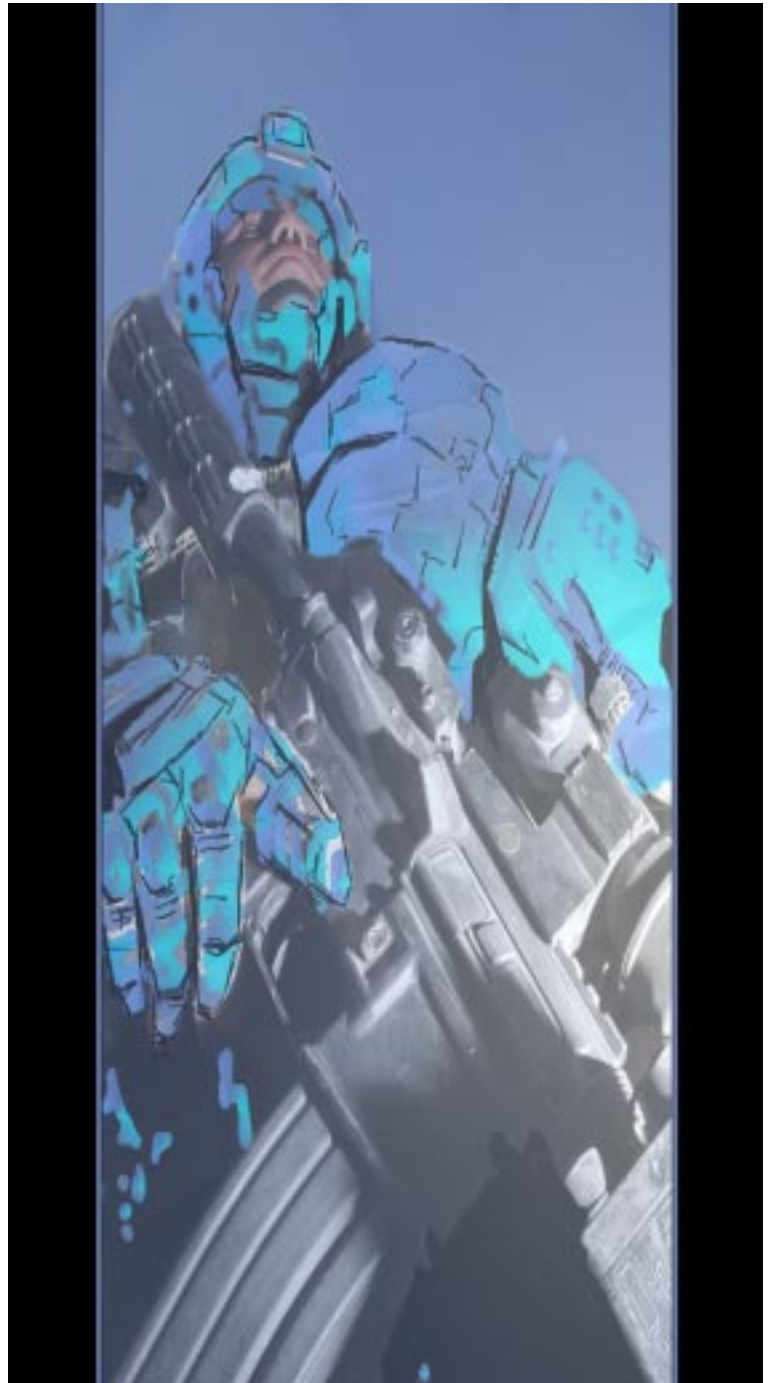
A smartedge cannot be used to parry or disarm a physical attack, but can be used to parry another smartedge or smartlance normally. A smartedge can be 'sundered', but the user can reestablish the weapon as a free action. If someone enhanced by smartlight seeds is struck by a smartlance, the victim must succeed at a WILL save (DC 15 + the damage inflicted) or have one of their smartlights, chosen randomly, destroyed.

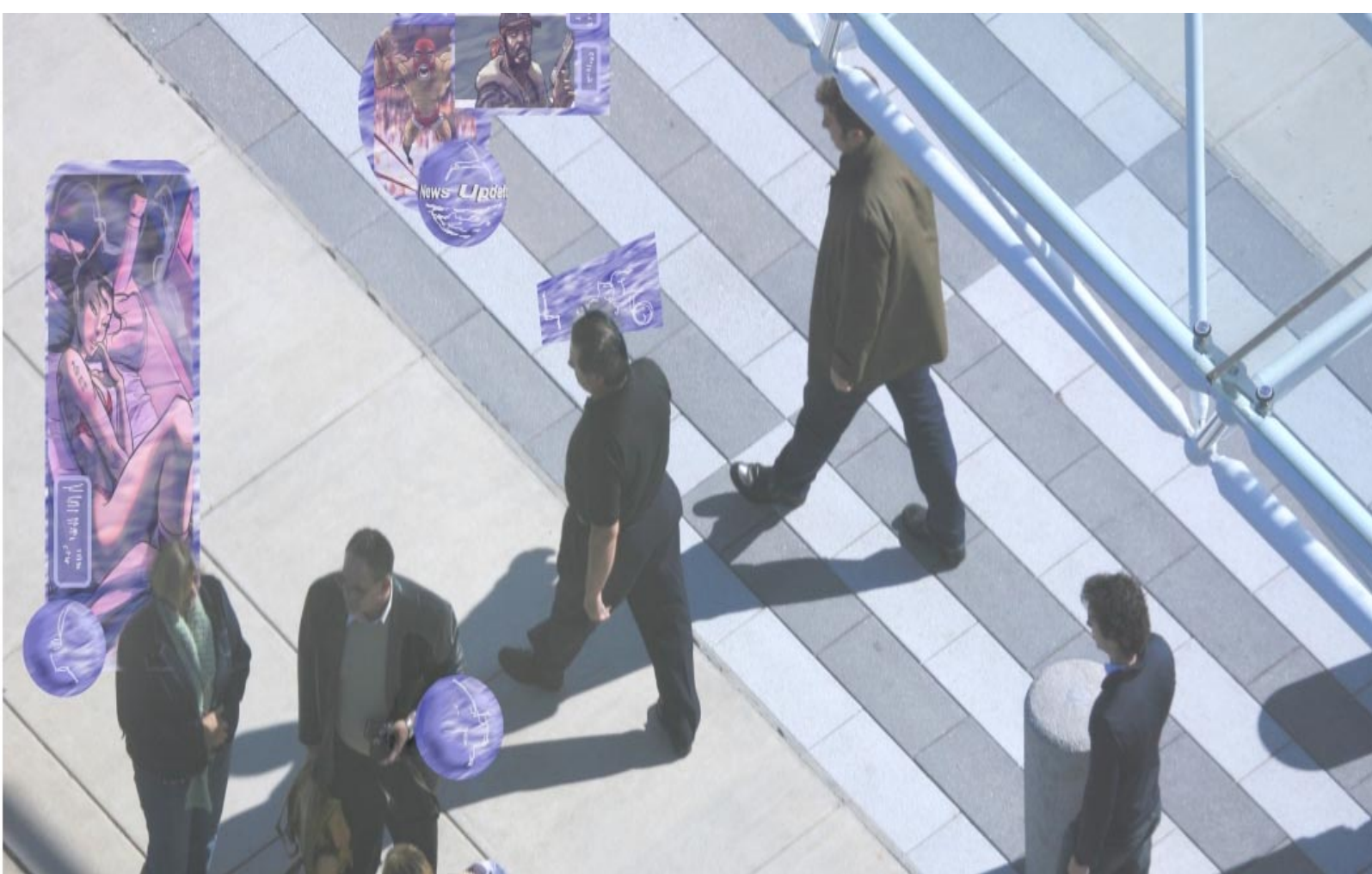
Mind-Safe Mist (PL 7)

Mind-Safe Mist is a nano-impregnated eye mist, which serves the same function as a Provalactic Mirror smartlight implant. This common item is sold over the counter, as a simple eye mist. During periodic terrorist scares, sales of Mind-Safe Mist skyrocket, and most military and police officers, as well as most metahuman adventurers, carry a bottle of mist in their pocket.

Each application of Mind-Safe Mist provides 30 minutes of protection against Thought Viruses. The character receives a +4 equipment bonus on WILL Saves to resist or overcome thought viruses during this time. Applying a squirt is a standard action, which provokes attacks of opportunity. Each bottle contains 6 applications.

A bottle of Mind-Safe Mist is a Diminutive object with negligible weight. It has a Purchase DC 6, and no restriction rating.





Ambient Smartlights

The flickering, phantom light of advertising and propaganda holograms lights the streets of 2107 America. Computers are obsequious in the 22nd century; corporations and pseudo-nations release smartlight motes as part of advertising campaigns. These photon-clusters drift through the streets and sidewalks, interacting with passerby, before becoming garbled into illegibility or deleting themselves at the end of their programmed lifespan. The Mesh is everywhere, free for use by all who can receive the signal.

The fact that Mesh-linked computers are everywhere has changed the way the average citizen of the 22nd century thinks about computing. Free smartlights drift through the streets, allowing a user to access one and check their mail, download a file or perform a quick Mesh search in exchange for watching a short ad.

A character can access one of these free-floating public computers virtually anywhere in a major city. These public terminals allow the user to make a Computer Use or Research check, but only have enough processing power to allow the user to perform a task with a DC 10 Computer Use or Research check or easier. A user can also purchase and download data from the public smartlight with a Purchase DC of 6 or less. Usually, consumers use public terminals to download music and video files, e-books, magazines and news.

Hacking these smartlights is virtually impossible. At the first sign of unauthorized use, tampering or just unexpected data, the smartlight window deletes itself.

In poor neighborhoods, such as Lifer Enclaves, where there is less ad revenue and fewer commercial smartlights, it requires a DC 12 Computer Use or DC 10 Knowledge: streetwise check to find a smartlight public terminal. This check requires about a minute of effort. Public smartlights

in poor neighborhoods can only accommodate Computer Use and Research checks with a DC of 8 or less.

Surveillance Society

Privacy is a thing of the past in Otherverse America. In addition to the hundreds of military weapons checkpoints and gene-scanners that a citizen walks through each week, corporations and artificially intelligent search engines follow his or her every move on line, track their purchases and spending patterns, and try to predict future behavior. After all, the more the corporations know about your buying habits, the more effectively they can tailor ads to your psychology, right?

A character in the Otherverse America setting who possesses the Urban Tracking ability, or any similar ability, receives a +2 synergy bonus on Survival checks made to trail a suspect if the tracker has five or more ranks in Computer Use. By tapping public and corporate databases, the detective can more easily track a suspect through a city.

Likewise a character in the Otherverse America setting who has 10 or more ranks in Computer Use receives a +2 synergy bonus on Hide checks made in an urban environment. Such a character knows the smartlight advertising and free terminal system well enough to exploit flaws in its programming to maximize his or her urban invisibility.

Dreamscape: A Place for Every Thought

“The Internet interprets censorship as damage and routes around it.”

-John Gilmore, the Electronic Frontier Foundation

Dreamscape is the most popular smartlight application, a form of machine telepathy that unites and entertains users while they dream. Dreamscape is an outgrowth of 21st century Internet trends, namely social networking sites like *MySpace* and

MMORGs like *EverQuest* and *World of Warcraft*. Since users visit Dreamscape during their dreams, the popular site leaves their daytime hours free for other things.

Dreamscape is especially popular among teens and tweens; a kid can easily buy a gray-market smartlight seed, and spend their nights enjoying consequence free dream-sex and thrilling dream adventures with their classmates without their parents noticing any difference. By 2107, more than three quarters of American teenagers have a Dreamscape account and avatar. Some parents have taken to installing “logic boxes” in their homes, smartlight signal interceptors designed to shape a child’s Dreamscape experience to conform to the parent’s values.

Dreamscape itself is organized like a mammoth MMORG, with individual servers dedicated to ‘running’ certain types of environments and scenarios, some segregated by age, politics or interests. A dreamer simply concentrates on what she wants to see and do during her dreams as she falls asleep, and the appropriate servers open up to her. Want an explicit dream-liaison? A dream of power and glory? An adventure dream? The thrill of a nightmarish fight for survival? Just imagine it and it becomes possible.

Dreamscape draws upon the dreamer’s own imagination and expectations, supplementing dreams with facts and multi-media feeds drawn from the Mesh, crafting intricate and realistic illusions. When interaction with other dreamers is warranted, Dreamscape integrates multiple dream streams, allowing for conversations and ‘face to face’ interactions.

If a group’s dreams no longer mesh perfectly, Dreamscape intervenes, shunting participants seamlessly into a solitary dream and taking over the roles of absent parties. Dreamscape programmers designed the smartlight matrix to explicitly prevent dream rape or dream murder; if one dreamer’s thoughts turn sexual or violent, and another dreamer’s thoughts are in opposition, the program

keeps them both happy. The sexual or violent dreamer has a solitary dream of living out those desires, while the other dreamer goes onto solitary dreams of her own.

Solitary and multiple dreams are integrated seamlessly, and of the dozens of dream encounters a Dreamscape enthusiast might have on any given night, it is impossible to ever tell which were 'live' and which the program simulated in 'auto-mode'.

While this makes tracking the intricacies of conversations and dream relationships difficult, if not impossible, it adds to the surreal and hedonistic dream feeling. Able to live out thoughts they would never attempt to fulfill in reality, Dreamscape's participants revel in their anonymity and illusory personas.

Because real interaction and fantasy blends so seamlessly at Dreamscape, the world's courts have almost uniformly held that Dreamscape contracts have no validity. Dreamscape can do many things, but it can't take the Mesh's place as an online market place. Money trading and online shopping are prohibited- after all when a dreamer makes a big money purchase in Dreamscape did he really mean to, or was he just living out a dream of being a millionaire? Corporate involvement with Dreamscape is limited to product placement, which ranges from the blatant and ignorable to clever subliminal marketing tricks 'scripted' into the plotlines of dream soap operas and theoretical erotica.

Dreamscape avatars are as varied as the dreamers that create them, and like online handles, can be changed on the fly, with just a few seconds of thought. Dreamscapes programming interacts with the dreamer's REM mentality, ensuring the dreamer identifies with their avatar, whatever that dream-creature may be, not with their waking life when they visit Dreamscape. Mental immersion not only aids storytelling, but also is designed as a security feature: if a dreamer forgets momentarily they even have a waking identity, they are less likely to give out harmful personal information to ID thieves or predators. Lucid dreamers, able to clearly remem-

ber their waking lives in the dreamworld, act as Dreamscape moderators. Less altruistic sleepers hack the minds of fellow dreamers.

Dream avatars vary wildly in complexity, with more intelligent, older and more experienced dreamers having more intricate and interesting avatars. Child dreamers are easy to spot: their avatars seem cartoonish, unfinished, and barely customized from the default. Most sexually explicit servers require dreamers to construct a 'mature', artistically significant avatar before entering, solve a puzzle or perform some other mental task to prove their emotional maturity before entering.

Since entry keys are based on mental strength and intellect, not chronological age, they remain controversial. Young children can easily enter 'adult' servers if they're clever enough or if they figure out a hack for a particular entry key. One of the most surprising outgrowths of the Dreamscape movement is a push to alter age of consent and majority laws, forgoing static ages in favor of a Turing like-test of sentience to see who is really ready for adult responsibilities and sex roles.

Adventuring in Dreamscape

To the gamemaster, Dreamscape can best be thought of as a man-made parallel universe that the citizens of the Otherverse access each time they sleep. For many campaigns, Dreamscape is a technological prop- not much more important to the story than the home office the characters would use to check their e-mail in a modern campaign. Dreamscape can simply be an avenue for communication and investigation, with actual forays into the dream world being handled off camera.

Other gamemasters might make Dreamscape a major focus of the campaign, spending as much time in thought-space as they do in the 'real' world of Otherverse America. The protagonists and their adversaries weave thought-space politics and adventures into the campaign, with events in Dreamscape mirroring- or even prefiguring- events in 'real-space'.

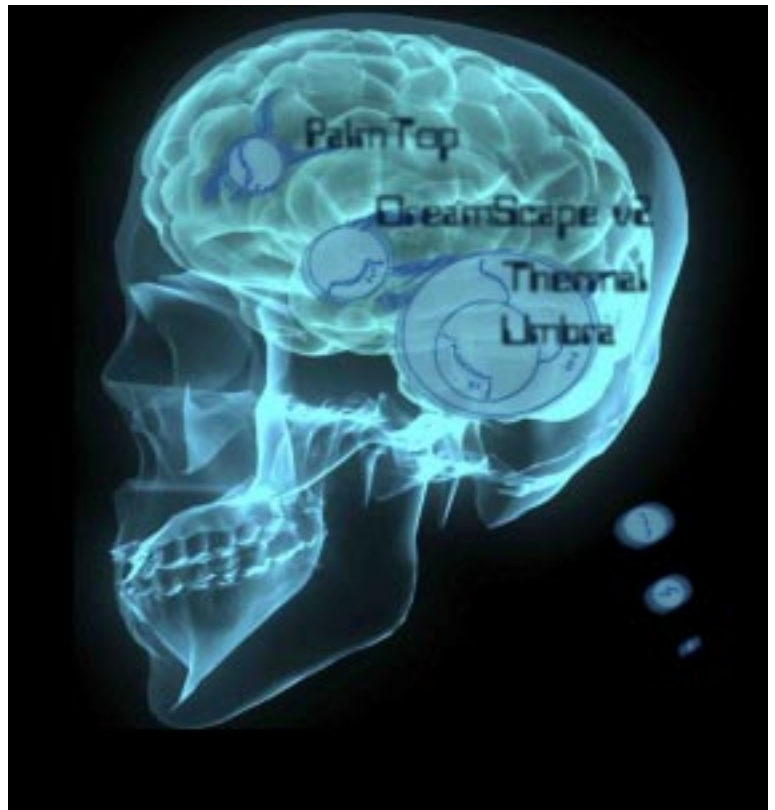
The citizens of 2107 America have accepted psionics and extrasensory perception to a degree that even the most devoted X-philes of an earlier century couldn't dream of. Precognition is an accepted part of Choicer tactical doctrine, and all three "American" militaries train their recruits in practical psi-defense and parapsychological warfare. As is to be expected, psionics have filtered down to the commercial level, with even the ordinary citizens of 2107 occasionally catching glimpses of their future amid Dreamscape's floating porn-dream ad windows and interactive chat walls.

Most of Dreamscape resembles a surreal, advertisement-choked version of the real world. Of course, since Dreamscape reshapes itself constantly to accommodate the desires and dream-logic of its users, comprehensively mapping Dreamscape is impossible. So is generalizing it. A dreamer walking down a simulated shopping mall themed Dreamscape server might open the door of a clothing boutique and walk into a World War II battlefield. An elevator might take a dream traveler down into a Tolkien inspired adventure game's woodlands, or open into the CGI-generated hard vacuum of an educational feed from NASA.

Dreamscape as an Alternate Plane

Dreamscape can be thought of a parallel reality accessible to those with a Dreamscape Smartseed implanted. Though the place has no physical reality, it has planar traits every bit as strange and complex as any magically active universe's cosmology.

- Dreamscape's climate and gravity are earth normal in most places, though the artificial reality does not have an atmosphere in the conventional sense. No creature exploring the Dreamscape needs to breathe during their dream sojourn, and all users become immune to the Dreamscape equivalents of inhalation toxins, drowning, suffocation and hard vacuum.



- Some Dreamscape nodes and servers have very different conditions, including zero-gravity environments, space or deep ocean simulations and even hostile environments, such as arctic zones colder and more desolate than Pluto, or burning plains hotter than the inside of a volcano. Such environments may actually cause damage to dreamers.
- No matter what form their Dreamscape avatar takes, the avatar is usually statistically identical to their real world forms. Some users can discipline their minds, or purchase thought-programs that allow them to create more powerful and impressive avatars.
- Damage taken in Dreamscape does not carry over to waking life. A Dreamscape avatar reduced to 0 HP is destroyed; the user simply awakens abruptly and is logged out. A dreamer who is 'killed' in an especially violent or traumatic manner in Dreamscape may have to succeed on a DC 14 WILL Save or be *shaken* for 1d6 hours after awakening.

- Dreamscape has a vaguely non-linear timeflow. A dreamer may experience several days (sometimes even several months worth of experiences) in subjective time, which correspond to only a few minutes worth of deep REM sleep.
- Apparitions and messages appear to Dreamscape users regularly. An e-mail message from a friend might appear as a duplicate of that person appearing to speak the message and than blinking out, as graffiti covering a wall, strange runes visible in the sky, or as the message pane of a corporate sponsored ad window or billboard, or as virtually anything else.
- Dreamscape servers touch the edges of the human collective unconscious, allowing dreamers to experience minor but regular precognitive flashes and experience an artificially induced non-linear time perception. Once per Dreamscape session, the dreamer may attempt a DC 15 WIS check in order to induce a brief precognitive flash, allowing the dreamer to catch a glimpse of her most probable future. If the check is successful, the dreamer may apply a +1d4 bonus on any attack roll, skill check, saving throw or initiative check made upon awakening. The dreamer must declare the use of this bonus prior to rolling. If this bonus is not used before the dreamer next sleeps, it is lost without effect.
- Some Dreamscape servers are restricted. Many sexually explicit Dreamscape sites require a visitor to solve some kind of puzzle or riddle before entering, in lieu of conventional and outdated age-checking software. This is usually a DC 10-12 Intelligence or Wisdom check, though some sites might require a Knowledge check instead. Other sites require a password, entry key or subscription service, and may be hacked like a conventional computer network.
- Dreamscape can be programmed to gently awaken a user at a specific time, virtually eliminating the need for conventional alarm clocks.
- On magically active campaign worlds, magic users cannot recover spells while engaging in Dreamscape. A magic user must still have 8 hours of uninterrupted sleep or rest to regain spells, and Dreamscape destroys the concentration and inner peace necessary to do so.

Dreamscape Manipulation

Users can easily manipulate the Dreamscape matrix, altering the fictional reality to suit their whims, find information or just have fun. A moderately skilled Dreamscape user has a kind of control over physics and reality while in the virtual world that rivals the real world capabilities of high-level psions and metahumans!

Dreamscape Gladiator (General)

You are an especially well trained Dreamscape athlete, and you make a decent living off of royalties and ad-click revenue by working as a minor Dreamscape celebrity. Your training makes you an exceptionally good combatant in Dreamscape.

Prerequisites: Renown, Lucid Dreaming, Computer Use 4 ranks

Benefit: While in Dreamscape you may substitute your ranks in Computer Use for your Defense Score and/or your Base Attack Bonus. While in Dreamscape you may substitute a Computer Use check result for any Perform check, as well as any Climb, Jump, Swim or Tumble check.

Your Dreamscape performance career provides you with a small, but steady source of income, which increases your Wealth Bonus by +1.

Lucid Dreamer (General)

You've got enough Dreamscape experience under your belt you can manipulate the structure of the fictional world and retain more of your own consciousness during a Dreamscape session.

Prerequisites: Computer Use 2 ranks, Knowledge: popular culture 1 rank

Benefit: You are not required to make WILL Saves to remember facts from your waking life during a Dreamscape session. While in Dreamscape, you may add your CHA modifier as a bonus to all Computer Use, Research and Gather Information checks you make.

In addition, while undergoing a Dreamscape session, you may attempt a Computer Use check to alter some aspect of your dream.

Change your avatar's species. DC 12. You can change your avatar's species from your own true species to another species with a +0 ECL of your choice, gaining that creature's racial abilities and weaknesses during the session. This enhancement lasts until you log out of Dreamscape.

Create a more powerful avatar. DC 8 + your current ECL. Your avatar's total ECL increases by one plus one per each two points you beat the check DC by. You may add any appropriate mix of character levels and templates to raise your avatar's effective character level; this enhancement lasts until you log out of Dreamscape.

Hard log-out other users. DC 12 + target's CHA modifier. You expel another user from Dreamscape, effectively 'killing' their Dreamscape avatar.

Trap Consciousness. DC 14 + target's CHA modifier. You prevent another user from entering 'automatic mode' and leaving your dream. The other user will only awaken when awakened normally in the real world, when their alarm activates, or when their avatar is destroyed. You must be touching the other user's avatar to use this ability. A Dreamscape death or prolonged dream-torture or abuse is psychological traumatic, requiring the victim to succeed at a DC 14 WILL Save or be *shaken* for 1d6 hours after awakening.

Consciously alter time flow. DC 16. You may consciously alter the time flow of a dream, so that one month of subjective experiences equals roughly 1-2 minutes of deep REM sleep. Often used for

training, dream romances. You may affect another of other dreamers equal to your CHA modifier.

Teleportation/Location Shifting. DC 8. You may teleport to any other known location within Dreamscape, such as a public server sponsored by a megacorp, a friend's homepage or an area you have visited before. Doing so is a move-equivalent action that doesn't provoke attacks of opportunity.

Mind Sculptor (General)

You can enter a willing subject's mind and transform that person's consciousness, sculpting a subject's core personality like a work of art. Those few who have mastered this feat are sought as 22nd century shamans- soul-sculptors who can do in a few hours of computer assisted meditation what psychologists of earlier eras could not do in a year of case work.

Mind Sculptors often serve as futuristic clergy, performing 'thought genesis' marriage ceremonies where lovers blend elements of their separate skills and personalities to create a soul deep intimacy.

Prerequisite: Lucid Dreaming, Knowledge: behavioral sciences 8 ranks

Benefit: During a Dreamscape session, which usually requires 6-8 hours of 'real' time to complete, you can alter that subject's mind in any way you desire. The subject must be willing to accept the mental modifications, and is instinctively aware of the changes you will implant in their consciousness.

During the mind sculpting session, you may add, remove or alter any of the subject's allegiances. You may add or subtract a number of allegiances equal to your CHA modifier. You may, in a fantasy setting, also change the characters alignment to match your own, or within one 'step' of your own. You change a willing subject's perception, personality, instincts and outlook, though they retain the memory of the life they lived before the Dreamscape session.

You may also spend an action point during the trance state to enhance a subject's consciousness in one of the following ways. The subject can benefit from one of these enhancements only once during his or her life.

- You may designate one skill as a permanent class skill for the subject.
- You may grant the subject a permanent +1 insight bonus to WILL saves.
- You may grant the subject the ability to speak, read and write any one language you know.
- You may give the subject up to 4 ranks in any skill he or she has less than four ranks in.
- You may allow the subject to remove and reselect any one feat. The subject must meet all prerequisites for the newly chosen feat.
- You may allow the subject to reassign up to 8 skill ranks.

Mindsculpting and class abilities

Any feats or class benefits that require the subject to hold a particular allegiance may be carried over to the new allegiance, unless the subject's 'powers' are dependant on some outside source that actively disapproves of the change and takes action to restrict them.

This can either by mundane means (as in the Elite Clearance feat, where the patron simply removes the clearance) or supernatural (such as a paladin who loses his or her divinely inspired abilities).

If the subject's 'patron' is indifferent or unaware of the change, the subject can still theoretically use the existing abilities without restriction. An example would be a character with the Aligned Zealot feat, which after the mind sculpting session simply switches the feat's target to a new enemy group. The subject doesn't lose the feat, merely transfers its benefits to better suit his new outlook on life.

The game master might also allow a character to use this feat as a method to explain away otherwise impossible class and allegiance/alignment combos or as a way to explain sudden changes of heart or personality on the part of a PC.

Hacking Neuro-cybernetics

The moment humans began wiring cell phones and reflex guns into their central nervous systems, they put themselves at risk for a new kind of computer crime. Next generation computer viruses are able to bridge the gap between machine and man.

Hackers can attempt to hack a cyborg's central nervous system. Computer viruses affect the cyborg's systems as they would any other computer. Because of the complexity of the mind/machine interface, the cyborg is considered to be a massive computer network (DC 25 / minimum 10 minute search time) for the purpose of finding files in the onboard memory.

When attempting to defeat the cyborg's network security, or to make any change to the cyborg's programs or functions, the hacker must make an opposed Computer Use check against the cyborg.

Cyborgs can also add their WILL save modifier to their Computer Use check. If the cyborg does not have the Computer Use skill, he or she resists the intrusion with an Intelligence check, modified by their WILL save. Strong willed cyborgs with a good understanding of electronic warfare are at a major advantage in these electronic duels.

An unconscious or sleeping cyborg does not add either their ranks in Computer Use or their WILL save modifier to the contest; the intrusion is resisted by a straight Intelligence check, which is performed subconsciously by the cyborg. Certain cybernetic implants help the cyborg resist being hacked, and these implants function normally even if the cyborg is not otherwise able to resist.

Hackers can attempt to physically access the cyborg, by plugging directly into service or communications ports or access the cyborg through the Mesh. Many cyborgs have wireless Internet / Mesh connections or cell phones that are an integral part of their systems.

Locating a particular cyborg's ISP online requires at least 2 checks. The first Computer Use check (DC 15) is needed to actually find the cyborg's ISP address, and a second check, made to defeat the cyborg's internal computer security is necessary to gain access to the cyborg's systems.

Very few cyborgs stay online at all times. Most are only online for brief periods of time, usually just a few seconds or minutes while they actually download information. While browsing a particular webpage, the cyborg's systems typically shut down the cyborg's Mesh connection for security, only reopening the channel when the cyborg moves to another page. Other cyborgs physically remove their communications array when not using it, to make it more difficult for hackers to penetrate their systems.

In addition to browsing for information, communicating and using their own hacking abilities, cyborgs are most commonly on-line to download software patches and run diagnostics on their systems. Such routine maintenance work is usually carried out automatically while the cyborg sleeps, making it an ideal time for hackers to attack the vulnerable mechanical behemoth. More security conscious cyborgs, especially military models, refuse to ever perform online maintenance unless they are fully conscious and able to respond immediately to potential threats.

Thought Viruses

Thought viruses are the latest evolution in warfare, the product of decades of research into neuro-psychology, psionics and light based software. A handful of especially lethal thought viruses were unleashed during the last days of the Abortion War, while others seem to have generated spontane-

ously, the result of undirected AI evolution within the churning, Darwinist cauldron of the Mesh.

Thought viruses are a militarized variant on smart-seeds. Transmitted as packets of activated photons, these viruses jump from eye to eye, invading a target's brain through his optic nerve. These viruses are treated as conventional diseases, inflicting lingering damage and debilitation. Unlike conventional illnesses, thought viruses are resisted through WILL Saves. Certain thought viruses are designed to exploit specific target weaknesses, attacking those who have installed a particular type of cyber-system or those with a specific set of mental and emotional states. The terrifying "Dying of Choice" thought virus, for example, specifically targets pro-choice victims.

Once a victim is infected with a thought virus, he or she becomes infectious. Unlike conventional diseases, a thought virus can be spread merely by eye-to-eye contact. A potential victim who comes within 30 ft of a carrier and can clearly see the carrier must succeed at WILL Save or contract the thought virus. Characters who close their eyes, protect themselves with blindfolds or the like are effectively immune. Likewise, if a character attempt to avert his eyes or protect them behind tinted glasses, he receives a +1d4 bonus on the WILL Save. Defenses like Provalactic Mirror provide more definite protection.

It requires two consecutive WILL Saves to overcome the effects of a thought virus, similar to how two FORT saves are necessary to recover from a conventional disease. A physician can use the Treat Injury skill to aid a patient suffering from a thought virus; if the physician has 5 or more ranks in Computer Use, she receives a +2 synergy bonus on this check.

Ad Blurt

American law (and most foreign jurisdictions) prohibits the release of Ad Blurt smart-seeds; most global megacorps simply circumvent this restriction by releasing the seeds seven nautical miles from US shores and let the seeds drift slowly to land.

These minor thought viruses do no harm to their hosts, but instead are designed to make target populations more receptive to the propaganda and advertising campaigns of whatever megacorps or pseudo-nation released this particular batch of smart-seeds.

The effects of an Ad Blurt seed fade within 1d6 days, even if the victim can't shake the effects of the thought virus under their own power.

Babel Load

It's believed that this thought virus generated spontaneously. It seems to have no favored victim type, and lacks the polish of military thought viruses. The virus destroys the victim's language centers, deleting their ability to speak and read various languages like a hacker deleting unwanted computer files. Eventually, the victim loses the ability to communicate intelligently at all: any sounds they make are garbled and random, and attempts to write out messages end just as frustratingly.

A sufferer can still understand spoken language, however they cannot make any sensible response. Victims of Babel Load eventually become permanently disabled, as they suffer from this technologically induced aphasia. If the disease is cured, victims can eventually re-learn some or all of their lost language skills.

Backdoor

Backdoor is a common neuro-hacking thought-virus. It inflicts little damage on its own, (aside from the occasional ringing in the ears or a faint scent of burning plastic), but it increases a victim's susceptibility to neuro-hacking.

Dying of Choice

D.o.C. is a Lifer thought virus introduced during the latter days of the War, when their army was in shambles and they were desperate for any

victory. The disease is a psychic virus designed to cause insanity and eventual death among Choicer forces, inflicting especially cruel emotional trauma on those who have had or performed an abortion. The disease leads to intense hallucinations filled with terrifying, blood-soaked Lifer imagery, depression and eventually suicidal ideation.

This specially targeted thought virus can only infect victims with an allegiance to the Choicer nation, a pro-choice group, religion or similar faction. Lifers and unaligned Americans cannot become infected or become a carrier.

H.N.L. (Human Neural Labryinthia)

HNL is a terrifying, but relatively rare thought virus, which preys on those with implanted neurocybernetics. The HNL virus effectively hijacks the patient's smartlight systems, growing a maze-like, chaotic array of new neural connections. At the same time, the HNL virus overloads the patient's existing neural connections, crashing them like an overloaded computer server.

Patients suffer increasing sensory deprivation, including lost of sensation in the extremities, random 'sensitive' spots which migrate across their bodies and cause agony when touched, and senility-like symptoms.

Nemesis Outsider

Nemesis Outsider is an incredibly lethal thought virus, most likely of extra-planetary origin. The first Outsider cases were reported during the 2050s, as human exploration of the Galactic Core began. Nemesis Outsider attacks a specific breed of metahumans- those with 'lifechain' genetic abilities, driving them incurably insane and warping their bodies with uncontrolled cellular growth.

As Nemesis Outsider progresses, the alien bio-software which empowers Lifechained metahumans turns on them, eating them alive from the inside out. An especially virulent form of cancer ravages the victim's body, including massive, aggressive brain and spinal tumors.

As they die, Nemesis Outsider victims babble incoherently about mega-structures at the heart of the Galactic Core, massive castles filled with monsters and ancient demons. The hallucinations and death visions the afflicted suffer are remarkably consistent, even among victims separated by whole continents.

Note: Lifechained creatures and their biology are described fully in *The Guide to the Known Galaxy* sourcebook.

Redlight

The Redlight neuro-virus began as a badly-coded cluster of empathic advertisements. Redlight's programming quickly degraded, until the advertising smartlight eventually went rouge in 2089. Today, Redlight perpetuates itself by hijacking other advert-lights, where the disease hides in certain color frequencies of red light. Most advertising designers have managed to prevent the disease from hijacking their systems by avoiding a specific hue of red- MY 12,302.

Redlight causes uncontrolled muscle tremors and epilepsy like seizures. While painful and debilitating, it is not usually fatal.

Thought Virus	WILL Save DC	Incubation Period	Initial Damage	Secondary Damage	Special Target Conditions
Ad Blur	DC 12	24 hours	None	Victim suffers a -1 penalty on Diplomacy and Sense Motive checks against agents of the virus' creators for 1d6 days	None
Babel Load	DC 14	1d3 days	1d2 WIS	Permanent loss of one rank in Speak and Read/Write language, chosen randomly	None
Backdoor	DC 12	24 hours	None	Victim suffers a -1 penalty on WILL saves to resist additional thought viruses for 24 hrs.	If the victim has an implanted cell phone, Dreamscape Smartseed or similar communications device he suffers a -2 penalty on his WILL Save.
Dying of Choice	DC 18	24 hours	<u>1d3 WIS</u>	<u>1d3 WIS and CHA</u>	If the victim has ever undergone or performed an abortion, she suffers a -5 penalty on her WILL Save
Human Neural Labrynthia	DC 13	1d6 days	1d2 INT and WIS	<u>1d2 WIS</u>	If the victim has an implanted cell phone, Dreamscape Smartseed or similar communications device he suffers a -2 penalty on his WILL Save.
Nemesis Outsider	DC 16	1d6 days	1d3 INT and WIS	<u>1d2 WIS and CON</u>	Lifechained creatures suffer a cumulative -1 penalty on their WILL Save for every Lifechain feat they possess.
Redlight	DC 15	1d2 days	1 DEX	1d2 DEX	None

Italicized Text indicates Permanent Ability Drain

Living Smartlights

A handful of highly advanced smartlights have awakened to true sentience. Smartlight technology, like fully self-aware, independent AI is a technology still in its infancy. Most self-aware smartlights are the products of gifted amateur programmers, working on scratch built computers, fiddling with recovered xeno-tech they barely understand. Despite the millions of dollars APEX, the two pseudo-nations and others have poured into R&D, mass production of a fully self-aware smartlight is still years- maybe even decades- away.

Animal-intellect smartlights are more common, and seem to generate spontaneously. Badly written smartlight codes can cause a smartlight matrix to mutate, transforming something as innocuous as a holographic palmtop into a high-tech urban predator.

Thought viruses are one example of software-gone-rouge, but even odder smartlight aberrations exist. Wealthy children can afford to buy smartlight pets, which live forever, never get tired of playing tag, and can be paused when it's bedtime. Every so often, true crime Mesh-sites run stories about homeless torn apart by light-wolves, and every so often, the stories are actually true.

Librarian Mist (CR 1/4)

Fine ooze (intangible)

Init +9; **Senses** Blindsight 60 ft **Aura** dim illumination 10 ft radius

Languages none

Defense 27, **touch** 27, **flat-footed** 19
hp ½ d10 (2 hp)

Immune Physical Damage, mind-affecting effects, poison, sleep, paralysis, stunning, critical hits, attacks which rely on sight. Immune to critical hits, death by massive damage and cannot be flanked.

Weaknesses The intangible creature can only be harmed by energy damage.

Fort +0, **Ref** +9, **Will** -

Speed 60 ft flight (perfect)

Melee +0 neuro-strafe (touch attack; DC 13 WILL Save vs skill loss)

Melee Space 2.5 ft x 2.5 ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -21

Atk Options +0 neuro-strafe (touch attack; DC 13 WILL Save vs skill loss)

Special Actions: Photonic Jaunt

Abilities STR 1 DEX 29 CON 4 INT - WIS 11
CHA 1

SQ Ooze traits, Intangible

Feats None

Skills None

Possessions None

Librarian Mists are failed Mesh-search engines which have gone rouge and begun collecting random data- including skill memories stored in the human central nervous system. One of the most common 'breeds' of independent smartlight, Librarian Mists are an annoyance, but pose little real danger to mankind.

A Librarian Mist takes the form of a fast moving cluster of tiny, spherical smartlight windows, which resemble small, holographic marbles filled with garbage data and garbled security cam footage.

Intangible (EX): As a bundle of excited photons, the Librarian Mist is a naturally intangible creature. It can easily pass through walls and floors, and is immune to most forms of physical damage. Only energy based attack forms can harm the Librarian Mist. The creature can never solidify itself.

Neuro-strafe (EX): The Librarian Mist cannot inflict actual harm on a victim. However, by zipping intangibly through a victim's nervous system, the rouge smartlight can cause neuro-chemical disruptions and synapse disruptions. These disruptions are painful and distracting, causing temporary amnesia.

If the Librarian Mist succeeds on a touch attack, its victim must succeed on a DC 13 WILL Save or temporarily lose a total of 2d6 ranks, chosen randomly from their assorted skills. Lost skill



ranks return at a rate of 1 rank per skill, per day. A character reduced to 0 skill ranks in all skills is considered *shaken* for 24 hours.

Photonic Jaunt (EX): Librarian Mists prefer to zip in, siphon skill ranks and quickly blink out of danger. These smartlight-based pests can teleport up to 5,000 miles, in any direction, without error. Doing so is a swift action for the photon-based monster.

Familiar Traits (EX): In magically active campaigns, a mage with at least 5 ranks in Computer Use may select a Librarian Mist as a familiar. These curious, fast moving AI creatures make ideal scouts. A mage who selects a Librarian Mist as a familiar receives a +3 bonus on Research checks.

Red Nomad (CR 3)

Medium Ooze (intangible)

Init +3 ; **Senses** Blindsight 60 ft **Aura** Dim red illumination 30 ft

Languages None

Defense 13, touch 13, flat-footed 10

hp 4d10 + 10 (28 hp)

Immune Physical Damage, mind-affecting effects, poison, sleep, paralysis, stunning, critical hits, attacks which rely on sight. Immune to critical hits, death by massive damage and cannot be flanked.

Weaknesses The intangible creature can only be harmed by energy damage.

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

Speed 30 ft / fly 20 ft (clumsy)

Melee +2 pseudopod slam (1d6 bludgeoning + smartlight disruption)

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

Base Atk +2; **Grp** +6

Atk Options +2 pseudopod slam (1d6 bludgeoning + smartlight disruption) or grapple

Special Actions: INT Drain, Redlighter, Viral Replication

Abilities STR 10 DEX 16 CON 11 INT - WIS 12
CHA 1

SQ Ooze traits, Intangible

Feats None

Skills None

Possessions None

Red Nomads are spontaneously generated smartlight glitches, which exist primarily to spread the Redlighter thought virus, and which sustain themselves by feeding on neural energy. The smartlight appears as either a full sized, hologram of a distorted humanoid figure, or as a human-shaped mass of garbage data. Either way, the Red Nomad glows a deep, bloody crimson. The image is low resolution and shot with static, and occasionally flashes to an eye searing white or a plutonian black. The creature cannot make sounds, though it's holographic face usually mouths gibberish or endlessly repeats a fragment of some random message.

Red Nomads are essentially mindless, wandering aimlessly through whatever city spawned them. They may go days without 'feeding' only striking when they encounter an unfortunate human with exactly the right frequency of neural electricity. No one can predict when one of these rouge programs will generate, nor can their rampages be predicted. Despite their prevalence as media boogiemens, fewer than a hundred confirmed Red Nomad attacks are recorded each year.

INT Drain (EX): The Red Nomad feeds on the neural energy of its victims. As a free action, the smartlight can attempt to drain Intelligence from any living grappled victim. Each round the smartlight maintains the grapple, its victim must succeed at a WILL Save (DC 13) or suffer 1d4 points of temporary INT damage.

Each point of Intelligence drained heals the Red Nomad for 1d6 points of damage. Excess hit points are gained as temporary HP, which fades after an hour.

Intangible (EX): As a bundle of excited photons, the Red Nomad is a naturally intangible creature. It can easily pass through walls and floors, and is immune to most forms of physical damage. Only energy based attack forms can harm the Red Nomad. A Red Nomad can briefly become tangible, by projecting smartlight forcefields, which it uses to batter or grapple its prey.

Redlighter (EX): Anyone coming within 30 ft of the Red Nomad, who can clearly see the creature, must succeed at a DC 14 WILL Save or contract the Redlighter thought virus. A creature that saves against this ability cannot be affected by that specific Red Nomad's thought-virus for 24 hours.

Smartpod (EX): The Red Nomad can project a forcefield-based pseudopod to attack its prey. This pseudopod slam inflicts 1d6 points of damage, and smartlight-enhanced opponents struck by the pseudopod have one of their smartlights randomly destroyed, as if they had been struck by a Smartlance.

Viral Replication (EX): A Red Nomad which has received a number of temporary HP equal to ½ its total normal HP total it can attempt to replicate itself. The virus undergoes a form of mitosis. This mitosis requires a full round action, and provokes attacks of opportunity. If damaged, the Red Nomad cannot replicate, but may attempt mitosis again the next round.

At the beginning of the next round, the Red Nomad splits into two Red Nomads, each with full normal HP total. The second Red Nomad appears in the nearest open square adjacent to its progenitor.

Racial Skills: A Red Nomad receives a +4 racial bonus on Grapple checks.

The Smartpet™ (CR 1/16th)

Small Ooze (Intangible)

Init +2; **Senses** blindsight 60 ft **Aura** dim illumination 10 ft (can suppress)

Languages Understands English or other single language of choice, chosen when the smartlight is programmed

Defense 13, **touch** 13, **flat-footed** 11

hp 1d10+5 HP (11 hp)

Immune Physical Damage, mind-affecting effects, poison, sleep, paralysis, stunning, critical hits,

attacks which rely on sight. Immune to critical hits, death by massive damage and cannot be flanked.

Weaknesses The intangible creature can only be harmed by energy damage.

Fort +0, **Ref** +2, **Will** -

Speed 30 ft

Melee Incapable of attacking or taking any hostile action

Melee Space ft.; **Reach** ft.

Base Atk N/A **Grp** N/A

Atk Options N/A

Special Actions: None

Abilities STR 1 DEX 13 CON 1 INT 1 WIS 12 CHA 1

SQ Ooze traits, Smartpet™ Programming

Feats None

Skills Spot +2

Possessions None

Smartpets are the latest craze in AI-companions and compu-toys- the must-buy Yule gift of the 2106 C.E. season. These holographic creatures are the best example of stable, animal intelligence smartlights available today; their skillfully designed neural programming effectively mimics the quirky, hyperactive affection and playfulness of a real pet.

These artificial creatures resemble holographic versions of real animals; some are cartoons or abstract blurs of color; others are so photo realistic that you don't realize they're not real until you go to pet them. Dog and cat model Smartpets are the most common, but smart light rabbits, lizards, tarantulas and even floating fish exist! Other smartpets are purely fictional creations- based on the fantastic critters of Saturday morning Mesh 'toons. Smartpets targeted at the Lifer market often take the form of holographic cherubs, cartoony babies or doll-like constructs.

Smartpet™ Programming: An addition to being a playful companion, the Smartpet is also a Smartlight palmtop. The creature can be operated using verbal commands, or can generate a light-based keyboard near the user's hands.

The Smartpet displays information on its own body- its holographic shape becomes a blank canvas filled with data when its computer functions are activated.

A Smartpet's programming also means the Smartpet can be 'paused' at any time by a verbal command from the user. At the user's option, a paused Smartpet can remain in the position it is when paused, even in midair, or can shut down and go dormant.

A Smartpet cannot take any hostile action other than barking or growling at an unfamiliar face. The Smartpet is slightly more intelligent than many rogue smartlights, and can venture as far as one mile from its designated user. If moved more than 1 mile from its designated user, the smartlight pauses and goes dormant. If not recalled within 24 hours, it will return automatically to its master's presence.

Familiar Traits (EX): In magically active campaigns, a mage with at least 5 ranks in Computer Use may select a Smartpet as a familiar. These curious, animal-like AI creatures make good scouts and loyal playthings. A mage who selects a Smartpet as a familiar receives a +3 bonus on Knowledge: popular culture checks.



Smart-wolf (CR 4)

Medium Ooze (intangible)

Init +2; **Senses** Blindsight 60 ft, Scent, AuraScan Optics **Aura** Dim illumination 10 ft (can be suppressed)

Languages Understands English or other single language of choice, chosen when the smartlight is programmed

Defense 12, **touch** 12, **flat-footed** 10
hp 6d10+10 (43 hp)

Immune Physical Damage, mind-affecting effects, poison, sleep, paralysis, stunning, critical hits, attacks which rely on sight. Immune to critical hits, death by massive damage and cannot be flanked.

Weaknesses The intangible creature can only be

harmed by energy damage.

Fort +2, **Ref** +3, **Will** -

Speed 40 ft

Melee +5 smartclaw (1d8+2 plus smartlight disruption)

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

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

Atk Options +5 smartclaw (1d8+2 plus smartlight disruption) or Deterrence Light (1d4 fire plus nausea 1d4 rounds; REF DC 13 partial); Pacification Load (WILL DC 15 or -2 to attack rolls, skill checks and Initiative checks for 24 hours)

Special Actions: Deterrence Light, Pacification Load

Abilities STR 15 DEX 12 CON 10
INT 1 WIS 19 CHA 1

SQ Ooze traits, Scent

Feats Track (B)

Skills Spot +8, Listen +8, Survival +8

Possessions None

The Smart-Wolf program is a relatively recent military experiment to test combat-capable smartlight AI under real-world military conditions.

Using a smartlight matrix designed by Metamorphosis North, the US's premier weapons manufacturer, the American and Choicer nations have fielded limited numbers of these innovative, canine-like constructs.

Smart-Wolves are being eyed as a replacement for organic working dogs, especially for crowd control and contraband detection duties, but so far results are mixed. Even the Smart-Wolves' harshest critics can't deny that the AI canines are extremely effective at what they do, and are an asset for any besieged urban warfare squad. However, despite their hefty price tag, the Smart-Wolf is not substantially more effective than a gene-tinkered or cybernetically enhanced working dog.

A military Smart-Wolf resembles a mass of gray electronic 'noise' the size and shape of a large

dog. Warnings and tactical data, written in huge, bright yellow letters scroll continually across the Smart-Wolf's holographic shoulders and haunches. The smartlight's programming is designed to mimic canine movement and behavior perfectly- the creature moves, and reacts like a military working dog.

Characters with abilities from the Dog Handler feat tree (described in LPJ Design's Secret Agent Monthly subscription service) may use those feats in conjunction with a Smart-Wolf partner.

AuraScan Optics (EX): A Smart-wolf is designed to detect smartlights, and is equipped with onboard AuraScan Optics. It is aware of any smartlights implanted on a target, even if they are dormant. A Smart-Wolf is programmed to immediately 'alert' and prepare for combat if smartlight weapons are detected.

Deterrence Light (EX): Smart-Wolves are designed for riot control and urban pacification; these smartlight constructs are equipped with a 'less-lethal' microwave beam designed to incapacitate an entire rioting crowd without causing lasting harm.

As an attack action, a Smart-Wolf can produce an extremely bright, pure-white light in a 60-foot cone. All creatures within the area of the light takes 1d4 points of fire damage and is nauseated for 1d4 rounds; a successful DC 13 REF Save halves the damage and negates the nauseating effect.

A creature that fails the saving throw by 5 or more is also paralyzed for 1d6 minutes, or until moved out of sight on the Smart-Wolf. A creature who fails the save by 10 or more experiences agonizing microwave burns, and is flash blinded as well as paralyzed. This blindness lasts for 2d4 days, or until the victim receives medical attention (Treat Injury DC 15).

Intangible (EX): As a bundle of excited photons, the Smart-Wolf is a naturally intangible creature. It can easily pass through walls and floors, and is immune to most forms of physical damage. Only energy based attack forms can harm the

Smart-Wolf. A Smart-Wolf can briefly become tangible, by projecting smartlight forcefields, which it uses to attack or grapple its prey.

Pacification Load (EX): When threatened the Smart-Wolf automatically projects a short-lived thought-virus designed to incapacitate the threat painlessly and efficiently. Anyone within 30 ft who can clearly see the Smart-Wolf must succeed at a DC 15 WILL Save or suffer a -2 penalty on their attack rolls, skill checks and Initiative check results for 24 hours. Once a creature successfully saves against the Smart-Wolf's thought virus, it cannot be affected by it again for 24 hours.

Smartclaws (EX): The Smart-Wolf can manifest edged forcefields with which to bring down its prey. Its pseudopod claws inflict 1d8+2 points of slashing damage, and smartlight-enhanced opponents struck by the claw have one of their smartlights randomly destroyed, as if a Smartlance had struck them.

Working Programs (EX): The Smart-Wolf's AI is modeled on police and military working canine psychology and training. The Smart-Wolf is noticeably more intelligent than other smartlight constructs. The Smart-Wolf's revolutionary smartlight-based olfactory sensors and stable, high-end AI provide it with a +4 racial bonus on Spot, Listen and Survival checks, as well as the Scent ability and the Track feat.

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