



PSI-WATCH

OGL
3.5 SYSTEM COMPATIBLE





PSI-WATCH: A PSIONIC REVOLUTION FOR D20 MODERN

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

Dedicated to Jim Lee, Rob Liefeld, Marc Silvestri, Todd McFarlane, Erik Larsen, Jim Valentino and Brandon Choi, Warren Ellis, James Robinson and Alan Moore.

Psi-Watch grew out of dissatisfaction with the D20 Modern psionic rules, which I felt were complex without being compelling, overly technical without being overly interesting. Worse, the existing psionics system didn't accurately model comic book psionics: fearsome and nearly unstoppable if they're clever. Instead of focused competence and overwhelming, unique powers, you have unfocused classes like the Battlemind who is forced to choose a variety of random abilities each level. Since the Psionics system is modeled on the D20 magic system, not psis as they appear in comics and sci-fi, it doesn't model psychic warriors with any particularly passion or depth.

When I first began producing psi-war classes for Skortched Urf Studio's D7ACU line, I dealt with the problem by producing psions built around a single tightly focused theme. Comic book inspired heroes like the Gravity Slinger and Cold Bringer, not to mention the new classes in Psi-Watch, are built around a logical progression of linked abilities, not wide (but unrelated) powerlists. To me, that's closer to the 'reality' of psychics in comics and sci-fi.

While nothing prevents Psi-Watch psions from multiclassing, for the most part, pyrokinetics stay pyros, time travelers focus on improving their time talents, and nano-sculptors focus on improving their cellular engines.

In addition to selecting psionic classes, players in a Psi-Watch campaign can choose psionic feats which grant powerful natural mutations and mental talents. Designer mutations, alien heritage and random mutation can produce a whole campaign filled with powerful psi-soldiers.

Psi-Watch presents a slick, stylish new way of looking at psionics, not to mention modern espionage and supers gaming. The campaign setting

owes a major debt to my life-long love of comics, and is inspired by my generation's comic book renaissance.

When Image Comics debuted in 1992, it was a hyper-violent, vibrantly colored underworld of government conspiracies, cybernetically enhanced mercs, psionic super soldiers, covert corporate strike teams and subtle alien invasions. While all too many of the early Image issues were crudely written and amateurishly plotted, their passion and intensity and vibrant imagination drew me in.

Comics like *WildC.A.T.s*, *Cyberforce*, *Stormwatch* and *Youngblood* drew on the best in comics, military fiction and cyberpunk to create an entirely new genre of comics. Innovations in art and storytelling fed back into the industry, spurring creative revolutions at both Marvel and DC. Many of the best artists working in comics today got their start aping the beloved styles of superstars like Lee, Liefeld and McFarlane. The design tropes and political savvy of the best Image comics inspired later 'mainstream works'. "Image style" costumes revolutionized the look of everyone from the *Legion of Superheroes* to *Batman* to the *Avengers*, and a thousand more. Mark Millar's *Ultimates* and *Civil War* are thematic outgrowths of Jim Lee and Warren Ellis's early image storylines.

Psi-watch is designed to emulate the thrill of those early Image comics, to allow players and gamemasters alike to bring some of their sleek style and overwhelming firepower to the gaming table. Psi-Watch is designed with the player in mind, presenting an assortment of new powers, advanced classes, weapons, power armor and vehicles.... New tactics for a new kind of war game.

Other Works

Covert Ops Feats 2: Published by Louis Porter Jr through his Devil's Workshop imprint, this huge collection of black ops feats was inspired by spy movies, military fiction like *Rainbow Six*, and by the super humans in early Image comics. Covert Ops Feats also presents an alternate set of gun-combat feats, which make snipers and gunslingers

more effective with a lower feat investment. A handful of the best feats from this book are reprinted here.

The feats in this book dovetail nicely with Psi-Watch's setting and design philosophy, and most Psi-Watch agents pick up a few covert ops feats during their training with the agency.

Tell Me Now: Also published through Devil's Workshop, this short PDF details a variant torture and interrogation system. It's grim, painful and disturbingly detailed.... And it's a perfect addition to a superspy campaign... especially one which reflects current political realities and grapples with questions of expediency versus morality, and on the role torture should play in warfare.

The Department Seven Advanced Class Update Series: Since comics initially inspired many of the D7ACU classes, they make a natural fit for a Psi-Watch campaign. The idea of psions with discrete class-based abilities focused tightly around a single theme (*rather than the D20 Modern norm of 'power lists' filled with random and unrelated powers to choose from*) had its origins in these classes.

The D7ACU classes can be used with virtually no modification in a Psi-Watch campaign, and fit perfectly in a world of super spies, gene-modded solders and covert alien invaders. Classes with innate Supernatural abilities, such as the Light Weaver, Gravity Slinger and others gain the *Psionic* subtype upon taking their first level in the class.

Psi-Watch is a non-magical campaign. Characters with Supernatural powers that are explained as magical effects, like the Scion of Masada may need their power descriptions altered so their talents spring from innate psionics rather than arcane or divine magic.

The following character classes are a great fit for a Psi-Watch campaign.

Cold Bringer (psionic)
Forbidden (psionic)
Gravity Slinger (psionic)
Grendel Spawn (psionic)

Light Weaver (psionic)
Mind Reaper (psionic)
Perfect Archer
Scion of Masada (psionic)
Sentai Spectrum Ranger
Shotgun Surgeon
Void Sparrow

Urban Operatives: Published through Louis Porter Jr Designs, this short PDF describes a handful of new classes with a street-smart edge inspired by bad action movies and testosterone-TV. Classes like the Bounty Hound, Ink Skinned Samurai and SWAT Knocker are perfect fits for characters who want to play thuggish, well armed street fighters, mixing martial arts talent and gunplay with psionic gifts.

These classes have just a bit less raw power than some of the D7ACU classes, since that they were designed for urban crime campaigns, not superheroic action. However, a clever player can cobble some truly impressive character builds by combining the advanced classes in Urban Operatives with the psionic feats, player species and classes in this book. Plus, these guys have enough style and attitude to stand proudly beside the Frontliners and Ultra-Minds presented here.

Beyond Modern: While working on this project, I began contributing to the Beyond Modern advanced class line from Reality Deviant Publications. The Urban Avenger is a street-level vigilante on the level of the characters in Urban Operatives, while the Rustborg and Slaver are a pair of classes designed for an after-the-nuke world, but are perfect fits for the dirtiest, most violent corners of the Psi-Watch universe. Players wishing to construct a hulking, hideously deformed cyborg juggernaut inspired by Todd McFarlane's Overtkill, or the Trokia's H.A.R.M. might want to take a look at the Rustborg for inspiration, while the Slaver is a perfect example of Mung Thoy Tan's corrupt government enforcers.

Dept Seven Tech Update: Cybernetics: Psi-Watch is a high tech, gadget happy campaign setting. Cybernetics can replace damaged tissue or

enhance natural abilities. Far from impeding psionics or mutant gifts, cyber-systems can help the gene-enhanced heroes better focus and control their already impressive abilities.

Psi-Watch cybersystems are sleek and attractive, closely conforming to humanoid form and contours. Most cybernetics take the form of smooth, high gloss steel pseudo muscle and integrated armor, and can easily be concealed under a jacket or bulky clothing. Heavier combat cyborgs with inhuman appearances and obvious weapons are relatively rare, though they do exist, and are best represented by Otherverse America's Full Conversion Cyborg player race, as well as the Light Reconstruction Cyborg player race, described here.

Otherverse America Campaign Setting: The Otherverse America campaign setting is a politically divisive, cyberpunk and urban warfare campaign set in the America of the year 2107, less than two decades after the Abortion War tore the country apart. Knowledge of the Otherverse America setting isn't required to enjoy Psi-Watch, even though Psi-Watch forms a major part of the "engine" which drives Otherverse America.

In addition to being inspired by real world politics and modern neo-paganism, Otherverse America is heavily inspired by the comics I grew up reading. Almost every bit of material in this sourcebook is designed for use in the Otherverse America setting, as well as being a stellar stand-alone release. Players and gamemasters alike are encouraged to mix and match elements from Psi-Watch and Otherverse America as they see fit, creating a high adventure, high-tech world of politically savvy, black ops superheroes and technologically enhanced vigilantes.

Psionic Species

- Blooded Ghosts
- Challengers
- Cityborn
- Culture
- Gravediggers
- Gravity Cats
- Jupiter Taint Mutant

- Light Reconstruction Cyborg
- Neon
- Patriot Anvil
- Patriot Boxer
- Patriot Ivory
- Shiftsteel Symbiont
- Spetznazski

Humanity is not alone on Earth. Unknown to the general public, several alien species wage hidden wars between the lines of recorded history. Genetically engineered superhumans work as highly paid mercenaries and elite government operatives. Instead of creating a fully human operative, Psi-Watch players can choose to create a metahuman character instead.

In contrast to fully human characters, metahumans receive only one bonus feat during character creation. Full humans receive two feats. At first level, a metahuman receive four fewer skill points than his or her human counterpart, and one fewer skill point per level. Some metahumans might have additional racial weaknesses and limitations, particularly if they have especially useful or dangerous abilities.

Each of the metahuman races presented here has a Spot Check DC, which reflects how closely they resemble baseline humans. Some, like the Challengers are physically indistinguishable from their human parents. Others like the Neon can never pass for humans, while most can pass for human only if they take a little bit of time to develop a disguise and cover identity.

The new metahuman races have the Psionic subtype. Only creatures and classes with the Psionic subtype can select psionic feats and special abilities, and are instantly recognizable to Challengers and other creatures that can detect psionics.



The Blooded Ghosts

Medium Aberration (psionic)

The Blooded Ghosts are the last sentient race to evolve within the ruin zone of the Galactic Scar. They are a race of monsters born to dying galaxy tearing itself by a million-parsec wide collision with another galaxy. The Blooded Ghosts are stellar scavengers who dominate the Scar, preying on shattered worlds and annihilated stellar empires. They hunt and kill without mercy, driven by a simple and cruel racial motto:

“Nothing given freely has value.”

The Blooded Ghosts steal to survive and exist in a society based upon murder and treachery. Only the strongest, most fearsome and powerful Blooded Ghosts make it to adulthood, and only the canniest and savage ever rise to command a Ghost Armada. At its best, Blooded Ghost society can be amazingly innovative and fluid, filled with truly courageous soldiers and willing martyrs. At its worst, the Blooded Ghost are brutal conquerors and tyrants.

Over the centuries a handful Blooded Ghost heavy cruisers have gone down in Earth space. Like their mortal enemies in the Culture, stranded Blooded Ghost warriors have attempted to blend into human society. While most Ghosts have retained their warrior traditions and warlike attitude, a

handful have begun to enjoy human society and Terran culture. The few Blooded Ghost warriors within Psi-Watch form a highly effective, often terrifying black ops unit... and their counterparts on the opposite side of the law are just as effective.

Spot Check DC: DC 0. In their natural form, Blooded Ghosts cannot easily pass for human. They blend reptilian and mammalian traits into a disturbing whole. Their crocodile-like bodies are thick with corded muscle, and their scaled hides are decorated in desert browns and yellows, splattered with football sized red and black eye spots. Their short and surprisingly fragile skulls are sleek and wedge shaped, with vicious, iguana like maws.

Blooded Ghosts have two or three pairs of cold eyes spaced around their small skulls. Female Blooded Ghosts have six pairs of small breasts running down the underside of their bodies. All Blooded Ghosts are as comfortable on four feet as walking upright on two, and have long, prehensile toes.

Size: Medium. A Blooded Ghost has a base land speed of 30 ft. Blooded Ghosts are natural climbers have a base Climb speed of 20 ft, and can always take 10 or 20 on a Climb check, even when threatened.

Ability Score Modifiers: +2 DEX. Blooded Ghosts have quick reflexes and amazingly supple joints and durable tendons.

Racial Skills: Blooded Ghosts are adept survivors, hailing from a blasted empire within the Galactic Scar. The Ghosts receive a +2 racial bonus on Jump and Survival checks, and have a +6 racial bonus on Climb checks.

Enhanced Senses: Blooded Ghosts possess the *Scent* special quality, and can recognize familiar odors as easily as a human recognize faces.

Natural Armor (EX): All Blooded Ghosts possess dense skin and solid musculatures, and receive a +2 natural armor bonus to their Defense score.

Blood Shell (EX): Once per day, the Blooded Ghost can secrete a thick, blood red mucous from enlarged pores on the dorsal side of their torso. This bloody cocoon grows over the Blooded Ghost's body, quickly solidifying into a solid, fleshy carapace. Manifesting the Blood Shell requires 2d4 minutes.

The Blooded Ghost can disguise itself as any humanoid creature of equivalent body mass, of either gender. The Blood Shell is warm to the touch, and feels like human (oid) skin, including naturalistic body hair. While using the Blood Shell, the Blooded Ghost receives a +20 racial bonus on Disguise checks.

The Ghost can maintain the Bloody Shell for a number of hours equal to one plus his or her CON modifier (minimum two hours). If the Blooded Ghost suffers at least 20 points of damage while wearing the shell, it degrades and becomes useless. The Ghost can rip through its Shell as a full round action at any time.

Racial Weaknesses: Blooded Ghosts are adapted for the dim, ultraviolet illumination of the Galactic Scar and are uncomfortable in bright light. Blooded Ghosts suffer a -1 penalty on attack rolls, skill checks and saving throws when in sunlight or bright artificial light.

The Least You Need to Know: The Galactic Scar

The Blooded Ghosts hail from the Galactic Scar, an intergalactic landmark justifiably feared by all star-faring cultures. The Galactic Scar is a billion-parsec long radioactive death zone several light-centuries from the farthest edge of the Milky Way Galaxy. The Galactic Scar was formed by a cosmic accident: the M-442 and Evangel galaxies spun too close together and their massive gravities pulled them together. A collision lasting nearly 52 million years has torn the two galaxies apart.

Stars have gone nova in record numbers, excited by the unleashed energy of the scar. Whole stellar empires were wiped away in a matter of years, and tens of millions of habitable solar systems died. Where once there were two thriving galaxies,

now there is only dust and lethal particle storms. Very few things live in the Scar today, and those creatures that do are some of the most dangerous predators the universe has ever known.

The Blooded Ghosts are just one of the lethal species that call this galactic graveyard their home. Even stranger races, such as the Ejawfe and the Jigsaw, will be detailed in a future Otherverse Games supplement.

Challengers

Medium Humanoid (Psionic)

The space shuttle *Challenger* exploded seconds after launch in February 2, 1986. The ship's crew were killed instantly; the United States space program was sidelined for months and the Psi-Watch experimental package that was an unlisted part of the cargo was torn apart by a high altitude jet stream, raining down over the Eastern Seaboard. Four months later, the first generation of Challenger metahumans were born. Over the next three years, a handful of children born in the American South and East Coast were born Challenger, until the chemicals finally dissipated beyond detectable levels in 1995.

Challengers are the metahuman children of the 21st century. Enhanced by a Cold War era chemical disaster that never made the history books, they grew up watching the Gulf War on TV, and became adults in the shadow of 9-11. Challengers grow up normal, or slightly above normal, instinctively using their metahuman gifts. Most go unrecognized, an untapped resource sought by Psi-Watch and other agencies. Others are recruited, trained and recognized for the elite post-humans they really are.

Challengers are a relatively new human subspecies, the products of an isolated incident. No one is sure precisely how many Challengers were born, nor how many have reached their true potential. It is also unknown what will happen when the Challengers become parents, if their mutations will be passed on to their offspring; likewise, it is unknown if two Challengers can produce offspring.

Spot Check DC: Challengers can automatically pass for human; most are physically indistinguishable from normal humans. Even dissection and exploratory surgery won't reveal a Challenger as such, in most cases DNA testing is the only way to differentiate between the two species.

Size: Medium. A Challenger's base land speed is 30 ft.

Ability Score Modifiers: +2 WIS. Challengers are naturally perceptive, and their innate empathic gifts give them an insight into human behavior and amazing situational awareness.

Racial Skills: Challengers receive a +2 racial bonus on any two of the following skills, chosen during. Once the Challenger's racial skills are selected, they cannot be changed. The chosen skills reflect how the Challenger's interests and natural talents have shaped their unconscious psionic gifts.

Computer Use, Craft: any, Gamble, Handle Animal, Investigate, Listen, Sense Motive, Spot, Treat Injury

Enhanced Senses: None.

Psi-Guess (EX): Challengers are natural psi-sensitives, and their frontal and temporal lobes are developed to the point they can naturally sense the presence of other psionic creatures.

When the Challenger comes within 30 ft of any creature with the Psionic subtype, including another Challenger, or within 30 ft of any creature who has selected any Psionic or Psionic Precursor feat, the Challenger instinctively recognizes that creature as another psion. The Challenger perceives a colorful flickering aura around the creature, which is a visual representation of the creature's enhanced neural activity.

Though the Challenger can instantly determine if a creature is psionic or not, the Challenger's Psi-Guess ability cannot determine power level or the creature's exact abilities- only the presence or absence of psionics.

This innate ability can even recognize even invisible or concealed creatures; though the Chal-

lenger knows the creature's approximate location, this psionic talent does not pinpoint the concealed creature's presence.

Very few psions can hide their nature from a Challenger, typically only military 'grown' psi-soldiers or those using some type of stealth tech. Most psions are instantly recognizable to a Challenger; those that aren't are specific and intentional exceptions to the general rule.

Racial Weaknesses: None. Though it is not a racial weakness, it should be noted that all Challengers are in their late teens and early 20s during the summer of 2008, which may limit their starting ages and life experience.

Cityborn

Medium Humanoid (Psionic)

The Cityborn are a variant strain of humanity, a natural mutagenic response to an increasingly mechanized and urbanized planet. The first Cityborn mutants emerged during the late 1950s, oddities that quickly became an accepted, if disturbing part of life in mega-cities like London and Tokyo. Over the years, Cityborn births have occurred around the globe, with a massive concentration of these strange mutants emerging in overcrowded, heavily polluted India. These Cityborn children are the first citizens of a coming Earth where there is nothing but city, where industrialization and urban sprawl have claimed every corner of the globe.

Cityborn mutants have found their ways into the world's intelligence community and criminal underworlds, blending their natural gift for stealth and survival with an unmatched knowledge of the cities they are genetically bonded to. Psi-Watch has recruited hundreds of Cityborn mutants as urban operatives, and after the Patriot Ivories, Cityborn make up the largest percentage of Psi-Watch metahumans. Puzzle Ops and other intelligence services have also seen the value in these urban hunters. Cityborn operatives can be found at almost every Puzzle Ops station house or field office around the globe.

Spot Check DC: Cityborn can automatically pass for human. These mutants are virtually indistinguishable from baseline humanity. However, if a Cityborn is wounded, he or she will bleed motor oil, paint, gasoline, liquid concrete or some other strange, urban fluid in place of blood.

Size: Medium. A Cityborn's normal base land speed is 30 ft; in urban areas with a population of at least 100,000 the Cityborn's base land speed becomes 40 ft.

Racial Skills: The Cityborn is optimized for urban life. He receives a +4 racial bonus on Craft: structural, Drive, Gather Information and Knowledge: civics and streetwise checks, provided the Cityborn makes the check in an urban area with a population of at least 100,000. The Cityborn receives no bonuses in smaller cities or rural land.

Enhanced Senses: The Cityborn receives *low light vision*. Additionally, when in any urban area with a population of at least 1 million, he gains the *Scent* special quality, as well as the Track feat.

Blessing of the City (SU): The city watches and protects her favorite children, the Cityborn. As long as the Cityborn is in a major urban center with a population of at least 1 million, anytime he rolls an action dice, the Cityborn rolls one additional action dice and may take the better result.

Blood of the City (EX): The city's smog shrouded air heals and nourishes the Cityborn. As long as the Cityborn remains in a major urban center with a population of at least 1 million, he does not need food or water to survive, and he becomes immune to all toxins and poisons.

Racial Weaknesses: Each day the Cityborn is away from a large urban area for more than 8 hours, or stays in any city with a population less than 50,000 he must succeed at a FORT Save (DC 10 + the number of previous saves) or suffer 1d4 points of temporary CON and WIS drain. The Cityborn cannot begin recovering the drain until he returns to a city with a population of at least 100,000 people.

The Culture

Medium Humanoid (psionic)

The near-humans of the Culture are one of the oldest and proudest galactic empires. This expansionistic society refers to itself simply as 'the Culture', with the subtleties of their native language heavily implying that all non-Culture creatures are by definition barbarians and uncivilized savages. Culture warships have exported their government and religion to every corner of the Andromeda and M33 Galaxies, and within the last 10,000 years they have begun establishing Milky Way outposts. According to Psi-Watch speculation, the Culture has established *Waymaker Mansions* on the Jupiter moon Ganymede, and Saturn's moon Titan.

The Culture has been embroiled in a genocidal struggle with the Blooded Ghosts for ten thousand generations, after a failed colonization mission deep inside the ruin zone of the Galactic Scar. Culture warships have gone down in Earth space over the years; Culture survivors have integrated into human society, subtly shaping human history. Some of the most influential and reclusive figures in human history have ties to the Culture.

Spot Check DC: DC 20. Members of the Culture conform closely to the human norm: the arrogant aliens would say that humans are an inferior duplication of the Culture's anatomy. Members of the Culture often decorate their bodies with intricate tattoos and caste marks, including abstract patterns on the face and neck; these can easily be concealed by clothing or make up.

Culture aliens resemble well-proportioned humans with lean physiques. They are often stunningly beautiful, with caramel colored or bronze skin. Their hair is usually dark and curled. On Earth, Culture aliens can easily pass for any member of the dark skinned race: African American, Arab, Spanish, Greek, even especially dark-skinned Philipinos or Okinawans.

Size: Medium. A Culture alien has a base land speed of 30 ft.

Ability Score Modifiers: +2 WIS, +2 CHA.

Members of the Culture have strong, disciplined mind and iron senses of self. They are proud and justifiably arrogant.

Racial Skills: Members of the Culture are taught the glories and military victories of their species from infancy. All Culture aliens receive a +4 racial bonus on Knowledge: galactic history and Knowledge: tactics checks.

Enhanced Senses: None.

Gene Mastered Society (EX): The Culture practices widespread genetic engineering and eugenics programs, on a scale human society hasn't even dreamed of yet. All members of the Culture are engineered in utero to fix a predetermined niche in the highly regimented, militaristic society

All Culture near-humans receive a +5 total racial skills modifier, which must be spent improving at least three different skills. Once chosen, the improved skills can't be changed.

The gamemaster may also allow the Culture metahuman to select a Psionic Precursor feat in place of these additional racial skills.

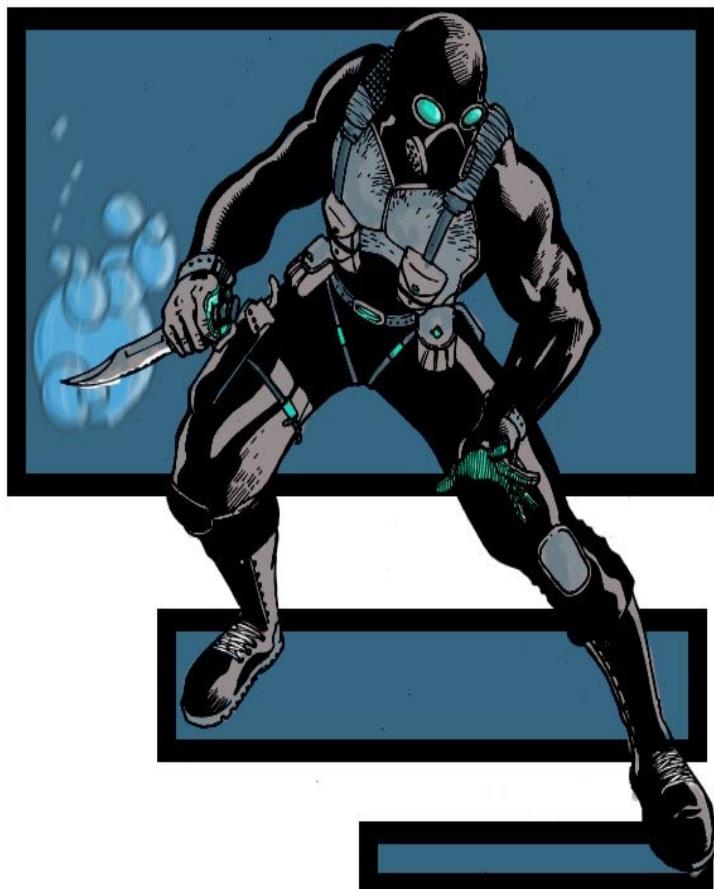
Pride of the Culture (EX): The Culture is the greatest of all stellar cultures; its teachings give the members of the Culture incredible focus and drive. Mentally and physically, the members of the Culture can withstand stresses and torment that would break any lesser alien.

Once per day for every 10 HD or character levels the creature possesses, a member of the Culture may add his or her WIS modifier as a bonus to their Defense Score or to any FORT saving throw. The Culture alien must declare that he or she is using this ability before the attack or effect is resolved, and must proclaim their heritage and racial glory to use this ability.

Racial Weaknesses: Due to both cultural prejudices, early childhood experiences and unbreakable genetic coding, the Culture are a fundamentally lawful, honorable, and disciplined race.

All members of the Culture must add “law” to their list of allegiances. They can be honorable warriors and champions of good, or tyrants and executioners who follow the letter of Culture law without a shred of mercy and remorse.

If a member of the Culture is forced to ever inflict lethal damage on a higher caste or higher ranking member of the Culture, he or she is considered *shaken* for 24 hours. The genetic modifications built into Culture metahumans make them more obedient and deferential, ready to obey the orders of their cultural superiors happily and without question.



Gravedigger

Medium monstrous humanoid (psionic)

Medium undead (psionic) in some campaign settings

Project Gravedigger began in the late sixties, using the remains of American soldiers killed in Vietnam and Cambodia as ‘test-beds’ for cybernetics experimentation and surgical re-animation trials. Within a few months, government medics were able to successfully “reactivate” a human corpse, replacing damaged and decayed tissue with cybernetic analogues, producing a humanoid fighting machine for a fraction of the cost of producing a combat android and writing a working AI source code.

Essentially mindless when created, and possessing no trace of their ‘living’ memories or personality, Gravedigger soldiers are trained using neural inserts, so they roll off the production line with no real life experience, but as much tactical knowledge as an Army general. Over time, Gravediggers develop their own unique personality, though they are never able to recreate the person they were during their first life, no matter how hard some of them try.

As combat robotics become cheaper and more commonplace, Gravediggers are being phased out by Psi-Watch. They are still used as expendable shock troops, and for missions calling for plausible denial. The latest and possibly last ‘generation’ of reanimated Gravedigger soldiers is being drawn from Iraqi war dead, a sure to be controversial secret that Psi-Watch has classified even more tightly than its usual black ops dealings. The program is expected to be mothballed completely before the next election.

Spot Check DC: DC 5. Gravediggers are humanoid, but obviously no longer human. Their skin is cool and corpse like, often a sickly grey, a ghoulish white dotted with crimson and black lividity

markings, or a jaundiced yellow. Their bodies are riddled with cybernetic replacement organs, and most are covered in surgical scars and y-shaped autopsy incisions.

To prevent identification and to dehumanize the reanimated soldiers, Gravediggers have most of their facial tissue scraped away and replaced with a featureless rubber mask bonded to their skull. Nightvision optics and camera systems are integrated with the Gravedigger's optic nerves, further marking the reanimated soldier as something inhuman.

Size: Medium. A Gravedigger's base land speed is 30 ft.

Ability Score Modifiers: +2 STR, +4 CON, -2 INT, -4 CHA. Gravediggers are incredibly strong and durable, with a cyber-enhanced metabolism designed to keep them on their feet even after suffering massive trauma. Their neuro-cybernetics, though advanced, can never equal the complexity of the human brain, and as servant creatures, they are not comfortable (or designed for) ordinary human interaction.

Racial Skills: The neuro-computers built into the Gravedigger's skull give the reanimated warriors access to an exhaustive, up-to-date tactical and military database. They receive a +2 racial bonus on Drive, Knowledge: tactics and Survival checks.

Enhanced Senses: The Gravedigger's integrated optics gives the reanimated cyborg *lowlight vision* and *darkvision* with a 60 ft range.

Cyber-Metabolism (EX): The Gravedigger's digestive process and circulatory systems are streamlined and simplified, making it easier to field-repair the creature when it is injured.

The Gravedigger only needs $\frac{1}{4}$ the food and water of a comparably sized humanoid, and receives a +4 racial bonus on FORT saves made to resist thirst or starvation. Gravediggers can go for days without a sip of water.

The Gravedigger does not suffer additional damage per round from weapons that inflict bleeding wounds, and automatically stabilizes when reduced to 0 HP or lower.

Racial Weaknesses: A Gravedigger has none of the memory or life experience of the donor body used to create it. The Gravedigger's combat programming emphasizes military skills and rote memorization, as such a Gravedigger can only select the following starting occupations, reflecting its early VR training:

Emergency Services, Law Enforcement, Military

The Gravedigger as an Undead

Since Psi-Watch is a high tech, super scientific campaign setting, the Gravediggers are treated as scientific anomalies. They are cybernetically enhanced corpses, enhanced by cutting edge nano-surgery and programmed for military service. They have no trace of the memories or the soul that inhabited their body; that soul has probably vanished into the Avatar Wall, gone beyond the reach of science or reason.

In modern magic campaigns, there is no reason the Gravedigger can't be treated as a more typical undead. Over time, these resurrected warriors might recall details from their former life, develop necromantic powers, and be as vulnerable to an acolyte or holy warrior's turning as any other undead abomination.

The Undead version of the Gravedigger remembers its death, the time it spent in the world beyond, even if only dimly, and may select Deathplay feats from a future Otherverse Games release. Undead in modern magic campaigns lose their CON score and gain the following racial trait.

Undead Nature (EX): As undead, Gravedigger have no Constitution score, and are immune to poison, sleep, fatigue, paralysis, stunning, disease, the sickened condition, death effects, energy drain, and necromantic effects. Gravedigger

are immune to any effect requiring a FORT save, unless the effect also works on objects. In this case the Gravedigger makes a WILL save at the same DC. Gravedigger are not subject to subdual damage, stunning or to critical hits.

However, Gravedigger do not automatically receive the Undead type's D12 hit die; an Gravedigger's hit die is determined by its character class. Like all undead, the Gravedigger is healed by negative energy and injured by healing magic. Gravedigger do not heal naturally.

As sentient beings, Gravediggers do not share the typical undead immunity to mind-influencing effects. Gravediggers are vulnerable to divine turning, and to any spell or bane weapon that specifically targets undead.

An Gravedigger is destroyed when it reaches 0 HP, not merely incapacitated. Gravediggers cannot be *raised*, and *resurrection* only works if the creature is willing. A *resurrected* Gravedigger returns to life as a human, losing all racial traits and special abilities, but retaining all class features.

Gravity Cats

Medium Humanoid (psionic)

Gravity Cats are galactic wanderers, who survive by selling their services (as everything from astronauts technicians to prostitutes to mercenaries) to the major stellar empires. Traveling in enormous arc ships carved from planetoids, the Gravity Cats have crossed and re-crossed the Milky Way, and have visited every major planetary port of call. Gravity Cat society is based around the arc; the citizens of a single arc are considered part of a single extended family. Rivalries between arc ships can be deadly, especially when the clans are competing for scarce resources or some juicy contract.

Gravity Cat crews act as gunners on Culture warships, medics aboard Blooded Ghost dreadnaughts and toil in Neon foundries. The Cats are natural diplomats and free traders, who make a living as every species 'second best friends'. On Earth, the Cats find careers in Psi-Watch to their liking, especially when the money is good. Among humans, Gravity Cats parley their natural feline grace

and exotic beauty into positions of power and highly privileged lives.

Spot Check DC: DC 10. Gravity Cats are humanoid, with a fine, soft pelt which covers their entire bodies except the palms of their hands and feet, their genitals and portions of their face. Gravity Cat pelts are a rainbow of warm earthy colors, and some families are intricately patterned. Gravity Cat skulls are nearly human, with only the faintest genetic echo of a feline muzzle.

Gravity Cats have small ears, deeply recessed into the sides of their skulls. They have no external ears, and their yellow or orange eyes have cat like vertical pupils and dual nictating membranes. If a Gravity Cat takes care to conceal her pelt, the Cat can easily pass for human.

Size: Medium. A Gravity Cat's base land speed is 30 ft.

Ability Score Modifiers: None. Gravity Cats are a species every bit as diverse as humans.

Racial Skills: Gravity Cats are competent mechanics and technicians, well adapted to life aboard a high-tech stellar arc. They receive a +2 racial bonus on Computer Use and Repair checks. The agile felinoids receive a +4 racial bonus on Jump checks.

All Gravity Cats receive the Zero-G Training feat as a racial bonus feat even if they do not meet the prerequisites.

Enhanced Senses: All Gravity Cats possess *lowlight vision*. When aboard a space station, starship, or other large enclosed environment (such as a submarine), the Gravity Cat attunes herself to the subtle vibrations of the engine and ever-present hum of life support. When in an environmentally sealed vehicle or environment, Gravity Cats gain *tremorsense* with a 60 ft radius.

Cosmopolitan (EX): Gravity Cats have a natural gift for languages and enjoy encountering new cultures: first contact is always a joyous occasion for the felinoids. During character creation, the Gravity

Cat rolls 1d4+1 to determine the number of additional bonus languages she knows. These can be galactic or Terran languages, and these bonus languages are over and above bonus languages for having a high INT modifier.

Racial Weaknesses: None.

Jupiter Tainted

Medium or Large Aberration (Psionic)

The Jupiter Tainted are an accidental human subspecies created from the chemical byproducts of Culture star-ship drives. With each Culture ship that lands on Earth or returns to the stars, the chance of new Jupiter Tainted births increases another fraction. Once airborne, the pollutants left behind by Culture space-lifts drifts throughout the upper atmosphere, warping human and animal genetics, and condemning an unfortunate handful to life as a Jupiter Tainted posthuman.

Some humans are more susceptible to the pollution than others, a genetic weakness which seems to follow no discernable pattern of race, family history or background. The emergence of new Jupiter Tainted is a random event, and is made even more terrifying for that fact. Nobody knows who will succumb to the Jupiter Taint mutation, and who will see their flesh melt away, transforming the unfortunate into a sentient cloud of vapor.

Psi-Watch and other metahuman organizations are the Jupiter Tainted's only hope for survival. Without specially designed containment suits, a Jupiter Tainted mutant's body mass will disperse and drift apart fatally. When the first Jupiter Tainted mutants began discorporating en masse during the early 1970s, the vast majority never survived long enough to be installed in a containment suit. Even today, when the mutation is well understood, many 'new born' Jupiter Tainted mutants perish if a specially equipped medical team can't get to them in time.

Those mutants which survive their transformation are often too traumatized for military service. However, a relative handful of stronger willed Jupiter Tainted mutants have found new lives and

purposes within Psi-Watch, while others have joined the agency's international counterparts, or gone rogue as mercenaries.

Spot Check DC: A Jupiter Tainted mutant cannot pass for human. In their natural 'naked' state, the creatures are simply a mass of colorful, swirling gases. To survive, a Jupiter Tainted mutant must contain its consciousness in a specially designed containment suit, which acts as a body for the otherwise gaseous creature.

This containment suit resembles a bulky suit of power armor. In many cases, the head, torso and groin region of the suit is composed of hardened, polymer plate armor. The containment suits' limbs are a unarticulated, flexible rubbery substance, more durable than Kevlar, which is relatively easy for the bodiless creatures to manipulate.

These creatures move strangely, with slow sweeping motions and sudden jerky movements, like badly manipulated puppets since the mutant lacks an internal skeletal structure. Most Jupiter Tainted mutants decorate the 'face' of their containment suits featureless helmet with colorful designs: national flags are a favorite design element.

Size: A Jupiter Tainted mutant may be either size Medium or size Large, depending on the style of containment suit the creature wears. This decision is made during character creation, and once chosen cannot be changed.

A Medium J.T. mutant has a base land speed of 30 ft and no special bonuses or penalties due to its size.

A Large J.T. mutant has a base land speed of 30 ft. Large mutants incur a -1 size penalty on Defense and attack rolls, a -4 size penalty on Hide checks but their lifting and carrying limits are double those of a medium creature. Large mutants receive a +4 size bonus on Grapple checks.

Ability Score Modifiers: -2 DEX, +4 CON, -2 WIS. The mutant can never be as agile as an ordinary, vertebrate human, simply because of the crude articulation provided by their survival suit.

Likewise, the suit's sensors are not quite as keen as normal human senses, and the trauma of their mutation has left many Jupiter Taint mutants slightly unstable. However, redundant systems built into the survival suit make them difficult to kill.

Enhanced Senses: The Jupiter Taint mutant's gaseous form is especially sensitive to vibrations, giving the mutant *Tremorsense* with a 30 ft effective radius.

Survival Suit (EX): The Jupiter Taint mutant's biotech survival suit duplicates many of the functions of the human body and contains the mutant's consciousness. In most cases, the survival suit is treated as the character's body. The survival suit is equipped with innovative self-repair systems, which allow it to recover from damage at the same rate as an unmodified human. In addition, the Jupiter Taint mutant can be treated with the Repair skill; Treat Injury cannot be used to repair damage inflicted on the creature.

The Jupiter Taint mutant's unique anatomy means the creature is immune to all poisons and toxins, the *nauseated, sickened* and *shaken* conditions. The mutant is not subject to stunning or subdual damage, and requires no food, water or atmosphere for survival.

If the suit is ever destroyed (reduced to -10 HP or fewer) the consciousness inside dies. A Jupiter Taint mutant reduced to 0 HP or less is incapacitated in the same manner as a human, however the creature automatically stabilizes and does not lose additional HP per round unless it is damaged further.

Though the survival suit is not a truly living organism, it does have vital areas and components that can be damaged. The mutant is subject to the effects of critical hits, precision based damage, and effects that cause additional damage over time, such as bleeding wounds.

Vent Core (EX): The Jupiter Taint mutant may allow some of its gaseous substance to vent from

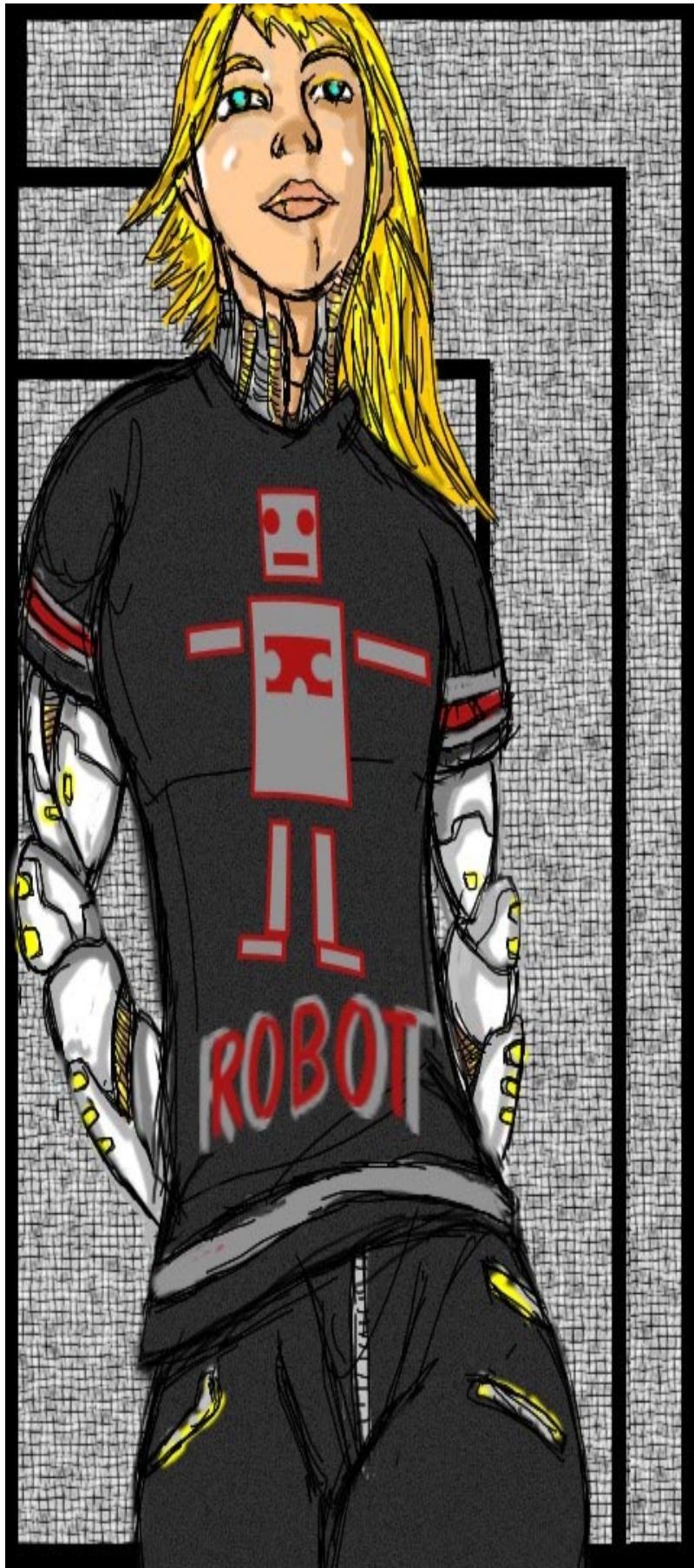
specially designed openings in the chest and shoulders of the survival suit. If only small amounts of gaseous bio-mass is lost, the creature can regenerate the missing bio-mass in the same way a human replaces lost tissue. By voluntarily suffering 3d6 points of HP damage, due to the loss of bio-mass, the Jupiter Taint mutant can unleash a 30 ft line of tornado force winds.

All objects or creatures within the line must succeed on a Strength Check (DC 20 + the mutant's CON modifier) or be pushed back at least 5 ft, plus 5 ft per every five points by which they fail the check.

This is effectively a 'remote' Bull Rush initiated by the Jupiter Taint mutant. Creatures knocked back suffer 2d6 points of bludgeoning damage, plus 1d6 points for every additional 5 ft traveled (maximum 10d6). Creatures struck by unattended objects caught in the gale suffer additional damage based upon that object's size. Venting core mass is a full round action, which provokes attacks of opportunity.

Drawback: Venting core mass often damages the intricate mechanisms of the creature's survival suit. The Jupiter Taint mutant suffers an additional -2 racial penalty on DEX and a -2 racial penalty to STR until their suit is properly maintained. Repairing a survival suit damaged in this way requires a DC 15 Repair check and around 30 minutes of work.

Racial Weaknesses: Jupiter Taint mutants are subject to periods of melancholy and depression, and find it difficult to interact with normal, corporeal creatures. The mutants suffer a -2 racial penalty on CHA based skill checks (except for Intimidate) against all non-Jupiter Tainted creatures.



Light Reconstruction Cyborg
(Human background)

Medium Monstrous Humanoid (PL 7)

Light cyborg reconstruction provides a level of cyber-enhancement, strength and durability that less invasive enhancement procedures simply can't match. Many young Psi-Watch operatives are converted into Light Reconstruction Cyborgs, enlisting in the organization for a chance at becoming a chromed, heavily modified supersoldier. The world's mega corporations, foreign governments and wealthiest criminal cartels offer their soldiers a similar option: trade flesh and blood for raw power. For others, cybernetic reconstruction is a chance to walk again after a crippling injury— even better, it's a chance to run again.... At 60 or 70 miles per hour!

Cyber-conversion In Game

There are going to be plenty of cybernetically enhanced player characters in an Psi-Watch campaign, including many so heavily modified they're often mistaken for Shell Suits. A player can choose to undergo partial (or even full) cyber conversion in game. If the character is human, he retains his human racial traits after the conversion (bonus feat and additional skill ranks), though the character no longer receives the additional skill ranks for being a human after the procedure. If a member of another species undergoes the conversion process, he or she loses most, if not all of their racial abilities, and replaces them with the FCB's racial ability listing.

Individual gamemasters should decide if unique abilities, particularly psionic or magical talents innate to a particular race are lost during the conversion process. In most cases, abilities explicitly referencing the character's original anatomy are lost. Similarly, human characters with abilities directly tied to their original anatomy (such as Genefeats or Lifechained super abilities) are lost during the conversion process.

The FCB racial traits are treated as an acquired template added to the base creature. Performing the cyber conversion requires a well-equipped surgical suite. In most cases the cyborg's surgery is performed over a several day period, while the borg remains in a medically induced coma. In most cases, a cyborg requires a 2-3 month period of recovery and psychological adjustment before entering active service, and is virtually helpless, requiring complete hospitalization for the first few days after the surgery.

Purchasing Light Reconstruction Conversion has a Purchase DC $30 + 1d6$ (DC 31-36) and has a base restriction rating of Licensed (+1).

To offset this cost, many newly created cyborgs arrange a contract with a megacorp or military. Terms of service typically last between 10-

15 years, with lucrative bonuses for reenlistment. In addition to front line combat service, cyborgs are also employed in mining, space exploration, heavy industry and other high risk occupations.

Many companies offer 'short-time' contracts to their FCBs. In exchange for a decade or more of service, the cyborgs are just slightly less than a typical berg, but at the end of their service are installed into a freshly decanted cloned body, custom grown to the cyborg's specifications.

Appearance: The appearance of individual LRCs varies wildly, depending on which entity the 'borg works for, and who they purchased their systems from. However, all members of this 'class' of cyborgs share similar design elements.

LRCs retain their humanoid shape, size and proportions; their sleek, slim cybersystems are designed to be concealed under clothing or costuming. In most cases, the cyborg's four limbs are completely replaced with metal and plastic analogues. The cyborg's back and spine are heavily armored and reinforced heavily, allowing the cyborg to better utilize the enhanced strength of their new limbs.

LRCs created by Psi-Watch have prosthetic limbs, which resemble chrome sculptures covered with intricately jointed, overlapping armored rings. The Light Reconstruction Cyborg's groin, abdomen, upper torso and face usually remain outwardly human, though beneath the cyborg's skin, they have been enhanced for greater survivability. The cyborg's ribs, spinal cord and pelvis have all been replaced with durable artificial analogues; onboard computers, low-emission power supplies, implanted survival gear and redundant organs further increase the LCR's survivability.

A few LCRs opt for more extreme cyber enhancement, with many choosing to have additional torso armor implanted to protect their vital zones, while others choose advanced sensor packages or cranial armor which mar their human faces.

Reproduction: The design of the Light Reconstruction Cyborg chassis strikes a balance between combat capability and humanity. In most cases, Light Reconstruction Cyborgs can enjoy sex, and father

or bear children almost as easily as an unmodified human. In the case of female LCRs who become pregnant, the vast majority of them deliver via cesarean section, due to the fact their artificially strengthened pelvis are less flexible and adaptable than the human norm. The cyborg's prostheses are designed for high sensitivity, and the LRCs have nearly 70% the sense of touch of a normal human.

Names: Light Reconstruction Cyborgs begin their lives as humans, and their names follow human naming conventions.

Spot Check DC: Spot DC 10. LCRs can pass for human if they wear bulky or carefully chosen clothing, taking care to hide their high chrome cyber-systems. The cyborgs can easily be mistaken for an armored human, especially from a distance or in dim lighting.

Size: Medium. LCRs are roughly as tall as a normal human being, and not significantly more bulky. However, they weigh nearly 200 lbs more than an unmodified human of the same size due to their integrated armor and Kevlar pseudo-muscles. The Light Reconstruction Cyborg's base land speed is 40 ft.

Ability Score Modifiers: +4 STR, +2 CON. Light Reconstruction Cyborgs are far stronger and more durable than a normal human being, and are designed with multiply redundant systems and miles of artificial muscle tissue.

Racial Skills: Light Reconstruction Cyborgs receive no racial skills. Their training and interests, not a standard race-wide template, determine their abilities.

Enhanced Senses: The LRC gains *lowlight vision* and *darkvision* with a 90 ft range. The cyborgs receive an implanted communication link and onboard computer, similar to the implants described in the Dept Seven Tech Update: Cybernetics.

These implants allow the cyborgs to communicate

wirelessly through the Internet (or the Mesh), send and receive radio and cell phone signals, and perform Computer Use tasks as normal for a standard computer system. Light Reconstruction Cyborgs physically disable their wireless card when it is not in use, and cannot easily be hacked.

Full Cybernetic Conversion (EX): The LRC's integrated armor provides the creature with a +2 equipment bonus to Defense, which increases throughout the cyborg's career. This bonus increases to +4 at 5th level, and +6 at 8th level.

Unfortunately, the cyborg's slightly larger than normal bulk and unique movement style prevents the LRC from wearing standard external armor, increasing the purchase DC of clothing and armor by +4.

The cyborgs can pilot power armor, but the LRC proportions and anatomy mean the suit has to be custom fitted, increasing the total purchase DC by +6.

The LRC no longer needs to eat, breathe, or drink. He becomes immune to the effects of vacuum and radiation. He becomes immune to non-magical heat and cold. The fully cybernetic LRC becomes immune to non-magical disease and poisons, ability drain and energy drain.

Redundant organs and self repair systems enable the LRC to shrug off lethal damage. The LRC has a 50% chance to ignore the additional damage from a critical hit, as if he had the fortification ability.

Cyber-receptive (EX): Thanks to the cyborg's high-energy power supply and specially designed artificial organs, he or she can receive an effectively unlimited number of additional cybernetic implants (or points of Drain) without ill effect.

Racial Weaknesses: As a mostly cybernetic creature, the Light Reconstruction Cyborg recovers from damage at $\frac{1}{4}$ the rate of a normal unmodified human. The Light Reconstruction Cyborg may be Repaired like any other high tech device, though the unique melding of flesh and steel means that Repair

and Treat Injury checks made to aid the cyborgs suffer a -4 penalty.

All Light Reconstruction Cyborgs suffer a -2 penalty on all CHA based skill checks (except Intimidate) against any creature with less than two cybernetic implants. Even humanoids with a single implant or a hobbyist's interest in cyber-reconstruction find it difficult to relate to heavily modified cyborgs.

Neon

Large Monstrous Humanoid (psionic)

The Neon are a race of nomadic warriors from the Large Magellanic Cloud at the center of the galaxy. Their proud and ancient kind were born on lifeless asteroids and they built their civilization in hard vacuum, far from any sun. Able to metabolize stellar radiation and photosynthesize starlight, Neon clans thrive where no life should be able to exist. In their home galaxy, the Neon survive by mining their home asteroids, trapping comets for water and exotic minerals and raiding.

Neon mercenaries are often hired as space borne shock troops by the Culture, and a handful of these hulking creatures have found their way to Earth as crew on Culture warships. Neon operatives are prized for their strength and durability, their innate astronavigation abilities and ability to survive virtually anywhere. A career in Psi-Watch or a similar organization is usually an attractive prospect for Neon stranded in Earth-space.

Spot Check DC: DC 0. Neon can never pass for human, and few even try. Most Neon stand at least 8 feet tall, and are solid walls of living metal skin and luminous psi-plasma, weighing more than half a ton.

Neon have long arms, and walk with an ape like gait. The majority of their body mass is a living metal carapace, which looks like liquid mercury and is smooth and warm to the touch. Their skulls are vaguely bison-like, with short muzzles and deep set eyes. Their skulls are topped with a crown of plasma vapor, which glows as brightly as a halogen flood light and can burn anyone who touches the

alien carelessly. Plasma vents from joints in the Neon's carapace. The brilliant color of a Neon's body plasma provides a clue to the creature's race and caste within the species. Neon of different colors rarely interbreed.

Size: Large. A Neon's base land speed is 30 ft. Neon incur a -1 size penalty on Defense and attack rolls, a -4 size penalty on Hide checks but their lifting and carrying limits are double those of a



medium creature. Neon receive a +4 size modifier on grapple checks.

Ability Score Modifiers: +2 STR, +2 CON, -2 CHA. Neon are inhumanly strong and durable, with immune systems that laugh off Terran disease and toxins, but their alien mindset leads to difficulties in interacting with humans.

Racial Skills: Neon are born in hard vacuum and are natural star-travelers. Neon receive a +4 racial bonus on Knowledge: physical sciences and Navigation checks, which reflects their childhood under an endless sea of stars.

A Neon's fiery corona imposes a -8 (total -12 with size penalty) racial penalty on Hide checks. Unless magical or psionic means are used, the Neon automatically fails Disguise checks when attempting to imitate anything other than another Neon.

Neon automatically speak and are literate in their clan's language and a number of other Neon languages equal to their INT modifier.

Enhanced Senses: Neon possess *low light vision* and *blindsight* with a 60 ft range; they are at home even among the blackest voids of deep space. However, since they are designed to survive in anaerobic environments, Neon have no sense of smell or taste.

Energy Immunity (EX): The Neon is immune to cold, fire, radiation and electricity damage. They are tempered in hard vacuum and can survive deep space's extremely lethal conditions. Planetary life is a pleasant vacation for these star-born aliens.

Photosphere (EX): The Neon continually vents a nimbus of stellar plasma, which forms a brilliant corona around the creature's armored body and culminates in a crown of stellar flame. The brilliant aura sheds light like a halogen floodlight, and cannot be suppressed. The fiery aura only fades when the Neon dies.

This flaming aura does not harm the Neon or its gear, but adds +1d4 points of fire damage to all the creature's unarmed attacks. Any creature who grapples the Neon suffers +1d8 points of fire

damage per round of contact. Casual contact with the Neon can result in second or third degree burns and an embrace can be deadly.

Starborn (EX): The Neon are perfectly adapted to life in deep space. They require no atmosphere to survive, and are immune to suffocation, drowning and hard vacuum. They require no food or water to survive, and can metabolize stellar radiation.

All Neon receive Zero G Training as a racial bonus feat, even if they do not meet the prerequisites.

Racial Weaknesses: The Neon's unique proportions means that armor and gear purchased for the creature must be specially tailored, as if the Neon was a non-humanoid creature. The Neon's armor and clothing must be custom fitted, increasing the purchase DC by +3.

Patriot Anvil

Large Monstrous Humanoid (psionic)

Patriot Anvil was the shortest lived, and least successful of Psi-Watch's supersoldier programs, reaching its peak and being shut down in 1994, just a two years after its inauguration. Like its 'cousin' programs, Patriot Anvil had the stated purpose of breeding superhuman soldiers. However, the ponderous, slow moving mutants the program produced had little battlefield utility: most of the initial test subjects were medically discharged from the military and now live in highly classified obscurity.

The Patriot Anvil program was scrapped, and the mutagens used in the conversion process were marked for long term storage and disposal. Unfortunately, the disposal facility in Utah was destroyed under mysterious circumstances, releasing the highly toxic mutagens into the air.

New Patriot Anvil births became a common, horrifically bloody event across the rural Southwest, especially in Utah's sprawling reservation land. A handful of the surviving children have recently been recruited into Psi-Watch, serving as heavy gunners and shock troops.

Spot Check DC: DC 0. Patriot Anvil can't easily pass for human. When fully grown, Patriot Anvil children stand between eight and ten feet tall, and most weigh a ton or more. Instead of a human epidermis, they are covered in a dense, concrete like exoskeleton. Their stony skin is usually a dark brown or amber, the color of desert rockscapes, though female Anvils are often a drab blue or grey.

Patriot Anvils have wide, flat elephantine feet to support their massive bulk, and stubby, simplified fingers with crudely articulated opposable thumbs. They have featureless, unexpressive faces with jaws like a bulldozer's shovel and insectoid compound eyes set far back in a basalt skull.

Size: Large. A Patriot Anvil's base land speed is 20 ft. Patriot Anvils incur a -1 size penalty on Defense and attack rolls, a -4 size penalty on Hide checks but their lifting and carrying limits are double those of a medium creature. Patriot Anvil receive a +4 size modifier on grapple checks.

Ability Score Modifiers: +6 STR, +2 CON, -4 DEX, -2 WIS. Patriot Anvils are impossibly strong, able to twist rebar in their bare hands and shatter a foot thick concrete block with a single blow. Unfortunately, they're ponderous and earthbound, and their stony exoskeleton impedes their senses.

Racial Skills: None.

Enhanced Senses: None.

Geo-Carapace (EX): Patriot Anvils have rocky hides nearly 6 inches deep. The stone skinned goliaths are able to shrug off small arms fire and survive a direct hit from an air to ground missile. A Patriot Anvil's armored hide provides a +6 natural armor bonus and provides the creature with Damage Reduction 5/-.

This racial Damage Reduction stacks with DR gained from other sources, including feats and Tough Hero class levels.

Stone Fist (EX): The Patriot Anvil's massive rocky fists give the creature a natural slam attack. The Anvil is always considered armed and proficient

when attacking with this slam attack. The Patriot Anvil's slam attack deals 1d8 points of damage, plus his STR modifier.

Racial Weaknesses: The incredibly bulky Patriot Anvil cannot wear additional armor, and any clothing or equipment (such as a spacesuit) worn by the Anvil must be custom tailored, increasing the base purchase DC by +6.

The Patriot Anvil's blocky fingers are ill suited to fine manipulation. Any task that requires manual dexterity (typing, surgery, delicate repairs, even reloading a handgun) takes twice as long to perform when the Patriot Anvil attempts the task. If the Anvil takes 10, the task takes 20 times as long to complete, and requires 40 times the usual completion time when the Anvil takes 20.

Patriot Boxer

Medium Humanoid (Psionic)

“Patriot Boxer” was an under funded adjunct to the government’s mid-70s Patriot Ivory program. Where the Patriot Ivory program focused on subtle defensive mutations implanted in children in utero, Patriot Boxer focused on enhancing the strength and endurance of adult volunteers. The first generation of Patriot Boxers were Vietnam vets who were gene-modified for enhanced strength and durability.

The physical mutations and neural disorders that were part and parcel of the Patriot Boxer gene-mod lead Psi-Watch to declare the experiment a failure, and the program was mothballed in 1976. Today’s scattered Patriot Boxer children are the offspring of the 70s-era volunteers, or are products of cut-rate foreign versions of the program.

Spot Check DC: DC 5. Patriot Boxers are easily distinguished from their human counter parts. They are multi-armed humanoids, with an additional pair of muscular, fully functional limbs located just below their sternum. All Patriot Boxers are lean and muscular, with close to 0% body fat. A handful of Patriot Boxers lack the symmetry of their cousins, and may have lop-sided arm configurations, or are marked by other vestigial limbs.

A Patriot Boxer has unusual proportions and organ configurations to accommodate their unusual limbs: their lungs and hearts are enlarged to accommodate their metabolic needs. They are taller than a human, with an elongated abdomen and ribcage. Some Patriot Boxer females have additional pairs of breasts and pectoral muscles level with their second shoulders, while others have a row of nursing teats running the length of their bodies.

A Patriot Boxer's unique shape and proportions mean they can rarely pass for human.

Size: Medium. A Patriot Boxer has a base land

speed of 30 ft. Patriot Boxers have a climb speed of 20 ft, and can always take 10 or 20 on a Climb check, even when threatened.

Ability Score Modifiers: +4 STR, +2 CON, -2 INT, -2 WIS. Patriot Boxers are prodigiously strong, and incredibly healthy and durable. However, the neural disorders common to all Boxers mean they are easily distracted, with notoriously poor eyesight and are prone to distracting migraines and poor recall.

Racial Skills: A Patriot Boxer's unique anatomy gives the humanoids a +4 racial bonus on Climb, Escape Artist and Sleight of Hand checks.

Enhanced Senses: None.

Boxer Anatomy (EX): The multiply armed Patriot Boxers are designed for frontline combat and military service. A Patriot Boxer's many arms allow the creatures to effectively fight with multiple weapons simultaneously.

All Patriot Boxers receive the Multiweapon Fighting feat as a racial bonus feat, even if they do not meet the DEX Prerequisites. A Patriot Boxer's multiple limbs give the creature a +4 racial bonus on Grapple and Disarm checks.

Racial Weaknesses: The Boxer's enlarged heart and lungs are taxed to capacity by the creature's muscular and metabolic demands. Patriot Boxers suffer regular cardiac events and asthma like symptoms.

Any time they fail a FORT save, for any reason, in addition to the normal effects of a failed save, the Patriot Boxer suffers 1d3 points of temporary CON drain,



due to the effects of a debilitating minor heart attack.

Patriot Ivory

Medium Humanoid (Psionic)

“Patriot Ivory” is the codename for a Psi-Watch breeding program dating back to the early 1970s, designed to create ultra durable, psionically gifted agents. Using selective breeding, hormonal injections and gene-therapies while the Ivory child is still in utero, and the controlled introduction of extraterrestrial DNA, Psi-Watch was able to create genetically enhanced soldiers almost indistinguishable from baseline humans.

The Patriot Ivory program is one of Psi-Watch’s greatest successes, and “Ivories” account for more than half of the agency’s metahuman operatives. While most Patriot Ivory children are raised by the agency on high security campuses around the world, a substantial minority of Ivories are placed with human foster families, and though their early lives are recorded and highly scrutinized, had almost normal childhoods. Patriot Ivory foster children are often placed in the care of retired or medically sidelined agents, who raise the children with the expectation that one day the superhuman child will also serve Psi-Watch.

Spot Check DC: DC 14. Patriot

Ivory soldiers are almost indistinguishable from their human counterparts, and with a little care can easily pass for humans. Patriot Ivories have milk white skin, pale hair and bright pinkish or reddish eyes; most are simply assumed to be albino humans, and can easily pass for human thanks to make up or concealing costumes.

A Patriot Ivory’s skin and muscle tissue is slightly denser than human, and they weigh several pounds more than a human of similar build. Their

skins are hard to the touch, especially when the Ivory is angry or fearful. As the Ivory’s adrenaline surges, the metahuman’s bone white skin is flushed with hormones and becomes nearly bullet proof.

Size: Medium. A Patriot Ivory’s base land speed is 30 ft.

Ability Score Modifiers: +2 DEX. Ivory muscula-



ture and connective tissue is more flexible and pliable than comparable human tissue, giving the super soldiers unparalleled grace and agility.

Racial Skills: Patriot Ivory children are trained in military tactics and espionage from the minute they can speak, and their childhood games are usually military simulations. The Ivory receives a +2 racial bonus on Climb, Knowledge: history and Knowledge: tactics checks. All Patriot Ivory gain Personal

Firearms Proficiency as a racial bonus feat.

Enhanced Senses: Patriot Ivories are genetically engineered for keen night vision, and all Ivories gain *lowlight vision*.

Adrenal Armor (EX): When threatened, the Ivory's milk white skin instantly hardens into a protective armored carapace, as durable as the ivory the race is named for.

The Ivory receives a +3 natural armor bonus to Defense; unlike conventional natural armor, the Ivory does not benefit from this natural bonus when he is flat footed, denied his DEX bonus to Defense, unconscious or helpless. The adrenaline surge that hardens the metahuman's white skin happens in a heartbeat, but the metahuman must be at least subconsciously aware of the threat.

Racial Weaknesses: The Patriot Ivory's early years are focused on military and espionage training, limiting their social interaction and early career choices. A Patriot Ivory character can select a starting occupation only from the following list:

Adventurer, Criminal, Emergency Services, Law Enforcement, Military

Shiftsteel Symbionts

Medium Humanoid (Psionic)

A Culture heavy cruiser crashed in Lake Michigan in 1951. Technology recovered from the crash catapulted the US space-program decades into the future. While the public space agencies were racing the Russians to orbit, the fledgling Department of Mental Research (later renamed Psi-Watch) secretly bonded fragments of the warship's living metal hull to human volunteers.

Over one hundred and fifty of America's best astronaut candidates and most decorated Korean War veterans had shards of living alien steel sewn into their bodies. The results were everything the young Psi-Watch could have hoped for: enhanced speed reflexes and intellect, immunity to vacuum and hard radiation, unexplainable psionic gifts. The first Shiftsteel Symbionts were elite

soldiers, and the cyborgs became a standard part of US tactical doctrine, despite the personality changes and alien thoughts that the volunteers had to endure.

As technology and understanding of the human genome advanced, later generations of Symbionts were linked more intimately to the alien metal. Later Symbionts were bonded to the alien metal on a genetic level, mingling human DNA with alien bio-ware. A short lived and highly controversial US government project dumped trace amounts of liquid state Shiftsteel into the water supply of black and minority communities throughout the Southern USA. By the 1970s, the Russians had stolen and reverse engineered the Shiftsteel Symbiont technology, exporting it to the Warsaw Pact nations.

The current generation of Shiftsteel Symbionts are the children and grandchildren of these first volunteers and unwitting test subjects. The Shiftsteel mutation is deeply recessive, and could conceivably lie dormant for generations. Psi-Watch estimates that there are fewer than 1,000 Shiftsteel Symbionts worldwide, and has documentation of only a few active Symbionts. Due to their rarity and high threat level, newborn Symbionts are a hotly contested resource.

Spot Check DC: DC 10. When their powers emerge, typically during late puberty, a Shiftsteel Symbiont undergoes a profound physical change. A liquid metal carapace oozes through their pores and covers the majority of their bodies. Usually only the face is left uncovered, but the hair, parts of the torso and hands are sometimes left visible.

Usually a gleaming metallic silver, a Symbiont's hull can be virtually any color in the spectrum, from a deep crimson to the blue of a lightning strike.

Under the steel, the physiological changes are even more profound: human organs atrophy, transforming into a bio-engine resembling a Culture warship's star drive. The liquid metal carapace gleams brightly in the sun. Normally the Symbiont's gleaming metallic armor is as polished as a mirror, a beautiful living chrome statue; if the creature is injured or depressed, the armor dulls and cracks.

The living armor is hot to the touch, and

crackles with harmless electrical discharges.

Shiftsteel Symbionts can rarely pass for human, and only then if they take great pains to cover up their metallic skins.

Size: Medium. A Shiftsteel Symbiont's base land speed is 30 ft.

Ability Score Modifiers: +2 INT, +2 WIS, -2 CHA. Shiftsteel Symbionts are far more intelligent than the norm, incredibly strong willed and perceptive. However, they live everyday with alien thoughts encoded in their genome and hidden beneath their gleaming steel carapace. They have difficulty relating to ordinary humans, and often struggle to express the great thoughts inside the steel.

Racial Skills: Shiftsteel Symbionts receive a +2 racial bonus on Navigate checks, Knowledge: physical science and Knowledge: technology checks. Their gleaming carapace whispers into their mind, giving the Symbionts a natural insight into quantum physics and stellar phenomena.

Enhanced Senses: Shiftsteel Symbionts gain *lowlight vision* and *darkvision* with a 60 ft range.

Shiftsteel Carapace (EX): The alien metal covering their bodies gives the Shiftsteel Symbionts phenomenal durability and energy resistance.

Shiftsteel Symbionts receive a +3 natural



armor bonus to Defense. In addition, the creatures are completely immune to heat and fire damage, as well as to electrical damage. Shiftsteel Symbionts suffer only half damage from cold based attack forms, or no damage on a successful save.

Cyber Engine (SU): There are several different ‘castes’ of Shiftsteel Symbionts. Psi-Watch theorizes that the alien metal taken from the Culture warship is attempting to produce ‘replacement parts’ for the salvaged starship, and that the different ‘breeds’ of Shiftsteel Symbionts represent different ‘components’ required for spaceflight.

During character creation, the Shiftsteel Symbiont must select one of the following primary cyber-cores, which determines the Symbiont’s capabilities. Once chosen, the selection cannot be changed.

Astro-nav Engine (SU): The Symbiont’s inner hull is laced with worm-hole generators and quantum string computers. The Symbiont can teleport over extremely short distances. A number of times per day equal to one plus the Symbiont’s CON modifier (minimum twice daily), the Symbiont can teleport up to 30 ft as a free action. The Symbiont must have a clear line of sight where she is jumping.

Combat Array (SU): The Shiftsteel Symbiont can vent the exotic energies his body produces. As often as once per round, the Symbiont can fire a blast of energized particles and strange matter. The energy blast is a ranged weapon with a 30 ft range increment which inflicts $1d4 + \text{CON}$ modifier points of energy damage. When this ability is chosen, the Symbiont chooses whether the energy blast will inflict Cold, Electricity, Fire, or Sonic/Concussion damage.

EW Array (SU): The Symbiont’s internal systems generate a powerful stealth field. The Symbiont’s voice and image cannot be recorded or stored electronically, though the creature can use ‘real time’ communications links like telephones and VOIP protocols.

The Symbiont receives a +4 racial bonus on Defense against guided ranged attacks, such as powered missiles, but not ranged weapons targeted ‘by eyeball’ or unguided ranged attacks.

Lift Engine (SU): The strange energy generating organs within their bodies give them the ability to spurn gravity and fly through the localized manipulation of gravitons. Symbionts have a flight speed of 30 ft (perfect maneuverability)

Quantum AI (EX): The Shiftsteel Symbiont’s incredibly keen mind works with incalculable speed, and is capable of drawing conclusions from minimal data. The Symbiont is a deductive savant. Each day the Symbiont receives a pool of bonus points equal to her ranks in Knowledge: physical sciences.

Any number of these daily bonus points can be spent by the Symbiont to improve the results of any INT or WIS based skill check, Concentration check, and Initiative check or WILL saves. The points must be spent prior to rolling to resolve the check.

Quickflex Hull (EX): The Symbiont’s liquid metal skin is designed for maximum grace and inhuman agility. The Symbiont’s chromed body can flex and stretch in ways impossible for a human, and the Symbiont receives a +4 racial bonus to DEX.

Shiftsteel Synchronicity Aura (SU): The Shiftsteel Symbiont’s body naturally generates a subtle, and omnipresent source of light, roughly equal to a heavy duty spotlight. In addition, the Synchronicity Aura alters quantum fluxuation and distorts probability; Psi-Watch theorizes that this aura is similar to training and shipboard damage control devices commonly used on Culture starships.

During character creation, the Symbiont selects two skills from the following list. Performing that skill in the Symbiont’s presence becomes easier. Anyone within 30 ft of the Symbiont receives a +1 luck bonus on checks with that skill. The Symbiont does not benefit from this luck based skill bonus. Once chosen, the Synchronized skills cannot be changed.

Computer Use, Concentration, Craft (any), Decipher Script, Demolitions, Disable Device, Drive, Knowledge (business, civics, earth & life sciences, physical sciences, tactics, technology), Navigate, Pilot, Repair, Spot, Treat Injury

Racial Weaknesses: Shiftsteel Symbionts are prone to a host of unusual psychological problems,



in many ways fundamentally similar to autism. If the Symbiont ever rolls a natural one on any skill check, they enter a trance state for 1d4+1 minutes.

While entranced, the Symbiont stares blankly, their hands moving automatically as they attempt to correct their errors, and cannot be awakened. During this time, the Symbiont is *help-*

less, and will not even defend him or herself if attacked or injured.

The Symbiont's glowing aura imposes a -4 racial penalty on Disguise and Hide checks.

The Spetsnazski

Medium Humanoid

The Spetsnazski are products of a secret Russian genetics experiment, designed to produce the perfect soldier. The Spetsnazski program actually predates American attempts to produce enhanced Cold Warriors by nearly a decade; the first Spetsnazski experiments were performed on the unfortunate victims of the Stalin-era purges. Thanks to their willingness to spend thousands of lives for a single positive result, and a budget dwarfing anything the CIA or Department Seven or the young Psi-Watch organization had to work with, the USSR took an early initial lead in the genetic arms race.

Spetsnazski mutants first entered combat service during the late 1960s. These perfect Soviet warriors were dispatched to hotspots around the globe, instructed to train 'progressive elements' and leftist rebels in guerilla tactics. Secret duels between Spetsnazski agents and their gene-enhanced American counterparts were common and brutal, as the two breeds of super soldier clashed on battlefields around the globe.

Like their nearest American counterparts, the Patriot Ivories, Spetsnazski are raised in isolation, usually in a remote and fortified 'Science City' which does not appear on any Russian map. Many of the 1960s era Spetsnazski were mutated into a post-human form during their childhood, and after it became clear they would survive, these mutant children were taken from their dissident parents and raised by the State.]

Today, Spetsnazski are trained in the same way they have been for decades. Their childhoods are filled with wilderness survival courses, armed and unarmed combat training, and political indoctrination. During their teens, young Spetsnazski are instructed in the arts of espionage and insurgency.

By the time these super-agents are allowed to leave Russia on their first mission, they have as much field craft training as most veteran Western spies.

Spot Check DC: DC 16. Spetsnazski are designed to easily pass for human; those with overt mutations are euthanized within minutes of birth. A Spetsnazski resembles a pale, lean Russian man or woman. The main difference between a Spetsnazski and a human is the structure of the eyes; a Spetsnazski eyes lack visible irises. Their dark irises seem to fill most of their eyes. This minor mutation can easily be concealed behind sunglasses.

Size: Medium. As a medium creature, a Spetsnazski has no special bonuses or penalties due to size. A Spetsnazski base land speed is 30 ft. These human mutants conform to human height and weight norms.

Reproduction: Spetsnazski reproduce identically to ordinary humans.

Names: Spetsnazski are an artificial, variant of humanity, and follow Russian naming conventions.

Ability Score Modifiers: +2 DEX. Spetsnazski musculature and connective tissue is more flexible and pliable than comparable human tissue, giving the super soldiers unparalleled grace and agility.

Racial Skills: Spetsnazski are trained extensively in espionage and warfare, and are taught to take pride in the revolutionary history of the USSR.

Spetsnazski receive a +2 racial bonus on the following Knowledge checks: History, Streetwise and Tactics.

All Spetsnazski receive Personal Firearms Proficiency as a racial bonus feat; most young Spetsnazski fire a gun for the first time before their fifth birthday.

Due to the years these genetically engineered warriors have spent drilling with the AK-47, they receive AK-47 Insurgent as a racial bonus feat.

With the emphasis the Russian unarmed combat style places on wrestling, its no surprise that these warriors receive a +2 racial bonus on grapple

checks.

Enhanced Senses: Spetsnazski eyes are designed to let in maximum amounts of light, giving the mutant *darkvision* with a 60 ft range.

Cold Soldier (EX): Spetsnazski are designed to thrive in cold weather, and to use Russia's lethal winters as another weapon in their arsenal. Spetsnazski receive a +8 racial bonus on FORT saves made to resist extreme environmental cold.

Racial Weaknesses: A Spetsnazski's early years are focused on military and espionage training, limiting their social interaction and early career choices. A Spetsnazski character can only select a starting occupation only from the following list:

Adventurer, Athlete, Criminal, Emergency Services, Military

The same optical mutations which increase a Spetsnazski's night vision gives the mutant a mild form of day blindness. The mutant suffers a -2 penalty on ranged attack rolls during daylight or when exposed to any bright artificial light source.



The Combat Type Advanced Class

The most well-designed and fearsome metahumans on the planet are products of multi-million dollar genetic enhancements and innovative nano-cybernetics rather than natural evolution. Combat Type soldiers are engineered for frontline service and media-marketability; these elite metahumans are the public face of the world's military. Combat Typea are smart and charismatic, excellent leaders and loyal patriots capable of amazing feats.

The nano-loads injected into Combat Type recruits bring them to the peak of human physical perfection and beyond, and their system wide genetic enhancements only become more profound as the Powered ages.

A veteran Combat Type can go toe-to-toe with a Zookeeper F-676 Hardsuit, shrug off rail-gun flachettes with a pained groan, and project energy blasts capable of punching through three feet of ballistic armor. More importantly, Combat Types are trained to lead, and some of the best small-unit commanders alive began their careers as Powered infantry. Combat Types are marketable, intimidating and inspiring symbols of the nation or pseudo-nation they serve.

Profile of a Combat Type
Combat Types blend military excellence and meta-human talent. They are flashy, well-packaged living weapons of mass destruction. With a sleek war suit and unique, memorable call-sign, they marry the concept of a 20th century, comic book superhero with the realities of 21st century urban warfare.

Combat Types are tough, tactically smart and possessed a variety of unique metahuman abilities. It doesn't matter whether the Powered is a Psi-Watch InterOp, a Huxley Emergence Zookeeper, an APEX prime responder, a Rainbow LIBERTY militiaman, a corporate sponsored mercenary, or a Lifer or Choicer combat-volunteer, the Combat Type is well known and widely respected as one of the world's most capable super soldiers.

The fastest path into the Combat Type Advanced Class is through the Strong Hero basic class, though other paths are possible.

The Combat Type in the Campaign

The Combat Type is a front-line combatant who excels in urban warfare, special ops and counter-terrorism. Since a Combat Type's patron nation or pseudo-nation has spent millions on training and genemods, they are valuable resources; the Combat Type class emphasizes leadership and political savvy more so than a conventional soldier and makes an excellent team leader.

Combat Types and similar classes form the bulk of the world's metahuman armies. The Combat Type class is thematically similar to other Skortched Urf/Otherverse Games advanced classes. Frontliners and Incinerators (*Psi-Watch*), Cold Bringers, Lightweavers and Gravity Slingers (*The D7ACU line*) all work alongside Combat Types and fill similar roles in the campaign setting.

Requirements:

To qualify to become a Combat Type, a character must fulfill the following criteria.

Base Attack Bonus: +5

Skills: Knowledge: tactics 8 ranks, Diplomacy 1 rank

Feats: Decorated Veteran, Elite Clearance, Full Autofire, either Toughness or Cyber-receptor

Special: A rookie Combat Type must be selected for system-wide genetic alterations and cyber-reconstruction by his or her patron organization; due to the expense, only the most committed, well respected and experienced soldiers are accepted into this elite program.

Class Information

The following information pertains to the Combat Type advanced class.

Hit Die

The Combat Type gains d10 hit points per level. The character's Constitution modifier applies. The first gene-mods a Combat Type receive pushes her to the peak of human potential, enhancing her metabolism to Olympic levels and upping her natural healing ability.

Action Points

The Combat Type gains a number of action points equal to $6 + \text{one-half of her character level}$, rounded down every time she attains a new level in this class.

Class Skills

The Combat Type's class skills are as follows.

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+1	+0	Feedback Mask , Psychofeedback Armored Survivor	+1	+0
2nd	+1	+3	+2	+0	Bonus Feat	+1	+0
3rd	+2	+3	+2	+1	Combat Run	+2	+0
4th	+3	+4	+2	+1	Bonus Feat	+2	+0
5th	+3	+4	+3	+1	Tactical Overwatch or Indomitable	+3	+1
6th	+4	+5	+3	+2	Bonus Feat	+3	+1
7th	+5	+5	+4	+2	Bloodrush	+4	+1
8th	+6	+6	+4	+2	Bonus Feat	+4	+1
9th	+6	+6	+4	+3	Headlong	+5	+2
10th	+7	+7	+5	+3	Feedback Defense	+5	+2

Climb (STR), Diplomacy (CHA), Demolitions (INT), Drive (DEX), Intimidate (CHA), Jump (STR), Knowledge (civics, current events, popular culture, tactics, technology) (INT), Listen (WIS), Navigate (INT), Profession (any military) (WIS), Read/Write Language, Speak Language, Spot (WIS), Survival (WIS), Swim (STR), Treat Injury (WIS)

Skill Points at Each Level: 5 + INT Modifier

Bonus Feats: At 3rd, 6th and 9th level, the Combat Type may select a bonus feat, which must be chosen from the following list:

Archaic Weapons Proficiency, Armor Proficiency (any), Armored Survivor, Brawl, Controlled Burst, Cleave, Combat Reflexes, Command Airstrike, Crosstrained, Decisiveness, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Heavy Weapons Specialist, Heroic Supremacy, Hope in Desperation, Improved Brawl, Improved Knockout Punch, Knockout Punch, Overcome Limitations, Penetrating Fire, Power Attack, Renown, Set the Pace, SERE Training, Spec Ops Stealth, Warrior Instinct, Warrior Prodigy, Whirlwind Attack

Metahuman Physique (EX): The Powered's first round of genetic therapies creates a stronger, more resilient soldier. The Combat Type's metabolism is increased, reducing body fat, increasing cardiovascular endurance and pushing the Powered's reflexes into the realm of the near superhuman.

The metahuman receive a +4 bonus on FORT saves made to resist fatigue or exhaustion, as well as FORT saves made to resist suffocation, thirst or starvation, thanks to her highly efficient digestive system.

The Combat Type recovers a number of additional HP equal to her Combat Type class level per day of rest and healing, or twice this amount when under long term medical care.

The metahuman's designer mutations grants

her one of the following benefits. Once chosen, the benefit cannot be changed.

- The metahuman recovers from ability damage at twice the normal rate.
- The metahuman gains darkvision with a 120 ft range.
- The metahuman gains the *scent* special quality.
- The metahuman's genetic enhancements provide her with a +4 racial bonus on any two class skills of choice.
- The metahuman can perceive 'un-encrypted' radio, television, wireless Internet (or Mesh signals in the Otherverse America setting) and cellphone signals, exactly as if the character had the appropriate cybernetic implants.

Genomic Weapon (SU): The Combat Type's main weapons are the nano-cybernetic discharge nodes running the length of her arms and hands, which draw their power-supply from the metahuman's bio-electric aura. A Combat Type is a living, cybernetically enhanced weapon, capable of firing high energy blasts capable of scorching steel.

At 2nd level, a Combat Type's genomic weapon inflicts 2d6 points of either cold, electrical, fire, or force damage, chosen when this class feature is gained. The Genomic Weapon has a range increment of 25 ft, and may be fired, at will as a standard attack action.

The Genomic Weapon can be used in conjunction with ranged combat feats. The Combat Type can fire a Genomic Weapon blast at will without reloading or resting. It would take hours of constant fire to tire a Combat Type using this ability.

The Combat Type's Genomic Weapon becomes deadlier as the Powered gains levels. For every two class levels, the weapon inflicts an additional +1d6 points of damage, to a maximum of 6d6 points of damage at 10th level.

At 4th level, and again at 8th level, the Combat Type selects one of the following enhancements, which alters the way their bio-blast functions.

- The Genomic Weapon can be ‘set’ to inflict subdual damage without a penalty. Changing between damage types is a standard action.
- The Genomic Weapon inflicts an additional two dice of damage, to a new maximum of 8d6 at 10th level.
- The Genomic Weapon’s damage die change to d8s, rather than d6s.
- Increase range increment to 100 ft. The metahuman receives a +1 bonus on attack rolls made within the first range increment.
- The energy clings to the target like napalm, inflicting 2d6 points of additional damage per round for a number of rounds equal to the Combat Type’s CON modifier unless it is washed off or somehow neutralized.
- The Genomic Weapon becomes a grenade like blast, with a 30 ft blast radius. Those caught within the blast can attempt a REF Save (DC 10 + class level + CON modifier) for half damage.

Threat Assessment (EX): Combat Types are multi-billion dollar war-machines, and are exhaustively studied by world intelligence agencies. Beginning at 2nd level, the Combat Type may add half her class level, rounded down, to all Gather Information, Knowledge: tactics and Sense Motive checks made concerning other Combat Types.

Squad Leader (EX): At 3rd level, the Combat Type gains the Squad Leader feat, even if she does not meet the prerequisites. If the Combat Type already has this feat, she receive a +2 bonus on her effective character level for the purposes of this feat.

Directed Evolution (EX): The genetic alterations that made the Combat Type more than human continue to introduce system wide improvements into her genome. At 4th level, and again at 6th and 8th level, the Combat Type receive a +2 inherent bonus

to any of her ability scores.

The powered soldier can choose to improve a single score, or select different scores each time. Instead of an attribute score increase, the Powered can choose to receive:

- Fast Healing 1
- +2 natural armor bonus to Defense
- +10 ft base land speed increase

This ability stacks with itself or with similar class abilities or feats.

Powered Commander (EX): Veteran Combat Types are well known and widely respected in the post-human underground, and even their enemies are willing to give their words and opinions the respect and attention they deserve.

Beginning at 5th level, the Combat Type receive a +2 bonus on all CHA based skill checks made against or concerning other cyborgs, metahumans and post-humans, regardless of their faction, race or the origin of their abilities.

Tactical Overwatch (EX): Combat Types are trained to watch avenues of approach, lines of sight and consider fields of fire and watch for kill zones. Starting at 7th level, the Combat Type receive a daily pool of bonus points equal to her class level plus her ranks in Knowledge: tactics.

The Combat Type may add any number of bonus points up to her class level, on any of the following checks:

Spot, Listen, Initiative Checks and REF Saves. The bonus points can also provide a morale bonus to Defense against any single ranged attack.

The Combat Type can apply the bonus after the check is rolled, but before the results of the check are announced. The Combat Type may also choose to apply the bonus to affect any ally’s check. The ally must be within 30 ft of the Frontliner and able to clearly hear her to receive any benefit.

Superhuman Paragon (EX): By 10th level, the Combat Type is one of the most experienced field operatives on the planet, capable of stunning, awe inspiring feats of battlefield heroism.

Once per day, the Combat Type may add four plus her CHA modifier to her base attack bonus (minimum +5 bonus). Doing so vastly increases her combat effectiveness, the amount of BAB she can sacrifice to fuel feats like Combat Expertise as well as increasing her number of attacks.

Since this 'real' increase to BAB, even if temporary, the Combat Type gains additional attacks per round when making a full attack. When using this ability, the Combat Type gains the ability to make more than four iterative attacks per round if her BAB exceeds +20.

Using this ability is a free action. This enhancement lasts until the end of the encounter.

The Final Sword **Advanced Class**

The Final Sword embodies the teachings and precepts of the Culture, they are ambassadors of the sword. Final Swords accompany all Culture diplomatic missions, both as protectors and examples how the human body can evolve past all previous limits, thanks to the Culture's wisdom and benevolence. These proud, highly intelligent and educated warrior maidens and sword-brothers are among the Culture's greatest heroes, noble, psionic knights who expand the Culture's dominion and dispense Culture justice.

A dozen or more Final Sword chapterhouses dot the Earth, founded by Culture

BLOOD OF SEVEN **4TH LEVEL** **FINAL SWORD**



soldiers stranded on Earth after some titanic battle. Each chapterhouse is autonomous and each practices its own unique sword style, which it proclaims superior to all others. The chapterhouses are united in their hatred of the 'imitation' human-founded schools. These lesser chapterhouses are often founded by human Final Swords who have achieved mastery.

Though the arrogant Culture warriors mock

their human cousins, they respect their ‘cousins’ fighting prowess and grudgingly acknowledge their human counterparts’ skill and innovative techniques, and allow worthy human-trained Final Swords to wear the marks and carry the proprietary, ancestral nanotech of the Order.

The Final Sword in the Campaign

The Final Sword is a potentially the world’s best swordsman or woman, a nearly unbeatable melee fighter. Where many of the other Psi-Watch classes are flashy, heavy energy wielding living tanks, the Final Sword epitomizes the concept of ‘quick and quiet.’ She’s a competent assassin and capable fighter, and by 10th level she receive more attacks per melee than virtually any other class. She can clear a room full of lesser enemies with ease, and is more than tough enough to tangle with more important and powerful adversaries.

With her focus on an intellectual, cultured fighting style, the Final Sword is an unusual fighter, and is probably more well rounded than many other martial artists. She knows art, culture and world history, and can be as capable a diplomat as she is a fighter.

Requirements:

To qualify to become a Final Sword, a character

must fulfill the following criteria

Base Attack Bonus: +5

Skills: Jump 4 ranks, Knowledge: tactics 4 ranks, Knowledge: art 1 rank

Feats: Combat Expertise, Combat Martial Arts, Combat Reflexes; Exotic Weapon Proficiency (katana)

Special: A prospective Final Sword must be accepted by a Final Sword chapterhouse, and endure a grueling period of religious education, psycho-sexual conditioning, genomic alteration and martial arts training. Those who survive the Final Sword’s monastic discipline must dedicate one of their allegiances towards the Culture, the chapterhouse, the Order as a whole, or their superiors within the Order.

Class Information

The following information pertains to the Final Sword advanced class.

Hit Die

The Final Sword gains d8 hit points per level. The character’s Constitution modifier applies. Final Swordsman and Swordsisters are incredibly fit, physically and mentally perfect, with lean, toned bodies they hone to a razor’s edge of perfection.

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+2	+0	Finality Blade , Auto-hypnosis	+1	+0
2nd	+2	+0	+3	+0	Art of the Void, Homicide Ballet	+2	+0
3rd	+3	+1	+3	+1	Bonus Feat	+2	+0
4th	+4	+1	+4	+1	Genetic Tapestry	+3	+0
5th	+5	+1	+4	+1	Choir of Order	+4	+1
6th	+6	+2	+5	+2	Bonus Feat	+4	+1
7th	+7	+2	+5	+2	Genome Rewoven	+5	+1
8th	+8	+2	+6	+2	Wisdom of the Blade	+6	+1
9th	+9	+3	+6	+3	Bonus Feat	+6	+2
10th	+10	+3	+7	+3	Artistry of the Sword	+7	+2

Action Points

The Final Sword gains a number of action points equal to $6 + \text{one-half of her character level}$, rounded down every time she attains a new level in this class.

20	Memorize
Posion's DC	Resist Posion
20	Willpower/Resist Stimulus
20	Death Trance
25	Awaken from Death Trance

Class Skills

The Final Sword's class skills are as follows.

Balance (DEX), Climb (STR), Concentration (CON), Craft (visual art) (INT), Diplomacy (CHA), Escape Artist (DEX), Hide (DEX), Intimidate (CHA), Jump (STR), Knowledge (art, civics, current events, history, streetwise, tactics, theology & philosophy) (INT), Listen (WIS), Move Silently (DEX), Perform (dance, sing) (CHA), Read/Write Language, Speak Language, Spot (WIS), Swim (STR), Treat Injury (WIS), Tumble (DEX)

Skill Points at Each Level: $5 + \text{INT Modifier}$

Bonus Feat: At 3rd, 6th and 9th level, the Final Sword may select a bonus feat, which must be chosen from the following list.

Action Bank, Acrobatic, Agony Field, Aligned Zealot, Anti-Ballistic Shell, Archaic Weapons Proficiency, Atheletic, Battle-flex Claws, Blind-Fight, Cloudwalk Leap, Combat Precog, Contingency Planning, Dodge, Elite Clearance, Elusive Target, Improved Disarm, Improved Feint, Improved Initiative, Improved Two Weapon Fighting, Krav Maga, Meaningful Ink, Mobility, Psi-Adhesion, Sensory Expansion, Spring Attack, Streetfighting, Two Weapon Fighting, Vibratory Scan, Visual Teleportation, Weapon Finesse, Weapon Focus (Finality Blade), Whirlwind Attack,

Autohypnosis (EX): The Final Sword is a strong willed psionic adept, capable of using the Concentration skill in ways that non-psychics can never imagine. By making a successful Concentration check, the Final Sword can focus her mind towards controlling her body. Check: The DC and effect depend on the task you attempt.

DC	Autohypnosis Task
15	Resist Fear/Mental Tampering

Resist Fear: In response to a fear effect or other mental tampering, you can make an Autohypnosis check on your next action even if you've been overcome by fear. A successful check grants you another saving throw with a +4 morale bonus to resist the effect.

Memorize: You can attempt to flash memorize a page of text or complex data, up to 250 words (or what could be comfortably printed on an 8 x 11 sheet of paper. You always retain this information subconsciously, however you can only consciously recall it with a successful Autohypnosis check.

Resist Poison: In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you another saving throw with a +4 morale bonus to resist the poison's secondary damage.

Willpower: If reduced to 0 HP (disabled) you may make an Autohypnosis check. If successful, you can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties, you can choose not to perform the action. If you do perform the strenuous action after failing the check, you suffer 1 point of damage after completing the action, as usual.

Resist Stimulus: If *dazed* or *nauseated* by a flashbang or similar device, you may attempt a Autohypnosis check to ignore the penalties. You may attempt to reduce the circumstance penalties associated with unpleasant physical sensations, such as tear gas or the effects of a flash bang grenade. Success indicates you overcome the effects of the device.

Death Trance: With a successful Autohypnosis check, you can slow your heartbeat and respiration to undetectable levels. You specify the length of the trance when activating this power, which you can maintain for a number of hours equal to your WIS modifier. While entranced, you are considered stable, and require virtually no oxygen to survive

(though you cannot survive hard vacuum). Awaking early from a Death Trance requires a DC 25 Autohypnosis check, which can be attempted once per round.

Try again? For resist fear, resist stimulus, death trance and memorization you can make a check once per round. You can't try again to tolerate a poison. You can't try again in the same round for will power.

Special: You can take 10 on an Autohypnosis (Concentration) check, but you can't take 20. Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.

Note: This modification to the Autohypnosis skill replaces the psionic skill rules found in chapter nine of the *D20 Modern* campaign setting.

Finality Blade (EX): The lucky and noble few who survive the Order's *dojos* are allowed to wield the gleaming, lethal swords that are the Order's badges of honor. A neophyte Final Sword is allowed to slit her wrists and open gashes in her palm, and plunge her hands into the burning cauldron which holds her chapterhouse's ancestral nanocolony, a machine life form that remembers the glory of the long-extinct Culture homestar.

Sentient liquid metal flows into the young Final Sword's wounds, healing her wounds in a moment of burning agony, transforming her body and linking her to all other Final Swordbrothers and Swordsisters. Once the ceremony is over, the Final Sword is a member of an order of martial artists more ancient than life on this planet.

Intricate nano-tech tattoos cover the Final Sword's hands and forearms, and complex, maze-like line work covers her cheeks and forehead. These tattoos are the deep crimson of old blood; only the eldest and most respected Final Swords are allowed to display burnished golden nano-tattoos.

The nano-tech in the Final Sword's bloodstream allows her to manifest her deadly Finality Blade at will. Manifesting or dismissing the Finality

Blade is a move equivalent action, which does not provoke attacks of opportunity.

The Finality Blade cannot be wielded by anyone other than its designated owner; if touched by another's hands, it dissolves into a splash of liquid metal. If the Final Sword is ever disarmed, or has her weapon sundered, she can immediately manifest another blade.

The nano-tech katana's lethality improves as the Final Sword gains confidence and masters the Order's lethal *katas*.

Table: The Finality Blade (Large Weapon)

Final Sword Level	Finality Blade Damage (slashing)	Finality Blade Critical Range
1-2	2d6	19-20/ x2
3-4	2d6 +2	19-20/ x2
5-6	3d6 +3	19-20/ x2
7-8	3d6 +4	18-20/ x2
9-10	4d6 +4	18-20/ x3

Art of the Void (EX): The Final Sword ethos finds beauty in battle, perfection in murder. Their culture prizes artistry and appreciation for beauty; the Final Sword are an erudite cabal of assassins.

Beginning at 2nd level, the Final Sword gains a daily pool of bonus points equal to her ranks in Knowledge: art plus her Final Sword class level. The Final Sword may add any number of bonus points up to her class level, on any of the following checks:

Balance, Jump, Tumble, Initiative checks and REF saves. The bonus points can also provide a morale bonus to Defense against any single ranged attack.

The Final Sword can apply the bonus after the check is rolled, but before the results of the check are announced.

Homicide Ballet (EX): A Final Sword is beautiful, but hers is the beauty of a naked blade, beautiful but killingly sharp. Beginning at 2nd level, the Final Sword may add half her class level (rounded down) as a morale bonus on all Tumble and Perform (dance) checks.

Genetic Tapestry (EX): The nano-colony living inside a Final Sword slowly changes her, eliminating human flaws and weaknesses, optimizing grace and muscular performance.

At 4th level, the Final Sword receive a permanent +10 ft increase to her base land speed and a +2 bonus on all Jump and Tumble checks. The speed increase stacks with speed increases from other sources, such as Fast Hero class levels.

Choir of Order (SU): During her 5th level, a Final Sword's mind finally touches the vast reserves of Culture memories and raw data hidden inside her onboard nanotechnology; her connection to her fellow Swordsisters deepens, forming a nearly unbreakable radio-telepathic link. The Final Sword hears the constant, comforting song of the Order's disciplined minds.

The Final Sword can communicate silently with any other Final Sword within 60 ft, so long as no air-tight barriers separate them. If multiple Final Swords work in concert, no Final Sword within 60 ft is ever considered flanked or flat-footed unless they all are. The

Final Sword receives a cumulative +1 morale bonus on WILL saves (maximum +10) for each member of the Order within 60 ft.

Genome Rewoven (EX): The Final Sword's body wide genetic and anatomical changes continue. At 7th level, she undergoes a personal metamorphoses. Her biological processes are streamlined and optimized.

The Final Sword no longer needs to sleep, and can recover a day's worth of hit points with only 6-8 hours of rest or light activity. Spell casting Final Swords still require 8 hours of rest or meditation to regain spells.

A Final Sword requires only half the food

and water of a comparably sized humanoid. She receives a +2 bonus on FORT saves made to resist starvation/thirst and environmental conditions, and becomes completely immune to all Ingested toxins and drugs.



A 7th level Final Sword's nanotech tattoos are flecked with golden detailing and random golden spots. These golden discolorations are badges of honor, and a veteran Final Sword is respected and influential within the Order.

She receives a +2 bonus on Diplomacy, Gather Information and Intimidate checks made against lower ranking members of the Order.

Wisdom of the Blade (SU): When threatened, the Final Sword's muscle reflexes take over, allowing her to respond to threats even before her brain processes the threat. She can move agilely enough to deflect bullets with her ancestral blade, and respond to unexpected threats with stunning grace and efficiency.

When wielding her Finality Blade, the Final Sword adds her WIS modifier as a dodge bonus to her Defense score. If she is paralyzed or otherwise helpless, she loses this bonus to Defense.

An 8th level Final Sword is never considered flat-footed.

Artistry of the Sword (EX): By meditating on the great art of the Order's most venerated sword-mistresses, a 10th level Final Sword achieves the perfection all members of the Order seek. She becomes one with her blade, reaching a zen like calm that allows her to perform incredible feats of swordsmanship.

When making a full attack using her Finality Blade, the Final Sword's knowledge of art and high culture combine with her lessons in fencing and swordplay, making her one of the deadliest blade-mistresses within the Order. While using the full attack option, the Final Sword receives an additional attack (or attacks) at her full base attack bonus, based upon the time and skill ranks she's invested learning the order's artistic heritage. The Final Sword's additional attacks are based upon her ranks in Knowledge. If she has less than 9 ranks in Knowledge: art, she receives one additional attack.

She has two additional attacks if she has between 10-14 ranks, and if she has 15+ ranks in Knowledge: art, she receives 3 additional attacks.

A 10th level Final Sword's nanotech tattoos are flooded with liquid gold. These golden decorations are indications of the Sword's mastery of the Order's percepts. A Final Sword bearing these golden tattoos is a master of the Order's martial arts, able to train students of her own, and allowed to begin her own chapterhouse.

She is a recognized leader within the Order of the Final Sword, and a her bonus to Diplomacy, Gather Information and Intimidate checks made against lower ranking members of the Order increases to +4.

The Frontliner Advanced Class

The first generation of Frontliners served in the jungles of Vietnam, working in isolated one and two man elements deep behind enemy lines. While conventional forces failed and died, Frontliner prototypes succeeded, single handedly winning the battles history never recorded. As the 1960s turned into the 1970s, the government fielded more and more Frontliner super soldiers, perfecting the process that created these elite heavy weapons experts.

Frontliner technology is crude compared to other bio-enhancement techniques. Frontliners are peak human soldiers, but while they lack the 'flash' of other psionic operatives, they are incredibly powerful and efficient fighters. Frontliners are equally effective as the center of a well-disciplined strike force, or working as a lone guerilla fighter far from extraction or support.

Neurosurgery, steroid treatments and the controlled introduction of Culture and Neon DNA transform ordinary soldiers into elite super-killers. The Frontliner technology is proven tech at it's finest: cheap, easily improved and relatively safe for widespread use. Frontliners make up the most numerous of Psi-Watch's post human infantry troops. Since the Frontliner enhancement tech is so cheap, the enhancement regimen is as common among third world nations as among first, and Frontliner terrorists are common and extraordinarily deadly.

The Frontliner in the Campaign

The Frontliner is, simply put, the world's best and most elite soldier. Capable of surviving incredible punishment and returning it in kind, the Frontliner is usually a combat squad's heavy weapons expert. They can carry incredible loads, and

wear heavy armor without complaint, and like nothing better than to feel a .50 cal belt-fed chaingun humming and kicking in their hands.

Frontliners are incredibly tough, and have artificially activated psychic gifts which allow them to enhance their already impressive abilities even further.



Choosing the right moment to enter a battle trance or use another combat-focusing talent can turn the tide in any engagement. Unlike other 'berserker' characters who enter a rage state, the Frontliner remains calm and in control. The name of the game is 'controlled carnage' and state of the art tactics backed up by equally state of the art firepower.

Their focus on the battlefield means Frontliners are almost useless in investigatory or diplomatic scenarios, and with their pitifully few skill ranks per level, few ever bother to pick up the cross-class skills necessary for versatility. Like Incinerators, Frontliners are a tightly combat focused class, perfect for players who want to imitate the 'big guns and tiny pouches' aesthetic of early Image comics, particularly Rob Liefeld's creations.

Requirements:

To qualify to become a Frontliner, a character must fulfill the following criteria.

Base Attack Bonus: +5

Skills: Knowledge: tactics 4 ranks, Spot 1 rank

Feats: Armor Proficiency (heavy) ; Elite Clearance ; Toughness ; either Advanced Firearms Proficiency or Full Autofire

Special: The Frontliner must have declared at least one of his allegiances towards his patron nation, government. The Frontliner can also dedicate his allegiances to his unit or the men and women in his strike team.

Class Information

The following information pertains to the Frontliner advanced class.

Hit Die

The Frontliner gains d12 hit points per level. The character's Constitution modifier applies. Frontliners are one of the few D20 Modern advanced classes with a D12 hit die, reflecting the sheer bulk and inhuman toughness of these genetically enhanced super soldiers.

Action Points

The Frontliner gains a number of action points equal to $6 + \text{one-half of his character level}$, rounded down every time he attains a new level in this class.

Class Skills

The Frontliner's class skills are as follows.

Climb (STR), Demolitions (INT), Drive (DEX), Hide (DEX), Intimidate (CHA), Jump (STR), Knowledge (current events, history, tactics) (INT), Listen (WIS), Navigate (INT), Profession (military or law enforcement) (WIS), Read/Write Language, Speak Language, Repair (INT), Spot (WIS), Survival (WIS), Swim (STR)

Skill Points at Each Level:

4+ INT Modifier

Bonus Feats: At 2nd, 4th, 6th and 8th level, the Frontliner can select a bonus feat, which must be chosen from the following list.

Alertness, Anti-Psi Broadcast, *Anti Tank Warfare*, Battle-Flex Claws, *Breach Expert*, Blind Fight, *Body Hardening Defense*, Brawl, *Censored History*, *Cold Steel Hunter*, Combat Excellence, Combat Reflexes, *Contingency Planning*, *Con-*

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+1	+0	Feedback Mask , Psychofeedback Armored Survivor	+1	+0
2nd	+1	+3	+2	+0	Bonus Feat	+1	+0
3rd	+2	+3	+2	+1	Combat Run	+2	+0
4th	+3	+4	+2	+1	Bonus Feat	+2	+0
5th	+3	+4	+3	+1	Tactical Overwatch or Indomitable	+3	+1
6th	+4	+5	+3	+2	Bonus Feat	+3	+1
7th	+5	+5	+4	+2	Bloodrush	+4	+1
8th	+6	+6	+4	+2	Bonus Feat	+4	+1
9th	+6	+6	+4	+3	Headlong	+5	+2
10th	+7	+7	+5	+3	Feedback Defense	+5	+2

trolled Burst, Decorated Veteran, Dead Aim, Drive by Attack, Feedback Agility, Frightful Presence, Heavy Caliber Knockback, Heroic Surge, Improved Damage Threshold, Iron Will, Knockout Punch, Night Fighter, Psi-Bolt, Psionic Jinx, Psychic Lockdown, Point Blank Shot, Quick Draw, Quick Reload, Shoot out the Lights, Shot on the Run, Skyfall, Spec Ops Stealth, Telekinetic Aim, Telekinetic Strength, Toughness, Two Weapon Fighting, Urban Warfighter, Weapon Focus

Armored Survivor (EX): A Frontliner can fight and move comfortably in even the heaviest armor, and their early training emphasizes comfort in the super-heavy, custom designed armored body-webs they are issued.

At 1st level, the Frontliner receives the Armored Survivor feat, even if he doesn't meet the prerequisites.

Feedback Mask (SU): Frontliner training and technology incorporates psycho-feedback meditations stolen from the Culture, short acting "RNA-flood" genetic sequencing and cutting edge military training techniques all in an effort to breed the perfect soldier. The Frontliner can enter a battle trance, undergoing profound physical and emotional changes, the outward manifestation of which is the 'feedback mask'.

The feedback mask is a unique and colorful pattern of facial markings, which cover most of the Frontliner's face, neck and skull. When the Frontliner pushes his powers to their limits, the feedback mask appears, with tattoo like facial markings oozing through the skin like slick, iridescent liquid. As the mask appears,

the Frontliner's pupils vanish, replaced by an intimidating blank or silver metallic lens.

The feedback mask automatically appears when the Frontliner uses any psionic talents.

Indomitable (SU): The Frontliner can take massive amounts of punishment, withstanding injuries that severe enough to kill a platoon full of ordinary soldiers. Self-sealing skin and fast coagulating blood, pain suppression and adrenal modifications work in concert to keep a wounded Frontliner alive even after taking a full clip to chest.



The Frontliner remains conscious and can act normally when reduced to negative hit points; an ordinary person is crippled, and can only take a single move action or standard action per round. Strenuous activity still causes the Frontliner to suffer additional damage, losing -1 HP per round. A Frontliner can allow himself to fall unconscious if he believes doing so will help him survive.

Instead of dying when he reaches negative hit points, the Frontliner's 'near death' window is expanded. A Frontliner remains alive until he reaches negative $(10 + \text{his Frontliner class level})$. For example, a 4th level Frontliner would die when he reached -14 HP.

Psychofeedback (SU): The Frontliner can enter a battle trance, a technically enhanced version of the bear-shirt rage which gripped Norse warriors of old. When in battle-trance, the Frontliner's actions become automatic, and lethally efficient. Fear, pain and distraction vanish, and only cold purpose and a need to accomplish the mission remain.

A number of times per day equal to one plus his CON modifier (minimum twice daily), the Frontliner can enter a battle-trance. The pscyhofeedback trance lasts for a number of rounds equal to three rounds plus your (newly enhanced CON modifier). Once the battle trance ends, the Frontliner is *fatigued* for the duration of the encounter. The Frontliner may voluntarily end the battle-trance at any time.

While in the battle trance, you receive a $+2$ morale bonus on STR and CON, and become to fear effects, the sickened and nauseated conditions. The temporary increase to your CON score grants the Frontliner $+1$ HP per character level. These temporary HP are lost when the battle trance and the Frontliner's CON score returns to normal.

When the battle trance begins, the soldier receives a pool of bonus points equal to his Frontliner class level plus his ranks in Knowledge: tactics. These bonus points may be spent to improve the results of any ranged attack or damage roll. Bonus points may be spent after the die is rolled, but

before the results of the roll are declared, in any amount the Frontliner wishes to expend. Unused bonus points are lost when the battle trance ends.

While in the battle-trance, the Frontliner cannot use any INT, CHA or DEX based skill (with the exception of Balance, Demolitions Escape Artist, and Intimidate). While entranced, the Frontliner cannot speak, nor use any abilities requiring concentration, which includes casting spells or activating psi-talents.

Frontliners cannot attack anyone wearing the uniform or insignia of their patron nation/government or ethos while in the battle-trance, but can defend themselves normally if attacked.

Combat Run (EX): The Frontliner is trained to run and fight carrying a backbreaking load. The typical Frontliner carries more gear than any two Marine Corps S.A.W. gunners, and despite that can perform athletic feats that would put most marital artists to shame.

The Frontliner can run and charge at full speed, regardless of encumbrance or armor. The Frontliner treats the armor check or encumbrance penalty of any armor he wears as being -2 points fewer, down to a minimum armor check penalty of -0 .

Tactical Overwatch (EX): Frontliners are trained to watch avenues of approach, lines of sight and consider fields of fire and watch for kill zones. Starting at 5th level, the Frontliner receives a daily pool of bonus points equal to his class level plus his ranks in Knowledge: tactics. The Frontliner may add any number of bonus points up to his class level, on any of the following checks:

Spot, Initiative Checks and REF Saves. The bonus points can also provide a morale bonus to Defense against any single ranged attack.

The Frontliner can apply the bonus after the check is rolled, but before the results of the check are announced. The Frontliner may also choose to apply the bonus to affect any ally's check. The ally must be within 30 ft of the Frontliner and able to

clearly hear him to receive any benefit.

Blood Rush (SU): The Frontliner's body has streamlined its processes to the point where the Frontliner can use his bio-feedback abilities to take conscious control over his autonomous functions. A number of times per day equal to one plus his CON modifier (minimum twice daily), the Frontliner can focus his will and initiate a Blood Rush.

Activating a Blood Rush is a free action, and a timely Blood Rush can be a lifesaving event. When the Frontliner activates the Blood Rush, he can choose any one of the following effects, some of which are instantaneous effects, others which have lingering Benefits.

- Instantly recover 1d8 Hit Points, up to the Frontliner's maximum hitpoint total
- Instantly recover from the *sickened, nauseated, fatigued* or *exhausted* conditions
- +2 natural armor bonus to Defense; duration: 3 + CON modifier rounds
- +2 morale bonus to DEX; duration: 3 + CON modifier rounds
- +10 ft base land speed increase; duration 3 + CON modifier rounds

Headlong (EX): A Frontliner's combat tactics emphasize speed, maneuverability and blitzkrieg raids. The Frontliner is a highly mobile, extraordinarily courageous warrior, whose unexpected assaults catch the enemy by surprise.

Frontliners can charge and attack with a firearm or other ranged weapon. When attacking at the end of the charge, the Frontliner receives a +2 bonus on the ranged attack roll, and inflicts an additional die of damage. Despite the seeming recklessness of the tactic, the Frontliner does not suffer any penalty to Defense when charging.

Feedback Defense (SU): At 10th level, the Frontliner's control over his body and mind reaches the point where he can project his will as an unbreakable psionic shield. This faintly luminous bioelectric aura hums faintly, and despite its seeming fragility, this psi-shield can withstand bullets, gre-

nades, energy weapons and can keep the Frontliner alive even in the most intense firefight.

A number of times per day equal to his WIS modifier (minimum once daily), the Front Liner can concentrate and summon a psionic force-field as a standard action. This forcefield is a force effect, which can stop force based attacks in their tracks, and provides a +8 deflection bonus to Defense.

While the field is active, the Frontliner becomes immune to electricity damage, and receives a +4 circumstance bonus on FORT saves made to resist airborne toxins, thanks to the forcefield's semi-permeable nature.

Once activated, the forcefield remains in effect for a number of rounds equal to the Frontliner's ranks in Knowledge: tactics. The Frontliner can also discharge the forcefield to resist an otherwise lethal assault.

If hit by an attack that successfully beats his enhanced Defense score, or subject to an area affect attack, the Frontliner can discharge the field. Doing so ends the forcefield's protection immediately, but the Frontliner takes no damage from that particular attack. The Frontliner must choose to use this tactic prior to determining how much damage the attack will inflict.



Cassie Andra Feneris
"Crucible"
Techie/Incenerator

The Incinerator Advanced Class

All psions are living weapons, but few are as focused on killing as an Incenerator. Incenerators run the gamut from dangerous children whose barely controlled, lethal internal energies emerge as puberty begins to highly trained, decorated military officers enhanced with alien genetic material and advanced cybernetic energy weapons.

The technology behind the Incenerators dates back to beginning of the Cold War; these powerful psions lack subtlety and precision, but noone can question their dominance on the battlefield. More maneuverable than an Apache, and carrying more firepower than an entire carrier air wing, a single Incenerator can turn the tide of battle.

Using (and improving upon) the genetic and surgical techniques pioneered at Area 51, Incenerators hailing from the former Soviet Union and the current European Union are warriors to be feared. Terror cells from across the planet, from Basque separatists in Spain to Islamic cells in the Philippines have hired or force-grown their own living weapons.

The fastest path into the Incenerator Advanced class is through the Strong Hero Basic

Class, though other paths are possible. Most Incinerators are military veterans who volunteer for experimental procedures to increase their battlefield effectiveness.

The Incenerator in the Campaign

The Incenerator is the team's big gun at low levels and he's the team's portable nuke at high levels. Using their speed and raw firepower, Incenerators are usually the first person into the fray, unleashing a high-energy hell to soften up the opposition. Once combat begins, they're limited by the fact their deadly energy blasts don't discriminate between friend and foe.

High level, flight capable Incenerators make excellent air support and force recon scouts, and the best place they can be during a battle is straight up, just at the outer limit of their energy blasts. Touching down is usually suicide, since Incenerators have relatively few defenses or advanced combat training, so most Incenerators are smart enough to stay airborne and relatively safe.

Requirements:

To qualify to become an Incenerator, a character must fulfill the following criteria.

Base Attack Bonus: +4

Skills: Knowledge: tactics 6 ranks

Feats: Dodge, Ironwill and either Strafe or Full Autofire

Class Information

The following information pertains to the Incenerator advanced class.

Hit Die

The Incenerator gains d6 hit points per level. The character's Constitution modifier applies. Despite the vast energy at their disposal, Incenerators are mortal, vulnerable humans.

Action Points

The Incenerator gains a number of action points equal to $6 + \text{one-half of his character level}$, rounded down every time he attains a new level in this class.

Class Skills

The Incenerator's class skills are as follows.

Bluff (CHA), Computer Use (INT), Craft (visual arts) (INT), Demolitions (INT), Disable Device (INT), Disguise (CHA), Drive (DEX), Gather Information (CHA), Hide (DEX), Jump (STR), Knowledge (current events, earth & life sciences, history, popular culture, streetwise, tactics,

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Plasma Strike, Energy Immunity	+1	+1
2nd	+1	+0	+2	+2	Starburn ; Bonus Feat	+1	+1
3rd	+1	+1	+2	+2	Combat Pyrokinesis, Thermal Scan	+2	+1
4th	+2	+1	+2	+2	Bonus Feat	+2	+2
5th	+2	+1	+3	+3	Plasma Crash	+3	+2
6th	+3	+2	+3	+3	Bonus Feat	+3	+2
7th	+3	+2	+4	+4	Tactical Pyrokinesis ; Flight Speed 40 ft (average)	+4	+3
8th	+4	+2	+4	+4	Bonus Feat	+4	+3
9th	+4	+3	+4	+4	Nuclear Metamorphosis	+5	+3
10th	+5	+3	+5	+5	Living WMD ; Flight Speed 60 ft (average)	+5	+4

technology) (INT), Move Silently (DEX), Pilot (DEX), Read/Write Language, Search (WIS), Sense Motive (WIS), Sleight of Hand (DEX), Speak Language, Spot (WIS), Survival (WIS)

Skill Points at Each Level: 5 + INT Modifier

Bonus Feats: At 2nd, 4th, 6th and 8th level, the Incenerator can select a bonus feat, which must be chosen from the following list:

Acrobatic, Armor Proficiency (any), Athletic, *Anti-Tank Warfare, Armored Survivor, Audacity, Censored History, Controlled Burst, Contingency Planning, Combat Reflexes, Dead Aim, Dodge, Drive By Attack, Ectoplasmic Barrier, Ectoplasmic Cocoon, Elite Clearance, Elusive Target, Full Autofire, Heavy Weapons Specialist, Improved Initiative, Lightning Reflexes, Point Blank Shot, Power Attack, Psi-Bolt, Psi-Grenade, Sensory Expansion, Smoke Eater, Spec Ops Stealth, Shot on the Run, Toughness, Urban Warfighter, Wormhole*

Energy Immunity (SU): The Incenerator is completely immune to either electricity or fire based attacks and environmental conditions. The Incenerator is immune to the same type of energy he or she projects.

Plasma Strike (SU): The Incenerator's body stores an nearly endless supply of deadly energy and lethal radiation. The Incenerator can unleash deadly bolts of energy, which only become more lethal as the Incenerator ages. The Incenerator's visual signature and projection effects are as unique as a fingerprint, and always visually spectacular.

As an attack action, the Incenerator can unleash a deadly beam of stellar fury. This plasma burst inflicts either electrical or fire damage, chosen when the Incenerator takes his first level in this class. Once chosen, the Incenerator's energy type cannot be changed.

The Incenerator's plasma strike is a ranged attack with a 30 ft range increment. The Incenerator's energy blasts inflict 1d6+1 points of energy damage per two character levels (to a

maximum of 5d6+5 points of damage at 10th level. The Incenerator can use this ability at will, as an attack action. The Incenerator's energy blast threatens a critical hit on a natural 20 and inflicts double damage.

Starburn (SU): The Incenerator can glow as brilliantly as the noonday sun, thanks to internal nuclear reactions. The Incenerator can cast *light* at will, as a mage of his total character level.

Action Enhancement: The Incenerator may choose to spend an action point to create a blinding flash of brilliant energy. If the Incenerator chooses to spend an action point, she can create a blinding, disorienting flash rather instead of a harmless radiance. Any sighted creature within 60 ft of the Incenerator must make a FORT save (DC 12 + the Incenerator's class level + her CON modifier) or be blinded for 2d6 rounds.

Thermal Scan (EX): An Incenerator's optic nerves are adapted to spot minute differences in temperature variation. The Incenerator gains darkvision with a 60 ft range, and can naturally see *invisible* creatures, assuming they have a higher temperature than the surrounding environment.

Invisible creatures without easily detectable body heat (*such as a reptilian foe, undead or some robots*) are harder to detect, and even when using his thermal scan to detect them, the Incenerator suffers a 50% miss chance, as if the creature had total concealment.

This penalty also applies if the Incenerator attempts to use his thermal scan in an extremely hot environment, where he cannot perceive human body heat (*such as a burning building, blistering desert, tropical jungle*).

Combat Pyrokinesis (EX): As Incenerators gain combat experience, they become adept at using their lethal energy blasts in new ways. At 3rd level, the Incenerator can choose any one of the following benefits, which apply when he attacks using his innate energy blasts. These class abilities stack with similar abilities gained from feats or other multi-class talents.

- *Combat Focus:*
Incinerator receives a +1 on attack and damage rolls with a Plasma Strike
- *Focused Critical:*
Plasma Strike inflicts triple (3x) damage on a critical hit.
- *Improved Critical:*
Plasma Strike threatens a Critical Hit on a 19-20.
- *Longshot Sniper:*
Plasma Strike's range increment becomes 50 ft.

Plasma Crash (EX): With a scream of rage and ecstasy at the chance to unleash the full force of your powers, you unleash a wall of deadly energy which moves as fast and burns as hot as a solar flare.

Once per day per point of your CON modifier (minimum once daily), you may project a wall of lethal energy. The firewall slams into a number of opponents equal to your CON modifier, none of which can be more than 30 ft apart, and inflicts $1d8+1$ points of energy damage per class level, to a maximum of $10d8+10$ points of energy damage at 10th level.

Targeted opponents may attempt a REF save (DC 10 + your Incinerator class level + your CON modifier) for half damage.



Action Enhancement: By spending an action point in conjunction with this power, you may target a single enemy, burning a single adversary down to bare bones, boiling flesh and vaporizing blood.

By making a ranged touch attack against a target, you effectively use your energy to inflict a *coup de grace* against the target. Even if the target succeeds at a FORT save (DC 10 + your Incenerator class level + your CON modifier) he or she still suffers massive damage from your Plasma Crash, and might well die from burns or electrocution.

Tactical Pyrokinesis (EX): A 7th level Incenerator can push their energy manipulation abilities to the limit. The Incenerator can select one of the following benefits, which enhance his Plasma Strike ability.

- *Homing Energy:* When attacking an opponent behind cover with the Plasma Blast, the Plasma Strike treats the target's cover as being one 'step' poorer than it actually is.
- *Multiple Targeting:* The Plasma Strike can affect multiple targets per blast, equal to one plus the Incenerator's CON modifier (minimum two targets), no two can be more than 10 ft apart.
- *Splash Damage:* When the Plasma Strike hits a target, any creature in an adjacent square suffers half damage. "Splashed" targets can attempt a DC 12 REF save for no damage.

Nuclear Metamorphosis (SU): The Incenerator's biological functions resemble the life cycle of a main-sequence star far more than they resemble normal mammalian metabolism.

The Incenerator becomes immune to radiation, suffocation and requires no atmosphere to survive. The Incenerator can survive indefinitely in space, and can easily withstand the stresses of re-entry.

The Incenerator is not only immune to his

chosen energy type, he recovers hit points on a 1-for-1 basis when exposed to a fire or electricity based attack. Excess hit points are gained as temporary HP, and are lost first when the Incenerator is damaged. Excess hit points fade in a number of minutes equal to the Incenerator's CON modifier.

Living WMD (SU): An Incenerator can unleash a devastating surge of energy, a biological tactical nuclear warhead. A properly motivated Incenerator can vaporize city blocks.

Once per day, an Incenerator can erupt with a deadly a devastating, spherical burst of energy. This nearly nuclear detonation inflicts at least 20d6+20 points of energy damage, and affects everything within a 100 ft radius. Those caught in the blast radius can attempt a REF save (DC 20 + the Incenerator's CON modifier) for half damage.

Unleashing a pseudo-nuclear detonation is a standard action.

Action Enhancement: By spending an action point (or multiple action points) during the detonation, the Incenerator can increase his megatonnage exponentially.

Each action point increases the blast's potential damage by 5d6+5, and increases the radius by +20 ft. There is no limit to the number of action points the Incenerator can spend to increase his destructive potential.

However, even an enhanced human body has its limits. Each action point spent to enhance the blast's destructiveness inflicts 1d4 points of temporary CON damage on the Incenerator, as their bodies strain to control their energies. If the damage would kill the Incenerator, he is vaporized in the detonation.

Incenerator Advanced Class Variants

Child Incenerator

The gamemaster may waive many (if not all) of the Incenerator's requirements to allow a young

adult or child character to play a newly empowered, and hotly recruited mutant heroine. In this case, since the young Incenerator lacks the advanced training of her older counterpart, so she loses access to the bonus feats originally presented in Covert Ops Feats 2.

The Child Incenerator's class requirements become:

Feats: Pyrokinetic Ignition

Special: The Child Incenerator must be in

the young adult age category or younger.

Exotic Energy Incenerator

Typical Incenerators focus on raw damage output and spectacular energy discharges. Fire and electricity are the most formidable choices for energy manipulators, but players wanting a more exotic Incenerator can simply add the following energy to the list of choices for their Plasma Strike ability and immunity:

Acid, Force and Sonic/Concussion

These energy choices are sub-optimal in terms of raw damage, and deal one die 'step' less damage. Plasma Strikes and nuclear detonations hit with for $1d4+1$ points of damage at first level, and though they improve at the same rate as a standard Incenerator's abilities, the variant Incenerator's powers always inflict d4s, while their Plasma Crash ability inflicts d6s, rather than d8s.

Though variant Incenerators deal less 'raw' damage, fewer creatures are resistant or immune to these unusual energy forms. As always, once an Incenerator chooses an energy type, it cannot be changed.



The Mind Reaper **Advanced Class**

Focus your will, call your glimmering psi-blade into existence with a single murderous thought. You are the ultimate assassin, a warrior who can imagine the only weapon he will ever need. You can pass undetected through a President's security cordon and disregard a billionaire's metal detectors, and even though your hands are empty, you are never, ever unarmed.

Mind Reapers are highly motivated, expertly trained mentats, who focus their natural psionic talents towards stealth and melee combat. Mind Reapers are highly sought corporate operatives and black ops specialists. Many Mind Reapers were the product of Cold War era cybernetics implantation and breeding experiments designed to unlock human potential. Others are products of secretive martial arts dojos, using secrets handed down from master to student for generations.

Modern Mind Reapers hail from across the world, as former government operatives share their secrets with developing nations, wealthy private corporations and extremist groups across the globe. The world gets more dangerous every day, thanks to the presence of these undetectable telepathic assassins.

The fastest path to the Mind Reaper advanced class is through the Strong Hero basic class, though other paths are possible. Fast and Dedicated heroes can meet the entry requirements nearly as quickly, and bring a unique set of skills to the class.

Requirements:

To qualify to become a Mind Reaper, a character must fulfill the following criteria.

Base Attack Bonus: +3

Skills: Concentration 2 ranks, Knowledge: tactics 4

ranks

Feats: Focused, Combat Martial Arts, either Lightning Reflexes or Dodge

Class Information

The following information pertains to the Mind Reaper advanced class.

Hit Die

The Mind Reaper gains d8 hit points per level. The character's Constitution modifier applies. Mind Reapers are terrifying front line combatants who can survive massive amounts of punishment.

Action Points

The Mind Reaper gains a number of action points equal to $5 + \text{one-half of his character level}$, rounded down every time he attains a new level in this class.

Class Skills

The Mind Reaper's class skills are as follows.

Balance (DEX), Climb (STR), Concentration (WIS), Disguise (CHA), Drive (DEX), Escape Artist (DEX), Gamble (WIS), Gather Information (CHA), Hide (DEX), Knowledge (arcane lore, behavioral sciences, popular culture, streetwise, tactics) (INT), Listen (WIS), Move Silently (DEX), Sense Motive (WIS), Speak Language, Sleight of Hand (DEX), Spot (WIS), Tumble (DEX)

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+1	+1	Autohypnosis, Telekine Blades	+1	+0
2nd	+2	+0	+2	+2	Tactical Psi-link	+2	+0
3rd	+3	+1	+2	+2	Overload Blades	+2	+0
4th	+4	+1	+2	+2	Combat Prodigy; Bonus Feat	+3	+0
5th	+5	+1	+3	+3	Unlimited Length Blades; Dual Blades	+4	+1
6th	+6	+2	+3	+3	Bonus Feat	+4	+1
7th	+7	+2	+4	+4	Aharmonic Blades	+5	+1
8th	+8	+2	+4	+4	Bonus Feat; Mental Blindspot	+6	+1
9th	+9	+3	+4	+4	Brilliant Energy Blades	+6	+2
10th	+10	+3	+5	+5	Bonus Feat	+7	+2

Skill Points at Each Level: 5 + INT Modifier

Bonus Feats: At 4th, 6th, 8th and 10th level, the Mind Reaper receives a bonus feat, which must be chosen from the following list. The Mind Reaper is a combat expert whose feat choices help define his fighting style.

Acupuncture, Acrobatic, Advanced Two Weapon Fighting, Agile Riposte, Animal Affinity, *Animalistic Mindlink*, *Animalistic Mutations*, Archaic Weapon Proficiency, Blind Fight, Body Hardening Defense, Brawl, Censored History, Combat Expertise, *Combat Precog*, Combat Throw, Defensive Martial Arts, Dodge, Elusive Target, Elite Clearance, Improved Initiative, Improved Two Weapon Fighting, Jujitsu, Mobility, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Power Attack, *Second Chances*, *Sensory Expansion*, Spring Attack, *Telekinetic Aim*, *Traumatic Nuerostrike*, Two Weapon Fighting, Track, Unbalance Opponent, Weapon Finesse, Weapon Focus

Autohypnosis (EX): The Mind Reaper is a strong willed psi, capable of using the Concentration skill in ways that non-psychics can never imagine. By making a successful Concentration check, the Mind Reaper can focus his mind towards controlling his body. Check: The DC and effect depend on the task you attempt.

DC	Autohypnosis Task
15	Resist Fear/Mental Tampering
20	Memorize
Posion's DC	Resist Posion
20	Willpower/Resist Stimulus
20	Death Trance
25	Awaken from Death Trance

Resist Fear: In response to a fear effect or other mental tampering, you can make an Autohypnosis check on your next action even if you've been overcome by fear. A successful check grants you another saving throw with a +4 morale bonus to resist the effect.

Memorize: You can attempt to flash memorize a page of text or complex data, up to 250 words (or what could be comfortably printed on an 8 x 11 sheet of paper. You always retain this information subconsciously, however you can only consciously recall it with a successful Autohypnosis check.

Resist Poison: In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you another saving throw with a +4 morale bonus to resist the poison's secondary damage.

Willpower: If reduced to 0 HP (disabled) you may make an Autohypnosis check. If successful, you can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties, you can choose not to perform the action. If you do perform the strenuous action after failing the check, you suffer 1 point of damage after completing the action, as usual.

Resist Stimulus: If *dazed* or *nauseated* by a flashbang or similar device, you may attempt a Autohypnosis check to ignore the penalties. You may attempt to reduce the circumstance penalties associated with unpleasant physical sensations, such as tear gas or the effects of a flash bang grenade. Success indicates you overcome the effects of the device.

Death Trance: With a successful Autohypnosis check, you can slow your heartbeat and respiration to undetectable levels. You specify the length of the trance when activating this power, which you can maintain for a number of hours equal to your WIS modifier. While entranced, you are considered stable, and require virtually no oxygen to survive (though you cannot survive hard vacuum). Awaking early from a Death Trance requires a DC 25 Autohypnosis check, which can be attempted once per round.

Try again? For resist fear, resist stimulus, death trance and memorization you can make a check once per round. You can't try again to tolerate a poison. You can't try again in the same round for will power.

Special: You can take 10 on an Autohypnosis (Concentration) check, but you can't take 20. Most

uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.

Note: This modification to the Autohypnosis skill replaces the psionic skill rules found in chapter nine of the *D20 Modern* campaign setting.

Combat Prodigy (SU): An experienced Mind Reaper can read the surface thoughts and aura-shifts of his enemies, and knows their next move even before they do. When fighting a sentient opponent, the Mind Reaper receives a +1 insight bonus to Defense and receives a +2 insight bonus on Bluff checks made to feint in combat. The Mind Reaper cannot use this ability when facing a non-thinking enemy, so receives no bonus when facing constructs, robots, mindless undead or creatures with an Intelligence score lower than 3.

Mental Blindspot (SU): The Mind Reaper can cloud weak minds, allowing him to pass

unnoticed. When using Hide or Move Silently to sneak past a thinking creature, the Mind Reaper receives a +4 insight bonus on his skill checks. The Mind Reaper cannot use this ability when facing a non-thinking enemy, so receives no bonus when facing constructs, robots, mindless undead or creatures with an Intelligence score lower than 3, and this class ability has no effect on automated security systems, or anyone observing the Mind Reaper through a camera or sensor.

Tactical Psi-link (SU): The majority of the Mind Reaper's psionic potential is invested in the creation and improvement of his deadly mental razors. However, the Mind Reaper does possess a limited telepathic ability he takes advantage of for silent

battlefield communication.

A Mind Reaper can forge a surface mental rapport with a number of allies equal to his CHA modifier. Forging the psi-link is a standard action that provokes attacks of opportunity, and when first created all allies included in the psi-link must be within 60 ft of the Mind Reaper.

The link can be maintained indefinitely, and has an effective range of $\frac{1}{2}$ a mile. If a linked ally moves out of range, he or she drops out of the psi-link. The Mind Reaper cannot include new minds in an established psi-link without first dismissing the original link. The one draw back to the Psi-Link is that if any psi-linked ally is subject to a mind influencing effect all other linked minds must save against that same mental assault, at the same WILL Save DC. Any character in the link who fails his or her

save against a mind influencing effect drops out of the psi-link as soon as the effect takes hold.

Mind Reaper Level	TK Blade Damage	TK Blade Critical Range	TK Blade Special Abilities
1-2	1d4	20/x2	-
3-4	1d4+1	20/x2	Overload Blade
5-6	1d6	19-20/x2	Unlimited Length Blade; Dual Blades
7-8	1d8	19-20/x2	Aharmonic Blade
9-10	2d6	19-20/x3	Brilliant Energy Blade

Telekine Blades (SU): At will, a Mind Reaper can manifest a deadly blade of focused telekinetic energy.

The Mind Reaper's psi-knife takes the form of a razor sharp field of crackling mental energy, and depending on the psi who created it resembles a dagger or short sword. This imaginary blade can be manifested or dismissed as a free action, and initially acts identically to a physical blade of the same type doing damage as normal for a weapon of its size. As the Mind Reaper gains experience and confidence in his inborn talents, his blade grows even deadlier. The Mind Reaper is always considered proficient with his mental weapon.

Aharmonic Blade: A 7th level Mind Reaper's psi blades are charged with disruptive energy that severs molecular bonds and causes rapid cellular decay. From this point on, the Mind Reaper's psionic blades inflict an additional +1d6

points of energy damage, either fire, electrical or sonic damage. The type of energy damage inflicted is chosen when the Mind Reaper achieves 7th level and cannot be changed thereafter.

Brilliant Energy Blade: A 9th level Mind Reaper's psionic weapons have the brilliant energy quality, and pass intangibly through solid matter to attack the spirit within. The Mind Reaper's psionic weapons ignore equipment and natural armor bonuses to Defense.

Dual Blades: A 5th level Mind Reaper can choose to manifest twin mind-daggers fight two handed, however he incurs all the usual penalties for fighting with two weapons. A Mind Reaper can only manifest dual psi-daggers, and cannot dual wield his Unlimited Length Blade.

Overload Blade: A third level Mind Reaper's telekine blade becomes so charged with chaotic psi-energy that it can overload a victim's central nervous system, overloading the target's mind with pain, pleasure and discordant memories. A creature struck with the TK blade must succeed at a WILL save (DC 10 + the Mind Reaper's CHA modifier) or be *shaken* for a number of rounds equal to the Mind Reaper's class level. The target can attempt a new save each round to recover from the shaken condition.

Unlimited Length Blade: When a 5th level Mind Reaper chooses to manifest his psi-knife, instead of creating a mental dagger, he can choose to create a vicious spiked chain like weapon made of focused psi-potential. The Mind Reaper is considered proficient with this psi-whip.

The psi whip is a reach weapon that allows the Mind Reaper to threaten a 10 ft radius around him. When wielding the psi-whip, the Mind Reaper receives a +4 morale bonus on Disarm and Trip attempts made with the whip, and may dismiss and reactivate the psi-whip to prevent himself from being disarmed or tripped if his attack fails. Any special qualities the Mind Reaper has earned for his TK blade also apply to his psionic whip.

The Nano-Sculptor

Advanced Class

A colony of chromosome sized factory robots within a protein matrix is injected into human tissue, allowed to transform the human body into a test bed for cutting edge new technology, slaved directly to human willpower.

Imagine being able to instantly grow whatever device you need to survive.

Imagine being able to heal the injured with a touch, as your cybernetic blood flows into their wounds and knits them shut with a swarm of surgeon-androids, none bigger than a hydrogen molecule.

Imagine being able to condense a limitless array of ultra-tech weapons from airborne particles and pollution.

Imagine being able to do anything, thanks to a few pints of nanotech liquid floating through your veins.

Nano-sculptors are the ultimate evolution of the cyborg, shape shifting technologists empowered by cutting edge micro-robotics.

They prove Clarke's cliché about advanced technology and magic.

The vast majority of Nano-Sculptors invented the nano-loads they injected into themselves on their own; their liquid metal hulls are marks of pride, testaments to lone genius.



Others traced 'wild' nano-colonies, attracting the attention of a semi-sentient AI and entering a unique symbiosis with the bio-mechanical life form.

Nano-Sculptors prize their individuality, and their colorful cyberskins reflect their personal sense of style. Unlike other forms of psi-tech, symbiotic nano-loads cannot easily be replicated or mass

produced. Most nano-loads die off minutes after injection; only the best and brightest minds have the neurological complexity necessary to host a nano-load.

The fastest path into the Nano-Sculptor advanced class is through the Smart hero basic class, though other paths are possible. The Nano-Sculptor has some of the steepest skill requirements of any Psi-Watch advanced class, ensuring that only genius level intellects with years of diverse, doctorate level training can even hope to understand the math behind the nano-load swimming through their bloodstream.

The Nano-Sculptor in the Campaign

Nano-sculptors are the ultimate technologists, able to conjure amazing devices and more firepower than most force recon squads out of thin air. More than just simple front line troops, they are the world's most versatile problem solvers. There isn't a computer on earth a Nano-Sculptor can't hack, no vehicle they can't hotwire, and no vault door they can't pry open or disintegrate completely. Nano-Sculptors have some of the best defenses in the game; depending on their build, they could theoretically be all but immune to physical harm, resistant to one or more energy types. They are 'hazardous environment troops' par excellence.

Nano-sculptors are intellectual power-houses. Played intelligently, they're one of Psi-Watch's greatest assets. Their versatility rivals a high level mage in a modern magic campaign, and offers Smart Heroes a chance to become a squad's premier damage dealer. Unfortunately, their tight focus on tech and advanced physics mean they lack the versatility of other intellectual characters; their skill sets lack social skills and detective ability, and without their nano-tech they're mediocre fighters, at best.

Requirements:

To qualify to become a Nano-Sculptor, a character must fulfill the following criteria.

Skills: Computer Use 8 ranks, Craft: electronic 8 ranks, Craft: pharmaceutical 4 ranks, Knowledge (earth & life sciences, physical sciences, technology) 4 ranks each, Repair 6 ranks, Research 2 ranks,

Feats: Builder, Gear Head

Special: Prior to taking a level in this class, a prospective Nano-sculptor must design and breed a nano-colony or enter a symbiosis with an already existing 'wild' nano-colony. Doing so requires incredible intellect, luck and will. Once the nanocolony is created or tamed, it must be keyed to the Nano-Sculptors genome, and bonded to its host. When not in use, the nano-load hides within its host's cellular structure, and flows like liquid metal over the host's skin when circumstances demand.

Class Information

The following information pertains to the Nano-Sculptor advanced class.

Hit Die

The Nano-Sculptor gains d8 hit points per level. The character's Constitution modifier applies. Nano-Sculptors depend primarily on their on-board nanoload for survival, but their gene-scale robots have optimized their bodies to peak human levels. Nano-sculptors are physically perfect specimens thanks to their nano-cybernetics.

Action Points

The Nano-Sculptor gains a number of action points equal to $5 + \text{one-half of her character level}$, rounded down every time she attains a new level in this class.

Class Skills

The Nano-Sculptor's class skills are as follows.

Computer Use (INT), Concentration (CON), Craft (any) (INT), Demolitions (INT), Disable Device (INT), Drive (DEX), Forgery (INT), Investigate (INT), Knowledge (art, business, current events, earth & life sciences, physical sciences, popular culture, technology) (INT), Listen (WIS), Navigate (INT), Pilot (DEX), Read/Write Language, Repair (INT), Research (INT), Search (WIS), Speak Language, Spot (WIS), Treat Injury (WIS)

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Psionic Estimation; Least Mindtouch; Autohypnosis	+1	+1
2nd	+1	+0	+0	+3	Diplomatic Mind; Bonus Feat	+1	+1
3rd	+1	+1	+1	+3	Lesser Thoughtbind	+2	+1
4th	+2	+1	+1	+4	Bonus Feat	+2	+2
5th	+2	+1	+1	+4	Thoughtbinder	+3	+2
6th	+3	+2	+2	+5	Hostile Mindtouch; Bonus Feat	+3	+2
7th	+3	+2	+2	+5	Psyche Burst	+4	+3
8th	+4	+2	+2	+6	Bonus Feat	+4	+3
9th	+4	+3	+3	+6	Mental Dominance	+5	+3
10th	+5	+3	+3	+7	Mind Twist	+5	+4

Skill Points at Each Level: 6 + INT Modifier

Bonus Feats: At 3rd, 6th and 9th level, the Nano-Sculptor receives a bonus feat, which must be chosen from the following list.

Acrobatic, *Action Bank*, Aircraft Operations, *Anti-Tank Warfare*, Blind Fight, Cautious, Cloudmass, Combat Expertise, Combat Reflexes, *Controlled Burst*, *Crosstrained*, Dodge, Educated, Elusive Target, *Full Autofire*, Historical Sensitivity, Improved Initiative, Instinctive Defense, Iron Will, Mechanical Dissonance, Mechanical Prodigy, Medical Expert, Point Blank Shot, Psychometric Touch, *Savant*, *Set the Pace*, Studious, Surface Vehicle Operation, Surgery, Vehicle Dodge, Vehicle Expert, Weapon Finesse, Windfall

Integrated Life Support Progression (EX): The nanotech bonded to the Nano-sculptor's body can sustain the cyborg in otherwise lethal conditions. Oxygen generation nodes can blossom within the Nano-sculptor's lungs to allow them to survive vacuum or airborne contagions, radiation scrubbers and heat exchangers keep the cyborg alive anywhere, from the bottom of the Marinas Trench to the depths of space.

At first level, a Nano-Sculptor becomes immune to suffocation and inhalation toxins, since

they no longer need to breathe as humans understand the process. Nano-Sculptors are also immune to ambient radiation and radioactive environments. As the nano-tech integrates with its host, the Nano-Sculptor gains even more impressive immunities.

Every time the cyborg adds a level of Nano-Sculptor he or she can select another immunity. Immunities are grouped into evolutionary stages, which are organized like a feat ladder. A Nano-Sculptor can choose to unlock a handful of truly impressive immunities, or can choose a wide variety of lesser defenses, the choice is theirs.

First Stage Defenses:

Damage Resistance: You gain DR 2/- against physical damage. You may select this defense multiple times; its affect stack. This defense stacks with DR from other sources, such as feats and Tough Hero class levels.

Energy Resistance: Select from Acid, Cold, Fire, or Sonic/Concussion. You gain Energy Resistance 5 against that energy type. You can select this defense multiple times; its affect stacks. You may instead choose to become resistant to several different energy types.

Second Stage Defenses:

Energy Hardening: You become superhumanly resistant to a particular form of energy. You suffer no damage on a successful save, or half damage on a failed save when exposed to that energy type.

Prerequisite: Energy Resistance against a particular energy type.

Toxin Immunity: Your nanotechnology instantly filters out harmful drugs and chemicals. You become immune to all drugs and poisons.

Prerequisite: Damage Resistance 2/- and any one Energy Resistance Defense of choice.

System Redundancy: Your body grows multiply redundant organs and backup systems, reducing the chance of catastrophic failure. You become immune to death by massive damage. You gain a 25% chance of ignoring critical hits, as if you have the *light fortification* feature.

Prerequisite: Damage Resistance 1/-

Third Stage Defenses:

Cybernetic Immortality: You become immune to aging, no longer suffering physical penalties associated with age, and have no maximum age.

Prerequisite: Any second stage defense.

Energy Immunity: You become completely immune to damage from a specific type of energy.

Prerequisite: Energy Hardening against a particular energy type.

System Redundancy II: You become resistant to critical hits, as if you had the Heavy Fortification Feature. You have a 50% chance of ignoring any critical hits.

Prerequisite: System Redundancy

Fast Healing: Your nano-load gives you amazing regenerative powers. You gain Fast Healing 1 and automatically recover a single hitpoint each round.

Prerequisite: System Redundancy, any other second stage defense

Fourth Stage Defenses:

Energy Absorption: You convert otherwise harmful energy into power. When exposed to a dangerous energy source, or energy based attacks, you recover a number of hit points equal to $\frac{1}{4}$ the damage the energy source would normally inflict. Excess hit points gained in this manner fade after a number of minutes equal to your CON modifier. Select one particular energy type to absorb when choosing this defense.

Prerequisite: Energy Immunity against at least two energy types.

System Redundancy III: You become immune to critical hits, and precision based additional damage, such as damage inflicted by the *Dishonorable Technique* feats or a sneak attack ability.

Prerequisite: System Redundancy II

System Stability: You become immune to effects that cause ability drain, ability damage or energy drain and negative levels.

Prerequisite: System Redundancy II

Nano Armory (EX): The Nano-Sculptor can manifest a deadly assortment of high-velocity chain guns, assembled in an instant from ambient pollution and powered by her body's own electromagnetic field. These deadly machine pistols bud from the Nano-Sculptor's body like strange metallic tumors, appearing in her waiting hands or pushing through the liquid circuitry muscle of her forearms.

Extruding or withdrawing nano guns is a standard action, which does not provoke attacks of opportunity. The Nano-Sculptor can extend her nanotech arsenal at will. While the nano guns are extended, the Nano-Sculptor cannot hold or manipulate objects with her hands.

The Nano Armory is an 'integrated' equivalent of a M-60 machine gun, and has similar statistics. The Nano-Sculptor produces ammunition from ambient molecules and thus has an effectively limitless ammunition supply. A Nano-Sculptor is

always considered proficient when using her onboard nano-guns.

Damage: 2d8 Ballistic Critical: 20 (x2)
Range Increment: 100 ft

Action Enhancement: By spending an action point, the Nano-Sculptor can make her already impressive firepower even deadlier. By coating the bullets with a short lived nano-tech virus, the Sculptor can increase her guns' killing power. Creatures injured by the Sculptor's Nano-Armory continue to bleed, losing 1 additional HP per round until they receive medical attention. This enhancement lasts for a single encounter.

Second Stage Action Enhancement: Starting at 5th level, the Nano-Sculptor can choose to imbue her bullets with a deadly nano-tech toxin at the instant of their creation. Creatures injured by a round from the Nano Armory are exposed to a deadly injury toxin. Initial and secondary damage is 1d4 CON. FORT Save DC: 10 + the NanoSculptor's CON modifier.

If the Nano-Sculptor possesses feats such as double tap which allow her to deal additional dice of damage on a successful hit, the FORT save DC increases by +2 for every additional die of damage inflicted, representing more toxic bullets entering the body and delivering their deadly nanotech payloads.

Autonomic Expertise (EX): The Sculptor's nanotechnology improves its host's concentration, manual dexterity and fine motor control. Starting at 2nd level, the Nano-Sculptor may add half her class level (rounded down) as a competence bonus on all Craft: electronics and Repair checks.

Sensory Expansion Progression (EX): Since their body has transformed into a post human machine ecology, the Nano-Sculptor has senses that 'meat' humans can't even begin to comprehend. At second level, the Nano-Sculptor receives *lowlight vision*. In addition, the Nano-Sculptor can receive radio, television and cellular phone signals internally, as if she had implanted communications devices.

Every even numbered level there after, the Nano-Sculptor gains a new sensory capability, chosen from the following list. Nano-Sculptors can select their sensory capabilities in any order.

- Darkvision with a 60 ft range. If selected twice, range increases to 120 ft.
- Blindsight with a 30 ft range. If selected twice, range increases to 60 ft.
- Tremorsense with a 30 ft range. If selected twice, range increases to 60 ft.
- Ability to see cloaked or *invisible* creatures and objects.
- Combat Optics: Advanced sensor systems including laser range finding, active and passive sonar modes, and multi-frequency scanning radar. Grants a +2 bonus on Spot and Listen checks, and a +2 bonus on Initiative checks.
- Diagnostic Optics: A variety of useful sensors and alternate visual modes, such as MRI, x-ray, and sonographic vision. The cyborg can determine the chemical composition of objects, detect the presence of foreign chemicals in the body, and perform most of the medical tests capable in a well equipped modern hospital internally. Grants +2 bonus to Treat Injury, Knowledge: earth & life science, physical science and Repair checks.

Rapid Assembly (EX): Starting at 4th level, the Nano-Sculptor can use microscopic VonNewmann engines to reshape matter and create complex objects from water molecules and cellular protein. A number of times per day equal to one plus her CON modifier (minimum twice daily), the Nano-Sculptor can urge her nanotech carapace to create any Small technological object with a purchase DC of 15 + her CON modifier.

Using this ability the Nano-Sculptor can create weapons, tool kits, professional kits, even high end electronics like computers and cellphones. Objects

created in this manner are considered ‘generic’ production line articles. In most cases, no Craft check is

required to produce the object, as ‘templates’ are stored in the cyborg’s memory.

Creating an exact duplicate of a specific object requires an appropriate Forgery or Craft check, the difficulty of which is determined by the object’s complexity. Created objects are relatively short-lived, and tend to degrade into useless junk within 24 hours, if not destroyed sooner.

Assembling a Small or tinier object takes 1d4 minutes. The Nano-Sculptor can spend an action point (s) to create larger objects. For each action point spent, the Nano-Sculptor can create objects one size category larger than Small. Each additional size category adds 1d4 minutes to the creation time.

Creationist Engine (EX): Starting at 6th level, the Nano-Sculptor can heal the injured and repair damaged machines with a touch, by commanding her nano-colony to replicate the damaged material.

Each day, the Nano-Sculptor gains the ability to heal a number of Hit Points worth of damage equal to her class level plus her ranks in Computer Use. The Nano-Sculptor must touch the wounded creature or damaged object to use this ability; doing so is a full round action.

The Nano-Sculptor can choose to heal as little as 1 HP worth of damage, or instantly recover rebuild up to her daily maximum. Excess healing is wasted; the Nano-Sculptor can not restore a creature or object to beyond their maximum HP total. The Nano-Sculptor may use this ability to heal her own wounds if necessary.

Nano-Breach (EX): Starting at 8th level, the Nano-Sculptor begins understanding how to use hostile nanotech to target molecular weak spots in an otherwise invulnerable opponent’s armor.

By spending an action point, the Nano-Sculptors Nano Armory becomes capable of bringing down even the most powerful and well defended opponents. The Nano-Sculptor ‘paints’ a specific opponent with their advanced sensors,

finding molecule thin weak points in their defense, allowing the Sculptor to ignore their armor.

When attacking a designated opponent with her integrated Nano-Guns, the Nano-Sculptor gains the ability to ignore a number of points of Hardness or Damage Reduction equal to her INT modifier. These armor piercing attacks ignore Natural Armor or Equipment Bonuses to Defense. This enhancement lasts for a number of rounds equal to the Nano-Sculptor’s INT modifier.

Disassembly Zone (EX): An 10th level Nano-Sculptor can unleash a deadly nano-tech weapon of mass destruction, which can kill an unprotected creature in seconds. By spending an action point, the Nano-Sculptor creates an invisible airborne web of hostile nanotech. The Sculptor’s Disassembly nanites have only one purpose: to render anything within range into component molecules.

Any creature within a 30 ft radius of the Nano-Sculptor suffers 1d2 points of temporary CON damage they remain within range. Unattended objects and structures within the Disassembly Zone have their Hardness permanently reduced by 1d4 points per round of exposure. Objects reduced to 0 Hardness or fewer, or creatures reduced to 0 CON are destroyed instantly, reduced to a thin film of dust. Only another Nano-Sculptor is immune to this deadly effect.

The Nano-Sculptor can safely maintain the Disassembly Zone for a number of rounds equal to her CON modifier. If she maitains the nano-tech field any longer, she suffers 1d4 points of temporary CON damage per round.

Action Enhancement: By spending an action point, the Nano-Sculptor can designate a number of creatures or objects immune to the field’s effect, allowing her allies to move safely through the field. A creature and all gear it is wearing or carring is considered one ‘object’.

Action Enhancement: Each action point spent allows the Nano-Sculptor to extend the spherical Disassembly Zone by an additional 30 ft. This enhancement lasts until the Nano Sculptor drops the field.

The Ultra-Mind Advanced Class

Ultra-Minds are among the rarest, and most feared psions. Only a handful have ever successfully been created by Psi-Watch, and thankfully, even fewer are ranked among America's enemies. The genetic alteration and neuro-cybernetics that empower Ultra-Minds drive most insane or lead to fatal strokes and nerve disorders in 99% of all candidates

Natural Ultra-Minds are relatively rare as well; most 'rouge' Ultra-Minds live lives of quiet comfort and selfish hedonism, only mastering their powers to the point they can get everything their heart desires.

Rumors of Ultra-Mind conspiracies, of telepathic spy masters and futurists who dominate the world of espionage, politics and high finance make the rounds of conspiracy websites, but remain just that.... Rumors.

The few Ultra-Minds working for Psi-Watch are among the agency's quietest and most effective deep cover operatives. Ultra-Mind tacticians are responsible for the agency's long term strategic goals and agent training.



**Fabian Obregon: Mind Games
Dedicated / Ultra- Mind**

The Ultra-Mind in the Campaign

The Ultra-Mind is a subtle and insidious telepath, a highly trained, intensely focused telepathic spy and infiltrator. The Ultra-Mind is outwardly human, completely undetectable, and dangerously persuasive. Ultra-Minds are physically frail, but most have no intention of ever being in a fair fight; a sniper shot from three blocks away is the best way to solve a problem, and having a mind controlled drone pull the trigger is even better still.

The Ultra-Mind has a tightly focused set of mental abilities focused on controlling and manipulating others. With the Ultra-Mind's high skill ranks, and decent selection of skills, in addition to being an amazingly effective telepath, they make competent technologists, hackers and strategists. The Ultra-Mind will probably lead any PC strike team, or at the very least, will be the power secretly calling the shots and making the other team members think they came up with his ideas themselves.

Requirements:

To qualify to become an Ultra-Mind, a character must fulfill the following criteria.

Skills: Concentration 4 ranks ; A total of 24 ranks in any combination of Knowledge or speak/read language skills

Feats: Educated, Trustworthy ; either Iron Will or Savant (mental)

Class Information

The following information pertains to the Ultra-Mind advanced class.

Hit Die

The Ultra-Mind gains d6 hit points per level. The character's Constitution modifier applies. The Ultra-Mind is intelligent far past the point of genius, and are among the most insidious psions on the planet, but physically, they're only human.

Action Points

The Ultra-Mind gains a number of action points equal to $6 + \text{one-half of his character level}$, rounded down every time he attains a new level in this class.

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Psionic Estimation; Least Mindtouch; Autohypnosis	+1	+1
2nd	+1	+0	+0	+3	Diplomatic Mind; Bonus Feat	+1	+1
3rd	+1	+1	+1	+3	Lesser Thoughtbind	+2	+1
4th	+2	+1	+1	+4	Bonus Feat	+2	+2
5th	+2	+1	+1	+4	Thoughtbinder	+3	+2
6th	+3	+2	+2	+5	Hostile Mindtouch; Bonus Feat	+3	+2
7th	+3	+2	+2	+5	Psyche Burst	+4	+3
8th	+4	+2	+2	+6	Bonus Feat	+4	+3
9th	+4	+3	+3	+6	Mental Dominance	+5	+3
10th	+5	+3	+3	+7	Mind Twist	+5	+4

Class Skills

The Ultra-Mind's class skills are as follows.

Bluff (CHA), Craft (any) (INT), Concentration (CON), Computer Use (INT), Diplomacy (CHA), Gather Information (CHA), Knowledge (behavioral sciences, business, current events, popular culture, philosophy & theology, tactics, technology) (INT), Profession (any) (WIS), Read Write Language, Sense Motive (CHA), Sleight of Hand (DEX), Speak Language

Skill Points at Each Level: 7 + INT Modifier

Bonus Feats: At level, the Ultra-Mind can select a bonus feat, which must be chosen from the following list.

Acrobatic, Akashahic Search, Agony Field, Aphasia, Attentive, blind-fight, Combat Martial Arts, Combat Reflexes, *Contingency Planning*, Creative, *Contingency Planning*, *Crosstrained*, *Decisiveness*, Dead Aim, Deceptive, Defensive Martial Arts, *Disrespect*, *Diversity of Experience*, Dodge, *Elite Clearance*, *Fast Talker*, Gear Head, *Grifter*, *Hardwon Wisdom*, Hypercognition, Improved Initiative, Improved Combat Martial Arts, Improved Disarm, Improved Trip, Intellectual Mastermind, *Jujitsu*, Low Profile, Medical Expert, Natural Empath, Negative Suggestion, Memory Scan, Pain Transference, *Parental Demeanor*, Precise Shot, *Psychologist*, Remote Viewing, Run, Savant, Sociopaths Insight, Stealthy, Studious, Suicide Drive, Superficial Mindscan, Unbalance Opponent, *Viral Ethos*, Weapon Finesse, Windfall

Autohypnosis (EX): The Ultra-Mind has a mind more advanced than anything else on the planet, able to shrug off mental and physical assaults that would crack lesser mentalities and is capable of using the Concentration skill in ways that non-psychics can never imagine. By making a successful Concentration check, the Ultra-Mind can focus her mind towards controlling her body. Check: The DC and effect depend on the task you attempt.

DC	Autohypnosis Task
15	Resist Fear/Mental Tampering
20	Memorize
Posion's DC	Resist Posion
20	Willpower/Resist Stimulus
20	Death Trance
25	Awaken from Death Trance

Resist Fear: In response to a fear effect or other mental tampering, you can make an Autohypnosis check on your next action even if you've been overcome by fear. A successful check grants you another saving throw with a +4 morale bonus to resist the effect.

Memorize: You can attempt to flash memorize a page of text or complex data, up to 250 words (or what could be comfortably printed on an 8 x 11 sheet of paper. You always retain this information subconsciously, however you can only consciously recall it with a successful Autohypnosis check.

Resist Poison: In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you another saving throw with a +4 morale bonus to resist the poison's secondary damage.

Willpower: If reduced to 0 HP (disabled) you may make an Autohypnosis check. If successful, you can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties, you can choose not to perform the action. If you do perform the strenuous action after failing the check, you suffer 1 point of damage after completing the action, as usual.

Resist Stimulus: If *dazed* or *nauseated* by a flashbang or similar device, you may attempt a Autohypnosis check to ignore the penalties. You may attempt to reduce the circumstance penalties associated with unpleasant physical sensations, such as tear gas or the effects of a flash bang grenade. Success indicates you overcome the effects of the device.

Death Trance: With a successful Autohypnosis check, you can slow your heartbeat and respiration to undetectable levels. You specify the length of the

trance when activating this power, which you can maintain for a number of hours equal to your WIS modifier. While entranced, you are considered stable, and require virtually no oxygen to survive (though you cannot survive hard vacuum). Awakening early from a Death Trance requires a DC 25 Autohypnosis check, which can be attempted once per round.

Try again? For resist fear, resist stimulus, death trance and memorization you can make a check once per round. You can't try again to tolerate a poison. You can't try again in the same round for will power.

Special: You can take 10 on an Autohypnosis (Concentration) check, but you can't take 20. Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.

Note: This modification to the Autohypnosis skill replaces the psionic skill rules found in chapter nine of the *D20 Modern* campaign setting.

Least Mindtouch (SU): The Ultra-Mind can forge a superficial telepathic bond with another sentient mind simply by locking gazes. High-spectrum psionic info-energy radiates from the Ultra-Mind and are transmitted through the viewer's optic nerve.

As a standard action, the Ultra-Mind can forge a two-way telepathic link with any willing sentient creature who is within 30 ft who can clearly see the psion. Once established, the psionic link allows for instant, silent communication over any distance, and remains in effect for 10 minutes per class level.

Creatures who are mind-linked can communicate without the need for a shared language, and this communication link offers no special influence or control over the mind-linked creature. The Ultra-Mind may use this ability at will.

Action Enhancement: By spending an action point, the Ultra-Mind can enhance the duration of the mind link to one day per class level.

Psionic Estimation (EX): The Ultra-Mind can find mental weaknesses and telepathic avenues of attack in even the strongest and most disciplined mind. Ultra-Mind can size up opponents with a glance, read subtle cues in a person's body language and dissect word choices like a forensic pathologist. Ultra-Minds are dangerously perceptive and cruelly intelligent.

By engaging in at least five minutes of conversation with a sentient creature (with an INT score of 5 or greater), and succeeding at a DC 12 Sense Motive check, the Ultra-Mind can determine a great deal about the personality, motivation and obsessions of the creature he or she is speaking with. If the check is successful, the Ultra-Mind learns the following information about the subject:

- The subject's primary allegiance, nation of origin/ ethnicity and species
- The subject's religious beliefs and sexual orientation (if any)
- Any phobias or severe mental trauma (drug addiction, mental disorders, painful incidents from the past) and the general nature of the trauma
- If the subject is under any undue or unusual stress
- The subject's mental strength: You learn if the target has a WILL save roughly equal to yours (+ or - 2 points), or 4 or more points higher or lower than your own.
- If the subject possesses the psionic subtype or any psionic abilities or feats, though not which abilities they have specifically

You gain a +1 insight bonus on CHA based skill checks and psionic attacks (or the subject suffers a -1 penalty on WILL saves against your psi powers) against the target for every 5 points by which you beat the Sense Motive DC. This insight bonus remains in effect for 24 hours or until you next sleep.

Diplomatic Mind (EX): Ultra-Minds are the ultimate social predators, psions perfectly adapted to dominance in business, in romance, in society and

in espionage. Starting at 2nd level, the Ultra-Mind may add half his class level (rounded down) as an untyped bonus on Diplomacy, Sense Motive and Profession (any white collar) checks.

Lesser Thoughtbind (SU): An Ultra-Mind's neurology has been designed by nature or secret government geneticists to control lesser intellects. Casual mental manipulation, fogging the minds of lesser creatures is frighteningly easy for the Ultra-Mind, and more in-depth thought control is possible with only a fraction more effort.

Starting at 3rd level, the Ultra-Mind can use *Daze*, at will, as a Telepath of his total character level. As a standard action, the Ultra-Mind can direct a mind-breaking hostile thought or psionic illusion, or speak an utterly compelling, thought destroying riddle. A Medium sized, sentient subject affected by this ability is dazed for one round, losing all actions. However, the *dazed* creature is not stunned, so opponents get no special advantage against him, but the subject cannot move use psi talents, cast spells, and so on.

A number of times per day equal to one plus his INT modifier (minimum twice daily), the Ultra-Mind can use *Attraction* as a Telepath of his total character level.

You plant a compelling attraction in the mind of a subject. The attraction can be towards an object, person or event. While obsessed, the target will take reasonable steps to meet, get close to, attend, firm or perform the object of its implanted attraction.

While the attraction weighs heavily on the subject's mind, the target doesn't suffer from blind or suicidal obsession. The subject can still recognize danger, but won't flee or stray from his obsession unless the threat is immediate and obvious.

If you make the target feel attraction to you, you can't command him indiscriminately, but the target is willing to at least listen to what you have to say, though he may disagree. You effectively receive a +4 bonus on your CHA modifier when dealing with an *Attracted* subject.

Any act by you or your apparent allies that

threatens the creature breaks the effect. Note that you must share a language with the creature to communicate effectively, though you need no shared language to implant the Attraction. This ability has an effective duration of one hour per character level.

Thoughtbinder (SU): The Ultra-Mind hones his mental abilities to the point he can implant a subtle, telepathic virus in a victim's mind, altering the creature's perceptions, personality and re-writing inhibitions and motivation.

A number of times per day equal to one plus his INT modifier (minimum twice daily), the Ultra-Mind can use *Charm Person* as a Telepath of his total character level. This power makes a Medium sized or smaller sentient creature regard you as a trusted friend and ally. If the target is currently threatened or attacked by you or your allies, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the *charmed* person as if he was an automaton, but he does perceive your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed CHA check to convince him to do any thing he would not normally do. You may not retry. A *charmed* person never obeys suicidal or obviously harmful orders, but he might believe you if you phrase your dangerous request 'reasonably' and carefully enough.

Any act by you or your apparent allies that threatens the creature breaks the effect. Note that you must share a language with the creature to communicate effectively. This ability has an effective duration of one hour per character level.

Hostile Mindtouch (SU): The Ultra-Mind can forge a hostile mind link with unwilling sentient creatures. The creature must initially be within 30 ft of the Ultra-Mind and able to clearly see the telepath.

A creature can attempt a WILL Save (DC 10 + the Ultra-Mind's class level + his INT modifier) to resist the formation of a mindlink. A creature who successfully resists the mindlink, cannot be

mind-bound to the Ultra-Mind for 24 hours.

While sharing a mental link with a creature, the Ultra-Mind can torment the subject mentally, warp perceptions and deaden the victim's senses. The mind-linked subject suffers a penalty on all WILL saves, CHA and WIS based skill checks made concerning the Ultra-Mind equal to the Ultra-Mind's CHA modifier for the duration of the mind-link.

The Ultra-Mind can simultaneously form hostile mind links with a number of sentient creatures equal to one plus his INT modifier (minimum two creatures).

Action Enhancement: By spending an action point, the Ultra-Mind can hijack a mind-linked creature's senses, seeing, hearing and experiencing everything the mind-linked subject does. While in the extra sensory trance, the Ultra-Mind is comatose and helpless. If the Ultra-Mind is injured while entranced, the trance state immediately ends; otherwise the trance can remain in effect for the entire duration of the mind link.

Psyche Burst (SU): The Ultra-Mind can project a moving wall of energized psionic particles, quantum phenomena formed purely from his hostility and anger. This psionic concussion wave is as imaginary as a bad dream, but as lethal as a submachine gun.

The Ultra-Mind can use *Inflict Pain*, as a Telepath of his total character level as often as once per minute.

The mental blast inflicts 3d6 points of damage, and the insidious mental assault can be maintained for up to five rounds with successful Concentration checks. A targeted creature can negate the effects with a successful WILL save (DC 10 + the Ultra-Mind's class level + his INT modifier).

Action Enhancement: The Ultra-Mind can encode a short lived telepathic 'virus' within the mental blast. An opponent struck by this bundle of discordant thoughts and suicidal ideation is *stunned* for 3d4 rounds, in addition to suffering damage. Once an action point is enhanced to effect the

Psyche Burst this way, its effects last for one minute per point of the Ultra-Mind's INT modifier.

Mental Dominance (SU): The Ultra-Mind is a dangerous, high level telepath, capable of bending human wills and overriding a victim's mind completely.

A number of times per day equal to his INT modifier (minimum once daily), the Ultra-Mind may use a slightly modified form of *Domination* as a telepath of his total character level.

The telepath can take total control over the actions of any sentient creature. You establish a mind link, issuing unbreakable silent commands to your mind-slave. Through concentration, you can force the subject to act as you desire, to the best of its abilities. You know what the target is experiencing, and receive rudimentary sensory input from the subject.

The target resists this control, and if forced to take an action contrary to their basic nature or morality, they receive an additional WILL save to resist the command, with a +1-4 circumstance bonus depending on the action ordered. Obviously self destructive orders are always ignored.

Once control is established, the range at which it can be exercised is unlimited. You need not see a target to control him or her. Normally, this ability remains in effect for a maximum of one day per level. A targeted creature can negate the effects with a successful WILL save (DC 10 + the Ultra-Mind's class level + his INT modifier).

Mind Twist (SU): The Ultra-Mind can completely rewrite a victim's personality and insert or delete memories at will.

A 10th level Ultra-Mind can use a heavily modified version of *Tailor Memory* a number of times per day equal to his INT modifier (minimum once daily). The Ultra-Mind establishes a mindlink with the subject and may then insert, modify or delete a memory up to one minute in length per point of the Ultra-Mind's INT modifier.

You gain a rudimentary understanding of the subject's thoughts through the mind link, so you can prevent most conflicts between the target's real

memories and implanted memories. You may also choose to delete a specific memory, or elements (such as seeing a specific person or taking a specific action) of a specific memory.

A targeted creature can negate the effects with a successful WILL save (DC 10 + the Ultra-Mind's class level + his INT modifier). Non-sensical or 'out of character' memories grant the victim a +1 to +4 bonus on the WILL Save, based on how obvious the gap between reality and the implanted/deleted memory is.

Action Enhancement: By spending an action point when activating this power, the Ultra-Mind can twist a victim's mind to the point their political and religious beliefs shatter and reform in a new shape. The Ultra-Mind may add, delete or change one of the subject's allegiances. This change is permanent.

Action Enhancement: By spending an action point when activating this power, the Ultra-Mind can cause pinprick hemorrhages and micro-strokes in the target's brain. The Ultra-Mind may permanently delete a number of skill ranks equal to 10 + his INT modifier. The deleted ranks may be in a single skill or any combination of skills.

Action Enhancement: By spending an action point when activating this power, the Ultra-Mind can induce weakness, destroy concentration, sap confidence and permanently cripple an adversary.

The Ultra-Mind may permanently reduce either the target's base attack bonus or base defense bonus by $-1d2$. This reduction may limit the feats and special abilities the target can bring to bear, but does not result in the loss of class abilities (for example if the victim belongs to an Advanced Class with a BAB Prerequisite).

Psi-Watch Feats

Psi-Watch agents are indoctrinated in cutting edge tactical doctrines, trained to fight a new kind of war in a new century, using their minds as weapons. In addition to a wide variety of general feats, which anyone who meets the Prerequisites can select, there

are also Psionic Feats, which only creatures with innate psi-talents can choose.

Taking levels in a psionic class, hailing from a naturally psionic metahuman race, or Psionic Precursors, which are 'first level' feats, the first in short feat chains, which allow a character to begin selecting psionic feats and honing their psionic talents. Characters may also 'purchase' psi-potential through genetic alteration or neuro-stimulating bionics, with Purchase Checks and FORT saves rather than by using up feat slots.

A handful of feats in this chapter have been reprinted from Covert Ops Feats 2, released by LPJ Designs. Any feats which build on a feat originally printed in Covert Ops Feats 2 have the first feat in the tree reprinted, as do any feats specifically required by one of the new advanced classes in this book. Both products follow similar design tropes and have similar sources of inspiration, making Psi-Watch and Covert Ops Feats 2 two halves of a single cohesive whole.

Many of the new Psionic feats presented here are variants on existing psi-powers found in the D20 Modern or Fantasy SRDS. These psionic rules replace the rules for psionics in chapters nine and ten of the *D20 Modern Core Rulebook*, and emphasize tightly focused power sets and logical ability progression, and are designed for psionic espionage/action campaigns.

Military & Espionage Feats

The following military, political, social and combat oriented feats are suitable for inclusion in virtually any D20 Modern or Future game, even those which don't incorporate psionics or superheroes in the least. These feats are equally at home in a campaign inspired by *24* or *Rainbow Six*, as they are a campaign that's equal parts *Wild C.A.T.s* and *GI Joe*.

Many of the feats presented here are also great additions to the Otherverse America campaign setting, and were designed with that campaign in mind. The Otherverse America setting is heavily inspired not only by real world religious extremism

and anti-abortion violence, but by the art and energy of the early Image comics. Otherverse America and Psi-Watch are thematically linked, and both focus heavily on urban warfare and political manipulation.

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2. Ad Campaign
3. Advanced Training
4. AK-47 Insurgent
5. Animalistic Mutations
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7. Anointed Cleric
8. Anti-Mech Warfare
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15. AWACs Fire-Control
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36. Elite Clearance
37. Evangelist
38. Extremis Peacemaker
39. Fast Track Legislation
40. Fearsome Violence
41. Felony Run
42. Flash Mob
43. Full Autofire
44. Harder Target
45. Heavy Weapon Specialist
46. Heroic Supremacy
47. High Cleric
48. Hope In Desperation
49. Hundred Hand Defense
50. Hundred Hand Deflection
51. Hundred Hand Mysticism
52. Infiltrator
53. Insinuation
54. Investment Portfolio
55. Jujitsu
56. Lawmaker
57. Legal Precedent
58. Legislation
59. Meaningful Ink
60. Military Chaplin
61. Misinformation
62. Missile Volley
63. Mob Violence
64. Modern Mounted Combat
65. Modern Spirited Charge
66. Modern Trample
67. Mounted Guardsman
68. Mounted Hunter
69. Mounted Sniper
70. Multiweapon Fighting
71. Oppritunistic Legislation
72. Outburst
73. Outcolonist
74. Overcome Limitations
75. Penetrating Fire
76. Perfect Metabolism
77. Political Awareness
78. Post HumanTechnology
79. Precision Fire
80. Psychologist
81. Racial Exotica
82. Ranged Sabotage
83. Redliner
84. Retained Council
85. Retro-tech
86. Reverse Engineer
87. Riot Strong
88. Rouse to Violence
89. Rumor Mill
90. Saddleshift
91. Savant
92. Scapegoat Politics
93. Scarred Survivor
94. SERE Training
95. Street Demonstration
96. Strength of Will
97. Squad Leader
98. Tactical Precision
99. Tank Driver
100. Tank Gunner
101. Tattooist
102. Techno-knight
103. Union Negotiator
104. Urban Ghost
105. Urban Stealth
106. Warrior Prodigy

- 107. Weapon Mastery
- 108. Weapons Cache
- 109. Well Chosen Shots

Acquisitions (General)

Your own vast fortune isn't enough to satisfy you, and you're a notorious stock market shark, taking over other trader's portfolios and using them to increase your own wealth.

Prerequisite: Investment Portfolio

Benefit: You can use your knowledge of investments and trade law to seize control of other investors' portfolios. Once per week, you may 'attack' another investor's stock portfolio. Your Portfolio makes an opposed Knowledge: business check against the Target Portfolio. If your check fails, neither Portfolio's market value changes.

If the target Portfolio beats your Portfolio's check by five or more, your Portfolio loses a point of effective Intelligence.

If the opposed check succeeds, the target Portfolio's effective Intelligence score is reduced by one point plus one point per every three points by which your roll beats the target's. You may use this sudden influx of capital in one of two ways:

You permanently increase your Wealth bonus by this amount.

You increase your Portfolio's effective INT score by this amount.

Ad Campaign (General)

Given the right incentive, the public will buy or believe anything. You can create that incentive, build buzz about new products or campaign promises, and create need where none existed.

Prerequisite: Creative, Craft (visual arts or writing) 4 ranks or Perform (any) 4 ranks, Bluff 4 ranks

Benefit: With a little effort, you can create a compelling ad campaign which makes business and politics much easier for yourself or your client.

Creating an ad campaign requires the expenditure of an action point and at least one week worth of work. You must have access to the media to use this

feat.

When creating an advertisement or piece of propaganda, you make either a Craft (visual art or writing) check, or a Perform (any) check. The difficulty of the check is based on the relative importance of the campaign; it's easier to convince the public to take innocuous actions than do something that puts them at risk or serious inconvenience. A failed check simply means the ad campaign has no impact.

Type of Ad Campaign	Craft/ Perform DC
Innocuous (buy one particular brand of clothes, ect)	DC 15
Prestigious (buy extremely expensive luxury goods, ect)	DC 20
Political ads (vote for a particular candidate, support a particular popular cause)	DC 28
Military Propaganda (fight in a war, support a revolutionary group or make major lifestyle or belief changes)	DC 35

If you succeed on the Craft/Perform check, you have crafted a successful propaganda campaign. As a result, the corporation, group or allegiance that is the subject of the advertisement gains a commercial and political advantage. When you craft the ad campaign, you may choose any two of the following skills.

Craft: visual art, writing

Diplomacy

Gather Information

Knowledge: business, civics, popular culture, theology & philosophy

Profession: any

All employees of the client group or members of the client allegiance (including the advertiser) receive the same equipment bonus on the chosen skills. This bonus applies any time the subject interacts with any sentient creature with an INT score of five or greater that has seen the ad campaign.

The bonus remains in effect for 1d6 days, plus one day per point by which the advertiser beats the Craft/Perform check by. The equipment bonus is equal to the advertiser's CHA modifier.

Advanced Training (General)

You are exceptionally well educated, and have benefitted from intense professional training in your chosen field.

Prerequisites: Character level first, Educated

Benefit: You receive a bonus allotment of +20 skill points during character creation. You may spend these bonus skill points as you see fit. These bonus skill points are added to your final tally, not multiplied in.

You may choose any two INT or WIS based skills; you may place double the normal ranks in these skills if desired. Thus, a first level character with this feat could place up to 8 ranks (rather than 4 ranks) in any two applicable skills.

Normal: Your max skill ranks are equal to your level plus three.

AK-47 Insurgent (General)

The AK-47 is one of the most commonly used weapons on the planet, chosen because this famous assault rifle is easy to use, easier to clean and virtually idiot proof. Like mercenaries, guerrillas, child soldiers and revolutionaries around the world, you've trained extensively with the AK-47.

Prerequisite: character level first only, Personal Firearm Proficiencies

Benefit: In exchange for giving up a feat slot and selecting AK-47 Insurgent, you effectively gain the benefits of several gun combat feats.

You gain the benefits of Advanced Firearms Proficiency, Burst Fire, Strafe and Point Blank Shot. However, unlike the more general versions of these feats, which apply to all firearms, these 'bargain' feats only apply when using the AK-47, making you an effective, if limited gunman.

Animalistic Mutation (General or Psionic Precursor)

Your body shows traces of a primal heritage, which while marking you as an outsider, also grants you useful survival abilities.

Benefit: You may choose one of the following minor mutations, which is considered an extraordinary ability for you.

- **Armor:** Changes the texture and thickness of your skin. Provides you with a +2 natural armor bonus to Defense. You may also choose to increase your natural armor bonus to +6, but if you do so, you are so oddly proportioned you are always considered to be wearing heavy armor, cannot wear additional body armor. Clothes and power armor you wear must be specially designed, increasing the purchase DC by +2.
- **Energy Resistance:** Changes the character's surface appearance. The character may choose one energy type, for which he or she receives Resistance 5.
- **Fertility:** Changes the character's general appearance and genital structure. Gives birth to liters of $4d6$ offspring virtually painlessly. Breeders receive a +4 circumstance bonus on the Handle Animal check when working with the creature.
- **Lowlight Vision:** Changes the appearance of the character's eyes. Receives lowlight vision out to 60 ft.
- **Pheromones:** Changes the character's general appearance and genital structure. Receives a +6 bonus on sexually based Diplomacy checks.
- **Predatory Senses:** Changes the appearance of the character's eyes and ears. receives a +6 bonus on Spot and Listen checks.
- **Waterbreathing:** Alters the character's nose and mouth structure or gives them obvious gill slits. The character can breathe water as easily as air.

Limitations: Characters with this feat suffer a -4 penalty on Disguise checks. You may choose this feat multiple times, each time you do, you receive an additional beneficial mutation. The Disguise check penalty increases by -1 for each additional mutation.

Animalistic Weapons (General)

Your body develops natural striking surfaces: your claws, fangs and hooves are as deadly a weapon as anything a blacksmith can forge.

Benefit: You gain any two of the following

natural weapon types: claws, fangs, horns or hooves. You may make unarmed attacks using your natural weapons without penalty, and without provoking attacks of opportunity. You are always considered proficient in the use of your natural weapons. The damage inflicted with your natural weapons is determined by your size.

Table: Natural Weapon Damage By Size

Size	Damage	Size	Damage
		Medium	1d6
Fine	1 point	Large	1d8
Diminutive	1d2	Huge	2d6
Tiny	1d3	Gargantuan	2d8
Small	1d4	Colossal	4d6

Limitations: Characters with this feat suffer a -4 penalty on Disguise checks. You may choose this feat multiple times, each time you do, your Animalistic Weapons inflict damage as if they were one size category larger, though their actual size does not change. Each time you choose this feat, the Disguise check penalty increases by -1.

Anointed Cleric (General)

You are a member of an organized, respected faith, and have a reputation as a wise consoler and well intentioned servant of the divine.

Prerequisites: CHA 13, Knowledge (religion) 4 ranks

Benefit: You hold a rank in a religious hierarchy, can perform important ceremonies like baptisms, marriages, and funerals, are called upon by your faithful to settle disputes and give spiritual guidance. When interacting with members of your faith, you receive a +4 holy bonus on Diplomacy, Gather Information and Sense Motive checks.

Special: From time to time, at the GM's discretion, you may be called upon to perform consoling, lead important ceremonies, and serve other mundane religious functions. If these duties

conflict with your adventuring activities, and if you successfully balance both responsibilities, you may be rewarded with a temporary action point, which must be spent before the end of the current adventure. If you act in a manner contrary to your faith, or gain an incompatible allegiance, you may be stripped of this feat.

Anti-Mech Warfare (General)

You are specially trained in disabling mecha and power armor, and know how to target weak points and destroy a suit's vital systems.

Prerequisite: Ranged Sabotage

Benefit: Any time you beat a power armor or mecha's Defense score by five or more points, you destroy one of the armor's integrated systems of your choice. If you beat the armor or mecha's Defense score by 10 or more points, you can disable the suit's life support functions.

Anti-Tank Warfare (General)

No matter how strong the armor, it has a weakpoint. You're skilled in finding and exploiting that weakness.

Prerequisites: Exotic Firearms Proficiency (one of choice), Knowledge (tactics) 4 ranks

Benefit: When attacking a heavy military vehicle (for example: combat helicopter, jet aircraft, tank, APC, Humvee, small warship, combat starship, mecha or power armor) using any kind of exotic firearm, energy weapon or grenades, you may ignore a number of points of the target's Hardness equal to your one plus your WIS modifier (minimum two points).

Arresting Images (General)

The artist is a master of choosing images that stop viewers dead in their track, and have an emotional resonance that persists long after the page is turned, the dance ends or the tale is told.

Prerequisites: WIS 13+, CHA 15+, Perform (any) or Craft: Visual Art 12 ranks

Benefit: Any time the artist critically succeeds at a Perform (any) or Craft: Visual Art check,

the extraordinary image created is ‘imbued’ with extra emotional punch. Anyone viewing the performance/image or hearing the tale must make a WILL save (DC 12 + the artist’s CHA modifier) or be emotionally effected by the piece. The effect lasts for a number of minutes after viewing the image equal to the artist’s CHA score.

The artist chooses when he creates the work whether he wants the image to inspire or horrify viewers.

An inspiring work grants a +2 morale bonus on WILL saves and attack rolls for the duration. A horrifying work leaves the viewer *shaken* for the duration of the effect.



Once an artwork’s effect is chosen, it cannot be changed. An audience member can willingly fail the save to benefit from the positive effects of an inspiring picture. The artist has no control over who sees an image once its published; all enemies and allies who see the image are affected. Once a character is affected by this feat, he or she can’t be affected again by the same photograph or artwork for 24 hours. This is a non-magical, mind influencing effect.

Armored Survivor (General)

You’ve been a soldier long enough to learn to really, really love your kevlar.

Prerequisite: Armor Proficiency (heavy), Endurance

Benefit: When you are wearing any armor, your training and experience allows you to gain additional benefit from it. You treat all armor worn as if its maximum equipment bonus to Defense was improved by +2.

Battle Rider (General)

You are trained to fight while mounted, and use your instincts to protect both yourself and your mount.

Prerequisite: Modern Mounted Combat, Ride 4 ranks

Benefit: While mounted, if you or your mount fail a REF save, you may attempt a Ride check. If the check is equal to or higher than the REF Save DC, you succeed on the saving throw. Effectively, you substitute your Ride check result for the REF Save of both you and your mount.

You may attempt to use the Ride check in this way one per round. If both you and your mount fail the same REF Save (for example, to escape a grenade’s blast radius), the Ride check result applies to both you and your mount’s save.

AWACs Fire-Control (General)

You can take remote control of an allied pilot’s onboard weapons systems, increasing accuracy and lethality.

Prerequisite: AWACs Operator

Benefit: As often as once per round, you may substitute a Computer Use check result for an attack

roll made by any receiving pilot. You may use this ability as often as once per round, even when it is not your turn. You must declare the use of this ability prior to rolling the check.

AWACs Operator (General)

You are an aircraft weapons lock/radar operator, trained to operate advanced military sensor systems and relay the data in real time to other pilots in your squadron.

Prerequisite: Aircraft Operation (including power armor) Computer Use 4 ranks, Pilot 4 ranks

Benefit: You can only utilize the benefit of this feat while piloting a military vehicle with any type of radar or advanced sensor systems. You may use this feat while piloting a suit of power armor, provided it is equipped with advanced sensor systems.

While airborne, you can transmit data from your sensor systems, as well as advice and firing solutions to any allied vehicle in up to a 10 mile spherical radius, provided your communications network extends that distance.

While providing AWACs data to any aircraft, you may substitute a

Computer Use check result for the Initiative check or REF Check made by any receiving pilot. You may use this ability as often as once per round, even when it is not your turn. You must declare the use of this ability prior to rolling the check.

As a full round action, you can transmit real time data from your sensor

systems to any receiving pilot, allowing them to benefit from your vehicle's sensory capabilities. The receiving pilot sees exactly the same data you do.

Special: Cyborgs with internal sensor systems, as well as metahumans and aliens with advanced senses can benefit from this feat, so long as they can transmit to allied units.

AWACs Scout (General)

You can provide real time tactical data to units dozens of miles away.

Prerequisite: AWACs Operator

Benefit: You may transmit AWACs data to any allied unit within a 100 mile radius, provided your communications systems can cover the distance.

Normal: You transmit AWACs data to any allied unit within a 10 mile radius.



Battle Hardened (General)

Your training includes exposure to non-lethal weapons like tasers, tear gas and combat psionics. As a result of your intense, painful training, you can better resist unpleasant stimuli.

Prerequisites: Base Attack Bonus +1, Great Fortitude

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

Thus, if you are targeted by any condition that would normally *daze* you for two rounds, you are only *dazed* for a single round.

Censored History (General)

Your early years and previous exploits have been declared national secrets and it is difficult to find any conclusive proof of your existence.

Prerequisite: Elite Clearance

Benefit: The difficulty of any Gather Information, Investigate or Research checks made to find information about you is increased by +5. Forensic investigation (such as examining fingerprints, semen or blood left at a crime scene) made to prove your involvement in a crime also have their DC increased by +5.

Special: You can select this feat multiple times, and its effects stack. You lose the use of this feat if you act in a manner contrary to your patron's wishes or code of ethics.

Clean ID (General)

You've prepared for the day the cops kick down your door looking for you, and you have a false identity with a meticulously created paper trail waiting for you to take shelter under.

Prerequisite: Knowledge: streetwise 8 ranks, Forgery 8 ranks, Meticulous

Benefit: At any time, you may choose to abandon your original identity and assume a different legal identity. The new ID has no criminal record, a Reputation bonus and a Wealth bonus equal to your original identity's minus 1d4+1 points, and according to mundane governmental and financial records is an ordinary, working class citizen.

All Gather Information, Research and Investigate checks made to conclusively link your clean ID to your original identity suffer a -10 circumstance penalty.

Special: You can select this feat multiple times. Each time you do so, you establish another clean identity. Each time you change identities, the investigatory checks to find your true identity becomes -10 points more difficult.

Cold Steel Hunter (General)

You've been hunting since you could first fit your hands around a gun, and are comfortable in the wilderness, and accustomed to having a gun in your hands.

Prerequisite: Personal Firearms Proficiency

Benefit: You receive a +2 bonus on Handle Animal and Survival checks, and receive a +1 competence bonus on all ballistic attack and damage rolls against any non-intelligent animals.

Combat Cover (General)

You can use your enemies as cover, moving instinctively to place your adversary between you and any waiting sniper's line of fire.

Prerequisites: Combat Reflexes, Dodge

Benefit: All opponents suffer a -8 penalty on ranged attack rolls made against you when you are engaged in melee combat against another creature. The creature you are fighting and the sniper need not be on the same side, or even be aware of one another. Thus, any snipers targeting you while you fight have a greater than normal chance of striking your opponent.

Your allies do not suffer an increased penalty if they choose to shoot into melee to aid you.

Normal: Opponents suffer a -4 penalty when using a ranged weapon to attack you while you are engaged in melee, unless they have the Precise shot feat.

Combat Cover, Improved (General)

You are at your best when fighting outnumbered, moving from one adversary to another with brutal efficiency, and leaving no corner undefended.

Prerequisite: Defensive Martial Arts, Mobility, Combat Cover,

base attack bonus +4

Benefit: No adversary can gain a flanking bonus against you in melee combat.

Normal: Adversaries that are flanking you and their nearby allies gain a +2 bonus on their attack rolls against you.

Combat Medic (General)

Thanks to your military training, you are able to perform surgery quickly and under horrific battlefield conditions.

Prerequisites: Treat Injury 4 ranks, Surgery

Benefit: You can perform surgery with only a First Aid kit, though you take a -2 penalty on the Treat Injury check. In addition, you may halve the time it takes to perform surgery (minimum 30 minutes).

Normal: Performing surgery requires at least 1d4 hours and requires a surgery kit.

Combat Showman (General)

You blend martial arts talent with a natural flair for drama and showmanship. You can (and often do) prolong a fight to keep the audience on the edge of their seats and raise the fight purse.

Prerequisites: Combat Expertise, Dodge, Perform: dance 4 ranks

Benefit: When fighting defensively, you gain a dodge bonus equal to $2 + \text{your CHA modifier}$ (minimum 3) and suffer a -3 penalty to attack rolls for the round. You may add your CHA modifier as a bonus on all rolls made to resist being tripped or disarmed.

Normal: You gain a +2 dodge bonus to Defense when fighting defensively, and suffer a -4 penalty to attack rolls for the round.

Command Airstrike (General)

You can call in over the horizon air strikes, pulverizing fortified targets with massive firepower, either from Shell support, helicopter gun ships, fighter-bombers, offshore artillery or space based weapons.

Prerequisites: Squad Leader

Benefit: You must be in some form of real time communication with friendly/allied forces to benefit from your feat. As a full round action, you

can attempt to call in an airstrike, feeding the fire team your target location over the link.

To call in the airstrike, you must succeed at a DC 20 Knowledge: tactics check. The DC increases by +10 if the target is in an urban area, risks civilian casualties or friendly forces or strategic assets.

If the check is successful, you must expend an action point, and the air strike occurs on the targeted position within 10 minutes, minus one minute per every 2 points you beat the check DC by (minimum one minute). The air strike occurs on your action in the final round of the minute it is scheduled to appear.

Once deployed, the airstrike may be aborted at the gamemaster's option, but it cannot be redirected to a new area. An airstrike inflicts 20d20 points. Half of the damage is fire or electrical damage (chosen when the airstrike is called); the remainder is slashing damage from shrapnel. You can deploy the airstrike either against targets in a 10 ft x 100 ft line or in a 100 ft radius sphere.

An unsuccessful check cannot be retried during that encounter. If the Knowledge: tactics check is unsuccessful, you are not required to sacrifice an action point.

Comms Expert (General)

You are a communications expert, familiar with a wide variety of military grade radios, cell systems, sensors and comms gear.

Prerequisite: INT 13+, Gear Head, Computer Use 4 ranks

Benefit: You multiply the range of any communications device you are using, either as a transmitter or receiver by 1.5 (a 50% increase). You double the effective range of any sensors you are using.

You receive a +2 bonus on all Computer Use checks related to telecommunications as well as a +2 bonus on all Decipher Script checks made to decode encrypted transmissions.



Controlled Burst (General)

Replaces Double Tap and Burst Fire

You know precisely how many bullets it takes to do the job, and you are able to fire off a withering burst of fire quicker than most creatures can react.

Prerequisite: DEX 13, Point Blank shot

Benefit: During your action you may choose to fire a double tap (two bullets fired simultaneously), or a short burst of three to five shots at a single target. A double tap imposes a -2 penalty on the gunman's attack roll, but if the attack hits, does an additional die worth of damage. (Thus a fire arm that normally inflicts 1d8 damage would inflict 2d8 points of damage. Firing a three to five round burst imposes a -4 penalty on the attack roll, but if successful inflicts an additional two dies worth of damage.

Limitation: Controlled bursts can only be preformed with semi auto or full auto fire arms, and can only be preformed if enough bullets remain.

Normal: An autofire burst requires at least

ten bullets and affects a 10 ft by 10 ft area. If you attempt a burst against a single target, it only counts as a single attack and additional bullets fired are simply wasted.

Cyber-receptor (General or Psionic Precursor)

You are an exceptionally good candidate for cybernetic enhancement.

Prerequisite: character level first only

Benefit: You may acquire an unlimited number of cybernetic implants, which does not affect your health nor place you at risk for negative levels.

Normal: You are limited to a number of cybernetic implants equal to your CON modifier or you are limited to a number of points of Drain equal to your CON modifier, if using the cybernetics rules from Dept 7 Tech Update: Cybernetics. If you exceed this limit, you suffer negative levels.

Decorated Veteran (General)

Your years of service mean one thing: you've survived enough firefights you can call yourself a professional soldier.

Prerequisites: Base attack bonus +5, Knowledge: tactics 8 ranks

Benefit: A number of times per day equal to your WIS modifier (minimum once daily), you may add $\frac{1}{2}$ your base attack bonus as a morale bonus to any saving throw, Knowledge check or Initiative check. You may also choose to 'give' some or all of this bonus to any ally within 30 ft. You must speak briefly and inspiring to the ally, and he must be able to see, hear and clearly understand you. If you grant this bonus to an ally, he or she must use the bonus within the hour or it is lost.

Diplomat (General)

You can mitigate the worst extremes of violence with your words, negotiate cease-fires and forge allegiances.

Prerequisite: Trustworthy, Diplomacy 4 ranks

Benefit: You receive a +2 insight bonus on Bluff and Diplomacy checks made to negotiate

peace between rival factions. When negotiating on behalf of a client faction, you are not considered *infamous* among either faction unless you are considered infamous among all factions involved in the negotiations.

Diplomatic Immunity (General)

Your government guarantees your safety and freedom, ensuring you cannot be held by foreign governments.

Prerequisite: Elite Clearance or Diplomat

Benefit: If you are arrested for a crime or detained in a foreign country or among by a rival pseudo-national power, you or your attorney may make a Diplomacy check, the DC of which is determined by the severity of the crime. If the check is successful, you are released into the custody of your home government within 24 hours.

You are generally allowed to remain in the country if you are held for minor crimes (such as misdemeanor assault), though you will usually be permanently expelled from the country for major offenses or offenses against the host country. Mistreating you while you are in custody can strain relations between the nations, and if you are tortured or murdered without trial or cause, it may be considered an act of war.

Table: Diplomatic Immunity

Nature of Offense	Diplomacy Check DC
Misdemeanor offenses, such as starting a brawl, traffic violations, participating in prostitution or minor corruption	DC 15
Minor Felonies like theft, felony assault, breaking and entering, major corruption cases or those that are widely reported	DC 18
Major Felonies like rape, murder or an assault that inflicts long term damage, Sedition, major corruption cases, espionage.	DC 22
Acts of war or terror against the host nation. Murder of someone very important to the host nation.	DC 25

Special: You lose the benefit this feat if you act in a manner contrary to your patron's wishes or code of ethics.

Diversity of Experience (General)

You draw inspiration from your adventures and regularly incorporate new elements into your combat style and tactics.

Benefit: This feat gives you a new use for action points. You can choose to spend 10 action points to purchase a new feat at any time. You must meet the prerequisites of any purchased feat. You gain the benefit of the newly purchased feat after 8 hours of sleep or rest.

Dusk Hunter (General)

For most people, twilight is a dim and dangerous time, when the sun sinks low enough to impede dayvision, but not low enough for night vision to be truly effective. You prefer to hunt when the light is at its worst and strangest.

Prerequisite: Alertness

Benefit: For one hour before and after sunrise and sunset each day, you receive a +4 circumstance bonus on Spot and Search checks, as well as all ranged attack rolls. You must be outdoors to be able to benefit from this feat.

Elite Clearance (General)

You are a trusted government operative.

Prerequisite: Employment or patronage of a government or political body.

Benefit: You receive a +4 competence bonus on Diplomacy, Gather Information and Research checks made concerning the government or agency you work for. You may legally purchase Illegal, Licensed or Restricted equipment through your agency without suffering a Purchase DC modifier.

Special: You can select this feat multiple times, each time you do it applies to a different government or government agency. You lose the benefit of this feat if you act in a manner contrary to your patron's wishes or code of ethics.

Evangelist (General)

You are widely regarded as a great religious speaker, and a firm apologist for your faith, and

regularly win new converts.

Prerequisites: Anointed Cleric

Benefit: You receive a +2 holy bonus on Diplomacy, Intimidate and Profession (clergy) checks. When attempting to convert a nonbeliever with a Diplomacy or Intimidate check, you may call upon your great inner faith by spending an action point to receive a +2d6 bonus on the check.

Extremis Peacemaker (General)

You can forge lasting bonds of friendship between mortal enemies, and somehow manage to lead integrated, politically diverse units against mutual threats.

Prerequisite: Cultural Versatility, Diplomat, Diplomacy 8 ranks

Benefit: You can negotiate temporary truces between mortal enemies, creating racially or politically integrated units. For example, a mixed force of Blooded Ghost and Culture soldiers might unite to repel a Ejawfe invasion fleet.

Doing so requires at least 2d4 hours of negotiation between the diplomat and the leaders of each faction which provide troops or will otherwise participate in the newly formed unit and a Diplomacy check (DC 22 + the number of factions to be integrated into the unit).

Success means that all soldiers involved in the newly formed unit temporarily lose access to their 'traditional' favored enemy damage-increasing feats, such as Aligned Zealot or a ranger's favored enemy class ability. The various factions' soldiers cannot use these abilities against their one-time rivals who are now serving in the integrated unit.

Instead, all soldiers serving in the integrated unit may apply these damage-enhancements against another force/faction, chosen by mutual consensus during initial negotiations. Abilities that provide skill check bonuses against a specific faction or species (such as the favored enemy class feature), continues to apply to the initial target (s), but also apply, at the same level, to the newly chosen enemy force for the duration of the integrated unit.

Working closely with a traditional enemy in this manner does not violate any participant's alignment or automatically risk the loss of magical/divine class features.

There is no limit to the number of factions or soldiers who can participate in an integrated unit. The integrated unit remains cohesive for a number of weeks equal to your CHA modifier, or until the unit's stated mission is accomplished. You or another diplomat must periodically renegotiate to keep the peace among the integrated factions.

Fast-track Legislation (General)

Through shrewd political maneuvering, emergency sessions and coalition building, you can quickly push new laws through the ratification process.

Prerequisite: Legislation

Benefit: By spending an action point when introducing new legislation, you can speed the law's passage. You decrease the passage time required by one 'step', as shown on the chart below. If you choose to increase the DC of the Knowledge: civics check by +10 points, you may reduce the passage time farther, reducing the working time required to pass the law by half (minimum one day working time).

Table: Fast-track Legislation

Type of Law	Typical Working Time	Fast-track Working Time
Pork Laws	1d6 weeks	1d4 days
Minor Laws	3d6 weeks	3d6 days
Controversial Legislation	2d4 months	2d4 weeks
Fundamental Changes	2d4 years	2d4 months

Fearsome Violence (General)

You have honed your terrifying presence on the battlefield, and you know the value of a public execution for cowing the weak-minded. Each life you take only seems to make you more terrifying.

Prerequisite: Frightful Presence

Benefit: Each time you kill a living creature, all opponents within 10 ft of you who clearly witnessed the murder and have fewer levels than you must make a WILL Save (DC $10 + \frac{1}{2}$ your level + your CHA modifier + the number of opponents you have slain during the encounter).

Each time you kill another creature, the save DC increases by one, and all creatures within range must succeed at a new save. Creatures who fail their save are *shaken*, suffering a -2 penalty on attack rolls, saves and skill checks equal to $1d6 +$ your CHA modifier.

If you have the Renown feat, the WILL Save DC is increased by 5.

Normal: Once a creature saves against your Frightful Presence ability, it cannot be affected by the ability for 24 hours.

Felony Run (General)

You are skilled at evading police and military pursuit, both during chases and active pursuit and long term, when you go to ground and seem to disappear off the grid.

Prerequisites: Low Profile

Benefit: You receive a +2 circumstance bonus on Drive and Pilot checks made to evade or confuse pursuers during a chase. In addition the difficulty of tracking you with the Survival skill in a wilderness setting or via Gather Information in an urban setting is increased by +4, assuming you take reasonable precautions.

You receive a +1 circumstance bonus on all Wealth checks made to purchase items illegally or on the black or grey market.

Flash Mob (General)

You can quickly and easily organize major protests, responding to current crises and winning political victories through sheer speed.

Prerequisite: Street Demonstration

Benefit: Organizing a demonstration of a hundred people requires only one hour and a DC 12 Diplomacy check. For each additional 100 attendees, you add 10 minutes to the time required and +1 to the Diplomacy check DC.

Normal: Organizing a demonstration of at least one hundred people requires a DC 18 Diplomacy check, and at least 10 hours, plus one hour for each additional hundred people expected to attend. The Diplomacy check DC increases by +1 for every 100 scheduled attendees, reflecting the difficulty in scheduling such a huge crowd, organizing sub-factions within your movement and arranging for any necessary permits.

Full Autofire (General)

Replaces Advanced Firearms Proficiency and Strafe

You have spent enough time on the range to safely fire a gun on full auto.

Prerequisite: Personal Firearms Proficiency

Benefit: You may fire any gun set on autofire without penalty. When using a firearm set on autofire you can choose to strafe the area, raking fire across a 20 ft line, and inflicting full damage on all creatures in the target area, unless they make a REF save (DC 15).

Normal: Characters suffer a -4 penalty when firing weapons set on full autofire. A fire arm set to autofire normally affects a 10 by 10 ft area.

Harder Target (General)

You may be a target, but you refuse to be an easy one. You've been trained in anti-terror and anti-surveillance techniques and studied the realities of assassination and urban warfare to the point these lifesaving tactics are second nature.

Prerequisite: Alertness, Spot 8 ranks

Benefit: Your subtle defensive regimen and well-honed paranoia provides you with a +1 deflection bonus to Defense against ranged attacks. You also know how to maximize the protective benefits of cover. Any time you use cover, you increase the cover's effectiveness by one 'step' to a maximum of Total Cover.



Heavy Weapons Specialist (General)

Your size and combat savvy makes the obvious choice to carry heavy, squad support weapons, and thanks to your great strength and superb aim, you can inflict massive damage with these equally massive weapons.

Prerequisite: Exotic Firearms Proficiency (any), STR 15+

Benefit: You may add your STR modifier as a damage bonus on any exotic firearm you are proficient in.

Normal: You do not add your STR modifier to damage with firearms.

Heroic Supremacy (General)

You are gifted with incredible natural talent, and have virtually unlimited raw potential. No matter your politics or moral code, you are destined for greatness and a recognized place in history. Characters with this feat can end a fight in a single decisive blow, and can turn the tide of an entire war through their deeds.

Prerequisites: CHA 13+, Heroic Surge, Power Attack, Iron Will, Base attack bonus +8

Benefit: When stacking multipliers (such as stacking critical threat multipliers) you combine the

multipliers through multiplication, not addition. You multiply each modifier separately, resulting in much larger than normal values.

For instance, if you have a weapon with a x2 critical multiplier, and possess a feat or power which doubles the critical damage of that particular weapon, when you score a critical hit you inflict x4 normal damage.

Normal: When multipliers combine, they are added together. A x2 multiplier stacked with another x2 multiplier results in a net x3 multiplier.

High Cleric (General)

You are a widely respected religious leader, able to shape your faith's political policies, initiate new members and speak authoritatively on behalf of the church. You have relatively high rank within your faith, equivalent to a High Priest or Priestesses, Elder or Bishop or Cardinal.

Prerequisites: Anointed Cleric, Knowledge: theology & philosophy 8 ranks

Benefit: The bonuses provided by the Anointed Cleric feat increase to +6. In addition, even when dealing with those who are not a member of your faith, you are still given some respect as an experienced religious authority. You receive a +1 bonus on all skills enhanced by the Anointed Cleric feat, even when interacting with non-believers. By engaging in a lengthy public ritual, you can grant any believer who meets the prerequisites the Anointed Cleric feat.

Hope in Desperation (General)

When plans fail, when friends die, when it all goes wrong.... you are the last hope for victory.

Prerequisite: Base attack bonus +8 or higher, Heroic Surge, Iron Will

Benefit: Any time you are reduced to 25% or fewer Hit Points, one of your allies is reduced to negative HP or if more than half your allies are reduced to 25% HP or less, you receive the benefit of this feat.

uring moments of desperation, if you choose to use a full attack action, you receive an additional attack each round at your highest base attack bonus. This additional attack is in addition to extra attacks from feats or class features.

Hundred Hand Defense (General)

You move your hands so quickly they seem to blur together, and your amazing reflexes allows you to deflect bullets. It's like you had a hundred guardian hands surrounding you, pushing away danger.

Prerequisites: INT 13+, Combat Reflexes, Spot 4 ranks, Concentration 4 ranks

Benefit: Once per round that you would normally be hit with a ranged weapon (arrow, thrown weapon, or bullets) you can deflect the projectile, so you take no damage from it. You may not deflect massive projectiles like a falling boulder, area effects, spells or supernatural energy blasts.

You must either have at least one hand free to use this attack or be armed with any knife or short sword, and you must be aware of the incoming attack, and not denied your DEX bonus to Defense.

Hundred Hand Deflection (General)

You are so skilled a martial artist that if an unwary enemy shoots at you, your retaliation is swift and lethal. You can slay an assassin with his own bullet.

Prerequisites: Hundred Hand Defense

Benefit: When you deflect ranged weapons fire with your Hundred Hand Defense feat, instead of merely deflecting the projectile, you can instead to use the projectile to your advantage. You may deflect the projectile to any chosen target within 30 ft. The projectile uses the attacker's original attack roll at -4, since deflecting the projectile robs it of some of it's kinetic energy. If this beats the chosen

target's Defense score, he or she suffers damage normally for that projectile.

Hundred Hand Mysticism (General SU)

Your kung-fu is so focused, you can turn an enemy spell caster's magic against him.

Prerequisites: Hundred Hand Deflection, Knowledge: arcane lore 4 ranks, knowledge: theology & philosophy 4 ranks

Benefit: You may use your Hundred Hand Defense feat to deflect enemy spells and targeted supernatural effects. If you deflect a spell, you reduce its effective caster level by -4. If this would reduce the spell to a level it could not function at, the spell disappears harmlessly.

If the spell could still be cast, it rebounds on the original caster, who must defend against the spell normally (though at a lower caster level). You can only defend against spells specifically targeting you, and you cannot deflect area effect spells, or spells that target a specific area in space (such as a *fireball* or *silence* burst).

Infiltrator (General)

You are a highly trained espionage agent, and can duplicate the mannerisms of your assumed persona without arousing your target's suspicions. You can safely imitate a target for days or weeks if necessary.

Prerequisites: Deceptive, Disguise 4 ranks

Benefit: Observers do not get any automatic Spot checks to notice inconsistencies and errors in your disguise. You must personally interact with a suspicious party, who must make a conscious effort to pierce your disguise with a Spot check.

Normal: Day to day interaction with a disguised agents allows marks an automatic Spot check each hour to see through the deception.

Insinuation (General)

By finding common ground, you can twist a target's beliefs to match your own.

Prerequisite: Diplomacy 4 ranks, Knowledge: behavioral sciences 4 ranks, Sense Motive 4 ranks

Benefit: When speaking to any sentient character with an INT score of five or greater, you

may attempt to change that character's allegiances and beliefs. You may only use this feat if you share at least one allegiance with the target at the beginning of the conversation.

After five to ten minutes of conversation, you may spend an action point and make a Diplomacy check (DC 12 + the target's WIS modifier), which is opposed by the target's Sense Motive check.

On a successful check, you may alter any one of the target's allegiances to match one of your own. You may only use this ability once on any given character.

Investment Portfolio (General)

You've invested heavily and intelligently in the stockmarket, creating a stable revenue stream that requires little additional effort to enjoy.

Prerequisite: Profession (broker) 4 ranks, Knowledge (business) 4 ranks, Windfall

Benefit: You create an investment portfolio for yourself which generates a small but steady amount of income each month. The portfolio has its own "Intelligence score" and ranks in Knowledge: business, which are used on your behalf. At the beginning of each month, the portfolio makes a DC 20 Knowledge: business check.

If the check succeeds, your Wealth Bonus increases



by +1, plus an additional point for every five points by which the Portfolio beats the Knowledge check DC. Failing the check simply means your investments generate no revenue that month. Failing the check by five or more points reduces the Portfolio's "INT score" by one point, representing a loss of capital due to bad investments and poor market conditions.

When you create your Portfolio, you assign resources to the Portfolio, representing your initial investment and determining the Portfolio's effective Intelligence. The Portfolio has an INT score equal to $9 + 1$ point for every point of Wealth bonus you sacrifice to the Investment Portfolio. The Portfolio has no maximum INT score. At any time, you may sacrifice another point of Wealth Bonus to the Portfolio, increasing its Intelligence and effectiveness

in the market.

The Portfolio's effective ranks in Knowledge: business are equal to your current ranks in Profession (broker). The Portfolio's knowledge ranks increase as your understanding of the market grows.

Jujitsu (General)

You are adept at using an opponent's strength and overconfidence against him.

Prerequisite: Defensive Martial Arts, Balance 4 ranks

Benefit: When making a Trip, Disarm or Grapple or check, you may use your opponent's STR modifier in place of your own if it is greater.

Lawmaker (General)

You are one of America's political elite, and your words carry great weight with the powers that be. **Prerequisite:** Membership in a political group, Knowledge: civics 8 ranks, Knowledge: business 4 ranks, Trustworthy

Benefit: You are an appointed member of a democratic or quasi-democratic government body (such as the state or national Senate, a city council, Congress), or a powerful mercantile group (trade commissions, professional licensing boards, unions, and so on). You have the authority to vote on new laws, address the assembly, and campaign for advancement within the body. When discussing matters of politics, you receive a +2 competence bonus on Bluff and Diplomacy checks.

Limitations: The power and utility of this feat is largely subject to GM interpretation. Acting against the interests of your political patron may result in expulsion from politics, or worse. Depending on the nature of the political body you serve in, your appointment may be for life, or you may be subject

to periodic elections or recall/no confidence votes.

Special: You may select this feat multiple times. Each time you do so, it applies to a different faction. You may also choose to apply this feat to the same faction multiple times. Each time you do so, your prestige within that organization increases, and the Bluff and Diplomacy bonuses granted by the feat stack.

Legislation (General)

You can shift the course of government and rewrite laws to conform to your goals and beliefs.

Prerequisite: Lawmaker

Benefit: You can write new laws and have the political savvy and connections necessary to see them ratified. You may make minor legal and government policy changes that directly benefit you, your political patron or your corporate backers, or you may make sweeping changes to state or national policy. Passing a new law requires a Knowledge: civics check, the difficulty and working time of which is based on the severity of the changes made.

Type of Legislation	Knowledge: civics Check DC	Time Required for passage
"Pork" Laws that offer minor benefit to your alligence/ political patron	DC 25	1d6 weeks
Minor, non-controversial legal changes without much media interest such as changing inheritance law, altering court procedures or sentences for minor crimes, negotiating trade relationships between countries. The mundane business of government.	DC 30	3d6 weeks
Controversial issues: legalizing or making illegal things like abortion, euthanazia, the death penalty, gay marriage, drug use, ect. Passing Constitutional amendments.	DC 40	2d4 months
Fundamental changes: Changing America's system of government, reestablishing slavery or a caste system. Declaring war, authorizing the use of nuclear weapons or similar devices.	DC 60	2d4 years

The simplest use of this feat is to pass a ‘pork’ law that benefits yourself or your patron group or corporation. In this case, once the law is passed you, and any member of your chosen group receive a bonus on all Profession checks. This bonus is equal to one plus an additional point per every three points you exceeded the Knowledge: civics check DC by. This bonus remains in effect for one year.

More important laws can also be passed, changing the legal and political landscape of the campaign world. The Gamemaster has final say over what laws are open to alteration in a particular game. Opposing lawmakers with this feat can oppose the new law with their own Knowledge: civics check, or can attempt to rewrite a law once it’s been passed.

Legal Precedent (General)

By citing long standing legal precedent and case law, you can use the legal principle of ‘stare decisis’ to your advantage in any court of law or business negotiation.

Prerequisite: Knowledge: civics 4 ranks, Research 4 ranks

Benefit: When initially taking a case or negotiations, either civil or criminal, you may make a DC 22 Research check to find helpful legal precedents. If you succeed on the check, you add the amount you beat the check DC by as an insight bonus on all Knowledge: civics, business or Diplomacy checks made during the case or negotiations. Thus, if you Research check result was a 25, you would receive a +3 bonus on all legal checks made during the case. The initial Research check requires at least 8 hours of work. Failing the initial check confers no penalty, you simply fail to find any useful court decisions.

Meaningful Ink (General)

There’s a flag sewn into your skin. Your scars and tattoos tell the world who you are, what you stand for, and you draw strength and courage from them.

Benefit: You’ve been extensively tattooed, scarred or branded, marked with designs that have deep personal meaning for you. Your markings grant

one of the following the following morale bonuses:

- +2 morale bonus on Diplomacy and Gather Information checks against anyone sharing your allegiance.
- +2 morale bonus to any Perform checks made against anyone sharing your allegiance.
- +2 bonus on melee attack damage rolls against anyone directly opposed to your allegiance
- +1 morale bonus to Defense

Your tattoos are considered a holy symbol and divine focus for casting divine spells and using divinely inspired class features.

Drawback: Anyone seeing your highly detailed, wide reaching tattoos may attempt a DC 12 Knowledge check (the type determined by the GM based on the type of affiliation you claim). Success means the viewer easily knows the allegiance your tattoos represent. If you select this feat multiple times, each time the check DC decreases by 2 points.

Special: You may select this feat multiple times. Each time you do so, the feat and its benefits apply to a particular allegiance. Your allegiances cannot be in obvious conflict. You may choose a different benefit each time, or select the same benefit multiple times, in which case the effects stack.

Military Chaplin (General)

Military chaplains- whatever their faith and nation of origin- are expected to be able to keep up with the soldiers they minister to in the field. Chaplains can turn to their faith for comfort in trying times and are a voice of quiet authority in the unit.

Prerequisite: Anointed Cleric, Endurance

Benefit: Each day, you receive a pool of bonus points equal to your ranks in Knowledge: theology & philosophy and your WIS modifier (minimum two points). You may spend any number of these bonus points as a morale bonus, used to improve your skill checks throughout the day. You may choose enhance any Diplomacy check made against military personal, Survival or Treat Injury checks, as well as any FORT Save affected by the Endurance feat.

You may spend any number of points. You decide to add the bonus after rolling the check, but before the results of the check is announced. Doing so is considered part of the action to be enhanced.

Misinformation (General)

You can create convincing forgeries, cite false sources and spread rumors which make it more difficult for your political adversaries to uncover

Father Daniel Wu, Vatican Funded Combat Type



trustworthy facts.

Prerequisites: Deceptive, Bluff 4 ranks, Research 4 ranks, either Craft (visual arts or writing) or Forgery 4 ranks

Benefit: You can create extremely convincing false data, including print and net media propaganda and misinformation, and disseminate your misinformation

widely. Doing so requires a DC 22 Craft or Forgery check and at least 8 hours of work; you must have access to the media or communications to benefit from this feat.

You designate a single subject, which can be a person, object, political group or cause, idea or historical fact. If your check succeeds, all Gather Information, Knowledge and Research checks made concerning the subject have their base DC increased by +5, plus an additional +1 for every three points you beat the check by.

Anyone who succeeds on the check sees through the misinformation, and does not suffer a penalty on additional future checks, as does anyone you specifically warn about the false information.

This feat's benefits typically extend across the world, and can even spread off planet, carried by global and galactic media. The misinformation remains in circulation for $1d6+1$ days, before it is recognized and countered.

You may choose to spend an action point to create an even more stunning disinformation campaign. The effects of this campaign last for $1d4+1$ months before the misinformation is recognized and corrected.

Missile Volley (General)

In one decisive shot, you can empty your missile tubes at a single target, unleashing a hellish fireball that can atomize a tank or shear the top floors off a skyscraper.

Prerequisites: Pilot 8 ranks; Advanced Firearms Proficiency or Full Autofire

Benefit: As a standard action, you can completely empty your vehicle or power armor's missile tubes, firing all your missiles simultaneously at a single target.

Each additional missile beyond the first adds $+2d10$ additional points of damage (maximum $20d10$ additional damage), and increases the REF Save DC for half damage by +2. Each additional missile fired increases the resulting blast radius by 5 ft.

Mob Violence (General)

You're at your strongest, and most dangerous when fighting alongside other true believers. When a peaceful protest turns into a riot, you're ready and willing to fight for what you believe in.

Prerequisite: Street Demonstration

Benefit: You receive a cumulative +1 morale bonus on attack and melee damage rolls as well as a +1 insight bonus to Defense for every 100 allies involved in a demonstration.

You must be actively involved in the demonstration, and flanked by at least one allied demonstrator to receive this feat's benefit. This bonus only applies while the demonstration is ongoing, and ends as soon as the crowd shrinks to less than one hundred demonstrators. The maximum bonus granted by this feat is equal to your ranks in Knowledge: civics or theology & philosophy.

Modern Mounted Combat (General)

You have learned how to fight effectively from horseback, an ancestral skill of growing importance in the oil starved future.

Prerequisite: Ride 1 rank

Benefit: Once per round, when your mount is hit in combat you may attempt a Ride check as a reaction to negate the hit. If your Ride check result is greater than the opponent's attack roll, the hit is negated. Essentially, your Ride check result becomes your mount's Defense score for the results of that blow.

Modern Spirited Charge (General)

You've learned how to fight effectively from horseback, using the horse's amazing strength and power to your best advantage.

Prerequisites: Ride 1 rank, Mounted Combat

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon, or triple damage with a lance or spear. If you spend an action point on a successful attack, you knock your opponent back 30 ft plus 10 additional ft for every five points your attack roll beats your adversary's Defense score by.

Modern Trample (General)

You can use your horse's weight and muscle to crush your opponents into the pavement.

Prerequisites: Ride 1 rank, Mounted Combat

Benefit: When you attempt to overrun an opponent while mounted, your target cannot choose to avoid you. Your mount may make two hoof attacks against any target you knock down, gaining the standard +4 circumstance bonus on attack rolls made against prone targets.

Mounted Guardsman (General)

You've mastered police riot control and crowd suppression techniques useful when fighting from horseback.

Prerequisite: Ride 1 rank, Mounted Combat

Benefit: You receive a +4 competence bonus on all sunder, disarm and trip attempts made from horseback. You suffer no penalty when using a melee weapon to inflict subdual damage from horseback.

Normal: You suffer a -4 penalty when attempting to use a weapon to inflict subdual damage.

Mounted Hunter (General)

You come from a warrior culture that survives as mounted nomads. You can hunt and make war effectively from the saddle.

Prerequisite: Ride 4 ranks, Survival 1 rank

Benefit: You gain several minor benefits related to horsemanship and hunting from the saddle. You become proficient with the following weapons, all designed for use in the saddle: lances and pikes, scimitars, war hammer, pistol, rifle, crossbow and shortbow.

You can use the Survival skill to follow a trail from horseback; your mount's base land speed is used to calculate what penalty (if any) you receive for tracking while moving faster than 1/2 speed.

You receive a +2 bonus on Ride and Survival checks.

Mounted Sniper (General)

You can lay down fire effectively, even from the back of a charging horse.

Prerequisite: Ride 1 rank, Mounted Combat

Benefit: You suffer only half the normal penalty for using a ranged weapon on horseback. You suffer a -2 ranged penalty when the horse takes a double move, a -4 penalty when your horse is running.

Normal: You suffer a -4 penalty on ranged attacks when your mount takes a double move, and a -8 penalty when it runs.

Multi-Weapon Fighting (General)

You've mastered a combat style that takes advantage of your non humanoid physique, using your additional arms to distract an opponent, as well as for offensive gambits that would be suicidal for an ordinary humanoid.

Prerequisites: Dex 13, three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands.

Normal: A creature without this feat takes a -6 penalty on attacks made with its primary hand and a -10 penalty on attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

Opportunistic Legislation (General)

You can quickly pass laws to respond to current crisis and take advantage of upheavals in the rapidly shifting political landscape.

Prerequisite: Lawmaker, Knowledge: current events 8 ranks

Benefit: When passing new legislation, you may make an additional Knowledge: current check, the DC of which is based on the importance of the new law. If this check is successful, you have convinced the public and other members of the legislative body that the law offers at least a partial solution to a current crisis, and is in the public's best interest.

If the Knowledge: current events check is successful, you reduce the DC of the Knowledge: civics check to pass the law by 5 points. If you choose to spend an action point, you can reduce the Knowledge: civics check farther, by one additional point

per every three points you beat the Knowledge: current events check by.

Type of Law	Knowledge: Current Events Check DC
Pork Laws	DC 18
Minor Laws	DC 20
Controversial Legislation	DC 25
Fundamental Changes	DC 30

Special: You may only use this feat if you can describe how your law will solve a current problem, or respond to a media frenzy over some current crime or scandal. If the law being passed has no obvious bearing on the situation, the Gamemaster may disallow use of this feat, or may impose additional circumstance penalties to the law's passage.

Outburst (General)

You can ride the razor's edge of sanity, letting your emotional control slip to make your words more emotionally affecting, your threats more believable and your performances more convincing.

Benefit: By voluntarily suffering $1d4+1$ points of temporary Wisdom damage, you receive twice that amount of damage as a morale bonus on your next Charisma based skill check. Thus, if you suffer 3 points of WIS damage, you would receive a +6 bonus on your next Charisma based check. You must make the skill check within 1 minute of suffering the Wisdom damage. You are considered *shaken* by your emotional outpouring for 2 rounds after the skill check concludes.

Out-Colonist (General)

You have lived on a Terran out-colony, surviving on the rugged fringes of human controlled space. You are a technologically adept survivor and explorer.

Prerequisite: either Gearhead, Guide or Planetary Adaptation

Benefit: Your experiences in the out-colony have sharpened your survival skills and technical how-to. You receive a +2 bonus on Pilot, Repair, and Survival checks. You receive a +2 bonus on Treat Injury checks made to aid yourself, reducing the total penalty to -3. You can choose to attempt surgery on yourself.

Normal: You suffer a -5 penalty when using the Treat Injury skill to treat yourself. You cannot perform surgery on yourself.

Overcome Limitations (General)

You can use your special abilities more often than normal, and ignore the physical and mental limitations that hinder other metahumans.

Prerequisite: character level first

Benefit: You may use any class based skill or feat which is limited to a number of uses per day based on one of your attribute scores or modifiers an additional time per day.

For example, if you possess the Soldier Name feat and a CHA modifier of 13, you could use that feat twice daily; with this feat you may use that feat three times per day. This feat to all attribute based limited use feats, regardless of when you acquire the feat or which attribute the limitation is based upon.

Limitation: This feat does not affect the attribute based utility of a feat, merely the number of uses possible per day. For example, it would not increase the number of subcultures you can master with the Cultural Versatility feat, or increase the damage inflicted by the Precision Fire feat. This feat does not provide any other benefit of a high attribute modifier.

Special: This feat must normally be chosen at first level. If you have chosen this feat at first level, you may select it again anytime you are eligible to choose a new feat. You may select this ability up to 5 times, gaining up to 5 additional uses of any limited utility feat or class ability.

Penetrating Fire (General)

You can concentrate your fire, pouring round after round onto a target until you blast

through even the most hardened defenses.

Prerequisite: Weapon Mastery (firearms), Controlled Burst, Precise Shot

Benefit: When facing an adversary with any form of Damage Resistance, you may sacrifice one die worth of damage in order to temporarily lower the target's DR by five points. You may choose to reduce your weapon's damage any number of die you feel necessary to break through the target's defenses. Regardless of how many die of damage you sacrifice, your ranged attack deals a minimum of one point of damage to the victim on a successful hit.

Limitation: You may only use this ability with a ranged weapon.

Perfect Metabolism (General or Psionic Precursor)

Gene therapies and medical nanonics have improved mankind's standard of living. Even the ordinary men and women of the late 21st and early 22nd centuries would be considered minor superhumans among the citizens of an earlier era. You represent the peak of human physiological potential, but are completely human.

You have naturally evolved impressive healing gifts, equal or superior to any technological enhancement. You have a lean and muscular body that heals quickly and cleanly and requires far less sleep than your human counterparts.

Prerequisite: CON 13+ ; character level first; human or similar species only

Benefit: You are an evolved human mutant. You recover lost hit points or ability damage at twice the normal rate. If you combine this ability with the Tough Hero's Stamina talent, you recover at 3x the normal rate.

You can expect to live at least 20% longer than a normal member of your species, similar to a creature with the Agewell gene-mod. Your body is lean and attractive, and your digestive processes are naturally similar to someone with the Cornucopia gene-mod.

Finally, you only require 4-5 hours of sleep or rest per night. Spellcasters with this useful mutation can recover their spells after only 4-5 hours of sleep or meditation.

Characters with this feat are not considered superhuman

or genetically abnormal; to gene scanners and abilities that read genomes (such as the Scanner Genefeat or the Challenger's racial abilities) the character is considered a baseline human.

Political Awareness (General)

You are a media junkie, knowledgeable about the controversies and issues in the news. You are an active and committed part of your political subculture.

Prerequisite: Knowledge: civics or theology & philosophy 4 ranks, either Personal Coda, Meaningful Ink or Aligned Zealot

Benefit: You receive a +2 competence bonus on all Knowledge (any) and Profession (any) checks related directly to your political or religious cause, and can use the Research skill to research issues concerning your politics in half the usual time.

You may select feats directly related to your allegiance in place of any class based bonus feat, representing your immersion in the unique subculture and your study of your political heritage.

You may select from the new feats in this book, or may select feats which fit your allegiance and outlook from any other gamemaster approved source.

Post-human Technology (General or Psionic Precursor)

You are the product of some form of unique (and possibly experimental or alien) ultra-technology. Your onboard ultra-tech allows you to perform almost 'magical' feats through purely technological means.

Prerequisite: character level first

Benefit: All class based abilities or feats that provide Supernatural or Spell-like abilities are treated as Extraordinary abilities when acquired by you. This allows you to use your strange abilities in anti-magical zones and acquire magical abilities, including spell casting talents, in otherwise 'non-magical' campaigns. The exact source and rationale for your extraordinary talents are subject to game master discretion.

Your technology enhanced abilities are vulnerable to anti-nanite countermeasures. You receive a +4 circumstance bonus on FORT saves to

resist countermeasures, due to the alien nature of your nano-cybernetics.

Drawback: Your strange anatomy and unusual cyber-load makes it more difficult for human medics to treat you. Medics suffer a -4 circumstance penalty on all Treat Injury and Craft: pharmaceutical checks made to aid you, unless they possess the Xeno-medic feat.



Precision Fire (General)

You can use a combination of amazingly quick reflexes and extensive training to do the nearly impossible: strafe an area with gunfire without hitting allies or potential hostages.

Prerequisite: Full Autofire, Precise Shot

Benefit: When strafing an area, you may designate a number of excluded targets in the area equal to your INT modifier (minimum one target). None of these excluded targets are harmed by your gunfire, all other targets in the area take damage normally.

Normal: All targets within range are injured when you strafe an area with a weapon set for full autofire.

Psychologist (General)

You are a trained psychotherapist, legally able to practice medicine, treat the mentally ill and prescribe medicine.

Prerequisite: Knowledge (behavioral sciences) 8 ranks, Medical Expert

Benefit: You receive a +2 competence bonus on all Profession (medical) checks. Additionally, by spending at least one hour in conversation with a sentient human, you may make a Knowledge (behavioral sciences) or Sense Motive check (DC 15). If the check succeeds, you receive an understanding of what mental illnesses, if any, the subject suffers from. All future Treat Injury or Knowledge (behavioral sciences) checks made to treat that subject's mental illnesses receive a +4 competence bonus.

In addition, all Bluff and Diplomacy checks made against that creature receive a +1 competence bonus. This bonus remains in effect for a number of days equal to your INT modifier.

Racial Exotica (General or Psionic Precursor)

Years of commercial and military grade gene-modding, alien/human mating and random evolution have permanently altered the human genome. The full details of your heritage may never be fully known, and while your features mark you as not completely human, your strange beauty and otherworldly appeal cannot be denied.

Prerequisite: character level first.

Benefit: Your body bears subtle mutations that make you both more durable and more sexually appealing. Most noticeably, your skin is an abnormal but appealing color or texture- you might have a light pelt, iridescent scales, or seem to be made of more exotic matter. Some humans with this feat have translucent bodies that resemble glass sculptures, while others have gleaming steel skin. Once your unusual appearance is chosen, it cannot be altered.

Regardless of appearance, your exotic skin gives you a +2 natural armor class bonus, and grants a +4 racial bonus on sexually oriented Bluff and Diplomacy checks.

Limitations: Characters with this feat suffer a -4 penalty on Disguise checks.

Ranged Sabotage (General)

By targeting a machine's vital components with your ranged attacks, you can cripple the vehicle.

Prerequisite: Far Shot, Precise Shot, Base Attack Bonus +6, Craft: mechanical or Repair 4 ranks

Benefit: You may target any non-magical vehicle's vital components with highly accurate gun or arrow fire. On any successful attack that beats the vehicle's Defense score by 5 or more points, you may choose one of the following effects:

- The vehicle's top speed is reduced by 25%
- A secondary vehicle system (such as lights, radio, a specific weapon system, ect) ceases to function).
- The vehicle's turn number increases by 2 squares.
- All Drive or Pilot checks made in the vehicle suffer a -4 penalty until it is repaired.
- One of the vehicle's tires is destroyed.
- The vehicle offers one 'step' less cover to its occupants.
- The vehicle cannot be used to perform Stunts until repaired.

Limitation: This feat does not apply to mecha or power armor, only conventional vehicles of any type.

Redliner (General)

You are one of the best pilots alive today, a veteran with thousands of flight hours logged, and you know how to get maximum performance from your machine.

Prerequisite: Aircraft Operation, Pilot 8 ranks

Benefit: By spending an action point while particular aircraft, you may attune yourself to all aircraft of that type and model. When piloting an attuned aircraft, you can coax increased performance from the machine. In your hands, the aircraft's maximum speed is increased by 10 %, and its maneuverability is increased by one category (maximum Perfect maneuverability).

You may attune to any number of different types of aircraft.

Retained Council (General)

You've got a law firm, bondsmen and corporate law specialists on retainer, ready to come to your defense with only a single phone call.

Benefit: You reduce the Purchase DC of any legal services or bail bonds by 5 points, allowing you to find and retain highly skilled attorneys at a reasonable cost. You attorneys will begin acting on your behalf, to arrange bail or make preliminary arguments in a case you bring within 1d4 hours of being contacted.

Retro-tech (General)

You take great pleasure in kit-bashing outdated electronics and junk-shop oddities into working computer systems, and you sneer at modern technology in favor of the now kitschy technology of your youth.

Prerequisite: Builder or Gearhead

Benefit: By buying out of date, substandard equipment, you can find incredible bargains on computer equipment and electronics. By doubling the size and weight of a particular piece of equipment when it's purchased, you can reduce its Purchase DC by 1.

You may also choose to buy difficult to operate equipment to reduce the purchase price farther. If the piece of equipment is so outdated it imposes a -1 penalty on skill checks associated with its use, you

may reduce the Purchase DC by a further 1 point. You may choose up to impose a -3 skill penalty with the piece of equipment, reducing the Purchase DC by as many as 3 points.

Reverse Engineer (General)

By studying and disassembling recovered technology, you can make great technological strides.

Prerequisite: Gear Head, Knowledge: technology 8 ranks, Repair 4 ranks

Benefit: You may disassemble and study a piece of technology from a higher progress level including unusual technology that is magic-based or techno-organic in an attempt to understand how it works. The recovered tech is destroyed in the process, and the research and study requires at least 40 hours of work.

At the end of the study and experimentation period, you may attempt a Knowledge: technology check in an attempt to understand how the recovered device works.

The check DC is based upon the Progress Level of the recovered tech. Recovered technology from PL 5 or less has a check DC 22. Each additional PL beyond PL 5 increases the Knowledge: technology check DC by +5 (to a maximum base DC 42 for PL 9 technology.) If the recovered tech is magic based or techno-organic, you the check DC is increased by +2.

If your check is successful, you receive a permanent +1 rank in Repair and Knowledge: technology, regardless of your normal maximum ranks in these skills, due to the insights you gained studying the alien device. You may design and build devices similar to the recovered technology without penalty regardless of how much more advanced the device is in contrast to main-line technology.

Rouse to Violence (General)

Your fiery words can incite the crowds to violence and can shake the foundations of nations.

Prerequisite: CHA 15, Perform: oratory 15 ranks, Diplomacy 8 ranks

Benefit: By spending an action point when making a Perform: oratory or Diplomacy check to sway the actions of a crowd of 25 or more sentients, you can dramatically increase your effectiveness as a speaker and rabble rouser. If you raise the crowd's attitude to Helpful, they become willing to fight a common enemy at your side.

Your words stir the crowd's passions, making them surprisingly effective combatants. All those affected by the diplomacy check receive a +2 morale bonus on attack rolls and saves. The effects of the words linger for a number of hours equal to your CHA modifier. This is a non-magical, mind influencing effect.

Limitations: Though hungry for vengeance and out for blood, the crowd will not act suicidally, quickly coming to their senses in the face of an obviously one sided fight or suicidal plan. If you are killed, surrendered, or retreat from the battlefield, this feat's effects automatically expire.

Rumor Mill (General)

The right words in the right ears can sway elections, cripple corporations, destroy careers and savage reputations.

Prerequisite: Bluff 8 ranks, Trustworthy, Knowledge: streetwise 1 rank

Benefit: You may seed rumors about your enemies, damaging their reputations and making their lives more difficult. Seeding a rumor requires 1d4+1 hours and a successful Bluff check (*DC 18 + the victim's CHA modifier, or in the case of a group, the CHA modifier of the group leader or spokesperson*). If the check is successful, you've created a short-lived and damaging rumor about the victim.

The victim suffers a penalty equal to your Reputation score on all Bluff, Diplomacy and Gather Information checks made against anyone who would be aware of and believe the rumor. This penalty remains in effect for a number of days equal to the rumormonger's Reputation score.

Characters hearing the rumor make a Sense Motive check, opposed by the rumormonger's initial Bluff check to determine if they believe the rumor. If the rumor monger can produce evidence (real or manufactured) that seems to support the rumor, he or she receives a +4 circumstance bonus on the initial Bluff check.

Saddleshift (General)

You move with amazing speed and agility in the saddle, instantly shifting from defense to offense.

Prerequisite: Ride 1 rank, Mounted Combat

Benefit: You may attack with any light, one handed weapon or firearm or attempt to cast spells while claiming cover from your mount. You receive a +2 bonus on Ride checks to claim cover from your mount or stay in the saddle.

Normal: You may not attack nor cast spells while using a Ride check to claim cover from your mount.

Scapegoat Politics (General)

By shifting blame and some timely lies, you can turn even your most crushing failures to your advantage.

Prerequisites: Trustworthy, Knowledge: civics or history 8 ranks, Diplomacy 4 ranks

Benefit: Within 24 hours of a notable failure, public humiliation or any other event (such as a criminal conviction or causing a disaster) that would damage your reputation, you may spend an action point and make a Diplomacy check. The Diplomacy check DC is based on the severity of the

public embarrassment. If the check is successful, your reputation is assured, and you are not considered *infamous* among civilians and ordinary characters that have seen your broadcast. Instead, you successfully shift the blame towards another person, group or allegiance, who are considered *infamous* among the populace.

In addition, your Reputation bonus increases by +1 for every three points by which you beat the Diplomacy check DC. You must have media access to gain the benefit of this feat. While working to restore your reputation, you may be considered *infamous*.

SERE Training (General)

SERE stands for Survival, Evasion, Resistance, and Escape, and is the military training program to prepare soldiers for surviving in hostile territory, withstand interrogation and torture, and escape or survive to reach home. The SERE motto is "return with honor".

Although SERE training is offered to all branches of service (*especially special operations forces*), many regular Air Force personnel receive this training, since they are at high risk of being shot down behind enemy lines and captured.

Benefit: Characters with this feat gain a +2 bonus on Hide and Survival checks, and a +2 on all saves level checks to resist intimidation, interrogation, torture, and brain-washing, including through psionic or magical means.

Scarred Survivor (General)

Your body bears hideous, deep and poorly healed wounds from a hundred desperate battles, but you have survived each one, despite the crippling carnage it inflicts upon you.

Type of Offense/Failure	Diplomacy Check DC	Length of Time Required
Minor Embarrassments (drunk driving convictions, mishandling a non critical situation, having a comrade wounded in battle due to your negligence, saying something stupid on camera)	15	8 hours
Major Failures (criminal convictions, mishandling an important situation, losing a major battle, expressing highly unpopular opinions)	18 + 1d4	24 hours
Career Ending Mistakes (conviction for rape or murder, treason, being associated with a terrorist cell or other unpopular group, military failures that threaten your nation's security)	25 + 1d6	40 hours

Prerequisite: Toughness

Benefit: Any time you are reduced to 0 HP or fewer, you may choose to permanently sacrifice 1d2 points from any one of your attributes. You instantly stabilize and recover 1d4 HP, allowing you a second wind and a chance at survival, but leaving you with lasting and crippling battlefield injuries.

Once you choose to suffer a scarring wound to a particular attribute you may not suffer a wound to that particular attribute again until you have suffered wounds to all five other attributes. Thus, if your first wound is to your INT score, you cannot suffer another voluntary INT wound until you have suffered wounds to all 6 attributes.

Street Demonstration (General)

You can organize public spectacles and large scale protests designed to shine the media spotlight on the causes you champion.

Prerequisites: Knowledge: civics or theology & philosophy 6 ranks, Knowledge: streetwise 4 ranks, Diplomacy 1 rank

Benefit: When participating in a demonstration with a large number of other characters, who must share at least one allegiance with you, you may use the momentum of and emotion of the crowd to your advantage. You receive a cumulative +1 morale bonus to Diplomacy and Intimidate checks for every 100 people in the crowd. There is no limit to the



bonus you can receive in this manner. You retain this benefit for as long as the demonstration remains active and for 1d6+1 minutes afterward.

You need not actively participate in the demonstration to retain the bonuses, so long as you know the demonstration is still ongoing, if you wish to go off site and use the demonstration's political capital during negotiations. Regular phone calls or text messages updating you on your demonstration's

status, or viewing the demonstration on television or from a window allows you to keep in contact with the demonstration while negotiating.

Organizing a demonstration of at least one hundred people requires a DC 18 Diplomacy check, and at least 10 hours, plus one hour for each additional hundred people expected to attend. The Diplomacy check DC increases by +1 for every 100 scheduled attendees, reflecting the difficulty in scheduling such a huge crowd, organizing sub-factions within your movement and arranging for any necessary permits.

Squad Leader (General)

You are a skilled commander, able to lead and inspire troops. You can attract bodyguards and personal champions, as well as an array of followers.

Prerequisite: Elite Clearance, Knowledge: tactics 9 ranks, CHA 13 +

Benefit: You can take command of small and mid-sized military units, as well as attracting a personal champion, bodyguard and aid de camp. The size and skill of the units you can assume command of is determined by the Squad Leader's total character level. Certain circumstances and feat choices can raise or lower the Squad Leader's effective character level for the purposes of this feat.

You may select a single cohort/personal guardian. Your cohort is an NPC whose total character level/challenge rating is no more than 60 % your own. Working in conjunction with the gamemaster, you may design this NPC, using any combination of racial levels, templates, and basic and advanced classes, so long as the resulting combination of factors has a CR no greater than 60 % of your own.

No cohort, no matter your Squad Leader level, can ever have a CR/ECL greater than your own. If your cohort is slain or released from service, you may replace the cohort within 1d4+1 months.

Your cohort can potentially be any class, race or species, though the cohort cannot be per-

sonally opposed to you or your goals. Your cohort is considered a party member, and affects the distribution of XP during battles. In addition, you (or your patron organization) are responsible for the upkeep and salary, if any, paid your cohort, as well as for equipping the cohort. Your cohort is typically trustworthy, and will follow your orders under normal circumstances, but is an individual with his or her own opinions and goals.

If your effective character level for the purposes of the Squad Leadership feat is 10th or greater, you can also recruit small and mid-sized squads of less skilled individuals. These individuals are built using Ordinary class levels, and are equipped as normal for NPCs of their class level. These followers have allegiances and goals similar to your own, but may occasionally question your orders or disobey, especially if mistreated, and possess average attribute scores.

If you or your patron maintains a standing army, you can activate and prepare your squad for movement within a few hours, sometimes less. If you personally recruit followers, the process can take weeks or months. Transport and mobilization times are determined by the game master based on particular circumstances and common sense.

You can recruit 5 character levels worth of Ordinary followers per each Leadership character level. You may assign these Ordinary character levels in any way you see fit. As a 10th level Squad Leader, you could recruit one follower with 5 character levels, or 5 1st level followers. In contrast, a 15th level Squad Leader could recruit upto 25 character levels of followers: five 5th level veterans, or a squad of 25 1st level recruits, or any other combination.

Effective character level for Squad Leadership

Various factors can raise or lower your effective character level for the purposes of how powerful of a cohort and how many followers you can command. These modifications to your Squad Leader level only apply to this feat, not any other calculation of effective character level.

Design Note: This feat is a modification of the rules for Leadership, cohorts and followers found in the D20 Fantasy SRD, and is designed for use in a futuristic urban-warfare setting.

This feat empathizes military command over relatively small units. Advanced classes such as the False Messiah (Sanctuary: City of Secrets) and the Corporate Raider and Advocate (Corporate Raiders) even the Abortion Provider (Choice & Blood) practice different styles of leadership, and draw upon different power centers.

Union Negotiator (General)

Your skills as an labor leader and reputation as a champion of worker's rights gives you a powerful voice in local politics.

Prerequisite: Union membership, Craft or Profession (any) 8 ranks

Benefit: When addressing members of your

union, their allies, or any member of your profession or professional organization, you may add half (1/2) your ranks in the appropriate Craft or Profession skill to any Diplomacy, Gather Information and Sense Motive checks.

Special: If you are a member of multiple unions, you may select this feat multiple times. Each time you select this feat, it applies to a different union and worker population.

Urban Ghost (General)

You are adept at hiding among crowds, moving unnoticed and avoiding the omnipresent security cameras and sensors of 22nd century America.

Prerequisite: Stealthy, Knowledge: streetwise 4 ranks

Benefit: You receive a +4 bonus on Hide and Move Silently checks in a crowded urban environment. If you choose to move at half your speed or less in an urban environment, you may make a DC 18 Spot check to spot non-concealed cameras and surveillance devices, such as store

Leader's Traits	ECL Modifier	Leader's Traits	ECL Modifier
Has the Renown feat	+3 ECL	Reputation for cruelty, incompetence or non-professionalism	-2 ECL
Each point of CHA modifier past +2	+1 ECL	Recruits a cohort of an opposed allegiance or a racial/species enemy	-4 ECL
Leader has a military focused social interaction feat (such as Decorated Veteran, Personal Coda, Elite Clearance, ect)	+2 ECL per feat	Caused the death of a previous cohort of large numbers of followers, especially needlessly	-2 ECL cumulative
Wide reputation for fairness and good leadership	+1 ECL	Leader rarely trains, interacts or addressees the squad	-2 ECL
Known for sacrifice and courage in defense of troops	+1 ECL	Recent high profile failure or public humiliation	-2 ECL
Recent high profile victory or major success	+1 ECL		

security cameras, ATM cameras, and similar devices. Success allows you to move in such a way that the camera captures no usable images of your face. You may retry a failed check once per round.

You must make Spot checks normally to spot concealed surveillance devices.

Urban Scavenger (General)

You're far from rich, and can make do by purchasing used and sub-standard equipment. Pawnshops are your friend.

Benefit: When purchasing a piece of equipment with a Purchase DC of 16 or lower you may double the shopping time in an attempt to find a used version of the piece of equipment. Assuming you can find the object used, its purchase DC is lowered by 1d4+1 points, to a minimum of Purchase DC 1.

Normal: Purchasing used equipment only offers a substantial benefit if the object's purchase price is DC 16 or higher.

Warrior Prodigy (General)

You are a master of armed and unarmed combat.

Prerequisite: Combat Martial Arts

Benefit: You increase your Base Attack Bonus by +1, which may increase the number of iterative attacks you can make per round.

Special: You can select this feat multiple times; its effects stack. Even if your BAB exceeds +20, you do not receive more than four attacks per round, as per the rules in the D20 SRD for 'epic level' characters.

Weapon Mastery (General)

Replaces Weapon Focus and Weapon Specialization

You have spent many exhausting hours in training, learning the secrets of a chosen weapon. You strike hard and true with that chosen weapon.

Prerequisite: Proficient with chosen weapon, base attack bonus +1

Benefit: Choose any one specific type of weapon within a general group, such as a double bladed axe or an M-16A assault rifle. You may also choose an exotic attack form you possess, such as unarmed

attacks, grapples, magical rays, breath weapons, natural attacks, and the like. You receive a +1 bonus on attack rolls and a +2 bonus on damage inflicted by this weapon.

Weapons Cache (General)

You've set up safehouses and ammo dumps around the city, that you can quickly access in an emergency.

Prerequisite: Knowledge: tactics 12 ranks
Benefit: You can establish storehouses and safehouses around the city you currently live and operate in. The safehouse is usually a tiny, inexpensive apartment, self-storage unit, or may be located in an abandoned building or 'friendly' business. These safehouses do not need to be detailed, nor do their locations have to be specified until they are needed.

When the character needs to access the safehouse's contents, he spends an action point; a convenient safehouse is 'established' within 30 minutes of his current position. A character can use this feat a number of times equal to one plus his WIS modifier (minimum twice) each level.

You may stock the safehouse with an number of specific weapons or pieces of gear equal to twice your WIS modifier (minimum two weapons or items). The cached equipment must have a Purchase DC equal to 12 + your WIS modifier or less, and its 'purchase' does not significantly impact your wealth bonus. A supply of 1d4+1 clips of ammunition or e-clips are considered a single piece of gear.

Finding a character's safehouse or weapons cache requires a Gather Information or Research check (DC 28 + the character's WIS modifier). A day after the character first accessing a cache, the base DC of the check drops to 14 + the character's WIS modifier. Once accessed, a weapon's cache's utility drops quickly.

Well Chosen Shots (General)

You gain the ability to instantly assess the situation and calculate the odds of a successful attack, weighing the chance of victory against civilian or friendly fire casualties.

Prerequisites: Controlled Fire, Base

Attack Bonus +5, Knowledge: tactics 8 ranks

Benefit: You may use this ability as often as once per encounter, allowing you to modify your tactics 'on the fly'. Using this feat is a minor meta-game ability, which allows you to change your declared actions based on that action's results.

After rolling any attack, and seeing the results of the roll, including the damage inflicted, you can choose to activate this feat as a free action. If this feat is activated, you erase your previous action- you never made the attack roll, and are free to choose another action. Everything in the game, including all objects and creatures involved in the battle, returns to the condition it was in immediately prior to your now 'negated' attack.

You may choose to act again. However, you cannot attack the same target you assaulted on the 'negated' attack, though you can choose to attack another target, retreat, use a skill or take any other non-combat action.

From an in-game point of view, a soldier with this feat is so skilled in combat and has such a keen understanding of tactics, they can imagine the results (both good and bad) of a particular course of action. Once the normal flow of combat resumes, you can act normally, and attack any target you choose to.

Thus, a soldier might realize that their attack roll will fail to penetrate an enemy's defenses, do negligible damage, or might realize that an area effect weapon would cause unacceptable friendly or civilian loses. This feat allows the soldier to reconsider the disastrous course of action. In essence, you transform a 'real' and disastrous action into an 'imaginary' event.



Psionic Precursors

Psionic Precursors are minor innate psi-talents, which represent useful natural mutations and unconscious use of psi-talents. They offer non-psionic character classes, and members of normally non-psionic species, such as humans to develop their innate mental powers.

Most of the precursor feats are relatively 'low-powered'; game masters wishing to run a low key campaign inspired more by Steven King novels like *Firestarter* and *The Dead Zone*, television shows and movies like *Medium*, *the Profiler*, *the Sixth Sense* and *Next*, among many others, can simply restrict character to selecting Psionic Precursor feats rather than full fledged, comic-book style Psionic Feats.

Once a non-psionic creature or character selects a Psionic Precursor feat, he or she gains the Psionic subtype. Already psionic characters who select a Psionic Precursor feat simply gain a new capability.

1. Akashatic Search
2. Animalistic Mindlink
3. Anti-Ballistic Shell
4. Anti-Psi Broadcast
5. Battle-Flex Claws
6. Carrion Scavenger
7. Circuit Neurology
8. Combat Excellence
9. Combat Precog
10. Energy Weapons
11. Feral Gifts
12. Historical Sensitivity
13. Hostile Mind
14. Instinctive Defense
15. Instinctive Psion
16. Intellectual Mastermind
17. Mechanical Prodigy
18. Mind Healer
19. Mitochondrial Activation
20. Natural Empath
21. Negative Suggestion
22. Open Handed Telekinesis

23. Psionic Chameleon
24. Psionic Jinx
25. Psi-Seeker
26. Psi-Thief
27. Psychometric Touch
28. Pyrokinetic Ignition
29. Remote Viewing
30. Savant
31. Second Chance
32. Sensory Expansion
33. Sociopath's Insight
34. Superficial Mind Scan
35. Telekinetic Aim
36. Telekinetic Sniper
37. Telekinetic Strength
38. Urban Stealth
39. Vibratory Scan

Akashatic Search (Psionic Precursor)

You can tap into the akashatic memory, the collective unconscious of all thinking minds, human and alien, and borrow the ambient wisdom of the universe. You can search the collective unconscious for obscure facts and long forgotten secrets.

Prerequisites: WIS 13+

Benefit: A number of times per day equal to your WIS modifier (minimum once per day), you can tap into the akashatic record. As a full round action which provokes attacks of opportunity, you enter a trance like state where you are highly receptive to psychic phenomena. While entranced, your personality becomes inhumanly cold and logical, completely incapable of emotional expression, though your allegiances and basic goals remain unchanged. You may maintain the trance state for a number of minutes equal to your WIS modifier (minimum one minute)

During this time, you may choose to apply any two of the following benefits. You may instead choose the same bonus twice; the effects stack. You may choose a new combination of benefits each time you perform an Akashatic Search.

- A +2 bonus on any two Knowledge skills of

- choice
- A +2 bonus on any other skill of choice
- A +1 bonus on attack and damage rolls
- A +1 bonus on one save of choice
- A +1 dodge bonus to Defense
- Proficiency with a chosen weapon
- Ability to speak, read and write a chosen language
- Ability to cast a 0 level arcane or divine spell once (modern magic campaigns only)

Special: You may select this feat multiple times. Each time you do, you may select an additional benefit. Thus if you choose this feat twice, you can manifest up to three bonuses simultaneously.

Design Note: This feat is a slightly rewritten version of the Reincarnate feat, but is nearly identical mechanically. Since the source material for this campaign focused on super-science and latent psi-talents, not ghosts or reincarnated souls, the feat was rewritten to be a better thematic fit with the Psi-Watch campaign setting. Individual players and gamemasters can use whichever feat they prefer.

Animalistic Mindlink (Psionic Precursor)

You can form a durable, telepathic bond with lower life forms, easily hijacking an animal's senses using your understanding of the animal's behavior and desires to modify its otherwise instinctual behavior.

Benefit: You receive a +2 racial bonus on all Handle Animal and Ride checks and have an almost instinctive understanding of the enhanced animal's behavior and desires.

A number of times per day equal to one plus your WIS modifier (minimum twice daily), you can forge a psionic bond with any mammal within 60 ft. Only creatures of animal intelligence, with an INT score of 5 or less are affected.

The targeted creature receives no save against the effect. With concentration you can now see through its eyes (and interestingly enough, smell and taste anything the creature does). You receive real time visual information from the creature as long as it remains within 1 mile of you, and does not enter any air-tight area. Sounds are not conveyed, and the

link is broken if the animal is killed, falls asleep or is knocked unconscious. You gain no control or influence over the animal's behavior.

While seeing through your impromptu familiar's eyes, you are semi-comatose and helpless, and can return to full consciousness as a standard action. You may maintain the trance state for a number of hours equal to the creature's CON modifier, before the link degrades into uselessness.

Anti-Ballistic Shell (Psionic Precursor)

When threatened, you instinctively manifest a barely visible ectoplasmic field that absorbs the kinetic energy of incoming bullets, arrows and shrapnel. This instinctive energy field offers just enough protection to keep you alive during the worst firefight.

Prerequisite: Lightning Reflexes

Benefit: You instinctively manifest a psionic shield when fired upon. This anti-ballistic force field activates automatically when needed, even if you are helpless or not aware of the attack so long as you are conscious, making it an ideal anti-sniper defense.

Your ballistic field provides Damage Reduction 10/- against ranged weapons, which stacks with DR from other sources, such as Tough Hero class levels for the purpose of resisting bullets, arrows and other missiles.

Once the Anti-Ballistic Shell absorbed 100 hit points worth of damage within a 24 hour period, the shield shatters, and this feat becomes temporarily inactive. A shattered Anti-Ballistic Shell field regenerates within a day.

You are considered *shaken* for 1d6 rounds after your shield shatters, due to neural feedback from the assault.

Anti-Psi Broadcaster (Psionic Precursor)

You are the natural evolutionary response to the presence of psionic mutants. In addition to your amazing mental resistance, your mere presence impedes psionics. Your thoughts are 'neural chaff' that breaks a psi's concentration and limits their effectiveness.

Prerequisite: Iron Will

Benefit: You produce a zone of 'psionic chaff' which impedes mental functioning. Psions

within your broadcast range suffer headaches, annoying auditory hallucinations like ringing ears and tapping noises, and are short tempered and off balance.

Any creature with the Psionic subtype who enters a 60 ft radius of you suffers a -2 morale penalty on Concentration checks, as well as all INT based skill checks and WILL saves. This ability cannot be consciously suppressed, and affects allied psions as well as adversaries.



Battle-flex Claws (Psionic Precursor)

Through an act of concentration, you imbue your muscles and tendons with ectoplasm, transforming your hands into deadly weapons. A glistening carapace of liquid psi-steel forms over your forearms like razor-edged gauntlets.

Prerequisite: Iron Will

Benefit: A number of times per day equal to one plus your CON modifier (minimum twice daily), you can manifest deadly psi-claws. This feat grants you a claw attack, which does not provoke attacks of opportunity, and inflicts 1d12 points of slashing damage, plus your STR modifier. You are considered armed.

You cannot grasp or manipulate objects, including weapons, as long as this power remains in effect. You can use this psi-power in conjunction with feats powers and abilities which allow you multiple attacks per turn and can be used with multiple attacks gained through level advancement.

You can maintain this ability for a number of hours equal to one plus your CON modifier (minimum two hours), and can dismiss this ability at any time. Manifesting or dismissing the psi-claws is a standard action.

Catharsis of Action (Psionic Precursor)

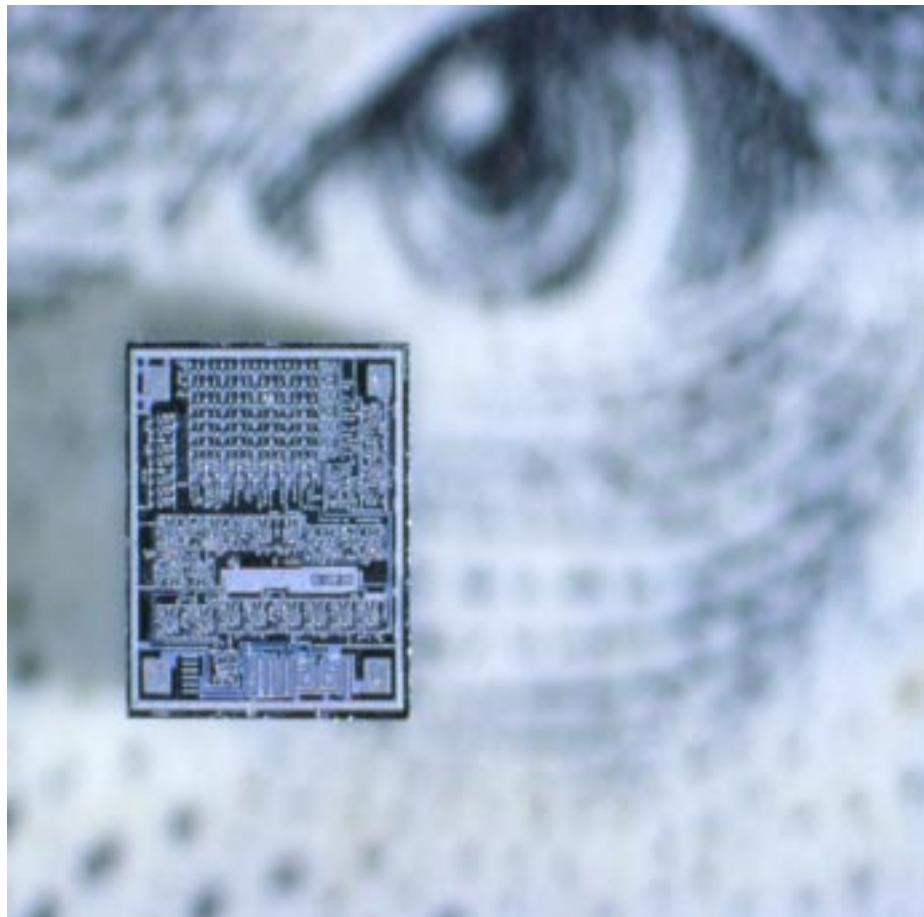
You survived emotional trauma and pain that would cripple a lesser soul, and you can exorcize the trauma of your past with victories in the present. You willingly erase painful memories and blunt the emotional impact of past trauma by channeling the

emotional energy into your body and conscious mind.

Prerequisites: Iron Will

Benefit: While performing any skill, you can sacrifice XP to improve the result of your skill check. For every 5 XP you sacrifice, you receive a +1 insight bonus on the skill check. You may sacrifice enough XP to receive a bonus equal to your WILL Save Modifier.

For example, a character with a +4 WILL Save modifier could choose to sacrifice up to 20 XP, in order to receive a +4 insight bonus on his or her next skill check, or could choose to sacrifice a lesser amount. Using this feat is considered part of the action of making the enhanced skill check.



Carrion Scavenger (Psionic Precursor)

You eat things that would sicken and even kill others, gaining nutrition from filth.

Prerequisite: CON 13, Great Fortitude

Benefit: If necessary, you can survive on a diet of rotting garbage, carrion and anything even vaguely organic. You can survive on a diet of wood shavings, coal, bone and even fouler things. You receive a +8 racial bonus on FORT saves against ingested poisons.

Circuit Neurology (Psionic Precursor)

As a result of natural mutation and subtle genetic engineering, enabling you to better survive the information-dependant 21st century, your brain tissue is laced with a complex of neuro-connections and electro-magnetically sensitive lobes, which resemble a modern laptop or cell phone.

Prerequisite: INT 13+

Benefit: Your brain is a computer-like

structure, which in addition to your already phenomenal intelligence and memory, functions like a standard 'hard-tech' computer system.

Your natural mutation allows you to network wirelessly with other computers with computers, cell phones and other devices with a wireless card within 60 ft, and you may access the internet (or more advanced communications devices) wirelessly through wi-fi hot spots. Your biological computer system cannot be hacked and has natural defenses against typical computer viruses.

You can download and install programs into your computer-like mind as you could to an ordinary computer system.

You may make Computer Use checks without the need for external equipment. You can read USB flash drives and magnetic media by holding the device close to your skin; reading a device requires 2d4 minutes due to the 'lossy' and low speed 'connection'.

Your internal computer system has a Purchase DC equal to 21 + your INT modifier. If your

mind is keen enough and your nervous system complex enough to support the bio-cybernetics, your neuro-computer can be upgraded like a hard-tech computer system, lending increased performance.

Combat Excellence (Psionic Precursor)

You are a psionically gifted combat adept, using your latent psychokinetic abilities to sharpen your blades on a molecular level, weaken the tissue your hollow points tear through, and increase the striking power of your blows.

Prerequisite: Base Attack Bonus +3; Weapon Focus (any)

Benefit: By spending an action point (or points) immediately prior to making any physical attack, either ranged, melee or unarmed, you can psionically augment the weapon's critical threat range.

Each action point spent increases the weapons critical threat range by one. You can spend any number of action points simultaneously, up to your current base attack bonus. This effect stacks with feats or abilities that increase a weapon's critical threat range.

Spending the action points is a free action that is considered part of the attack action you make. You must activate this ability prior to rolling for attack or damage. This enhancement lasts for one round, and during this period, any critical hit you inflict is automatically confirmed.

Combat Precog (Psionic Precursor)

Your awareness extends a fraction of a second into the future, allowing you to easily evade an opponent's attacks.

Prerequisite: Knowledge: tactics 4 ranks

Benefit: You may activate this ability a number of times per day equal to your INT modifier (minimum once daily). Each activation of this ability lasts for a number of hours equal to your INT modifier.

When this ability is activated, you receive a +1 insight bonus to Defense, which applies even if you are caught flat-footed. You receive a +4 insight bonus on your next Initiative check, provide you make the check before this power's duration

expires.

Energy Vampire (Psionic Precursor)

You draw strength and sustenance from the biological and emotional energy and mental strength of others.

Prerequisite: Deceptive

Benefit: You can absorb the emotional energy of others, and draw strength from it. Any time you make a successful touch attack against any sentient creature, you may cause that creature to become *fatigued* for a number of minutes equal to your CHA modifier (minimum one minute). Unlike conventional *fatigue*, this ability will not make an already *fatigued* creature exhausted, the fatigue vanishes once the effect's duration ends.

Each time you render a creature *fatigued* with your touch, you receive a +1 enhancement bonus to STR, which lasts for 1 minute. If you touch and *fatigue* multiple creatures during this period, the effects are cumulative.

Conversely, if you are *fatigued* or *exhausted* when you use this feat, each successful touch attack is treated as 8 hours of sleep or rest. This unnatural burst of energy has no effect on the recovery of spells or spell slots.

Faith Healing (Psionic Precursor)

You use placebo psychology, faith, scripture, home remedies and unconventional therapies, you can perform medical miracles modern science can't easily explain.

Prerequisites: Iron Will, Knowledge: theology & philosophy 8 ranks, Treat Injury 1 rank

Benefit: A number of times per day equal to your CHA modifier (minimum once per day), you may perform a brief healing ritual. Performing this ritual requires a full round action and a successful DC 18 Knowledge: theology & philosophy check. Success indicates you may either revive a *dazed*, *stunned*, *shaken* or *unconscious character*, or that you may instantly restore 1d4 HP, plus 1 HP per every three points you beat the check DC by.

You must touch the patient to use this ability. You may only use this ability to benefit a particular character once per day. If your patient claims an allegiance opposed to your religion, or is hostile to

you, the Knowledge check increases to DC 25.

Feral Gifts (Psionic Precursor)

You are a genetic throwback, blessed with keen senses and a natural talent for stealth and survival. You have a bloodhound's keen sense of smell and attentive ears.

Prerequisite: Survival 4 ranks ; Track

Benefit: You gain the *scent* special quality, and can recognize familiar odors the way normal humans recognize faces. See chapter eight of the *D20 Modern Core Rulebook* for more details about the scent special quality.

You receive a +2 insight bonus on Handle Animal and Survival checks.

Historical Sensitivity (Psionic Precursor)

You can open yourself to the psychic and emotional echoes left behind in a place, using your psionic gifts to gain a glimpse of the past.

Prerequisite: Either Akashatic Search or Psychometric Touch

Benefit: A number of times per day equal to one plus your WIS modifier (minimum twice daily), you can open yourself to psychic impression and ghost memories to gain a vision of a place's past. Rooms, streets, tunnels and other discrete locations accumulate psychic impressions left by powerful emotions experienced in a given area. These impressions offer you a vision of the past.

The types of events most likely to leave psi-impressions are those of great emotional significance: battles and betrayal, marriage and murders, births and deaths or any other event where one emotion dominates. Mundane, everyday occurrences leave no psionic residue for you to detect.

The vision of the event is dream like and shadowy, like a low resolution videoclip shot in near darkness. You gain no special knowledge of the event, merely seeing a visual representation from a 'neutral' third person perspective. You can easily read large banners and writing visible in the vision, but finer details require Spot checks to make out, the DC of which is determined by the gamemaster.

You can scan events in real time, viewing events as distant as a century ago. The visions

encompass 50 ft radius, centered on your body. You may maintain a trance with concentration, for up to an hour per vision.

Hostile Mind (Psionic Precursor)

Your mind recoils violently against those who use psionics against you.

Prerequisite: CHA 15, Iron Will.

Benefit: Whenever you are subject to any mind-influencing psionic power (regardless of whether the power is harmful or beneficial to you), the manifestor must make a Will saving throw against a DC of $10 + 1/2$ your character level + your Charisma bonus or take 2d6 points of damage.

Indomitable (Psionic Precursor)

You are exceptionally resistant to mental tampering and psychic attacks.

Prerequisite: Iron Will

Benefit: If you fail a WILL Save and succumb to any enchantment or compulsion effect, you may attempt a second WILL Save at the same difficulty one round later, giving you a second chance to break the control. You only receive one additional chance to resist.

Instinctive Psion (Psionic Precursor)

You are incredibly lucky, and the petty inconveniences and ordinary disasters of modern life never seem to befall you. You unconsciously use your latent psi-talents in your best interest.

Benefit: You gain a pool of bonus points equal to your total character level plus your CHA modifier (minimum 2 points) each day. You may use these bonus points to improve the results of any Craft, Gamble, Profession or Repair check, spending them as you see fit. You may spend a single point to enhance multiple rolls, or spend the entire bonus to improve a single roll dramatically. You may spend your bonus pool after rolling the check, but before the results of that roll are revealed. Points unused by the end of the day are simply lost.

In addition, you may spend a single 'bonus point' to eliminate or mitigate some minor, in game annoyance. For example, you could spend a bonus point to catch a light just before it turns red, find the shortest teller line at the bank, or score similar minor

blessings, subject to game master approval.

Design Notes: This feat is a rewritten version of the Blessings of Convenience feat presented in *D7ACU: The Innocent*. The feat's in-game effects are identical, but the feat's effects are explained as products of unconscious precognition and latent telekinesis, not minor magical effects, and fit better in a non-magical Psi-Watch campaign.

Instinctive Defense (Psionic Precursor)

When threatened, react instinctively by instantly achieving a psionically aware state, allowing you to see several seconds into the future, and anticipate your adversary's moves. You cannot easily be ambushed.

Prerequisite: Combat Precog

Benefit: Any time you are flat-footed or otherwise

your DEX bonus to Defense, this ability activates,

providing a +2d4 insight bonus to your Defense

score for the next attack, allowing you to easily dodge a sniper's bullet or avoid a knife in the back.

This ability only protects you against the first attack of an ambush. You defend against future attacks normally.



Intellectual Mastermind (Psionic Precursor)

You are one of the most brilliant humans that has ever lived, able to use your prodigious intelligence, talent for manipulation and intricate lies to your advantage when dealing with 'lesser minds'.

Prerequisite: INT 13+, Bluff 4 ranks, Diplomacy 4 ranks

Benefit: You may add your INT modifier as an untyped bonus on all CHA based skill checks. This bonus does not apply when using psionic, magical or other talents whose effectiveness is based on your CHA modifier (an example would be the Psionic Jinx feat).

Mechanical Prodigy (Psionic Precursor)

You have an instinctive understanding of mechanics and advanced electronics, and can push your machines towards maximum performance.

Prerequisite: Computer Use 4 ranks, Craft: mechanical or electronic or Repair 4 ranks; Gearhead

Benefit: You may add your CHA modifier as a bonus on any of the following, mechanically oriented skill checks:

Computer Use, Craft (electronics or mechanical), Demolitions, Disable Device, Drive, Pilot, Repair

By spending an action point while holding any ordinary tool or professional kit, you can tinker with the tool kit for 1d4+1 minutes and attempt a DC 12 CHA check. If the check is successful, you permanently convert the ordinary tool kit into any other type of masterwork tool kit. If the check fails, you may choose either to lose the action point without effect, or destroy the tool kit.

Mind Healer (Psionic Precursor)

You possess an innate healing talent, able to your latent psychokinesis on a microscopic level, urging cell regeneration, knitting wounds closed and disintegrating tumors more effectively than radiation treatments.

Prerequisite: Iron Will ; Treat Injury 1 rank

Benefit: By touching a wounded living creature, you can use your psionic talents to speed

the creature's recovery, performing medical miracles.

A number of times per day equal to one plus your WIS modifier (minimum twice daily), you may touch an living being, healing the creature for a number of hit points equal to your total character level plus your WIS modifier (minimum two HP). Using this healing touch is a standard action, which provokes attacks of opportunity.

Once per day, you may touch a creature afflicted with a disease, and instantly cure the afflicted creature. Since this effect's duration is instantaneous, it does not prevent re-infection after a new exposure to the disease.

Limitation: Since this healing is psionic in nature, and merely reinforces the subject's own healing gifts, this healing touch does not expend or manipulate positive energy, and thus cannot deal damage to undead creatures.

Mitochondrial Activation (Psionic Precursor)

The energy producing organelles within your cells have mutated into miniature atomic engines, capable of absorbing nearly 100 % of the chemical energy stored in food, giving you phenomenal endurance and the energy reserves necessary for superpowered combat. Your body is lean and muscular, with virtually no bodyfat, despite your voracious appetite.

Prerequisite: CON 13+

Benefit: Thanks to your amazing energy reserves, you become virtually immune to fatigue and exhaustion. You are immune to the *fatigued* condition; if an effect or exertion would cause you to be come *exhausted*, you become *fatigued* instead.

Your body temperature is pushed past human norms, and as a result, you can better survive extremely cold environments. You receive a +4 bonus on FORT saves made to resist cold weather and extreme environmental cold as well as on FORT saves made to resist Ingested toxins, thanks to your heightened metabolism.

Drawback: You require 50% more food and water than another creature of similar build, due to your heightened metabolism.

Natural Empath (Psionic Precursor)

You are naturally perceptive, keenly attuned to the needs of others and their emotional states.

Prerequisite: WIS 13+

Benefit: Each day, you receive a pool of bonus points equal to your character level plus your ranks in Sense Motive. You may spend any amount of bonus points, up to your character level, to improve the result of any of the following skill checks:

Bluff, Diplomacy, Handle Animal, Knowledge: behavioral sciences, Perform (any), Sense Motive

You may spend points to improve a check result at any time, even after the results of the check are announced, reflecting your skill at reading a target's ever changing moods and modulating your approach.

Negative Suggestion (Psionic Precursor)

You can focus a low level telepathic gift to place a post hypnotic command in a subject, limiting your victim's behavior in simplistic ways.

Benefit: By engaging in at least one minute of conversation with any sentient creature with an INT score of 5+, you can attempt to use your powers of suggestion to implant a powerful post-hypnotic suggestion in the victim. To use this ability, you must succeed at a DC 15 Bluff, Diplomacy or Intimidate check against the subject.

You plant a powerful aversion in the mind of the subject. If the object of the implanted aversion is an individual or a physical object, she will prefer not to approach within 30 feet of it. If it is a word, she will try not to utter it; if it is an action, she will not willingly attempt to perform it; and if it is an event, she will not willingly attend it.

The subject will take reasonable steps to avoid the object of its aversion, but will not put herself in jeopardy by doing so. If the subject is forced into taking an action she has an aversion to, she takes a -2 penalty on any attack rolls, ability checks, or skill checks involved.

This psionic aversion lasts for a number of hours equal to your WIS modifier, plus one hour for every 5 points you beat the check DC by.

Open Hand Telekinesis (Psionic Precursor)

Streamers of luminous ectoplasmic energy flow from your body and drift towards objects you concentrate on. With concentration, you can move small objects at significant distances.

Prerequisite: CHA 13+

Benefit: You may move objects telekinetically as a standard action. You may move unattended objects weighing ten pounds per point of your CHA modifier. You may utilize this ability at will, directing the object (s) as a standard action, which provokes attacks of opportunities. Open hand telekinesis can affect all objects within line of sight in a 60 ft radius. Telekinetics may affect one object per point of CHA modifier simultaneously.

You may perform Craft and DEX based skills using telekinesis, but suffer a -4 penalty on all skill checks due to lack of sensitivity. You may throw objects telekinetically, but suffer a -4 penalty on attack rolls.

Thrown objects inflict 1d4 points of subdual damage per 10 lbs. Edged objects inflict 1d4 points of lethal damage per 10 lbs. Inhalation poison telekinetically thrown in an adversary's face or nose inflicts a -2 circumstance penalty on the unfortunate victim's FORT saves. Telekinesis cannot be used directly against living beings or objects in another creature's possession.

Psionic Chameleon (Psionic Precursor)

By taking conscious control of your musculature, rapidly growing or absorbing body mass, and changing your skin tone by increasing or decreasing mennalin flow, you can appear to become another person.

Prerequisites: Concentration 5 ranks; Disguise 5 ranks

Benefits: Once per day, usually upon first awakening, you may choose to assume a psionic disguise. Your features twist and flow, your skin and hair darkens or lightens, and you may seem to change your weight and height by up to 30 lbs or several inches, by means of the amazing conscious control you have over your posture and musculature. Assuming this disguise takes 1 minute of unbroken concentration. You receive a +15 bonus on disguise

checks made merely to disguise your identity, or a +10 bonus on disguise checks made to imitate a specific person.

Limitations: Once the psionic disguise has been assumed, your body will not relax into its natural form until a full night and day (24 hrs) have elapsed. If killed or knocked unconscious, you will not regain your true face until 24 hours have elapsed.

Design Notes: This feat is a rewritten version of the Irremovable Mask feat from Covert Ops Feats 2, with lower prerequisites. This version of the feat focuses on natural mutation and psionic body-control, not ancient ninja secrets.

Psionic Jinx (Psionic Precursor)

Your negativity and envy finds expression in a radius of unlucky psionic activity, an unconscious field of entropy and chaotic energies surrounds you and turn situations to your advantage.

Prerequisite: Heroic Surge, CHA 13+
Benefit: Each day you receive a pool of 'jinx' points equal to your level plus your CHA modifier (minimum two jinx points). You may use these points to worsen the luck of those around you.

You may apply one or more jinx points to any die rolls (saves, skill checks, attack rolls, die rolls to determine random events) made within 30 ft.

You may choose to apply as many 'jinx' points as you like, up to twice your CHA modifier on any single roll. Applying 'jinx' points is a purely mental free action.



Psi-Seeker (Psionic Precursor)

You can instinctively sense the presence of other psions, and can pierce psionic illusions with ease.

Prerequisite: Iron Will; either Sense Motive or Spot 4 ranks

Benefit: You can automatically sense the presence of any creature with the Psionic subtype when it comes within 30 ft. You do not pinpoint the creature's presence, nor know the exact nature of its psionic gifts, merely the presence of another psion.

You receive a +4 insight bonus on WILL saves made to pierce psionically generated illusions, or to spot a creature using a psionic talent to improve the result of a Disguise check.

Psi-Thief (Psionic Precursor)

You can teleport small, unattended objects into your hand, or teleport such an item away from you.

Prerequisite: Open Handed Telekinesis

Benefit: You may automatically teleport a Small or tinier object, weighing up to 20 lbs, that you can see directly into your hand. The object must be clearly visible and be within 60 ft. If the object is in the possession of an opponent, it

comes to your hand if your opponent fails a WILL Save (DC 12 + your CHA modifier + your levels in a psionic class).

You may also teleport Small or smaller object, weighing 20 lbs or less that is in your hand to any place visible to you within 60 ft. You may not teleport an object directly into another object or a creature, though you may teleport the object to the nearest open space close to a target.

You may use this ability at will, as a standard action, as often as once per minute.

Psychometric Touch (Psionic Precursor)

By touching an object, you can open pick up the nearly imperceptible psi-traces left by previous owners.

Benefit: At will, you can touch any inanimate, unliving object, reading the psionic traces left behind by the previous owner. While reading an object's past, you are in a helpless trance state, which you may end at any time. You can maintain the trance state for a number of minutes equal to your WIS modifier (minimum one minute). The amount of information revealed depends on how long you study a particular object.

1st round: Previous owner's gender.

2nd round: Previous owner's age.

3rd round: Previous owner's general appearance.

4th round: Previous owner's primary allegiance (if any)

5th round: How the previous owner gained and lost the object.

6th round and beyond: Next previous owner's gender. The cycle repeats until all previous owners of the object are detailed.

An object without previous owners reveals no information other than a vague image of its place of creation. You can continue to scan for previous owners for as long as the power's duration lasts. If you read the object again, you don't pick up where you last left off in the series of previous owners.

Pyrokinetic Ignition (Psionic Precursor)

With a few seconds of concentration, you can ignite huge conflagrations.

Benefit: You can telekinetically excite the

structure of mundane objects, heating them to the point of combustion over time. The agitation grows more intense in the second and third rounds after you manifest the power, as described below.

Activating and maintaining a blaze is a standard action, which provokes attacks of opportunity. You may use this power at will.

1st Round: Readily flammable material (paper, dry grass, tinder, torches) ignites. Skin reddens (1 point of damage).

2nd Round: Wood smolders and smokes, metal becomes hot to the touch, skin blisters (1d4 points of damage), hair smolders, paint shrivels, water boils.

3rd and Subsequent Rounds: Wood ignites, metal scorches (1d4 points of damage for those holding metallic objects). Skin burns and hair ignites (1d6 points of damage), lead melts.

Remote Viewing (Psionic Precursor)

You are a psychic sensitive, who posses clairvoyant gifts that allow you to see through walls and perceive distant events as if you were there.

Prerequisite: Iron Will

Benefit: You can concentrate on some locale and see as if you were there. Distance is not a factor but the locale must be known, either a place familiar to you or an obvious place, such as behind a door or around a corner. If you chose to use this power to view the interior of an opaque container, you perceive the contents as if the container's walls had become transparent, and are subject to local lighting conditions.

Entering a clairvoyant trance is a full round action which provokes attacks of opportunity. You may maintain the clairvoyant trance for a number of minutes equal to one plus your WIS modifier (minimum two minutes). You may use this power at will; however, you can not enter a clairvoyant trance within an hour of ending a previous clairvoyant trance.

Savant (Psionic Precursor)

You are exceptionally gifted, able to learn new skills quickly and effortlessly, and excel in your chosen field.

Prerequisite: INT 13+

Benefit: When you select this feat, you must choose either to be either a physical savant (specializing in STR, DEX or CON based skills), or an intellectual savant (specializing in INT, WIS or CHA based skills). You may place skill ranks within your chosen specialty as you see fit, with no level based cap on skill ranks.

Normal: Skill ranks are limited to your total character level + 3.

Special: You may select this feat twice to become both a physical and intellectual savant.

Second Chance (Psionic Precursor)

You take a hand in influencing the probable outcomes of your immediate environment. You see the many alternative branches that reality could take in the next few seconds, and use this foreknowledge to gain a subtle but overwhelming tactical advantage.

Prerequisite: Instinctive Psion

Benefit: You gain a limited form of precognition, which allows you to reroll any single attack roll, saving throw, ability or skill check per round. You may use this ability a number of times per day equal to one plus your CHA modifier (minimum twice daily). You must take the result of the reroll, even if it's worse than the original roll. You do not have to make another roll if you are satisfied with your original roll.

Special: When spending an action point to receive bonus dice, you may expend a daily usage of this power to reroll your action dice in hopes of receiving a higher bonus. You must take the result of the reroll, even if it is worse than the original roll. You do not have to make another roll if you are satisfied with your original roll.

Sensory Expansion (Psionic Precursor)

You have far more than just five senses; or even the cliched 'sixth' sense, possessing the kind of sensory capability usually reserved for advanced combat cyborgs and spy-gear.

Prerequisite: WIS 13+

Benefit: You can perceive portions of the electromagnetic spectrum unseen by most humans. By concentrating, you can easily perceive local commercial radio and television broadcasts. By

succeeding on a DC 15 Concentration check, you can intercept police and military signals, air traffic control data, as if listening on a police scanner or similar device. While attuned to these frequencies, you are effectively helpless, but can end the trance state at any time.

You may attempt a DC 20 Concentration check to intercept any cellular phone signal within 100 ft, or to detect any functioning electronic devices (including concealed bugs and the like) within a similar radius.

Your keen senses act as a natural stress and lie detector. You receive a +4 insight bonus on Sense Motive checks and Spot checks made to penetrate a Disguise if you and your subject are within 10 ft. The nerves on your hands are delicate enough to read text printed on ordinary sheet of paper in total darkness.

Smell Nanonics (Psionic Precursor)

Hard experience has taught you the danger of concealed nano-weapons and stealth cyborgs. You've developed a sixth sense that allows you to detect concealed ultra-tech. Your brain has trained itself nearly imperceptible data and you experience this sub-psionic awareness as a distinctive 'mechanical' odor.

Prerequisite: Attentive

Benefit: You are instantly aware of the presence of any nano-colony, nano-tech based genetic enhancement or soft-tech cybernetics, as well as all cybernetics and smartlights, including inactive devices. If you move within 60 ft of one of these devices, you become aware of their presence.

You may attempt a WIS check (DC 12 + the item's Restriction rating) to pinpoint the location of the device. If you succeed at the check by 10 or more points you gain a basic awareness of the device (s) purpose and capabilities.

Sociopath's Insight (Psionic Precursor)

You have an instinctive knack for sensing a person's emotional weaknesses and triggers.

Prerequisite: Sense Motive 4 ranks or Natural Empath feat

Benefit: While conversing with a sentient

creature, you may make a Sense Motive check (DC 12 + the target's WIS modifier). If successful, you gain a basic understanding of the target's thought processes, particularly any recent events or obsessions weighing heavily on the target's mind.

As such, for the next 24 hours, you receive a bonus on Bluff and Diplomacy checks equal to +2 (plus an additional +1 for every two points you beat the Sense Motive check by).

Superficial Mind Scan (Psionic Precursor)

You can read the minds of those around you, easily scanning their surface thoughts.

Prerequisite: WIS 13+, Sense Motive 4 ranks

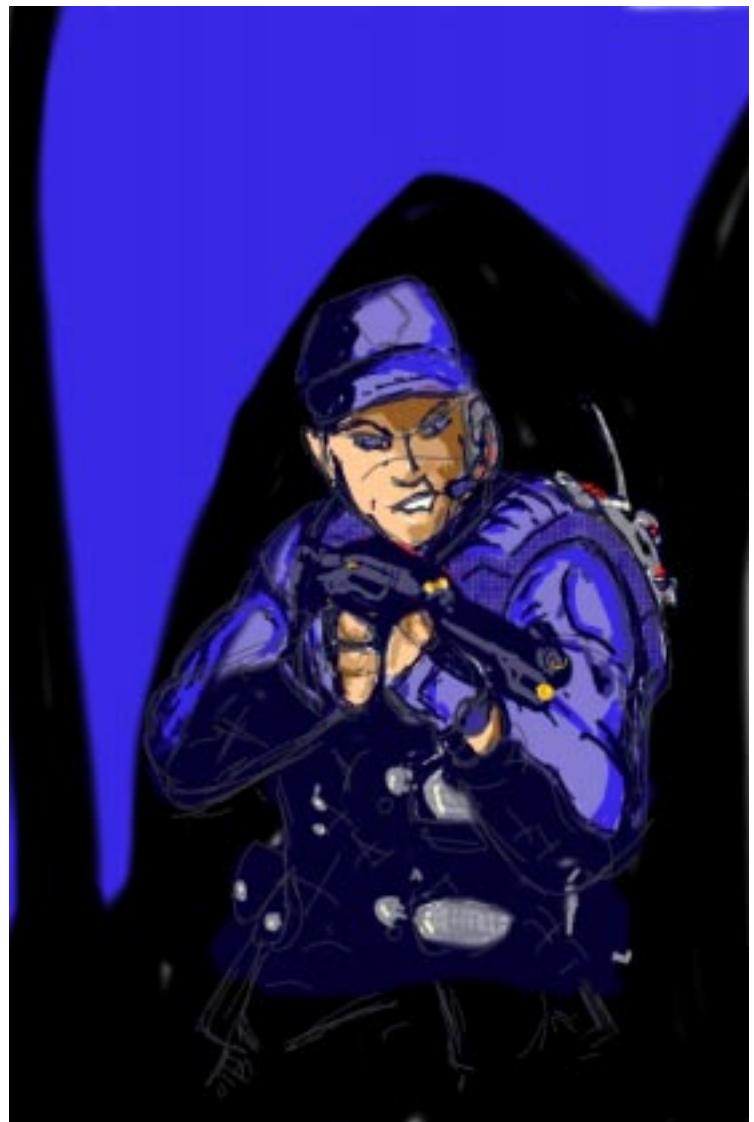
Benefit: You can detect a creature's surface thoughts. The amount of information revealed depends on how long you study a particular area or subject. You may manifest this ability at will, and maintain the scan for up to one minute per point of your WIS modifier. Manifesting this ability is a standard action, and you must rest at least one minute between activations of this talent.

First round of the scan: Reveals the presence or absence of thinking minds (from conscious creatures with an INT score of 1 or higher) within a 60 ft cone emanating from you. You do not pinpoint scanned creatures or know their exact location.

Second round of the scan: You know the number of sentient creatures (INT score of 5+) and the INT score of any creature within your scanning range.

Third round of the scan: You detect the surface thoughts of any mind within the area. The subject can attempt a WILL Save (DC 12 + your WIS modifier) to avoid having its thoughts read. Animals and similar low intellect creatures have simple, instinctual drives you can pick up.

If the subject succeeds on a WILL save, you must manifest this ability again to have another chance. Each round you concentrate on maintaining the scan, you can scan another 60 ft cone. The power can penetrate barriers, but may be stopped by 1 ft of stone, 1 foot of common metal, a thin lead sheet, or 3 ft of wood or dirt.



Telekinetic Aim (Psionic Precursor)

Your telekinetic gifts steady your hands and guide your bullets and arrows to their targets.

Prerequisite: Weapon Proficiency (any ranged weapon)

Benefit: By making a DC 20 Concentration check, the character may add his CHA modifier to his ranged attack rolls when using the full attack action. The attack roll(s) must be made using a weapon that fires physical projectiles- a gun, bow, crossbow, cannon or the like. You may not use this feat to guide energy blasts towards their target.

Telekinetic Sniper (Psionic Precursor)

You are one of the deadliest snipers alive, using your latent psi-talents to find weaknesses in even the most heavily defended target.

Prerequisite: Telekinetic Aim, Dead Aim, Base Attack Bonus +5

Benefit: When firing any ranged ballistic weapon you could use in conjunction with your Telekinetic Aim feat as a full round action, you treat the attack as a ranged touch attack rather than a conventional ranged attack.

Telekinetic Strength (Psionic Precursor)

Reinforcing your physique with telekinetic energy allows you to perform amazing physical feats.

Prerequisites: Iron Will, Concentration 8 ranks

Benefit: You may add your WIS modifier as an untyped bonus to any STR check or STR based skill check. You may use this ability three times per day.

Twin Bond (Psionic Precursor)

You share an unbreakable psionic bond with a twin sibling.

Prerequisite: character level first only

Benefit: You forge a powerful psychic link to your twin brother or sister, who may be an NPC ally or a fellow PC. The other twin is also assumed to have this feat.

You can communicate with your twin through a silent telepathic bond so long as you are within a five-mile radius of each other. You instantly know the health and emotional state of your twin, as well as the distance and general direction to the twin.

You may concentrate and see and hear through your twin's senses, so long as you are both within five miles. While experiencing the world through your twin's eyes, you are considered *helpless*, but you can end the trance state at any time, as a free action.

Urban Stealth (Psionic Precursor)

Your psychokinetic and minor precognitive gifts allow you to slip between the cracks of 21st century America's endless, intrusive surveillance.

Benefit: An invisible psycho-kinetic shroud covers you at all times, blurring your image and distorting your voice. You cannot be recorded or photographed by any camera, and your voice is distorted beyond recognition, though not beyond understanding when recorded. Your voice and image are distorted and garbled on real-time communication links such as cell phones and video communication.

Sensors that merely recognize your presence, such as pressure plates, motion detectors or infrared, but cannot identify you are unaffected by this ability.

You receive a +4 insight bonus on Disable Device checks made to shut down sensor systems or recording devices, as well as a +4 insight bonus on Search checks made to detect cameras and other surveillance devices.

Vibratory Scan (Psionic Precursor)

You are so tuned to the motion of creatures around you; you no longer need your eyes to see. Instead, you can feel movement all around you, enabling you to pinpoint hidden enemies with ease with a strange telekinetic radar

Prerequisites: Blind Fight, Concentration 8 ranks

Benefit: You gain tremorsense with a 60 ft effective radius.

Psionic Feats

High level psions can reshape reality, wield devastating energies and perform miraculous feats. For all their powers, psions are not mages: instead they represent the ultimate evolution of mankind, a mental potential that is only unlocked in a handful of homo sapiens.

In order to choose a Psionic Feat, a character must possess the Psionic subtype, either by being a member of a Psionic race or class, or by selecting one or more Psionic Precursor feats.

As you read through the list of powers available, you might notice some glaring omissions. There are very few feats related to telepathy, telekinesis and pyrokinesis- the most well represented psi-talents in comics and sci-fi. That's intentional.

Players looking to create dedicated pyro-kinetics should take a look at the Incinerator class, while the manipulative Ultra-Mind is a well represented telepath, and many of the D7ACU classes from Skortched Urf Studios neatly fill other psionic niches.

Gravity Slingers are the best combat telekinetics in the game, Lightweavers are the ultimate laser and light elemental, Cold Bringers are truly impressive cryo-kinetics. Since psychic warriors wielding deadly psi-knives are an accepted part of the source material, the Mind Reaper is another natural fit for the campaign.

Many of the feats presented here can enhance a psion's unique talents, or provide a mental edge for a Psion who chooses a non-psionic character class, but expands his mind with Psionic feats, but none of the feats presented here duplicate or supercede any Psionic class' abilities.

1. Agony Field
2. Aphasia
3. Cloud Mass
4. Ectoplasmic Barrier
5. Ectoplasmic Corona
6. Feedback Agility
7. Hypercognition

8. Incomplete Wormhole
9. Mechanical Dissonance
10. Memory Scan
11. Life Thief
12. Pain Transference
13. Psi-Adhesion
14. Psi-Bolt
15. Psi-Grenade
16. Psychic Lockdown
17. Riotstong
18. Shockpulse
19. Spontaneous Evolution
20. Strength of Will
21. Suicide Drive
22. Teleport Trade
23. Temporal Fossilization
24. Trauma Lash
25. Tramautic Neurostrike
26. Visual Teleportation
27. Wormhole

Agony Field (Psionic)

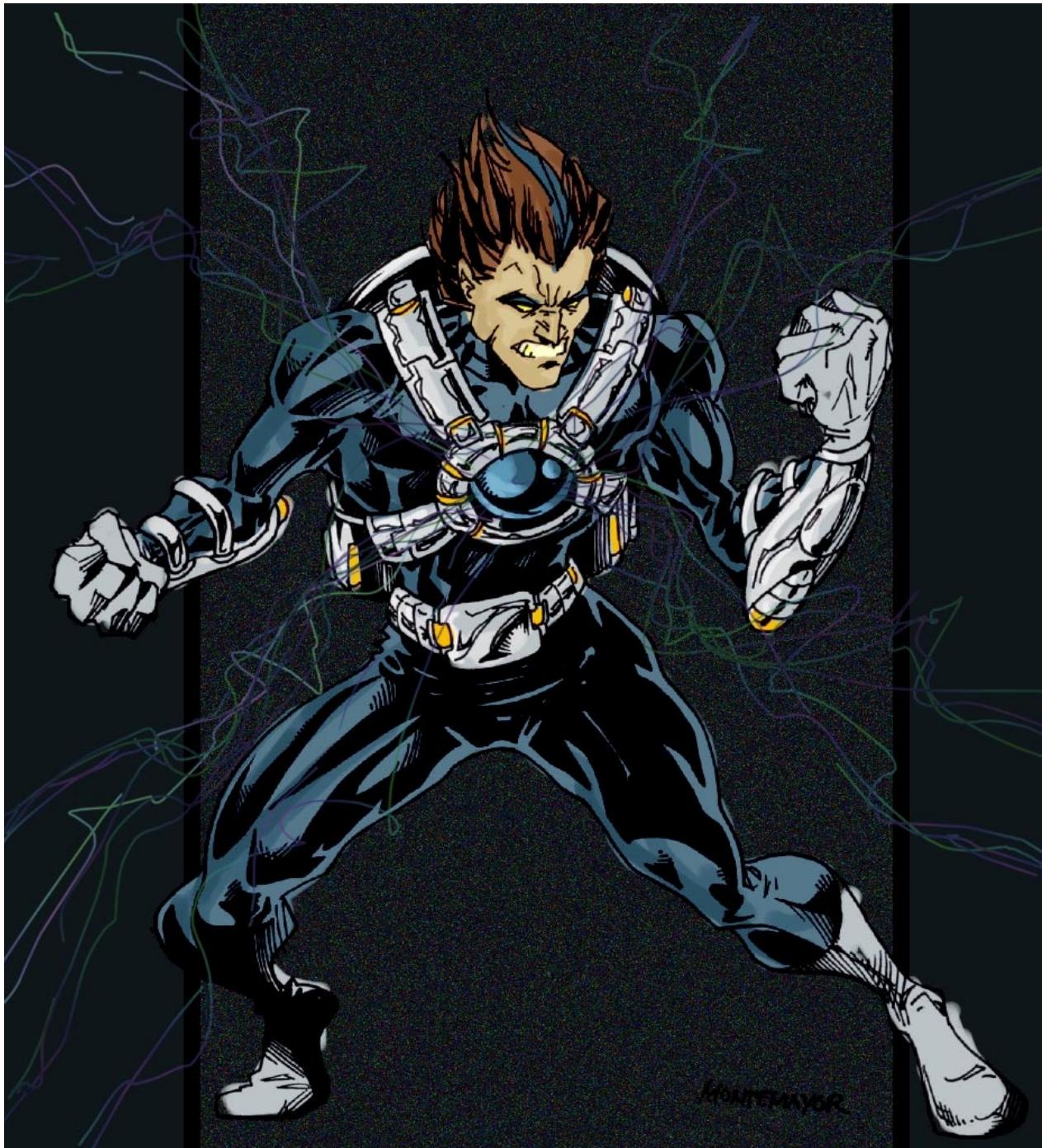
Through an act of concentration, you create a glistening field of ectoplasm only a few millimeters thick. Ectoplasmic tendrils reach out of your mind to share your sensations all minds near you.

Prerequisite: Pain Transference

Benefit: A number of times per day equal to one plus your WIS modifier (minimum twice daily), you can create a psionic agony field. The agony field forms as a sphere with a 30 ft radius, centered on yourself. Once the agony field is created, affected creatures can leave the area of effect, but remain affected by this power as long as they remain on the same plane. Creatures caught within the agony field can attempt a WILL save (DC 10 + your levels in psionic classes if any + your WIS modifier) to negate the effect.

You create an affinity feedback loop with all creatures within the area. While the duration lasts, affected creatures take all damage (including status ailments and ability damage or drain) as you do and heal all wounds as you do. Hit points gained or lost persist after this power ends.

Creatures in range are also subject to



Psionic abilities, magical powers and other extra-normal effects. Creatures that have an affinity to you gain a saving throw against each new power transferred through the affinity field as if the power were manifested upon them normally. All magical and psionic effects transferred to subjects fade at the end of this power's duration, although instantaneous effects remain.

If you suddenly become immune to a particular effect or power, the effect or power to which you are immune cannot be transferred to creatures that have affinity to you.

Aphasia (Psionic)

With a bolt of unchecked psionic force, you can blast a target's mind, inflicting pin-prick neural hemorrhages and micro-strokes, which destroy a victim's capabilities.

Prerequisite: Superficial Mind Scan

Benefit: As a standard action, you can unleash a psionic blast against any living creature within 30 ft. You may use your Aphasia power as often as once per round.

A victim targeted by this ability suffers a debilitating micro-stroke that permanently removes 1d6 skill ranks, chosen by you at the time the power is activated. Victims suffer an additional +1d6 points of skill-rank damage per point of your WIS modifier (maximum 5d6 ranks).

You may target any skill you know the target to possess, target the skill or skills the target has most recently used, or target any languages the target can speak or read. If the target has fewer skill ranks than you could remove, the power removes all possible skill ranks and then ceases, having no additional effect.

Your target may attempt a WILL Save (DC 10 + your WIS modifier + your levels in a psionic class) to partially negate the effect. Targets who save against this effect only suffer the loss of a single rank in one particular skill.

Cloud Mass (Psionic)

You can transform your body into a free-floating cloud of ectoplasm and charged psi-particles.

Prerequisite: Iron Will, Concentration 8 ranks

Benefit: As a move action, you can transform yourself into a cloud of ectoplasm or regain your human density.

While in your ectoplasmic state, you resemble a glistening cloud of fog or smoke, which vaguely resembles your human form. While ectoplasmic, you are intangible and immune to physical harm, though you have no STR score, and cannot directly interact with physical objects. While ectoplasmic, you can pass through any non-airtight container or barrier. While ectoplasmic, you gain a flight speed of 30 ft (clumsy), and your base land

speed is reduced by 10 ft.

You may become ectoplasmic at will, and maintain your intangible state indefinitely, until you consciously choose to resolidify.

Drawback: As an ectoplasmic entity, you suffer double damage from energy based attacks, including psionic energy attacks. You cannot enter water, and cannot move against a wind in excess of 10-15 mph. Stronger winds force you to return to your solid human form.

Ectoplasmic Barrier (Psionic)

You can create an impenetrable barrier of solid ectoplasm, a psionic force field that can withstand everything up to and including a low yield nuke.

Prerequisite: Anti-Ballistic Shell

Benefit: A number of times per day equal to one plus your WIS modifier (minimum twice daily), you can manifest a nearly unbreakable wall of psionic energy and hardened ectoplasm. The Ectoplasmic Barrier cannot move, and is immune to damage of all kinds. Spells, breath weapons, energy attacks cannot pass through the wall in either direction. The Ectoplasmic Barrier is mostly transparent, so gaze based attacks/effects can pass through, and is not airtight.

The psion can choose to sculpt the barrier into a flat, vertical plane whose area is up to 60 ft square, or into a sphere or hemisphere with a radius of up to 10 ft. Once activated, the Ectoplasmic Barrier remains as long as the psion concentrates on maintaining the field to a maximum of one minute per point of WIS modifier.

Ectoplasmic Corona (Psionic)

You can generate a mobile ectoplasmic cocoon around your body that moves as you do and provides an impressive defense.

Prerequisite: Anti-Ballistic Shell

Benefit: A number of times per day equal to one plus your WIS modifier (minimum twice daily), you can manifest psionic armor. The ectoplasmic corona extends a few inches from your skin, covering you completely. The corona absorbs and

negates *magic missiles* and other force-based attacks directed at you, and provides a +4 bonus to Defense. The corona carries no armor penalty or arcane spell failure chance.

Once activated, you can maintain the corona for a number of minutes equal to one plus your WIS modifier (minimum two minutes), without further concentration.

Feedback Agility (Psionic)

You can perform amazing acrobatic feats, making jumps that even Olympic champions would find impossible.

Prerequisite: Telekinetic Strength

Benefit: You may make a vertical leap without needing to make a running start. However, if you can make a running start of at least 20 ft, you receive a +4 bonus on the Jump check.

Your telekinetic strength has focused to the point you always add your WIS modifier as a bonus on your Jump checks, enabling you to perform truly amazing leaps.

Normal: A running start is required to make a vertical leap.

Hypercognition (Psionic)

You are one of the greatest deductive minds on the planet, processing data in a revolutionary new way which allows you to solve otherwise impossible conundrums.

Prerequisite: either Circuit Neurology or Savant (mental)

Benefit: You make lightning-fast deductions based on only the slightest clue, pattern, or scrap of memory resident in your mind. You can make reasonable statements about a person, place, or object, seemingly from very little knowledge. However, your knowledge is in fact the result of a rigorously logical process that you force your mind to undertake, digging up and correlating every possible piece of knowledge bearing on the topic (possibly even extracting echoes of knowledge from the Astral Plane).

The nature of the knowledge you gain concerning the subject of your analysis might include the answer to a riddle, the way out of a maze, stray

bits of information about a person, legends about a place or an object, or even a conclusion concerning a dilemma that your conscious mind is unable to arrive at.

An INT check, or appropriate Knowledge check may be required to obtain the desired information. If so, you can manifest hypercognition as an immediate action prior to making the check and receive a +20 bonus for doing so.

Using Hypercognition is a free action, which is considered part of the Knowledge or INT check made during the manifestation of this ability. You may activate this ability a number of times per day equal to one plus your INT modifier (minimum twice daily).

Incomplete Wormhole (Psionic)

By opening microscopic wormholes within a target's body, you rip away blood, bone and tissue, shredding a foe from within and spreading his remains across a thousand mile radius.

Prerequisite: Wormhole

Benefit: A number of times a day equal to one plus your INT modifier (minimum twice daily), you can create a series of random, dangerously incomplete wormholes within an enemy's body. Your target must be within 60 ft of you, and you must be able to clearly see your target. A victim may attempt a FORT save (DC 10 + your levels in psionic classes if any + your INT modifier) for half damage.

As a standard action, you psychopathically disperse minuscule portions of the subject, dealing 5d6 points of damage. You may also choose to spend an action point or points to increase this deadly power's lethality: for each action point you spend, this ability inflicts an additional +1d6 points of damage, with no maximum damage ceiling.

Mechanical Discordance (Psionic)

You can project a quantum energy field, which disrupts electrical circuits, distorts physical laws like inertia and friction, and impedes chemical reactions. Complex machines of all types, from automobiles to 9mm handguns, fail in your presence.

Prerequisite: Anti-Psi Broadcast or Urban Stealth

Benefit: By concentrating, you can shut down a single machine you have line of sight to within 60 ft. Concentrating on a machine is a standard action; the machine (which can be any vehicle, weapon, electronic device, surveillance equipment, ect) fails to work as long as you maintain concentration on suppressing its function. You may also choose to disable one specific system of a more complex machine (ie: disabling a plane's radio but leaving its avionics untouched).

The game master may rule that exceptionally large or complex devices (a nuclear reactor, a USN aircraft carrier, ect) can only be partially affected if at all. Unattended devices receive no save; an object being worn, used or piloted resists the effect using its operator's FORT save. Since cybernetics are protected and enveloped by their host's 'krillian' aura, they cannot be affected. Sentient robots and AI s cannot be affected by this power.

Life Thief (Psionic)

You can kill with a touch, stealing the vital energy of the soul, and using the stolen energy to maintain your own body.

Prerequisite:
Energy Vampire



Benefit: You can absorb the energy of another living creature with a successful touch attack. Your vampiric touch deals 1d6 points of damage per two character levels (maximum 10d6 at 20th level).

You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Memory Scan (Psionic)

You can hack a subject's memory like a computer system, searching through memories that are both recent and easily accessible and thoughts buried under a weight of years and experiences. Non-psionics can hide few secrets from you.

Prerequisite:
Superficial Mind Scan

Benefit: A number of times per day equal to one plus your WIS modifier (minimum twice daily), you can initiate a full scale memory scan. You must be within 30 ft of the target to initiate or maintain the scan. You may maintain the memory scan with concentration, up to one minute per point of your WIS modifier. An unwilling target may resist the memory scan with a WILL Save (DC 12 + your WIS modifier + your levels in a psionic class).

All the subject's memories and knowledge are accessible to you, from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. If the subject succeeds on a WILL Save, it is not required to answer the question; however, making a save does not end the power. You can ask the subject a new question (or the same question) in subsequent rounds for as long as the power's duration persists.

You can probe a sleeping subject and automatically get an answer to your question. If the subject then succeeds on a WILL save, it wakes after providing the first answer and thereafter can resist answering by making WILL saves as described above.

Subjects that do not wish to be probed can attempt to move beyond the power's range, unless they are somehow hindered.

You pose the questions telepathically, directly to the target's subconscious mind, and the answers to those questions are imparted directly to your mind. You and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

Since the memory scan targets the subject's subconscious mind, you can receive truthful, relevant information even from a creature that cannot consciously remember the information, such as an amnesiac or mindwiped creature.

Pain Transference (Psionic)

You can dampen down your pain, deadening your nerves by an act of will, storing the agony of your wounds until you release the neuro-kinetic energy as a debilitating psionic strike.

Prerequisite: Iron Will, Focused

Benefit: Any time you suffer at least 10 points of damage, you may attempt a DC 15 Concentration check, as a free action, to transform the pain into a damaging psionic energy surge. If the check is successful, your body crackles with a short-lived neuro kinetic charge, which you can utilize in one of two ways.

You can internalize the energy charge, receiving a short-lived surge of adrenaline and focus.

You receive a +1d3 insight bonus to STR and DEX, which lasts for one minute per 10 points of damage inflicted. Using the Pain Transference feat in this way is a free action.

You can externalize the energy charge, gaining the ability to make a ranged touch attack (with a 30 ft maximum range) against a single target on your next action. You blast your opponent with psionic energy, like a mental taser, which leaves your target debilitated with agony. The target is *paralyzed* for 1d3 rounds, plus one round for every ten points of damage inflicted. The target can attempt a WILL save (DC 12 + your WIS modifier + your ranks in psionic classes) to negate this agonizing effect.

Psi-Adhesion (Psionic)

Your body is surrounded by an ultra-short range telekinetic field, just a few microns in diameter, which forms a nearly unbreakable molecular bond between you skin and a surface you touch, enabling you to climb walls and ceilings as nimbly as a spider.

Benefit: You can climb and travel across vertical surfaces and even traverse ceilings as well as a spider does. Your fingertips or feet must be uncovered, and your hands must be free to climb in this manner.

You gain a climb speed of 30 ft, and do not need to make Climb checks to scale a surface.

Psi-Bolt (Psionic)

You can fire a powerful bolt of charged ectoplasm and psionic force which attacks opponents both physically and emotionally.

Prerequisite: Iron Will

Benefit: As a standard action, you can unleash a devastating psionic blast. You may use this ability as often as once per round.

Your psi-bolt inflicts 1d6 points of force damage, plus an additional +1d6 points of damage per point of your WIS modifier (maximum 6d6). The psi-bolt is a ranged attack with a maximum range of 60 ft.

A creature who takes damage from your psi-bolt must also succeed at a WILL Save (DC 10 + your WIS modifier + your levels in a psionic class) or be stunned for one round. Targets who fail their saves are bombarded with painful memories and

discordant sensory input. Objects and mindless creatures, such as robots, constructs and some undead are immune to the psi-bolt's effects.

Psi-Grenade (Psionic)

You can create devastating telekinetic explosions, which explode like psionically charged grenades, shredding living tissue and destroying minds.

Prerequisite: Psi-Bolt

Benefit: Rather than targeting a specific adversary with your Psi-Bolt you can create a charged sphere of psionic energy, which you hurl like a grenade. The hurled psi-grenade is considered a ranged attack with a maximum range of 60 ft, like the Psi-bolt it is based upon.

The psionic grenade has a blast 20 ft blast radius. All sentient creatures caught within the blast radius are affected as normal for a psi-bolt. Creatures caught within the blast radius may attempt a DC 15 REF save for half damage.

Psychic Lockdown (Psionic)

A single touch from you disrupts a psion's mental energy fields and causes agonizing neural chaos within them, preventing your adversaries from manifesting psionic abilities.

Prerequisite: Anti-Psi Broadcast

Benefit: By touching the bare skin of a creature with the Psionic subtype, you can attempt to temporarily lock down the enemy psion's mental abilities. Using this feat is a touch attack. The victim can attempt to resist the effect's abilities by succeeding at a WILL save (DC 10 + your levels in psionic classes if any + your CHA modifier).

If the target fails her save, she cannot manifest any Psionic Precursor or Psionic feats, nor manifest any supernatural (SU) or spelllike (SP) abilities granted by membership in a psionic race or class. If the race or class grants extraordinary (EX) abilities, those are unaffected by the power disruption. The power disruption remains in effect for 2d6 rounds.



Riotstrong (Psionic)

You draw physical strength from rage and passion, aboring the raw psi-stuff of anger and determination. You absorb this emotional energy and grow stronger, and by inciting violence become better able to commit violence yourself.

Prerequisite: Energy Vampire, Street Demonstration

Benefit: For every 100 allied creatures involved in a demonstration, you gain a +1 morale bonus to STR and a +1 morale bonus to your Defense score. As in the case of bonuses to social skills, there is no limit to the bonus you can receive in this manner. Spectacular energy discharges crackle over your body while this power is in effect, and during well-organized demos you become one of the strongest and most dangerous metahumans on the planet.

Strength of Will (Psionic)

Strength is more than purely physical. Your unshakable will power and strength of conviction sustains and protects your body as well as the sanctity of your mind.

Prerequisite: Iron Will, Indomitable, Focused

Benefit: You use your WILL Save modifier in place of your FORT Save modifier as long as you are conscious. From the moment this feat is chosen, the only time you will ever use a FORT Save again is if you are unconscious.

Shockpulse (General SU)

With an angry gesture, you can project a wall of psychic force and excited air molecules that slams into your adversaries like a wrecking ball.

Prerequisite: Focused, Concentration 8 ranks

Benefit: By succeeding at a Concentration check as a standard action, (DC 10 + the number of previous successful checks made to generate a pulse), you can fire pulse of high impact kinetic energy.

Your shockpulse is a ranged touch attack with a 60 ft maximum range, which inflicts 4d6 + WIS modifier points of bludgeoning or subdual

damage, chosen when the blast is fired.

Once you fail a Concentration check to generate a Shockpulse, you cannot use this feat for an hour. You can begin using this feat normally after an hour of rest.

Spontaneous Evolution (Psionic)

Your body automatically adapts to hostile, threatening environments, with your body physically changing in response to danger. If drowning, you manifest gills, if burning your skin darkens and hardens into a calcified exoskeleton, and so on.

Prerequisite: Iron Will

Benefit: Once per day, you can activate a powerful mutagenic gift. Activating this power is a free action. Once manifested, this power remains active for a number of hours equal to your WIS modifier (minimum one hour).

Your body automatically adapts to hostile environments. You can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing you to survive as if you were a creature native to that environment. You can breathe and move (though penalties to movement and attacks, if any for a particular environment, remain), and you take no damage simply from being in that environment. You become immune to all toxins and poisons for the duration of the effect.

You need not specify what environment you are adapting to when you manifest this power; simply activate it, and your body will instantly adapt to any hostile environment as needed throughout the duration.

You can somewhat adapt to extreme environmental features such as acid, lava, fire, and electricity. Any environmental feature that normally directly deals one or more dice of damage per round deals you only half the usual amount of damage.

Suicide Drive (Psionic)

With a few well chosen words, you can completely shatter a victim's mind, leaving them nearly catatonic with depression and self loathing, all too willing to end their own lives and save you the trouble.

Prerequisites: Intellectual Mastermind, Sociopath's Insight

Benefit: By spending at least five minutes in conversation with any sentient creature with an INT score of 5 or higher, you may attempt a Diplomacy or Intimidate check (DC 25 + the target's WIS modifier).

If this check is successful, you utterly destroy the target's mind, devastating their ego and bringing all their hidden faults and secrets to light in the cruelest way possible. The target becomes nearly catatonic with depression, and is considered *dazed*, and though the affected character can defend himself normally, few consider it worth the effort to do so. The character is consumed with thoughts of suicide, and will attempt suicide in the most logical, straightforward and effective manner possible unless restrained or unconscious.

The depressive, *dazed* state remains in effect for a number of days equal to your CHA modifier, or until the victim undergoes psychiatric treatment, which requires a DC 25 Knowledge: behavioral sciences check and at least a day of effort. The overtly suicidal state lasts for a number of hours equal to your CHA modifier, plus one hour for every point you beat the check DC by.

This is a mind affecting, language dependant effect.

Teleport Trade (Psionic)

You have learned to use your teleportational gifts offensively, using them to take control of the battlefield, and reposition the players, both friend and foe, to your choosing.

Prerequisite: Visual Teleport

Benefit: When using your Visual Teleport feat, you may choose to use your teleporting ability in a new way. You instantly swap positions between your current position and that of a designated creature, of the same size category, within your teleport range. Willing creatures receive no save, and a creature unwilling to be teleported may resist the movement with a WILL Save (DC 10 + your INT modifier + your levels in any psionic class).

Alternatively, you can swap the positions of any two allies in range. This power affects creatures of Large or smaller size. You can bring along up to a medium load objects, but not other creatures.

Temporal Fossilization (Psionic)

With a touch, you can lock a target into temporal stasis, paralyzing them and freezing them in place exactly as they are.

Benefit: Freezing a target requires a range touch attack, and the temporal stasis can be negated with a successful WILL save (DC 12 + your levels in psionic classes if any + your INT modifier). A touched target remains in temporal stasis for a number of hours equal to your INT modifier.

Your touch covers the target in a translucent carapace, which glistens like oil. This temporal gel instantly freezes the target. Following the application of this power, the subject appears lifeless. In fact, it is not dead (though no life can be detected with powers or spells that detect such).

When the power's effect ends, the 'temporal gel' melts away, and the subject is in exactly the state he was prior being affected by crystallize. A target damaged or destroyed during the stasis period remains slain or injured when the effect ends.

You may activate your temporal fossilization ability a number of times per day equal to one plus your INT modifier. Each time you activate this power, your hands glow with psionic energy, enabling you to make temporal stasis touch attacks for a number of rounds equal to your INT modifier.

Trauma Lash (Psionic)

You have learned how to use your internal pain as a defense mechanism, manifesting a stinging torrent of incomplete memories and chaotic impressions. The force of your pain and rage hits like a taser.

Prerequisite: Catharsis of Action

Benefit: As a standard attack action, which does not provoke attacks of opportunity, you can sacrifice XP and by doing so channel mental trauma into a powerful psychic blast.

You must spend a minimum of 25 XP to project a trauma lash. You can spend more points to increase the damage your trauma lash can inflict.

Your psionic lash screams from your body in a cone shaped emanation 30 ft long. Any sentient creatures with an INT score of 5 or greater caught within the cone must succeed at a WILL save or be affected by the agonizing psi-strike. The base save

DC is $10 + \frac{1}{2}$ your character level + your CHA modifier.

A creature that fails its save is *paralyzed* for 1d4 rounds. Mindless and nonsentient creatures, as well as creatures immune to mind influencing effects are not affected by your trauma lash.

Each additional 5 XP you sacrifice increases the WILL Save DC modifier by +1. IN addition, for every 20 XP you spend on the blast, the duration of the *paralysis* effect is increased by +1 round.

Traumatic Neurostrike (Psionic)

You have learned how to use your internal pain as a defense mechanism, manifesting a stinging torrent of incomplete memories and chaotic impressions. You can channel your rage into a lethal laser-like blast that can cripple or kill.

Prerequisite: Cantharis of Action

Benefit: As a standard attack action, which does not provoke attacks of opportunity, you can sacrifice XP and by doing so channel mental trauma into a powerful psychic blast.

You must spend a minimum of 25 XP to project a neurostrike. You can spend more points to increase the damage your trauma lash can inflict.

Your neurostrike is treated as a ranged touch attack with a maximum 60 ft range. A creature struck by your neurostrike suffers 2d6 points of force damage. Each additional 10 XP sacrificed increases the strikes damage by +1d6 points, to a maximum of 10d6 points of damage, at a cost of 105 XP.

If you choose to spend 50 or more points of XP on the blast, it inflicts splash damage on any creatures within an adjacent square. Creatures exposed to splash damage suffer half damage, and may attempt a DC 15 REF Save to avoid the splash damage entirely.

Visual Teleportation (Psionic)

You can travel faster than light, instantly teleporting short distances faster than the human eye can follow.

Benefit: As a move action, you can teleport yourself from your current position to any other spot within 50 ft, to which you have line of sight. You can bring along possessions that amount to as much as a

medium load, including small living creatures that weigh as much as 20 pounds. Movement caused by the use of dimension slide does not provoke attacks of opportunity. You may activate this power as often as once per minute.

If you somehow attempt to transfer yourself to a location occupied by a solid body or a location you can't see the power simply fails to function.

By spending an action point, you can activate this power instinctively as a free action, teleporting out of the way of an attack, even an ambush. Though you need not be consciously aware of the attack, and may use this ability while flat footed, you may not use this ability when helpless, paralyzed or unconscious.

Wormhole (Psionic)

You can open dimensional portals that bend space-time, allowing you to step between continents as easily as you step between rooms.

Prerequisite: Iron Will, Remote Viewing, Knowledge: physical sciences 4 ranks

Benefit: A number of times per day equal to one plus your INT modifier (minimum twice daily), you can tear open a glistening hole in space-time. Your warp portal is roughly 10 ft in diameter, and remains a stable, two way transit point for the duration of the effect. Gasses, ranged attacks and the like can pass through the portal, just as they could through an open door.

You may open a warp-portal to any place you know well, to an obvious location (such as behind a door or around a corner) or any place you have scanned with Remote Viewing or another psionic ability. You may create a portal to any place within 1,000 miles per point of your INT modifier.

The portal remains open for as long as you maintain concentration on it, and for 1d6 minutes after you cease concentrating on it. You can also close a portal you've created at any time, as a standard action.

You may attempt to widen your portal by succeeding at a DC 20 Knowledge: physical sciences check. If successful, the portal's diameter increases by 1 ft per point you beat the check by. A

wormhole teleporter may attempt to close another teleporter's wormhole by succeeding at an opposed WILL save.

Small Unit Tactical Feats

A Navy customs inspection team boards a Egyptian flagged cargo container ship, rapidly sweep- ing through the darkened hallways in total silence, putting a stop to any resis- tance with expert close quarter combat tactics and lethally accurate shotgun work, all to recover a suit of stolen US Army combat armor destined for sale on the international arms market.

LAPD S.W.A.T blasts through the bank's reinforced roof and comes in firing, taking down sixteen well armed men in as many sec- onds. One would be robber actually gets off a wild burst, but one of the black armored policemen dodges the gunfire with almost superhuman speed.

On the streets of St. Louis, a close knit family of Traveller thieves runs a found money con on the gullible, the old and the stupidly greedy. Five months and nearly a million in stolen money later, the local police finally try to trap the canny thieves in a sting. The result: the Travellers disappear with the marked money with a laugh and a smile. By the time even the veteran detectives realize they've been had, the grifters

are in Miami Beach, buying themselves drinks on the cops' dime.

Practice makes perfect. No, scratch that. Practice makes deadly. When a team works well together, when they're firing on all cylinders, when the plans come together seamlessly, the formerly



impossible becomes all too easy. Corporate takeovers, legendary scams, the kind of small unit military victories that would leave Sun Tzu scratching his head in bewilderment..... put enough planning in and they can all be yours.

Early Image comics were a showcase for a diverse array of highly trained covert ops units and super teams. Thanks to months of training and combat drills, these elite units could perform feats of battlefield heroism and tactical brilliance nobody else could match. Small unit tactics let the heroes and villains of your home campaigns match the combat expertise of iconic super teams like Youngblood or the WildC.A.T.S.

Small Unit Tactics

The small unit tactics presented in this sourcebook are effectively feats. Like feats, these tactics have prerequisites and offer new capabilities to any unit trained in their use. Unlike personal feats, no one person on the team has spend a feat slot purchasing the new capability, nor does any one person have to meet the prerequisite. Instead, the entire team works together to meet the prerequisites, and spends action points in unison to activate their new combat abilities.

Any team that meets the Prerequisites, at any time, can use small unit tactics. In essence, they're free benefits given to players who create complementary characters built around a cohesive theme. Some tactics are better suited to stealthy or deceptive teams, while others focus the team's firepower and help that team dominate the battlefield. The tactics presented below offer any PC strike force a new use for their action points and a potentially life saving new set of abilities. Remember, though, teamwork and camaraderie aren't exclusive to PCs, and a well trained highly disciplined enemy force could also use the tactics presented here to cut a swath through a group of unprepared player characters.

Tactical Requirements

In order to use one of the small unit tactics

presented here, the team must meet all that tactic's prerequisites. Some feats require the team to have a certain combined base attack bonus, ranks in particular skills, or access to other feats. Sometimes, you'll see a notation like 'Combat Reflexes x2', which means that at least two members of the team must possess the Combat Reflexes feat for the tactic to work. The skill and base attack bonus requirements for small unit tactics are often high, since they're designed to draw on the combined skills of 3-4 (or more) highly trained soldiers or experts.

Small unit tactics require teams of at least three characters, though there is typically no maximum limits to the amount of team members who can benefit from the tactic. Each member of the team must 'contribute' something to the tactic, either at least one rank in a skill, points of base attack bonus that go towards meeting that requirement, or feats that help your team meet the prerequisites.

If the situation changes on the battlefield, and a team member is killed or moves far enough away he or she can't contribute meaningfully to maintaining the tactic, immediately remove that team member's contributions from the equation. If the team still has a high enough combined BAB, enough skill ranks and feats to use a particular small unit tactic, that tactic still functions. If not, that tactic is useless until the lost team member returns or is replaced. Depending on the skills of different combinations of team members, different tactics become available as the tactical situation changes.

Extensive training is required before a team is integrated well enough to use small unit tactics. If a team member is lost or killed, his replacement and any surviving team members must spend at least 40 hours in training before the replacement's skills, combat bonuses and feats can be factored into the calculations.

Using Small Unit Tactics

Using one of these new tactics is usually a free action that does not provoke attacks of opportunity. One of the team members declares they're

going to attempt a special tactic, and pays an action point. Other team members contribute an action point, until the tactic's action point cost is paid off. Any team member can also pay a larger portion of the action point cost, even paying all the action points necessary to activate the tactic, if they wish. This rule supercedes the rule that a character can only spend a single action point in a round.

Some small unit tactics might simply require the team to invest action points at the beginning of the encounter, and grant benefits that last a specific period (usually until the end of that encounter). Other tactics are effectively coordinated attacks, and characters acting earlier in the round might have to delay their action until their slower-moving teammates catch up. At that point.... well, who doesn't love it when a plan comes together?

1. Battle Hungry
2. Bounding Overwatch
3. Bravado
4. Con and Confusion
5. Concentrated Firepower
6. Corporate Takeover
7. Dynamic Entry
8. Firestorm
9. Fighter Wing (Chase Experts)
10. Gang of Thugs
11. Junkyard Improvisation
12. Leave Noone Behind
13. Plain View Search
14. Pressure Cooker
15. Research and Development (Medical Breakthrough)
16. Sheer Talent
17. Silent Professionals
18. Street Crew
19. Sweep and Clear
20. Uncanny Acrobatics

Battle Hungry (Small Unit Tactic)

“Cooperation” isn't a word often used to describe your team. Once the battle begins, your team doesn't cooperate, doesn't watch each others backs, doesn't bother to coordinate their attacks. Instead, each of you views the battlefield as his own

chance for personal glory.

Prerequisites: Combined Base Attack Bonus +12, Combat Expertise, Cleave x3, Run x2, Streetfighting x2

Minimum Crew: Three

Action Point Investment: One

Benefit: Any member of the team may activate that this tactic, but may only do so immediately before any team member takes their first action during an encounter. The benefits of this tactic last for a number of rounds equal to the STR modifier of the team member who paid the action point (minimum one round).

While this tactic is in play, all the team members receive a morale bonus to melee attack and damage rolls equal to the CHA modifier of the team member who activated the feat. Keep track of the number of enemies each team member defeats. If, when the tactic ends, the team member who spent the action point has racked up the most kills, he or she gains 10% more XP than normal from the encounter.

If another team member has the most kills, the team's morale bonuses to attack and damage remain active for a number of hours equal to the team leader's CHA modifier. During this time, the team member who paid the initial action point suffers an equivalent morale penalty on attack rolls and damage.

Special: The team may not activate this tactic again while under the linger effects of the initial use.

Bounding Overwatch (Small Unit Tactic)

When your team has to move under fire, it splinters into a pair of distinct units, each with their own purpose. One team advances cautiously, while the secondary team provides suppressing fire. At each rally points, the teams swap duties, leapfrogging over each other until they reach their objective. Practice with this tactic gives your team unmatched battlefield mobility, vastly increasing your ability to take and hold territory.

Prerequisites: Combined Base Attack Bonus +10, Dodge, Mobility x2, Precise Shot x2, Shot on the Run

Minimum Crew: Four

Action Point Investment: Two

Benefit: A team may activate this tactic at any point during combat as a free action. Once the action point investment is paid, this tactic begins functioning on the team's lowest initiative count, meaning that faster moving team members must delay their actions. If members of the team have already taken their actions for the round, the team must wait until the beginning of the next combat round to begin using this tactic.

Once this tactic is activated, all members of the team gain several movement related benefits. Assuming the 'fire team' each fires a full burst, the 'movement team' receives the benefit of $\frac{3}{4}$ cover as they move. If the movement team chooses to charge while being covered, they receive an additional +30 ft while charging, and any melee attacks they make at the end of the charge do an additional 1 die of damage. The fire team may not move, even to make a 5 ft step, until they become the 'movement team' at the beginning of the next round.

Bravado (Small Unit Tactic)

Even when you're surrounded, imprisoned, wounded, outgunned, outnumbered, outclassed, outta ammo and basically completely screwed, your team still thinks its on top of the world. Most of the time, they're right, and have a knack for unlikely victories and even more unlikely survival.

Prerequisites: Combined Base Attack Bonus +8, Brawl, Combat Reflexes x2, Dodge x2, Heroic Surge x2, Improved Initiative x2, Bluff 10 ranks, Sleight of Hand 4 ranks

Minimum Crew: Four

Action Point Investment: Three

Benefit: Your team may activate this tactic at any time, even on their enemy's turn, as a free action. Once the action points are invested, the tactic's benefit lasts until the end of the encounter. Once this tactic comes into play, the team's cooperation and long familiarity with each other's tactics becomes vitally important. Any time one team member uses the aid another action in combat, or flanks an enemy in conjunction with another teammate, his critical threat range with all attacks improves by +2. Any team member can also spend an additional action point to confirm a critical hit.

Con and Confusion (Small Unit Tactic)

A con is always better the more people are involved. A single grifter can pull off some incredible deceptions, but a team of con artists, who know each other's moves and have their stories straight can get away with incredible lies, and pull off cons that net thousands of dollars in pure, sweet profit.

Prerequisites: Confident, Creative, Deceptive x3, Bluff 15 ranks, Disguise 4 ranks, Diplomacy 8 ranks, Forgery 4 ranks, Sense Motive 10 ranks

Minimum Crew: Three

Action Point Investment: One

Benefit: Prior to making your first bluff against a target of one of your team's con games, you may activate this tactic as a free action. The con artist who pays the action point leads the con, everyone else acts as accomplices and confederates, playing preset roles to make the deception more convincing. The effects of this tactic remain in play for a number of hours equal to the lead con artist's CHA modifier plus one (minimum two hours).

All members of the team gain a +4 insight bonus on all Bluff, Disguise, Diplomacy and Forgery and Sleight of Hand checks made against the target. Additionally, all team members use the CHA modifier of the lead con artist rather than their own, if the leader's modifier is higher.

Additionally, any team member may spend an action point at any time during the con game to gain a +10 morale bonus on his or her next Bluff or Disguise check.

Concentrated Firepower (Small Unit Tactic)

Your team has spent enough time on the rifle range to put round after round through the same target, shredding armor and enemy flesh with a wall of flak.

Prerequisites: Combined Base Attack Bonus +15, Burst Fire x3, Precise Shot x4, Weapon Focus (any firearm) x5, Knowledge: tactics 6 ranks

Minimum Crew: Five

Action Point Investment: Four

Benefit: Your team must activate this tactic at the beginning of the round. After paying the action point investment, the team members must delay their actions until the team's lowest initiative count comes

up. Using this tactic requires an attack action.

Each member of the team must fire at the same enemy or object. When massing their fire-power, all members of the team deal an additional die of damage with their attacks, and completely ignore the target's Damage Reduction or Hardness.

Corporate Takeover (Small Unit Tactics)

Prerequisites: Combined Wealth Bonus +65, Educated x2, Trustworthy, Diplomacy 8 ranks, Knowledge: business 15 ranks, Knowledge: civics 10 ranks

Minimum Crew: Five

Action Point Investment: Four

Benefit: Using this tactic involves several weeks, even months of work. By investing the appropriate action points, the team pools its resources and business acumen to pull off a hostile takeover of a rival corporation. Doing so requires the team to make at least one opposed Knowledge: business or Profession (white collar) check, the difficulty of which is set by the size of the targeted corporation. Failing the check indicates that the rival company can make a hostile takeover attempt in turn, attempting to buy out the team's business and steal away their resources. Depending on how many times each side fails its checks, the takeover can drag on for months or longer, as one side gains a

short lived negotiating advantage over its rival.

Success on the check means that the target business legally changes ownership, becoming jointly owned by the team. Each team member's wealth bonus increases by a set amount, based on the resources of the target corporation. In addition, you may now buy licensed or restricted equipment from the bought-out corporation without any additional Purchase DC modifiers.

Dynamic Entry (Small Unit Tactic)

You've put in time with an elite military or police unit like a metropolitan SWAT team, prison riot response squad, Homeland Security, the ATF or the FBI's elite Hostage Rescue Team. Your team knows how approach a fortified structure with a mix of stealth and speed, breach defenses to brutally crush resistance. Within seconds of beginning an assault, you're in the target building, using your skill and firepower to dictate the pace of the battle.

Prerequisites: Combined Base Attack Bonus +12, Quick Draw x2, Point Blank Shot x3, Combat Reflexes, Cautious, Disable Device 8 ranks, Move Silently 4 ranks

Minimum Crew: Three

Action Point Investment: One

Benefit: One of the team members must spend an action point immediately before combat begins, and

Size of the Rival Corporation	Take-over Check DC	Number of successful checks required	Time required for each check	Wealth Bonus Increase
Partnership, family business (3-10 partners, revenue several thousand annually)	DC 15	2d4	1 day	+4
Start up (10-100 employees, annual revenue more than 100k)	DC 20	3d6	1 day	+6
Small Company (200+ employees, annual revenue more than 1 million)	DC 30	4d6	1 week	+8
Large Company (1000+ employees, annual revenue in the millions)	DC 40	8d6	1 week	+10
Fortune 500 (international company, revenue in the hundred of millions.)	DC 50	12d6	1 week	+12
Global Megacorp (the richest, most powerful companies on the planet)	DC 60+	12d10	2 weeks	+16

is designated as the team's point man. The team receives several short lived bonuses which help them survive the initial moments of the assault. All members of the team receive a +2 bonus to Spot and Initiative checks, a +1 morale bonus to attack and damage rolls, and a +1 dodge bonus to Defense.

The pointman also receives the bonus, and gains an additional benefit. The adrenaline surge of battle sharpens the pointman's senses, granting the character temporary darkvision out to 60 ft. These enhanced senses are the result of extreme training and intense concentration, not a result of supernatural effects.

The benefits of this feat last for a number of rounds equal to the pointman's WIS modifier plus one (minimum two rounds). This tactic can only be used once per battle, and must be activated prior to beginning hostilities.

Firestorm (Small Unit Tactic)

"Anything that moves" can be legitimate target selection. Your team doesn't lay down a wild, whirling storm of gunfire, blasting away indiscriminately at anything that's not wearing the unit colors.

Prerequisites: Combined Base Attack Bonus +8, Combat Reflexes x2, Burst Fire x3, Strafe x4, Weapon Focus (any firearms) x5

Minimum Crew: Five

Action Point Investment: Five

Benefit: Your team must activate this tactic at the beginning of the round. After paying the action point investment, the team members must delay their actions until the team's lowest initiative count comes up. Using this tactic requires an attack action.

Each member of the team fires wildly, emptying his weapon at any and all targets within range. Each team member's weapon must have at least 10 bullets remaining to use this tactic. All creatures and objects that are not a part of the team within a 60 ft radius of the team take 5d6 points of ballistic damage (+1d6 additional points of damage for each team member beyond the fifth). Targeted creatures may attempt a REF save (DC 12 + the number of team members) for half damage.

When the smoke clears, large numbers of enemies (not to mention any civilians, animals or

small buildings unable to get out of range quickly enough) will hopefully be lying dead in a rough circle around the team. After using this feat, the team's guns are emptied and must be reloaded.

Fighter Wing (Small Unit Tactics)

Your team is composed of the best combat pilots the military has to offer. In the sky, you function as a single being, watching each others backs and taking out your wingman's targets after you're done with your own.

Prerequisites: Combined Base Attack Bonus +6, Aircraft Operation x4, Gearhead x2, Vehicle Expert x3, Knowledge: tactics 10 ranks, Pilot 12 ranks

Minimum Crew: Four

Action Point Investment: One

Benefit: Before beginning a sortie, one team member spends an action point and is designated the flight leader. This tactic's benefit last for a number of hours equal to the flight leader's DEX modifier.

While using this tactic all members of the fighter squadron receive air to air combat bonuses and special abilities designed to keep them alive up there. Each member of the fighter squadron receives a +8 insight bonus on Pilot checks and a +2 insight bonus on Initiative checks. Once during the battle, each member of the fighter wing can choose to use the flight leader's DEX score or Base Attack Bonus in place of her own, if it is higher.

The flight leader gains an additional benefit. While this feat is active, his aircraft's weapons deal one additional die worth of damage.

Special: The Game Master can substitute the following Prerequisites: Combined Base Attack Bonus +6, Vehicle Dodge x2, Gear Head x2, Vehicle Expert x3, Knowledge: Tactics 4 ranks, Drive 12 ranks to create the **Chase Experts** tactic. This tactic functions almost identically to the Fighter Wing tactic, except that it provides a +8 insight bonus on Drive checks, not Pilot checks.

Gang of Thugs (Small Unit Tactics)

Screw honor and restraint. When you and your boys fight, you fight dirty, you fight hard and you damn well fight to win. Nobody messes with your gang of leg breakers if they want to keep walking without needing a cane.

Prerequisites: Combined Base Attack Bonus +8, Brawl x3, Improved Brawl, Knock Out Punch, Power Attack x3, Intimidate 6 ranks, Knowledge: streetwise 6 ranks

Minimum Crew: Three

Action Point Investment: One

Benefit: The team may activate this tactic any time before a brawl breaks out, or at any time during combat as a free action. The brawler who spends the action point is the lead head knocker, and gains additional benefit. This tactic remains in play for a number of rounds equal to the head brawler's CON modifier plus one (minimum two rounds).

Any time one of the team members knocks out or kills an enemy, he gains 1d4 temporary hit points, which are lost first, and remain in existence until either the fight ends or the tactic's benefit ends.

The lead brawler can also designate any opponent within range as being the group's favored target. The lead brawler and all his thugs gain a bonus equal to the lead brawler's WIS modifier on damage against that opponent. The lead brawler can designate a new favored target each round on his or her action.

Junkyard Improvisation (Small Unit Tactic)

Your team blends military know-how and a mad scientist's mindset, cobbling together impossible machines out of scrap and salvage. Give your team a few hours, a blowtorch and a deadline, and they can create high tech weapons and vehicles the equal of anything a conventional military could field.

Prerequisites: Builder x2, Gearhead x3, Vehicle Expert x2, Craft: mechanical 12 ranks, Craft: electronic 8 ranks, Knowledge: physical sciences 8 ranks, Repair 15 ranks

Minimum Crew: Four

Action Point Investment: Two

Benefit: You may activate this unusual tactic at any time, by spending the appropriate number of action points. Once activated, the tactic's benefits remain in place until a specific project (chosen when this tactic comes into play) is completed.

While using the tactic, the time required to perform a Repair or make a Craft check is reduced by $\frac{1}{2}$ (to a minimum of one minute). If the mechanics choose to jury rig a repair, the timeline is further

reduced, to $\frac{1}{4}$ the original repair time. The jury rigged repair remains functional for a number of hours equal to the most skilled mechanic's INT bonus, before breaking down again.

If any of the mechanics chooses to spend additional action points, they can 'jury rig' revolutionary new weapons and technologies! Each action point you spend, you can create a spectacular, but short lived futuristic device from one progress level higher. Assuming that most *D20 Modern* campaigns take place at PL 5, the mechanics may spend an additional action point to jury rig a PL 6 device, two additional action points to create a PL 7 device, and so on. Once activated, the jury rigged technology functions for a number of minutes equal to the most skilled mechanic's INT bonus, before breaking down. Futuristic technology created this way cannot be analyzed or duplicated under normal circumstances.

Leave Noone Behind (Small Unit Tactic)

The U.S. Rangers are far from the only elite military unit with a reputation for heroism and insane courage under fire, but their motto 'leave no man behind' epitomizes this tactic. Your team will go to any lengths, take any risk to rescue (or avenge) a fallen comrade.

Prerequisites: Combined Base Attack Bonus +4, Iron Will x2, Alertness

Minimum Crew: Three

Action Point Investment: One

Benefit: Your team may activate this tactic as a free action any time one of the team members is reduced to 0 HP or lower. The benefits last until the end of the encounter. Once this feat is activated, each team member receives several tactical benefits that will aid in rescuing their fallen comrade.

Any conscious member of the team receives a +10 ft improvement to their base movement rate, which stacks with movement increases from the Fast Hero talent tree and other improvements. Conscious team members receive a +1 luck bonus to Defense. If the wounded team member dies after this tactic has come into play, all the surviving team members receive a temporary action point, which must be spent before the end of the battle, or it is lost.

Plain View Search (Small Unit Tactic)

When police detectives pay a ‘casual visit’ to a suspect’s home, they usually come in groups of three or more. Why? Because three people can fit comfortably into even the most modest home or apartment, and are a small enough group they’re not usually perceived as an obvious threat by the suspect. However, three sets of eyes is usually just the right number to spot bits of evidence hidden in plain sight..... and three sworn testimonies ensure that any evidence the cops find will have just happened to of been in ‘plain sight’.

Prerequisites: Alertness x2, Deceptive, Educated, Bluff 4 ranks, Investigate 8 ranks, Spot 15 ranks, Search 12 ranks, Sense Motive 4 ranks

Minimum Crew: Three

Action Point Investment: One

Benefit: Immediately prior to entering a suspect’s home or business, one of the investigators may spend an action point, focusing the team’s attention. While inside the suspect’s lair, all detectives receive a +4 insight bonus to all Spot and Search checks. Additionally, the lead detective chooses one suspect; all detectives receive a +4 insight bonus on Knowledge: Behavioral Sciences and Sense Motive checks made against that suspect. These bonuses last until the detectives leave the residence.

Pressure Cooker (Small Unit Tactic)

Get the bad guys good and pissed off, and they’ll make mistakes. Don’t give them a second to regroup, keep putting a bullet through the skull of any body trying to issue orders or maintain discipline, keep your enemy off balance. It’s amazing how simple combat can be when your team’s the only side thinking clearly.

Prerequisites: Combined Base Attack Bonus +10, Streetfighting x2, Deceptive x3, Dodge x2, Bluff 15 ranks

Minimum Crew: Three

Action Point Investment: Two

Benefit: You may spend the necessary action points to activate this tactic at any point during combat, even as a free action on your enemy’s turn. This tactic’s benefits last for a number of rounds equal to the most charismatic team member’s CHA modifier plus one (minimum two rounds). During this time,

any time one of your adversaries rolls a natural 20, it counts as a roll of natural 1, leading to more mistakes and misses in battle. If the game master chooses to use ‘critical fumbles/misses’ it increases the likelihood your opponents fail disastrously.

The team must be able to taunt, insult and harass their opponents for this tactic to be effective. While rude gestures and insulting combat pranks can bridge a language barrier, this tactic is useless against non-sentient opponents, including robots and animals.

Special: If your team chooses to spend more action points than the three necessary to activate this tactic, this feat becomes even more effective. If the team spends a third action point, a roll of either 19 or 20 is treated as a roll of 1. If the team spends four action points, a roll of 18, 19 or 20 is treated as a roll of one, and so on.

Research and Development (Small Unit Tactic)

Along with a small core of dedicated researchers, you can create revolutionary, potentially world altering new technologies. Your design team has a reputation as one of the most impressive R&D teams in the world.

Prerequisites: Builder x2, Gearhead x3, Vehicle Expert x2, Craft: mechanical 12 ranks, Craft: electronic 8 ranks, Knowledge: physical sciences 8 ranks, Repair 15 ranks

Minimum Crew: Four

Action Point Investment: Four

Benefit: After you have created a prototype ultra tech device at least once using the Junkyard Improvisation tactic, you can begin researching a stable, safe and reproducible version of the technology. To create a stable invention from a higher progress level, the design team must spend four action points to begin the development process. The length of the design process is determined by the complexity of the invention. During the design process, each member of the team must spend at least 4 hours per day working on the device. If a team member does not spend at least the minimum amount of daily effort on the invention, that day is wasted and does not count towards making any progress on the design.

Once complete, a stable version of the ultra-tech device is created. This design can be analyzed,

copied and even mass produced. The game master determines how much profit, if any, the invention's designers receive as a result of patenting or selling the device, should they choose to go public with their new technology.

Length of the Design Process

PL 6	1d4 months
PL 7	1d6+1 months
PL 8	3d6 months
PL 9+	6d6 months

Special: The game master can substitute the following Prerequisites: Medical Expert x4, Educated x3, Craft: pharmaceutical 20 ranks, Knowledge: earth &

life sciences 12 ranks, Treat Injury 15 ranks. Doing so creates a **Medical Breakthrough** small unit tactic that allows the characters to create new drugs, innovative surgical procedures and cutting edge medical technologies, like gene therapies or cybernetics. The tactics are fundamentally identical.

Sheer Talent (Small Unit Tactic)

No matter how highly trained the team, sometimes the battle comes down to which side is simply better. Your team mixes intense training and dedication with raw natural talent, ensuring you always come out on top.

Prerequisites: Each member of the team must have a positive 'net' ability score modifier, (i.e. no ability



score lower than 10, or enough bonuses in one ability to offset the penalty in any other). If one of the team's total ability score modifier drops below +2 thanks to injury or ability drain, the team loses access to this tactic until the wounded crewmember recovers.

Minimum Crew: Three

Action Point Investment: One

Benefit: Any member of the team can activate this feat as a free action by spending an action point, and the benefits of this tactic last for a number of minutes equal to the activating team member's CHA modifier (minimum one minute). During this time, all team members receive a +4 morale bonus on all untrained skill/attribute checks.

Silent Professionals (Small Unit Tactic)

Your team has been trained to infiltrate and kill with silent precision. You've trained extensively in night combat, learning to compensate for the distortion of night vision goggles, hand signals, stealth and accurate shooting with suppressed weapons.

Prerequisites: Combined Base Attack Bonus +12, Far Shot, Mobility x3, Double Tap x2, Precise Shot x4, Skip Shot. Hide 15 ranks, Move Silently 15 ranks, Knowledge: tactics 4 ranks. All team members must carry silenced firearms.

Minimum Crew: Four

Action Point Investment: Two

Benefit: You may activate this tactic at any time during or prior to combat as a free action. The benefits last until the end of the encounter ends, or ends immediately if any member of the team speaks above a whisper.

The team members can communicate silently, by using body language, hand signals and gestures as long as they can see one another and are within 60 ft. Team members can communicate tactical intel almost as effectively using silent communications as they can with words. Using silent communication is a free action, just like speaking. Team members receive a +2 morale bonus to Defense, Hide and Move Silently checks. In addition, no member of the team suffers the usual -4 penalty for fighting while wearing night vision goggles.

Most importantly, team members can spend an additional action point at any time during the encounter to turn any successful attack into a *coup de grace*. Slain opponents drop soundlessly, without being able to get off a shot, making this skill useful for hostage rescue and stealthy missions.

Street Crew (Small Unit Tactic)

Maybe no one in your gang ever finished high school, and damn sure none of you have ever had any formal military, legal or tactical training, but natural cunning and hard lessons have honed your collection of dealers and bangers into a formidable force. The local cops might hate you with a passion, but your team is always one step ahead and is far too smart to go down on an easy street bust.

Prerequisites: Alertness x3, Deceptive x2, Nimble, Bluff 10 ranks, Craft: pharmaceutical 8 ranks, Knowledge: streetwise 12 ranks, Spot 8 ranks

Minimum Crew: Four

Action Point Investment: One

Benefit: Once per day, any member of your gang can choose to spend an action point to activate this tactic. Doing so is a free action. The benefits of this tactic last a number of hours equal to the WIS modifier of the team member who activates this feat.

When this tactic comes into play, your gang becomes a focused, professional and alert criminal enterprise, always on the lookout for undercover cops, knockers and robbers from rival crews. All members of the team receive a +4 insight bonus on Spot, Move Silently and Sleight of Hand checks for the duration of the effect.

Additionally, the gangster who spent the action point to improve the cartel gains an almost supernatural ability to spot fakes and undercover agents. That gangster receives a +10 bonus on all Spot and Sense Motive checks made to discover an undercover agent, spot a wire or body mic, or to detect a 'burn bag' passed off as real dope.

Sweep and Clear (Small Unit Tactic)

Years of combat experience have given your team the edge in close quarter combat. You have an instinctive knowledge of fields of fire, indoor ambush zones and blind spots. You have an almost supernatural talent for ferreting out concealed targets and

spotting ambushes. Even on unfamiliar territory, your team moves (and kills) quickly, efficiently and without a single mistake.

Prerequisites: Combined Base Attack Bonus +15, Combat Reflexes x3, Burst Fire x2, Precise Shot, Shot on the Run x4, Double Tap x2, Spot 8 ranks

Minimum Crew: Five

Action Point Investment: Four

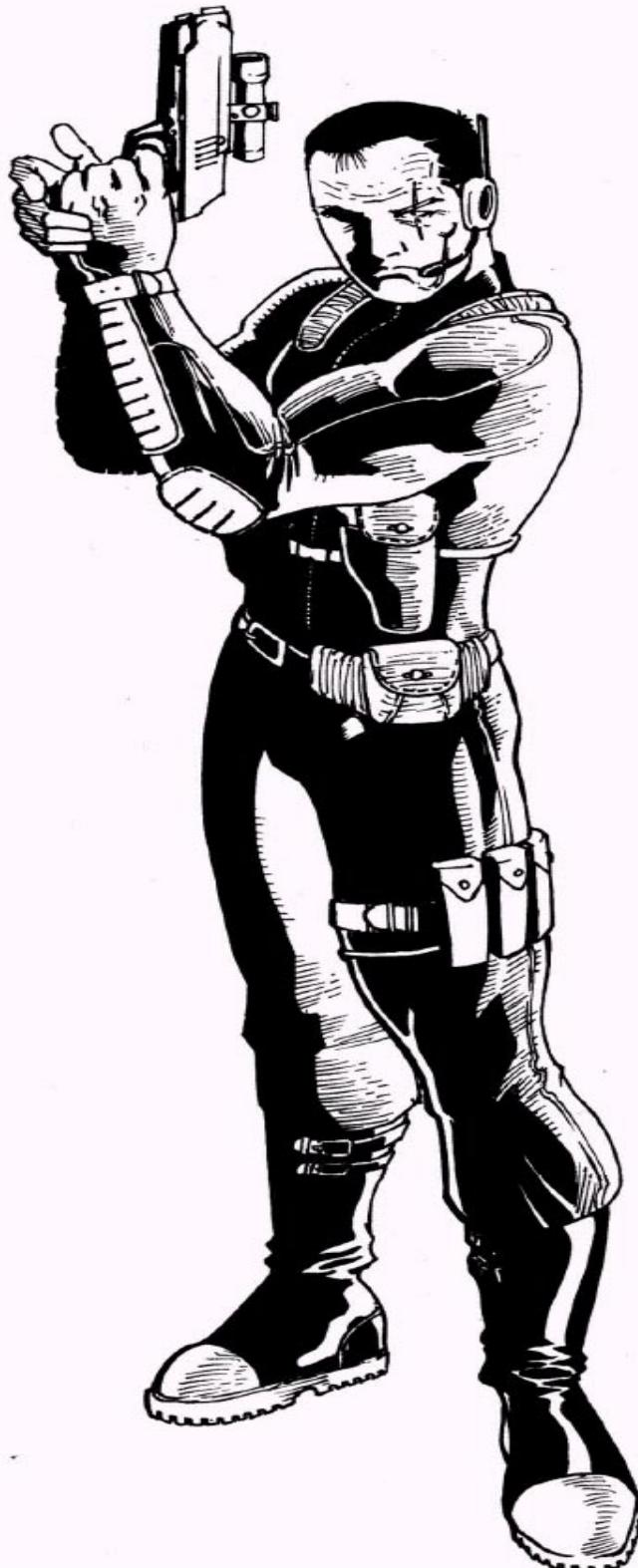
Benefit: The team can decide to activate this tactic at any time during or prior to combat by spending the appropriate action points as a free action during a battle. The team cannot activate this tactic if any member of the team has been killed or wounded (reduced to $\frac{1}{2}$ HP or less) by enemy fire during the encounter. This tactic can only be used indoors or in an enclosed urban area (such as tight alley-ways, sewers, air conditioning ducts or the like). Activating this tactic is a free action.

For the duration of the encounter, once this tactic activates, the team's weaker opponents cannot make attacks of opportunity against any member of the team armed with a semi or full auto firearm. If any adversary who's Challenge Rating, Hit Dice or class levels are less than the weakest member of the team attempts to make an attack of opportunity against a team member, the attempt simply fails. The attacked team member can spend an additional action point to mount an attack of opportunity of his or her own against the attacker. Stronger or more highly skilled adversaries may make attacks of opportunity against the team normally.

The benefit of this small unit tactic lasts for a number of rounds equal to the base attack bonus of the team member who contributed the most action points. If all team members contributed an equal number of action points, this tactic remains in effect for a number of rounds equal to the best BAB among them. If the team leaves the building this tactic was activated in, this tactic's benefits terminate.

Uncanny Acrobatics (Small Unit Tactic)

The closest your swashbuckling, hyper-energetic team comes to tactical planning is this: if your enemy expects you to come at him head on, attack him from the sides, or even better, drop off



the ceiling to surprise him. Your crew pulls off dangerous stunts with ease, makes impossible ascents, and capers around the battle field like a troupe of meth-addled circus acrobats.

Prerequisites: Combined Base Attack Bonus +8, Acrobatics x3, Athletic, Dodge, Agile Riposte, Mobility x2, Lightning Reflexes, Balance 8 ranks, Climb 10 ranks, Jump 12 ranks, Perform (dance) 4 ranks, Tumble 10 ranks

Minimum Crew: Three

Action Point Investment: Two

Benefit: You may activate this tactic at any time by spending the necessary action points. The benefits of this tactic last until the end of the encounter. While enhanced by this tactic, each member of the team receives a +2 insight bonus to Dexterity. In addition, once during the encounter, members of the team may choose to evade one attack that should have hit them. Each acrobat can choose to activate this secondary benefit at any time after his or her opponent rolls their attack, or after a failed REF save, but before damage is rolled. The acrobat takes no damage from the attack; this tactic can be used to completely dodge the effects of area effect attacks.

Gearing Up For Psi War and Deniable Ops

The coolest heroes of 1990s comics had the coolest toys. Most of the Image founders were life long comic and anime fans, and introduced American comic readers to the concept of power armor, Akira-influenced bullet bikes, and an assortment of energy weapons so uniquely lethal a team equipped with a half dozen could take over most small nations

Psionic Technology

Psionic potential can be unlocked with cutting edge neurosurgery and advanced psycho-cybernetics. Latent psi-potential can become a dominating force on the battlefield thanks to amplification gear. Psionic weapons and technology are highly classified military secrets, and are prohibitively expensive pieces of ultra-tech. Unlike magical weapons, psi-tech is purely scientific.

Though expensive and difficult to produce, psi-tech can be mass-produced, be used by virtually anyone with a little training, and requires no XP sacrifice to create. Technologists with ranks in Craft: electronics, Repair and similar skills can repair, create and modify psi-tech just as easily as they can any other high tech device.

Most of the new tech for a Psi-Watch campaign is far more advanced than 21st century science would ordinarily be able to produce. Early Image comics emphasized everything from snub-nosed laser pistols, full cybernetic conversion and advanced power armor in a fictional 1992 identical to the decade we all lived through. Used in conjunction with the weapons, gadgets and equipment enhancements presented in the D20 Future campaign setting, these new psi-tech enhancements capture the feel and high tech reality of Image's early supersoldiers.

Though Progress Levels for the advanced technology are listed, most of the new weapons, gadgets and vehicles presented here are available in all Psi-Watch campaigns, even if they normally take place at the 'real-world' of PL 5 to 6. Futuristic Psi-tech should be made available without a corresponding Purchase DC increase, juxtaposing 21st century America with 22nd or 23rd Century technology.

Psi-Watch Weapons & Weapon Enhancements

Ajax .50 cal Railrifle

The Ajax .50 cal Railrifle is an improved version of a Vietnam era rail-gun design. The massive weapon is distinguished by its slate grey, triangular barrel, studded with pressure vents, which stretches nearly 5 ft. Adding in the magnetic propulsion array, sights and detachable tripod, the weapon is nearly 7 ft long.

The Ajax uses concentric magnetic rings within its barrel to accelerate a .50 cal depleted

uranium and tungsten steel slug upwards of Mach 5. The Ajax can punch through a destroyer's hull at a range of nearly a mile, making it one of the deadliest sniper rifles ever devised. This weapon is always considered a master craft weapon, and grants a +1 bonus on ranged attack rolls.

ARPL 1996 Plasma Pulse Rifle

The ARPL 1996 is a new model energy weapon, built using heat resistant composites and miniaturized chemical coolant systems, designed with the express purpose of marrying the damage dealing capability of a heavy energy weapon with the rate of fire of a modern assault rifle.

The ARPL 1996 is a relatively blocky and non-ergonomic weapon, and the cooling systems built into the heavy cowling trade accuracy for firepower. Unlike conventional assault rifles, the ARPL is usually treated as a squad support weapon, a relatively lightweight alternative to bulkier heavy weapons.

Choi Snub-nosed Ion Pistol

The Choi Snub-nosed has been in use since the early 1980s, and is one of Psi-Watch's oldest and most dependable energy weapons. The short barreled energy weapon is only slightly bulkier than a holdout pistol, and is composed almost entirely of ceramic and non-ferrous Culture alloys, making it an ideal stealth weapon.

The Choi fires a short pulse of ionized plasma, which strikes as lethally as a thunderbolt. Reloading is fairly simple: crack the Choi open on the break point, slip in a new power cell and close.

The Choi is designed for high concealment, and grants its user a +1 equipment bonus on Sleight of Hand checks made to conceal the weapon.

Choi Stormfront Pistol

The Choi Stormfront is a slightly modified version of the Choi Snub-nosed, designed for rapid fire. The Choi trades raw damage output for reliable fully automatic fire. Like the Snub-nosed, the Stormfront is a sleek, miniaturized high concealment pistol which grants its user a +1 equipment bonus on Sleight of Hand checks made to conceal the weapon.

Garrison VII Rocketbox

The Garrison VII is a ultra-miniaturized Stinger missile launcher, roughly the size and weight of a high caliber pistol. The weapons four barrels hold four solid fuel missiles, each roughly the size of a pencil, but packing a dense explosive warhead. Though common as a pistol, Garrisons are often integrated into a suit of power armor or as a weapon gauntlet in non-powered armor.

The missiles communicate wirelessly with a targeting computer in the Garrison, enabling in-flight course corrections and detonation. The missiles will not arm if within 30 ft of the Garrison, and the weapon's internal guidance systems grant the weapon a +2 equipment bonus on ranged attacks.

A standard garrison warhead inflicts 4d6 points of damage, half of which is slashing damage from shrapnel and half of which is fire damage. A box of four Garrison rockets has a Purchase DC of 17.

IMI Peregrine argon laser pistol

Produced by Israeli Military Industries, the producers of the Desert Eagle, the Peregrine is a sleek, ultra-micronized energy pistol. The Peregrine is known for its two projection arrays, pen-hole sized energy conduits, one beneath the other. The twin 'barrels' project green argon based lasers, which are ideal for use in fog, dust and underwater.

The Peregrine is a tiny weapon, designed to be tucked into a boot or a belt loop, and grants its user a +1 equipment bonus on Sleight of Hand checks made to conceal the weapon.

Weapon	Damage	Critical	Range Increment	ROF	Magazine	Size	Weight	Purchase DC	Restr
Ajax .50 cal Railrifle (PL 6)	4d10 ballistic	19-20	500 ft	Single	10 box	Huge	52 lbs	29	Mil +3
ARPL 1996 Plasma Pulse Rifle (PL 7)	2d8 fire	20	60 ft	Semiauto and Fullauto	30 cell	Large	14 lbs	26	Mil +3
Choi Snubnose Ion Pistol (PL 7)	2d10 electrical	20	20 ft	Semiauto	15 cell	Small	2.5 lb	24	Mil +3
Choi Stormfront Ion Pistol (PL 7)	2d8 electrical	20	20 ft	Semiauto and Fullauto	18 cell	Small	2.5 lb	25	Mil +3
Garrison VII Rocketbox (PL 6)	4d6 piercing-/fire	20/x3	60 ft	Single	4 internal	Medium	8.5 lbs	28	Mil +3
IMI Perigine Laser Pistol (PL 6)	2d6 fire	19-20	30 ft	Semiauto	15 cell	Tiny	1.5 lb	20	Res +2
Mastiff Particle Slinger (PL 6)	2d6 ballistic or 2d6 subdual	20	15 ft	Semiauto	8 cell	Large	7.5 lb	22	Res +2
Mjolnir Ion Cannon (PL 6)	6d6 electrical	-	(30 ft line)	Single	10 cell	Huge	32 lb	24	Mil +3
Raptund 440mm Heavybore Plasma Cannon (PL 7)	4d8 fire	20	30 ft	Single	8 cell	Huge	74 lb	26	Mil +3

Mastiff Particle Slinger

The Mastiff is a British made particle beam weapon built to SAS specifications. The weapon is designed to resemble the familiar Mossberg 500 ATP6C, and serves a similar tactical function. The Mastiff has a wide, trapezoidal barrel slotted with energy discharge vanes.

The Mastiff Particle Slinger, unlike many energy weapons can be set for non-lethal, “stun” damage: superficial friction and burns and deep tissue bruising, but little lasting harm. Switching between ballistic and subdual damage is a free action.

Mjolnir Ion Cannon

Named for Thor’s hammer, the Mjolnir is a deadly squad support weapon, designed for mowing down enemy soldiers by the dozens. The Mjolnir is a modern version of a flame-thrower, using ionized plasma and lightning-like electrical discharges as a safer, easier to carry alternative to napalm. Early prototypes of the Mjolnir entered service during the first Gulf War, and the weapon has a history of dependability and safety.

The Mjolnir is a bulky, three barreled weapon worn strapped to the user’s forearm, powered by a high-density storage battery worn as a backpack. The weapon’s three cavernous barrels are arranged triangularly, and are lined with electro-magnets and generators, which work in unison to project a devastating bolt of lightning.

No feat or attack roll is necessary to use this fearsome weapon. It fires a 5 ft wide, 30 ft long line of ionic discharges that deals 6d6 points of electrical damage to all creatures and objects in its path. Any creature caught in the ion-stream can attempt a DC 15 REF Save for half damage. Creatures with cover gain a bonus to their REF save.

The Mjolnir’s power-pack is a relatively stable power source. It has hardness 10 and 10 hit points. If breached, the electro-active chemicals inside are designed to become inert when exposed to air. A destroyed power pack simply ceases to function. The Mjolnir has enough of a charge to fire 10 times before needing to be replaced or re-

charged. A new power cell has a purchase DC of 19.

Rapmund 40mm Heavybore Plasma Rifle

The Rapmund 40mm is an American plasma rifle designed for anti-tank use. The blocky, short barreled weapon is designed to contain massive energy discharges, firing a stream of plasma that resembles a solar flare in miniature. The Rapmund is man portable only by heavy cyborgs and power armor troops; the blocky weapon resembles a Harley Davidson engine more than a conventional firearm, and is capped with a smooth ruby-like discharge point. Even the strongest soldiers are forced to wield this massive gun two handed, and the Rapmund is a common vehicle mounted squad support weapon.

The Rapmund’s energy blasts explode upon impact. In addition to damaging the target normally, any creature or object within 5 ft of the impact point suffers splash damage, equal to half the damage inflicted on the main target. Splashed targets can attempt a DC 12 REF save to halve the splash damage.

Melee Weapons

Censor’s Whip

The Censor’s Whip is a Culture mind-weapon. The whip’s length is woven with psycho-disruptive metal cabling. A victim struck by the whip feels physical pain and suffers damage, but the weapon’s effects are even more insidious. Discordant neural impulses burst silently at the moment of impact, causing micro strokes and permanent memory loss.

Any sentient creature struck by the whip must succeed at a DC 12 WILL save or Suffer a debilitating micro-stroke that permanently removes 1d6 skill ranks. The whip targets the skills most recently used by the target.

If the target has fewer skill ranks than you could remove, the power removes all possible skill ranks and then ceases, having no additional effect.

Like all whips, this weapon is treated as a

Weapon	Damage	Critical	Damage Type	Range Increment	Size	Weight	Purchase DC	Restriction
Censor's Whip (PL 7)	1d2 *	20	Slashing	15 ft	Small	2 lbs	17	(+3) Military
Heat Glides (PL 6)	2d6	20	Fire	15 ft	Tiny	.5 lbs	12	(+3) Military
Powered Vorpal (PL 7)	2d6*	20	Slashing	-	Med	3.5 lbs	26	(+3) Military
Thermo--Blade (PL 7)	2d6	19-20	Fire	-	Tiny	1.25 lb	19	(+2) Restricted
Vapor Sword (PL 7)	2d6 *	19-20	Slashing	-	Large	5 lbs	23	(+2) Restricted

‘ranged weapon’ with a maximum range of 15 ft, and no range penalties. The whip can wrap around an enemy’s leg or appendage, you can make a whip attack with it by succeeding at a ranged touch attack. You do not provoke an attack of opportunity when using a whip in this way. If you are tripped during your own trip attempt, you may drop the whip to avoid being tripped.

When using a whip, you get a +2 bonus on your opposed attack roll to disarm an opponent (including the roll to keep from being disarmed if you fail to disarm your opponent).

Heat Glide

Heat Glides are tiny combat drones, designed with a single use, and very hostile AI. The shuriken-shaped robot’s onboard computers and pin-hole sized maneuvering engines are designed to run hot. The Heat Glide’s circuitry burns out within seconds of activation, turning a ‘design flaw’ into a lethal assault: by the time one of these brutal weapons strikes its target, it has superheated itself to close to 500 degrees F.

Heat Glides can modify their course in flight, and are incredibly accurate. When thrown, they lock onto the target, giving the attacker a +1d4-1 equipment bonus on the ranged attack roll. The varying (and sometimes non-existent) bonus reflects the low quality, unpredictable onboard guidance system.

Powered Vorpal

The Powered Vorpal blade is a fearsome Culture officer’s saber, which uses the localized distortion of spacetime to slice effortlessly through flesh and bone. The dramatically curved, scythe-like blade projects a micron-thin energy field at the moment of contact, which severs the bonds between molecules. A Powered Vorpal saber can kill even the most fearsome warrior with a single lucky stroke.

Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the Powered Vorpal severs the opponent’s head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others,

such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off.

Thermo-Blade

A Thermo-Blade combat/utility knife is a advanced and highly destructive hand weapon. The Thermo-Blade projects a thin sheet of stellar-tempture plasma contained within a multi-layered magnetic containment field designed to resemble a knife blade. The weapon's power supply, field projector and the super cooling systems that allow it to be wielded safely are stored within the cylindrical, grip-textured hilt. The Thermo-Blade is equipped with a dead-man's switch, and will not ignite if constant pressure is not maintained on the hilt, preventing accidental ignition or injury.

Vapor Sword

Vapor Swords use ultra-pressured air and exotic gasses, contained behind glistening, glass-like containment fields to slice easily through even the densest armor. Vapor Swords are among the favorite weapons of Culture duelists, favored not only for their combat capability but for their exotic beauty.

Vapor Swords resemble katanas, and the long, two handed blade requires Exotic Weapon Proficiency (katana) to wield one handed. Vapor Swords ignore half a target's equipment or natural armor bonus to Defense (round down), making them ideal weapons for slaying heavily armored foes.

Psi-Watch Weapon Enhancements

The following weapon gadgets are common in a Psi-Watch campaign and can be added to most firearms. The player may also choose gadgets from other sources, such as the weapons enhancements detailed in the *D20 Future campaign setting*.

Avatar Rounds (PL 8)

Culture warrior priests developed their version of Avatar Rounds millions of years before humanity discovered their own versions of these deadly weapons, as an outgrowth of their research

into the Corridor and the life beyond.

Avatar Rounds (whether Terran or Culture derived) are nanotech based projectiles which resemble standard bullets. When these high tech rounds connect, they release a burst of quantum energy, which resonates on the same frequency as the human (oid) soul. Any creature killed by an Avatar Round is accelerated through the afterlife, subsumed into the Avatar Wall. Few beings ever return from the Avatar Wall, and those that do are so psychologically transformed, their previous existence is virtually irrelevant.

Avatar Rounds inflict the same damage as a standard bullet, and have no additional effect on any creature not immediately killed by the bullet. Any creature slain by an Avatar Round suffers twice the usual penalty for being *raised* or *resurrected*, and cannot easily return to life.

Restriction: Ranged weapons only

Purchase DC Modifier: A single Avatar Round has a base purchase DC equal to the base price of the ammunition plus +8. An energy weapon can be modified to project an Avatar pulse with every shot. Doing so requires a DC 40 Craft: electronics check, and represents at least 4 hours of work. Purchasing an Avatar modified energy weapon increases the weapon's Purchase DC by +10.

Coherent Energy (PL 6)

The weapon's energy discharge matrixes are reinforced with magnetic fields and artificially produced telekinetic shields. The weapon fires a coherent beam of energy, which strikes a target with physical force, slamming a target like a blast from a high pressure fire hose.

A weapon modified with this gadget can knock a target. In addition to suffering typical weapon damage, a victim struck by a round from this energy weapon must succeed at a FORT save, or be knocked prone by the blast's staggering impact.

Restriction: Ranged energy weapons only

Purchase DC: FORT DC 14 +3

FORT DC 16 +4

FORT DC 18 +5

Impact Bolt (PL 6)

Using the same mag-field technology behind Coherent Energy weaponry, Impact Bolt modified energy weapons use short-duration forcefields that keep the energy blast tightly contained while in flight and shatters at the moment of impact.

Impact Bolt modified weapons deal additional ballistic damage with every strike. The more complex and expensive the modification, the greater the additional damage inflicted.

Restriction: Ranged energy weapons only

Purchase DC:

Additional +1d6 ballistic damage, +4 DC

Additional +2d6 ballistic damage, +6 DC

Additional +3d6 ballistic damage, +10 DC

Integrated (PL 6)

Many Psi-Watch operatives integrate energy weapons into their body armor, giving them fire-power without significantly adding load and leaving their hands unencumbered. Integrated weapons systems are typically shoulder, chest mounted or built into a combat gauntlet.

Though the Integrated weapon may look significantly different than its standard counterpart, but functions identically. Activating an integrated weapon is a standard action.

Restriction: Large or smaller energy weapons only

Purchase DC Modifier: +2

Predator Ammunition (PL 7)

Predator Ammunition is a catchall term for a wide variety of nano-active ammo types, all of which use micro robotics to steer the slug through the victim's body to maximize tissue damage and ballistic damage, and which release deadly toxins directly into the wound track as they go. Wounds from Predator rounds are almost always fatal.

Any one wounded by a Predator round must succeed at a DC 12 FORT save or suffer 1 point of CON damage, in addition to the normal effects of being shot. If the gunman possesses feats (such as Controlled Burst or Double Tap) which increases the damage done, the save DC increases by +1 for each additional die of damage inflicted,

reflecting the additional trauma and toxin dose of additional rounds impacting.

Restriction: Firearm ammunition only

Purchase DC Modifier: +6

Restriction: Increases base restriction by +2, to a minimum of +2 (Restricted).

Psi-Linked (PL 6)

The weapon is equipped with an onboard quantum computer programmed with the user's neural patterns. A psi-linked weapon responds to its users thoughts, and its damage dealing capabilities are reinforced by the user's willpower and innate psionic talents. Artificially generated telekinetic fields help channel energy to the target's weak points.

A psi-linked energy weapon adds one of the user's mental ability modifiers as a bonus to the weapon's attack rolls and damage. Only creatures with the Psionic subtype can use and fire a Psi-linked weapon; the weapon simply fails to function in the hands of a non-psionic. A Psi-Linked weapon may only be modified to function in conjunction with a single mental ability score; once chosen, the keyed ability score cannot be changed with expensive and time consuming modification.

Restriction: Ranged energy weapons only ; usable only by Psionic creatures

Purchase DC: INT Keyed +4 ; WIS Keyed +6 ; CHA Keyed +4

Psychodisruptive (PL 6)

An energy weapon modified with this gadget fires ectoplasmic pulses designed specifically to disrupt the neural functions of psionic targets.

In addition to suffering normal damage, any creature with the Psionic subtype who is struck by a blast from the weapon must succeed at a FORT save or be unable to use any psychic Supernatural or Spelllike ability for 1d4 rounds.

Restriction: Ranged energy weapons only

Purchase DC: FORT DC 12 +4

FORT DC 14 +6

FORT DC 16 +8

Self Replicating Ammunition (PL 7)

A nano-factory is built into the weapon, which produces standard ammunition from ambient

pollution and atmospheric impurities, a gun modified with this gadget never runs out of ammunition or needs to be reloaded; new rounds are created instantly each time the gun is fired.

Restriction: Ranged ballistic weapons only

Purchase DC Modifier: +6

Combat Web: A

Combat Web harness is a product of 21st century military ingenuity at its best. This combat harness distributes the weight of a soldier's gear evenly across his body, allowing the soldier to carry his equipment more comfortably.

A Combat Web harness has several dozen pouches for carrying small bits of gear, attachment points to store weapons, a bed-roll, canteens and other useful equipment. The harness also has a quick release buckle allowing the soldier to drop all his gear as a free action.

A soldier using a Combat Web harness can carry 25% more weight than his Strength score (and/or other abilities) would suggest. In addi-

tion, the soldier can designate one of his carried weapons as being easily accessible, thanks to the harness. The soldier can draw this weapon from the harness as a free action, as if he had the Quick Draw feat, even if the character doesn't meet the prerequisites for that feat.



MindShield Combat Crown:

The Mindshield Combat Crown is a light kevlar and plastic helmet that resembles the facial protection worn by boxers and martial artists.

The Mindshield helmet is woven with miles of integrated fiber optic cables and multiple layers of 'spun lead', metallic fibers which resemble heavy cotton batting.

Micro-batteries in the Crown send pulses of artificially created psionic energy through the maze of fiber optics, rendering the wearer virtually immune to psionic detection and control.

The crown's wearer receives an equipment bonus on WILL saves made against mind-influencing Psionic effects specifically targeting the character. The bonus granted determines the crown's price. The Combat Crown prevents Psions from detecting the wearer using any psionic feat or class ability, but does not hinder non-psionic senses in any way.

In campaigns that integrate magic and other potential sources for mind-influencing effects, the game master is the final arbiter as to whether the Combat Protects against non-psionic mind influencing effects (such as a vampire's hypnotic abilities, a bard's morale-influencing talents and spells such as *charm person*).

Second-gen Night Vision Goggles:

Modern nightvision goggles built to special forces specifications have all but eliminated the problems of older-model NVGs, namely monochrome vision and lack of depth perception. Colors are muted when viewed through these advanced NVGs, but can still be discerned, and the picture is much more like normal human vision. These goggles function identically to standard NVGs, but do not impose the -4 penalty on Spot or Search checks as older models do.

Sparker Pylon: Sparker Pylons are simple iron spears equipped with electrical discharge circuitry, solar cells and back up power taps. The pylon's only purpose is to generate an electrical surge every few seconds which prevents Psi-Watch derived "slide" teleporters from functioning.

No slide system will function within 500 ft of a Sparker pylon. The pylon has a solar cell allowing for unlimited daylight usage, and can run indefinitely on house current. The Pylon's internal storage cells hold enough power for 1d4+1 hours of use, and the Pylon can function for 4-6 hours when drawing on a standard automobile battery.

A Sparker Pylon is a relatively simple device to manufacture; a homemade sparker can be jury-rigged with a DC 25 Craft: electronic check, and at least 2 hours of work.

Spray Suits: Spray Suits are one of the most visible symbols of the nanotech age. The comfortable, almost invisible Spray Suits begin replacing the crude and bulky spacesuits of earlier eras soon after the introduction of nano-technology. Spray Suits are liquid spacesuits only a few molecules thick, which are sprayed on an astronaut's body like paint. The advantages over conventional spacesuits are obvious- Spray Suits have no bulk, can be concealed atop civilian clothes, have virtually no weight, but are almost as durable as a conventional spacesuit.

The Spray Suit's only physical components are a simple skull cap which covers the wearer's hair, and a thin plastic breathing mask worn over the nose and mouth. These components are pulled into place first. The wearer then sprays the nano-active film over her body like a perfume. A trained astronaut can don a Spray Suit in less than 30 seconds, making the suits ideal for ship board emergencies; most shipboard damage control team members carry a Spray Suit tube and mask on their web belt. Spray Suits are also kept in emergency lockers throughout most starships.

The Spray Suit's individual nano-robots ensure the wearer's body temperature remains consistent, protects the wearer from toxic gases, radiation and vacuum. Carbon scrubbers built into the nano-bots converts the wearer's CO₂ waste into usable oxygen. Unfortunately, Spray Suits have no onboard medical or waste recovery systems, but as the suits are designed for short-term, emergency use, this is not a major design flaw. Spray Suits incorporate a short range cell phone (5000 kilometer effective range), microwave transmitter (10,000 kilometer effective range), which can transmits over dedicated commercial channels, and an emergency transmitter that broadcasts the suit's location (100,000 kilometer range) and is designed for deep space search and rescue.

A Spray Suit's micronized batteries have enough power to run the suit's life support for 4 hours of continual use. The suit's rescue transmitter will operate continuously for 24 hours after activa-

tion. The Spray Suit peels and flakes away a few minutes after the suit's power supply runs out, or can be removed by spraying the wearer with a special solvent. A Spray Suit provides the wearer with no Defense Bonus, and does not hinder the wearer's mobility in any way.

Surge Pack Psi-Circuitry: Psi-Watch researchers have pioneered advances in psi-tech and energy storage, each of their innovations slated for frontline service. Surge Packs are single use, disposable psionic batteries, designed to push combat-psions past their biological limits and provide additional ammunition for living weapons.

Surge Packs are small bio-adhesive patches lined with microcircuitry and nano-tech storage cells. These self adhesive patches can be fitted to a psion's bare skin as a standard action.

Once affixed, the Surge Pack transfers a 'surge' of psionic energy to the user, allowing the psion to use any Psionic feat, Psionic Precursor feat or supernatural/spell like class ability from a psionic class which has a limited number of uses per day an additional time that day. Surge Packs have no effect on non-psionic creatures, and do not enhance

abilities that are not limited by uses per day. The number of additional charges per day determines a Surge Pack's price.

Psi-Watch Armor Enhancements

Discharge Vanes (PL 6)

Energy conduits woven through the armor's fabric and composite plating transmit otherwise deadly energy discharges away from the wearer, venting waste heat, electricity, and radiation from antenna nodes and armored plating built into the armor's spinal plating.

By enchanting a suit of armor with discharge vanes, the wearer modifies the armor to withstand otherwise lethal energy surges. Armor enhanced by discharge vanes and related equipment grants its wearer Fire Resistance 10 and Electrical Resistance 10.

Restriction: Any armor

Purchase DC Modifier: +4

Digital Snap Storage (PL 8)

The armor is comprehensively scanned, digitized and the exact position of its every compo-

Object	Size	Weight	Purchase DC	Restriction
Combat Web (PL 5)	Small	5-7 lbs	10	None
Mindshield Combat Crown (PL 7)	Small	1-2 lbs	26 (+3 bonus) 27 (+5 bonus) 28 (+7 bonus)	Mil (+3)
Second-gen NVGs (PL 6)	Small	2.5 lbs	20	Restricted (+2)
Spray Suit (PL 7)	Small	1 lb	16	None
Sparker Plyon (PL 6)	Large	19 lbs	18	Illegal (+1)
Surge Pack Psi-Circuitry (PL 6-7)	Diminutive	Negligible	1 Charge - 17 2 Charges - 18	Military (+3)

ment atom mapped. This allows the armor to be digitized, stored in definitely as an energy pattern. A digitally mapped suit of armor can be stored as data, and activated with a spoken command. In its inert state, a Digital Snap suit of armor is stored in an innocuous projection array, typically built into a specially designed watch or PDA. The armor's storage unit has Hardness 5 and 10 hitpoints; if the projector is destroyed, the armor stored digitally within is also destroyed.

A suit of armor stored digitally can be donned or removed as a free action, by speaking a command word. The armor materializes around the wearer, replacing his or her civilian clothes, which in turn are held in quantum stasis.

Restriction: Any armor, clothing or power armor.

Purchase DC Modifier: +8

Livecloth (PL 7)

Nano-active fabric is expensive, but amazingly useful, capable of being woven into a number of interesting forms. Civilian Livecloth fashion accentuates sensuality and seduction, allowing nano-active clothes to flash tantalizing glimpses of forbidden skin. Proud mothers show real-time sonogram images of their gestating children. Analysis tags built into t-shirts display colorful sexual census data. Self-sterilizing fabrics are used in hospitals across the planet.

The military (especially Psi-Watch) favors Livecloth uniforms for their durability and their ability to transform into high concealment civilian clothes within a few seconds, both ideal capabilities for a psi-soldier.

Virtually any clothing can be tailored from live cloth. Livecloth can change shape, style and texture, as well as display high-resolution, full motion images specified by the wearer. Livecloth is self-sterilizing, and requires little maintenance, and can regenerate minor rips and tears within a few hours.

Purchase DC Modifier: +3

Restriction: None.

Smartsteel (PL 6)

Smartsteel armor uses nano-impregnated polymers and shapable memory metal to construct durable, comfortable and highly flexible armored body stockings. Smartsteel armor is far lighter and more comfortable than comparable conventional armor.

Body armor constructed from Smartsteel weighs less than $\frac{1}{2}$ as much as conventional armor. Smartsteel body suits are form fitting, typically resembling a metallic body sheath reinforced by relatively bulky hard points. Smartsteel suits of armor reduce the armor check penalty by -1 and increase the armor's maximum DEX bonus by +1.

Restriction: Any armor

Purchase DC Modifier: +6

Psi-Responsive Shielding (PL 7)

Neuro-taps built into the armor's inner lining channel psionic energy throughout a web of intricate circuitry built into the armor. By responding to subconscious desires and instinctive muscle movements, the Psi-Responsive armor uses the stored psychokinetic energy to reinforce specific parts of the armor as needed, responding to assaults faster than even enhanced humans can.

Psi-Responsive Shielding improves the armor's protective capability and makes the armor far more comfortable to use, a high tech second skin for a psychic warrior.

Only a creature with the Psionic subtype can activate the integrated neurotaps and power the psi-responsive systems; a non-psi wearing armor enhanced with this gadget does not receive the enhancement's benefit.

Armor enhanced by Psi-Responsive shielding provides the wearer with an additional Deflection bonus, the amount of which determines the Purchase DC modifier. Psi-Responsive shielding makes armor more comfortable to wear, easier to move in, and reduces the armor check penalty by -1, regardless of how much protection the armor offers.

Restriction: Any armor, clothing or power armor.

Purchase DC Modifier:

+1 Deflection bonus ; +2 DC

+2 Deflection bonus ; +3 DC

+3 Deflection bonus ; +4 DC

Psi-Tap Variable Enhancement Suit (PL 7)

Similar to the Psi-Responsive Shielding enhancement, this device is commonly built into both powered and non-powered body armor. Psionic energy collection nodes draw on the wearer's neural energy, which is then fed back into artificial muscle fibers woven through the armor. Stimulated by raw psionic energy, these pseudo-muscles respond instantly, rapidly increasing the wearer's strength, speed and agility.

Only a creature with the Psionic subtype with Psionic or Psionic Precursor feats can activate the integrated neurotaps and power the psi-responsive systems; a non-psi wearing armor enhanced with this gadget does not receive the enhancement's benefit.

Only a creature with the Psionic subtype can activate the integrated neurotaps and power the psi-responsive systems; a non-psi wearing armor enhanced with this gadget does not receive the enhancement's benefit. The wearer may choose from several benefits when using this device; changing the enhancement suit's configuration to receive different bonuses is a full round action.

The Psi-Tap VES can manifest one of the following enhancements for each Psionic or Psionic Precursor feat the wearer possesses, making these suits far more useful in the hands of a highly trained psychic with a disciplined mind. There is no limit, other than this, to the amount of benefits the wearer can manifest simultaneously. If the wearer desires, he

or she can manifest the same enhancement more than once, in which case the effects stack with themselves (a psion with 2 Psionic feats manifesting a +2 insight bonus to STR for example).

The Psi-Tap VES can be programmed to manifest any of the following benefits, which remain active so long as the wearer remains conscious and within the armor.

- Ability Score Increase: A +1 insight bonus to STR, DEX or CON
- Base Landspeed Increase: +5 ft to base land speed
- Damage Resistance: gains DR 1/-, which stacks with DR from class levels and feats
- Energy Resistance: Gain Energy Resistance 3 against a chosen form of energy
- Immunity to critical hits and subdual damage while armored.

Restriction: Any tactical body armor or powered armor

Purchase DC Modifier: +13 DC

Purchase Restriction: Minimum restriction rating is (+3) Military



Power Armor: Skins, Shellsuits and Man-Portable Exo-Frames

The thrusters kick, and Earth falls away beneath you. You leap a mile and a half straight up, weapons coming on line as you hit the target altitude. Your helmet seems to vanish, replaced by a wide-screen, computer generated view of the battle space. Yellow and orange target locks flash around an approaching MIG. A voice command, and the short barreled rail guns over your shoulders swing down and lock into place; static crackles across the HUD as the rail-gun's powerful electromagnets spin up.

You point your arm and imagine a firing solution, as the maneuvering thrusters under your rib cage bring you into firing position. The neural circuitry in your helmet responds instantly, and the twin cannons fire. The inertia dampeners built into the avionics systems flash-activate on for a split second, and your stomach churns as physics warp around your war suit. You look up just in time to see the MIG vanish in a blossoming fireball.... Your helmet chirps at you, alerting to a new target entering your airspace.....

Powered armor and human-sized mecha have been a staple of sci-fi gaming and science fiction in general for decades. Powered armor gives its pilot the firepower of a tank and the mobility and dexterity of human infantry; if the suit is flight capable, a single suit of powered armor can dominate the battlefield, acting as unparalleled close air support.

The following rules for constructing and piloting powered armor are an adjunct to the rules for Mecha combat and construction found in chapter nine of the *D20 Future campaign setting*. In essence, Powered Armor are simply much smaller, more maneuverable and lightly armored versions of the gigantic warsuits. The main difference is scale. Mecha components can easily be scaled down to be usable in Powered Armor.

Construction a suit of powered armor is a multistage process. The designer first chooses which general class of powered armor chassis she'll build on, which determines the power armor's size and physical capabilities. There are four basic classes of powered armor, described in order from the lightest and most easily concealable to the largest and most durable.

Armor Size vs Pilot Size

What good is a cross-genre mecha-centric D20 game session if you can't find a swarm of Tiny-scale pixie in Bubblegum Crisis-style hardsuits going up against human scale mecha pilots, who then have to confront a Colossal golden dragon wearing an equally mammoth Shell suit, bristling with long range rail guns and missile racks?

Unlike mecha, even identical models of a particular power suit can vary greatly in size. Each suit is typically custom fitted for the pilot, and a mech's proportions can vary greatly among pilots of different sizes and species.

Each Power Armor listed below can be found in any conceivable size. The armor's bulk pushes its pilot into a new size category when wearing the armor, to a maximum of size Colossal. A Colossal creature wearing a StreetHammer Shell remains Colossal, but a Tiny creature wearing a scaled down version of that same armor would be Medium while piloting the mech.

The prices listed below describe suits built for Medium sized or smaller creatures. In the case of smaller pilots, the costly process of miniaturizing complex components balances the lowered cost in terms of raw materials.

Larger armor, designed to accommodate giant scale creatures is more expensive. Each pilot size category past Medium increases the armor's base Purchase DC by +2.... Which means outfitting a colossal golden dragon with a suit of StreetHammer armor might require more resources then the gross national product of some small nations.

Optional Rule: More Capable Armor

Mecha and Power Armor built according to mecha creation rules in D20 Future are strangely inferior to comparable real world military vehicles. Most mecha have vastly inferior sensor systems, simply because the suit doesn't have the equipment slots necessary to field the kind of active and passive sensors, communication gear and electronics found in most modern fighters.

There are two possible fixes for this problem:

Gamemasters may wish to simply allow the powered armor's designer to include any desired sensor or communications systems. The final computer package is simply referred to as the suit's "Sensor Suite" and occupies a single equipment slot, regardless of how many components are included.

The Gamemaster may simply allow the designer to purchase additional equipment slots, anywhere on the armor's body, which can be used to accommodate additional armor, weapons or sensors. Each additional equipment slot increases the power armor's base purchase price by +1.

A final note: most of the armors presented below receive the Life Support enhancement for 'free' without losing an equipment slot, and the largest variety of powered armor receive the Space Skin enhancement. This is intentional: most of the powered armor in comics and video games are fully enclosed, as are the early prototype armors being researched by the world's militaries.

Skin Suits (PL 7)

Skin Suits are ultralight powered armor made from innovative materials like genetically modified spidersilk, next generation Kevlar composites, and high durability plastic. Compared to larger chassis, Skin Suits have negligible weight and follow the contours of the human body almost exactly. Skin Suits offer almost no armor or strength enhancement

to the wearer, but can be concealed under sufficiently bulky clothing. Skin Suits are ideal for spies or covert operatives; these armors are as comfortable as clothing, and nearly as light.

Vindicator's armor in Marvel's *Alpha Flight* series is a perfect example of a combat skinsuit, as are the Freemen suits in *Dune*, and the Future Warrior 2020 armor being developed by the US military.

Features common to all Skin Suits

Size: Skin suits are effectively a tight fitting body stocking, custom-fitted to the pilot. Wearing a Skin Suit does not change the pilot's size. No cockpit is required: the pilot wears the Skin Suit like tight fitting, armored clothing.

Attribute Enhancement: None. Wearing a skin suit typically offers no STR or DEX enhancement, nor does the ultralight suit significantly encumber its pilot. A Skin Suit can be concealed under loose or bulky clothing, such as robes or a parka.

Skin Suits do not provide their pilot with a slam attack. Reach and base speed are typically equal to the pilot's.

Bonus Hit Points: Most Skin Suits have 15 HP, which are added to the pilot's total, and subtracted first when the pilot takes damage.

Weight: 50 to 75 lbs.

Fighting Space: 5 ft x 5 ft or pilot's unarmored value

Reach: 5 ft or pilot's unarmored value

Base Purchase DC: 25

Restriction: Military (+3)

Equipment Slots: Three. Left Arm: 1 slot, Right Arm: 1 slot, Torso: 1 slot

Life Support: Skin Suits do not automatically have the Life Support feature unless it is chosen as an upgrade.

Hard Suits (PL 7)

Hard Suits are a relatively light form of powered armor, a fully enclosed mechanical carapace which still manages to follow the human form fairly closely. Hardsuits are virtually impossible to conceal; a pilot in hard armor resembles a humanoid robot.

The most recognizable powered armors in fiction are Hard Suits: Iron Man wears a Hard Suit, as do the Knight Sabers in *Bubblegum Crisis* and *Halo*'s Master Chief. The Empire's Storm Troopers and the Dead Boy infantry troops in *Rifts* all wear lightly armored, mass production model hardsuits. The transformable Cyclone armor in *Robotech* is an exceptionally versatile Hard Suit.

Features common to all Hard Suits

Size: Increase the pilot's size by one category when armored. A Medium sized pilot in this type of armor becomes Large, and suffers a -1 size penalty on attack rolls and Defense, as well as a -4 size penalty on Hide checks. The pilot receives a +4 size bonus on Grapple checks.

No cockpit is necessary: the pilot wears the Hard Suit like a suit of plate armor.

A Hard Suit typically has a base speed of 30 ft or the pilot's unarmored speed, if that is greater.

Attribute Enhancement: A Hard Suit typically provides the pilot with a +4 equipment bonus to STR and a +2 equipment bonus to DEX. A Large Hard Suit typically has a single slam attack that deals 1d8 points of damage (plus STR modifier).

Bonus Hit Points: Most Hard Suits have 50 HP which are added to the pilot's total, and subtracted first when the pilot takes damage.

Weight: Typically 100-150 lbs.

Fighting Space: 10 ft x 10 ft or pilot's unarmored value

Reach: 10 ft or the pilot's unarmored value

Base Purchase DC: 28

Restriction: Military (+3)

Equipment Slots: Seven. Helmet 1 slot, Left arm 1 slot, Right arm 1 slot, Shoulders 1 slot, Back 1 slot, Torso 1 slot, Boots 1 slot

Life Support: Hard Suits automatically receive the Life Support upgrade, without expending an equipment slot.

Shells (PL 6)

Shells, also referred to as Shell Suits, are exceptionally large and heavy suits of powered armor. Shells are massive, barrel chested armored juggernauts. They resemble gigantic, heavily armored robots.

Shells are typically combat oriented, front line war suits with incredible firepower and a host of onboard weapons systems. The power suits in Hienlien's *Starship Troopers* are Shells, as are the Genoshan armors Jim Lee designed in *X-Men: Extinction Agenda*. The VOTOMS units in *Armored Trooper Votoms* are Shells, as are most of the bulky, battle-hardened combat armors worn by characters in the *Warhammer 40,000* universe.

Features common to all Shells

Size: Increase the pilot's size by two categories when armored. A Medium sized pilot in this type of armor becomes Huge, and suffers a -2 size penalty on attack rolls and Defense, as well as a -8 size penalty on Hide checks. The pilot receives a +8 size bonus on Grapple checks.

No cockpit is necessary: the pilot wears the Shell like a suit of plate armor.

A Shell typically has a base speed of 30 ft or the pilot's unarmored speed, if that is greater.

Attribute Enhancement: A Hard Suit typically provides the pilot with a +6 equipment bonus to STR. Huge Shells typically have a single slam attack which deals 2d6 points of damage (plus STR modifier).

Bonus Hit Points: Most Hard Suits have 100 HP which are added to the pilot's total, and subtracted first when the pilot takes damage.

Weight: Typically 400-700 lbs.

Fighting Space: 10 ft x 10 ft or pilot's unarmored value

Reach: 10 ft or the pilot's unarmored value

Base Purchase DC: 32

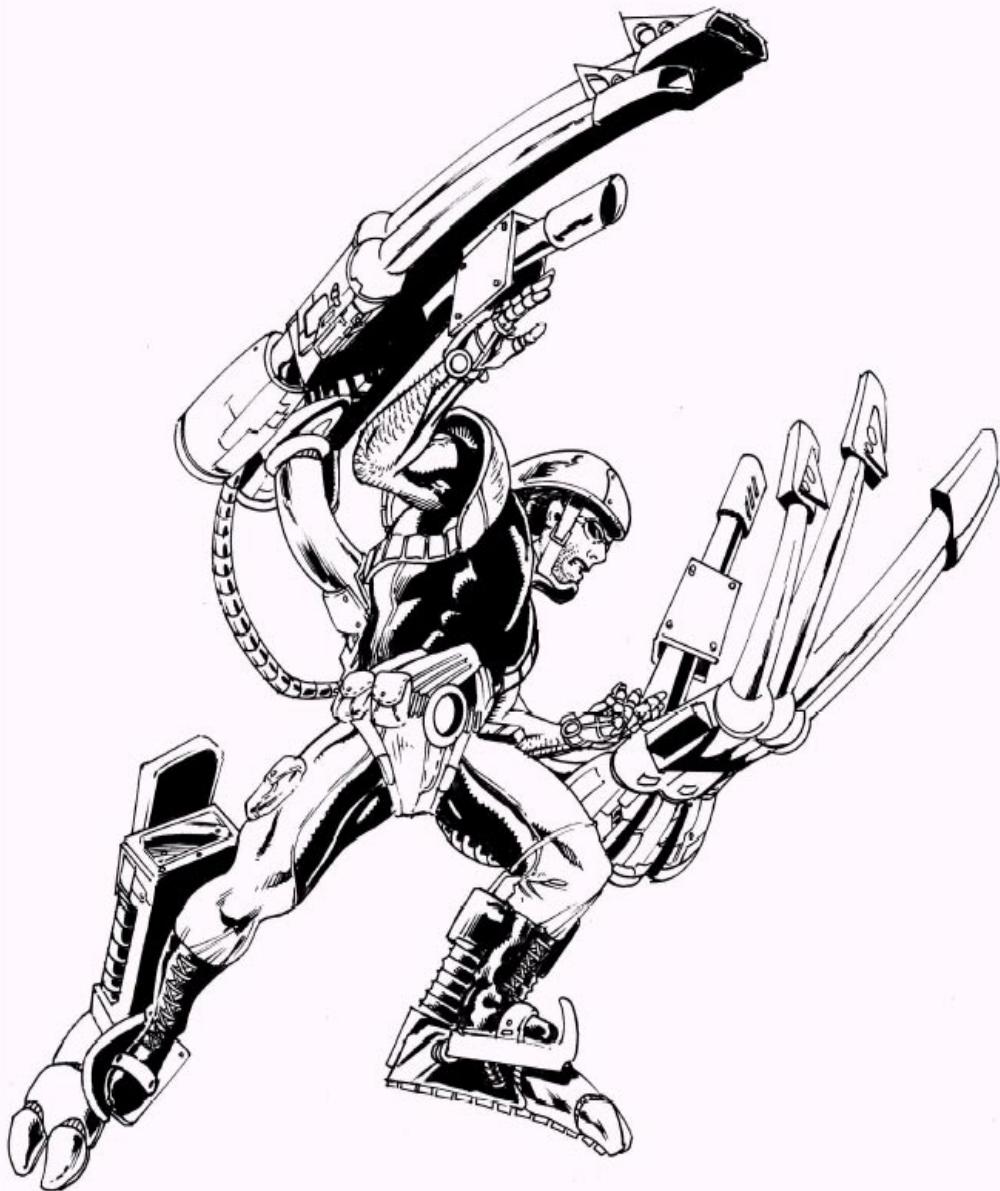
Restriction: Military (+3)

Equipment Slots: Nine. Helmet 1 slot, Visor 1 slot, Left arm 1 slot, Right arm 1 slot, Shoulders 1 slot, Back 2 slots, Torso 1 slot, Boots 1 slot

Life Support: Shells automatically receive the Life Support upgrade, without expending an equipment slot.

Exo Frames (PL 6)

Exo Frames are bulky, often non humanoid suits of powered armor which blur the line between large personal armor and small mecha. Suits of this style are massive, heavily armored walking tanks. Rather than wearing an Exo Frame like a suit of armor, the pilot typically operates the war machine from a cramped cockpit in the torso.



The Loader that Ripley presses into service as a combat suit in *Aliens* is an exo-frame, as are the heavily armed infantry units in *Matrix: Revolutions*. The soldiers in the appropriately named *Exo-Squad* cartoon piloted exo-frames. The iconic Glitterboy suit in *Rifts* is also an exo-frame, as are the spider-like Tachicomas in *Ghost in the Shell*.

Features common to all Exo-Frames

Size: Increase the pilot's size by two categories when armored. A Medium sized pilot in this type of armor becomes Huge, and suffers a -2 size penalty on attack rolls and Defense, as well as a -8 size penalty on Hide checks. The pilot receives a +8 size bonus on Grapple checks.

The Exo-Frame is required to have a small cockpit, which takes up two equipment slots. Most designers place the cockpit in the back, torso or belt slots. The cost is already factored into this class of armor's Base Purchase DC.

An Exo-Frame typically has a base speed of 30 ft or the pilot's unarmored speed, if that is greater.

Attribute Enhancement: An Exo-frame typically provides the pilot with a +10 equipment bonus to STR. Huge Shells typically have a single slam attack which deals 2d6 points of damage (plus STR modifier).

Bonus Hit Points: Most Exo-frames have 200 HP which are added to the pilot's total, and subtracted first when the pilot takes damage.

Weight: Typically between $\frac{1}{2}$ ton and two tons

Fighting Space: 10 ft x 10 ft or pilot's unarmored value

Reach: 10 ft or the pilot's unarmored value

Base Purchase DC: 38

Restriction: Military (+3)

Equipment Slots: Twelve. Helmet 1 slot, Visor 1 slot, Left arm 1 slot, Right arm 1 slot, Shoulders 1 slot, Back 2 slots, Torso 1 slot, Belt 1 slot, Left leg 1 slot, Right leg 1 slot, Boots 1 slot

Life Support: Shells automatically receive the Life Support and Space Skin upgrades, without expending an equipment slot.

Once the power armor's class is chosen, has some decisions to make about the suit's body composition and additional armor. The power armor's superstructure can be constructed from any dense material: most power armor are constructed from composite ceramic, metal and plastic plating, but some exotic armors use organic material- cellulose, chitin or bone- to construct living war machines.

The power armor's chosen superstructure determines its base hardness (if any), allowing some heavier classes of power armor to shrug off small arms fire and shrapnel. Truly exotic superstructures carry their own advantages and drawbacks.

Once the designer chooses a superstructure, the armor can be reinforced by additional integrated armor. The additional armor is bolted, welded or otherwise secured to the armor- a mechanical exoskeleton that affords the pilot additional protection. A powered armor's armor does not impose a maximum DEX bonus on

the pilot (as worn armor does) since the armor's strength enhancing servos compensate for the added bulk. Power armor exoskeletons do not require any armor proficiency feat to use effectively.

Integrated armor provides an equipment bonus to defense, and imposes an armor check penalty, which applies to the pilot's Balance, Climb, Escape Artist, Hide, Jump Move Silently, Swim and Tumble checks. Most integrated armor reduces the power armor's base land speed.

Optional Rule: Power Supply and Runtime

For the sake of simplicity, its assumed that by PL 7, a suit of power armor can operate for 24-48 hours at peak efficiency before needing to refuel or recharge. Most suits run on high density storage batteries, though Shells and Exo-frames might have an internal generator system, solar cells or cosmic energy taps, even a room temperature fusion generator if the campaign is high tech enough. Early shell suits might have liquid fuel engines, and in magitech campaign worlds, the armors might be powered by a variety of arcane or divine sources.

Progress Level	Skinsuit	Hardsuit	Shell	Exo-Fra-me
PL 5	4-6 hours	8-12 hours	8-10 hours	4-6 hours
PL 6	12-16 hours	24 hours	24-36 hours	24 hours
PL 7	24 hours	36-48 hours	48-72 hours	48-72 hours
PL 8	72-96 hours	96-120 hours	Unlimited	Unlimited
PL 9+	Unlimited	Unlimited	Unlimited	Unlimited

The optional chart above gives players a more detailed idea of how long their suits onboard power supplies will last. Early suits are limited to short sorties, but as technology progresses, power armor runtimes increase dramatically. The most advanced suits of armor are powered by exotic

energy converters, who draw limitless amounts of energy from quantum fluctuation, zero point wormholes, cosmic radiation and kinetic energy, and never need to be recharged.

A pilot who uses the suit cautiously can probably stretch the armor's runtime by 50% to 100%, if he or she remains mostly immobile, avoids using high drain devices like weapons or flight systems and powers down non-vital systems within the armor.

Gamers wanting more realistic, limited utility power armors should check into the Weapons of Power Armor Destruction series, created in conjunction with Louis Porter Jr Designs, which adds optional rules for run time. Run time and power supply rules are more appropriate to military sci-fi and cyberpunk games, and may seem out of place in a more over the top game inspired by comics and cartoons.

Optional Rule: Bio-Warfare

When wearing a suit of armor with the Life Support or Space Skin enhancement, the pilot is completely immune to airborne toxins, hard vacuum, disease and radiation. Unless the armor is breached or destroyed, the pilot is also immune to contact and injury poisons, and may be immune to exotic attacks that require skin to skin contact. The D20 mecha combat rules are silent on exactly how much damage is required before the armor loses environmental integrity.

Optional Rule: Suit Breach

As an optional rule, the gamemaster may declare that a suit of armor which is reduced to 50% HP or less is breached. It is no longer airtight; water will begin flooding in if submerged, and oxygen will begin venting if the character is in space. The pilot is no longer immune to disease, radiation or toxins.

However, since the armor still affords the pilot some protection, the pilot receives a +2d4 equipment bonus on FORT saves made to resist disease, radiation exposure or toxins while wearing the damaged suit. Armor reduced to 25% of max HP or less is so badly damaged it loses even this

modicum of protection, and the pilot is fully exposed to a potentially lethal, contaminated environment.

Like the rules for power supply and run time, this optional rule works best in fairly realistic military sci-fi or cyberpunk campaigns, not heroic action adventures.

Optional Rule: Weight Distribution

Armor is heavy; a light suit of Hard Armor can weigh upwards of 200 lbs, and larger chassis types can weigh as much as a small car. Add to that the pilot's weight, ammunition and external weapons and carried gear, and even the most petite suit of power armor can weigh several hundred pounds. One question: so what happens when 500+ lbs worth of plastic and steel runs, leaps and fights in an upper story apartment?

Particularly during the early days of Power Armor warfare, the utility of early suits was limited by weight and bulk. Exceptionally large suits might be able to break down a wall to enter an enclosed fighting space, but could rarely navigate a door. And multi-hundred pound suits are at so much risk when breaching a multistory building, they are effectively useless when fighting much higher than the ground floor.

Optional Rule: Fall-Through

Fall Through is a hazard for mecha and power armor pilots; in many cases their suits are so heavy they will fall through a non-reinforced apartment or office building floor. In addition to shell suits, exceptionally bulky monsters like dragons, elementals and golems might have to worry about Fall-Through. As with many of the optional rules in this chapter, it is better suited to hard sci-fi and military gaming than standard action-adventure gaming.

When operating on any upper floor, or navigating light wooden or metal stairs, the pilot must succeed at a REF Save or fall through a collapsing floor, suffering normal falling damage. The gamemaster can waive the Fall-Through rule when fighting in an area that's been specifically reinforced

to withstand an armor's weight, when fighting at ground level, or if the pilot takes specific, logical precautions against fall through.

The pilot must roll a REF Save against Fall-Through anytime he or she:

- Runs or charges in an upper story while armored
- Moves at more than half his base land speed in an upper story while armored
- Grapples an opponent in an upper story while armored
- Tumbles or Jumps in an upper story while armored
- If more than 2 suits of armor stand within 30 ft of each other for more than a round

The gamemaster can rule that armors smaller than size Large aren't bulky enough to risk Fall-Through, giving Small pilots a distinct combat advantage in urban warfare. If armor has any type of flight or hover system, it is not at risk for Fall-Through unless it lands. Skinsuits do not risk Fall-Through.

Pilots with 5 or more ranks in Balance or Perform: Dance receive a +2 synergy bonus on all REF saves made to avoid Fall-Through. These graceful pilots know how to move deliberately and gracefully, and how to distribute their suit's enormous weight safely.

The difficulty of the REF Save is based upon the chassis type of the armor; the heavier the armor, the greater the risk of Fall-Through. The REF Save DCs given are for Medium Pilots piloting Large or Huge suits of armor. The REF Save DC increases by +2 per size category past Size Huge.

- Hard Suits: REF Save DC 18
- Shells: REF Save DC 22
- Exo-Frames: REF Save DC 24

Power Armor Superstructures & External Armor

During the design stage, the power armor's designer chooses the basic material composition of the armor and its exoskeleton. Skin Suits are limited to lighter, less durable, cloth like materials.

Other suits of power armor can be constructed out of virtually any suitable materials, even magical substances on certain campaign worlds. The armor's superstructure modifies the base purchase DC for that armor, as well as determining the suit's Hardness (if any). Some materials provide bonus HP for the armor, over and above the HP provided by that class of power armor, and exotic materials may have their own advantages and drawbacks.

Most superstructure types can also be chosen as additional armor, as described below. Designers can mix and match superstructure and armor types.

Alumi-steel (PL 5)

Alumi-steel is an advanced aluminum and titanium alloy, lightweight, affordable and reasonably strong. Alumi-steel mecha frames are among the most common.

Hardness: 10

Base Purchase DC Modifier: -2.

Alumi-steel External Armor

Equipment Bonus: +5

Armor Penalty: -6

Speed Penalty: -5 ft

Purchase DC: 10 + one half the Power Armor's base purchase DC.

Ballistic Cloth (PL 6)

Ballistic cloth armor is a slightly more expensive and advanced version of Kevlar and composite plastic armors common in the 20th century. Ballistic cloth is slightly more durable than Kevlar, though not significantly more restrictive.

Hardness: 12

Bonus HP: +10 HP

Base Purchase Modifier: +1

Special: This type of superstructure can be used to construct Skinsuits.

Carbon Nanofiber (PL 5)

Early military skinsuits used kevlar fabric impregnated with microscopic carbonsteel fibers, which gives protection superior to most forms of conventional body armor, while wearing as comfortably as heavy cloth.

Hardness: 5

Bonus HP: +10 HP.

Base Purchase DC Modifier: -4

Special: This type of superstructure can be used to construct Skinsuits.

Cellulose (PL 7)

Cellulose armor is another type of organic armor. The armor is constructed from genetically engineered plant cells, whose cell walls have been modified for incredible durability and toughness, and arranged in neat, overlapping 'shingle' patterns for increased strength.

Thousands of cell layers were laid down, than treated with preserving chemicals that give the armor the durability of steel at a fraction of the weight. However, the fact the armor is constructed from once living material means it is vulnerable to extreme heat; the 'wood' making up the armor burns at high temperatures.

Drawback: Power Armor constructed with a Cellulose Superstructure or enhanced by Cellulose External Armor suffers an additional 1 point of damage per each die of fire damage inflicted upon it. Thus, a suit of Cellulose armor hit with a 4d6 fire attack would suffer 4d6+4 points of damage. As a result of this heat vulnerability, Cellulose armor cannot withstand the stresses of re-entry, and can never acquire the Space Skin enhancement.

Hardness: 10.

Base Purchase DC Modifier: +2

Special: The Armor's total weight is reduced to 80% of normal.

Special: Wearing this non-metallic armor does not interfere with druidic abilities.

Cellulose External Armor

Equipment Bonus: +4

Armor Penalty: -2.

Speed Penalty: None.

Purchase DC: 10+ one-half the Power Armor's base purchase DC.

Special: Wearing this non-metallic armor does not interfere with druidic abilities.

Culture Shiftmetal (PL 8)

Shiftmetal is an advanced, nano-active shape-memory metal commonly used among the Culture and other technologically advanced cultures. Shiftmetal armor is soft enough it can be sculpted barehanded, but instantly hardens in response to impact; the nanocolonies within the armor are programmed for a limited precognitive capability, and can harden in response to danger the pilot is not even aware of.

Unfortunately, Shiftmetal armor is psuedo-parasitic, and draws upon the pilot's life force to maintain its own internal systems.

Hardness: 20

Bonus HP: +25

Base Purchase DC Modifier: +8

Special: The pilot of a Shiftmetal power armor receives a +1 luck bonus on Initiative checks and is never considered flat footed when wearing the armor.

Special: Each day of wear, the pilot of a suit of Shiftmetal power armor must succeed at a FORT save (DC 12) or suffer 1d3 points of temporary CON damage, as the armor draws off some of his life energy to maintain its own vital functions.

Culture Shiftmetal External Armor

Shiftmetal external carries with it the same benefits and drawbacks of having a Shiftmetal superstructure.

Equipment Bonus: +6

Armor Penalty: -3

Speed Penalty: -5 ft

Purchase DC: 10 + one half the Power Armor's base purchase DC.

Greysteel (PL 7)

This ultra-durable and lightweight metallic alloy was originally recovered from Grey alien/Fraal crash sites and its molecular composition studied until it could be reverse engineered. Greysteel armor is extremely strong but flexible.

Hardness: 20

Base Purchase DC Modifier: +4

Special: In some unknown manner,

Greysteel is psychically impregnated with images and ideas from its home culture; racial memories actually seem to be encoded in the armor's molecule structure.

Any pilot wearing a suit of Greysteel Power Armor receives a +1 equipment bonus on any Knowledge checks made concerning the Grey/Fraal, and may attempt a DC 15 INT check to glean the basic thrust of a conversation in that language, even it is unknown to the pilot. These bonuses vanish when the armor is removed.

Greysteel Mesh (PL 8)

Greysteel Mesh weaves millions of grey steel threads into a durable, space-worthy cloth, which resembles 22nd century chainmail.

Hardness: 20

Base Purchase DC Modifier: +6

Special: This type of superstructure can be used to construct Skinsuits.

Greysteel External Armor

Equipment Bonus: +6

Armor Penalty: -4

Speed Penalty: None

Purchase DC: 10 + one half the Power Armor's base Purchase DC.

Hardcarbon Composite (PL 6)

This lightweight armor is a ceramic, fiber-glass and plastic polymer hybrid. Hardcarbon composite armor is cheap and easy to mass produce and offers decent protection.

Hardness: 10

Bonus HP: +10 HP.

Base Purchase DC: +1

Special: Wearing this non-metallic armor does not interfere with druidic abilities.

Hardcarbon Composite External Armor

Equipment Bonus: +3

Armor Penalty: -1

Speed Penalty: None

Purchase DC: 8 + one half the Power

Armor's base Purchase DC

Kevlar II Spidersilk (PL 6)

This armor is biologically constructed. Orb weaver spiders encoded with silkworm DNA have been specially bred to produce sheets of dense fabric that is exponentially stronger and lighter than Kevlar. Spidersilk armor resembles smooth cloth, and is the main component in the superstructure of a Skin Suit.

On several worlds across the multiverse, Drow warriors use conventional breeding and arachnid-farming techniques to produce nearly identical suits of light armor.

Hardness: 5

Bonus HP: +20 HP.

Base Purchase DC Modifier: +0

Special: This type of superstructure can be used to construct Skinsuits.

Special: Wearing this non-metallic armor does not interfere with druidic abilities.

Kevlar II Spidersilk External Armor

Additional layers of K-II Spidersilk armor can be added to all classes of Power Armor, increasing durability without significantly increasing bulk.

Equipment Bonus: +1

Armor Penalty: None.

Speed Penalty: None.

Purchase DC: 5 + one-half the Power Armor's base purchase DC.

Orbital Glass (PL 6)

Orbital glass armor is most commonly found in early Hardsuits. Constructed in zero g factories, orbital glass armor is composed of ultra-dense, highly durable silicon grains laid down in high-stress matrixes.

Hardness: 10

Base Purchase DC Modifier: +0



Orbital Glass External Armor

Equipment Bonus: +2

Armor Penalty: -1

Speed Penalty: None

Purchase DC: 8 + one half the Power

Armor's base Purchase DC

Sculpted Chitin (PL 7)

Living factory units whose genome are based on rhino beetle DNA are used to secrete chitin plating, which is then harvested, cut to suit and shaped to create a wide variety of organic-tech products. Insect grown armor is a corner stone of the 22nd century defense and aerospace industries, with durable Sculpted Chitin plating used to build everything from military mecha suits to space station hulls.

Hardness: 18

Base Purchase DC Modifier: +1

Special: Wearing this non-metallic armor does not interfere with druidic abilities.

Sculpted Chitin External Armor

Equipment Bonus: +5

Armor Penalty: -3

Speed Penalty: -10 ft

Purchase DC: 10 + one half the Power
Armor's base Purchase DC

Steelweave (PL 7)

Steelweave is a more advanced version of carbon nano-fabric, which has far greater durability and survivability. Steelweave skin suits are nearly as formidable as early hard suits, but far more comfortable and easily concealed.

Hardness: 12

Bonus HP: +20 HP

Base Purchase DC Modifier: +2

Special: This type of superstructure can be used to construct Skinsuits.

Steelweave External Armor

Steelweave hard-plates can be added to all types of armor, including skin suits.

Equipment Bonus: +3

Armor Penalty: -2

Speed Penalty: None

Purchase DC: 6 + one half the Power
Armor's base Purchase DC.

Titanium III (PL 8)

Titanium III is composed of sandwiched layers of crystal carbon and steel nano-tubes held permanently trapped in a molecular magnetic matrix. It is exceedingly hard and durable.

Hardness: 30

Base Purchase DC Modifier: +2

Titanium III External Armor

Equipment Bonus: +12

Armor Penalty: -10

Speed Penalty: -10 ft

Purchase DC: 10 + one half the Power

Armor's base Purchase DC

Vac-canvas (PL 5)

Vac-canvas is a generic term for a variety of spacesuit construction material that are typically constructed of multiple cloth, fiberglass and lead/carbon mesh layers. Vac-canvas power armor are designed for industrial applications, not military ones. They are durable enough to survive micrometeorite impacts and withstand stellar radiation baths, but typically aren't bullet proof.

Hardness: 2

Bonus HP: +5 HP

Base Purchase DC Modifier: -6

Special: This type of superstructure can be used to construct Skinsuits.

External Armor

These types of material cannot be used to construct an armor's superstructure, they can only be used as external armor plating.

Chaotic Mineral Array (PL 7)

Chaotic Mineral Array armor is the technical term for armor that constructed from dense mineral matter, suspended within a crystalline matrix. Chaotic Mineral Array armor is instantly recognizable by the brilliant gemstones, crystal spines and rocky protrusions that jut from the armor.

Chaotic Mineral armor can be 'custom grown' for a particular suit of armor, ensuring all the mineral deposits are the same or complimentary colors and the features are fairly regular, for those concerned with appearance. However, most armors with this feature are muddled masses of color, dotted with random spikes and nodules.

Dwarven warlords on technomagic worlds often enhance their armor with well grown chaotic mineral array exoskeletons, typically placed over a Worldsoul-templated superstructure.

Equipment Bonus: +6

Armor Penalty: -4

Speed Penalty: -10 ft

Purchase DC: 8+ one-half the Power

Armor's base purchase DC for standard Chaotic Mineral Armor; 10+ one-half the Power Armor's

base purchase DC for customized armor.

Special: Wearing this non-metallic armor does not interfere with druidic abilities.

Combat Quilting (PL 6)

Combat Quilting is effectively a layer of dense ballistic cloth padding, reinforced with kevlar weave and polycarbonate hardplates, worn over conventional power armor. Though cheap, the armor is relatively bulky and restrictive; it's a poor man's armor at best.

Equipment Bonus: +2

Armor Penalty: -4

Speed Penalty: None.

Purchase DC: One half the Power Armor's base Purchase DC.

Special: Wearing this non-metallic armor does not interfere with druidic abilities.

Dark Matter Foam (PL 8)

Dark Matter Foam armor is best described as a forcefield that is always active, and requires no additional power to operate. The armor's surface is specially irradiated, and dark matter (a theoretical form of hard to detect matter with almost infinite mass) is "attached" to the armor. Suits impregnated with Dark Matter Foam armor can take amazing amounts of punishment, but are slowed dramatically. Even a few atoms of dark matter, sprayed on the armor like a coat of paint, more than doubles the armor's effective mass. Armor impregnated with Dark Matter Foam takes on a slick, wet look, and its colors seem muted and strange.

Equipment Bonus: +6

Armor Penalty: -8.

Speed Penalty: -10 ft.

Special: Armor's total weight doubles. If the armor has a flight mode, its maneuverability class decreases by one step.

Purchase DC: 18 + one-half the Power Armor's base purchase DC.

Polychain (PL 7)

Polychain is a high tech version of medieval scale mail. Multiple layers of overlapping long chain polycarbonate scales are mounted to the armor's hard points. The hexagonal plastic scales provide

light but complete protection to the armor.

Equipment bonus: +4

Armor Penalty: -4

Speed Penalty: - 5 ft.

Purchase DC: 12 + one half the Power Armor's base purchase DC.

Reactive Armor (PL 6)

Reactive Armor has been used on US military vehicles since the early 1990s, and continues to serve as protection for military power armor pilots. Compressed gases and insulating gels trapped between multiple alloy layers explode outward when punctured. Reactive armor is designed to blunt an impact against the armor by setting up an explosive counter force.

Drawback: Reactive Armor plating is ablative, and must be replaced or repaired after a battle. Each time the Reactive Armor is struck and successfully damaged, the armor must succeed at a DC 20 FORT save or permanently have its Equipment Bonus to Defense reduced by 1. Reactive Armor reduced to a +0 equipment bonus is useless scrap.

Equipment Bonus: +10

Armor Penalty: -10

Speed Penalty: -10 ft.

Purchase DC: 8 + one half the Power Armor's base purchase DC

Smart Light Exo-armor (PL 8)

Rather than building an entire suit from light and data, SL exo-armor wraps a conventional, physical suit of armor in a self perpetuating force field. The smartlight armor emanates from nano-scale matrix projectors molecularly bonded to the armor's hull. As such, the SL exo-armor acts more like physical armor than an ablative force field (found in the gadgets section).

However, a hacker can turn off the SL by succeeding at a DC 35 Computer Use check, and like all Smartlight technology, the exo-armor is especially vulnerable to *smartlances*.

Equipment Bonus: +8

Armor Penalty: -2

Speed Penalty: None.

Purchase DC: 18 + one half the Power

Armor's base purchase DC

Vibratory Steel (PL 7)

Vibratory Steel is an advanced steel alloy created in orbital factories that can absorb the kinetic energy of bullets and punches, and dissipate that energy harmlessly. As a result Vibratory Steel is amazingly durable, and only slightly heavier than conventional alloy armor plating. When Vibratory Steel armor is 'charged' with kinetic energy, it hums faintly and glows a wavering blue.

Vibratory Steel armor grants the Power Armor an additional 8 points of hardness when the armor is struck by any physical attack (such as a bullet, rail gun flachettes, punches, ect). Vibratory Steel armor grants no benefit when struck by any other attack.

Drawback: The more kinetic energy the armor is "charged" with the harder it is to conceal. Each physical attack the armor intercepts imposes an additional -1 penalty to Hide and Move Silently checks while wearing the armor, up to a maximum -10 penalty. At its maximum penalty, this armor sheds light equal to a torch (60 watts) on a 30 ft radius. The armor's kinetic charge gradually dissipates at a rate of 1 point of penalty per hour.

Equipment Bonus: +2 / +8 Hardness vs. physical attacks only

Armor Penalty: -4

Speed Penalty: -5 ft

Purchase DC: 12 + one-half of the Power Armor's base purchase DC

Xeno-Hide (PL 5)

Xeno-Hide armor is a fancy term for a poncho of durable animal skin worn loosely over the Power Armor. Xeno-Hide armor is common among primitive cultures, and occasionally finds its way into armor technology as a cheap alternative to modern armor systems. Xeno Hide armor varies widely in appearance, but the default statistics assume the armor is harvested from some large beast with bullet proof skin. Depending on the animal skinned to make the armor, the Xeno-Hide armor might have additional special properties and abilities.

Equipment Bonus: +3

Armor Penalty: -2

Speed Penalty: -5 ft

Purchase DC: 3+ one-half the Power

Armor's base purchase DC.

Special: This External Armor can be removed or donned at will, as a full round action. Any armor with a flight mode that wears this armor finds its maneuverability class decreased by one step while wearing Xeno-Hide armor.

Special: Wearing this non-metallic armor does not interfere with druidic abilities.

Power Armor Templates & Disadvantages

The following templates can be added to any suit of Power Armor. Power Armor templates modify the armor's base purchase price, affect the armor's capabilities and give a sense of the armor's history and purpose.

Templates and disadvantages are optional. Designers can include one or more templates, but are never required to do so. Disadvantages reduce the armor's effectiveness, reflecting major design flaws and inherent risks, but dramatically reduce the armor's final cost.

Badly Outdated (Disadvantage)

The power armor is an older model that has not aged well; its weaknesses are well documented, and most enemy pilots have extensively studied the suit's capabilities. Any character hailing from a higher progress level than the Badly Outdated power armor hails from receives a +4 circumstance bonus on any checks made to detect the power armor's presence, a +4 circumstance bonus on Knowledge: tactics checks made concerning the outdated armor and a +1 circumstance bonus on ranged attack rolls made against the armor.

Base Purchase DC Modifier -2

Bio-Organic (PL 6) (Template)

Rather than simply being an advanced war machine, the Power Armor is an artificially constructed life form, with an artificially maintained

metabolism. Bio-organic power armor tends to be faster and more responsive than 'hard-tech armor', and most pilots enjoy the fact that their armor now has survival instincts, no matter how rudimentary.

The most important advantage of a Bio-Organic armor is the fact that the suit can slowly regenerate damage over time, and the suit requires little routine maintenance. Most routine repairs are carried out automatically as the suit rests between missions. However, as a living creature, certain toxins and bio-war agents have been designed specifically to kill living armor. Bio-organic armors have their own quirks and design flaws; designers often rush live suits into production, and many bio-organic armors have a variety of cost saving design flaws, described elsewhere in this section.

Bio-organic power armor automatically heals itself at a rate of 1 HP per hour when damaged. The armor can be healed through magical or psionic means, as well as being Repaired like any other machine.

Equipment Slots: Reduce total equipment slots by one to accommodate organ nodes and living tissue.

Base Purchase DC: +6

Complex Launch (Disadvantage)

The power armor requires nearly an hour of preflight checks, maintenance, loading and fueling before it is ready for combat duty. Under normal circumstances, it takes an hour to prepare the armor for launch. In an emergency, the pilot and ground crew (if any) can attempt a DC 20 Pilot check to rush the preflight. If the check is successful, the armor is ready for use in 30 minutes, minus one minute per every three points the pilot beats the check DC by.

Base Purchase DC: -2

Crystalline Matrix Plating (Disadvantage)

The armor's hull is a silicon based polymer, which while strong and durable under most circumstances, has distinct design flaws. The armor cannot withstand blunt force trauma or sonics, both of which misalign the armor's crystalline matrix and

lead to stress fractures.

The armor suffers 1.5x the normal damage from all Bludgeoning attacks and double damage from sonic or force weapons.

Base Purchase DC Modifier -4

Decoed (Template)

Just like any other high end vehicle, a suit of Power Armor can be customized, chromed and fitted with all sorts of gadgets. Add an impressive sound system, intricate airbrushing, and some decorative lighting, the Power Armor can look as good as it flies. Pilots wearing a Decoed suit receive a +2 bonus to any Bluff or Perform checks made while wearing the suit, including Bluff checks to feint in combat.

Equipment Slots: Reduce total equipment slots by 2, to accommodate decorative elements.

Base Purchase DC: +4

Engineered Stealth (Template)

The armor is designed for low visibility, low emission stealth. Its superstructure is painted a matte black and grey, and its surfaces have been rounded and smoothed to avoid radar returns. The armor's heat emissions and electromagnetic signature are masked. The armor's superstructure is mostly plastic and composite, making it difficult to detect magnetically.

The power armor cannot be detected by infrared, magnetic resonance imaging, sonar or radar. It receives a +6 equipment bonus on Hide and Move Silently checks, and may move at full speed when Hiding, without incurring a penalty.

Equipment Slots: Remove the torso, shoulders and back equipment slots to accommodate stealth features.

Base Purchase DC Modifier +2

Force Recon Class (Template)

The armor is designed for speed and maneuverability, and for survivability in urban warfare scenarios. The armor has fewer equipment slots than normal, reducing its profile and bulk, and increasing its agility.

A

Force Recon class suit of armor has its base land speed increased by +15 ft. The armor's Armor Penalty, if any, is reduced by -4 points.

Equipment

Slots: Reduce total equipment slots by 3, designers choice.

Base Purchase DC: +6

Garage Built (Template)

Garage

Built Power Armor was constructed by a technologically adept hobbyist; while the suit's inventor is obviously

skilled, he or she probably didn't have the best resources available for building the armor. As a result, though the power suit may resemble a conventional model of power armor, its systems are very different, and possibly inferior. On the other hand, the suit may have unexpected capabilities and hidden surprises that can catch conventional power armors off guard.



Unreliability: Any time the pilot rolls a natural 1 on any save, or check made while wearing this suit of power armor, one of its equipment slots (gamemaster's choice) ceases to work. Making a DC 15 +1d4 Repair Check can repair the damaged equipment slot.

Base Purchase DC Modifier -6

Equipment

Slots: +2
(Player's choice)

Glitchy (Disadvantage)

The power armor never seems to work properly, and is prone to constant and irritating system failures.

Any time the pilot rolls a natural 1 on any save, or check made while wearing this suit of power armor, one of its equipment slots (gamemaster's choice) ceases to work. Making a DC 15 +1d4 Repair Check can repair the damaged equipment slot.

The pilot suffers a -1d4 penalty (rolled daily) on Initiative checks made while piloting the armor, as well as a -1d4 penalty on all Repair and Craft checks made to repair or upgrade the armor.

Base Purchase DC Modifier -9

Hazardous Fuel (PL 7 or lower only) (Disadvantage)

The power armor requires a dangerous and expensive power source, which must be replaced regularly. Refueling the power armor requires at least an hour of work, and a DC 10 Repair check. The power armor's fuel has a Purchase DC of 22 (restricted +2), and the armor's exhaust or waste products themselves might be dangerous, toxic, explosive or highly radioactive.... Or a combination of all those.

Special: A druid pilot can never operate a suit of armor with this disadvantage, regardless of the suit's composition.

Base Purchase DC Modifier -3.

Heavy Combat Class (Template)

The power armor is designed for front line infantry and squad support roles. The armor is even bulkier and more heavily armored than similar, non-frontliner models.

Heavy Combat Model template increases the armor's structural Hardness by +5, and provides +20 bonus HP. The armor's equipment bonus for external armor plating increases by +1.

However, the Heavy Combat armor is slower and less maneuverable than similar models. The armor's base land speed is reduced by -10 ft, the suit's Armor Penalty increases by -4. If the modified armor has a flight mode, the armor's airborne maneuverability class is reduced by one category.

Base Purchase DC Modifier +4

Liquid Armor (PL 7) (Template)

In it's inactive state, the armor is a viscous, nano-impregnated liquid metal. The armor can be stored in a container the size of a soda can, and can be poured over the pilot like oil. Donning a suit of liquid armor is a full round action which provokes attacks of opportunity.

The armor instantly hardens when activated by a recognized voice or telepathic command, instantly absorbing pollution and stray air molecules and transmuting them into additional mass. When the pilot enters a specific coded command sequence, the armor returns to its inactive state, washing off the

pilot's body and returning to its storage container. When inactive, the armor only weighs 5 to 10 lbs, though is easily recognizable as a high-tech weapon by most future police and military officers.

Base Purchase DC Modifier +2

Multipiped Chassis (PL 6) (Template)

A suit of Power Armor can be designed with a non-humanoid lower body for greater strength, speed and stability. The pilot's legs are folded beneath his or her body, and advanced motive-AI subsystems in the suit's torso and abdomen coordinate the power armor's movement. Depending on the armor's design, the final result might resemble a mechanical centaur, or the armor might maneuver on 6-8 insectoid legs projecting from a bulbous thorax.

The power armor's base land speed is improved by +20 ft. The armor is incredibly stable, receiving a +4 equipment bonus on checks made to resist being bull rushed or tripped. The power armor's carrying limits are double those of a comparably sized creature with the same (enhanced) STR score.

Drawback: A multipiped armor moves at half speed when navigating stairs or obstructions. The bulky suit's Armor Penalty increases by -3, or it gains an -3 Armor Penalty.

Equipment Slots: Remove the boots equipment slots.

Special: A Skin Suit cannot receive this template.

Base Purchase DC Modifier +8

Neural Feedback (PL 6+) (Disadvantage)

The nerve link cybercircuitry woven throughout the armor links pilot and machine, allowing for fine, instinctive control. Unfortunately, the nerve-link is so sensitive that when the suit is damaged, the pilot feels pain.

Any time the power armor is hit with an attack inflicting at least 25 points of damage, regardless of whether that attack penetrates the armor's Hardness, the pilot must succeed at a DC 14 WILL Save, or be *shaken* for 1d6 rounds. A pilot who is already *shaken* becomes *stunned* instead.

Base Purchase DC Modifier -2



Pilot Interface Suit (Template)

The suit is wired with an assortment of metabolic sensors, which determine minor fluxuations in the pilot's body in response to stress or g-forces, as well as neural interfaces which instantly translate the pilots commands. The suit enables the power armor pilot to be a more effective pilot, even when the pilot is operating a larger mecha or vehicle while encased in the power armor.

The pilot receives a +4 bonus on Computer Use, Drive and Pilot checks made while wearing the power armor.

Base Purchase DC Modifier +1

Parasitic (Disadvantage)

The suit's pilot is put at risk by the physical and mental demands the power armor puts on her. A parasitic armor feeds upon its pilot, using some form of humanoid biological matter or energy to sustain itself. The pilot is weakened, and possibly seriously ill after spending extended periods of time within the armor.

Each day (or portion of a day) spent within the armor, the pilot suffers one of the following ill effects. The suits designer chooses the effect when the armor is designed, and cannot there after be changed.

- Pilot suffers 1d4+1 points of tempo-

- temporary STR, DEX or CON damage.
- Pilot suffers 1d8+1 points of temporary INT, WIS or CHA damage.
- Pilot suffers d4 points of HP damage per every two character levels or HD. HP damage caused by a parasitic suit of armor is not subject to regeneration or fast healing, and must be healed normally or by magical healing.

Special: This disadvantage may be chosen multiple times, creating a lethally flawed suit of power armor.

Base Purchase DC Modifier -10.

Armor features body hugging contours, exposed skin and risque styling.

Only a Skinsuit or Hardsuit may be Sexualized. Any character wearing a suit of Sexualized Power Armor receives a +2 equipment bonus on all sexually oriented Bluff and Diplomacy while wearing the flattering, form fitting armor.

Sexualized Armor is not normally environmentally sealed, though exceptionally high-tech societies might protect their nearly nude pilots behind durable force fields.

A suit of Sexualized Power Armor may not receive the Space Skin, Water Freedom or Life Support enhancements unless it is from PL 8 or higher, and incorporates advanced force field technology. Magitech sexualized armor may always be environmentally sealed.

Sexualized Power Armor have their overall Hardness reduced by $\frac{1}{2}$ (rounding up). Thus a suit of Vanadium Power Armor, which is normally Hardness 10, is Hardness 5 when Sexualized. Weight is reduced by half. Armor and speed penalties for external armor are unchanged.

Base Purchase DC Modifier -4

Sensor Scout Class (Template)

The armor is stripped down to make room for an array of radars, FLIR optics, laser rangefinders, high resolution cameras, communications and jamming arrays.

Sensor Scout Class suits can mount an unlimited amount of sensory and communications gear, without expending equipment slots. However, the armor loses many defenses and Versatility, becoming a mobile camera platform.

Sensor Scout Class armors have their overall hardness reduced by $\frac{1}{2}$ (rounding up). Weight is unchanged, as are armor penalties and speed penalties for external armor.

Equipment Slots: Reduce by 4, designer's choice to accommodate the suit's myriad sensors and comms antennas.

Base Purchase DC Modifier +2

Short Runtime (Disadvantage)

The power armor has a shorter operational life than normal, due to substandard batteries,

Psycho-Addictive (Disadvantage)

The neural circuitry which links pilot and machine is poorly tuned, resulting in paranoia, addictive behavior and obsession; many early power armor pilots suffered crippling mental breakdowns after a few months piloting their prototype war suits.

Operating the suit is intensely pleasurable and emotionally satisfying. The pilot must succeed at a DC 12 WILL save anytime he is compelled to leave the suit for anything other than the most obvious and necessary reasons (if his life is in obvious danger by remaining suited up). If the pilot fails the save, he will delay leaving the suit as long as possible, and will be *shaken* for 1d4 hours after leaving the armor.

If the pilot does not spend at least four hours each day in the suit, he is grumpy, irritable and distracted, suffering a -2 penalty on attack rolls, skill checks and saving throws until he is able to suit up. The pilot can shake off the addictive effects of the armor by spending at least one month without piloting the suit.

Base Purchase DC Modifier -5

Sexualized Power Armor (Template)

The Power Armor is designed for seduction and decoration, and though the suit's provocative design turns heads and attracts attention, the suit's combat effectiveness suffers. Sexualized Power

inefficient engines, a variety of high drain weapons installed, or some other design flaw.

The power armor's base run time is reduced by 50% rounding down. This disadvantage is only applicable to campaigns that track an armor's run time. Advanced power armor, with unlimited runtimes, cannot select this disadvantage.

Base Purchase DC Modifier -2

Smart Light Power Armor (PL 8+) (Template)

A suit of Smart Light Power Armor has virtually no physical mass. Instead, a Smart Light suit is powered by a series of shaped force fields, photon based components made out of "memory" light. The suit is run by powerful quantum computers with no physical components. In short, the armor is a hologram of a hologram projector, capable of projecting it's own image indefinitely!

When a suit of Smart Light armor is inactive, it is little more than a bundle of loose photons and electrons, trailing invisibly behind the pilot. Once a Smart Light suit is activated, it acts in all ways like a normal suit of Power Armor of it's size and class. However, this suit of armor can be dismissed or reactivated by its wearer as a free action.

Smart Light suits are almost completely undetectable when in their inactive mode; attempts to detect the Smart Light require an advanced sensor suite, and require a character to make a Computer Use Check (DC 30).

A hacker can render an opponent's Smart Light active or inactive by using a full round action to make a Computer Use Check (DC 12 + the Smartlight's total Hardness). Hardness is used to calculate the difficulty of the Computer Use check because it represents the complexity of the Smart Light's programming and security features.

Smartlight power armor is especially vulnerable to Smartlances, a type of weapon designed specifically to destabilize smartlight matrixes, which is described fully in the Otherverse America campaign setting.

Most Smart Light suits have no physical components; they are made purely of information. However, a few older model Smart Lights require

the pilot to carry a physical projector, roughly the size of a silver dollar.

These projectors have hardness 5, and 10 HP. Destroying them destroys the Power Armor. Note that most pilots carry their Smartlight matrix in an inside pocket, meaning it is protected by the Power Armor when in use.

Base Purchase DC Modifier +15

(DC +12 for older model
Smartlights with a projector)

Support Requirement (Disadvantage)

In addition to the pilot, the suit of armor requires a mission control and computer support staff to function. The pilot and suit must remain in constant, real time communication with a command/support staff of at least three to five experts. Supporting the power armor requires 1d4+1 Computer Use and Pilot checks per round. Check DCs are typically 11 + 1d4, but the game master might assign a higher DC if the pilot attempts to do something unusual with the suit, or if the suit is heavily damaged.

If the support fails a check during the round, or if contact is lost with the command center, the suit's effectiveness is badly degraded. The pilot can only take partial actions until command is reestablished, and can only make a single move or standard action per round. The pilot suffers a -4 penalty on all attack and damage rolls until command is reestablished.

Base Purchase DC Modifier -10.

Transformable (PL 7) (Template)

The power armor is more than meets the eye.

There. I said it, and I know you were expecting it.

A suit of power armor enhanced with this template can transform into a non humanoid vehicle form at will and return to robot mode just as easily. The designer selects a vehicle form for the armor when the suit is created. The chosen vehicle form can be any form of vehicle no more than two size categories larger than the armor, and available at the same progress level.

The designer can choose any vehicle de-

sired: an ordinary, unmarked car or light truck, a motorcycle, Humvee, star fighter, hovercraft, jet fighter even an Abrams battle tank or small yacht. The designer effectively pays for the suit's vehicle mode as an armor component of the same price, including any restrictions on the vehicle. This increases the transformable armor's base purchase price, even before the template price modifier is added.

Once the alt-mode is chosen, the power armor can switch between forms as a full round action, which provokes attacks of opportunity. The armor reconfigures itself safely around the pilot, and he appears in the cockpit or drivers seat of the vehicle once the transformation is completed.

The transformed armor can use most onboard devices and weapons in vehicle mode, subject to commonsense limitations: for example, a robot with built in fighting claws couldn't use its mechanical talons in a non-humanoid form.

Special: If the designer is willing to pay the high R&D costs and accommodate the design restrictions associated with doing so, this template can be selected multiple times, creating 'triple changers' or even more versatile suits: armors with more than one change form.

Special: Skin Suits cannot receive this template.

Equipment Slots: Reduce total equipment slots by 3, designers choice, to accommodate transformation circuitry and hydraulics.

Base Purchase DC Modifier +15

The final step in creating a suit of power armor is deciding which internal systems to purchase. The designer can also incorporate mecha components from the *D20 Future campaign setting*, which functionally identically when installed in power armor. These items are not reprinted here, and represent basic, battle-tested systems installed in a wide variety of mecha and individual combat armor.

Components from the *D20 Future campaign setting* can be found in most modern suits of armor. The components described below are slightly more unusual or advanced, and include technomagical devices.

Power Armor Mobility Systems & Defenses

These systems increase the armor's speed and maneuverability, as well as allowing it to function effectively in hostile environments.

Ablative Forcedome (PL 7)

The armor projects a semi-transparent screen of charged molecules and room-temperature plasma contained behind atom-thin magnetic fields. The dome like force shield radiates from projection arrays in the suit's spinal plating, hip cladding and belt.

As a standard action, the pilot can activate the forcedome, which encompasses everything in an airtight, 30 ft spherical or hemispherical radius around the armor. The forcedome has 100 HP and no hardness. A forcedome can be improved, granting it additional HP. Each 20 HP added increases the forcedome's Purchase DC by +1.

When the forcedome is reduced to 0 HP, it shatters like glass, the feedback destroying the forcefield generator. A damaged forcefield recovers 1 HP per minute (requiring 100 minutes to return to full strength). The pilot can dissolve the forcefield as a free action.

Equipment Slots: Two, one must be back or belt

Activation: Standard action

Range: 30 radius around the armor (either spherical or hemispherical)

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 39

Restriction: Military (+3)

Advanced Avionics (PL 6)

Aerodynamic styling, large, highly flexible flight-assist wings, improved software and highly efficient thrusters help the Power Armor perform better in

the air. Each level of advanced avionics taken improves the Power Armor's flight speed by +20 ft and its in-air maneuverability one category. This enhancement may be taken multiple times.

Prerequisites: Flight Mode

Equipment Slots: None

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 10 +one half the base cost of the Power Armor.

Restriction: None

of sight to your destination.

Once activated the Blink Drive enters a one minute cool down cycle, and cannot be reactivated until one minute has elasped. A PL 8 Blink Drive has a 1 round cool down cycle, allowing it to be used virtually at will.

Equipment Slots: Two

Activation: Free action

Range: 100 ft teleport range

Target: You

Duration: Instant

Saving Throw: None

Purchase DC: (PL 7) 38 (PL 8) 42

Restriction: Restricted (+2)

Autoskates (PL 5)

Retractable wheels housed in the armor's boots give the robot increased speed over smooth ground. When crossing smooth, mostly unbroken terrain, the armor's retractable auto skates give it a +5 ft bonus to its base land speed.

Equipment Slots: One, boots

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 12

Restriction: None

Bore Tunneler (PL 5)

Heavy gauge drills and shovel like hands deploy from bulky boids on the armor's forearms, chest and shoulders, allowing the armor to easily bore through loosely packed earth or rubble. The Power Armor gains a Burrow speed of 20 ft.

Drawback: While the digging bores and shovels are extended, the pilot cannot grasp objects or carry anything in the suit's hands, unless the armor has additional limbs.

Equipment Slots: Two, shoulders or torso and an arm or hand slot

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 12

Restriction: None

Blink Drive (PL 7)

The armor is fitted with a micro-miniturized warp engine, allowing it to enter hyperspace for fractions of a second, and instantly cover short distances. Though miniturized to the point it is man portable, the blink drive is still an incredibly bulky component, and requires frequent maintence and has a long cool down cycle.

You may activate the armor's blink drive as a free action, at any time, even in response to an attack. If you succeed at a REF Save(DC 10 + 1/2 the attack roll), you can activate the blink drive to teleport to safety from an attack that would normally hit.

When the blink drive activates you can teleport instantly to any open space large enough to contain the armor within 100 ft. You must have line

Crawler Gloves (PL6)

The gloves and boots of the power armor are equipped with pneumatic suction grippers or molecular adhesive pods that make it possible for the power armor to climb and travel on vertical surfaces or even traverse ceilings. The power armor must have its hands free to climb in this manner. The armor gains a 30 ft Climb speed.

The armor does not lose its DEX bonus when climbing, and does need not make Climb checks to traverse a vertical or horizontal surface

Restriction: None



(even when climbing upside down).

Equipment Slots: One
Activation: None
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 12

Expanded Flight Range (PL 7)

Thanks to incredible advances in fuel storage, and system miniturization, the Power Armor increases its flight range to nearly that of an early jet aircraft, without significantly increasing bulk.

Power Armor with this enhancement can fly for a maximum of 200 miles, before needing to refuel. Refueling requires volatile and exotic substances and has a purchase DC of 22.

Prerequisites: Flight Mode, at least one level of Advanced Avionics

Equipment Slots: One
Activation: None
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 30
Restriction: Restricted (+2)

Fan Jets (PL 5)

The armor has one or more high efficiency, fan jet rotors, which allow it to fly and hover in place without falling. The robot can only fly while carrying a light or medium load. The robot gains a fly speed of 30 ft (poor maneuverability).

Equipment Slots: One, must be back, belt or boots, or two, must be left and right legs
Activation: None
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 18
Restriction: None

Flight Mode (PL 6)

The power armor is equipped with a compact but efficent vectored thrust system and a simple avionics platform. Short maneuvering wings allow the armor some in-air control, but on the whole, the armor is a clumsy flier.

The Amor gains a Flight speed of 50 ft with poor maneuverability.

The armor carries enough fuel for the power

armor to travel up to 20 miles before needing to refuel. Refueling requires dangerous and combustible chemicals with a Purchase DC of 16.

Equipment Slots: One, must be back, belt or boots, or two, must be left and right legs

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 10 + one quarter the base cost of the Power Armor.

Restriction: None

Gravity Spinner (PL 8)

A suit of power armor can instantly adjust its personal gravitational attraction, allowing the suit to walk up walls and ceilings, perform incredible acrobatic feats and pull off incredible, high-g maneuvers in air to air combat. By changing the direction the suit is being pulled by gravity, the gravity spinner allows the suit almost effortless agility.

A suit with this upgrade can move normally along any horizontal or vertical surface: any orientation the pilot chooses becomes the suit's ground. The pilot receives a +20 equipment bonus on Jump and Tumble checks, and the suit's maximum jumping distance is not limited by height.

The pilot does not need to make a running start prior to making a jump, but receives a +10 circumstance bonus if he or she gets at least a 20 ft running start. If the armor has a flight speed, its maneuverability increases by two categories, to a maximum of Perfect maneuverability. The pilot gains the *Slingshot Flight* feat, described in *Mega Feats: New Paths to Victory*, even if he does not meet the prerequisites.

Equipment Slots: One

Activation: None (activation is considered part of the move action)

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 16 + one half the base cost of the Power Armor.

Restriction: None

Hostile Environment Cladding (PL 5)

The armor's superstructure is reinforced and its vital systems are sealed and backed up to enable the pilot to withstand otherwise lethal environments. Each time this upgrade is chosen, the armor becomes gains Energy Resistance 10 against a specific energy type.

Special: This upgrade can be selected multiple times; each time it is selected, the effects stack. The designer can also choose to render the armor resistant to multiple types of energy. Each time this upgrade is chosen, the armor loses an equipment slot to accommodate the survival systems and additional armor.

Equipment Slots: One

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 17

Restriction: None

Hydro Impeller (PL 5)

The power armor uses pressurized water to propel itself silently and quickly when submerged. Vents on the armor's dorsal areas allow water to flow from impellers on the hips or at the base of the robot's spine.

The armor gains a swim speed of 30 ft; if the pilot already has a swim speed his or her speed is improved by +20 ft when wearing the armor. The suit can safely descend to a maximum of 150 ft.

Equipment Slots: One, must be shoulders, back, torso, or belt

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 8 + one quarter the base cost of the Power Armor.

Restriction: None

Kinetic Shroud (PL 8)

The armor projects a zone of entropy and molecular discordance around itself. Anything moving into a several inch radius of the armor at more than 5-10 miles per hour hits a wall of entropy, a kinetic quagmire that absorbs the projectile's inertia and instantly cuts its speed.

All ranged weapons targeted at the armor suffer a 25% miss chance. The armor receives a +2 circumstance bonus on REF saves made to avoid area of effect attacks and hazards.

The magitech version of this enhancement uses powerful spell circuits to generate a zone of entropy and good fortune around the pilot with identical game effects.

Equipment Slots: One, must be shoulders, back, torso, or belt

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 45

Restriction: Military (+3)

cost of the Power Armor.

Restriction: Military (+3)

Mag-lev Skimmer (PL 6)

The Mag-Lev skimmer enhancement allows the Power Armor to hover a few inches off the ground at all times, slightly increasing its speed and maneuverability. Though this enhancement doesn't afford the mobility of true flight, it can be maintained indefinitely, at low cost.

This enhances the base speed of the armor by 15 ft. The armor constantly hovers 1" to 6" off the ground, meaning at the GM's option, the armor might be immune to certain traps like trip wires and pits. The Power Armor is considered to have the Spring Attack feat, even if the pilot does not normally meet the prerequisites.

Equipment Slots: One (Boots)

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 24

Restriction: None

Ghost Mode Array (PL 8)

The power armor has been enhanced with a chassis-wide system of energy conduits and dimensional projectors, backed by one of the most powerful quantum computers ever devised. The armor and its pilot are no longer bound by the laws of physics.

An armor with this upgrade can become *ethereal* for up to two minutes (twenty rounds) per day. The armor can become ethereal or regain solidity as a free action. The armor's intangible state need not be used at once, and can be broken up in one round increments throughout the day.

Equipment Slots: Two, torso or back and any other of choice

Activation: Free action

Range: Personal

Target: You

Duration: 20 rounds maximum, in 1 round increments

Saving Throw: None

Purchase DC: 22 + one quarter the base

Onboard Navigation (PL 6)

The armor is equipped with a several onboard compasses, highly detailed street atlases that are updated each time it recharges, and a real-time GPS receiver. The pilot's reflexes and reaction time are increased to make him a better, safer driver and mecha-jockey.

The pilot receives a +8 equipment bonus on Navigate checks and +4 equipment bonus on Drive and Pilot checks. The pilot can automatically find his or her way back to any area he designates as a 'way point' when beginning a trip, and can always sense the distance and direction to an assigned way point. The onboard computer can store up to 12 way points.

Equipment Slots: None

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 16
Restriction: None

Point Defense Laser Grid (PL 7)

The armor is equipped with a series of powerful, ultra-short range lasers designed to vaporize incoming projectiles. The armor gains Damage Resistance 10/- against conventional physical projectiles (such as bullets and arrows).

Though larger weapons, such as missiles, are too large to frag completely, the armor receives a +4 equipment bonus on all REF saves made to evade the effects of projectile explosives, as long as its defense grid is active. A point defense grid can function continuously for 1 minute (10 rounds) before shutting down and entering a 2 minute cooling cycle.

Equipment Slots: One, must be torso, back or shoulders

Activation: Standard action

Range: Personal

Target: You

Duration: One minute on, two minutes cooling off

Saving Throw: None

Purchase DC: 22 + one quarter the armor's base purchase DC

Restriction: Military (+3)

Purchase DC: 22
Restriction: None

Pseudomuscle Endoskeleton (PL 6)

An ingenious series of artificial muscle tissue, a specially reinforced frame and hydraulic array enables the armor to lift and carry enormous weight. An armor with this enhancement receives an additional strength bonus, based upon the size of the armor.

Skinsuit: Cannot receive this enhancement.

Hardsuit : +2 STR

Shell +3 STR

Exo-Frame: +5 STR

Equipment Slots: One (must be torso)

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 12 + one half the Power

Armor's base purchase DC

Restriction: None.

Reflective Cladding (PL 7)

The armor is honeycombed with energy discharge circuits hidden behind a gleaming, highly reflective hull. The armor can reflect energy attacks back to their source.

If hit with any energy attack the armor is resistant to, the armor will automatically reflect the energy weapon upon its source. The armor will reflect an energy bolt up to 60 ft away from the armor, or the original range of the attack, whichever distance is shorter.

If the original attack required an attack roll, it 'attacks' the caster/shooter at the same attack result. If the original effect is an area effect attack, it will detonate normally when it strikes the reflected target, or 60 ft away from the armor. Victims caught in the reflected explosion may save against the damage normally.

If the pilot of the reflective armor is only partially immune to the energy blast, he or she may suffer damage normally.

Pressure Adaptation (PL 7)

Using ultradense composites and limited forcefield reinforcement, a mansized suit of power armor can descend to the same crushing depths a submarine can. Rather than breathing oxygen, the pilot breathes liquid oxygen, which helps insulate the pilot and equalize the suit's internal pressure.

The power armor can safely descend nearly one mile and operate safely at that depth indefinitely. Each time this enhancement is chosen, the suit's maximum safe depth increases by one mile.

Equipment Slots: One

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Prerequisite: Hostile Environment Cladding (at least 1 form of energy)

Equipment Slots: None

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: Special

Purchase DC: 25 + one half the power armor's base purchase DC

Restriction: Military (+3)

Roller Mode (PL 7)

The suit's external plating is rounded and smoothed, with external hard points and weapon mounts integrated seamlessly into the armor's slick hull. The suit is designed for curl into a smooth, frictionless transport 'roller ball' with incredible mobility and dexterity.

The suit is designed for speed in this mode; pressurization systems and harmonics designed to affect the pilot's optic nerve and inner ear keep the pilot comfortable and well balanced no matter how quickly or disconcertingly the rapidly spinning roller mode suit moves.

While in roller mode, the suit cannot use any onboard weapons, nor can it carry objects. The pilot goes into a fetal ball, with the suit plating shifting to form a perfect sphere around him. Transformation is a full round action which provokes attacks of opportunity.

While in roller mode, the suit is incredibly fast and nimble. It receives a +70 ft bonus to base land speed when moving over mostly smooth terrain, and a +8 equipment bonus to Initiative checks. The roller cannot cross rough terrain, jump or swim.

Equipment Slots: Two (equivalent)

Activation: Full round action

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 25

Restriction: Restricted (+1)

Space Skin (PL 6)

The armor is environmentally sealed against hard vacuum and stellar radiation, and is space worthy. Few suits of power armor are resilient enough to survive the lethal conditions of reentry, but a suit of armor with this enhancement can survive in space.

Equipment Slots: Any one

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 18

Restriction: None

Thought Shield (PL 7)

The armor is equipped with anti-psionic baffles and neural cutouts. It projects counter frequencies in real time, directly into the pilot's brain, allowing the pilot an inhuman, robotic resistance to mind probes and psi effects.

While wearing the armor, the pilot becomes immune to all mind influencing and fear effects. In addition, the pilot becomes incredibly strong willed and mentally resiliant, and is more difficult to sway with social skills. The pilot's mental toughness increases the DC of any CHA based skill check made against the pilot by +4.

Equipment Slots: One (helmet)

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 10 + one quarter the armor's base purchase DC

Restriction: Restricted (+2)

Sprinter Endoskeleton (PL 5)

An artificial skeletal system and pseudo-musculature allows the armor to absorb most of the effort of running. The pilot can run marathon distances without effort, thanks to the suit's ergonomic, labor saving enhancement.

The armor's base land speed is increased by +15 ft, and the pilot receives the Run feat while wearing the armor.

Equipment Slots: Two: left and right legs

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 22

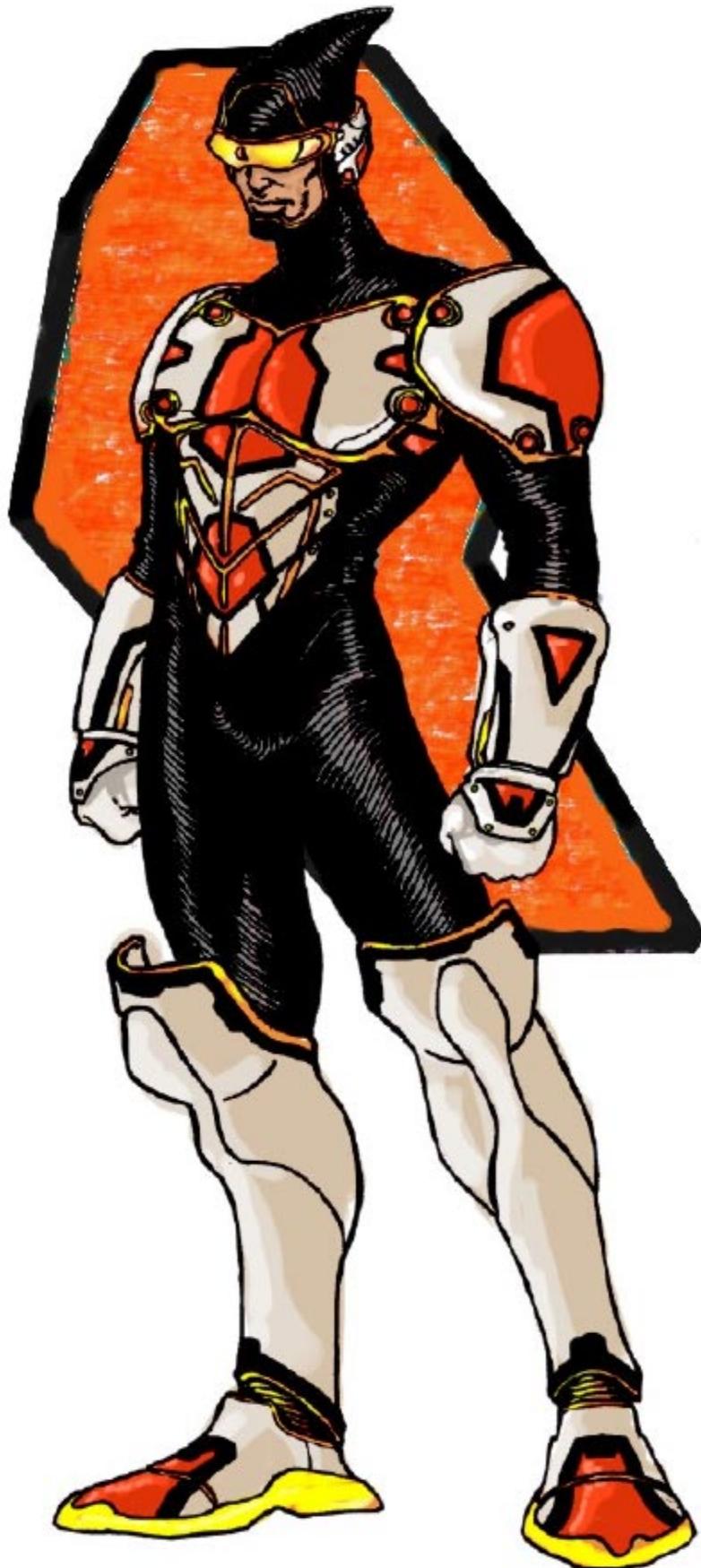
Restriction: None

Trans Atmospheric Flight Range (PL 8)

A Power Armor enhanced with this feature can achieve escape velocity, travel in Near Earth orbit, and reenter the atmosphere safely. By traveling with the Earth's rotation, the mecha's pilot can travel incredible distances in a very short time. In a straight line, the Power Armor can fly at a maximum of Mach 2. By making a transatmospheric hop, the mecha can effectively increase its speed to Mach 15+ (meaning the Mecha can arrive anywhere on Earth within about a hour).

Power Armor with this enhancement can fly for a maximum of 3,500 miles, before needing to refuel. Refueling requires volatile and exotic substances and has a purchase DC of 30.

Prerequisites: Flight Mode, at least one level of



Activation: None
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: $8 + \frac{1}{4}$ the power armor's base Purchase DC
Restriction: None

Equipment Slots: None
Activation: Persistent
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 6
Restriction: None

Power Armor Equipment, Communications & Sensor Systems

These systems allow the armor and its pilot to better perceive and interact with the world, and include a wide variety of communication devices, tools and useful gadgets.

Blindsight Suite (PL 6)

A suit of armor with this sensor suite can operate at full efficiency in absolute darkness, and is not hampered by rain, fog or other environmental factors. The blindsight suite uses a combination of light amplification, infrared vision and active RADAR and SONAR to pinpoint objects out to 180 ft. This system also upgrades the detection radius of any other sensor systems, improving the armor's darkvision ability (if any) by 25%.

Equipment Slots: None
Activation: Move Action (to activate or deactivate)
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 12
Restriction: Military (+3)

Display Screens (PL 5)

Flat panel LCD displays have been built into the armor's back, chest, thighs and other large, flat surface areas. Some armors with this upgrade display humanoid digitized faces in their faceplate. An armor with this upgrade can display propaganda, information or advertisements, as well as play commercially available DVDs, mp3s and similar file formats. Display screens can also be used to shed light, and may be deactivated at will for stealth.

Equipment Slots: One, usually torso
Activation: Persistent
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 10
Restriction: None

Electronic Countermeasures (PL 5)

The armor has anti-surveillance and tracking systems integrated. The suit's powerful ECM systems can jam missile guidance system and scramble surveillance systems.

The pilot and his armor receive a +8 chassis bonus to Defense when targeted by any guided missile. This bonus does not apply to un-guided missiles, such as bullets and arrows, nor to energy weapons.

Equipment Slots: One
Activation: Free action
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 12 + one half the base cost of the Power Armor.
Restriction: Military (+3)

Comfort Lining (PL 6)

A cloth underlayer lined with temperature shifting and pressure sensitive gel rests close to the pilot's skin, preventing the blisters, abrasion and muscle atrophy. Prolonged wear can cause the pilot. Minor electrical discharges stimulate muscles to prevent cramping.

The pilot of a suit of Power Armor with this enhancement can sleep inside his or her armor without being fatigued the next day.

Electro-Responsive Paint (PL 6)

The armor's hull is impregnated with color-shifting molecular paint, impregnated with microscopic metal filaments. These filaments contort when exposed to low level electrical currents passed through the hull, allowing the armor to instantly change color and patterning.

Many military suits have a 'dress uniform' color scheme designed for visibility, intimidation and display, which can be transformed into a muted camo pattern at the touch of a button. With a standard action, the pilot can alter the suit's coloration and patterning, including altering decals and unit patches.

The pilot can take a standard action to program the suit's color scheme to blend in with the surrounding environment, granting the suit and pilot a +2 equipment bonus on Hide checks made in that terrain.

Equipment Slots: None

Activation: Standard action

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 12

Restriction: None

EM Dissonance Field (PL 6)

The armor is designed to emit an electromagnetic distortion field, which interferes with electronic devices and impedes modern military systems that depend on high technology.

The suit's EM dissonance field disrupts the functioning of all electronic devices within a 60 ft radius. Any weapons incorporating high tech fire control or guidance systems suffer a -2 penalty when used within 60 ft of the power armor, and all modern vehicles suffer a similar Drive or Pilot penalty.

Any skill dealing with electronics (such as Computer Use or Demolitions, as well as tech-aided Treat Injury checks) suffer a -2 penalty. Cyborgs and robots suffer a -2 penalty on Initiative checks and attack rolls when near the power armor.

Allied units are typically shielded from the effects of their own faction's dissonance fields. Activating or deactivating this field is a standard action.

Prerequisite: Electronic Countermeasures

Equipment Slots: One

Activation: Standard action

Range: 60 ft radius

Target: Electronic devices and creatures within range

Duration: Persistent

Saving Throw: None

Purchase DC: 30

Restriction: Military (+3)

Independent Operations (PL 7)

The power armor is equipped with advanced AI and pseudo-musculature articulators, enabling the armor to operate independently, without direct control from the pilot.

As a full round action, the suit's designated user/pilot can command the suit to activate and operate independently, as a separate entity. While acting independently, the power armor uses the Suit Sentience's INT, WIS and CHA scores. The armor's base STR and DEX scores are equal to 10 + the suit's enhancement bonuses to those scores (if any). As a construct, the armor does not have a CON score.

The armor is treated as a construct for the purposes of saving throws and immunities. Its base HP is equal to the bonus HP the armor provides to the pilot. The armor has no skill ranks or feats, unless they are specifically added as a feature of the armor. The armor adds any equipment or other bonus types provided by on-board equipment to its untrained skill checks. Unless specifically commanded otherwise, the armor can use its onboard systems and weapons normally when acting independently.

The pilot can return the armor to its inactive state by a spoken command, as a free action. The armor has the same allegiances or alignment of its designated pilot, unless the designer specifically programs a different moral code.

A pilot can also ‘program’ the armor to enter Independent mode if he is knocked unconscious, killed while piloting the armor, or fails a WILL save while piloting the armor. The Independent armor will flee to a pre-designated safe area if possible, and will fight to defend the pilot if not able to flee. There is no limit (other than suit run time) to the amount of time the armor can operate independently.

Equipment Slots: Two
 Activation: Full round action
 Range: Personal
 Target: Your armor
 Duration: Persistent
 Saving Throw: None
 Purchase DC: 15 + one half the Power
 Armor’s base purchase DC
 Restriction: Licensed (+1)

temperature. The pilot can detect the body heat of most living creatures and machines, provided they are warmer than the surrounding environment (most undead, some reptilian creatures and some ‘stealth’ machines do not register). This negates the concealment penalty for darkness or *invisibility*; if the environment is too warm or if the creature does not radiate body heat, the miss chance applies normally.

The pilot receives a +2 bonus on Spot checks made against creatures attempting to Hide in a cooler environment. When used to spot concealed cyborgs or robots, this bonus increases to 2 + the cyborg/robot’s Drain rating or number of implants.

Equipment Slots: One, visor or head
 Activation: None
 Range: Personal
 Target: You
 Duration: Persistent
 Saving Throw: None
 Purchase DC: 20
 Restriction: Licensed (+1)

I.F.F. Transponder (PL 5)

The suit’s Identification Friend/Foe transponder clearly identifies it as a ‘friendly’ unit to its allies on a chaotic battlefield. Ranged weapons used by members of the same unit or military branch cannot target the suit intentionally. The suit’s transponder transmits the suit’s approximate location (accurate within a 60 ft radius) to all friendly units within 25 miles; the information is typically displayed on a pilot’s HUD.

The data is transmitted on a 258-bit quantum encrypted channel, and requires a DC 45 Computer Use check to intercept or alter.

Equipment Slots: None
 Activation: None
 Range: Personal
 Target: You
 Duration: Persistent
 Saving Throw: None
 Purchase DC: 12
 Restriction: Military (+3)

Locking Joints (PL 6)

The suit’s joints can lock magnetically (and unlock) at a subvocal command from the pilot, giving the suit increased stability and a nearly unbreakable grip.

Once the suit’s joints are locked in place, (a free action), the pilot receives a +4 equipment bonus on checks made to resist being tripped, bull rushed or disarmed. If the pilot is grappling a target and locks the suit’s joints, the target suffers a -4 circumstance penalty on grapple checks made to break a pin.

Equipment Slots: One, belt or torso
 Activation: Free action
 Range: Personal
 Target: You
 Duration: Persistent
 Saving Throw: None
 Purchase DC: 16
 Restriction: None

Infrared Optics (PL 5)

The suit can see into the infrared portion of the spectrum, allowing it to detect minute changes in

M.A.V. Drone (PL 5)

The Micro Ariel Vehicle is a tiny, delicate airplane with a short battery life and limited range, but is useful in seeing around corners or into fortified

areas. This small aircraft is small enough to fit into a man's palm. The MAV Drone has 15 HP, a fly speed of 90 ft (perfect) and AC 15 when in the air.

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The MAV Drone receives a +20 equipment bonus to Spot and Listen checks, and has darkvision out to a 60 ft radius. The MAV instantly transmits any data it sees or hears back to the pilot. The MAV does not have any advanced sensors, just video and audio capabilities.

Equipment Slots: Launcher and 'docking station' take up 1 equipment slot.

Activation: Standard actions to control the MAV Drone

Range: 1000 ft

Target: You

Duration: 5 minute flight time

Saving Throw: None

Purchase DC: 10 for launcher and MAV; 6 for each additional MAV

Restriction: Military (+3)

Magnokinetic Manipulators (PL 7)

Powerful magnetic field generators are woven throughout the suits hull, and advanced onboard computers can shape the resulting magnetic fields around the armor with incredible precision.

A suit fitted with magnokinetic manipulators can remotely manipulate ferrous objects weighing up to 2,500 lbs at a distance of up to 100 ft, assuming clear line of sight. Common among industrial suits and deep space salvage models, this type of system has obvious combat potential.

The pilot can attempt to hurl magnetically controlled objects as improvised weapons, but doing so is difficult to time, and the pilot suffers a -4 circumstance penalty on attack rolls. The pilot can also remotely 'grapple' a ferrous opponent. When doing so, the magnetic field is treated as a creature the same size as the armor, and the shell pilot's ranks in Pilot and DEX modifier replace his or her BAB and STR modifier for this check.

The grappled creature or mecha obviously cannot attempt to grapple the magnokinetic armor in turn.

Equipment Slots: Two

Activation: Concentration ; standard actions to control magnetized objects

Range: 100 ft

Target: up to 2,500 lbs of ferrous material

Duration: 20 minute active cycle, 1 minute cool down cycle

Saving Throw: None

Purchase DC: 34

Restriction: Licenced (+1)

Medi-comp (PL 6)

The armor is equipped with an array of medical sensors that provide a constant, real time read out of the pilots health and physical status. The information can be transmitted wirelessly to allied suits, or accessed by a trained medic, making it easier to treat a downed pilot.

Anyone who accesses the suit's medical computer (by making a DC 15 computer use check when physically linked to the armor) receives a +4 insight bonus on all Treat Injury checks made to assist the pilot for the next 24 hours. The suit wirelessly transmits this data to all allied systems within 1 mile.

Equipment Slots: One

Activation: None

Range: 1 mile

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 12

Restriction: None

Metabolizer Symbiote (PL 7)

The techno-organic armor acts as a symbiote, absorbing nutrients, water, oxygen and other life giving substances from its environment and feeding them to the pilot. Nutrients may be transferred through feeding tubes, IV lines, or absorbed through the pilot's skin.

While wearing the power armor the pilot does not need to eat or drink. The armor can indefinitely metabolize oxygen, giving it an unlimited life support capacity so long as there is at least some atmosphere to synthesize life-giving compounds from. This enhancement ceases to function in hard

vacuum, though the armor's conventional life support systems function normally.

Prerequisites: Bio-Organic template ; Life Support

Equipment Slots: One
Activation: None
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 14
Restriction: None

Personal Holo-field (PL 7)

The personal holofield is an optical sheath that projects a convincing, ultra-high fidelity holographic disguise around the user. The armor receives a +20 equipment bonus on purely visual Disguise checks. If the cyborg is touched, the armor's real dimensions and texture are apparent, regardless of the holographic shell.

The suit's onboard computer can store up to 24 preprogrammed disguises, and can also spontaneously generate a disguise, based upon the user's mental or verbal commands. Activating a ready-made disguise or dismissing it is a free action.

Creating an original new disguise is a full round action which provokes attacks of opportunity. The optical sheath will also conceal the armor's worn or carried weapons as innocuous objects, consistent with the preprogrammed disguise. The holographic disguise can be maintained for up to 10 minutes (100 rounds) of continual operation, before the laser image emitters enter a 12 minute cooling off period.

Equipment Slots: one
Activation: Free action or full round action
Range: Personal
Target: You
Duration: 10 minutes on, 12 minutes cooling off
Saving Throw: None
Purchase DC: 30 + one quarter the Power Armor's base purchase DC
Restriction: Military (+3)

Regeneration Engine (PL 7)

The suit of power armor works tirelessly to keep its pilot alive. Nanotech surgeons close wounds as soon as they are inflicted, and the armor injects healing proteins directly into the pilot's bloodstream. The pilot is bathed in a constant flood of healing fluids and medicines.

Each hour the pilot remains in the power armor he or she regenerates 1d4 HP. While wearing the suit, the pilot receives a +4 bonus on FORT saves.

Prerequisites: Bio-Organic template ; Metabolizer Symbiote

Equipment Slots: One
Activation: None
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 29
Restriction: Restricted (+1)

Sensors, Combat Enhancement Load (PL 6)

The power armor is equipped with advanced sensor systems, including laser range finding, active and passive sonar modes, and multi-frequency scanning radar.

The armor receives a +4 bonus on Spot and Listen checks, and a +2 bonus on Initiative checks.

Equipment Slots: One, visor or head
Activation: None
Range: Personal
Target: You
Duration: Persistent
Saving Throw: None
Purchase DC: 10 + one half the Power Armor's base purchase DC
Restriction: Military (+3)

Sensors, Medical/Scientific Grade (PL 5)

The armor is equipped with variety of useful sensors and alternate visual modes, such as MRI, x-ray, and sonographic vision. The power armor can determine the chemical composition of objects, detect the presence of foreign chemicals in the body, and perform most of the medical tests capable in a

well equipped modern hospital internally.

The pilot receives a +4 chassis bonus to Treat Injury, Knowledge: earth & life science, physical science and Repair checks made while wearing the armor.

Equipment Slots: One

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 10 + one quarter the Power

Armor's base purchase DC

Restriction: Licensed (+1)

Shapememory Multi-Tool (PL 7)

The armor's gauntlets are upgraded with shapememory polymers, which can change shape in response to electrical stimulation, transforming into a variety of useful tools and devices.

As a standard action, the pilot can transform the suit's gauntlets into any tool or piece of equipment available at the current PL, assuming that piece of equipment is at least 2 size categories smaller than the armor.

The shapememory multitool can transform itself into any masterwork equipment needed, granting a +2 equipment bonus on any skill that requires a tool kit to perform.

The multitool can also transform itself into any melee weapon with the same size restrictions. These duplicated weapons function identically to their standard counterparts. The multi-tool cannot be disarmed though it can be sundered which destroys this upgrade.

Equipment Slots: One or two (must be hands or arms)

Activation: Standard Action

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 12 + one quarter the Power

Armor's base purchase DC

Restriction: None

Stealth Holo-field (PL 7)

Onboard cameras take full motion video of the area around and behind the armor while advanced hologram projectors project a real time image of the cyborg's surroundings. The armor becomes effectively invisible, hidden behind a moving image of the world without it.

By using the stealth holo-field to bend light around its hull, the armor can become 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 armor gains 50% concealment against attacks even from creatures that correctly pinpoint it's fighting space. Activating or deactivating this system is a free action. The pilot can maintain the suit's invisibility for up to one minute, before the suit's hologram projectors enter a 2 minute cool down cycle.

Equipment Slots: Two

Activation: Free action

Range: Personal

Target: You

Duration: 1 minute on, 2 minutes cooling off

Saving Throw: None

Purchase DC: 34 + one quarter the Power

Armor's base purchase DC

Restriction: Military (+3)

Suit Sentience (PL 6)

The armor is equipped with an advanced, full-Turing AI nearly as complex as a human mind, an artificial 'suit mind' which verges on true sentience. The suit has its own personality and consciousness, both of which are designed to complement and enhance the pilot's abilities. The suit's AI aids the pilot in avoiding danger, and can advise the pilot, even act independently to a limited degree.

The magi-tech version of this system isn't typically an AI. Instead, it is a living soul bound to the armor (either willingly or unwillingly) by an arcane ritual that culminates in the ritual murder of the volunteer. Magitech Suit Sentience radiate the

alignment aura they had in life, and retain their core personality, though they have been ritually ‘limited’ to make them obedient suit-souls.

A suit sentience, regardless of its origin has its own INT and WIS scores. Standard suit-minds have INT and WIS 10, with more complex and intelligent minds being more expensive. A suit sentience has 8 skill points to distribute to any INT or WIS, based skill or any language ability, as the designer sees fit, plus bonus skill points for a high INT score, if any.

The suit can make Spot, Listen and Sense Motive checks independently, and will do so for the pilot on his or her initiative count. When using other skills, the suit sentience can either act passively, which effectively means the suit mind takes the Aid Another action to assist the pilot. The pilot can also allow the suit to act independently, in which case the suit makes the check, and the pilot takes the Aid Another action to assist the suit. The suit acts independently until the task is completed.

Equipment Slots: One

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: $25 + 1$ per point of the Suit

Sentience’s INT and WIS modifiers

Restriction: None

Tailgunner Suit Brain (PL 6)

Early military artificial intelligences proved prohibitively expensive, and the bizarre Tailgunner series of “suit brains” was developed as a cheap alternative. Rather than coding and designing an AI capable computer system, military researchers use a once living animal’s brain as a techno-organic memory core to run the suit. The animal’s (usually a cat, rodent or chimp) brain is kept alive in a reinforced life support web, and lends its instincts, reaction time and instincts to the suit of Power Armor.

Tailgunner Suit Brains are completely loyal to their suit’s wearer, and want nothing more than to

please. They love praise from their wearers, and many retain quirky animal characteristics and a sense of personality that’s refreshing to pilots used to the cold efficiency of military A.I.s.

In game terms, the Power Armor equipped with this modification receives a +2 equipment bonus on Spot and Navigate checks, a +1 insight bonus to Initiative and +2 insight bonus to Defense.

Equipment Slots: The Suit Brain’s life support system takes up 1 equipment slot. Must be back, torso, or shoulders.

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: $5 +$ one quarter the Power Armor’s base purchase DC

Restriction: Licensed (+1)

Toss Cams (PL 5)

Toss Cams are dime-sized, disposable video cameras that can be thrown into dangerous areas to spot concealed adversaries. By throwing a handful of Toss Cams into an area before beginning battle, the Power Armor’s pilot receives a +10 equipment bonus on all Spot checks made to detect hidden opponents, as well as a +1 circumstance bonus on Initiative.

Equipment Slots: A payload of 10 Toss Cams takes up 1 equipment slot, usually on the arms or shoulders.

Activation: Standard Action

Range: Personal

Target: You

Duration: One Round

Saving Throw: None

Purchase DC: 10 Handfuls of Toss Cams and the software to use them are DC 14.

Restriction: Military (+3)

Power Armor Weapons

These systems include onboard weapons and active defenses. Power Armor also commonly fields modified Mecha weapons from the *D20 Future campaign setting*; these are more advanced or variant weapons.

These weapons can be integrated into the power armor's superstructure, or carried as handheld or back-pack mounted weapons. Handheld weapons do not require an equipment slot, but can be stolen, disarmed, or destroyed as easily as any other weapons. Exceptions to this rule are noted with an asterisk; these components can only be fitted to power armor. Combat Claws can take the form of a wide variety of melee weapons when 'handheld' from futuristic combat knives to mono-molecular katanas and high tech chainsaws.

AA-25 Downpour Chaingun (PL 6)

The Downpour is an ultra-rapid fire chaingun which fires depleted uranium slugs. Originally designed by the United States army, the AA-25 is a designated 'anti-armor' weapon, found on a wide variety of combat armor, light mecha and tank-buster aircraft. It is a dependable and relatively lightweight weapon, capable of unleashing a withering barrage.

The Downpour inflicts 6d6 points of ballistic damage on a successful hit. The standard unit includes storage space for up to 4 50-round ammo drums, which are ejected and reloaded automatically as one drum empties.

Each additional equipment slot devoted to ammo storage allows the pilot to carry up to 6 additional 50 round ammo drums. Each additional ammo drum has a Purchase DC of 12 (Military +3).

Equipment Slots: One (arm, back or shoulder) for rifle and 200 rounds of ammunition

Activation: Standard Action

Range Increment: 50 ft

Target: Single target or strafing

Duration: Instant

Saving Throw: None

Purchase DC: 25

Restriction: Military (+3)

AP-121 Liberty Fusion Cannon (PL 7)

The Liberty Fusion cannon is a massive, arm or shoulder mounted cannon which draws its lethal power directly from the armor's nuclear power source. Designed as an anti-troop weapon, the deadly energy cannon can mow down an entire platoon of unarmored or lightly armored targets in a single blast.

The fusion cannon fires a roughly spherical blast of nuclear energy which inflicts 8d8 points of fire damage. The blast explodes like a grenade with a 30 ft blast radius. Those caught within the blast can attempt a DC 18 REF save for half damage.

The blast unleashes a short-lived but lethal burst of radiation, and those caught within the blast are considered to be exposed to a Highly Irradiated area for 1 round, as per the rules for radiation exposure found in chapter four of the *D20 Future campaign setting*.

Equipment Slots: One (arm, back, torso or shoulder)

Activation: Standard Action

Range: 200 ft

Target: All creatures and objects within 30 ft blast radius

Duration: Instant

Saving Throw: DC 18 FORT Save half

Purchase DC: 29

Restriction: Military (+3)

Combat Claws (PL 5 +)

The suit is equipped with razor sharp composite-steel talons which the pilot can retract or extend at will, as a free action. These weapons inflict slashing or piercing damage based upon the armor's size. The claws are considered to be a weapon one size category smaller than the suit.

Masterwork combat claws provide a +1 masterwork bonus on attack and damage rolls, and can be magically enhanced. These finely weighted, well balanced high-tech talons are expensive weapons and are typically hand forged by master craftsmen.

Large or smaller: 2d6



Huge: 2d8

Gargantuan: 4d6

Colossal: 4d10

Equipment Slots: Non-powered claws are

simply thin, ultra-durable metal razors, and are such simple mechanisms they do not require an equipment slot. Combat claws can be implanted in gauntlets, boots, even the tails of non-humanoid mecha. Powered claws require one equipment slot to accommodate their power source and safety equipment.

Activation: Standard action

Range: Touch

Target: single target within reach

Duration: Instant

Saving Throw: None

Purchase DC: 15 or $10 + \frac{1}{4}$ the armor's base Purchase DC for masterwork

Restriction: Military (+3)

Combat Claw Enhancements (PL varies)

Non-powered Combat Claws can be enhanced with various high-tech devices. These enhancements are priced as Purchase DC modifiers for the combat claws they 'upgrade'.

Bio-war Agent (PL 7): The armor's talons are designed to safely deliver a deadly chemical payload. The designer chooses either any disease (described on page 215 of the D20 Modern core rulebook), any contact or injury poison. In addition to suffering physical damage from the claws, the victim risks contracting the disease or being poisoned.

The designer can also create deadly, (but well shielded) radioactive blades, which expose the victim to a Severely Irradiated area for one round with each successful blow. (D20 Future campaign setting, page 81).

Purchase DC Modifier: +8

Energy Channel (PL 6): The talons are wired to project a specific form of energy, with almost microscopic discharge systems built into the blades on a molecular level. When this enchantment is chosen, the designer chooses a specific energy type: Cold, Electrical or Sonic.

A successful strike with the blades inflicts an additional +1d6 points of energy damage with each hit. This enhancement can be chosen up to four times, inflicting up to +4d6 points of energy damage with each hit.

Purchase DC Modifier: +2 per each 1d6 points of energy damage.

High Freq Blade (PL 7): The durable steel talons vibrate at several thousand revolutions per second. The blade vibrates so quickly it can ‘phase’ through conventional armor. These blades ignore natural armor and equipment bonus to Defense.

Purchase DC Modifier: +10

Monomolecular (PL 6): Monomolecular blades are far sharper than conventional counterparts. They are essentially upgraded ‘non-powered’ blades, and do not require an equipment slot.

Monomolecular blades increase the damage inflicted by the combat claws by a single die, the type of which is determined by the armor’s size. A blade can receive this enhancement up to four times, dramatically increasing its cutting power.

Purchase DC Modifier: +5 per each additional damage die

Plasma Torch (PL 7): Rather than conventional steel blades, the claws are stellar-temperature plasma, contained behind shaped magnetic fields. The claws inflict an additional +2d6 points of fire damage with any successful hit.

Purchase DC Modifier: +6

Combat Coordinator (PL 7)

The armor is designed to make the pilot a more effective soldier and hand to hand combatant. Articulators within the suit’s endoskeleton work in conjunction with the power armor’s Suit Sentience. The highly advanced combat AI makes the pilot

more coordinated, and includes complete data files on most martial arts techniques and military tactics. The suit acts semi-autonomously, transforming the pilot into a far more effective warrior.

While wearing the suit, the pilot receives a +1 to +5 enhancement of his or her base attack bonus. This BAB increase may give the pilot’s iterative attacks per round, and affect how feats such as Power Attack work. Effectively, the pilot adds the suits BAB to their own, making them a much more effective fighter. No calculations based on BAB (such as a monster’s base saves or HD) are increased by the Combat Coordinator.

Prerequisites: Suit Sentience

Equipment Slots: Two, one the pilot’s primary arm, other chosen by the designer
Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: BAB +1 28 ; BAB +2 32 ;
BAB +3 36 ; BAB +4 40 ; BAB +5 44

Restriction: Military (+3)

Eelshock Discharge System (PL 6)

The surface of the armor’s hull is woven with visible circuit patterns, which conduct electricity through the armor’s hide. The power armor can deliver a lethal shocking punch, or channel its armor through its armor to lethally fry a close-in attacker.

The discharge system adds +3d6 points of electrical damage to all melee attacks made with the armor. If the pilot is grappling a target while the discharge system is active, the victim suffers 6d6 points of electrical damage per round of contact. If activated underwater, this system affects all creatures within a 30 ft radius of the armor. Activating or deactivating the eelshock system requires a standard action.

Equipment Slots: One

Activation: Standard Action

Range: Touch or 30 ft radius underwater

Target: Creature touched or all creatures within 30 ft radius when underwater

Duration: Instant

Saving Throw: None
Purchase DC: 22
Restriction: Military (+3)

Firefog Dispenser (PL 7)

Firefog is a highly flammable chemical spray that fills the air around the Power Armor and makes movement hazardous. The short-lived firefog cloud bonds with air molecules, and is so unstable that the friction created by normal movement can ignite it, turning the air around the Power Armor into a lethal firestorm.

Anyone moving faster than 10 ft per round within the area of a Firefog cloud will ignite the chemical. All targets within the cloud's radius take 6d6 points of fire damage. The explosion can set combustibles on fire.

Victims caught within the cloud can attempt a DC 18 REF Save to halve the damage. Typically the Power Armor is specially insulated to avoid damage from its own cloud, making this weapon ideal for laying ambushes

Equipment Slots: One
Activation: Free action to deploy a cloud
Range: 30 ft radius, centered on the Power Armor
Target: All creatures and objects in range
Duration: A cloud can lie dormant for up to 1 minute before dissipating harmlessly; effects are instant when triggered.
Saving Throw: REF DC 18 Half Effect
Purchase DC: 22
Restriction: Military (+3)

Flachette Rifle (PL 6)

The long barreled flachette rifle uses magnetic acceleration to launch metal shards, the size of pencil shavings, into a target at Mach 3. Because a single flachette 'shot' uses a load of ammunition only about the size of a quarter, a flachette rifleman can carry hundreds of shots in the same space taken up by a few clips of conventional ammo.

A flachette rifle inflicts 4d6 points of ballistic damage on a successful attack, and the armor piercing rounds reduce the target's Hardness or non-magical Damage Reduction (if any) by one quarter.

Equipment Slots: One (arm or shoulder) for rifle and 100 rounds of ammunition
Activation: Attack Action
Range Increment: 15 ft
Target: Single target
Duration: Instant
Saving Throw: None
Purchase DC: 22 (Purchase DC 10 for each additional 100 round ammo clip)
Restriction: Military (+3)

G.N. Stream (PL 7)

The Gamma Neutron stream is a powerful, hand held energy weapon that uses deadly bursts of high energy radiation to kill opponents behind cover. Both gamma waves and neutron particles pass through solid matter.

In game terms, the G.N. Stream ignores the effects of cover, and completely ignores a target's Defense. If the G.N. Stream strikes a target, he or she must make a FORT save DC 18 or suffer 1D6 points of Constitution temporary drain from radiation poisoning. (Since the GN stream does no damage to non-living matter, this weapon is ideal for air marshals, guards aboard military submarines, the crew of starships, and those who want to capture equipment undamaged for salvage.)

Equipment Slots: One (arm or shoulder) for projector and enough radioactive material for 10 shots
Activation: Standard Action
Range Increment: 20 ft
Target: Single target
Duration: Instant
Saving Throw: FORT DC 18 negates
Purchase DC: 26 (Purchase DC 18 for each radioactive ammo clip)
Restriction: Military (+3)

Holt Model Combat Spheres (PL 7)

Using advanced magnetic field generators, a suit of armor equipped with this deadly, anti-personal weapon can fire several golf ball sized metal spheres, which the pilot can steer with magnetics. Fast and responsive, these combat spheres are deadly, exceedingly precise weapons- perfect for low intensity urban warfare.

A Holt launcher fires 3-4 small spheres which can be used in two ways.

The spheres can be fired in dumb mode, as simple ballistic weapons. If they strike the target, they do 4d8 points of ballistic damage, and return instantly to the pilot once their deadly mission is accomplished, ready to be caught in a mag-field and thrown at a new target.

The spheres can be fired as guided weapons. When fired as a guided weapon, they require the operator to concentrate on maintaining targeting. If the pilot's concentration is broken, the spheres return to their orbit around the armor. While fired in guided mode, the pilot can steer them directly towards a target. In guided mode, Holt Spheres add the pilot's INT modifier as a bonus on the attack roll, and can steer around partial cover. They ignore anything less than total cover when attacking a target.

Equipment Slots: One to accommodate launcher and EM field generator

Activation: Standard Action or concentration

Range Increment: 50 ft

Target: Single target

Duration: Instant

Saving Throw: None

Purchase DC: 40

Restriction: Military (+3)



combat.

The Liq-N mist-thrower sprays a 30 ft cone of freezing mist. Anyone caught within the cone must succeed at a DC 15 REF save or suffer 4d8 points of cold damage. The mist-throwers tank carries enough mixture for 20 shots; refueling the tank has a Purchase DC of 10.

Equipment Slots: One

Activation: Standard Action

Liq-N Mist-thrower(PL 7)

A Liq-N mist-thrower uses a supercold liquid oxygen and nitrogen mist as a 'cold flamethrower'. The Liq-N mist can destroy tissue as effectively as napalm, but is less hazardous for the operator and does less damage to the surrounding environment, both important considerations in urban

Range: 30 ft cone emanating from the armor
Target: All targets within range
Duration: Instant
Saving Throw: REF Save DC 15 negates
Purchase DC: 22
Restriction: Military (+3)

Jetblade (PL 6)

Jetblades come in a variety of designs, with most resembling heavy bladed pikes, long handled axes or other fearsome weapons. The weapons blade is a heavy slab of orbital steel, typically too heavy to be lifted by an unarmored pilot! The massive blade is fitted with micro-thrusters in the head and top portion of the shaft, which fire in sequence at the apex of the pilot's blow, vastly increasing the blade's destructive power.

The jet blade is a two handed exotic weapon. It deal slashing damage based upon the size of the mecha. The pilot can wield the armor effectively without requiring a special feat while wearing a suit of armor programmed for jet-blade combat. An exotic weapon proficiency feat is required to use the jet blade when unarmored.

Large or smaller: 4d6 (10 ft reach)
Huge: 4d8 (15 ft reach)
Gargantuan: 6d8 (20 ft reach)
Colossal: 6d10 (20 ft reach)

Equipment Slots: One
Activation: Standard Action
Range: Melee weapon
Target: Single target
Duration: Instant
Saving Throw: None
Purchase DC: 24
Restriction: Military (+3)

M-702 Dragontooth Quill Cannon (PL 6)

The Dragontooth is an ultra-rapid fire anti-personal/assault weapon. The short barreled rifle is fully enclosed inside a sleek, almost organic shell, and its ammunition is a marvel of miniaturization. The Dragontooth is designed for fully automatic fire, and since its 'quills' are small, tack-like caltrops, it can fire off remarkable amounts of ammo.

The M-702 and its internal magazine take

up one equipment slot; it holds 400 rounds of miniaturized ammunition, and each additional equipment slot used allows the pilot to carry an additional 400 rounds. Additional 400 round magazines have a purchase DC of 19.

A successful hit from the cannon inflicts 3d6 points of piercing damage, and spreads caltrops (spent but still razor sharp ammunition) in a 10 ft radius around the target.

Equipment Slots: One (arm, back shoulder) for rifle and 400 rounds of ammunition
Activation: Attack Action
Range Increment: 20 ft
Target: Single target or autofire
Duration: Instant
Saving Throw: None
Purchase DC: 26
Restriction: Military (+3)

M-73 Sandblast Particle Cannon (PL 7)

The Sandblast is an impressive, long barreled particle weapon. The weapon's 5 foot long barrel is a sleek, almost perfectly square barrel. Vents running the rear half of the weapon suck in atmospheric impurities, mixing them with the 10 lb block of earth, grit and sand stored in the chamber, and super accelerating the resulting sludge past Mach 5; the end result, a stream of ionized particles that can scrub away armor and flay flesh from bone.

The particle beam is a single shot weapon, which inflicts 8d12 points of ballistic damage on a successful hit. The pilot can reload the weapon (which is required every 40-50 shots) simply by scooping up a handful of gravel, dirt and sand and depositing it in the particle magazine, making this an extraordinarily cheap weapon to fire, and one favored by troops operating without conventional supply lines.

Equipment Slots: Two
Activation: Attack Action
Range Increment: 30 ft
Target: Single target
Duration: Instant
Saving Throw: None
Purchase DC: 32
Restriction: Military (+3)

Pencilbox Missile Launcher (PL 6)

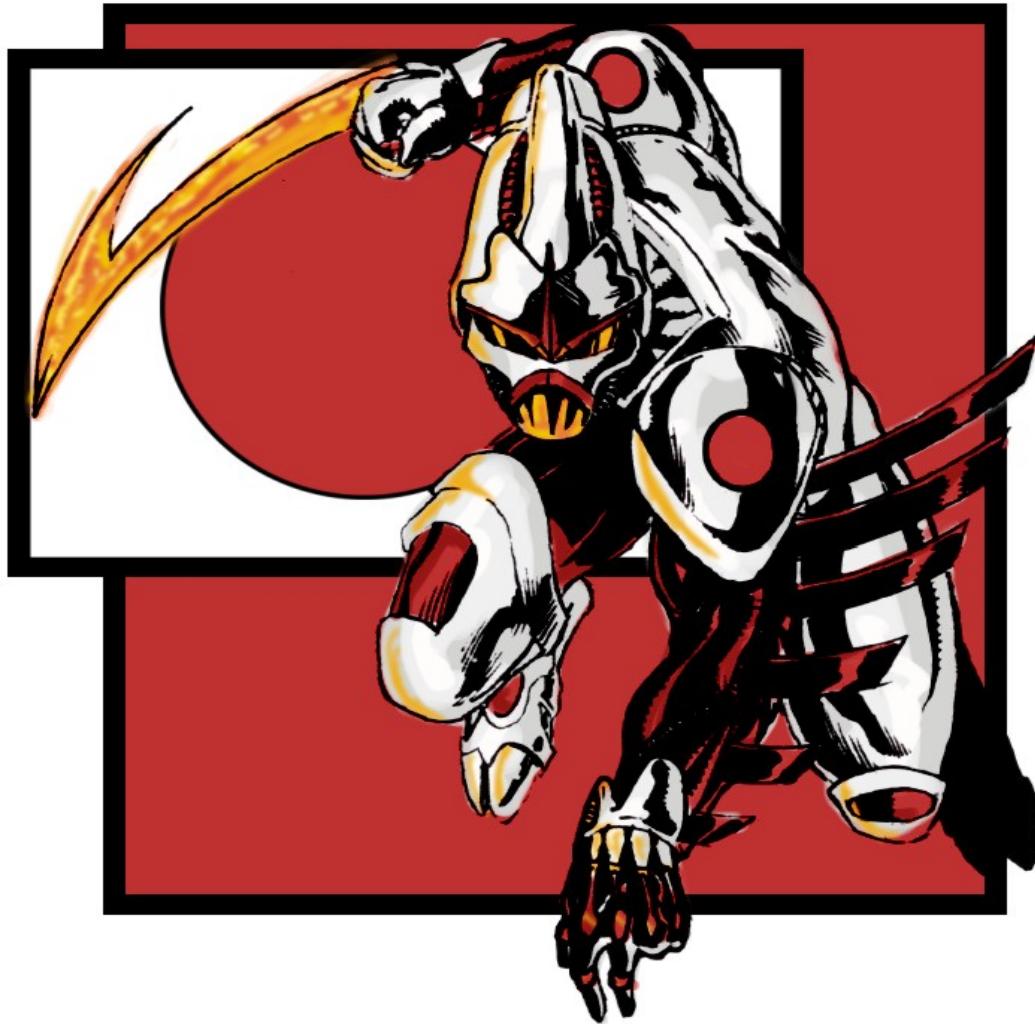
The Pencilbox Missile Launcher is a product of micro-miniaturization, a much smaller version of the Sidewinder III missile launchers carried on most modern warplanes.

The missiles fired from the Pencilbox are, as their name implies, roughly the size and shape of a thick pencil.

These small rockets pack a powerful punch, and are fitted with a dense explosive warhead. Since Pencilbox missiles are standardized, the launcher can be fitted with a number of different warheads, each of which has different combat capabilities, allowing for a wide variety of threat responses.

A Pencilbox warhead is fired at a target point, which can be point in mid air and then explodes, dealing damage to everything within the missile's blast radius. Those caught within the burst can attempt a DC 17 REF save for half damage.

A Pencilbox launcher can hold 4, 6, 8, or 12 missiles depending on its model, with larger payloads being comparatively more expensive. Reloads, regardless of warhead type, are sold in 4 shot 'packs'. Missile reloads are always considered Military gear and have a +3 Purchase DC modifier.



Equipment Slots: One (arm, back, torso or shoulder)

Activation: Standard Action

Range: 200 ft

Target: All creatures and objects within blast radius (radius varies by warhead)

Duration: Instant

Saving Throw: DC 17 FORT Save half

Purchase DC:

4 shot: DC 28

6 shot: DC 30

8 shot: DC 31

12 shot: DC 33

Restriction: Military (+3)

Psychoactive Weaponry (PL 7)

Using subsonics, subliminal holograms, disruptive optical patterns, and artificial pheromone traces the 22nd century upgrade on early 21st century Reluctance Fields uses advanced psi-warfare to win

battles. A variety of psychoactive weapons exist to demoralize, confuse and terrify the enemy.

Each time this weapon is purchased and installed, the designer chooses any one of the following effects. Multiple psychoactive weapon nodes can be installed in a single armor, especially in riot control suits and shells piloted by bounty hunters, slavers, and other warriors with interest in capturing their prey mostly intact.

Psychoactive emotional fields extend in a 60 ft radius from the armor, and regardless of the weapon's specific type may be resisted by a DC 18 WILL Save. Activating or deactivating the psychoactive field is a standard action.

- **Diplomatgun:** Unlike most weapons, this psychoactive device aims to defuse and de-escalate conflicts, using soothing sonic pulses and euphoria inducing gasses. The pilot receives a +8 equipment bonus on Diplomacy checks made against any creature who fails their save.
- **Distraction:** Variable frequency shocks and a disorienting light show playing over the armor's hull impedes a target's neural function, causing distraction and sapping battlefield effectiveness. All targets in range are considered *flatfooted* on a failed WILL Save, and remain so until they have been out of range of the field for at least 1 minute.
- **Fuguegun:** This psychoactive weapon directly affects the target's mind, weakening their intellect, making concentration and memory difficult and sabotaging abstract reasoning. Victims in the area suffer a -4 circumstance penalty on all skill checks on a failed save. Headaches and disorientation from this weapon persist for 1d4 hours after being removed from the field.
- **Hungergun:** Using pheromones and low frequency sonics, this weapon causes intense hunger in the targets, making the unfortunate victims feel if they are on the verge of starvation. Targets caught within this field become *fatigued*, and already fatigued victims become *exhausted*. The effects fade 1d4 hours after leaving the field's area of effect; during the hunger state, most victims will gorge themselves to the point of illness if the opportunity presents itself.
- **Paranoia:** Subsonics and subliminal propaganda sow distrust, inflame rivalries and spread and fear among the enemy camp. If a creature in the field's range fails his or her save she cannot benefit from Flanking Bonuses or from any ally who uses the Aid Another action to assist her, nor can she choose to take the Aid Another action to aid a colleague.
- **Sleepgun:** The armor uses narcotic mists and pleasant subliminal to 'sing enemies to sleep'. Creatures within the armor fall unconscious and remain so until they are removed from the field. Creatures affected awaken instantly when they take damage or 1d4 rounds after being removed from the field.
- **Terror-gun:** Subsonics, subliminal and danger-scent pheromones terrify opponents. Victims within the field are *panicked* for as long as they remain in the field and for 1d4 minutes after moving out of range. Already *panicked* opponents become *cowering*.

Equipment Slots: One

Activation: Attack Action

Range: 60 ft radius with the armor as a center point

Target: All targets within range

Duration: Persistent

Saving Throw: WILL Save DC 18 negates

Purchase DC: 23

Restriction: Restricted (+2)

Reluctance Field (PL 6)

The Reluctance Field is a passive sonic weapon designed for riot control and for incapacitating an enemy without killing them. A suit of Power Armor equipped with this weapon gives off a constant subsonic field that distorts the signals sent to the inner ear, causing nausea, motion sickness, vomiting, and occasionally even unconsciousness.

Any one caught within the Reluctance Field's radius must make a FORT save (DC 22) or be *nauseated* for as long as they remain within the field and for 1d4 minutes after leaving the area of effect. Succeeding on the FORT save means the target is only *sickened*, and recovers fully 1 round after leaving the area.

Troops can be protected from a Reluctance Field with specially made headphones with sound baffles designed to cancel out the specific frequency of the field. These headphones have a purchase DC of 20 (Military +3).

Over the counter motion sickness medicine (Purchase DC 6) gives the target a +2 circumstance bonus on the FORT save.

Equipment Slots: One
Activation: Standard action
Range: 50 ft radius, centered on the Power Armor
Target: All living beings within range
Duration: Persistent
Saving Throw: FORT DC 22 Partial Effect
Purchase DC: 22
Restriction: Military (+3)

Smartpulse Hitter (PL 6)

The smartpulse hitter is an inelegant name for an elegant and precise weapon. Using localized gravity manipulation, an emitter in the suit's hands or forearms roughly the size of a half-dollar can project a moving wall of pure kinetic energy that travels just slightly under the speed of sound. A smartpulse can slam through plate steel with the force of a wrecking ball.

A smartpulse hitter fires a beam of force which inflicts more damage the farther it travels. If fired at a target within 50 ft, the smartpulse inflicts

2d6 points of bludgeoning damage, plus an additional +1d6 points of bludgeoning damage for every additional 50 ft it travels, to a maximum of 5d6 points of damage after a 200 ft journey.

Equipment Slots: One (typically hand, arm, visor or torso)
Activation: Standard action
Range: 200 ft
Target: single target within range
Duration: Instant
Saving Throw: None
Purchase DC: 24
Restriction: Military (+3)

Stinger VIII Missile Rack (PL 5)

The stinger missile rack is an early anti-armor weapon. Relatively bulky and crude, this weapon is effectively an integrated version of the LAW rocket launcher. The weapon is smaller and lighter than similar weapons carried on warplanes, and is comprised of a reusable 2 ft long cylindrical launcher and small but deadly Stinger VIII rocket. Each equipment slot dedicated to this weapon allows the integration of another launch tube; most suits of power armor carry a second Stinger VIII, magnetically attached to their suit's thigh or belt. Reloading the missile tube is a standard action, which provokes attacks of opportunity. Additional Stinger VIIIs have a Purchase DC of 11.

The Stinger VIII hits its target and explodes like a grenade, inflicting 10d6 points of damage to all creatures and objects within a 10 ft radius. (REF Save DC 18 for half damage). The warhead is a shaped charge, designed to blow through armor and fortifications. As such, the missile ignores up to 10 points of Hardness or non-magical Damage Reduction. This applies only to the target struck, not to other objects within the burst radius.

Safety sensors in the warhead prevent it from arming and detonating within 30 ft of the armor. No feat is required to use the weapon if it is integrated into the armor, as the suit's fire control software governs the missile rack. Handheld Stinger missile racks require the Exotic Firearms Proficiency (rocket launchers) to be used effectively.

Equipment Slots: One (shoulder, back or arm) for launch tube ; one for missile storage

(usually back, belt, legs or boots)
 Activation: Standard action to fire or reload
 Range Increment: 150 ft
 Target: single target within range
 Duration: Instant
 Saving Throw: REF Save DC 18 half
 Purchase DC: 15
 Restriction: Military (+3)

Stormline

Electrocannon (PL 7)

The Stormline is an updated version of the early 20th century flame thrower, which uses chemical reactions to fire a lethal stream of electricity. No attack roll or special training is necessary to use this fearsome weapon.

It fires a 5 ft wide, 30 ft long line of ionic discharges that deals 6d6 points of electrical damage to all creatures and objects in its path. Any creature caught in the ion-stream can attempt a DC 15 REF Save for half damage. Creatures with cover gain a bonus to their REF save.

The weapon's power-pack is a relatively stable power source. It has hardness 10 and 10 hit points. If breached, the electro-active chemicals inside are designed to become inert when exposed to air. A destroyed power pack simply ceases to function.

The Stormline has enough of a charge to fire 10 times before needing to be replaced or recharged. A new power cell has a purchase DC of 19.

Equipment Slots: Two (typically arm and hand, or arm and shoulders)
 Activation: Standard action
 Range: 30 ft

Target: all targets or objects within range
 Duration: Instant
 Saving Throw: REF DC 15 half
 Purchase DC: 24
 Restriction: Military (+3)



SUS-3316 Combat Shotgun (PL 6)

The SUS-3316 is an advanced multiple barreled shotgun. Its three short barrels are housed in a bulky, triangular housing, spaced equidistantly around an automated 'reloading corridor' running the length of the three barrels.

New shells are loaded into the multiple barrels as soon as the empty shells are ejected. The SUS-3316 carries one shell in each chamber and holds 9 additional shells in the reloading corridor. Reloads are

sold in packs of 12, and have a Purchase DC of 8, making this a cheap but reliable military and law enforcement weapon.

Each barrel fired inflicts 2d8 points of damage. The pilot can choose to fire all three barrels simultaneously, without requiring any special training to do so, inflicting up to 6d8 points of ballistic damage on a single unlucky target.

Equipment Slots: One (arm, shoulder or back)

Activation: Standard action

Range Increment: 10 ft

Target: single target

Duration: Instant

Saving Throw: None

Purchase DC: 18

Restriction: Restricted (+2)

Technophage (PL 8)

The armor is impregnated with advanced, hostile nanocolonies and parasitic organ-analogues. The armor can upgrade itself by absorbing and feeding upon the technology of other suits of power armor, cyborgs and similar high tech combatants. The armor can actually cannibalize other suits with a touch, and integrate the stolen hardware with its own systems. Technophage suits are rightly feared as one of the world's best anti-powered armor weapons.

While the pilot has another suit of power armor (or cyborg, robot or other high tech combatant) pinned in a grapple, the pilot can steal one or more of the opponents onboard systems. The grappled armor permanently loses the system, and suffers 4d6 points of damage as their suit systems are violently ripped apart.

The Technophage armor cannot steal a system it already possesses, meaning that it typically cannot steal an opponent's life support systems, or other extremely common devices.

The Technophage's armor gains the stolen technology, and can use the system normally for 1d4+1 hours, as their vampiric armor 'digests' the stolen technology. The technophage armor can normally only steal systems which take up one equipment slot. The Technophage's 'flexible' equipment slot transforms to accommodate the stolen equipment. The Technophage can steal more complex systems by designating additional equip-

ment slots as 'flexible.'; two flexible equipment slots means the pilot can steal technology using two equipment slots, and so on.

The Technophage armor is unconcerned with traditional placement for equipment slots, and can mount stolen equipment virtually anywhere on its body.

Prerequisites: Bio-organic template ; Shape-memory multi-tool

Equipment Slots: Two or more (one to accommodate nanotech node, other slot(s) is 'flexible' and transforms to accommodate the stolen system.

Activation: Standard action

Range Increment: Touch

Target: single target touched

Duration: 1d4+1 hours

Saving Throw: None (or DC 10 + 1/4 the pilot's ranks in Pilot when facing sentient mechanical beings.

Purchase DC: 45

Restriction: Military (+3)

ULR Railgun (PL 7)

The Ultra-long Range Railgun is a advanced version of the long-barreled, magnetic repulsion based rail guns common since the early 2020s. The ULR Railgun uses super conducting magnetic rings running the length of a collapsible three meter barrel to project a iron and gold jacketed slug at more than 5 times the speed of sound. The long barreled weapon retracts into itself when not in use.

The ULR railgun inflicts massive damage, inflicting 10d8 points of ballistic damage on a successful hit and has extraordinary range. The ULR railgun's internal magazine holds 10 slugs; each 10 round magazine has a Purchase DC of 10.

Equipment Slots: Two

Activation: Standard action

Range Increment: 500 ft

Target: single target within range

Duration: Instant

Saving Throw: None

Purchase DC: 37

Restriction: Military (+3)

Visor Laser (PL 6)

The suit's helmet is equipped with a powerful, short range laser, which fires at any target within the pilot's line of sight. The visor laser is a relatively low power, short range weapon, which is often used as a last line of defense or a surprise 'hold out' weapon rather than a main gun.

A visor laser automatically strikes a target within 20 ft of the armor, and inflicts 2d6 points of fire damage.

Equipment Slots: One (helmet or visor)

Activation: Attack Action

Range: 20 ft

Target: Single target

Duration: Instant

Saving Throw: None

Purchase DC: 24

Restriction: Military (+3)

warheads impacting on the armor's hull. Though the suit's armor plating might protect the pilot from the heat and explosive pressure, kinetic energy from the blast knocks loose internal components and shards of interior armor, which rattle around inside the suit, *flaying* the pilot alive.

Spalling can be illustrated by a simple experiment. Take three quarters and line them up so their edges are touching. Hold the middle quarter tightly against the table, and tap it with the left most quarter. The impact will travel through the middle quarter and move the far-right coin. Spalling works on an identical, if higher velocity, principle.

Like any optional rule that decreases pilot survivability and emphasizes the mechanical limitations and difficulties of piloting armor, Spalling is best suited for near future military and cyberpunk campaigns.

Optional Rule: Spalling

You can die of shrapnel wounds inside your armor, without your hull suffering even the smallest breach. Spalling is a well known hazard of armored warfare, which has slain tank crews since the earliest battles of WWI and proves just as lethal in modern power armor combat.

Spalling can best be described as shrapnel caused by the kinetic energy of high explosive

Optional Rule: Spall Damage

In the real world, any high impact detonation could potentially cause Spalling. For simplicity's sake, a handful of specially designed weapons- typically high explosive shaped charges- can be used to cause Spalling, potentially killing the pilot without serious damage to the suit. This transforms Spalling into an exploitable design flaw, and a new tactic for power armor pilots.

Armor's Hardness	Skinsuit	Hardsuit	Shell	Exo-Frame
5 or less	0 damage	1d6	1d8	1d10
6-10	1d4	2d6	2d8	2d10
11-15	2d4	3d6	3d8	3d10
16-20	3d4	4d6	4d8	4d10
21-25	4d4	5d6	5d8	5d10
26-30	5d4	6d6	6d8	6d10
30 +	6d4	7d6	7d8	7d10

Spalling can potentially afflict any suit of power armor (and by extension many other large, heavily armored war machines), though larger and more heavily armored suits are ironically at greater risk than less rugged suit designs. How much damage the pilot suffers is based upon the suit's Hardness and its Chassis type.

In addition to conventional damage, if a suit of armor is hit with a weapon that can cause Spalling, the pilot within suffers additional piercing damage, as shown on the chart below. Spalling damage is not multiplied on a critical hit.

Optional Weapons Systems

The following weapon systems, which are available only with game master approval, exploit spalling to take out heavily armored opponents.

AA/AP-9 Piranha Railcannon (PL 6)

The Piranha is one of the most fearsome weapons ever devised, designed to down heavily armored war machines by shredding the pilot without breaching the armor. The Piranha is a variant rail cannon designs; instead of small flachettes, the Piranha fires heavy lead and depleted uranium plates which resemble clay pigeons fired at supersonic speed.

The wide barreled weapon lacks the range and speed of most rail cannons, but since a larger 'slug' impacts the victim's hull, the internal damage caused by transferred kinetic energy is massive.

The Piranha railcannon inflicts massive damage, inflicting 8d8 points of ballistic damage on a successful hit; the fact the impact causes Spalling makes the weapon even more lethal. The rail cannon's internal magazine holds 6 disks; each 6 round box magazine has a Purchase DC of 12.

Equipment Slots: Two

Activation: Standard action

Range Increment: 90 ft

Target: single target within range

Duration: Instant

Saving Throw: None

Purchase DC: 38

Restriction: Military (+3)

Spall Lance (PL 6)

This incredibly heavy hand weapon resembles a long, omnium steel warhammer. The lance's head is vaguely triangular, with the narrowest portion of the head attached to the shaft. The war hammer is covered in removable plates- hexagonal shaped charges roughly the size of a baby's palm which detonate at the most lethal moment, when the warhammer is slammed home.

The Spall Lance inflicts bludgeoning damage based upon its size, and also inflicts Spalling on any armor it successfully hits. The Spall Lance automatically 'fires' its shaped charges on a successful hit. Once the shaped charge exterior plating is detonated, it must be replaced.

Spall Lance Damage

Large or smaller: 3d6

Huge: 4d6

Gargantuan: 6d6

Colossal: 8d6

The shaped charge is self adhering, and requires a full round action to replace. Shaped charges have a purchase DC 12. Most pilots carry additional shaped charge plates magnetically adhered to their suit's hips or belt, or clipped to the shaft of the weapon. A pilot can store 6 charges clipped to the Spall Lance's shaft.

Equipment Slots: One (arm or hand) for hammer and 6 charges

Activation: Attack Action

Range: Touch with 10 ft reach

Target: Single target

Duration: Instant

Saving Throw: None

Purchase DC: 24

Restriction: Military (+3)

Weapon Modification: Shaped warheads (PL 6)

Missiles, grenades and artillery rounds enhanced with this modification incorporate shaped charges designed to exploit spalling and bring down heavily armored war mechs.

A missile, artillery round or grenade so enhanced inflicts Spalling damage, in addition to the

normal damage for the round.

Limitation: Explosives only

Base Purchase DC Modifier: +6 per enhanced round

Restriction Modifier: +1 to a maximum of Military (+3)

Optional Equipment: Anti Spall Webbing (PL 5)

The inner hull of the armor is girded with a durable plastic and polycarbonate mesh, designed to keep shrapnel and loose internal components from injuring the pilot after an explosion.

Type I Anti Spall Webbing reduces the damage inflicted on the pilot from Spalling by 50%.

Type II Anti Spall Webbing, introduced early in PL 6, renders the pilot immune to additional damage from Spalling.

Equipment Slots: One (torso)

Activation: None

Range: Personal

Target: You

Duration: Persistant

Saving Throw: None

Purchase DC: 12 for Type I ; 16 for Type II

Restriction: None

particle cannon. The particle beam is integrated directly into the Bayonet's systems, and the hover bike's engines, power supply and maneuvering jets are interwoven with the long barreled main gun. The Bayonet has great speed and agility, and the front-firing particle beam can vaporize virtually anything in its path. The Bayonet incorporates ultra-tech hover systems, using artificially generated telekinetic fields in place of a pneumatic or mag-lev 'cushion', dramatically increasing the gun-bike's maneuverability.

The Bayonet's particle cannon has the following statistics:

Weapon	Damage	Crit	Range
Increment	ROF	Magazine	Size
Weight	Purchase DC		
Bayonet Vehicle Mounted Particle Beam	20	30 ft	4d6
ballistic	Unlimited	Single	Unlimited
only)	Huge (vehicle mount)		
		Aproximately 450 lbs total weight	
	-	-	-

Bayonet Combat Hovercycle

Crew: One

Passengers: Zero

Cargo Space: Zero lbs

Initiative Penalty: +0

Maneuver Penalty: +2

Top Speed: 350 (35)

Defense: 10

Hardness: 5

Hit Points: 25

Size: Medium

Purchase DC: 32

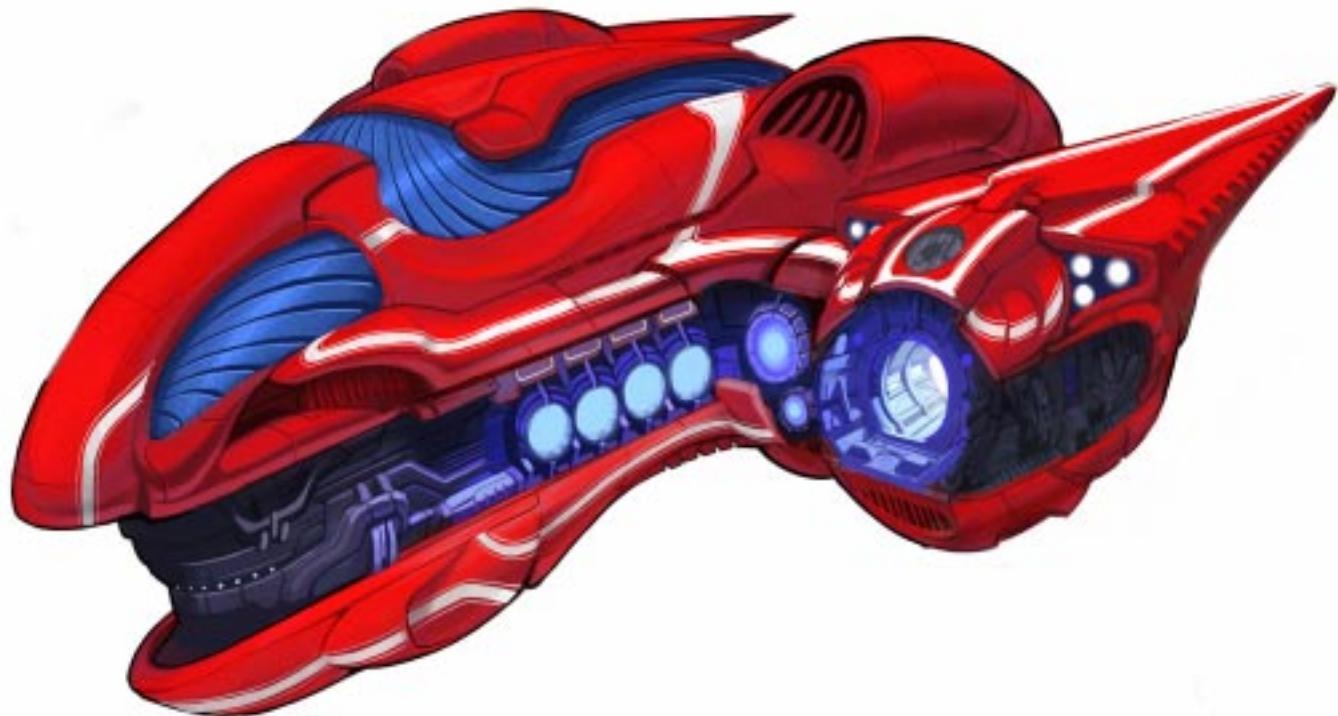
Restriction: (+3) Military

Vehicles

Bayonet Combat Hovercycle (PL 7)

The Bayonet combat hovercycle is a sleek, high maneuverability urban warfare platform with incredible firepower. The Bayonet hovercycle can best be described as a stripped down motorcycle chassis mounted atop a rapid fire, heavy bore

Weapon	Damage	Crit	Range Increment	ROF	Magazine	Size	Weight	Purchase DC	Rest
Bayonet Vehicle Mounted Particle Beam	4d6 ballistic	20	30 ft	Single	Unlimited	Huge	vehicle mounted	-	-



Phobos Suborbital Troop Transport (PL 7)

The Phobos model suborbital troop transport is the 21st and 22nd century answer to the aging C-130, a hulking warplane that can carry a complete squad and all their gear anywhere in the world in a matter of hours. The wedge shaped, multiple winged craft is based on Culture aircraft designs, and constructed using advanced composites and shape-memory polymers recovered from crashed Culture vessels.

Larger than a football field, the massive aircraft is surprisingly nimble, and can take off from a short runway, as well as use its magnetic levitation engines to hover in place or make VTOL hops. The Phobos' fshell slides open for loading and unloading, and is fitted with a jump bay for parachute insertions.

Many Psi-Watch Phobos transports are fitted with a short range Slide system, which has a range of 150 miles, and is subject to the same

limitations as the Slide systems on Bradbury station. These modified Phobos T transports circle the battlefield to extract troops, and are often used as airborne medical stations and command centers.

Phobos Suborbital Troop Transport

Crew: 3 (crew 4 for Phobos T, requires an additional Slide system operator)

Passengers: 15

Cargo Space: 45,000 lbs

Initiative Penalty: -6

Maneuver Penalty: -4

Top Speed: 2,200/220

Defense: 6

Hardness: 10

Hit Points: 60

Size: Colossal

Purchase DC: 43 (Purchase DC 47 if fitted with shortrange Slide system)

Restriction: (+3) Military

Regulator Combat ATV (PL 6)

The Regulator is a heavily armored troop carrier, designed to withstand frontline combat against superhuman opponents. Resembling a massive, well armored cargo van, the Regulator is designed to carry a large number of troops or heavy cargo load, but still be nimble enough to rumble through urban streets.

The Regulator is equipped with firing ports, which can be opened to allow troops inside to fire out of the van, but still provide the shooters with 9/10th cover. Many Regulator combat platforms are equipped with onboard, vehicle-mounted weapons to increase firepower and survivability.

Regulator Combat ATV

Crew: 1

Passengers: 7

Cargo Space: 250 lbs

Initiative Penalty: -2

Maneuver Penalty: -2

Top Speed: 90/9

Defense: 6

Hardness: 15

Hit Points: 65

Size: Gargantuan

Purchase DC: 42

Restriction: (+3) Military

systems will not function within 500 ft of the bike.

Slipstream Street Maglev

Crew: 1

Passengers: 0

Cargo Space: 0 lbs

Initiative Penalty: +1

Maneuver Penalty: -2

Top Speed: 410/41

Defense: 10

Hardness: 5

Hit Points: 20

Size: Large

Purchase DC: 29

Restriction: (+2) Restricted

Slipstream Street Maglev (PL 6)

The Slipstream is a sleek maglev craft, designed for high speed urban pursuit and tuned for maximum performance. The Slipstream resembles a bulky, heavily armored but aerodynamic motorcycle. Unlike a conventional cycle, the Slipstream is not a wheeled vehicle; instead a row of powerful electromagnetic emitters runs the length of the underside, and maneuvering thrusters line the hoverbike's flanks. When powered down, the Slipstream rests on retractable, fold down skids.

The Slipstream is one of the most agile land vehicles ever created, capable of reaching speeds approaching that of a small airplane, but its speed and frictionless handling can make it lethally difficult for an amateur rider to operate. The Slipstream generates such an intense electromagnetic field, Slide

Psi-Watch Campaign Basics

Psi-Watch is a relatively simple campaign to run; it is a world instantly recognizable as our own, but with heroic action, advanced technology, global conspiracies and galactic politics overlaid like images on transparent film. Psi-Watch is a world filled with government conspiracies and secret power bases hiding behind innocuous, everyday surroundings.

Psi-Watch

Psi-Watch is a United States military project that traces its roots back to the earliest days of the Cold War. Using recovered alien technology, psionic research and experimental cybernetic and genetic therapies, Psi-Watch has been single-handedly responsible for America's defense since the 1950s. Psi-Watch's activities are classified several levels above top secret, and in many ways, the Psi-Watch agency is the American government.

The agency's mandate is to protect America from metahuman and extraterrestrial threats, and keep the nation in the lead in the genetic arms race, by any means necessary.

Chain of Command

Psi-Watch is a heroic organization with a worldwide mandate and virtually unlimited resources, which makes the ideal patron organization for the player characters. Psi-Watch is a vaguely



military organization- a good Psi-Watch game master should incorporate enough real world military details and flavor to give the game a unique and interesting texture, without burying players under layers of military procedure, chain of command and bureaucracy.

Psi-Watch officers allow their agents great discretion in carrying out their duties, customizing their uniforms and making decisions in the field. In short, Psi-Watch is a military organization only found in action movies and comics, not in reality.

Player characters are often Psi-watch field agents, organized into strike teams with other agents

of relatively equal rank and importance. By purchasing feats such as Elite Clearance and Decorated Veteran, Psi-Watch player characters gain 'rank' and influence among other PCs and NPCs. Most game masters avoid emphasizing rank in their games, to avoid conflict around the game table. PCs are given a mission by a superior officer, can occasionally boss around a few NPCs, but for the most part, decisions within the game group are made diplomatically or by some other consensus.

Most Psi-Watch campaigns assume the characters are all of equivalent level, and that Psi-Watch agents are veteran operatives, with at least a few years of military, police or espionage experience under their belt. In 'real world terms', most Psi-Watch agents are at least E-5s or above, and some programs might have an 'in-game requirement' of being a certain rank before the soldier can apply.

Resources

Psi-Watch maintains safe houses, bunkers, and ammunition dumps in every major city in the world. Like most government agencies, Psi-Watch maintains a presence in Washington DC. The agency has offices within the Pentagon, the CIA compound at Langley, VA, or and many other major government sites. However, as the most powerful military in the world, it's probable, and likely, the agency has more exotic and impressive bases at its disposal, the most impressive of which is orbital platform, Bradbury Station

Bradbury Station

Bradbury Station was completed during the early 1980s at a cost of more than 2 and a half trillion dollars. It is the largest manmade object in space, a wide, wheel shaped broken torus nearly two miles in diameter. Constructed entirely in orbit by superhuman combat engineers the Bradbury Station's existence is one of Psi-Watch's best kept secrets.

Equipped with a hull that bends light around it and the ability to vary its exact position between Earth and cisilunar space as needed, the station has never been pinpointed, though amateur astronomers and conspiracy enthusiasts track its position religiously,

occasionally coming close.

Bradbury is home to a permanent staff of 12,000 technicians, contractors and military, as well as a non-combatant population of nearly that, mostly the immediate families of those living and working aboard. During operations, the station's population can swell to nearly twice that, as soldiers and operatives use the station as a transit terminus and staging area. The massive station is laid out similarly to a large military base. In addition to mission essential areas, Bradbury Station is home to dozens of schools, hospitals, churches, shops, as well as separate clubs for officer and enlisted personal.

As is to be expected, Bradbury Station is fitted with top flight medical and repair bays, weapons depots and a secure brig facility at the broken end of the terminus, which can be vented into space in the event of a crisis.

Bradbury's combat information center is manned at all times, and is the command center for Psi-Watch operations across the planet. In addition to a cavernous central watch floor, missions are planned and commanded from a suite of offices circling the CIC.

Bradbury rarely has physical contact with the planet. Most material (and personal) brought aboard station is ferried in by the *Slide* teleport system. Reverse engineered from Culture faster than light drives, the station's Slide systems can teleport Psi-Watch operatives virtually anywhere on the planet, making it an ideal way to deploy on a mission. Exceptionally bulky cargo is ferried up in a Psi-Watch shuttle, and in the event of a catastrophe a fleet of escape pods and shuttles can evacuate the colossal station in less than four hours, at least in theory.

The Slide System's Limitations

The Slide System gives Psi-Watch a way to deploy troops anywhere they're needed, on a moment's notice, and offers PCs a way to quickly get into the action. The teleport system is reliable and safe, but subject to a pair of technological limitations.

The Slide system can only teleport a passenger or cargo to a place that is either equipped to with a reception array (such as the transport bays on the station itself). If teleporting a passenger to an unfamiliar area, the Slide can only deposit the passenger into a known or visible area near the drop zone. Thus, in order to teleport into a ‘drop zone’ the Slide operator must have current satellite intel or line of sight to the target. Any condition, such as darkness, fog or tree cover that blocks clear sight to the drop zone blocks teleportation.

The Slide system cannot teleport the passenger inside a building or directly under cover. When using the Slide system for breaches, most Psi-Watch agents appear atop the building’s roof or in a nearby open area, which acts as a staging area for their assault. Likewise, the Slide system cannot lock onto and teleport a passenger out of a building (unless it has previously been equipped with a Slide terminus); the passenger must get somewhere with a clear view of the sky for retrieval.

Electrical discharges, even atmospheric disturbances like lightning can prevent the slide system from functioning. Lightning strikes and energy weapon discharges prevent teleportation into or out of 500 ft circle around the blast area for 1d6 rounds. Likewise, the slide will not function within 500 ft of an electrical substation, nuclear reactor or other major power source. Anti-slide countermeasures take advantage of this limitation, creating electrically charged ‘safe zones’ where the slide cannot reach.

The Psionic Throne

Psi-Watch is commanded from ‘the Psionic Throne’, its daily operations and combat missions overseen by a Cabinet level officer referred to as the High Psionic, or less formally, as ‘High-Psi’. High Psionics are chosen from the strongest willed, most committed and experienced military men and women the United States armed forces have to offer. Decades of exemplary service is just one of the prerequisites for the position; a strong, disciplined mind and keen intellect is necessary to survive the implantation of the revolutionary neuro-cybernetics which are the High Psi’s badge of office.

A newly promoted is High Psi undergoes extensive neurological reorganization, designed to increase intellect and hardwire the commanding officer directly into the senses and advanced AI computer systems of Bradbury Station itself. The High Psi is wirelessly linked to the world’s defense network, has a direct line to the Pentagon and the red phone beside the President’s desk hardwired into his mind, and is given access to the real time intelligence collection capabilities of the Bradbury platform. In essence, the High Psi becomes far more than human, and gains access to hundreds of new senses.

The High Psi is attended by a cadre of cyber-medics and psychologists who monitor his mental state and watch him or her closely for any signs of de-personalization or insanity. A High Psi’s tour of duty is between four and six years, depending on how readily the candidate adapts to the cyber-implants.

Psi-Watch’s current High Psi is Brigadier General William Robert Marlowe, a multiply decorated combat pilot whose Air Force career dates back to Vietnam’s MIG Alley, and who was one of America’s most successful Shiftsteel Symbiont volunteers. Though a dedicated patriot and excellent leader, General Marlowe is not without his quirks. He has insisted that all Psi-Watch command staff officers have learned the Culture’s musical language, enamored of that language’s meditative and mind-focusing aspects.

The General has made it a point to reach out to the known Final Sword chapter houses on Earth and Titan, and has begun diplomatic exchanges with the proud warriors. Even if he cannot bring them under Psi-Watch’s direct control, he at least wants the sword-sisters of the Order as allies. To his supporters, Marlowe is a forward thinking, coalition building commander with a great respect for the Culture and its society. To his detractors, General Marlowe spends too much time listening to the whispering voices of his steel skin and not enough time serving the needs of his country and planet.

The Bradbury Poker League

The Bradbury Poker League is the ironic nickname of a secret cell within Psi-Watch, which might be the greatest danger ever to face the organization... or may be the last hope for humanity. The Poker League is a conspiracy of junior and senior Psi-Watch officers who are dissatisfied with Marlowe's leadership or fearful of exactly how much influence the Culture has over their commanding officer.

The Poker League meets rarely, often under the cover of a monthly poker tournament, which has been going on aboard Bradbury Station for decades. The first discussions about deposing Marlowe began as after-hours bitching among the senior command over beer and inside straights. Over the previous few months, the Poker League has consolidated its power, recruiting supporters from within Psi-Watch, and has begun conducting operations of its own.

The Poker League has lead hunt and kill missions against known Culture threats on Earth, including wiping out a pair of Final Sword chapter houses in Chile and Manila. The xenophobic organization hopes to provoke a war between the Culture and Psi-Watch, ending Marlowe's dreams of détente. Additionally, the Poker League has begun pressuring its allies in Congress to oust Marlowe and replace him with a more acceptable High-Psi, forcing the commander to spend more of his time defending his actions and decisions to oversight committees than any of his predecessors.

The Poker League is run informally, by mutual consensus, but the loudest, most respected voice at the table is US Marine Corps General Ed Slayton, a hero of the Blooded Ghost Wars of the early 1990s, a veteran Incinerator who operated under the callsign "Thunder Road". Slayton has trained extensively in anti-xeno tactics, and his experiences during the 'Ghost Wars' have hardened his opinions against all aliens, not simply the body hopping Ghosts. Currently General Slayton serves as the security director of Psi-Watch, a



position which gives him access to dissatisfied new recruits, and the ability to conceal his cell's actions.

The relative fragility of the Poker League's position have forced the old soldier into an unlikely allegiance with Puzzle Ops.

Puzzle Ops provides funding, equipment and intel to the traitorous cell, using the Poker League as a cat's paw for its own agenda.

Puzzle Ops is more than happy to use a rogue cell within Psi-Watch to hinder and discredit its rival organization. General Slayton knows he's being used, but the urgency of his self-chosen mission against Marlow have made the unpalatable alliance a necessity.

Puzzle Ops

Puzzle Ops is America's premier espionage agency- it is one of the smallest, most elite and least understood government agencies. Despite the fact that officially Puzzle Ops is just another crackpot conspiracy theory, it has an

annual operating budget in the high billions, and fields metahuman strike teams as competent and deadly as anything it's larger and better known Psi-Watch "cousins" can produce.

Puzzle Ops is headquartered in a massive, highly fortified compound on Clark Island, a small land-mass off the Virginia coastline.



The upper levels of the compound were designed by Frank Lloyd Wright during the 1970s, and are the epitome of a sleek, ultra-modern corporate campus.

Clark Island is publicly owned by a conservative think-tank, the New American Policy Institute, and the visible portions of the campus fit that cover well: attractively landscaped, intensely private and relentlessly modern.

Beneath the island's surface, a massive underground complex descends nearly a mile into the Earth, and is powered by a trio of quantum-foam fusion reactors. The Clark Island sub-plex can accommodate nearly 5,000 full time staff and

residents, and has medical, armory and repair facilities nearly as comprehensive as Bradbury Station itself. Flooded tunnels to the Atlantic let Puzzle Ops launch its strike craft in relative anonymity, deploying amphibious strike-planes and space-fighters from a few miles off the coastline.

Puzzle Ops operates independently from Psi-Watch and has enough connections, funding, connections and sheer meanness to be effectively above the law. Assassinations, blackmail, sexually exploitative ‘honeytrap’ missions and the dirtiest of dirty tricks are Puzzle Ops stock in trade. While Psi-Watch is often tasked with police actions and direct combat missions against psionic and metahuman targets, Puzzle Ops performs best against political targets, in an intelligence gathering role or working to destabilize or overthrow rogue states.

To Puzzle Ops, Psi-Watchers are heavily armed metahuman infantry- cowboys with massive firepower but with little in the way of brains or style. To Psi-Watch, Puzzle Operatives are a collection of sadists and assassins, little better than the metahuman terrorists that Psi-Watch is tasked with bringing to justice. The fact that the deaths of several Psi-Watch operatives have been tentatively linked to their stumbling across ongoing Puzzle Ops missions has only hardened relations between the two factions.

Puzzle Ops is commanded by Charles “Chuck” Wisenfeld, a veteran field officer who’s played a role in every documented and secret war America has entered since the mid 1970s. Wisenfeld is one of the most experienced and lethal Mind-Reapers on the planet. During the last days of the Vietnam War, Wisenfeld performed several assignations of Vietnamese and Soviet metahumans, striking deep into Cambodia and Laos, where he operated under the codename “Shadow Strike”, a reference to his glistening, oily black psi-sword and shadow-teleportation abilities.

Injuries incurred during the first Gulf War sidelined Wiesefeld; losing his left eye, left hand and right knee cap were the only things that could force

the dedicated warrior behind a desk. Wisenfeld’s unique biology means that though he makes do with a prosthetic hand and rebuilt knee, he’s been forced to wear a patch over his damaged eye instead of replacing it with a cybernetic analogue. Occasionally, when the intel expert is concentrating or enraged (which is often), wisps of fiery shadow crackle around the ruined eye socket.

The Scholarship Division

Scholarship Division is the recruitment and training arm of Puzzle Ops. Its mission is simple: ensure that the next generation of psychic warriors are acting in the interest of the United States government, by any means necessary. The Scholarship Division’s mandate may be clear, but the tactics it uses in pursuit of its goal are anything but. The unit is the most controversial division of an already disliked and ultra-classified organization.

Scholarship Division maintains detailed files on the families and offspring of all known metahumans, especially the children of current and former Psi-Watch officers. At Scholarship Division’s most benign, it supervises programs such as the Patriot Ivory seeding, ensuring that psionic children are placed with veteran foster families, who will raise them in military traditions. If a psionic child is expected to join the military or police voluntarily upon adulthood, Scholarship Division’s activities end with occasional surveillance.

If a child with abilities deemed vital to the national defense comes to the Division’s attention, the Division’s agents will stop at nothing to possess it. Kidnapping a child and the murder of its parents is referred to as ‘offering a scholarship’. Stolen children are placed in Scholarship Division run training camps, where cadres of telepaths and child psychologists alter or erase their memories of their former life and mold them into the next generation of super-agents.

Scholarship Division training facilities are spread across the planet, hidden from everyone, even the majority of active Puzzle Ops agents. None are believed to be within the continental United States. An especially secure facility, codenamed CHINESE MARBLES is located somewhere off planet, possibly somewhere on Mars or on one of Jupiter's moons. The meta-children held within CHINESE MARBLES are some of the deadliest, most psionically gifted mutants ever born- psions of such raw power they could potentially crack the earth in half if they ever lost control of their abilities.

The Scholarship Division is commanded from an innocuous office park outside of Quantico, Virginia, in a location chosen for its proximity to other government agencies, and anonymity. Despite the office's boring façade, Scholarship Division's small headquarters is every bit as secure and well equipped as the main Puzzle Ops facility on Clarke Island.

“Mother of Invention (MOI)”, one of the most dangerous and experienced metahumans on the planet, controls Scholarship Division. Genevieve Tereskova was born with a natural telepathic gift, which she enhanced with nanotechnology and neural restructuring. Today she blends the powers of the Ultra-Mind and Nano-Sculptor, allowing her to warp minds and alter reality with a thought. Many of the children within CHINESE MARBLES have been mind warped to the point they consider the fearsome psion their birth mother, and would gladly die for her.

The Huxley Emergence

The Huxley Emergence is one of the most powerful and influential non-governmental bodies on the planet, a secret society of psi-capable and genetically superior elitists. The Emergence has a level of influence and control over world affairs usually reserved for first world nations, and in many ways are the world's last (and most secret) super power. The Emergence was established during the late 1950s, as a coalition and social club for unaligned psionics and metahumans, unconcerned with

Cold War politics. Over the years the Emergence mutated from an elitist gentlemen's club into a world power.

The inner circle of the Emergence is composed entirely of Ultra-Minds and psionically adept metahumans, including some of the most skilled telepaths, Nano-Sculptors and precognitives on the planet. The Huxley Emergence revels in its gifts, and celebrates the genetic gifts that put them above the majority of non-psionic humanity. To the Emergence, fully 90 percent of humanity is useless, surplus slaves whose needs and opinions don't matter. This mundane horde is shaped and led by the best of ordinary humanity, artists, innovators and leaders, the best of whom nearly approach the level of the Emergence's members.

The Huxley Emergence has dedicated itself to controlling humanity towards its own ends, using their intellectual gifts to manipulate the world economy, media and governments to suit them. Effectively, the Emergence already rules the planet, controlling it through a series of proxies, dummy corporations and mind-slaves. Some factions within the Emergence see mainstream humanity as nothing more than slaves or entertainment; especially cruel members of the Emergence view destabilizing countries, ruining economies and sparking genocide as high art, and compete with each other to see who can sculpt the most artistic human tragedy.

Other factions are more benevolent, and seek to uplift humanity to their own level, by any means necessary. Referred to as the “Good Children”, these metahuman elitists often speak of humanity using the metaphor of a parent with Alzimers; the aging parent may still be loved by its good children, but is no longer trusted or competent to make its own decisions.

These Good Children are responsible for many of the mutagenic events of the last three decades- well engineered ‘accidents’ designed to spread psionic potential and super talents to as wide a section of humanity as possible, even if thousands or millions of mundanes have to die to birth a single new superhuman.

The Good Children of the Huxley Emergence were responsible for the chemical spill, which created the current generation of Patriot Anvil, for the pollution responsible for the creation of new Shiftsteel Symbionts and dozens of other mutagenic eco-disasters. Similarly the Good Children masterminded the lethal chemical plant explosion in Bophal, India, during the mid 1980s, which killed hundreds but lead to the birth of dozens of new Indian psions. Many believe they also masterminded the Challenger disaster, leading to the birth of that metahuman race as well.

The Emergence is headquartered in the Arizona desert, several miles outside Phoenix, in a gleaming chrome and red adobe tower that stretches more than 50 stories into the desert sky. The Emergence owns miles of desert land around the tower, giving them the privacy necessary for their experiments. Their influence within the military ensures that satellite over flights are rare and predictable, allowing the Emergence to easily hide its activities. Railroad tracks and switch lines, their exact purpose and ownership hidden behind a dizzying maze of dummy corporations and ownership transfers.

The railroads into the Emergence compound are the only visual evidence of the Emergence's greatest crime against humanity, a 'forcible uplift' campaign which is still ongoing. Using nearly a million of America's homeless, the illegal immigrants which crisscross the Arizona desert and other easy victims as test subjects, the Emergence has made great strides in genetic engineering, but at a staggering cost in human life. The vast majority of the test subjects have died during the uplift surgery and gene therapies, but a handful have emerged with psionic talents of their own. Most of these survivors are inducted into the Emergence, working as psionic assassins and brainwashed soldiers within the Zookeepers, though a few have escaped into America's psionic underground.

A senior inner council member, chosen by secret ballot, who is referred to as The Brilliance,

commands the Huxley Emergence. The current Brilliance is Laura Choi, a precognitive Nano-Sculptor and futurist who once worked for the United States government. Under the codename "Forbid", she served as a Puzzle Ops agent for nearly five years, working closely with her former lover Chuck Wisenfeld.

She accompanied the metahuman agent into Iraq on the mission that cost him his eye, and her experiences within the military convinced her that humanity was too shortsighted and diseased to be allowed to control its own destiny any longer. She discovered the existence of the Emergence soon afterward, and was recruited into the conspiracy in exchange for keeping its secrets. Her rise within the Emergence has been swift and easy, not to mention shockingly brutal, even by the standards of the usual bloodthirsty politics within the terror cell.

The Zookeepers

The Zookeepers are the Emergence's private army. The fearsome legion of mutants, psionic assassins and hunter-killers is composed of post-human traitors, alien mercenaries and cyber-enhanced thugs who are useful to the Emergence, but are too simple minded or untrustworthy to be elevated to the Huxley Emergence's inner circle. Zookeepers are well paid and live in luxury within the Huxley compound; Zookeepers are allowed to choose playthings and sexual slaves from among the Emergence's failed experimental subjects.

The rape, torture and eventual murder of non-psis is presented to prospective Zookeeper candidates as a perk of the job, allowing the Emergence to easily recruit a crew of brutal sadists who are easily controllable so long as they are given a fresh selection of playthings regularly. For the Emergence, recruiting post-human serial killers and rapists- or creating such monsters- is a cost effective solution to problems of army building and manpower.

Cell Bravado

Five years ago, the Erik Stenson and four of his friends disappeared while on a post-college road trip from upstate New York to Florida; their rent-a-car was found abandoned; no trace of the five young

men and women has ever found. The disappearance and the search for the five was a CNN headline for weeks. Eventually the five were declared legally dead; their friends and family mourned, and the enigma of their disappearance was forgotten.

The truth behind their disappearance leads directly into the heart of the Huxley Emergence. While traveling through South Carolina, the five stumbled onto a squad of Huxley Zookeepers loading a shipment of homeless test subjects into one of the Emergence's many black railroad cars. The conspiracy quickly realized the danger the students posed, and arranged for them to disappear; the five joined the homeless victims they had tried, futility, to save.

Over the next few months, the five students were experimented on by the Emergence's scientist and gene-sculptors, tortured and violated in every way possible. Most died, along with the rest of their batch of test subjects. In the end, Stenson was able to break free, leading a small band of newly empowered and horribly scarred psychic warriors to freedom. Though Stenson wanted to take his revenge against the unknown forces that ruined his life and imbued him with psionic talents, he realized the enormity of his task and wondered if his surviving friends and new allies were up to the task. His warning to them: "This can't just be about bravado", became the unofficial name of the anti-Huxley cell Stenson founded.



Cell Bravado operates independently, without sanction or funding, moving throughout the United States, usually only a few steps ahead of Zookeeper hunter-killers. The small, close-knit unit is usually referred to as a homegrown terror cell by the Huxley controlled media. Cell Bravado operatives and sympathizers have had run ins with Psi-Watch and Puzzle Ops, though fearful of how deep the conspiracy might reach, the reluctant young warriors have refused all aid or contact from anyone who wasn't with them in the uplift camps.

The Beehive

Outwardly, the Beehive is just another crumbling plantation house deep in the Mississippi backwoods, a ruin so far off the main highway that nobody ever bothers to even look at it. Beneath the crumbling façade, the Beehive is one of the world's premier tech-centers, an oasis of ultra-technology and arms market owned and operated by one of the nation's first Nano-Sculptors. The Beehive's keeper has lived for more than a century, and has been active in the world's intelligence and black projects communities for nearly as long.

Elliot Kenning joined the Army Corps of Engineers during the fall of 1941, and used his innate genius for invention to single-handedly invent the science of modern robotics. During World War II, Kenning was known as code named "The Bug Man" in honor of the tiny, insectoid combat drones he used in battle. These mechanical insects were crude, early prototypes of modern nano-robotics, and though much larger, were built along the same lines with the same purpose in mind. Kenning finally retired from the United States military during the spring of 2001. Though he is more than a century old, the inventor is still at the cutting edge of robotics and nanotechnology.

The reclusive genius retired to the Beehive, where he still continues to produce advanced technology for the US government, though now as an independent contractor. He also performs corporate work, custom building virtually any technology demanded of him for the world's wealthiest megacorps and for covert operations groups.

Kenning is cranky and sarcastic, but there isn't anyone within the world's black ops community he doesn't know. He's done extensive work for Puzzle Ops, and considers Chuck Wisenfeld one of his few friends, and is one of the few outsiders to suspect the existence of the Huxley Emergence, and one of the very few individuals that have ever managed to thwart the activities of the conspiracy. Despite the fact the former Bugman has little qualms

about equipping metahuman mercs and rogue nations with ultra-tech, he has no taste for genocide or eugenics- he had enough of both during the War.

Detroit Metro and Metamorphis North

Detroit is home to one of the highest concentrations of metahumans, psionics and mutants in the United States, and their already over-stressed, overworked and outgunned police force is now forced to cope with an endless horde of super powered thugs and gangbangers. With the city and surrounding communities impoverished by the failure of the US auto industry and left a foreclosed wasteland by the 'subprime' housing crunch, Detroit Metro is forced to rely on corporate donations for much of its operating budget.

In many ways the city of Detroit is wholly owned and operated by the Metamorphis North, a mega corp which produces some of the deadliest and most advanced military weapons and vehicles the world has ever seen. Founded during the early 1960s by a quartet of former Psi-Watch armorers, Metamorphis North made a name for reverse engineering Neon and Culture war-tech and selling a lethal new generation of power armor and combat cyber-chassis to the Pentagon. By the mid 1990s, Metamorphis North had become one of the largest and wealthiest Fortune 500 companies, and had become the state of Michigan's largest employers.

The housing crunch has allowed the arms manufacturer to buy up huge tracts of land within the city itself, transforming hundreds of abandoned city blocks into a huge 'urban warfare' training center and proving ground for new weapons systems. Metamorphis North owns huge tracts of Detroit itself, as well as smaller suburbs like Flint, and several hundred square miles of wilderness land stretching across both sides of the Canadian border. Metamorphis North owns Detroit in all but name, and often uses its wealth and influence to sway local political debates in the company's favor.

In return, despite working for one of the poorest urban areas in the nation, Detroit Metro's front line officers are some of the best armed and equipped in the country. Metamorphis North donates millions of dollars in body armor, advanced firearms (including light energy weapons and advanced non-lethal devices) and power armor to Detroit Metro. The cops are given the gear they need to survive going up against metahuman opponents; Metamorphis North gets to see how its products will hold up in actual combat, cutting months off the design and development cycles.

The arrangement has kept the embattled, impoverished city relatively stable for more than a decade now. There are persistent rumors, especially among peace advocates, civic reformers and Metamorphis North's political enemies that Metamorphis North imports and equips metahuman

criminals entering the Detroit region, in order to keep its 'proving ground' filled with a constant stream of post-human targets.

PSI-SWAT

PSI-SWAT is the name on the street for the most fearsome and experienced combat unit within Detroit Metro. The men and women of PSI-SWAT are among the most experienced anti-psi / anti-mutant fighters on the planet, and are trained to a level rivaling Psi-Watch itself. The two organizations train together regularly, often accompanying each other on missions, or running intricate war games in Metamorphis North's expansive training areas. Psi-Watch recruits veteran officers from within PSI-SWAT, while the Detroit police force offers an attractive second career for super soldiers dissatisfied with life on Bradbury Station or forced from the



organization by injury or internal politics.

PSI-SWAT officers are given exceptional freedom in how they conduct operations, and considering the sheer lethality of the threats they face, are allowed to use truly incredible amounts of force. Detroit's PSI-SWAT is fronted by Sergeant Esmerelda Karnes, better known by her heroic identity of "Bloodspray."

The veteran officer is a rarity- a Blooded Ghost renegade from a small clan which abandoned their war with the Culture centuries ago and assimilated into the larger human culture. Karnes' ancestors settled in central Mexico nearly three centuries ago, developing a reputation as a family of *bruja* – witches, seers and healers. Karnes wanted more from life than the anonymity of rural Mexican life, and shortly after the turn of the century, immigrated to America, living under a succession of false identities. Karnes was recruited by the American military for the first time during World War I, and has served as an infiltrator and assassin for nearly a century.

Only her hatred of the Culture and her distrust of General Marlowe prevented Bloodspray from joining the Psi-Watch organization. Today, Karnes lives openly as a metahuman, though only a handful of highly placed intelligence agents and some high caste Culture members are aware that her metahuman gifts are a result of her Blooded Ghost heritage and not typical mutations.

The earth bound members of the Culture do not consider Karnes or her PSI-SWAT organization an active threat, but do watch the unit and its leader closely, fearful that the Blooded Ghost will turn the full might of her strike squad against their species.

The Nails

The Nails are a Detroit gang with chapters in cities across the nation, and one of the most powerful collection of rouge power armor pilots and metathugs in the country. The OG Nails got their start and their name from their theft of three dozen

construction exo-suits from a Metamorphis North warehouse in 1991. Within a few months, the gangsters had customized the stolen hardware into a surprisingly effective set of jury-rigged combat suits, altering the steam hammer and nail gun attachments on the left arms of their suits into a garage-built version of a railgun.

Armed with these fearsome pieces of custom hardware, there wasn't a bank vault or armored car the Nails couldn't rip apart. The Nails were more than a match for anything the local cops or super-soldiers could bring to bear, and the gang bangers quickly became self taught urban warfare experts. The threat of the Nail gangs marked the beginning of the Metamorphis North / Detroit Metro partnership.

Today, the Nails have fragmented into a dozen competing gangs, and violence between sets is epidemic. Locally, the Flint Nation Nails and the Iaccoca Avenue Nails battle for control of the drugs and robbery trade, while the Los Angeles based Fifty Murders Nails is attempting to unite the entire organization under its colors.

The Progressive Republic of Mung Thoy Tan

The P.R.M.T.T. is a small and prosperous nation off the coast of Vietnam, which freed itself from Communist rule during the mid-80s and today is one of the fastest growing economies in Asia. Mung Thoy Tan is marked by a nearly unbridgeable class divide- the wealthy elite of the nation have one of the highest standards of living on the planet, while the vast majority of the nation's citizens live in poverty and urban squalor. Mung Thoy Tan has developed a reputation as the most *laize faire* free market on the planet- everything imaginable is for sale somewhere on the islands 160 square miles.

Mung Thoy Tan is a beloved tourist destination and international party hot-spot. The nation's capital city of Cho Tho is built into the side of a long extinct volcano, and at night, the neon of the city's ten thousand bars, clubs, five star restaurants and luxury hotels are reflected in Mung Thoy bay like an

endless spray of colorful stars. The nation's miles of black sand beaches are havens for surfers and sunbathers from around the world.

Prostitution and sex tourism are a major part of the rogue nation's economy; the United Nations has censured the country several times for its official stance viewing child sex tourism as an economic resource rather than a social problem. The island nation is one of the world's foremost producers of pornography, including highly illegal kiddy porn and snuff entertainment.

In addition to sex and sin, Mung Thoy Tan exports some of the world's most advanced firearms and cyber-systems, and is well respected on the international arms market. Mung Thoy Tan has been a nuclear superpower more nearly thirty years, and has sold WMDs to a dozen rogue nations and terrorist cells. Even embattled ally nations such as Israel and Taiwan have done business with Mung Thoy Tan, purchasing everything from backpack nukes to next-gen mutagenics. Mung Thoy Tan trades regularly with the Huxley Enclave, with the two rogue entities trading in slaves, mutagens and test data.

Mung Thoy Tan is governed from the Imperial Dragon's Palace in Cho Tho, and the hardliner government tolerates no dissent. Virtually every crime, from drug trafficking to graffiti, is a capital offence, punishable by death. Condemned prisoners are another exploitable and endlessly renewable resource for the rogue government. Every facet of their deaths are a profit to the nation- organs can be sold on the black market, their deaths recorded and sold as snuff theater, or the prisoners can simply be sold by the lot as slaves or experimental subjects.

The first and current Imperial President is Thong Muk Goi, a brutal warlord who slaughtered his way to power during the island's Grand Revolution in 1983. A consummate egotist, Muk Goi refers to himself as the father of his people, and his image adorns every square inch of Mung Thoy Tan's cities. Unlike many other dictators, however, Muk Goi has

not instituted a purge of intellectuals... at least the ones who support his reign. In less than 30 years, Muk Goi has transformed a once impoverished island into one of the highest tech nations on Earth, and despite the crushing poverty, virtually all of the nation's population are literate. Cybernetics implants, including lifestyle, entertainment and sexual cyber implants are common among all strata of society; in many ways Mung Thoy Tan is both preview and cautionary tale of the decades to come.

The Shark's Current

In ancient times, the people of Mung Thoy Tan were protected from conquest by the legendary currents and lethally unpredictable riptides, which surrounded the island. Even today, the reefs and beaches of the island are littered with the rotting remains of Chinese and Vietnamese warships that floundered on the rocky coastline. The "Shark's Current" is the name given to these brutal tides by the fisher folk of the island. When Muk Goi came to power, he named his elite secret police force after this legendary part of the nation's history.

The Shark's Current are brutal and efficient, and are instantly recognizable in their samurai inspired armor and cyber-systems. The Shark's Current are powerful telekinetics, trained to manipulate ectoplasm and kill with a thought, just as they are trained to kill with the long spears they carry as ceremonial weapons. These cruel enforcers are allowed the run of the island. To refuse a 'gift' to a Sharks Current enforcer is a death sentence, and these post-human thugs are allowed to slaughter lower class Tan citizens for virtually any slight or offense, though they are trained to be deferential and helpful to the wealthy elite and to tourists.

In addition to telekinetic soldiers, the Shark's Current maintains a large cadre, numbering nearly 10,000 of Gravedigger shock troops, culled from the ranks of the nation's executed dissidents.

These re-animated soldiers are created using a variant of the technology the Americans use to field their own Gravediggers.



These re-animated soldiers are created using a variant of the technology the Americans use to field their own Gravediggers. The techno-undead creatures are fitted with golden masks resembling a dragon's skull before being sent into the field.

The Shark's Current is commanded by the metahuman mercenary and international war criminal Garrison, a hulking, American born Patriot Anvil.

The massive warrior is a former Psi-Watch operative, who betrayed the team as soon as the rogue nation made him a better officer. The stone skinned goliath carries a pair of four shot stinger missile launchers, typically a tank mounted weapon, which he fires like a pair of six shooters. The giant has a command staff of murderers and madmen, all of whom enjoy the money and freedom Mung Thoy Tan offers them in taking care of 'undesirables'

The Blacklist

The Blacklist is an international cartel of metahuman assassins for hire, who are allowed to operate from Mung Thoy Tan so long as these costumed killers take no action against Muk Goi's government and donate a substantial cut of their profits to the rogue nation. Many members of the Blacklist pull double duty as 'consultants' for the Sharks Current, especially when Muk Goi must eliminate a member of the island's political and economic elite and can't have crime directly connected to him.

The Blacklist is comprised of killers from around the world, and its members are some of the most wanted men and women on the planet. The Blacklist are afforded a modicum of legal protection by their association with Mung Thoy Tan, which has allowed Blacklist operatives to buy their way to freedom in a dozen countries. During the summer of 2002, the Blacklist brought down a Psi-Watch "Phobos-T" transport and reverse engineered the Slide system within, dramatically increasing the group's mobility and opening new avenues of assault and escape. (And body disposal: more than one of Blacklist's targets have simply vanished without a trace, their bodies teleported into deep space after the kill.)

A genetically enhanced and fully masked Frontliner of the same name founded the Blacklist in 1984. Little is known about the origins or motivation of the masked killer, but his accent marks him as American, and some comments the rogue has made lead Psi-Watch to believe that the assassin is the child or grandchild of an American dissident who was imprisoned by the House Un-American Activities Committee during McCarthy's witch hunts. Whatever his reasons, Blacklist apparently despises the nation of his birth, and will often cut his million dollar rates dramatically if the target is an American politician or military figure.

Today, Blacklist keeps to the shadows, allowing a younger and less restrained generation of assassins lead the organization which bears his

name. No one really knows the true fate of the notorious assassin- some believe he's retired into well compensated obscurity, enjoying the Cho Tho nightlife, while others believe the feared killer died at the hands of one of the other assassins within the organization.

The assassin known only as Killing Spree is the killer most often suspected in Blacklist's death. Where Blacklist and the assassins of his generation could be counted upon to get the job done and kill their target without any more collateral damage than absolutely necessary, Killing Spree and his ilk seem to relish racking up triple digit body counts.

Fitted with a customized suit of jet black power armor, nothing is known about Killing Spree's true identity- age, race, nationality and even gender are all enigmas. What is known is that the armored warrior has no qualms about causing September 11- level mega-deaths in order to eliminate a single target.



The Culture: Society & Technology

The Culture's dominion stretches across three galaxies; they are the oldest and most powerful stellar empire in the cosmos. Citizens of the Culture are disciplined, well educated and ambitious, and it's commonly held that even the lowest caste Culture citizen is equal to any non-Culture king or president.

The Culture's throne world is not a world at all; instead, the Culture's Imperial Throne is a world ship nearly as large as gas-giant, a hulking stellar artifact called Wellforged. The Wellforged carried the first Culture conquistadors into the M33 Galaxy from their distant and long forgotten home world. The Culture's true home is lost to history. The only records of the Culture's home world are kept within the nano-colonies the Final Sword cult binds their warriors with.

The texts are obscure, couched in myth and epic poetry, but lead many Culture scholars to believe that the Culture home world is lost not just to space, but to time, and that their home world, whenever it is, hails from the Deep Future, rather than the distant past.

The Culture is at its most stable and prosperous during periods of expansion and in wartime. During times of peace, the Culture stagnates and turns its aggression inward. Wars of succession can last for millennia, wiping out noble bloodlines to the last child and completely altering the Culture's power structure. The Culture's government is best described as a caste driven, constitutional monarchy; though the emperor/empress has nearly limitless power over the Culture's direction, each system controlled by the culture is overseen by a provincial governor, who votes in the Culture's legislative body, the Bodiless Choir.

Meetings are taken and votes are tabulated through a faster than light communication system of almost unimaginable scale. Using a technologically generated telepathic field, the Bodiless Choir links Culture explorers, leaders and thinkers, instantly transmitting thoughts across unimaginable distances.

They are called Tumit Sal: "ghost dodgers", and Tukae Sal: "ghost carriers" and Tusai Sal "ghost warmakers"; they are the star-craft of the Culture. Culture starships are among the swiftest in the galaxy, moving almost as quickly as the signals commanding them. The culture are expert star-farers and have developed a unique faster than light technology. While traveling, Culture starships project themselves into a parallel universe, a dimension their navigators refer to as the Corridor.

The Culture's faster than light travel method is one of the first discovered during the early days of universal civilization; Culture navigators and physicists soon realized the truth of the Corridor. More than simply being a doorway between space-points, the Corridor is the skyscape of the world beyond mortal life. Soon, simple travel gave way to exploration of life-beyond-life; the Culture built embassies and way stations and Waymaker Mansions on the shores of heaven.

Even once their mortal life ended, Culture leaders could still continue to influence their society; like any other conquered world, Culture souls in the Corridor had a voice in the Bodiless Choir, and the Culture's children are tutored by ghostly mentors as well as living ones. The Culture's warrior zealots have no fear of death, knowing that the Corridor awaits them all, a place where they can abide between mortal lifetimes, until finally they are drawn beyond all known by the cosmic, inescapable gravity of the Avatar Wall, the final border between mortality and something else, something unknown even to the wise ghosts of the Corridor.

As a result of this close connection to the afterlife, any Culture citizen, particularly those who have served in the Culture's ghost-fleet armada, may select Deathplay feats (detailed fully in a future Otherverse Games release). To the Culture, these strange abilities are not mystic secrets or obscure religious ritual: they are a daily fact of life in a culture that has overcome every challenge put before it, even the challenge of death itself.

Final Sword Chapterhouses

The Order of the Final Sword considers itself the guardians of the purity and purpose of the Culture's tenets. However, individual chapterhouses within the Order vary wildly in their interpretation of Culture scripture and prophecy. Each chapterhouse is its own independent entity, each varying wildly from its sister-houses, and united only in the unquestioning belief in the superiority (and divine right of expansion) of the Culture. Each Chapterhouse is a powerful political entity in its own right, and serves as a center of worship, learning and governance for Culture citizens of all castes.

The Culture citizens trapped on Earth have broken with Culture traditions by allowing the indigenous citizens of their colony world- in this case *homo sapiens* to become members of the Final Sword Order. Earth's chapterhouses are numerous and innovative, with their traditions and power structures changing as rapidly as other human institutions, in contrast to the ancient and tradition bound chapterhouses of the true Culture. As a result, while Earth's chapterhouses are allowed a voice within the Bodiless Choir, it is a small voice, often ignored by the elitist politicians of the true Culture.

The Maidens of Vigilant Genocide

The Maidens of Vigilant Genocide is the largest and most aggressive, influential and tradition-bound of Earth's Final Sword chapterhouses. The Maidens accept only the finest young Culture girls into its ranks, drawing its membership exclusively from the ranks of the Culture's nobility. To allow a male, or worse yet, a non-Culture inferior into the



order is an unthinkable blasphemy; the Maidens will often cut down the non-Culture members of other chapterhouses in the name of Cultural purity.

The Maidens begin their training and genetic alteration before their sixth year; only the most extraordinary candidates are allowed to enter the order any later, and neophytes older than their early teens are virtually unheard of. The Maidens chapterhouse controls every facet of its' neophytes existence, imposing a rigid code of honor and discipline upon the candidate.

Members of the chapter are trained to be stoic, somber and unafeard. Its members rarely smile, never retreat and only rarely show pain or surprise. In addition, the members of the order of maidens are sworn to celibacy, with many members undergoing cruel surgical modification to preserve their chastity, and are trained to find sexual release only in killing. In many ways, the order of maidens is a cult of female serial murderers, whose lusts were artificially induced by years of deprivation and torturous discipline.

The Maidens of Vigilant Genocide has only one purpose and only one joy: killing. They are the Earth-bound Culture's fiercest warriors and xenohunters. The Maidens are obsessed with slaughtering Blooded Ghosts, and will gladly lay down their lives to kill the ancient enemy of their race. The Maidens have slaughtered thousands of Earth-bound Ghosts, both military enclaves and refugee families that have tried to assimilate into human society. It makes no difference to the Maidens whether a particular 'Ghost is a civilian or a terrorist- they are inferior, and that is the only thing which matters.

The Maidens chapterhouse is located in Southern France, its members living as they have for centuries in a subterranean enclave beneath the crumbling ruins of a human built nunnery. Its members are paler than the norm of the bronzed humanoids of the Culture; they venture onto the surface only on missions of death. Young neophytes do not see the sky until their training is complete, and than usually at night. To see a Maiden of Vigilant Geno-

cide beneath the sun is a once in a lifetime oddity.

Members of the order refer to the leader of their cult as the Mother of the Naked Blade. The current Mother of the Naked Blade has reigned since the mid 1600s, personally leading more than a thousand 'acts of purity'; this fearsome swordswoman has demonstrated her commitment to the order in an especially horrific way. She flayed the flesh from her own face and breasts, replacing her skin, inch by agonizing inch, with transparent polymer analogues. Her face is a war mask of naked, bloody muscle.

The Enlightenment of Unworthies

The Enlightenment is a relatively xenophiliac, progressive voice within the Order of the Final Sword. This small, heretical chapterhouse holds the belief that as the more advanced society, the Culture has a moral obligation to share its traditions with less enlightened civilizations. To uplift a newly discovered world into the Culture, to purge its less-worthy indigenous traditions and replace them with the Order's logical purity is the highest good a swordsibling of the Order can achieve.

The Enlightenment is a small and unloved order, considered heretics by most hardliners within the Order. The Maidens of Vigilant Genocide has lead several bloody pogroms against this rival order, and only deft political maneuverings within the Bodiless Choir have saved the Enlightenment from total annihilation.

The Enlightenment allows worthy candidates from virtually any race or species to join their chapterhouse, but allows only Culture swordsiblings to achieve any significant rank, or to train others in the art of the sword. While non-Culture aliens are allowed to participate in the Enlightenment, the better to understand the superiority and grace of the Culture, but must accept a servant's role. Blooded Ghosts and a few other especially loathsome or chaotic races are forbidden membership.

The Enlightenment of Unworthies has small chapterhouses scattered across the planet; instead of a single grand fortress, vulnerable to an enemy's siege, this small order makes due with a series of boltholes and safe houses across the globe. One of the largest safe houses is located a few miles outside Phoenix, Arizona; the goals of the Enlightenment and the Huxley emergence are complimentary- the evolution of humanity to a better form. The Enlightenment sends missionaries into the Huxley Emergence, who act as tutors and chaplains, subtly guiding many of the brightest minds within the conspiracy. Similarly, a small group of human Final Swords within Psi-Watch itself has trained with the Enlightenment of Unworthies, and it's rumored that General Marlowe himself has attended ceremonies at an Enlightenment safehouse in Montreal.

The Terran Sword Dojo

The Terran Sword Dojo is a rogue chapterhouse without official sanction, which is unknown to the vast majority of Culture Final Swords. To most of the Culture, the Terran Sword Dojo is a bad joke, an impossibility. Unlike the other chapterhouses, the Terran Sword Dojo is not run by a Culture master swordsman, nor does it glorify the Culture's traditions for their own sake. Instead, the Terran Sword Dojo is a purely human chapterhouse, headquartered in Puzzle Ops Clarke Island base and operating in secret.

Wisenfeld himself founded the dojo soon after the Blooded Ghost Wars of the early 1990s. The old warrior was impressed with the combat skills of the Final Swords he fought alongside, but felt that full Order of the Sword training would compromise his troops, splitting their loyalty between Earth and the Culture's arrogance precepts. Wanting to create a corps of human warriors every bit as deadly as the Order's swordsiblings, Wisenfeld began a program of espionage and infiltration- stealing the ancient secrets and nano-foundries from a destroyed

chapterhouse and repurposing them to human ends.

Within a few years, Puzzle Ops had its own cadre of Final Sword adepts, trained to parity with any Culture warrior, but without the psychosis and xenophobia. To date, there's been little contact between these iconoclastic human warriors and their Culture counterparts; Wisenfeld knows that if the Order knew what he had done they would stop at nothing to destroy his upstart chapterhouse.



Culture Starting Occupations

The Culture is a caste driven society, and while citizens can elevate their station through great deeds, martial perfection or through excellence the arts and sciences, most of the empires citizens are locked into the station they are born into. Wide ranging genetic engineering adapts Culture children to their duties later in life while they are still in utero.

The following Culture specific starting occupations are described in relation to the Culture as a whole, and are available to all Culture player characters, as well as members of certain other races with close ties to the Culture. The game master may rule that in rare circumstances, members of other species may select a Culture specific starting occupation, especially if they have spent most of their early life around the Culture and its percepts. Psi-Watch players may also select any other starting occupation described in the *D20 Modern core rulebook*, the *D20 Future campaign setting* or other acceptable sources.

Ghostwise

Ghostwise are the philosophers and technopriests of the Culture. They are a respected caste, responsible for maintaining the Culture's records, instructing its children and maintaining its bureaucracy. They are speakers to the honored ancestral dead in the Corridor, and they are the Culture's navigators, guiding their ghost-ships through the shoals and inlets of the after life. The Ghostwise are the Culture's intellectuals and technicians, and they are among the most educated citizens of a hyper-intellectual empire.

Prerequisite: 18+, Culture race

Bonus Feat: Select either Educated, Gear Head, Iron Will or Starship Operations. Alternatively, the Ghostwise may select any Deathplay feat (from a future Otherverse Games release) for which he or she meets the prerequisites.

Skills: Select two of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Craft (electronic, writing), Computer Use,

Gather Information, Knowledge (any), Navigate, Pilot, Repair, Research

Wealth Bonus Increase: +2

Reputation Bonus Increase: +1

Lawsinger

Lawsingers are members of the Culture's burgeoning legislative caste. They are minor nobility, allowed to address the Bodiless Choir and vote on important matters of state. The title of Lawsinger is passed along hereditary lines, though lower caste citizens can, and often are appointed to this caste for great cultural and social achievements. Many Lawsingers are dilettantes rather than driven politicians, appointed to the Choir for artistic achievements, as a political favor or purchase a spot in this caste.

Prerequisite: Age 22+, Culture race.

Bonus Feat: Select either Confident, Deceptive, Trustworthy or Windfall

Skills: Select two of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Diplomacy, Gather Information, Knowledge (art, business, civics, current events, popular culture, theology & philosophy) Perform (act, sing), Profession (any legal or white collar)

Wealth Bonus Increase: +3

Reputation Bonus Increase: +2

Military Adept

The Culture is a militaristic society, and all Culture citizens are given at least basic military indoctrination and combat training. Those who show an aptitude for military service are selected for further training, and spend their adolescence in gender segregated, highly regimented combat academes. Academy graduates are often placed into training billets aboard Culture warships, where they complete their training as a major domo and apprentice to a junior officer.

Wealth Bonus Increase: +1

Reputation Bonus Increase: +1

Sword Cult Acolyte

A fortunate few, children of amazing beauty and intelligence, from the most powerful families in the culture are fostered in the Final Sword's dojos from the time they can take their first steps. These children are drilled extensively, and can recite millennia of Culture military victories and tactical doctrines, wield swords in imitation of their adult



Prerequisite: Age 16+; Culture race or member of a subjugated species

Bonus Feat: Select either Aircraft Operations, Starship Operations, Personal Firearms Proficiency or Zero-G Training

Skills: Select two of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Concentration, Demolitions, Diplomacy, Knowledge (civics, tactics), Navigate, Pilot, Spot, Survival

sensei, and are trained for unquestioning obedience and impossible courage.

Prerequisite: Age 12+; Culture or Human races only.

Bonus Feat: Select either Exotic Weapon Proficiency (katana), Combat Martial Arts, Nimble or Weapon Finesse

Preselected Feat: The Sword Cult Acolyte must select either Iron Will or Focused as a feat at first level, reflecting the intense training and determination necessary to master the Final Sword's teaching.

Skills: Select two of the following skills as

permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Balance, Concentration, Jump, Knowledge: (civics, current events, history, tactics, theology & philosophy), Move Silently, Perform (dance), Tumble

Wealth Bonus Increase: +2

Reputation Bonus Increase: +1

Undercaste

The Undercaste makes up the bulk of the Culture's population; half-breed Culture citizens as well as subject populations. The Undercaste is the Culture's lowest of the Culture's large 'lower class' population. Deemed genetically and mentally inferior, the Undercaste performs the jobs too dangerous or unpleasant for a true Culture citizen to touch. Undercaste are the garbage collectors, the scavengers, the miners, the refinery workers and shipboard damage control experts.

In the Culture's urban wastes, they are the criminals, the smugglers, the gangers, the prostitutes struggling for survival and low level thieves, since the Culture has closed most other opportunities to them.

Prerequisite: Member of a subject race such as the Blooded Ghosts.

Bonus Feat: Select either Brawl, Carrion Scavenger, Deceptive or Personal Firearms Proficiency.

Skills: Select two of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Craft (electronic, mechanical, structural), Demolitions, Handle Animal, Intimidate, Knowledge: earth & life sciences, Knowledge: streetwise, Profession (any blue collar), Repair, Survival

Wealth Bonus Increase: +1

Worldseeder

The Worldseeder caste made up of the Culture's xeno-biologists, missionaries and terraformers. They are explorers and colonists. Worldseeder clans are the first Culture citizens to arrive on a newly conquered world; they are responsible for terraforming the planet and converting any existing societies to Culture norms. When their painstaking work is done, when the world blooms and their job is done, the next generation of Worldseeders moves onward, in search of new star systems to mold.

Prerequisite: Age 15+, Member of the Culture or Gravity Cats species

Bonus Feat: Select either Animal Affinity, Gearhead, Guide, or Track.

Skills: Select three of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Climb, Computer Use, Craft (chemical), Demolitions, Handle Animal, Knowledge (behavioral sciences, earth & life sciences, technology, theology & philosophy), Listen, Navigate, Ride, Survival, Swim

Wealth Bonus Increase: +2



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