

WITCHES OF THE BLUE SKIES



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Fully Compatible with the PFRPG.

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

Dedicated to the men and women of the real world's Misawa Air Force Base

Witches of the Blue Skies is a campaign sourcebook for the *Black Tokyo Campaign Setting*. Black Tokyo is such a diverse sand-box campaign world, filled with so many anime influences and homages that it's possible to run your campaign in any of a dozen radically different styles. The high-flying, fast-moving and thrilling Assault Witches campaign is one of these many styles.

Witches of the Blue Skies will help you build skilled young aviatrix, who take to the sky thanks to occult jet boots. Daring heroines called Assault Witches blend military training with the magical gift of flight, and leap into the sky to battle a remorseless horde of enigmatic destroyers called the Abyss.

Let's fly!

OBVIOUS INSPIRATIONS

The Assault Witch Campaign is strongly, strongly inspired by the *Strike Witches* anime in specific and "mecha-musume" anime in general.

Other inspirational anime and fiction include:

Battle Fairy Yukakazi

Cat Planet Cuties

Chobits

Ghost in the Shell: Stand Alone Complex

Guyver

Kantai Collection

Macross Plus

Maharomatic

Neon Genesis Evangelion

Sky Girls

Transformers: Kiss Players

Patlabor

THE ASSAULT WITCHES CAMPAIGN

An *Assault Witches* campaign has a military flavor, but isn't too concerned with accurately modeling military life or traditions- if it were, the protagonists wouldn't be teenaged girls flying through the stratosphere *sans* pants. Instead, the campaign embraces the tropes and clichés of military fiction and layers them over a traditional anime action core.

Girl Heroes

The core of an Assault Witches campaign are the young women of a particular fighter wing. All (or at least most) of the characters will be Assault Witches, probably assigned to *Misawa's 105th Joint Operations Group*, or a similar fighter wing you've built your self. There's room for non-Assault Witch support staff, allied heroes and



non-military adventuring companions, but unless these outsider heroes can fly (and fly really *fast!*) they're going to be left out of the action when their Assault Witch comrades take to the sky to battle the Abyss.

Most Assault Witches are going to be female, which certainly fits with *Black Tokyo's* strong female fandom and is certainly in keeping with the spirit of the anime that inspired the campaign. An Assault Witch campaign should emphasize the importance of camaraderie, female friendship and teamwork. There might be a few male "Yeagers" flying with the squadron or allied male heroes, but first and foremost this should be a campaign about badass, heroic young girls defending their country!

Yuri

It's an all-girl cast. It's *Black Tokyo*. The lesbian subtext should be so prevalent and so obvious that it becomes text. Many of the new mechanical elements (feats, traits and powers) presented in this sourcebook reward players for building yuri aviatrix and loving, longing for, and occasionally losing their squadron mates. Romance, even romantic comedy, can fill the days between Abyss assaults, when the Assault Witches return to their base for training and downtime.

The concept of *Masamune Divisions* within the JSDF is not just a tongue-in-cheek homage to *mangaka* Shirow Masamune who certainly illustrated many military women who played that role, but also provides an in-setting justification for how a modern, first world military could ignore or even condone some rather extreme examples of fraternization.

While yuri romance and rather acrobatic, high-speed fanservice are core parts of an Assault Witch campaign, the rape and monstrosity found in many other Black Tokyo campaign models really isn't...unless you want it to be. *The Abyss*, *Tottori Horrors* and other monsters native to this campaign style are completely inhuman and utterly monstrous, without recognizable human desires or motives. They want to annihilate the player characters with superior firepower and can cause massive casualties, but their evil is a more impersonal, emotionless and alien evil than the lust-driven rage of setting villains like *Taru Tsuyoi*. That makes the Abyss and similar

creatures somewhat less infuriating than truly nasty villains with a personal motivation: Abyss might wrack up high body counts and billions of yen in property damage, but they don't infuriate the players on a personal level like a rapist or child molester would.

All that said, Assault Witch squadrons might deployed to fight the worst, most visceral evils Black Tokyo has to offer. And throwing a flight wing of courageous, optimistic Assault Witches against something truly monstrous and rapacious – something that wants to fuck them to death with a hundred razor edged cocks – can highlight not only the horror of the rapist, but also the innocence and courage of the Assault Witches themselves.

Dogfight Days!

Air to air combat! That's the primary focus of the campaign. Most if not all the player characters will be fliers, and even among the ranks of ordinary fliers, these girls will be extraordinary. Player characters are going to be among the fastest, most maneuverable creatures in the crowded, dangerous skies over Black Japan. An Assault Witches campaign is a very high power, combat-focused campaign. Build fast, competent, hard hitting heroines and equip them with best gear the gamemaster will allow!

Techno-Magical Wings

An Assault Witch campaign emphasizes techno-magic rather than more traditional sorcery, and places less emphasis on Shinto and Buddhist folklore and scripture than most Black Tokyo campaigns. Powers and magical items built for this campaign type have a military flavor, and are a bit higher tech than the norm for Black Tokyo. There are also more guns – including military grade firepower! – available to the player characters than elsewhere in Japan, where guns are fairly restricted and uncommon.



Mildly Military

The Assault Witches are ostensibly a military organization, but action and adventure should be the prime focus. Routine training, paperwork and collateral duties are usually glossed over in favor of combat and military melodrama and are typically things that happen off-screen or in the background between dramatic events.

The campaign should touch on all the expected tropes of military fiction, but always in a slightly skewed fashion, with anime sensibilities and the personalities of exuberant young girls in mind. And whenever possible, add some fanservice to an otherwise by the numbers military-fiction scene.

Some plot points you might want to touch upon, include:

- The 'fuckin' new girl' has to prove herself to her more experienced squad-mates
- Uniform inspections and awards ceremonies as a huge pain in the ass
- Two squad-mates who initially hate each other forced to save one another's lives and become true friends
- A fierce rivalry with another unit, another branch of the military, or with an allied foreign unit that constantly shows up the PC's squad
- A new officer who knows a lot less than the veteran enlisted members of the squad and might or might not be able to admit it
- A rookie Assault Witch has to overcome her fear during her first battle, or a coward redeeming herself with an act of over-the-top courage
- A character's compassion leads her to try to befriend an enemy that everyone else believes is a remorseless killing machine, or de-escalate a conflict rather than engaging
- A character killing for the first time, which can be played as a tragedy or a huge personal milestone for a badass young warrior
- An Assault Witch reaching some combat milestone like 100, 200 or more shoot-downs. In the real-world, five shoot downs make you an ace- Assault Witches might make ace within the first game session!
- Exhausting, intense physical training or days long field exercises
- Simulated battles against members of your own squad playing the part of the opposing force, or wargames against the militaries of allied nations (or other factions, like Chrysanthemum Seven or GILGAMESH)
- An unexpected enemy assault or crisis during a field training exercise or war game
- Minor offenses being punished by confinement to base and extra (usually unpleasant) duty

- Leaves cancelled by an impending crisis or heroes forced to return to assemble an ad-hoc squad to fight some major threat
- Having to jury rig something because proper supplies or methods aren't available or will take too long, or just because the by-the-book procedures *suck*
- *Everything* has a procedures manual. Everything.

Military Porn

Part of the appeal of the *Strike Witches* anime is the fetishistic level of detail it devotes to the heroines' period-accurate weapons and uniforms, not to mention parallels between the characters and their real world inspirations. The more details you can pack into your campaign, the more fun it will be, even if your players never consciously pick up on your research. Picking up a few Osprey Publishing books on both modern and WWII-era Japanese arms and equipment, or an appropriate Jane's Guide will add a lot of flavor to your campaign. (Doing the research for my campaign worlds is often the most fun part of a project for me, hopefully it will be for you too.)

Duty Sections

The Assault Witches have to be ready for action 24 hours a day. As a result, there will likely be a minimum of four squadrons, each of which acts as a duty section.

My real world experience at Misawa AFB had four duty sections, Alpha and Baker, Charlie and Dawg, pulling 12 hour shifts. Alpha and Baker (my section) were paired, so when Alpha worked day shift, Baker worked night shift and vice versa. When our sections were off duty, Charlie and Dawg took over. Usually, the duty sections rotated between day and night duty every two weeks. This makes a pretty usable system for the fictionalized Misawa airbase and its fliers. Usually, all the player characters will belong to the same duty section, and will have the closest relationship with members of their own duty section.

THE REAL WORLD: ARTICLE NINE

Article nine of Japan's Constitution, ratified after the post-WWII Occupation, prohibits the country from maintaining an offensive military. Officially, Japan is a pacifist nation: its armed forces are referred to as 'self defense forces' rather than a military. The difference is not merely semantic. Japan's soldiers are considered civil servants, and unlike the American military, are not subject to a separate military justice system- they are governed by the same civil law as any other Japanese citizen.

Military service in Japan lacks the prestige and adventurous allure it holds for Americans. Similarly, the

benefits offered to JSDF members are meager compared to the living conditions of American forces stationed on the island. Pay tends to be lower for JSDF members than their American counterparts, military medical care is limited to injuries or illness incurred in the line of duty, and JSDF soldiers do not have exchange or PX/BX privileges. If JSDF members live on base, they do so in spartan barracks several decades old.

JSDF resources are deployed around the world on humanitarian missions more often than they are to project power. In the wake of the Fukushima disaster, JSDF forces were deployed to Northern Japan to assist with recovery and rebuilding efforts, while larger contingents of forces were deployed around Indonesia after the 2005 tsunami. A deployment to Iraq, in a support role, during the Bush 'presidency' lasted only a few months and caused such a political firestorm at home that the excursion is not likely to be repeated.

The JSDF resolutely refuses to even consider the use of nuclear weapons in combat, and Japan remains non-nuclear by choice. American forces stationed in Japan cannot store nuclear arms in their host nation, and many Japanese port cities are even leery about letting nuclear-powered aircraft carriers or ballistic missile submarines to make a port call. Most Japanese, including most JSDF members, view nukes with almost primal revulsion. Likewise, Japan has not produced military technology that would allow it to project force, in keeping with the constitutional limits on military growth. For example, the Maritime Self Defense forces have cruisers and patrol boats, but no true aircraft carriers (though military buffs are quick to point out that many of the larger Japanese 'destroyers' are aircraft carriers in all but name).

ASSAULT WITCHES: AWARDS AND DECORATIONS

In addition to the real world awards members of the Japanese self defense forces can earn, the Assault Witch program and other semi-secret branches of the JSDF have their own unique decorations. Here are some of them.

Each decoration is briefly described below, and the game master should feel free to add as many other medals to the campaign as they can think up. Conditions for earning one of these decorations are described below. Decorations bestow on XP award upon the recipient, from a trivial amount to enough to instantly level-up for truly prestigious awards. Players can receive the same decoration multiple times. Each successive award is denoted

Awards are broken into 3 levels: *trivial*, *important* and *heroic*. Rather than work out an entire order of precedence for these awards, this gives you an idea of which awards an Assault Witch is most proud of.

Disaster Recovery Medal (trivial)

All members of the JSDF, including its supernatural members, perform emergency rescue missions, disaster relief and assist communities near the base after natural (or unnatural) disasters. During peacetime, between deployments against the Abyss, the Assault Witches might help with flood or earthquake clean-up, or assist with other local crisis.

Earn: complete a disaster recovery or civil aid mission with the JSDF

XP Bonus: 1d4x50 XP per level

Far Dimension Deployment Medal (heroic)

This ribbon is the inverse of the *Tatakama Deployment Medal*, a black ribbon with vermillion torii. It is awarded to those who have completed a deployment to the Black Else. The award is euphemistically named, because most service members feel its unlucky to even mention the name of the Black Else.

Earn: complete a mission into the Black Else

XP Bonus: 1d8x150 XP per level

First Shootdown (trivial)

This navy blue ribbon features an abstract swirl of black and white thread. It is often the first service award rookie Assault Witches earn.

Earn: score a confirmed kill of a target with the Abyss subtype

XP Bonus: 1d4x25 XP per level

Masamune Union Commemoration (important)

At the Brigadier General's impetus, the 105th JOG has begun officially recognizing and encouraging full marriage ceremonies between its lesbian officers in hopes of strengthening unit bond. This new ribbon is canary yellow marked by two thin, diagonal pink lines in parallel.

Earn: take a trait or feat with Masamune in its name

XP Bonus: 1d6x50 XP per level

Tatakama Deployment Medal (important)

This vermillion ribbon is stitched with a simplistic torii icon in black thread. It is awarded to JSDF members who complete a deployment into the Tatakama.

Earn: complete a mission into the Tatakama

XP Bonus: 1d6x100 XP per level

Transonic Flight Award (heroic)

This powder-blue ribbon has other decoration. It is awarded to the fastest, most nimble fliers on the Assault

Witch roster- the ones capable of breaking the Mach barrier under their own power.

Earn: take the Transonic Flight feat or a similar feat

XP Bonus: 1d6x100 XP per level

MISAWA AIR FORCE BASE, MISAWA, AOMORI PREFECTURE

The Japanese Air and Ground Self Defenses Forces share this sprawling base with the United States; both the USAF and Navy have huge contingents on base. In addition to its mundane military duties, Misawa AFB is home to Japan's

Assault Witch squadrons. Promising female pilots and rookie aviatrix train tirelessly in the clear blue skies over the quiet, dusty city of Misawa. In addition to the glamorous Assault Witches, a coven of female military mages are trained here. Chrysanthemum Seven trains **military Flow Witches and Lovely Medics** to specs standards here, before deploying them to anti-*oni* squads throughout Black Japan.

Crown Princess Masako's vision of a more inclusive, female-friendly JSDF is bearing its ripest fruit at Misawa. While the women warriors assigned here have great power, the sheer presence of so many witches and female occultists has attracted *oni* to the area, like predators scenting prey. Battles against demonic lust-predators and rapacious horrors from the Black Else are especially brutal, this far north.

BRIGADIER GENERAL SORA MASAMUNE

General Sora Masamune is the ultimate commander of Misawa air base, and was the first Assault Witch- the first to don the turbine leggings, before there was even an official term for what these high-flying women were! General (then Ensign) Masamune was the first female pilot to fly combat mission for Japan- off the books flights over Laos and Cambodia with specially selected American pilots during the Vietnam war. (By the way, the rumors about her and Ladybird Johnson in the Lincoln Bedroom are all true.)



When it became obvious the young ace's natural talents were only being stifled by her specially modified and custom-painted F-4 Phantom, the best techno-occultists in the JSDF were commissioned to create the Assault Witch technology! With her help, they did it, and throughout the late 1970s and early 1980s, proved the technology in a series of secret sorties the world never heard about, but owes its continued existence to.

Now in her mid-60s, Gen. Masamune has been forced to abandon the sky for desk duty- training, disciplining and guiding the next generation of Assault Witches. She's still impressive in the air though- the limp she's sported since flak over Hanoi blew apart her left hip doesn't slow her down at all once she reaches altitude during check flights.

As one of the first woman to play a major role in the modern Japanese military, Gen. Masamune has been instrumental in carrying out Crown Princess Misako's modernization campaign. Masamune fought hard to bring the Assault Witches to Misawa, and protects the 105th Joint Fighter Wing fiercely, and under her command, the wing has proved its utility against the Abyss and other incursions.

Using Brig. Gen. Masamune in the Campaign

General Masamune is a stern but honorable authority figure for the campaign. She is a contrivance to keep the air base and its staff running smoothly. She is also going to take the sky one last time, die heroically, and inspire the young fliers under her command to live up to her example. You can also use her (once or twice, before her luck fails) to rescue a doomed player character, or even up an unfair battle, but with concrete mechanical weaknesses built-in that keep her from being an irritating GMPC.

If you run General Masamune in combat, use the *Assault Witch Squadron Leader* stat-block with the following modifications. These reinforce her role as an aging badass, who does the impossible and fights heroically but knows her time is passed.

- General Masamune has only 14 Hit Points (1 HP per Hit Dice).
- General Masamune takes no damage from successful attack rolls and is considered to have Spell Resistance 30 against opponents of CR 7 or less. She automatically succeeds on saving throws against effects produced by enemies of CR 7 or less.
- Opponents of CR 8+ receive an untyped bonus on ranged attack rolls against Gen. Masamune equal to $\frac{1}{2}$ their Hit Dice, with no cap.
- When slain, Gen. Masamune cannot normally be *raised* or *resurrected* (her soul is unwilling, basically, unless the PCs have such a deep personal relationship, developed by roleplaying she might return for one final mission).
- Even if she is raised or resurrected, she still has these modifications.



- If Gen. Masamune is slain, all player characters involved in the battle, with Assault Witch cavalier levels gain enough XP to gain one level, which must be spent on this class.

THE DRILL SERGEANT OF LION SQUADRON

Lion Squadron is the largest, most storied and most famous Assault Witch squadron on base (though far from the only one). Part of Lion Squadron's legendary effectiveness is their extraordinary training and conditioning regimen. The squadron's drill sergeant is, in his own way, every bit as extraordinary as the base's commanding officer.

Ten years ago, a male lion washed up on the Nagasaki shore during an especially fierce *Akashita Wind* storm. Battered and beaten, the lion's right forepaw was completely destroyed by what looked like heavy machinegun fire, and a good deal of his fur was burnt away. As strange as the lion's sudden appearance was, when he finally awakened in a nearby zoo's veterinary clinic was the revelation that he spoke. Initially, the lion just growled fluent English, but he picked up Japanese within two years.

The wounded lion had no memory of how he came to be in Nagasaki, nor who nearly killed him, nor even how he could reason and speak. Not knowing what else to do with the lion, Chrysanthemum Seven took him into custody, and eventually nursed him back to health. Over the years, the still nameless lion went into battle alongside C-7 as they fought the horrors of the Black Else.

Eventually, the lion (*LG male Ubasti Fighter II*) became the unofficial mascot of Lion Squadron and its semi-official physical training instructor. He's fiercely protective of the base's young women, and most of the cat-girls on base consider him a gruff favorite uncle...even if his pre-dawn PT sessions leave most of them puking and gasping in exhaustion. With his new mission, and new girls to protect, the great, scarred lion leaves questions of what he is and where he comes from to his unquiet dreams.

COMBINED FLEET HQ

The **Combined Fleet Project** is an adjunct to the military's **Assault Witch program** headquartered at Misawa AFB. While Assault Witches are brave young girls trained as soldiers and magical fliers, the heroines of the somewhat more obscure Combined Fleet are made, not born. Combined Fleet POETICA are forged on site in Misawa, using military facilities operating under a multi-billion yen license from the New Day Girl Factory. The Combined

Fleet POETICA are the only authorized model of android girl produced away from the megacorp's Ehime facility.

Approximately 150 Combined Fleet POETICA are quartered in a set of run down barracks in the western quadrant of Misawa AFB. The well equipped, heavily armed and extensively trained androids are deployed with Assault Witch squads, or even with conventional police forces when the opposition is expected to be supernaturally intense. Despite the inherent danger of their role as 'living land battleships', the Combined Fleet androids relish their duties. They're programmed for courage and love the romantic adventure of serving in the JSDF's elite anti-supernatural squads.

The Combined Fleet barracks are rundown open bay structures of early 1960s vintage, but the androids keep them with obvious pride. Under military law, these POETICA are free citizens of Japan (Gen. Masamune pushed for this, before she'd sign off on the project). The Combined Fleet androids spend most of their meager salaries on military memorabilia, both actual historical artifacts and well made replicas, and have turned their barracks into an impromptu museum of Japanese military history. Historical cosplay is a favorite hobby.

Warrant Officer Heiankyo Alien (named for one of the very first Japanese videogames) is the most senior POETICA in the program, and a highly competent, extremely serious young warrior. Though General Masamune has been able to win the base's POETICA their freedom, she hasn't been able to raise the program's greatest success story to an actual officer's rank. Officer Heiankyo refuses to let the slight affect her performance, though it has made her secretly bitter. She lacks the joy her younger 'sisters' bring to the job, and not even late night LAN parties with them can break her out of her worsening melancholy. She hides her depression well, at least as far as humans are concerned, but the other POETICA on base know what she's really feeling.

If you need statistics for Warrant Officer Heiankyo Alien, use the **Combined Fleet POETICA** stat-block.

STRIKE KITTEN BARRACKS

In contrast with the relative handful of Combined Fleet POETICA quartered at Misawa AFB, nearly 1,000 Strike Kittens are stationed with the Assault Witch Squadron. The genetically sculpted and adventurous kittens are quartered with human JSDF women in slightly more modern barracks than their android sisters have received. They are administratively split up among several squadrons, but share common duty, and a common origin.

The best and quickest are active duty Assault Witches, with the rest filling reserve slots, completing their training or performing non-combat duties around the base. And again, because of General Masamune's insistence, the Strike Kitten are free.

The joint service air base's commanders (both Japanese and American) have had to put the Strike Kittens officially 'off limits' as far as on-duty romances are concerned. The Japanese men on base are bad enough, but for American Navy and Air Force personnel stationed here, most whom have never even seen a catgirl before, the Strike Kittens are simply irresistible.

Of course, most of the Kittens have no interest in romance. They're still young enough, and boisterous enough, that their only love is the open sky. They're not always the most reliable about switching on their IFF transponders, and most of them have been officially reprimanded about unauthorized flights in the airspace- a distracted, flying catgirl can be a major navigation hazard. But sometimes the call of a clear blue sky on a spring day is loud enough to override their military discipline and send a small wing of catgirls into the clouds.

While the Combined Fleet POETICA have a strong leader in their warrant officer, the Strike Kittens aren't quite as lucky. Three Technical Sergeant Strike Kittens share command duties between them. The trio manages to get most of their paperwork done with Gen. Masamune's *extensive* help and are quickly maturing into competent leaders, if not exactly by-the-book ones. *Sergeants Ringo, Kayu* and *Atari* are constantly in trouble with the general for minor breaches of discipline, but have good hearts and are better leaders in battle than they are administrators.

If you need statistics for any of these three feline Tech Sergeants, use the *Assault Witch Strike Kitten* stat-block.

KOTOBUKI-SAN AND THE ASSAULT WITCH MESS

The Assault Witches share their old and somewhat run-down mess facilities with the rest of the JSDF members on base. The Assault Witches themselves have a smaller mess area cordoned off, which the kitchen staff tries to make as elegant as possible, which usually means hanging curtains over walls stained by age, time and water. The food however, is a lot better than anything the Americans get in their larger and more modern mess-hall.

The kitchen is run by an old woman everyone just calls *Kotobuki-San* (Mrs. Kotobuki). Everyone with magical senses gets occasional tingles that she might be more than

human, but as far as anybody can tell, she's just a 68 year old woman who's worked in restaurants her whole life and will probably keep working another 20 years, who's unhealthily obsessed with the local football club, and who makes the absolutely best cakes and tea in the whole prefecture.

The mess itself is open 24 hours a day, to accommodate service members on all shifts, but Kotobuki-San only comes into work at exactly 0433 every morning, and has her first baked goods ready to eat an hour or so later. She leaves work around 1630 each afternoon and never seems to take regular days off, though she might disappear for a bit during World Cup season.

SQUADRON GYMNASIUM FACILITY II

The Assault Witches and related staffers have access to one of the base's gymnasiums, which is a boon because when winter comes, Misawa grows far too cold for outdoor PT. Facility II is found a few short yards behind the mess hall, behind a rather ugly fenced-in fuel-oil storage depot. Facility II also boasts a small and intimate but popular artificial onsen. The gym's onsen is women only, and has become a defacto hang-out for many of the base's Assault Witches. Even General Masamune occasionally comes in for a long, leisurely soak, and as she says "rank has no place in the bath."

In-Game Use

The indoor onsen is a place for hanging out and roleplaying, with a ton of fanservice potential and sexy bathing adventures mixed in. If the PCs do a lot of their pre-mission scheming and post-mission debriefing in the onsen, consider giving everybody who participates regularly the Nearly Naked Exposition trait as a reward for staying firmly in-genre. And also, if you want to shake up the players, or literally catch the heroes with their *pantsu* down, nothing's stopping a *Breath of the Onsen* or similar monster from taking up residence!

HANGER S-ALPHA

The 105th Joint Operations Group is headquartered in one of the larger and more modern hangers on base. Hanger S-Alpha was erected during the late 1990s, and includes dedicated medical facilities for Assault Witch Nekomusume and POETICA, briefing rooms and simulators used by the squads, arcane/mechanical repair facilities for Assault Witch components. Fast launch tubes leading directly to pre-cleared runways can put whole squadrons of occult fliers into the air within minutes!

An air traffic control tower looms high over Hanger S-Alpha, painted with the iconic symbol of the 105th JOG



golden feather and grey missile against a bright blue field. An ever increasing roster of black diamonds, each symbolizing a successful Abyss shoot-down, is painted beneath the unit logo.

Unknown to most base staffers, and even to most lower-ranking Assault Witches, a massive underground laboratory beneath Hanger S-Alpha contains the remains of hundreds of Abyss and other *oni* predators, studied under extreme security. Project GILGAMESH has pushed time and again for access to the samples, but General Masamune is leery of letting their scientists in. As far as she's concerned, her methods of containing the Abyss are far more effective, and cause fewer collateral damage than GILGAMESH's handling of the Tottori Horrors. To say Project GILGAMESH disagrees is putting it *very* mildly.

The Armory Slit

The 105th's magi-tech armory is kept within Hanger S-Alpha, under ultra-tech security and potent magical wards. The armory's towering entryway resembles nothing so much as a fortified adamantine vault door built in imitation of a woman's most intimate folds. Base policy requires all occult weapons and artifact-level devices be stored in the Armory Slit between missions, though Assault Witch adventurers are allowed to keep most magical costumes, armor, and wondrous items in their quarters. Unofficially, most proven Assault Witches keep an enchanted pistol or combat knife on their person at all times for self defense.

THE AMERICAN CONTINGENT

Misawa AFB is unusual in that it has a large American presence, and over half the massive, fenced military airbase is given over to Air Force and Navy facilities. The presence of so-many foreign troops gives Misawa its unique character and brings new approaches to the JSDF's traditional fight against oni and undead. The American contingent is fully briefed on the reality of supernatural Japan, unlike most American soldiers serving elsewhere on this dangerous, black planet.

A deployment to Misawa is an eye opener for most sailors and airmen, an introduction to wonders and horrors formerly

concealed by the modern world's shadows. Once they overcome their culture shock they realize that while the United States is relatively new to the fight against the Black Else, superior training and firepower counts for almost as much as Shinto exorcism techniques and Goetic demonology. The Americans are higher tech, and use more modern methods than Chrysanthemum Seven; the **Red Line Array** was their idea, as are the **Solenoid Quench Cannon** and other revolutionary *anti-oni* weapons.

The American forces on the base are under the ultimate command of the United States Air Force, with the Navy taking a smaller role on base (though the Navy does provide a substantial minority of Yeager officers). The American side's commanding officer is **Air Force Colonel Rick Plantaganet** (LN male human Fighter 8/Rogue 4), who even though he's a balding, 52 year old desk-weasel still goes by the moronic callsign he picked up during his days as a pilot, he even signs his orders with it. He's the stereotypical ugly American- a close-talking, loudmouthed, aggressive, Evangelical Christian bully, and his troops would probably get more done if some *oni* bit his head off at the shoulders. There's a few of them who are clever enough to realize it.

THE RED LINE ARRAY

Misawa AFB is home to a huge antenna farm that covers several acres. Most of the world believes the array is an electronic warfare site, if they give it any thought at all, but its purpose is far stranger. The Red Line Array sits at a conflux of ley lines, and is able to feel the pulse of

Red Line Array Task	Computer Use Check DC
Map all stable <i>torii</i> in one Japanese prefecture	DC 25
Map all currently open temporary/unstable <i>torii</i> in one Japanese prefecture	DC 30
Map all <i>torii</i> that have been closed within the past 24 hours, throughout one Japanese Prefecture	DC 32
Map the location of all Conjunction spells or effect of 6th level or higher, cast within a single Japanese prefecture	DC 35
Map the location of all <i>raise dead</i> or <i>resurrection</i> or similar spells cast to restore life to the dead cast within a single Japanese prefecture	DC 30
Map the location of all death effects of 4 th level or higher, cast within a single Japanese prefecture	DC 28
Map the location of all haunts duplicating the effect of 3 rd or higher level spells within a single Japanese prefecture	DC 30
Any casting of <i>wish</i> , <i>limited wish</i> or <i>miracle</i> (or similar spells) sounds a visual and audible alarm indicating the prefecture of casting. Pinpointing the casting to within 30 ft requires a check.	DC 15
Either the Tottori or Hyogo prefectures are mapped, due to lingering dimensional rifts.	+5 to check DC
Provide a realtime location on a single Outsider (20 HD or fewer) known to the operator within Japan	DC 40
Provide a realtime location on a single Outsider (21+ HD or greater) known to the operator within Japan	DC 30
In all cases, mapping is accurate to within about 30 ft	

mystical energy across the planet as easily as a stethoscope finds a patient's pulse. Chrysanthemum Seven uses the Red Line Array to track every *torii gate* currently open in Asia.

The arcane technologists working in the windowless Array Control can attempt any of the tasks on the previous page's chart.

The Red Line Array becomes erratic during Akashita Winds; add +1d8 to the check DC during a wind storm anywhere on the Japanese archipelago. Each check requires 1d4 minutes, and provides a tactical map accurate to about 10 meters. Only Chrysanthemum Seven operatives, Assault Witches or their agents have access to this ultra-classified data. Mapping a prefecture requires about 5 minutes per skill check.

The Red Line Array came online during the early 1970s. Prior to that, a ring of Jomon-era stone monoliths stood in the empty pastureland. Similar to the monoliths at Stonehenge and other sites, these ornately carved pillars served an undoubtedly similar function for the island's most ancient inhabitants. When the Array was erected, the Heart Pillar was moved to the near-freezing steel and concrete bunkers beneath the Array itself. Now, the great stone pillar is connected, by magic and fiber-optical cabling, to the vast server farm powering the array.

ANYAN TENNOUJI PRIMARY SCHOOL

Unusually for an on-base military school, Anyan Tennouji is named for a Japanese fighter (one of the boldest Japanese aces of WWII, and one of the nation's most patriotic Doujinishi), rather than an American military hero. The reason is that during a fierce engagement with US Army Air Corps forces, Lt. Tennouji broke off hostilities and joined his US rivals in a pitched battle against a horror emerged from the Black Else, and saved myriad lives, both American and Japanese. A painted concrete statue of Lt. Tennouji's Zero decorates the school's sports field.

Anyan Tennoujii (known as AT Primary to most students) is a combined primary school, servicing American students from grades pre-K to grade 8. A surprisingly large number of the student body are Doujinishi themselves: living warplane-spirits summoned by the care and attention that the air base's flight crews lavish of the military aircraft as well as incarnate gun fantasies and military power dreams. A handful of Imperialistic Kami have been born at the base, and though technically not American citizens (or citizens of any nation, really) they are allowed to attend AT Primary with their mortal class mates.

Many of the young plane fantasies and war-dreams attending AT Primary soon mature into competent fighter pilots themselves- the best donning the armored turbine leggings of an Assault Witch and taking to the skies.

BENTEN'S SEA PIZZA II

The first and biggest Benten's Sea Pizza is in Kanagawa Prefecture, but recently the second restaurant in the strange franchise opened in Misawa, working out of a two story restaurant right out side Misawa air base's front security checkpoint. Like its predecessor, Benten's Sea Pizza II is famous for its delivery girls- high flying teenaged girls delivering pizza on the backs of enchanted flying brooms.

The pizza place's dining room is always crowded with base personnel and is famous for its fried cheese rolls not just the pizza. Now that Pizza II has opened, it's taking some of the burden off the Kanagawa branch, handling deliveries for pretty much everything north of Tokyo. The pizza place's cooks and its high-flying delivery girls are primarily the children of base personnel, both Japanese and American. Gen. Masamune has subtly endorsed Pizza II, because it gives her a pretty deep well of flight-trained young women to recruit Assault Witches from. She suspects that's the real reason Pizza II's opened up, though she, like pretty much everybody else, has no idea the Benten in the store's name actually refers to a real, living goddess rather than just a reference to Shinto myth.

In-Game Use

Pizza II is designed as a point of origin for some Assault Witches, explaining where they first learned to fly. It also provides a way for non-Assault Witch cavaliers flying with the 105th JOG to match the speed and in-air maneuverability of an Airplane Girl. Your character concept not suited to Cavalier levels? That's fine, put your character on an enchanted broom that can push the Mach limit, and she can still be effective in the air.

Pizza II is also a tie directly into the Goddess Benten plotline woven through several Black Tokyo sourcebooks, and a good way to connect to the rather helpful goddess and become embroiled in her many, many schemes.

If you want to further differentiate broom-fliers trained at Pizza II from 'ordinary' Assault Witches, you might allow them to access some of the broom-based fighting styles in *Otherverse America*. Agile Broom, Ancient Trusted Weapons and other feats in that tree are ideal fighting styles for Benten's delivery girls, which give them not only some cool tactics to use with their enchanted brooms, but a unique factional identity.

CLUB IVY, HATCHINOHIE, AOMORI PREFECTURE

Club Ivy is the name on the lease, but there's no sign, or indication what's behind the peeling green door in a small, windowless building a few blocks from Hatchinohie's train station. Nobody ever refers to this dingy bar-slash-bordello by name, anyway. It's well known among both the local Japanese blue collar workers who frequent the place after work, as well as the American servicemen at the nearby Misawa AFB.

Club Ivy is a small-time, Yakuza-owned whore house staffed by a mix of human and POETICA prostitutes. Most of the android prostitutes are actually free, at least to a degree. Club Ivy has become a sort of underground mecca for runaway POETICA. Working here (or at similar low-end clubs on a circuit) for five or six years can buy a POETICA a new life and a foreign passport.

The battleship-girls of Misawa's Combined Fleet know about the bordello, and help out its POETICA as best they can. They occasionally show up after closing time, bearing gifts, spare clothes, manga and circuit components for both the human and android prostitutes. Badly damaged POETICA sex-workers here know they might be able to get off the books medical care if they can stay alive long enough to reach their weaponized sisters in Misawa.

The Club is run- in name only, by an 80-something, semi-retired Yakuza named **Arata** (CN male Human Rogue 6). He's half-senile and narcoleptic, and bangs on a tambourine in time with the bar's music, at least until he nods off. In reality, he tends the bar, takes the customer's money and leaves all the real decisions to his POETICA wife, **Korra** (N female POETICA Expert 5). Korra worked the club herself for nearly a decade, and when she stopped fucking on stage, she married the owner and became legally

emancipated. He got old; she can't. She still likes the senile old rogue, and he's done enough years of loyal duty to the Yakuza that they allow him the illusion that he's still running the place- still the deadly pimp he was decades ago.

SOME SUGGESTED MISSIONS

The Assault Witch campaign is primarily mission based. The game session begins with a briefing from their superiors, and then the player characters soar off into battle. Usually an Assault Witch squadron is allowed pretty wide latitude in tactics unless it becomes obvious to the chain of command they're out classed, giving players some discretion on how they carry out their missions.

The archetypical mission: air defense.

Pick a Japanese or Okinawan city that's coastal and has an American or JSDF military base. An Abyss force, size and composition of your choosing, is either already attacking, or will be on site within a few hours! Scramble and drive the Abyss back, destroying as many as you can while protecting human lives and property whenever possible.

If you want to make a standard air defense mission more challenging, roll on this chart to add some random, and potentially nasty complications.

Air Defense Mission Complications (d20)	
1 One of the most powerful PCs is grounded for this mission because of some bureaucratic reason	11 Extremely poor visibility (moonless night, intense fog, smoke from ground fires, ect)
2 Tropical storm or hurricane conditions	12 The Abyss assault is a feint concealing their real target
3 Local criminals or supernatural threats plan their crimes to coincide with Abyss raids	13 Local government hamstring the Assault Witches by preventing them from using their heaviest firepower
4 The airspace is crowded with civilian flights	14 The scramble order comes during the middle of the night, sending an exhausted team into battle
5 The Abyss appear in far greater numbers than previously expected	15 The Abyss range farther inland than previously seen
6 The team is in disarray and not cooperating well because of personal problems or romantic complications	16 During the battle, the Abyss force splits up to tackle several distant objectives simultaneously
7 A crashing Abyss threatens lives on the ground	17 The Abyss seem more intent on killing civilians than ever before, virtually ignoring the Assault Witches
8 The enemy is a small flight of Abyss Witches (which should operate solo!) , rather than more conventional and combative forces	18 Variant Abyss types like White or Blue Abyss (or stranger creatures of the gamemaster's design) appear
9 The battle derails a bullet train, risking thousands of lives	19 GILGAMESH agents are watching the battle and assessing the Assault Witch's capabilities, but not interfering
10 Cellphone and radio communication is dropped midway into the battle because of a stray shot	20 A single Abyss 'ace' seems to be learning from each encounter with the PCs and countering their usual tactics

For variety, between these air defense missions, try some of these stranger missions (you can roll D20 if you want a random mission):

1. A low level squad is assigned to provide air cover for prefectural police assigned to hunt a particularly dangerous *Black Car* or *Wet Hell Taxi*. When the cops find the vehicle, it's up to the Assault Witches to chase it down and blow it away. If it has hostages still alive, that makes things a lot harder.
2. During the spring or summer, a wing of Assault Witches is assigned to air show duty. Pull off fancy Acrobatics and Fly checks and put on a great show to raise recruitment numbers!
3. An *Akashita Wind* storm drops torrential rain and high winds on a major Japanese city, but the Assault
4. An experienced squad is assigned to help the Maritime SDF hunt down a *Bake-Kujira* or other coastal kaiju. Hopefully, the team's got plenty of back up and can pull some really heavy firepower from the armory.
5. During winter exercises in Hokkaido, a sudden blizzard turns the sky into a frozen, white-out hell and severs comms, and the Assault Witches need to work together just to survive and return to base.
6. A frustrating wild goose chase, where the Abyss are gone by the time the squadron arrives, and all they can do is help with the clean-up....until one of the squad finds some overlooked piece of evidence that finally

Witches have to stay airborne, spotting demonic predators as they emerge from unstable *torii* and calling in their positions to ground squads.



answers the question of what the Abyss are and what they really want.

7. The Assault Witches are assigned escort duty for the Imperial Family's or Diet's aircraft, and have a rather nasty encounter with some purely non-supernatural terrorists.
8. Some bastard in the Diet has called in the Assault Witches to help with a TBMS cat-girl cull: the Strike Kittens are near riot! Officially, the Assault Witches can't disobey orders, but unofficially (and with Gen. Masamune's quiet sanction) they can be so 'accidentally clumsy' the cull fails cataclysmically.
9. Capture a lone *Abyss Witch* alive for interrogation and/or dissection.
10. The Assault Witches are stationed aboard a Maritime SDF destroyer as it performs humanitarian and relief missions in the Pacific Rim region. It'll be months before they see Japan again.
11. A massive earthquake and related tsunami devastates Tokyo, as residents have been fearing since the Great Kanto Quake. The nature of the campaign changes forever, as the greatest mega-city on Earth is forever scarred. The Assault Witches help however they can...but what happens when rogue elements in the military stage a coup against the badly crippled Diet?
12. Try out an untested, prototype weapon against the Abyss which fails disastrously when it's turned on.
13. Find out who or what's shooting down Pizza II delivery girls, and expect that Benten herself will show up to complicate the investigation.
14. A pair of well-liked Assault Witches from a rival squadron are killed in a training accident. Was it just an accident? Even if it was, base activities come to a crashing halt until a safety stand-down and investigation is completed, and the Assault Witches deal with their grief.
15. Project GILGAMESH (and their mecha) shows up at the site of an Abyss attack with their own agenda, which makes the battle a lot more difficult, and a lot more dangerous for civilians caught in the cross fire.
16. It's annual leave! Time for the squadron to hit an onsen, do some shopping and karaoke until dawn! Of course, where ever they go to relax is sure to be hit by some kind of supernatural predation when the girls are caught without their best weapons and gear.
17. Project GILGAMESH has gotten authorization for a sweep and clear mission into the Tottori Exclusion Zone and all available Assault Witches are called in as air support. So's everybody else in the JSDF and Japanese police force's anti-supernatural arsenal. Big problems: GILGAMESH is in charge, they're extremely overconfident, there's variables they haven't seen, and the task force's chain of command is a muddled mess of competing egos.
18. Scout rumors of the appearance of an *Abyss Hive* far from Japanese territorial waters, either in the Philippines, near the Hawaiian islands or in the Oceania/Australia region. Is it a wild goose chase offering the opportunity for a paid holiday, or the beginning of the climactic battle?
19. Assist Police Section Seven in shutting down the *Oni's Night Stadium* on its next appearance. Or provide close air support during an undercover operation launched to finally put a stop to the *Rape Pure Tournament*. Either way, the night is far more horrible than anything the Assault Witches have encountered to date, and there's a chance they might cross paths with the *Eyrines Sisterhood*, either as enemies or reluctant allies.
20. A squad of fairly experienced Assault Witches are assigned a bevy of new, first level rookies. They've got to take them on their first live-fire, anti-Abyss mission and keep the newbies alive while doing so.

GET HER FLYING!

The original version of the Assault Witch was envisioned as an advanced class for D20 Modern and was later envisioned as a prestige class with very similar features. With the transition to a fully Pathfinder-based ruleset, I've been wanting to take more and fuller advantage of the game's mechanical infrastructure. Thus, the Assault Witch concept is revisited once again, this time as a very unique Cavalier archetype.

THE ASSAULT WITCH CAVALIER ARCHETYPE

Assault Witches are frontline combat-witches, who focus their magical gifts totally on air-to-air combat. Unlike other forms of local magic, the Assault Witches favor blinding speed and a withering offense and have little skill at illusions, summoning or sexual magic. Assault Witches operate publicly, with open groups like Section Seven and

often aid the Tokyo PD's Chrysanthemum Seven or American agencies.

Whenever possible, the JSDF sends a small 'wing' of young Assault Witches into battle alongside Section Seven. Under the Crown Princess' direction, neophyte Assault Witches are to get as much battle experience as possible, hopefully becoming a centerpiece of a new generation Japanese military, one that publicly embraces magic, and elevates women to positions of power.

When Princess Aiko is old enough, it is expected she will begin Assault Witch training herself, and already expresses a childish fascination with the glamorous airplane-girls.



An Assault Witch Cavalier has the following class features.

Gender

Only female Cavaliers can take the Assault Witch archetype...though the Americans are experimenting with a handsome all-male squad of Assault Witches referred to as "Yeagers".

Class Skills

- Replace Handle Animal (CHA) with Craft (mechanical) (INT).
- Replace Ride (DEX) with Fly (DEX).
- The Assault Witch adds Knowledge (tactics) (INT), Pilot (DEX) and Perception (WIS) as class skills.

Weapons and Armor Proficiency

The Assault Witch is proficient with Light and Medium armor, but not Heavy Armor nor any shields. She gains Personal and Advanced Firearms Proficiency.

Ranged Challenge

When the Assault Witch initiates a challenge, she receives a bonus on ranged attack rolls against the target of her challenge rather than her melee attacks on that target. This modifies her *challenge* class ability.

Airplane Girl (SU)

Assault Witches are trained to embody the speed, power and grace of Japan's greatest warplanes. With a patriotic cry, the Assault Witch strips away her uniform, her legs and thighs becoming steel and aluminum. When fully transformed, the young girl is almost naked, except for the warplane components sheathing her legs like a vixen's lacy stockings.

It requires a full round action to transform into an Airplane Girl, and the Assault Witch can maintain this transformation as long as desired, but returns to her true form if unconscious, sleeping or slain.

While in Airplane Girl form, the Assault Witch's legs become bio-mechanical analogues from the thighs down, and the Assault Witch gains a Flight speed of 60 ft (good maneuverability). At 4th level, the Assault Witch's Flight speed improves to 80 ft; her Flight speed improves to 120 ft at 8th level.

The Assault Witch can only fly when wearing Light or Medium armor, and carrying a medium load at maximum. An Assault Witch's flight is the result of a techno-magical turbine or turbo-prop engine and is easily as loud, and produces as much wind as ordinary aircraft engines, and function identically to weapons with the Distracting weapon quality.

Airplane Girl replaces the Mount class feature.

Strafing Run (EX)

Death from above! The Assault Witch is especially dangerous in the air. Starting at 3rd level, she never provokes attacks of opportunity for wielding a ranged weapon while in a threatened square as long as she is airborne.

When airborne, increase the damage die size (from 2D6 to 2D8, for instance) of all ranged weapon she wields when making attacks against non-flying targets. This is already built into her Tail Guns feature, described below.

Strafing Run replaces the Cavalier's Charge class feature.

Tail Guns (SU)

Beginning at 4th level, when the Assault Witch changes to her Airplane Girl form, a pair of impressive, independently targeted machine guns appear on her shapely hips. These Tail Guns are considered masterwork quality weapons. They may be enchanted, but the Assault Witch must remain present for the entire process. The Tail Guns are considered light weapons.

Assault Witch Tail Guns are considered magic weapons for the purpose of overcoming damage reduction. If your Tail Guns are sundered, you may regain them when you next assume Airplane Girl form.

Once per day, as a swift action, the Assault Witch can imbue her guns with the **Eyrines quality**. While so enhanced the weapons receive a cumulative +1 bonus to assault and damage for each sentient being the target has

sexually assaulted (maximum +10 bonus). This enhancement lasts until the end of the encounter.

Tail Guns replaces the Expert Trainer class feature.

Radar Girl (SU)

Beginning at 11th level, the Assault Witch learns to channel her mystical energy into an extrasensory web as sensitive as anything found in a modern war plane. These sensory bonuses apply when the Assault Witch is in her Airplane Girl form.

The Assault Witch gains Darkvision with an impressive 500 ft range, as well as lowlight vision while in her Airplane Girl form. She can perceive unencrypted radio/television and wifi (or similar high tech equivalent) signals.

She is automatically aware of all Large or larger aircraft or flying creatures within one mile of her current position, and knows the distance and direction to these vehicles.

If she succeeds at a DC 15 Fly check, made as a move-equivalent action, the Assault Witch automatically becomes aware of the current and maximum HP of all aircraft within one mile, the pilot's ranks in Fly (or Pilot) and DEX bonus, and the weapon load out of all aircraft within range.

Radar Girl replaces the Mighty Charge class feature.

Airframe Reinforcement Girl (SU)

At 20th level, the Assault Witch's formerly fragile Airplane Girl form becomes much more durable. She gains a +4 natural armor bonus to Armor Class in this form. Additionally, her metal-laced skin becomes immune to small arms fire, and she becomes immune to Ballistic damage while transformed.

While airborne in her Airplane Girl form, the Assault Witch has a 50% chance of negating any critical hit that

Ranged Weapons	Damage	Critical	Range Increment	ROF	Magazine
Assault Witch Tail Guns	2d8+1 ballistic	20/x2	75 ft	Full Auto	Unlimited

she suffers, as if she were wearing armor with the *Heavy Fortification* feature.

Airframe Reinforcement Girl replaces the Supreme Charge class feature.

SQUADRONS AND ORDERS

The core differences between an ordinary Cavalier and an Assault Witch are thematic and flavorful rather than mechanical. An Assault Witch's *Banner* class ability is usually focused through a high-quality leather flight jacket emblazoned with a squadron patch or colorful fighter pilot's helmet rather than a military war-banner and tabard. Similarly, a modern Assault Witch might talk about the squadron she's been assigned to rather than the order that she serves. You can easily reskin any Cavalier order native to the *PF RPG* or any other 3rd party source you're comfortable using to make it a squadron.

ALTERNATE RACIAL TRAITS FOR AN ASSAULT WITCH CAMPAIGN

Doujinishi, Kami, Nekomusume and POETICA join fully Human fliers in protecting Japan's skies from the Abyss and the Tottori Horrors. While any race and class can contribute to an Assault Witch squad, the following alternate racial traits were designed with the campaign in mind. Though not native to Black Japan by default, you can include Voidsparrows (self titled PDF, Otherverse Games, 2015) in the campaign.

DOUJINISHI ASSAULT WITCHES

Doujinishi are living fiction. What happens when military propaganda or military anime tropes comes to life to defend the country of its creation?

Chemical Personification (EX)

Replaces: Fiction Junkie, Pink Zone

You are the anthropomorphic personification of a certain toxic or dangerous chemical; your hair and eyes are chemically bright, and you usually wear bio-hazard or MSDS warning labels on your clothing or as cute tattoos.

You automatically succeed at either Craft (chemical) or Craft (alchemy) checks made to synthesize non-magical drugs, poisons and chemicals. You require raw materials costing one half normal when synthesizing chemicals.

Select one specific, named chemical or poison. You can synthesize this specific chemical in half the usual time, without requiring expensive raw material at all. Each dose of this chemical you concoct has one of the following benefits, chosen by you at the time it is created:

- Increase the chemical's Saving Throw DC by +2.
- Decrease the onset time to one round or increase the onset time to one hour.
- Increase the chemical's duration by 25%

Gunner Babe (SP)

Replaces: Pink Zone

Nothing's sexier than a skimpily dressed cyberpunk heroine wielding something sleek and fully automatic, at least as far as most manga artists are concerned. The Doujinishi is a supernaturally adept gunslinger. She receives Personal and Advanced Firearms Proficiency.

In addition, once per day, the Doujinishi may cast either *Reload!* or *Personified Gun* as a sorcerer of her total character level.

Moe Warbird (SU)

Replaces: Call of Creation, Pink Zone

You're the living embodiment of the beauty and grace of one of the most famous fighter planes to ever bless the sky with your presence.



Your appearance is mostly human (save for air-intakes above your ears, like neko-ears, which you can usually pass off as cosplay decorations). You however might display some decorative costuming or bodily details that hint at what warbird you embody: an F-14 girl might be a voracious eater, reflecting the plane's fuel needs, a Harrier girl might have twin pigtails reminiscent of her tailtip gear. Most Moe Warbirds dress either in actual military uniforms or severe, well-pressed dark civilian clothing with a militaristic flair.

A Moe Warbird Doujinishi who takes a level as an Assault Witch Cavalier a 5 ft increase to her Flight speed in Airplane Girl form for each level taken.

Moe Warbirds are mechanically gifted, technically savvy, and militaristic. They are proud, aggressive and competitive. Fly and Craft (mechanical) are always class skills for Moe Warbirds, and they receive a +4 racial bonus on Fly checks as well as a +2 racial bonus on Craft (mechanical) checks and Knowledge (tactics) checks.

Moe Warbirds speak and are literate in the language of their plane's country of origin, in addition to Japanese.

HUMAN ASSAULT WITCHES

Humans make up the majority of Assault Witches, and some have some atypical abilities, usually the result of a long military tradition in their families.

American! (EX)

Replaces: Highly Skilled

The default human character for a *Black Tokyo* campaign is Japanese, but Misawa AFB is a great place to introduce foreign heroes to the world, particularly Americans. In anime, American characters are typically big, boisterous and loud, enthusiastic and courageous but a bit on the violent side.

You have all the traits that could be expected of the iconic American adventurer. You gain Personal and Advanced Firearms proficiency. You're good with cars and gun, and

receive a +2 racial bonus on all Craft (mechanical) checks involving vehicles and firearms.

Nekomini (EX)

Replaces: Highly Skilled

What's more adorable, or sexier than a few cat alleles inserted into the DNA that give a human a cute pair of cat ears atop their skull and a short tail? Either through magic or gene-science, you are partially feline.



You count as both a Human and a Nekomusume for all effects related to race. Your cat-like ears and cute tail provide you with a +2 racial bonus on Perception and sexually oriented Bluff and Diplomacy checks.

Night Witch's Descendent (EX)

Available To: female Humans of Russian descent

Replaces: Bonus Feat

During WWII, a desperate Russia produced an elite cadre of female bomber pilots who harried Nazi forces in a daring series of night raids. Their lethal skill, unhindered by their primitive planes and second hand equipment, earned these female aviators the nickname "Night Witches". One of these extraordinary female veterans of the Great Patriotic War was your mother or grandmother, and you inherited some of her fighting spirit. Such gifted young girls are often recruited into Japan's fledgling *Assault Witch* program.

Your incredibly keen eyes provide you with a lowlight vision, and you receive a +3 racial bonus on Fly checks made between sunset and sunrise. Fly is always a class skill for you.

Officer's Descendent (EX)

Available To: Humans of Japanese descent

Replaces: Highly Skilled

One of your parents or grandparents was an officer in the Japanese Imperial military, responsible for one of the many atrocities of the Pacific war. Whether the crimes ever came to light or were prosecuted is a matter between you and the gamemaster to decide, but you are certainly aware of your ancestor's deeds.

You receive a +2 trait bonus on Knowledge (tactics and history) checks and a +4 trait bonus on Intimidate checks against Asian humans not of Japanese descent. If you cast damage dealing spells with the evil descriptor or wield evil aligned magical weapons, you inflict an additional point of damage with a successful attack.

Warrior Without Equal (EX)

Replaces: Bonus Feat

You're a legendarily skilled warrior.

Once per day, you may inflict normal damage with a wielded weapon, as if you had made a successful attack roll without actually rolling dice. Doing so is a standard action. You may use this ability after a failed attack, if you desire, in which case it is considered part of the first attack action.

KAMI ASSAULT WITCHES

Some Kami embody the pride and patriotism of the Japanese people and are tasked with protecting the nation and nurturing its military spirit.

Imperialistic Kami (SU)

Available To: Kami with the Law subtype

Replaces: Kami's Perfection, modifies Flight

You are the living incarnation of the fighting spirit of the Japanese people. Your wings are not an angels- rather they are the olive drab mechanical wings of a Mitsubishi Zero fighting plane, marked with the blood red rising sun *mon*. Your speed is that of a long ago kamakazi swooping in on a killing run.

Your flight speed is 75 ft (good). When making a charge to descend while airborne, you move at triple your normal flight speed (or quadruple your normal flight speed with the Run feat).

Pacifist Kami (SU)

Replace: Kami's Perfection

You're a new Kami embodying Japan's Post-War Constitution and commitment to peace. You may touch an ally as a standard action. Doing so provides the ally with a *bless* effect for 1d4 rounds, and during this time all the ally's attacks, including damage dealing spells, supernatural abilities and psionic powers gain the Merciful quality.

Warrior of Heaven (EX)

Replaces: Kami's Perfection and Racial Skills

You were sent to the Tatakama to live among mortals to protect them, and champion the cause of your great heavenly family. You fight proudly and with effortless grace.

You gain proficiency with all simple and martial weapons, as well as with light and medium armor and with shields. When making an attack roll with any weapon you have Weapon Focus in, you roll an additional die and add the result to your D20 attack check. From 1st-12th level you add a D4 to the result. Beyond 12th level you add a D6 to the result.

NEKOMUSUME ASSAULT WITCHES

The Japanese Self Defense Forces have commissioned several liters of courageous, high-flying catgirls to bolster the ranks of the Assault Witches.

Cat World Cutie (EX)

Replaces: Ability Score Modifiers, Gifts of Ecstasy
You aren't an engineered sex-doll with a kitty tail. Instead, you hail from a planet of adorable, vivacious and curious cat-girls on the far side of the Western Spiral Arm, and arrived on Earth as an astronaut and explorer.

Cat World Cuties have the following variant ability score modifiers:

+2 *DEX*, -2 *CON*, +1 *INT*, +1 *CHA*.

Cat World Cuties are lightly built, but quick on their feet and good with a futuristic laser pistol. They are also well educated, vivacious and fun to be around, but rarely as heart stoppingly beautiful as Earth-bred catgirls.

Cat World Cuties come from a very high tech society and are comfortable with its gadgets. Cat World Cuties receive a +2 racial bonus on Computer Use, Drive and Pilot checks, and these skills are always considered class skills for her.

Cat World Cuties begin play speaking *Galactic Common* and *Japanese*. Cat World Cuties with high *INT* scores can choose any language as a bonus language, except for secret languages like druidic.

Inumusume (SU)

Replaces: Feline Nimbus, enhanced senses
Rather than a cat-girl, some artificial girls, especially those bred for export to America are made into absolutely adorable puppy girls. Inumusume are loyal, energetic and playful. The sporty canids like plenty of exercise, not just the carnal kind, with their owners. Most Inumusume have small, cold noses, floppy canine ears, a wagging tail and a line of nipples running down their muscular abdomens.

The Inumusume brings an adventurous spirit to her pack. All canine creatures (including dogs, wolves, canine Anthros and other dog-like species) within 30 ft of the Inumusume receive a +1 enhancement bonus to their Initiative scores and natural weapon damage rolls.

Inumusume have keen noses, and gain the *Scent* special quality.

Strike Kitten (SU)

Replaces: Climb Speed, Gifts of Ecstasy
As with special models of POETICA, the Japanese Diet has commissioned custom-grown Nekomusume to serve as a test unit with the JSDF's new *Assault Witch* units. Used in recruiting efforts as often as front-line combat, these combat trained warrior catgirls are taught from an early age to think in three dimensions, and groomed for Assault Witch training.

Strike Kittens gain a Flight speed equal to twice their base land speed. They have average maneuverability. Fly is always a class skill for Strike Kitten Nekomusume.

Tiger Striped Catgirl (EX)

Replaces: Padded Feet
Your fur is a luxuriant orange striped with jagged black and white stripes, and your face is attractively feral. You gain two claw attacks as primary natural weapons, that inflicts 1d6 + STR modifier slashing damage (crit 20x2) on a successful hit. You are considered armed and proficient when attacking with your natural weapons.

POETICA ASSAULT WITCHES

Far more expensive to field than an entire litter of Strike Kittens, the rare few POETICA who have been assigned duty with the Assault Witches prove their worth thanks to their fighting spirit and superior firepower.

Combined Fleet POETICA (EX)

Replaces: POETICA Job Class, Modifies Ability Score Modifiers
You are a military model POETICA, serving the JSDF as a part of an experimental unit operating as support gunners of the nation's new Assault Witch squads. Combined Fleet POETICA have a more rugged beauty than most of these androids, powerful integrated cannons are built into their forearms- these long barreled weapons resemble the turrets of a WWII era battleship. Most Combined Fleet POETICA dress in the standard uniform of the day for their unit- a schoolgirl outfit with an olive drab skirt and beret, accented with rank insignia and a golden lanyard for senior androids.

Combined Fleet POETICA do not receive a racial bonus to their *CHA* score.

Combined Fleet POETICA begin play with are considered to have the unique Military Girl Job Class. They are programmed to be die hard military buffs.

- *Military Girl Class:* Knowledge (history) +2, Knowledge (tactics) +2. The Military Girl POETICA is proficient with all Personal and Advanced Firearms.

Each Combined Fleet POETICA is equipped with a set of double-barreled masterwork cannons (one set per arm). POETICA are always considered proficient with these integrated cannons. These weapons cannot be disarmed, though they can be sundered. They can be enchanted, though the POETICA must remain present for the entire process. They are considered light weapons.

Imabari POETICA are highly intelligent, with keen, analytical minds well suited to engineering and technical work. Beauty is a secondary concern, but their chassis are more rugged and better suited to shipyard construction work, than the otherwise waiflike POETICA norm.

Imabari POETICA are considered part of the unique Sailor Job Class.

• *Sailor Class:* Craft (mechanical) +2, Pilot +2. Sailor Class POETICA gain Surface Vehicle Operations (watercraft) as a racial bonus feat.

Ranged Weapons	Damage	Critical	Range Increment	ROF	Magazine
CFP Cannons	2d6+1 ballistic	20/x2	100 ft	Single	Unlimited

Combined Fleet Training (EX)

Replaces: Highly Skilled

Available To: POETICA with the Combined Fleet POETICA alternate racial trait only

You receive any Combat feat that you meet the prerequisites for as a racial bonus feat at first level.

Gamer-Tan POETICA (EX)

Replaces: Highly Skilled, modifies Bio-Computer

The POETICA has a unique look and style inspired by a famous videogame console beloved in the Otaku community, and usually a name that recalls a famous system of the past (such as the cute, grey-haired Fatima for a Fami-Com inspired POETICA).

The Gamer-Tan POETICA is a highly adept gamer and hacker with lightning reflexes. The POETICA may use either her DEX or her INT modifier as the key ability for Computer Use checks. Her Onboard Computer implant is considered to be an upgraded +3 system and she gains an Attack Barrier x1.

Imabari POETICA (EX)

Replaces: Ability Score Modifiers, POETICA Job Class

The coastal city of Imabari, in Ehime Prefecture is a center of Japanese shipbuilding and maritime heavy industry. Contracts with the New Day Girl Factory allows maritime engineering firms to purchase specially designed, “commercial-grade” POETICA in bulk. Imabari POETICA are designed as hardworking, intelligent and techno-savvy, and are often assigned as forepersons and senior designers in testament to their skills.

Imabari POETICA have the following ability score modifiers.

+2 INT.

VOIDSPARROW ASSAULT WITCHES

If you want to include Voidsparrows in your *Black Tokyo* campaign, Misawa air base is a great place to perfect the technology. These earlier generation Voidsparrows usually focus on in-atmosphere dog-fighting rather than deep space combat.

Atmospheric Superiority (EX)

Replaces: Tactical Space Flight, Void Flier (both)

A rare few Voidsparrow wings exist tasked with protecting a single planet or nation, which lack the space-capability of true Voidsparrows. These variant cyborgs are designed for ultra-high speed in-atmosphere combat, and are more than a match for any military jet fighter. *Black Japan's* Voidsparrows are often built with this variant racial trait, and are usually stationed at Misawa air base in far northern Japan, flying alongside their glamorous Assault Witch sisters.

The Voidsparrow gains an in-atmosphere flight speed of 1,500 ft (perfect). She has a non-tactical speed of around Mach 2. Fly is always a class skill for the Voidsparrow, and the Voidsparrow receives a +8 racial bonus on Fly checks. The Voidsparrow lacks the No Breath and Starflight qualities of others of her kind, and cannot fly in zero-g conditions.

Countermeasures (EX)

Replaces: Light Integral Armor

The Voidsparrow's armored hull is stripped down to make room onboard her cyber-chassis for advanced ECCM systems, smoke, chaff and flare launchers and other potentially life-saving countermeasures.

Once per day per four character levels, when the Voidsparrow is struck by a successful ranged weapon attack, the Voidsparrow can deploy her countermeasures as an immediate action. Doing so forces the opponent to re-roll the attack roll, using the same modifiers as the original

roll. The Voidsparrow must accept the results of the re-roll, even if they are worse than the original, and must decide to use this ability prior to rolling for damage.

Hover (EX)

Replaces: Zero-G Training

The Voidsparrow spends more of her time in-atmosphere than exo-orbital, and her training and systems reflect this. The Voidsparrow receives Hover as a racial bonus feat.

TRAITS AND FEATS FOR AN ASSAULT WITCH CAMPAIGN

The following traits, feats and other character powers were designed with the Assault Witches campaign framework in mind, and in fact, were probably written and laid out with inspirational anime playing in the background.

COMBAT TRAITS

Acrobatic Fan Service

Ability Type Extraordinary

Requires CHA 13+

You move with an agility that provokes good, honest lust in everyone who sees you. When nude, revealingly dressed or wearing Light or Impromptu armor with the Near Nudity quality, you receive a +1 trait bonus to Acrobatics and Climb checks as well as REF Saves.

Adorable Warrior

Ability Type Extraordinary

Requires Light Armor Proficiency

You know how to wear armor to be both well protected and fashionable (hint: removing the pants and fighting in your *pantsu* always works). If you spend at least five minutes modifying any suit of light or impromptu armor, it gains the *Nearly Nude* property without affecting other properties. You may not use this ability to modify non-magical armor with the *CBR Resistant* or *Space Suit* properties, though you may modify magical armor with either property.

Air Princess

Ability Type Extraordinary

Requires Female gender

You were born to fly! You receive a +1 trait bonus on Fly checks, and Fly is always a class skill for you. While flying (either under your own power or in an aircraft or powered armor) you receive a +1 trait bonus on Diplomacy and Perform checks made against land-bound observers.

Anti-Abyss Training

Ability Type Extraordinary

Requires base attack bonus +1



The Assault Witches are on the frontlines of the war against the Abyss, but they're not the only ones fighting these weird invaders. General Masamune trains her girls well against their targets. You receive a +1 morale bonus on attack rolls against creatures with the Abyss subtype, due to special training against these hated foes.

Broken Doll

Ability Type Supernatural

Requires CHA 13+

You are at your most beautiful bloodied and with your face swollen and deformed by bruises. When you are reduced to half your maximum Hit Point total or less, you receive a +2 enhancement bonus to your CHA score. This bonus vanishes when you rise above ½ maximum Hit Point total.

Catgirl Tailhook

Ability Type Extraordinary

Requires Nekomusume race or other race with a tail

You can link tails with another cat girl, flip around using your tails as a pivot and swap places almost faster than the eye can follow. When adjacent to another Nekomusume with this trait, you may swap positions with that character as a swift action that does not count against your movement for the round. Reacting to, and accepting this swap, is considered an immediate action for the other Nekomusume. (Yes, that potentially means a Nekomusume with this trait might swap places multiple times in a round, once by initiating a swap, and then again by accepting a swap initiated by another Neko. Nekos are fast!)

Competitive POETICA

Ability Type Extraordinary

Requires POETICA race

POETICA owners often pit their beautiful androids against other models in tests of skill and training. Due to the expense of POETICA ownership, actual combat is rare, but such challenges might be fierce ballet competitions, soccer scrums, games of chance or skill, vehicular or foot races, athletic contests or non-lethal fencing or kendo matches, among others. More traditional owners might train their POETICA in haiku or flower arranging, and earn glory that way, while otaku POETICA owners might pit their androids against one another in video game death matches.

You receive a +1 trait bonus on all opposed skill checks made against other POETICA, and always win ties against POETICA without this trait. You also receive a +1 trait bonus on attack rolls made to inflict non-lethal damage and combat maneuver checks to grapple or disarm against other POETICA.

Earth Defense Training

Ability Type Extraordinary

Requires Human or Voidsparrow race, BAB +1

Especially bold humans and Voidsparrow combat cyborgs fight alongside Freegear and wage battle to destroy the evil forces of the Tyrakrons. You receive a +1 morale bonus on attack rolls made against creatures with the Battlechanger subtype due to your extraordinary training against these foes.

Eye Patched Warrior

Ability Type Extraordinary

One of your eyes was lost in suitably dramatic and violent fashion. You bear a unique and iconic eye-patch over your missing eye. You receive a +3 trait bonus on saving throws against gaze attacks and a +1 trait bonus on Intimidate checks.

Drawback Your impaired depth perception imposes a -1 trait penalties on ranged attack rolls made in the weapon's second (or greater) range increment.

Eyrines Apprentice

Ability Type Supernatural

Requires any non-evil alignment

You have learned secret techniques and martial arts *katas* from a breed of female warrior called an Eyrines Sister, and have been tasked with avenging the crime of rape. Your specialized training provides you with a +3 insight bonus on attack rolls made to confirm a critical hit if the target has ever raped a sentient creature.

Genki

Ability Type Extraordinary

Requires female gender, CHA 11+

You're extremely lively, bubbly and talkative. You're irrepressible and energetic. You receive a +3 trait bonus on Bluff checks made to pass secret messages, and receive a +1 trait bonus on WILL Saves against energy drain and death effects.

Ground Assault Witch

Ability Type Extraordinary

Requires Assault Witch Cavalier class levels, STR 13+

You've trained as a heavily armored 'tank-killer'- just consider yourself the mecha-musume version of an A-10 Warthog. You can fly in Aeromusume form while heavily armored and carrying up to a heavy load, but when you do so, your maneuverability is reduced one category.

Masamune Division Aviatrix

Ability Type Extraordinary

Requires Dodge or Run feat, female gender

You served in an elite "Masamune Division" of the Japanese Self Defense Forces, which are highly trained all-

female units distinguished by their tight-fitting tailored uniforms and ferocious *esprit de corps*.

While adjacent to a female ally who has any trait or feat with Masamune in the name, you can give her a companionable slap on the butt as a move equivalent action. Doing so increases all the ally's base movement modes by +30 ft for one round.

Masamune Division JSDF

Ability Type Extraordinary

Requires Soldier starting occupation or Fighter levels, female gender

You served in an elite "Masamune Division" of the Japanese Self Defense Forces, which are highly trained all-female units distinguished by their tight-fitting tailored uniforms and ferocious *esprit de corps*.

You receive a +1 trait bonus on WILL Saves against fear and on Initiative checks when adjacent to a female ally you have had a sexual encounter with in the past year.

Masamune Division Range Kiss

Ability Type Extraordinary

Requires base attack bonus +1, female gender

You've served in an elite "Masamune Division" of Japanese Self Defense Forces, which are highly trained all-female units distinguished by their tight-fitting tailored uniforms and ferocious *esprit de corps*. They love their time at the range as much as they do the women they shoot with.

As a full round action, you can kiss or embrace a female ally who also has any trait or feat with Masamune in the name. Doing so provides that ally with a +1 morale bonus on all ranged attack rolls for 1d4 rounds.

Military Drill

Ability Type Extraordinary

Requires Profession (soldier) 1 rank or BAB +1

You've worn a uniform for large portions of your life, and you not only take pride in it, you wear it well. You are proficient in Parade armor, even if proficient with no other armor. When wearing Parade armor, you increase its max DEX bonus by +1, reduce the arcane spell failure chance to 10%, and receive a +3 bonus on Diplomacy checks of your own nationality or faction, rather than +2 as normal.

Natural Ace

Ability Type Extraordinary

Requires Fly 1 rank, DEX 13+

Avionics and air-to-air combat are skills that can be taught, but a natural knack for piloting and love of the open sky is something a pilot is born with. You receive a +1 trait bonus

on Fly checks made in combat, and Fly is always a class skill for you. You receive a +2 trait bonus on Initiative checks when airborne.

Panchira

Ability Type Extraordinary

Requires female gender, CHA 13+

It's a universal law that a cute girl's panty shot can stop even the fiercest demon in his tracks as he stares lustfully. When you are dressed in a skirt, dress or kimono, any round you move at least 20 ft, you flash a shot of your panties (or what's under them). All creatures within 30 ft of you at any point during your movement that round suffer a -2 penalty on WIS-based skill checks for one round. This is a mind-affecting ability with the emotion descriptor.

Stealth Flier

Ability Type Extraordinary

Requires Assault Witch Cavalier class levels

Your techno-magical engines are whisper quiet, and your Airplane Girl components are a matte black and forged with stealthy, radar defeating curves and smooth facets. Your Airplane Girl flight is essentially silent, and lacks the Distracting quality.

You receive a +2 trait bonus on Stealth checks while flying in your Airplane Girl form.

Uniform Allowance

Ability Type Extraordinary

Requires Profession (soldier) 1 rank

You've been provided with a full wardrobe of military uniforms. Each game year at a set time determined by your gamemaster, you are provided with replacement uniforms at no cost, though you must replace these items yourself at other times. These items are considered military property and cannot be legally sold by active duty personnel.

You begin the campaign with the following pieces of equipment:

- 2x Explorer's Outfit (field uniforms)
- 1x Cold Weather Outfit
- 1x Ballistic Vest (light)
- 1x Mwk. School Uniform (military dress uniform)
- 1x quick draw holster for a pistol or similar sidearm
- Misc. accessories and decorations, such as official shoes, belt-buckles, decorations, ect.

FAITH TRAITS

Angelic Little Loli

Ability Type Supernatural

Requires Young Adult or younger, female gender, any good alignment, WIS 13+

Your beautiful girl's body hides a saintly and pure heart. Your innocence provides a measure of protection against oni-spawn horrors. You gain a +1 holy bonus on all Saves made against the hostile attentions of evil outsiders and undead.

Hostile creatures of those types who confirm a melee critical hit against you must succeed at a WILL Save (DC 10 + your WIS modifier) or be *shaken* for as long as they remain in your presence and for 1 round after they leave it. Once a creature saves against this effect, it cannot be affected by your purity again for 24 hours.

Limitation You lose the benefit of this talent for 24 hours if you engage in consensual penetrative sex, though you can engage in masturbation, oral or fetish acts with a lover.

Caduceus POETICA

Ability Type Supernatural

Requires POETICA race, Doctor job class

Your compassion and medical expertise are legendary, and every aspect of both body and soul were designed with your role as a physician in mind. A birthmark, like a white caduceus adorns your left shoulder, and your hair is white as snow. Such POETICA often become White Mages, or else masters of mundane, tech-based medicine.

You receive a +2 trait bonus on Heal checks made to restore Hit Points. You heal an additional HP worth of damage when casting any *cure* spell, and the amount of bonus healing you provide, based on caster level, is not capped. For instance, if you are a 20th level cleric and cast *Cure Light Wounds*, you would restore 1d8+20 HP (not the 1d8+5 that the spell is normally capped at).

Inspiring

Ability Type Supernatural

Requires CHA 13+

You bring out the best in your friends, motivating them to depths of heroism and endurance they didn't know they possessed. Anyone who spends at least an hour in your company who has chosen either the Great Fortitude, Iron Will or Lightning Reflexes feat receives an additional +1 bonus on the enhanced saving throw (s). This bonus lasts for 24 hours, or until the recipient next sleeps.

MAGIC TRAITS

Benten's Sea Pizza Delivery Girl

Ability Type Extraordinary

Requires Blue Collar or Student starting occupation, female gender, CHA 13+, Fly 1 rank

You worked for the famous *Benten's Sea Pizza* (or *Pizza II*) as a teenager, and stayed long enough to earn your flight jacket, delivering pizza and occult instruments to spellcasters, adventurers, demons and minor gods all across Japan. You even stayed long enough to earn your broom- two years of night flights over the occult landscape.

You begin play with a special *Broom of Flying* created by the goddess Benten; this upgraded broom of flying has a non-tactical speed of about 700 mph! Note that selling this item for any but the most critical reasons (such as to pay for a lifesaving kidney transplant for your kid sister, or a situation equally grim) is a sure way to earn the goddess' ire.

Demon Wing Kami

Ability Type Supernatural

Requires Kami race with either the Evil defining subtype or Cuddly Oni alternate racial trait

You have cute, bat-like wings that grow from the side of your hair. Viewed at the right angle, these wings seem to be a part of your dark hair. Your Flight speed increases by +5 ft.

Kiss Friend

Ability Type Supernatural

Requires Human race, CHA 13+

Some humans have an especially deep emotional connection to Battlechangers, and for some reason, affection from these special young men and women can recharge a Battlechanger's energy cells. As a full round action, you can kiss a willing or helpless Battlechanger on the mouth or face plate and provide it with one point of Fuelon. You may use this ability a number of times per day equal to your CHA modifier.

Kitty Cat Magic

Ability Type Extraordinary

Requires Nekomusume race, ability to cast 1st level arcane spells

Though dimwitted, you are a fairly capable wizard, even if you write your spell formula out in big crayon *kanji* in colorful, cutely illustrated spellbooks that look like they were designed with third graders in mind.

Your INT score is treated as being 10 if it is lower for the purpose of determining the ability score modifier to your spells saving throws. Your INT score is treated as being +4 higher for determining the highest level of spells you can cast.

Uniformed Spellcaster

Ability Type Spell-Like

Requires Profession (soldier) 1 rank, WIS 11+, any lawful alignment

With a simple snap of your fingers and a thumb run along the creases of your sleeves, you restore you uniform to perfect military standards. You may cast *inspection ready*, as a cleric of your total character level at will.

RACIAL TRAITS

Cat Nap

Ability Type Extraordinary

Requires Nekomusume race or feline Anthro

You take dozens of little naps, every chance you get. You need only half as much sleep as normal to recover Hit Points or regain spells. This does not allow you to recover more HP per day than normal, or recover spells multiple times per day, only to do it with less rest.

Fueled POETICA

Ability Type Extraordinary

Requires POETICA race

Most POETICA need to eat and drink, just like fully organic women, but a handful of models have an arcane fuel rod the size of an AA battery implanted in their abdomen. The POETICA has no need to eat or drink to sustain her life functions, but may do so to achieve some benefit (such as drinking a potion).

Gaijin

Ability Type Extraordinary

Requires non-Japanese nationality

You are a foreigner living in Japan, often stereotyped as an uncultured thug, but you are not expected to know all the local culture's intricate rules of behavior. You receive a +2 bonus on Intimidate checks, and once per day, you may reroll a failed Diplomacy check made against any Japanese character. You must accept the results of the second roll, even if it is worse than the first.

Gongen

Ability Type Extraordinary

Requires Kami with the Air, Cold or Earth defining subtypes

You are the embodied spirit of one of Japan's mountains. You are always considered acclimated to high altitude and

never suffer altitude sickness. You receive a +1 trait bonus on Survival checks above 5,000 ft.

Itasha Paintjob

Ability Type Extraordinary

Requires Battlechanger race, Ground Mover or Speedster alt-mode

Special Battlechangers can instead choose this as a Social trait.

Some Battlechangers working in Japan have chosen bright, anime-flavored paintjobs and wraps, either for purely aesthetic reasons, or because they've gone native. You reduce the bonus provided on Disguise checks via your Freeze racial quality by up to -5 points, but you receive a bonus equal to twice the chosen amount on Bluff and Diplomacy checks made against characters with the Otaku cultural template. Once chosen, you must re-scan to change the penalty and associated bonus, or you may set both to +/- 0 until you re-scan again.

Mecha Pilot Neko

Ability Type Extraordinary

Requires Nekomusume race, Strike Kitten alternate racial trait

Special Nekomusume can instead choose this as a Combat trait

Many Strike Kittens are attracted to the speed, power and sheer thrill of piloting a powered armor exoskeleton into battle.

When wearing any grade of Powered Armor customized with feline deco or motifs (such as cat-ear cowlings on the helmet, paw print or whisker deco, or a mechanical tail), you receive a +1 trait bonus to REF Saves above as well as ranged attack rolls. These bonuses are in addition to the DEX bonus provided by the armor, if any. If this armor includes flight capabilities, you receive a +1 trait bonus on Fly checks as well.

Nekomini

Ability Type Extraordinary

Requires Nekomusume race

You are far more human-like than other Nekos. Your feline features are limited to your golden eyes, a pair of pointed cat ears atop your skull and your expressive tail. You receive a +4 trait bonus on Disguise checks made to pass for human, and do not take a penalty on these checks for disguising yourself as a member of another race.

Radio Tail

Ability Type Extraordinary

Requires any race with a tail

You can use your long tail as an antenna to pick up most comms signals, though this might mean cutely wiggling

your butt a bit to adjust the frequency. Some catgirls boast this capability, especially the Strike Kittens of Misawa air base.

You can perceive unencrypted radio, television, wifi and similar signals, as long as your tail is exposed and free to move.

Ruler Kami

Ability Type Spell-Like

Requires Kami race, any lawful alignment, WIS 15+

You are one of the chief servants of Heaven, well respected by other *Kami*, and responsible for carrying news of mortal behavior to the gods. You can cast any of the detect alignment spells (*detect chaos*, *detect evil*, *detect good*, or *detect law*) as first level cleric once per day, as a spell-like ability.

Stratos Flier

Ability Type Extraordinary

Requires natural flight speed

Your gift of flight takes you to the edge of the atmosphere, and near vacuum does not harm you. You gain the No Breath racial trait.

Tufted Ears

Ability Type Extraordinary

Requires Nekomusume race

Your ears are even larger than the norm, with an inner tuft of fur that accentuates their cute contours. You receive a +3 trait bonus on sound-based Perception checks.

Waifu

Ability Type Extraordinary

Requires Doujinishi race

You sprang into life from a romantic, even sweet, sexual fantasy common to many otaku. You receive a +4 trait bonus on sexually oriented Diplomacy checks made against male characters with the Otaku cultural template. You never worsen the attitude of such a character if you seriously fail a Diplomacy check.

Weightless Systems

Ability Type Extraordinary

Requires POETICA race

Gravity generators near your bio-mechanical heart make you nearly weightless, and incredibly light on your feet. While you are conscious, your apparent weight is roughly 1/10th what it would be the norm for a human female of your build, whenever doing so would benefit you. You may easily be carried by an ally, for instance, and there is a 50% chance that traps and sensors based on human-level weight do not trigger. You do not suffer any penalty in combat, nor are you at any greater than normal risk of

being blown away in high winds than a human of equivalent build, however.

SOCIAL TRAITS

Base Privileges

Ability Type Extraordinary

Requires Assault Witch Cavalier class levels or gamemaster approval

Under General Masamune's stewardship of the Assault Witch program, some of her elite witches (and some of her best support staffers, too) have perks and privileges that other JSDF members lack. You have full access to American facilities on base, such as the BX, medical care for immediate family members, and notably more luxurious on-base housing than the norm. Instead of open bay barracks, you often share a dormitory with another Assault Witch team-mate, or a small home with three other members if single.

Dataphile

Ability Type Extraordinary

Requires POETICA race or Cyborg subtype

You love nothing better than data input! You can make Computer Use checks in half the usual time, and while connected to the Internet (or higher tech equivalent systems) you may reroll any failed Knowledge check once.

Emancipated

Ability Type Extraordinary

Requires Nekomusume, Ningyou or POETICA race (other races at GM discretion)

Unlike the vast majority of the *artificial girl* races, you are legally free (and have the papers to prove it!). You may own property, obtain a driver's license, work and have all the legal and social protections taken for granted by humans.

Kuudere

Ability Type Extraordinary

Requires WIS 13+

You are coolly dispassionate and often seem unemotional to those who don't know you well. Your passions burn deep however, yet you rarely reveal them. You receive a +2 trait bonus on WILL Saves against enchantment (compulsion) effects and on Bluff checks made to conceal your emotional state.

Machine Sister

Ability Type Extraordinary

Requires POETICA race (or other technomagical race at GM's option)

As an occult machine yourself, you are comfortable with computers in a way ordinary humans can never be. You receive a +1 racial bonus on Computer Use checks, and this is always a class skill for you. You receive an additional +2 racial bonus on opposed Computer Use checks made against Human opponents.

Megane-Ko

Ability Type Extraordinary

Requires female gender, INT 11+

You are an absolutely adorable, if slightly nerdish young lady. Your omni-present glasses imply that you are shy, quiet and obedient, but when the glasses come off, you can be lusty and unrestrained. You may use your INT modifier in place of your CHA modifier as the key ability for Bluff and Diplomacy checks.

Military Historian

Ability Type Extraordinary

Requires Knowledge (history) 1 rank

You know pretty much all there is to know about modern warfare, its famous and infamous generals, battles and tactics. You receive a +2 trait bonus on Knowledge (history) checks, and this skill is always a class skill for you. Additionally, you receive a +1 trait bonus on either Pilot checks or Drive checks with military vehicles.

Nearly Naked Exposition

Ability Type Extraordinary

Requires CHA 13+

Large chunks of expository dialogue tend to be a lot easier for audiences to sit through when they're delivered by attractive naked people. Anytime you make a Knowledge check, you receive a +1d4 luck bonus on the check if you are nude, nearly so or dressed in a revealing costume at the time you make the check. If your allies are all making multiple Knowledge checks in a short period of time, you can spend an action point or hero point to extend the benefit of this talent to all allies for a scene. Your allies must be equally naked to benefit from this talent (so maybe it's a good time to visit an onsen and try to figure out what the bad guys are up to).

Relentlessly High-Tech

Ability Type Extraordinary

Requires Knowledge (technology) 1 rank

You know more about cutting edge technology than most futurists and buy and utilize the latest technological fads. You receive a +1 trait bonus on Craft (electronics), Computer Use and Knowledge (technology) checks; Knowledge (technology) is always a class skill for you.

True Love

Ability Type Supernatural

You have a deep and unbreakable bond of love for another character, which may be another player character or major NPC. You receive a +1 luck bonus on all skill checks and attack rolls made to save this character from harm, and cannot be compelled to harm or betray this character by any mundane, psionic or magical means.

You can only have one true love at any given time.

Usually, this implies romantic love, but can also apply to parental love, a sibling bond, the relationship between student and sensei or a long platonic friendship. If your true love is slain, the benefit of this starting talent is lost. (Though you may regain it through roleplaying, at the game master's discretion.)

ASSAULT WITCH CAMPAIGN FEATS

1. *Assault Witch Barriers* – Assault Witch Cavalier class levels, INT 11+
 - a. *Barrier Blast*
2. *AWACs Witch* – Assault Witch Cavalier 5th level, Skill Focus (Computer Use), Fly 1 rank
 - a. *AWACs Fire Control* – character level 10th
 - b. *AWACs Scout*
3. *Battle Fairy* – Assault Witch Cavalier class levels, non-lawful alignment
4. *Battleship POETICA* – POETICA race, either Combined Fleet POETICA or Imabari POETICA alternate racial traits
5. *Deck Chain Locket* – POETICA race, either Combined Fleet POETICA or Imabari POETICA alternate racial traits
6. *Deep Scan* – Void Sparrow race, Cyborg subtype or Assault Witch Cavalier class levels
7. *Disassociate* – Kuudere trait
8. *Iron Heart* – Iron Will
9. *Kiss Merge* – Human race, Kiss Friend trait
 - a. *Kiss Conscience* – Kiss Merge, WIS 13+
 - b. *Kiss Evolution* – Kiss Merge
10. *Living Gohei* – POETICA race, Knowledge (religion) 3 ranks, any good alignment
11. *Maiden of the Blue Sky* – Angelic Little Loli trait
 - a. *Maiden of the Heavens* – caster level 10th
 - i. *Maiden of the Stratosphere* – character level 15th
12. *Masamune Division Drill Instructor* – Masamune Division JSDF trait, any one Teamwork feat, BAB +3
13. *Masamune Division Range Master* – Masamune Division Range Kiss trait, Gunslinger levels or Grit pool
14. *Neko's Gamble* – Mecha Pilot Neko trait, character level 3rd
15. *Sabot Cannons* – Assault Witch Cavalier levels, Tail Guns class feature
16. *Skillful Loli* – young adult or younger, INT 13+
17. *Static Charge* – Assault Witch Cavalier levels, Mobility
18. *Steel Angel* – natural flight speed, good alignment, Fly 5 ranks



19. *Storm Kami* – Kami race, Air or Water subtype
20. *Superior Cloud Cover* – Assault Witch Cavalier levels
 - a. *Cloud Buster*
 - b. *Cloud Kicker*
21. *Thundering Guns* – POETICA race, Combined Fleet
POETICA alternate racial trait
22. *Transonic Flight* – natural flight speed
23. *True Love's Armor* – True Love trait, character level 3rd
 - a. *True Love's Heroism*
24. *Yosei Transformation* – Human or Kami race or Fey type

Assault Witch Barriers – Combat

Before taking off, you activate glowing energy fields around yourself in a spectacular display of chiming, silvery light. By the time your pre-flight checklist's complete, you are sheathed in glowing armor fields.

Requires Assault Witch Cavalier class levels, INT 11+

Benefit As a full round action while in your Airplane Girl form, you can cast *mage armor* upon yourself as a wizard of your total character level. Conjuring the *mage armor* produces a flare of intense light in the form of a glowing occult that appears at your feet, and loud discordant musical notes. Anytime you are attacked while this mage armor is active, similar glowing occult circles flash into existence around you for a split second.

While this *mage armor* effect is active, you can discharge it as an immediate action. Doing so reduces the damage inflicted by a successful attack roll against you by half, which is applied prior to applying Damage Reduction or Energy Resistance or immunity. You may activate this ability after damage is rolled, but before damage is applied to you.

Ability Type Spell-Like

AWACs Fire Control – Combat

Your techno-magical systems allow you take remote control of allies' onboard weapon systems, increasing everybody in your wing's accuracy and effectiveness.

Requires AWACs Witch, character level 10th

Benefit While airborne and in your Airplane Girl form, all Assault Witch allies within your sensory radius gain dramatically increased allies with their Tail Guns. When making ranged attacks with their Tail Guns, all allies within this range roll twice and take the better result.

Ability Type Supernatural

AWACs Scout – Combat

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

Requires AWACs Witch

Benefit You can provide the benefit of her AWACs Witch ability to allied units within 100 miles. As a swift action, made after activating her Blindsense, she may provide all allies within this range Blindsense for one round.

Ability Type Supernatural

AWACs Witch – Combat

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. Your Assault Witch form includes hair decorations or hip plating that share the iconic round, silvery/grey shape of an AWACs sensor package.

Requires Assault Witch Cavalier 5th level, Skill Focus (Computer Use), Fly 1 rank

Benefit While in your Airplane Girl form, your sensory capabilities are vastly expanded, and you can transmit data to other Assault Witches, increasing their battlefield awareness.

While airborne and in Airplane Girl form, you can transmit data from your sensors, as well as advice and firing solutions to all allied vehicles, Assault Witches and others who can communicate on your frequency within a 1 mile spherical radius, provided your communications network extends that distance.

As an immediate action once per round, whenever any receiving ally makes a ranged attack roll against a target you are aware of, or a REF Save against an enemy attack or hazard you are aware of, your ally make the attack roll or REF save as normal and you make a Computer Use check. Your ally uses either their own check result, or your Computer Use check result, whichever is higher.

Additionally, as a full round action, you can extend your awareness to gain Blindsense to a 10 mile radius. At 10th

level, this increases to a 100 mile radius. Her Blindsense lasts one round per activation.

Ability Type Supernatural

Barrier Blast – Combat

When you need to you can drop your barriers in an massive explosion of energy that devastates any enemies sharing the sky with you.

Requires Assault Witch Barriers

Benefit When you dismiss the *mage armor* effect provided by your Assault Witch Barriers feat, all hostile creatures within a 60 ft radius suffer 1d6 points of force damage per two cavalier levels (maximum 10d6) and are pushed backward (or outward from you, in three dimensional space) 5 ft per 1d6 points of force damage they suffer. A successful REF Save (DC 10 + ½ your total character level + your INT modifier) halves the damages and negates the knockback effect.

Ability Type Spell-Like

Battle Fairy – Combat

When you assume your Airplane Girl form, you become something far more exotic than human.

Requires Assault Witch Cavalier class levels, non-lawful alignment

Benefit Whenever you assume Airplane Girl form, your type changes to Fey. Do not recalculate hit points, base attack bonus skill ranks or saving throws. You gain lowlight vision, and receive a +4 racial bonus on WILL Saves against illusions while in Airplane Girl form.

Ability Type Supernatural

Battleship POETICA – Racial

Your android body is built along the sleek lines of a Japanese destroyer or battleship, and your first home, and first love, is the choppy sea.

Requires POETICA race with either the Combined Fleet POETICA *or* Imabari POETICA alternate racial traits

Benefit You are at home on and beneath the waves. You gain a Swim speed equal to your base land speed +10 ft, and a racial bonus on Swim checks equal to +1/2 your total character level. You never take a penalty on attack and damage rolls for being underwater, as if under the effects of *freedom of movement*.

Ability Type Supernatural

Cloud Kicker

Your magical turbines can instantly tear apart a cloud, even magical clouds.

Requires Superior Cloud Cover

Benefit As a standard action while in your Airplane Girl form, you may stomp upon or kick at any cloud or fog, including magical fogs and clouds, within reach. That particular 5 ft square of cloud or fog is destroyed. Magical

clouds and fogs are treated as being an attempt to dispel it, and the Assault Witch must succeed at a d20 + Assault Witch level + STR modifier roll versus 10 + caster level (effectively a weird caster level check). Success not only clears that 5 ft square but provides the Assault Witch with the option to dispel the entire magical cloud or fog. Failure still clears the targeted 5 ft square.

Ability Type Supernatural

Cloud Buster

You leave a long wake of unsettled air in your flight path.

Requires Superior Cloud Cover

Benefit Any air square you pass through is treated as difficult terrain for one minute after your passage, if you wish to make it so.

Ability Type Supernatural

Deck Chain Locket – Racial

Like many of the living battleship girls living and working at Misawa AFB with the Combined Fleet, you wield a magical anchor chain that is as beautiful and sparkling as it is steely and efficient.

Requires POETICA race with either the Combined Fleet POETICA *or* Imabari POETICA alternate racial traits

Benefit You gain a magical chain weapon with alternating gold and steel links, crowned by an artfully decorated and extremely stylized winged anchor as its striking surface: your *Deck Chain Locket*. If your Deck Chain Locket is destroyed or permanently lost, you can gain a replacement from your Combined Fleet chain of command when you next gain a level.

The Deck Chain Locket is a +1 *meteor hammer*. It gains an additional +1 enchantment for every eight character levels, and the anchor locket is hollow and has a hidden compartment, functioning as a *Type I Handy Haversack*.

The Deck Chain Locket gains the following special weapon properties as you gain levels.

5th Level: Glammered (into the form of a fashionable purse or ordinary locket, negligible weight in locket form), *10th level:* either Called or Seaborne, *15th level:* Anchoring

Ability Type Supernatural

Deep Scan – Racial

Your artificial body is packed with advanced sensors that any military scout ship would envy.



Requires Voidsparrow race, Cyborg subtype or Assault Witch Cavalier class levels (available in Airplane Girl form only)

Benefit You are equipped with extraordinary sensors. When within 100 kilometers of any aircraft or starship, as a full round action, you can perform a deep scan. Doing so is a DC 15 Computer Use check. If the check is successful, you learn three pieces of the following information, plus one additional piece of information per five points you beat the check DC by. You may retry this check on successive rounds.

With a successful check, you can learn any of the following pieces of information about the aircraft or starship.

- The vehicle's current and maximum Hit Points
- The vehicle's maximum speed and acceleration
- The vehicle's number of pilots and crew
- The vehicle's number of passengers
- The vehicle's cargo tonnage
- If the vehicle is equipped with any integrated weapons, and if so, what types
- The vehicle's base saving throw bonus
- The pilot's ranks in Drive or Pilot or other applicable skill

- The general condition of the vehicle and any major system failures or mechanical problems
- The vehicle's registry data, if it is being publicly transmitted (by a transponder or IFF system, if installed)

Ability Type Extraordinary

Disassociate

You can completely disassociate yourself from your current circumstances, allowing you to view the world with an icy dispassion.

Requires Kuudere trait

Benefit Once per day, as a swift action, you can disassociate from all emotion and feeling for a number of rounds equal to your character level. During this time, effects with the descriptor of emotion or fear and effects that provide morale bonuses or penalties are suppressed.

Ability Type Extraordinary

Iron Heart

You can never be compelled or intimidated into sexual acts against your will.

Requires Iron Will

Benefit You are immune to any form of mind-influencing effect that would compel or influence sexual behavior or a sexual response. Whether or not you are immune to a specific ability depends on context. For instance, you are immune to *charm person* if the spell would compel you to sexual behavior with the caster or one of the caster's allies, but not if the same *charm* merely compelled you to drop your weapon and surrender.

You remain vulnerable to Pleasure as an energy type, unless resistance or immunity is gained by another means. However, 'side effects' of Pleasure damage, such as visible orgasm or continuing conditional effects, do not affect you.

Ability Type Extraordinary

Iron Heart and the Social Contract

Iron Heart makes an excellent 'toggle' that allows players to explicitly tell the game-master that while they want to explore the Black Tokyo campaign setting, they aren't quite comfortable having their character potentially raped in game. While it's an easy feat to acquire, the GM can easily give Iron Heart as a bonus feat to characters whose players want it. It's also a good personality feat, perfect for strong willed, morally resolute characters like Futakuchi adventurers and Chaste monks, who give their hearts only rarely, and only by consent.....

Kiss Conscience

You especially like to kiss and merge with robots that share your morals, because when you do, the merge joins your souls as well as your bodies.

Requires Kiss Merge, WIS 13+

Benefit When you kiss merge with a Battlechanger who exactly shares your alignment, you add your WIS modifier to theirs for the purpose of determining the saving modifier and effects of divine spells cast by the Battlechanger. In addition, both participants in the merge make separate WILL Saves against any effect that would target either participant and both take the better result.

Ability Type Supernatural

Kiss Evolution

By merging with a willing Battlechanger, you transform an ordinary robot into a top-class warrior, and a warrior into a mechanical god.

Requires Kiss Merge

Benefit While you are kiss merged, your partner robot becomes larger and more powerful. Your robot gains a +2 enhancement bonus to its Armor Class, as well as the *powerful build* trait, meaning it is treated as being the next size category larger when doing so would be advantageous to it. All the robot's natural attacks and Special Weapons inflict damage as if they were one size category larger. These benefits apply to the robot's alt-modes as well.

Ability Type Supernatural

Kiss Merge

When you kiss a Battlechanger, your body melts into their steel chassis. In effect, you become part of the robot, augmenting its systems with your love!

Requires Human race, Kiss Friend trait

Benefit When you use your Kiss Friend ability, you may choose to physically merge with the Battlechanger. While merged, the only action you can take is to end the merge as a move-equivalent action on your turn. While you are kiss merged, the Battlechanger acts as if *hasted*. You may maintain the merge for a number of rounds per day equal to your CON score. These rounds need not be consecutive. You are *exhausted* for twice as long as you remained merged, and you cannot kiss merge while *fatigued* or *exhausted*.

Ability Type Supernatural

Living Gohei – Racial

As you matured, your faith and good nature has worked a subtle change on your internal systems. One day, you awakened from system-sleep mode with protective kanji inscribed on your heart, and luminous protective prayers glowing between your small breasts.

Requires POETICA race, Knowledge (religion) 3 ranks, any good alignment

Benefit You radiate a continual *Bless* effect, in a 50 ft radius, centered on yourself, as a cleric of your total character level. You may suppress or resume this aura at will, as a free action.

Ability Type Spell-Like

Maiden of the Blue Sky – Combat

Your purity of body and soul is reflected in your magic. You are at your best when you cast spells as bright and gleaming as the blue sky at high noon.

Requires Angelic Little Loli starting trait

Benefit You receive a +1 bonus on caster level and a +1 increase to saving throw DC when casting any spell with the air, good or light descriptors. These bonus caster levels stack with themselves, when casting a spell with more than one of these descriptors. They also stack with Spell Focus and Greater Spell Focus and similar effects.

Limitation If your Angelic Little Loli trait is suppressed due to sexual activity, this feat is shut down for the same period.

Ability Type Supernatural

Maiden of the Heavens – Combat

Move past the blue sky and into the heavens themselves! Your magic blasts demonic evil out of the sky you love so much.

Requires Maiden of the Blue Sky, caster level 10th

Benefit When you cast any damage dealing spell with the air, good or light descriptors against any evil creature, you inflict an additional amount of divine damage equal to ½ the spell's base damage. This bonus damage is divine damage and not subject to energy resistance or immunity and is not multiplied on a critical hit.

Limitation If your Angelic Little Loli trait is suppressed due to sexual activity, this feat is shut down for the same period.

Ability Type Supernatural

Maiden of the Stratosphere – Combat

You rocket through the sky with impossible speed, stirring the sky with your passage!

Requires Maiden of the Heavens, character level 15th

Benefit When the need is great, you can move at incredible speed. Once per day, when you need to move with incredible speed to save an allied creature or innocent, or to engage in a time sensitive battle against an evil, flying creature with a Challenge Rating at least equal to your HD, you can use a modified version of *ride the lightning*.

This effect functions as the spell, save that it has a range of up to 100 miles, and your path of travel is a parabolic arc that takes you near the edge of Earth's atmosphere.

Limitation If your Angelic Little Loli trait is suppressed due to sexual activity, this feat is shut down for the same period.

Ability Type Spell-Like

Masamune Division Drill Instructor – Combat

You helped train the battle-hungry, Sapphic warriors of a military Masamune Division.

Requires Masamune Division JSDF trait, at least one Teamwork feat, Base Attack Bonus +4

Benefit For one hour after a sexual encounter with you, a female creature is treated as possessing one any Teamwork feat you possess, of your choosing. She receives no benefit from this Teamwork feat, and the feat is purely to determine what benefit she provides you or other allies.

Ability Type Extraordinary

Masamune Division Range Master – Combat

You teach advanced weapons training to young female soldiers, and reward the best of your students with a passionate kiss.

Requires Masamune Division Range Kiss trait, Gunslinger class levels or Grit pool

Benefit As a full round action, you can kiss or embrace a female ally with any trait or feat with Masamune in the name. Doing so either provides the kissed ally with a single point of Grit which can be used normally or restores a single point of Grit to you. A creature can only benefit from your kiss once per day, and you can only regain Grit in this manner yourself once per day.

Ability Type Extraordinary

Neko's Gamble – Racial

Military trained Nekomusume are usually highly competent and often fairly well equipped and comfortable with man-portable weapons and high tech exo-skeletons. Despite (or maybe because of) this, military Neko's trust their luck even more than human soldiers, even if that luck sometimes turns bad.

Requires Mecha Pilot Neko, character level 3rd

Benefit As a swift action, once per day, you can trust in your feline luck. You must be wearing any grade of Powered Armor, or piloting any vehicle or mecha to activate this ability. When you activate your Neko's Gamble, you roll 3D6 in order. The first die determines the spell-like effect that triggers, the second die it's duration, and the third die the effect's target, which usually (but not always) includes the Neko that activated this ability. The caster level for the Neko's Gamble spell-like ability is equal to her total character level, and uses her CHA modifier as her casting attribute.

If you roll all 6s (equivalent to rolling three cherries on the slots of fate), this ability refreshes, and you may use this ability an additional time per day.

Ability Type Supernatural

Neko's Gamble Effects (roll 3d6; the second die is the number of rounds the effect lasts)		
D6 Result	Gamble's Effect	Gamble's Target
1	Acts as <i>Make Whole</i> , restoring full HP and function to the recipient's powered armor or vehicle	The last enemy to damage the Nekomusume, or the closest enemy if that character is already slain
2	Cat's Grace	The Nekomusume
3	Shield of Faith	The Nekomusume
4	Military Flight	The Nekomusume
5	Bull's Strength	The Nekomusume plus one ally within 30 ft of choice
6	The Nekomusume can choose any two effects from this list	The Nekomusume plus all allies within 30 ft

Sabot Cannons

Your tail guns are a lot heavier duty than normal for Assault Witches. You're the squadron's long range firepower, capable of unleashing fiery death at horizon range.

Requires Assault Witch Cavalier levels, Tail Guns class feature

Benefit Your tail guns are more powerful than the norm. Your tailguns gain a +1 enchantment for every five Assault Witch Cavalier levels, and gain the following special weapon properties as you gain levels.

5th Level: either Distance or Limning, *10th level:* Flaming, *15th level:* Flaming Burst

Ability Type Supernatural

Skillful Loli

Though young, you are easily the equal of adult experts, and pick up a bunch of useful skills from your adult mentors.

Requires young adult or younger characters, INT 13+

Benefit When adjacent to any allied character in the adult age category or older, you are considered trained, and receive the class skill bonus, in any class skill the adult character has placed at least three ranks in. You may make trained-only skill checks with these 'borrowed' skills. When you reach the adult age category, you lose this feat and replace it with another feat of your choosing that you meet the prerequisites for.

Ability Type Extraordinary

Static Charge – Combat

Your flight speed dangerously overcharges your hull with electricity.

Requires Assault Witch Cavalier class levels, Mobility

Benefit For one round after you take a move action or double move, your ranged attacks gain the Shocking property, and all unarmed strikes, natural weapons attacks, or melee weapon attacks gain the Shocking Burst property.

Ability Type Supernatural

Steel Angel – Combat

The legions of heaven have nothing on fliers from the Japanese Self Defense Forces- especially the occult pilots tasked with ridding the skies of *oni*, ghosts and dragons.

Requires natural flight speed, good alignment, Fly 5 ranks

Benefit While you are flying, you receive a +1 holy bonus on ranged attack and damage rolls per five character levels (maximum +4). Your ranged attacks are considered good aligned for the purpose of overcoming damage reduction, while you are airborne.

Ability Type Supernatural

Storm Kami – Racial

You were given power over the winds and storm by Fujin and Ryujin, the Buddhist gods of heavenly storms.

Requires Kami with the Air or Water subtypes

Benefit You gain the Weather domain and the Storms subdomain. You can use the subdomain's granted powers as a cleric of your total character level. If you are not otherwise a divine spellcaster, you may use the highest level domain spell a cleric of your level would have access to as a spell-like ability usable once per day. If you are a divine spellcaster, you gain the Storm subdomain spell list normally.

Ability Type Supernatural

Superior Cloud Cover

You can treat clouds and vapor as solid ground... when you want to.

Requires Assault Witch Cavalier class levels

Benefit When you wish to, you can treat clouds, fog and vapor as semi-solid objects. You can claim cover or improved cover from fog or clouds, not simply concealment, with the game master determining the exact degree of cover provided. You may walk, swim through or rest against clouds or fog as if they were solid objects having a viscous texture similar to hard rubber or hardened tar. You may also rest against clouds- for example, even if

you can't fly or are unconscious, you would rest against clouds rather than falling through them, if doing so would benefit you.

You may also pass through clouds and fog normally. For instance, you wouldn't suffer falling or crash damage when flying through a cloudbank normally. This ability functions even when you are not in your Airplane Girl form.

Ability Type Supernatural

Super Kawaii

You are too adorable to kill, and even the most vicious oni would rather have you to play with rather than to kill outright.

Requires CHA 13+

Benefit When unarmored, wearing impromptu armor or wearing light armor with the Near Nudity quality, you may add your CHA modifier as a luck bonus to your Armor Class. You must be nude or revealingly dressed to benefit from this feat.

Ability Type Supernatural

Thundering Guns – Racial

Your wrist mounted cannons pack a punch comparable to a destroyer's main battery, much to your pride. POETICA with this feat usually custom-paint golden slogans on their cannon barrels.

Requires POETICA race, Combined Fleet POETICA alternate racial traits

Benefit Your CF cannons are more powerful than the norm. Your CF cannons gain a +1 enchantment for every five character levels, and gain the following special weapon properties as you gain levels.

5th Level: Thundering, *10th level:* either Distance or Keen, *15th level:* Axiomatic

Ability Type Supernatural

Transonic Flier

You are among the fastest living creatures on the planet, able to achieve transonic speed under your own power.

Requires natural flight speed

Benefit Your flight speed increases by an additional 2x, which stacks with escalating increases from Assault Witch Cavalier class levels or similar flight progressions. Your out of combat speed increases to Mach 2 or greater. At 10th level, it increases to Mach 4, and to Mach 5.5 at 15th level. You can reach virtually any place on the planet in a matter of hours.

Ability Type Extraordinary

True Love's Armor – Combat

Your love for another person creates an armored shell around your body- a shell that allows you to be a true hero for your beloved.

Requires True Love trait, character level 3rd

Benefit When within 30 ft of your True Love, you gain an impressive natural armor, which resembles the scales of a great, dark cobra across your chest, throat and forearms. Your natural armor bonus to AC is +2 plus +1 per four character levels.

Alternatively, you can touch your True Love as a standard action and pass the benefit of this feat to them. Doing so provides them with a natural armor bonus to AC equal to twice the bonus this feat provides you. This passing ends if your partner moves more than 30 ft from you. If the partner returns to within the range, the natural armor bonus goes to you by default, until you touch your partner again.

Ability Type Supernatural

True Love's Heroism – Combat

Your deep and abiding desire to protect your true love gives you unearthly power.

Requires True Love's Armor

Benefit Your scales of True Love harden into a vaguely organic cuirass, and a horned helm grows around your skull, making you look like a legendary samurai. When you are within 30 ft of your True Love, you gain heroic power that provides you with a +1 morale bonus on melee attack rolls per four character levels.

Alternatively, you can touch your True Love as a standard action and pass the benefit of this feat to them. Doing so provides them with a morale bonus on melee attack rolls equal to twice the bonus this feat provides you. This passing ends if your partner moves more than 30 ft from you. If the partner returns to within the range, the melee attack bonus goes to you by default, until you touch your partner again.

Ability Type Supernatural

Yosei Transformation

You have become a *yosei*, a mischievous and spiritual creature who can become a large bird, such as a crane, heron or swan, at will.

Requires Human or Kami race or Fey type

Benefit You gain the Shapechanger subtype. At will, you can transform yourself into a larger bird species, as by the spell *Beast Shape I*. Your spellcaster level is equal to your total character level; at 10th level this improves to *Beast Shape II* instead.

Ability Type Spell-Like



MAGIC ARMOR AND COSTUMES

These magical costumes and armor are fairly common among more experienced Assault Witches, and all can be considered part of the uniform of the day.

105th Joint Operations Group Beret

Aura faint transmutation **CL** 1st

Slot head **Price** 2,200 gp (DC 20) **Weight** negligible

Officially, the Assault Witch program is the 105th Joint Operations Group, but aside from the logo painted on the headquarters and the name on the paperwork, nobody ever refers to it as such. The committed young women who are part of the 105th are distinguished by a dark olive beret with the unit's angel-wing and missile logo emblazoned proudly.

While wearing the 105th JOG Beret, the character is under a constant *featherfall* effect, that activates if the wearer falls more than 10 ft.

Construction

Requirements Craft Wondrous Items, *featherfall*

Cost 1,100 gp (DC 18)

105th Joint Operations Group Flight Jacket

Aura faint abjuration and transmutation **CL** 5th

Slot armor **Price** 12,000 gp (DC 26) **Weight** 2 lbs

This heavy brown bomber jacket has a white lambskin collar. The 105th JOG's angel-feather and missile logo is displayed as a stitched canvas patch on the breast, while a pilot's personal sigil is displayed opposite. Brass fittings and a thick brass zipper close the jacket.

The 105th JOG Flight Jacket is a set of **+2 buff coat of arrow deflection**. The Flight Jacket's arrow deflection property applies to bullets (ballistic damage), though it does not apply to energy weapons. While wearing the Flight Jacket, the character receives a +2 competence bonus on REF saves made while flying.

Construction

Requirements Craft Magic Arms and Armor, *haste*, *shield*

Cost 6,000 gp (DC 24)

Abrams Leggings

Aura moderate transmutation **CL** 5th

Slot feet **Price** 39,000 gp (DC 30) **Weight** 30 lbs

Taking their name from the M1-A1 Abrams main battle tank, pride of the American armored cavalry, these heavy leggings are clad entirely in olive drab steel. Heavy iron

treads rolling on pig-iron casters run the length of the leggings and chew up terrain.

Abrams Leggings are **+3 Balanced Armored Leggings**. While wearing the Armored Leggings, the wearer's base land speed is never reduced by armor or encumbrance (as per the Dwarven *slow and steady* racial trait).

If the wearer of the Abrams Leggings possesses either the Combined Fleet POETICA alternate racial trait or the Tail Guns class ability, increase the damage dice size of the weapon by one step while wearing the Abrams Leggings.

Construction

Requirements Craft Magic Arms and Armor, *cat's grace*, *improbable weapon*

Cost 19,500 gp (DC 28)

Acrobatic Tights

Aura faint transmutation **CL** 3rd

Slot belt and feet **Price** 4,600 gp (DC 23) **Weight** negligible

These comfortable, body-hugging Spandex tights are as blue as the open sky, and grant their wearer phenomenal agility.

While wearing Acrobatic Tights, the character gains a +5 competence bonus on Acrobatics checks, which increases to a +10 competence bonus on Acrobatics checks made specifically to tumble in combat.

Construction

Requirements Craft Magic Arms and Armor, *cat's grace*
Cost 2,300 gp (DC 21)

Battleship Leggings

Aura strong abjuration **CL** 13th

Slot feet **Price** 7,500 gp (DC 25) **Weight** 5 lbs

These white and grey stockings are reinforced with heavy titanium and steel plating, riveted with thick bolts. Armored hardpoints resembling destroyer turrets and a ship's conning tower break up the clean metallic lines of each hip. The soles of the armored leggings are painted in the rust resistant red of a battleship's waterline. Some particularly notable Battleship Leggings are named for particularly celebrated Japanese ships of the line, and painted with similar markings.

Battleship Leggings are a set of **+2 Armored Leggings of Light Fortification**. While wearing Battleship Leggings, the character may move on water at her normal base land speed, walking on the surface, as if it were solid ground.

Construction

Requirements Craft Magic Arms and Armor, *limited wish*
Cost 3,750 gp (DC 22)

Benten's Delivery Jacket

Aura faint transmutation **CL** 5th

Slot armor **Price** 16,000 gp (DC 27) **Weight** 2 lbs

The goddess Benten runs a pizza shop in her spare time, and sends broom-stick riding delivery witches on errands throughout Japan. The most senior staffers get one of these cool leather bomber jackets, with the Benten's Sea Pizza logo patched on the back. (Pizza II is too new to have any dedicated jackets commissioned for it, but Benten's already got a cool logo in mind.)

Benten's Delivery Jacket is a **+1 leather jacket**. The wearer receives a +5 luck bonus on Fly checks and REF Saves while flying.

Special: This is a Fukujin magic item, dedicated to Benten. See the "Full Fukujin" sidebar found in *Enchantments of Black Tokyo*.

Construction

Requirements Craft Magic Arms and Armor, *fly*
Cost 8,000 gp (DC 25)

Bra, Avionic

Aura moderate transmutation **CL** 9th

Slot chest **Price** 2,500 gp (DC 21) **Weight** negligible

Only very petite girls can wear this breathable cotton sports bra, which is decorated with alternating blue and white horizontal stripes.

When worn by any creature with a natural Fly speed, it provides that character with the *sky mastery* racial quality. The character receives a +1 bonus on attack rolls when both she and her opponent are airborne.

If the Avionic Bra is worn with Avionic Panties, the bonus provided by the wearer's *sky mastery* is +2 instead.

Special: Only females with the Small Breasts Forever trait can benefit from this magic item.

Construction

Requirements Craft Wondrous Items, *military flight*
Cost 1,250 gp (DC 18)

Bra, Self Defensive Warfare

Aura faint abjuration **CL** 5th

Slot chest **Price** 2,000 gp (DC 20) **Weight** negligible

Technically, this item is a grey tank top, emblazoned with the Japanese Self Defense Forces logo over the right breast. Faint text, a lighter grey against the fabric, is

printed on the inside edge of the tanktop, are excerpts from Article 9 of Japan's post-WWII Constitution.

While taking the total defense action, the wearer of the Self Defensive Warfare is treated as being under a *sanctuary* effect. If a creature successfully attacks the wearer, despite the *sanctuary*, the wearer can make attacks of opportunity against that creature for the duration of the battle without ending the sanctuary. However, the bra's wearer still cannot make ordinary attacks without ending the *sanctuary* effect. Once the sanctuary effect ends, it cannot be activated again until the following dawn.

Construction

Requirements Craft Wondrous Items, *sanctuary*, creator must be good

Cost 1,000 gp (DC 18)

Combat Arts Jacket

Aura strong universal **CL** 15th

Slot armor **Price** 86,000 gp (DC 33) **Weight** 2 lbs

This olive drab military jacket is decorated with heavy black paracord stitching at the edges and around the many pockets. The sleeves are lined with complex black and white leather abstract circuit-like patterns.

The Combat Arts Jacket is a **+4 Buff Coat of Light Fortification**. Once per day, the wielder can call upon the jacket's powers as an immediate action, gaining the benefit of a *transformation* spell for 15 rounds. The wearer can only end this effect by removing the Combat Arts Jacket completely prior to the spell's duration. While *transformed*, the circuit patterns on the sleeve blaze with a rainbow of fire.

Construction Craft Magic Arms and Armor, *limited wish*, *transformation*

Requirements

Cost 43,000 gp (DC 31)

Combat Arts Trousers

Aura moderate transmutation **CL** 7th

Slot belt and feet **Price** 12,350 gp (DC 26) **Weight** 2 lbs

These heavy and durable set of military fatigues is olive drab decorated in intricate angular patterns with black paracord stitching. These trousers feature multiple zippered pockets.

Combat Arts Trousers are a set of **+2 stanching armored leggings**.

Special: If Combat Arts Trousers are worn with either the *Combat Arts Jacket* or the *Sword Art Scarf*, they are treated as being a set of **+3 armored leggings of determination** instead.

Construction

Requirements Craft Magic Arms and Armor, *cure critical wounds*, *stabilize*

Cost 6,175 gp (DC 24)

Combined Fleet Duty Uniform

Aura moderate divination **CL** 9th

Slot armor **Price** 36,000 gp (DC 31) **Weight** 2 lbs

This heavy brown, double breasted leather jacket is adorned with the logo of the Combined Fleet POETICA squadron- a battleship silhouetted against the red Rising Sun. It is usually worn with a dark green skirt and red, green or auburn beret (depending on unit).

The Combined Fleet Duty Uniform is a **+3 Buff Coat**.

When worn by a POETICA with the Combined Fleet POETICA trait, the character's CF Cannons inflict 2d10 ballistic damage.

Construction

Requirements Craft Magic Arms and Armor, *true strike*

Cost 18,000 gp (DC 2)

Dimensional Plug Suit

Aura moderate conjuration **CL** 10th

Slot armor **Price** 138,000 gp (DC 35) **Weight** 5 lbs

Military trained Summoners attached to Project GILGAMESH are often issued these formfitting suits of latex and Kevlar light body armor. The Dimensional Plug Suit is a body hugging, ultra-advanced, arcano-tech spacesuit in a single vibrant color whose hue matches the Summoner's eidolon. An inactive Dimensional Plug Suit is translucent, clear vinyl, that assumes the color of the wearer's eidolon within minutes of being donned.

The Dimensional Plug Suit functions as **+2 studded leather armor of determination**. While wearing the Dimensional Plug Suit, a wearer gains the eidolon and life-link class features of a first level summoner; the wearer's eidolon must always be built with the Biped base form. A summoner who wears the Dimensional Plug Suit treats their eidolon and summon monster spell-like abilities as if their Summoner class level is +5 levels higher.

Construction

Requirements Craft Magic Arms and Armor, *breath of life*, *lesser planar binding*, creator must be a Summoner

Cost 69,000 gp (DC 32)

F-14 "Tomcat" Av-Wings

Aura strong transmutation **CL** 9th

Slot shoulders, neck, hands **Price** 90,000 gp (DC) **Weight** 15 lbs

A backpack of aviation-grade aluminum is shaped like the sleek fuselage of the world's most iconic fighter plane. Short wings extend from the back pack, and like those of a full scale F-14 Tomcat, can swing back for greater in-air speed. Tiger stripe detailing at the tip of each sleek, razor-edged wing provide a sense of style. Gauntlets and breast plating fitted to the Av-Wings are molded from the same aluminum.

While wearing the F-14 Tomcat Av-Wings, the metal fuses to the wearer's flesh, becoming living aluminum. The character gains the Aeromusume capability of a first level Assault Witch Cavalier; if the character is an Assault Witch she gains an additional daily use of the Aeromusume ability.

While wearing the Av-Wings, whenever the character manifests her Aeromusume form, she also assumes feline traits. The tiger stripe detailing extends down the character's arms, her ears become pointed, cat's ears, and her eyes become yellow slits.

While in Aeromusume form, the character undergoes the following additional changes:

- Improves Flight Speed by +30 ft
- Gains Darkvision 90 ft or improves existing Darkvision by +30 ft
- Gains a +4 enhancement bonus to her DEX score
- Gains two claw attacks as primary natural attacks (1d6+STR modifier slashing, 20/x2)

Construction

Requirements Craft Wondrous Items, *beast shape II*, *military flight*, creator must have Assault Witch Cavalier levels

Cost 45,000 gp (DC)

Onee-Chan's Stockings

Aura faint enchantment **CL** 5th

Slot belt and feet **Price** 4,750 gp (DC 23) **Weight** 1-2 lbs
Onee-Chan (big sister) is always a tough, confident woman who protects younger girls. These combat armored leggings are perfect for such an older, more confident female adventurer.

Onee-Chan's Stockings are +1 **bolstering armored leggings**.

If they are worn with any enchanted school uniform, they add the enchanted school uniform's enhancement bonus to AC to the benefit provided to an ally via the bolstering property.

Special: Only female characters in the Adult age category or older, who do not have any trait or feat with Loli in the name can benefit from this magic armor.

Construction

Requirements Craft Magic Arms and Armor, *heroism*

Cost 2,375 gp (DC 21)

Officer's Great Coat

Aura strong divination **CL** 11th

Slot armor **Price** 140,000 gp (DC 35) **Weight** 5 lbs

This dark grayish-black officer's trenchcoat dates back to the Japanese Imperial Navy of WWII. Its right breast is decorated with campaign ribbons and Imperial Naval medals for valor and good conduct.

The Officer's Great Coat is a +2 **Buff Coat**. While wearing the Officer's Great Coat, the character receives a +5 enchantment bonus on Drive (watercraft) checks and Knowledge (tactics) checks and gains the Surface Vehicle Operation feat. Any vessel under the direct command of the character gains a deflection bonus to Armor Class equal to the wearer's INT modifier.

Construction

Requirements Craft Magic Arms and Armor, *legend lore*

Cost 70,000 gp (DC 33)

Panties, 105th Joint Operations Group

Aura faint enchantment **CL** 1st

Slot belt **Price** 550 gp (DC 15) **Weight** negligible
Since pants are an optional part of the Assault Witch squadron's duty uniform, the JSDF has mandated an



official pair of panties for its female fliers. These naturally full grey cotton panties have the unit's angel feather and missile logo on the right buttock.

While wearing the 105th JOG Panties, the character the *Panchira* trait. If she already possesses this feat, she gains a +1 luck bonus on REF Saves while flying.

Construction

Requirements Craft Wondrous Items, creator must possess the *Panchira* trait

Cost 225 gp (DC 13)

Panties, Adventurous

Aura faint divination CL 2nd

Slot belt **Price** 500 gp (DC 15) **Weight** negligible

This skimpy thong comes in camouflage in a variety of environmental patterns, from dark green forest pattern camo to grey and white arctic camo.

The Adventurous Panties provide the wearer with a +2 luck bonus on Acrobatics, Climb and Survival checks in the specific environment represented by the camo pattern, such as forest, desert, mountains, ect.

Construction

Requirements Craft Wondrous Items, *know direction*

Cost 250 gp (DC 13)

Panties, Avionic

Aura strong transmutation CL 9th

Slot belt **Price** 40,000 gp (DC 31) **Weight** negligible

These comfy bikini bottoms are emblazoned with alternating sky blue and white horizontal stripes.

When worn by a wearer with a natural flight speed, the Avionic Panties increase the wearer's Fly speed by +30 ft.

Construction

Requirements Craft Wondrous Items, *military flight*

Cost 20,000 gp (DC 28)

Panties, Chrysanthemum Seven Official

Aura moderate abjuration CL 7th

Slot belt **Price** 56,000 gp (DC 32) **Weight** neg.

These olive drab vinyl panties are the official wardrobe of Chrysanthemum Seven's female operatives, though more than a few forego this particular piece of kit. Tight fitting and with an irritating propensity to ride up, these greenish rubber panties with the golden blossom unit logo can keep a woman alive in the face of rapacious supernatural evil.

While wearing the C7 Official Panties, a woman becomes immune to the effects of the Black Fatherhood feat and

other feats with it as a prerequisite. In addition, she receives a +2 bonus on saving throws against spells and effects with the *skatto* descriptor. However, if she is a spellcaster, she casts *skatto* spells at -1 caster level herself.

Special: Only females can benefit from this magic item.

Construction

Requirements Craft Magic Arms and Armor, *death ward*

Cost 28,000 gp (DC 29)

Panties, Geographic

Aura faint divination CL 2nd

Slot belt **Price** 950 gp (DC 17) **Weight** negligible

These naturally full cotton panties (or briefs) are brightly dyed in the color and patterning of a certain sovereign nation's flag.

While wearing Geographic Panties, the character gains the ability to speak and read the official (or most common) language of the nation the panty's patriotic color scheme represents. The wearer receives a +2 competence bonus on Knowledge (history) checks concerning the nation.

Construction

Requirements Craft Wondrous Items, *comprehend languages*

Cost 475 gp (DC 15)

Panties, Iron Heart

Aura faint abjuration CL 3rd

Slot belt **Price** 1,600 gp (DC 19) **Weight** negligible

These comfortable grey or blue boy-shorts have a large red X pattern over the gusset, with a little pink heart beside.

The wearer gains Iron Heart as a bonus feat while these panties are worn.

Construction

Requirements Craft Wondrous Items, creator must have the Iron Heart feat

Cost 800 gp (DC 17)

Panties, Pretty Soldier's

Aura faint transmutation CL 3rd

Slot none **Price** 1,200 gp (DC 18) **Weight** negligible

The Pretty Soldier's Panties are full ivory panties with a specific weapon, such as a katana, a battle axe or assault rifle stitched in psychedelically colorful thread on the gusset. (Panties depicting a kung-fu warrior's silhouette exist to enhance unarmed attacks.)

When wielding a weapon of the appropriate type, the wearer receives a +1 enhancement bonus on attack and damage rolls, and weapons of this type are considered

magic weapons for the purpose of overcoming damage reduction. This does not stack with existing enhancement bonuses provided by the weapon.

Construction

Requirements Craft Magic Arms and Armor, *magic weapon*

Cost 600 gp (DC 16)

Police Lady Uniform

Aura moderate illusion **CL** 10th

Slot armor **Price** 24,000 gp (DC 29) **Weight** 8 lbs

This dark grey body armor is woven from enchanted Kevlar, and reinforced with glossy black armor plating protecting the breast and belly, but follows the pattern of a dancer's leotard. The Police Lady Uniform has long sleeves that end, and fits tightly to the breasts and abdomen, while leaving the legs exposed for full freedom of movement.

The Police Lady Uniform is statistically equivalent to **+2 leather armor**, and allows the wearer to use *greater invisibility*, as the spell, for up to ten rounds per day. These rounds need not be consecutive, but must be used in one round increments.

Construction

Requirements Craft Magic Arms and Armor, *greater invisibility*

Cost 12,000 gp (DC 26)

Police Section Seven Duty Uniform

Aura moderate abjuration **CL** 9th

Slot armor **Price** 23,378 gp (DC 29) **Weight** 2 lbs

This dark blue and white uniform is virtually identical to the uniform of the Tokyo Metropolitan Police Department, with the exception of ornate silver trim on the sleeves and the instantly recognizable Police Section Seven badge worn on the breast and cap.

The Police Section Seven Duty Uniform is equivalent to **+3 cloth armor**. Once per day, the wearer can touch a wounded creature and cast a 9th level Cure Moderate Wounds (2d8+9 hp). Additionally, three times per day, the wearer can touch their badge as a standard action to *Cause Fear* as a 9th level cleric.

Construction

Requirements Craft Magic Arms and Armor, *mage armor*, *cause fear*, *cure moderate wounds*

Cost 11,689 gp (DC 26)

Police Section Seven Mobility Squadron Vest

Aura moderate transmutation (class I), moderate conjuration (class II), or strong transmutation (full attack) **CL** 3rd (class I), 7th (class II), 13th (full action)

Slot armor **Price** 10,500 gp (DC 26) (class I), 21,700 gp (DC 29) (class II), 70,900 gp (DC 33) (full attack)

Weight 5 lbs

Police Section Seven issues Mobility Squadron Vests to its best drivers, pilots and vehicle experts, to both symbolize their mastery of Japan's roads and to increase that mastery. All PS-7 MS Vests are sleeveless high visibility yellow vinyl vests, with a clip-in pouch for an officer's badge on the right breast. Air operations pilots have small silver wings pinned to the collar.

A Class I or Class II Mobility Squadron vest is a set of **+2 padded armor**.

A Class I Mobility Squadron Vest provides a +5 competence bonus on either Drive or Pilot checks.

Class II Mobility Squadron Vests increase this bonus to +10, but only to Drive checks. Once per day, the wearer can summon a ghostly police squad car via the *ghost chassis* spell.

Full Action Mobility Squadron Vests are **+4 padded armor**, which provide a +5 competence bonus on either Drive or Pilot checks. Once per day, the wearer can provide a vehicle they are in control of the benefit of the *mecha super assault mode* spell, even if the vehicle would not normally benefit from the spell. The vehicle's appearance changes dramatically, becoming a high-tech hovercraft bristling with missile pods and energy weapons.

Construction

Requirements Craft Magic Arms and Armor, *cat's grace* (class I), plus *ghost chassis* (class II), or *mecha super assault mode* (full action)

Cost 5,250 gp (DC 23) (class I), 10,850 gp (DC 16) (class II), 35,450 gp (DC 30) (full attack)

Raptor Leggings

Aura moderate transmutation **CL** 9th

Slot feet **Price** 56,000 gp (DC 32) **Weight** 5 lbs

These ebony thigh-highs are made of the finest French silk reinforced with night-black graphite-composite plating with sleek, aerodynamic lines. Winglets on each hip are styled on the short, angular wings of the F-22.

Raptor Leggings are **+1 Armored Leggings**.

While wearing the Raptor Leggings, the character has their existing flight speed improved by +30 ft/round. Three times per day, the Legging's wearer can call upon their

magic as a swift action, to increase their flight speed to 500 ft (perfect) for one minute. When this power is activated, hidden control surfaces on the Raptor Leggings flex and flare open, and blue flames of high velocity ramjets burn bright.

Construction

Requirements Craft Magic Arms and Armor, *military flight*

Cost 28,000 gp (DC 29)

Romantic Leggings

Aura faint transmutation CL 3rd

Slot feet **Price** 3,800 gp (DC 22) **Weight** 2 lbs

These sexy, armored thighhighs are reinforced by dense white plastic hip plating and knee pads, each shaped like cute pink and white hearts. The garter snaps also take the form of bright pink hearts.

Romantic Leggings are +1 **Armored Leggings**. While wearing these leggings, you receive a +4 enhancement bonus on sexually oriented Diplomacy and Perform (sexual) checks.

Construction

Requirements Craft Magic Arms and Armor, *eagle's splendor*

Cost 1,900 gp (DC 20)

VTOL Leggings

Aura moderate transmutation CL 5th

Slot feet **Price** 34,000 gp (DC 30) **Weight** 8 lbs

These heavily armored leggings are reinforced with gunmetal grey hull plating, painted in stark black and white hazard striping. VTOL thrusters on the booted ankles, accented by gold highlights, provide the wearer with superior maneuverability.

VTOL Leggings are +2 **Armored Leggings**.

While wearing VTOL Leggings, a character with an existing flight speed gains Hover as a bonus feat, and their in-air maneuverability improves by one category (to a maximum of perfect). While airborne, the character receives a +2 insight bonus to Initiative. If the character begins an encounter on the ground, their Initiative score improves by +2 as soon as they take to the air.

Construction

Requirements Craft Magic Arms and Armor, *fly*

Cost 19,000 gp (DC 28)

MAGICAL WEAPONS

The Assault Witches wield a variety of magical weapons, including various grades of enchanted firearms and high-explosive weapons.

Anti-Kaiju Blade

Aura moderate transmutation CL 10th

Slot weapon **Price** 28,500 gp (DC 29) **Weight** 5 lbs

The JSDF has taken to forging production-line bane-blades for soldiers stationed in the Tottori region and other prefectures threatened by earth-shaking monsters. These swords are ugly and utilitarian, resembling the naked inner blade of a utility knife, with a single edge and break points along the length of the steel. The weapon is usually stamped with a serial number near the crossguard.

The Anti-Kaiju Blade is a +2 **Kaiju Bane Longsword**.

While wielding the blade, the wearer receives a +10 enhancement bonus on Acrobatics checks made to make long or high jumps. The wielder's jumping distance is not limited by her height. She may make an Acrobatics check to reach a Gargantuan or Colossal creature's vital areas as a swift action, allowing her to make sneak attacks against especially massive creatures.

Construction

Requirements Craft Magic Arms and Armor, *jump, summon monster I*

Cost 14,250 gp (DC 27)

Assault Katana

Aura moderate conjuration CL 8th

Slot weapon **Price** 34,000 gp (DC 31) **Weight** 2 lbs

This finely balanced katana has a smoke-grey carbon-fiber, nearly mono-molecular blade made with advanced materials fabrication techniques rather than traditional methods. The hilt is wrapped in supple white leather, and a small charm bearing the 105th JOG insignia dangles from the guard.

The Assault Katana is a +2 **aberration-bane katana**.

While the katana is wielded or carried, the wielder receives a +5 competence bonus on Perception checks and is treated as possessing the Improved Initiative feat.

Construction

Requirements Craft Magic Arms and Armor, *cat's grace, summon monster I*

Cost 17,000 gp (DC 28)

Assault Witch AWACs Operator's Pistol

Aura faint divination CL 5th

Slot weapon **Price** 5,200 gp (DC 23) **Weight** 2 lbs

The “AWAX”, as it’s known by most Assault Witches, is a specially modified Glock semi-auto. The weapon’s long barrel and frame are acid etched with an intricate circuit pattern, which occasionally glows when the wielder concentrates or calls upon the weapon’s power. The 105th JOG’s angel-wing and missile logo is set into a small crest on the grip. This sidearm is commonly carried by AWACs trained Assault Witches.

The Assault Witch AWACs Operator’s Pistol is a **+1 Glock-17**.

The weapon grants a +5 competence bonus on Computer Use checks as long as it is wielded or carried.

Construction

Requirements Craft Magic Arms and Armor, creator must have 5 ranks in Computer Use

Cost 2,600 gp (DC 21)

Assault Witch Carbine

Aura faint transmutation **CL** 3rd level

Slot weapon **Price** 3,200gp (DC 21)

Weight 2 lbs

The Assault Witch Carbine is the standard weapon of most Assault Witch fliers. The weapon vaguely resembles a cut-down H&K carbine with shoulder strap, with a somewhat more aerodynamic housing and short, folding stock to make it comfortable to fire while flying. Assault Witches usually paint the barrel’s tip in several concentric rings of personal color and pin badges and quirky, colorful pins to the shoulder strap to personalize the rather impersonal weapon.

The Assault Witch Carbine is simply a **+1 Advanced SMG**.

The weapon grants a +3 competence bonus on Fly checks as long as it is wielded or carried.

Construction

Requirements Craft Magic Arms and Armor, *cat’s grace*

Cost 1,600 gp (DC 22)

Assault Witch Superheavy

Aura moderate abjuration **CL** 8th

Slot weapon **Price** 13,500gp (DC 27) **Weight** 60 lbs

The Assault Witch Superheavy is a modern recreation of the famed Type-99 Machinegun, fielded by the Mitsubishi Zero during WWII. The choice of the Type-99 as the base



action for this enchanted firearm was a sop to ultra-nationalist, right wing elements within the JSDF rather than a pragmatic choice. Superior 21st Century engineering and arcana-tech touches distinguish the (wo)man-portable AW Superheavy from its aircraft mounted predecessor. In addition, many young Assault Witches hand scratch the principles of the modern, technically pacifist self defense forces into the heavy wooden stock in a silent rebuke of the weapon’s dark history.

The Assault Witch Superheavy is a **+2 courageous Type-99 Machinegun of infinite ammunition**. One such weapon is commonly issued to each Assault Witch wing, or more if the mission calls for extraordinary firepower.

Construction

Requirements Craft Magic Arms and Armor, infinite ammunition, shield of faith

Cost 6,750 gp (DC 24)



Flight Hammer Gauntlets

Aura faint divination **CL** 8th

Slot weapon and gauntlets **Price** 11,350 gp (DC 26)

Weight 8 lbs (pair)

These heavy, matte black fighting gauntlets include four mini-missile launch tubes on the back of each forearm guard, arranged in a simple square pattern. Odd red glyphs in what looks like a stylized Cyrillic script run the length of each missile tube. Triggers and targeting devices built into each palm-unit allow the wearer to lay down a withering barrage of heavy missile fire.

A character equipped with Flight Hammer Gauntlets is treated as if fighting with a two handed weapon, rather than two individual weapons; she may fire missiles with either gauntlet, without worrying about two weapon fighting or off-handedness penalties. This magic item will not function if both gauntlets are not donned. Flight Hammer Gauntlets have an ammunition load of 8 missiles, rather than the 2 missiles normal for a *wrist rocket*.

The Flight Hammer Gauntlets functions as a +2 **courageous wrist rocket of distance**, with the caveats noted above. The weapon has the *courageous* property, which normally can only be placed on melee weapons.

Construction

Requirements Craft Magic Arms and Armor, *clairaudience/clairvoyance*, *heroism*, *remove fear*

Cost 5,675 gp (DC 23)

Flight Hammer Sky Sweeper

Aura faint divination **CL** 10th

Slot weapon **Price** 26,750 gp (DC 29) **Weight** 25 lbs

The Flight Hammer Sky Sweeper is a heavy-duty multi-shot rocket launcher with the same matte black construction and vaguely Cyrillic markings as the associated gauntlets. The Flight Hammer Sky Sweeper has nine launch tubes, arranged in a 3x3 grid.

The Flight Hammer Sky Sweeper is built on the statistical framework of a *wrist rocket*, save that it is a significantly

larger 2-handed weapon and holds 9 missiles rather than the 2 missiles typical of a standard wrist rocket.

The Flight Hammer Sky Sweeper is a **+3 guardian wrist rocket of distance**, with the caveats noted above. The weapon has the *guardian* property, which normally can only be placed on melee weapons.

Construction

Requirements Craft Magic Arms and Armor, *clairaudience/clairvoyance, resistance*

Cost 13,375 gp (DC 27)

Genki Chem-Rail

Aura faint divination CL 5th

Slot none **Price** 22,500 gp (DC 29) **Weight** 32 lbs*

This advanced electro-chemical sniper rifle has a barrel painted in wasp-bright black and yellow hazard colors running the length of its nearly eight foot long barrel.

The Genki Chem-Rail is a **+1 .30 Anti-Vehicle Sniper Rifle of infinite ammunition**. It responds best to confident (and exhibitionistic) wielders. When nude or revealingly dressed, the wielder may add his or her CHA modifier as an insight bonus on attack rolls with the Genki Chem-Rail, and treats the weapon as if it weighed only 16 lbs.

Construction

Requirements Craft Magic Arms and Armor, *infinite ammunition, true strike*

Cost 11,250 gp (DC 26)

Goshawk Slip

Aura strong transmutation CL 10th

Slot weapon **Price** 110,000 gp (DC 34) **Weight** 25 lbs

Goshawk Slips (named for the US Navy's Goshawk trainer aircraft) are impressive magical weapons provided to rookie Assault Witches to hone their in-air combat abilities and keep them alive until they can master their mystical flight powers. Goshawk Slips are two handed, massive gun systems, nearly 1.5 meters long, sculpted to resemble the wingless, tail-less cockpit of a next-generation fighter jet. Small, fast-firing machine guns beneath the sculpted glass 'cockpit' provide firepower, while the miniature thrusters at the aft provide almost as much as a real fighter of the Goshawk Slip's styling.

Young Assault Witches can ride a Goshawk Slip like a traditional witch would ride her broom; there is a sculpted saddle-like depression just aft of the miniature glass cockpit. The weapon can also be carried on a strong Kevlar

strap, strung from just fore of the miniature cockpit to just above the thrusters. When firing the weapon, the wielder grips short handles at either end of the plane-like weapon.

The Goshawk Slip is functionally a **+2 courageous, cunning combat shotgun of infinite ammunition**

While holding or wielding the Goshawk Slip as a weapon, the wielder gains a Flight speed of 75 ft (average); while astride the Goshawk Slip, this flight speed increases to 150 ft (good). Changing position on the Goshawk Slip is a move-equivalent action. While astride the Goshawk Slip, it cannot be used as a weapon.

Construction

Requirements Craft Magic Arms and Armor, *heroism, infinite ammunition, military flight, remove fear, true strike*
Cost 55,000 gp (DC 32)

Monster Brand

Aura strong evocation CL 12th

Slot weapon **Price** 122,000 gp (DC 34) **Weight** 25 lbs

This unique and ungainly weapon can only be wielded by those with far greater than human strength. The massive, nearly 4 meter long weapon somewhat resembles a nagatana, with an extremely long handle. However, where the blade would be, there is a mushroom shaped guard. Beyond this thick ring, the weapons striking surface is a long, blunt, roughly cross-shaped hunk of wrought iron, which superheats and sublimates into mystic plasma when in combat. The Monster Brand is an ideal weapon for slaying hulking threats- from dark kaiju to dragons and colossal oni-lords, and may be the best weapon against the Genbu itself, should it ever awaken.

Fire Damage Inflicted	Target's Size
+1d6 fire	Large
+2d6 fire	Huge
+3d6 fire	Gargantuan
+4d6 fire	Colossal
+2d10 fire	On a confirmed critical hit

The Monster Brand is statistically equivalent to a **+3 flaming burst guisarme**, except that it inflicts bludgeoning damage in its unpowered state. Upon utterance of a command word, the striker superheats, gaining its flaming property. Once per day, as a full round action, the Monster Brand's wielder can plunge the weapon directly into a gigantic opponent. Doing so inflicts +1d6 additional points of fire damage for each size category past Medium on a successful hit against the target.

Construction

Requirements Craft Magic Arms and Armor, *fireball*
Cost 61,000 gp (DC 32)

World War II-Era Japanese Firearms							
Firearms	Damage	Critical	Range Increment	ROF	Mag.	Weight	Cost
T-38 Rifle	2d4	20/x3	120 ft	Single	5 box	7 lbs	350 gp
T-94 Pistol	2d6	20/x2	25 ft	Single	6 box	1 lb	350 gp
T-99 Machine Gun	2d10	20/x3	120 ft	Full Auto	Linked	60 lbs	1,800 gp

T-38 Rifle

Like the T-94 pistol, this bolt action rifle was produced into the millions by the Japanese military during WWII. These weapons were standard issue for nearly every Japanese soldier. Though accurate and reliable, they suffer from a lack of stopping power due to the small rounds they chamber.

T-94 Pistol

The T-94 was the standard issue sidearm of the Japanese military during WWII. Uncounted thousands of these pistols were produced during the Imperial era, and many have survived into the modern era as war trophies or collector's items. They have a rather unreliable sear bar, and might fire unexpectedly if handled wrong.

T-99 Machine Gun

This machine gun was the main armament of the Mitsubishi AM6 "Zero" fighter plane flown by the Japanese Imperial Air Force. Slight variants can be fielded as a squad support weapon thanks to the weapon's flexible mounting choices.

Puppy Girl's Pistol

Aura moderate transmutation **CL** 5th

Slot weapon **Price** 22,000 gp (DC 28) **Weight** 2 lbs

This sleek Beretta automatic bears an inlaid ivory cameo on the grip, depicting the silhouette of a small dog sitting at the ready.

The Puppy Girl's Pistol is a +1 **Beretta 92F**. While wielding this pistol or wearing it holstered, the wielder grows short, dog-like ears, a wagging tail and a dark, wet nose, giving her a puppy-girl appearance. These changes provide her with a +4 racial bonus on Perception checks, as well as the *scent* racial quality.

Construction

Requirements Craft Magic Arms and Armor, *beast shape I*
Cost 11,000 gp (DC 26)

Skyfire Rifle

Aura strong evocation **CL** 7th

Slot weapon **Price** 16,500 gp (DC 27) **Weight** 7 lbs

The Skyfire Rifle is a WWII-era Japanese bolt action rifle. The weapon is well oiled and in pristine condition, distinguished from historic rifles by a pair of golden rings encircling the barrel and a golden Rising Sun logo on the wooden butt stock.

The Skyfire Rifle is a +3 **igniting, liming T-38 Rifle**.

Construction

Requirements Craft Magic Arms and Armor, *fairy fire, fireball*

Cost 8,250 gp (DC 25)

Solenoid Quench Cannon

Aura strong transmutation **CL** 15th

Slot weapon **Price** 125,000 gp (DC 34) **Weight** 85 lbs

The Solenoid Quench Cannon was developed by American occult-armormers for use by Assault Witch wings during ultra-high intensity combat. Three SQCs have been produced, and only one is deployed to Japan; it requires high level clearance to authorize its use in battle. The SQC utilizes magnetic repulsion technology to accelerate a 20 MM projectile at transonic speeds. The same mag-lev technology allows the weapon to hover, adjacent to the shooter, and absorb recoil. The user commands the SQC by vocal cues- the mystical super-weapon has a rudimentary soul, about as intelligent and dedicated as a loyal hunting dog. The weapon system will move to protect its shooter instinctively.

The Solenoid Quench Cannon is a +5 **countering, dancing, defending sniper railgun**.

The weapon floats in the square adjacent to the wielder at all times, and does not count against encumbrance.

Construction

Requirements Craft Magic Arms and Armor, *animate objects, cat's grace, shield*

Cost 62,500 gp (DC 32)

Super Scientific Railgun

Aura strong abjuration and conjuration **CL** 14th

Slot weapon **Price** 65,000 gp (DC 32) **Weight** 30 lbs

This unique railgun is the gleaming, glossy cloud-white of a new iPad, accented by cool blue indicator lights and intuitive touch screen displays and control surfaces. It is clean, modern and rational...a perfect weapon against a world that is anything but.

The Super Scientific Railgun is a **+3 axiomatic, dispelling burst sniper railgun of disruption**.

Any non-lawful, outsider, fey or undead creature wielding the weapon suffers one negative level, which never results in actual level loss, but cannot be removed while the weapon is wielded.

Construction

Requirements Craft Magic Arms and Armor, *greater dispel magic, heal, order's wrath*, creator must be lawful

Cost 32,500 gp (DC 30)

Survival Pistol

Aura faint divination **CL** 7th

Slot weapon **Price** 4,000 gp (DC 23) **Weight** 1 lb

This WWII era Japanese pistol appears rusted and in generally poor repair. The wood grips are water stained and discolored by old sweat, but the weapon still fires as crisply as if it were factory-new.

The Survival Pistol is a **+1 huntsman T-94 pistol**. If the pistol is placed flat in the wearer's palm, the weapon will rotate slowly, so the barrel points to true north, like a compass.

Construction

Requirements Craft Magic Arms and Armor, *detect animal and plants*

Cost 2,000 gp (DC 20)

Tank-Killer Blade

Aura strong transmutation **CL** 10th

Slot weapon **Price** 18,000 gp (DC 28) **Weight** 8 lbs

The Tank-Killer Blade is goliath bastard sword forged from the recycled wing of an A-10 Thunderbolt ground attack plane. The blade is painted in stark black and white, decorated with the shocking red and white of the Japanese ensign.

The Tank-Killer Blade is a **+2 Keen, Impact Bastard Sword**. The Tank-Killer Blade ignores Hardness when used against Constructs and vehicles of Size Huge or larger; it does not affect the Hardness or Large or smaller Constructs or vehicles.

Construction

Requirements Craft Magic Arms and Armor, *bull's strength, keen edge, righteous might, shatter*

Cost 9,000 gp (DC 25)

Tanuki Girl's Pistol

Aura moderate transmutation **CL** 5th

Slot weapon **Price** 4,500 gp (DC 23) **Weight** 2 lbs

This modern replica of a WWII era Japanese pistol bears an ivory cameo on the grip, bearing the insignia of a silhouetted tanuki against a small white badge.

The Tanuki Girl's Pistol is a **+1 T-94 pistol**. While wielding this pistol or wearing it holstered, the wielder grows short round ears and a stubby little tail resembling those of a Japanese tanuki. These changes provide her with a **+3 racial bonus** on Stealth and Sleight of Hand checks.

Construction

Requirements Craft Magic Arms and Armor, *beast shape I*

Cost 2,250 gp (DC 21)

OTHER WONDROUS ITEMS

These miscellaneous magic items are often owned and carried by Assault Witches.

Angel's Closet

Aura strong universal **CL** 17th

Slot none **Price** 61,200 gp (DC 32) **Weight** architectural feature

This walk-in closet is paneled with luxiouorous, gleaming dark wood, and is hidden behind a white oak door etched with the low relief image of an angelic woman, wings spread, alighting the clouds. The Angel's Closet is a small fold-space, much larger on the inside than out. It can be constructed in even the tiniest Japanese apartment building, opening into a massive non-space with virtually unlimited storage for clothes, shoes and accessories. Silver clothing rods hold row after row of silvery white outfits.

Once per day, the Angel's Closet may be opened and it will produce an assortment of magical armor: this magical armor takes the form of a **+1 set of deathless, defiant (evil outsiders)** armor of any of the following types:

- Cloth
- Padded
- School Uniform

- Silken Ceremonial
- Parade

Whatever its exact form, the conjured armor appears in shades of blinding white or silver, and sheds light like a torch. The conjured armor remains in place until the following dawn, or until it is completely removed by the wearer, or she is slain. At that point, the armor's vibrant white color fades and it becomes useless, tattered grey rags.

Each time the closet is opened, the user makes a DC 18 Diplomacy check; the amount the check result beats the DC is the number of magical armors created, up to a maximum of the user's ranks in Diplomacy.

Construction

Requirements Craft Wondrous Items, *wish*, creator must possess Spell Focus (abjuration)

Cost 30,600 gp (DC 30)

Assault Magazine

Aura faint conjuration CL 4th

Slot none **Price** 1,800 gp (DC 20) **Weight** 2 lbs

Assault Witches who prefer to use non-standard, idiosyncratic personal guns rather than an *Assault Witch Carbine* are often issued this item to maximize their ammo loads while minimizing weight. This double drum magazine is rather ordinary, except for a small golden infinity symbol painted on the left drum.

If the Assault Magazine is connected to any two handed firearm capable of accepting an internal magazine, it provides that firearm with the *infinite ammunition* magical weapon property.

Construction

Requirements Craft Wondrous Items, *infinite ammunition*
Cost 900 gp (DC 17)

Assault Witch Pendant

Aura faint abjuration CL 3rd

Slot necklace **Price** 2,100 gp (DC 21) **Weight** negligible

This pendant is a thin circle of durable cut glass worn on a fine silver chain. The sky blue amulet is etched with the 105th JOG's crossed angel-wing and missile logo.

While wearing the Assault Witch Pendant, the character is treated as if possessing the *Assault Witch Barrier* feat. The character must wear this pendant for 24 hours to attune to it, before calling on its power. If a character already has this feat, she may use it an additional time per day. Removing it even briefly resets this time, and most Assault Witches wear their pendant even to sleep or bathe.

Special

Only characters with Assault Witch Cavalier class levels can benefit from this magic item.

Similar Items

The *Assault Witch Flight Ops Watch* takes the form of an extremely fancy aviators watch with dozens of features and complex sub-gauges. The watch's glass face is sky-blue and etched with the 105th JOG's insignia.

The *Flight Ops Watch* does not occupy an item slot, and has a purchase price of 2,600 gp (DC 20), with a corresponding increase to construction cost.

Construction

Requirements Craft Wondrous Items, *shield of faith*

Cost 1,050 gp (DC 18)

Athletic Champion Headband

Aura faint transmutation CL 3rd

Slot head **Price** 1,800gp (DC 20) **Weight** negligible

This white cotton headband has the red circle of the Japanese flag at its center, and heavy black kanji announcing the wearer is the winner of a sports day event at a local secondary school.

While wearing the Athletic Champion Headband, the character is proficient with the katana, the wakizashi and the long bow, as well as one other exotic or martial weapon of Asian design of the wearer's choice and light armor.

Construction

Requirements Craft Magic Arms and Armor, bull's strength, creator must have STR 13+

Cost 900 gp (DC 17)

AWACs Parasol

Aura moderate divination CL 5th

Slot none **Price** 30,000 gp (DC 30) **Weight** 2 lbs

This traditionally styled Japanese umbrella is made from silk with a non-articulated bamboo frame. The underside of the umbrella is a vivid red and gold floral print, while the top side of the umbrella is a metallic military grey, accented by a thick black aircraft identification number.

While holding the AWACs Parasol, a flying creature is surrounded by an extrasensory web 150 ft in diameter. The character suffers no penalty on Perception checks due to distance within this area. When making a Perception check to determine if you may act during a surprise round or an Initiative check, roll 2D20 and take the better of two dice rolls. The AWACs Parasol only provides these benefits when the character is flying.

Construction

Requirements Craft Wondrous Items, *clairaudience/clairvoyance, true strike*

Cost 15,000 gp (DC 27)

Benten's Delivery Bow

Aura faint abjuration **CL** 3rd

Slot head **Price** 1,200 gp (DC 18) **Weight** negligible

The Goddess Benten sometimes gives the delivery girls she likes best this huge, fluffy sky-blue silk hair bow as a gift and symbol of luck. The crafty goddess can whip up a few of these bows a night, while watching Netflix.

A good aligned female who wears Benten's Delivery Bow gains a +1 luck bonus on all saving throws, and is treated as being under a permanent *featherfall* effect.

An evil creature who wears or touches this bow receives one temporary negative level, which never causes actual level loss, but cannot be removed until the bow is discarded.

Special: This is a Fukujin magic item, dedicated to Benten. See the "Full Fukujin" sidebar found in *Enchantments of Black Tokyo*. Only female creatures of a good alignment can benefit from this magic item.

Construction

Requirements Craft Wondrous Items, *sanctuary*, creator must be good aligned

Cost 600 gp (DC 16)

Bombardier's Gauntlets

Aura strong evocation and transmutation **CL** 10th

Slot gauntlets **Price** 29,000 gp (DC 30) **Weight** 3 lbs (pair)

These heavy silver-grey aluminum gauntlets have militaristic lines, like they're some strange component of a combat aircraft. There are blood red accents on the knuckles and near the elbow guards, and usually a military unit insignia and alphanumeric designation on the left gauntlet. Tiny hinged trapdoors, like miniature bomb-bay doors are fit into the palms of each gauntlet.

Once per day, while airborne under her own power (not enclosed in a vehicle of any kind), the wearer can activate the Bombardier's Gauntlets as a swift action. Once activated, the gauntlets remain activated for one round, releasing fiery sparks of energy from the bomb-bay systems within each palm, that fall away beneath and behind the wearer, along the path of her flight.

For the next round, keep track of the wearer's flight path, as land-based or water-based structure and creature along this path becomes the target zone for the mystical bombs

released. It takes 1 round for the mystical bombs to fall per 5,000 ft of altitude, though they function much as *fireball*, and detonate prematurely if they strike an intervening creature or barrier.

When the mystical bombs finally impact the ground, they detonate as *fireball*, cast by a 10th level caster. All areas directly below the flight path of the wearer are affected by these bombs.

Construction

Requirements Craft Wondrous Items, *fireball, military flight*

Cost 14,500 gp (DC 27)

Command Coin

Aura faint divination **CL** 1st

Slot none **Price** 50 gp (DC 5) **Weight** negligible

This heavy gilded coin bears an enameled image of a particular military unit: colorful, patriotic heraldry. Such command coins are often given to members of a particular unit, either on their arrival to, or departure from, the squad.

Each Command Coin is enchanted to affect either a single skill check, melee or ranged attack roll, or category of saving throw. Once this decision is made, the Command Coin always enhances that check. As a free action, the Command Coin's owner can call upon its power to receive a +1 competence bonus on that check, as per the *aid* spell. Any particular Command Coin can be used once per day.

Some Command Coins you might see at Misawa AFB include:

- *Dragon Squadron:* Depicts an Asian dragon against a plum background, in the style of a shunga print. Provides a +1 competence bonus on Fly checks.
- *JSDF Mess Squadron S:* Carried by Kotobuki-San's proud workers, depicting a sushi roll and kitchen knife against white. Provides a +1 competence bonus on Profession (chef) checks.
- *Lion Squadron:* Depicts a lion rampant against a black background encircled by red kanji. Provides a +1 competence bonus on ranged attack rolls.
- *Red Line Unit B:* The American contingent's Baker duty section's mascot is a Wild West bandit. Provides a +1 competence bonus on Computer Use checks.
- *Sword Squadron:* Depicts a pair of crossed golden long swords against the blue sky. Provides a +1 competence bonus on WILL Saves.

Construction

Requirements Craft Wondrous Items, *aid*, creator must be active duty military

Cost 50 gp (DC 7)



This simple black cloth eye patch fills the wearer with a fighting spirit and mental focus to rival the greatest heroes in the history of the samurai.

While wearing the Kenjitsu Eye Patch, the character is treated as possessing the Quick Draw feat with all katana, tanto and wakazashi.

Construction

Requirements Craft Wondrous Items, *expeditious retreat*

Cost 600 gp (DC 16)

Eye Patch, Sky Hunter's

Aura moderate conjuration CL 8th

Slot eyes **Price** 2,500 gp (DC 21)

Weight negligible

When this heavy white leather eye patch is worn, the eye beneath, whether healthy or damaged becomes strange, and its pupil glows with ultra-violet light. Runic glyphs circle endlessly within the retina,

while the pupil pulses with strange illumination.

While wearing the Sky Hunter's Eye Patch, a character's weapons gain the Aberration Bane magical weapon quality, but only against Aberrations with the Abyss subtype. Non-magical weapons given this property are treated as being *+1 Abyss Bane weapons* while this eye patch is worn.

Special

Only characters with either Assault Witch Cavalier class levels or with the Anti-Abyss Training trait can benefit from this magic item.

Construction

Requirements Craft Wondrous Items, *summon monster I*
Cost 1,250 gp (DC 18)

Eye Patch, Suekeban's

Aura faint transmutation and chaos CL 3rd

Slot eyes **Price** 6,000 gp (DC 24) **Weight** negligible

Rather than a true eye patch is this a wad of white cotton wrapped around one side of the head, held in place with tightly tied strips of black or navy cloth torn from a school uniform.

While wearing the *Suekeban's Eye Patch*, the character gains Power Attack and Improved Dirty Trick as bonus feats.

Special Only female characters of a chaotic alignment may benefit from this magic item.

Eye Patch, Armory of Steel

Aura faint abjuration CL 3rd

Slot eyes **Price** 2,000 gp (DC 20) **Weight** negligible

This eye patch is a thin sheet of hammered, riveted metal bound to black leather cords. It looks heavier than it wears.

While wearing the Armory of Steel Eye Patch, the equipment bonus to AC provided by any primarily metal form of armor increases by +1, but the armor's arcane failure chance also increases by 10%.

Construction

Requirements Craft Wondrous Items, *shield of faith*
Cost 1,000 gp (DC 18)

Eye Patch, Broken Doll's

Aura faint transmutation CL 3rd

Slot eyes **Price** 1,500 gp (DC 19) **Weight** negligible

This white cotton eye patch looks ordinary and smells of hospital anapestic. While wearing the Broken Doll's Eye Patch, the character gains the Broken Doll trait.

Construction

Requirements Craft Wondrous Items, *eagle's splendor*
Cost 750 gp (DC 17)

Eye Patch, Kenjitsu

Aura faint transmutation CL 3rd

Slot eyes **Price** 1,200 gp (DC 18) **Weight** negligible

Construction

Requirements Craft Wondrous Items, *bull's strength*

Cost 3,000 gp (DC 22)

GILGAMESH Circlet

Aura faint CL 3rd

Slot head **Price** 6,500 gp (DC 24) **Weight** negligible

This futuristic plastic head band is accented by pale indicator lights. Two tear-dropped shaped protrusions rise from either side of the wearer's forehead almost like mechanical animal ears. A small, bright indicator glows at the center of each protrusion. The color of the GILGAMESH Circlet displays its purpose and the spells used to create the item.

- *Bear's Endurance* – white plastic, blue indicator lights
- *Bull's Strength* – purple plastic, green indicator lights
- *Cat's Grace* – red plastic, orange indicator lights

While wearing a GILGAMESH Circlet a Summoner with a bipedal Eidolon augments that Eidolon's physical abilities. The Eidolon receives a +2 inherent bonus to either its STR, DEX or CON scores, depending on what spell was used to create the magic item.

Construction

Requirements Craft Wondrous Items, either *bear's endurance*, *bull's strength*, or *cat's grace*, creator must be a Summoner

Cost 3,250 gp (DC 22)

Goggles, Genki

Aura faint enchantment CL 1st

Slot eyes **Price** 2,000 gp (DC 20) **Weight** 1 lb

These square cut goggles are made from a kind of weird orange plastic that occasionally looks like pure reflective silver in the right light.

While wearing Genki Goggles, the character rolls twice on WILL Saves against fear and takes the better result. If the wearer succumbs to a fear effect, she can destroy the Genki Goggles as an immediate action to instantly end the effect.

Construction

Requirements Craft Wondrous Items, *remove fear*

Cost 1,000 gp (DC 18)

Goggles, Sonoda

Aura faint transmutation CL 3rd

Slot eyes **Price** 2,400 gp (DC 21) **Weight** negligible

These polarized, yellow-tinted shooting glasses are similar to the ones worn on firing ranges and at firearms competitions throughout the world.

While wearing these goggles, the wearer can call upon their magic as an immediate action. Doing so either acts as *reload* or *clear jam* which benefits any firearm the wearer is currently wielding. Each time the Sonoda Goggle's power is called upon, one of the lenses shatters, as if struck by a bullet. If only one lens is shattered, the Sonoda Goggles repair themselves by the following dawn. However, if the second lens is shattered, the Sonoda Goggles are destroyed.

Construction

Requirements Craft Wondrous Items, Personal and Advanced Firearms Proficiency, *reload*, *clear jam*

Cost 1,200 gp (DC 18)

Goggles, Storm Glasses

Aura moderate evocation CL 5th

Slot eyes **Price** 2,300 gp (DC 21) **Weight** negligible

These round, fashionable eye glasses have a copper frame, and occasionally crackle with static electricity or make the wearer's hair stand on end randomly.

While wearing Storm Glasses, all the wearer's successful ranged weapon attacks, including spells requiring an attack roll inflict an additional +1 point of electrical damage. This stacks with damage produced by weapons that inflict electrical base damage, as well as weapons with the *shocking* or *shocking burst* property or similar properties.

Construction

Requirements Craft Wondrous Items, *call lightning* or *lightning bolt*

Cost 1,150 gp (DC 18)

Lolita's Lock

Aura strong universal CL 13th

Slot neck **Price** 182,000 gp (DC 36) **Weight** 3 lbs

This wide and heavy iron collar has an inner surface lined with grey leather. A massive padlock hangs from the collar, securing it fast; the kanji for *childhood* is deeply etched into the lock.

If the Lolita's Lock is placed upon any character in the Young Adult age category or younger it locks securely, and can only be removed by a successful *remove curse* spell. While wearing the Lolita's Lock, the character does not undergo physical ability score modifications for aging, becomes immune to maximum aging and has no maximum age. The character's appearance does not change while the Lolita's Lock is worn. The wearer also receives a +4 bonus on saving throws against poison, disease and death effects.

Construction

Requirements Craft Magic Arms and Armor, *limited wish*

Cost 91,000 gp (DC 33)

BESTIARY OF THE OPEN SKY

This short bestiary includes a diverse assortment of Abyss, several Assault Witch NPCs. There are also several other governmental agents, like Police Section Seven Operatives, GILGAMESH Pilot Candidates the horrible living mecha they pilot, and non-governmental fliers like the Eyrines Night Sparrow. Any of these characters might be an enemy or an ally to the heroes of an Assault Witch campaign.

Also, note that some of these stat-blocks, especially the GILGAMESH and Kiss Team concepts, are presented in this sourcebook somewhat out of context. Future sourcebooks will delve deeper into these concepts.

THE ABYSS

The Abyss are an emergent threat to Black Japan- they are *oni* like no other *oni* ever seen before. To date, no communication with the Abyss has been made, and the Abyss' origins and motivations are truly unknown. There is very little actual agreement about what the Abyss are. Some speculate that they are undead, likely the transfigured souls of soldiers, sailors and airmen destroyed during WWII. Other believe their smooth, geometric shells are a kind of vehicle- occult fighter aircraft piloted by *oni* aces. That they are creatures of the Black Else is not in question, and it is believed they enter the Earth Realm through portals deep beneath the Sea of Othotsk or the Pacific Ocean.

To date, the Abyss' depredations have been confined to coastal regions, and pre-dawn raids on Japanese Air and Maritime Self Defense Force bases. The Abyss' assaults rarely target civilians directly, but homes and lives near their targets might be imperiled once fighting begins. Abyss have seemingly little interest in ground-bound creatures, aside from obvious military threats, but they will mercilessly slaughter any creature sharing their skies, from the most experienced Assault Witch or most powerful elder dragon to the smallest sparrow. Skies darken when the Abyss appear; dark, ominous clouds gather and unseasonably cold rain threatens. Abyss appear to be most active during periods of *Akashita Wind* activity.

Thus far, they have appeared at several locations thorough the Totorri Prefecture, even though there are few SDF bases still active in the besieged prefecture, leading to speculation that Abyss and Horrors are different species within a similar supernatural *genus*. Conversely, no Abyss bio-weapon has ever been seen in the skies over Nagasaki, but the reasons for this are unknown...as are any of the most valuable answers about what the creatures really are, or why they have begun assaulting Japan.

ABYSS DELIRIUM - CR 8

Huge CE Aberration (Abyss, chaotic)

XP 4,800

Init +0 **Senses** Blindsense 1500 ft, Blindsight 100 ft, Perception +15

Languages telepathy 500 ft

Defense

AC 27 **Touch** 17 **Flatfooted** 23 (-2 size, +3 DEX, +1 dodge, +8 natural, +5 deflection)

HP 12d8 + 28 hp (82 HP)

Regeneration 5 (girl)

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

Immune Force, flanking, mind-affecting abilities

Offense

Spd Flight 80 ft (average)

Melee two +10 gravitic slams (1d8+3 force, 20/x2, 10 ft reach)

Ranged 1d6+1 (variable number of) +10 lasers (2d8 fire, 20/x3, 100 ft range increment)

Statistics

Str 16 **Dex** 17 **Con** 14 **Int** 6 **Wis** 10 **Cha** 10

Base Atk +9 **CMB** +14 **CMD** 27 (cannot be tripped)

Feats Cleave, Combat Reflexes, Dodge, Hover, Power Attack, Toughness

Skills Fly +26, Perception +15 (racial modifiers: +8 Fly)

Ecology

Environment any

Organization solitary or accompanying an Abyss Fairy Ring

Treasure none

Special Abilities

All Around Vision (EX)

Abyss Delirium cannot be flanked, and can respond to attacks from any angle with equal ease.

Girlish Soul Vulnerability (EX)

The Delirium, like all Abyss bio-weapons, are especially vulnerable to damage from female heroes. Female characters receive a +4 luck bonus on attacks against the Abyss Delirium, and their attacks negate its Regeneration.

Hell of Lasers (EX)

The Abyss Delirium never provokes an attack of opportunity when using its natural ranged attack, and may use its natural ranged attack to make attacks of opportunity of its own.

As a full round action, once per encounter, the Abyss Delirium may unleash a Hell of Lasers, spinning rapidly and firing a barrage of bio-lasers against every conceivable target.

The Abyss Delirium makes 1d6+1 ranged attacks at its highest base attack bonus against every target within 100 ft. Resolve each attack separately. When it uses its Hell of Lasers, internal components inside the monster overheat and explode, crippling the Delirium. The Delirium suffers 40 points of Hit Point damage and its Regeneration 5 ability is lost, replaced with Fast Healing 5 (girl) for the duration of the encounter.

Nature

Abyss Delirium are heavily armed Abyss bio-weapons, the equivalent of a flying battleship, destroyer or other heavy weapons platform. Compared to the Abyss Phantasm (which can be thought of as strike fighters), Delirium are slow and plodding. They are capable of unleashing withering storms of fire power, firing deadly lasers at every conceivable angle of attack.

Abyss Delirium are rarely found in the company of other Abyss creatures, and only regularly associate with Fairy Rings. The Delirium float just beneath the orbit of a Fairy Ring, and prey on flying supernatural creatures stunned and falling as a result of an encounter with the Fairy Ring's anti-magical aura. Delirium are opportunistic hunters, quick to assault a victim in a sudden moment of weakness. They ignore other Abyss creatures, even the legions of Phantasms that the Fairy Ring partner summons.

Abyss Delirium are long, paratactic columns of liquid obsidian. Their surfaces flow and churn like oil. Rings of amber fire encircle each bead of the column, and flare when the creature lazes. The Delirium column is roughly two meters in diameter and ten to fifteen meters tall.

ABYSS FAIRY RING - CR 13

Colossal CE Aberration (Abyss, chaotic)

XP 25,600

Init +5 **Senses** Blindsense 1,500 ft, Blindsight 100 ft Perception +22

Languages telepathy 500 ft

Aura Anti-Magic Field (50 ft radius, negates magic and supernatural abilities)

Defense

AC 32 **Touch** 17 **Flatfooted** 31 (-4 size, +1 DEX, +15 natural, +10 deflection)

HP 19d8 + 114 hp (200 HP)

Regeneration 10 (girl)

FORT +13 **REF** +9 **WILL** +10

Immune Force, mind-affecting abilities

Weaknesses Girlish Soul Vulnerability

Offense

Spd 200 ft (perfect)

Melee four +14 gravitic slams (3d12+4 force, 19-20/x2, 30 ft reach)

Ranged two +11 plasma orbs (4d6 fire, 20/x3, 100 ft range increment)

Spell-Like Abilities (CL 19th Concentration +19)

Constant – Anti-Magic Field

At Will – Telekinesis, Summon (100%, 1d4+1 Abyss Phantasms)

1x/Day – Banishment (W-DC 18)

- Greater Teleport
- Planar Binding (W-DC 18)

Statistics

Str 18 **Dex** 12 **Con** 20 **Int** 10 **Wis** 10 **Cha** 10

Base Atk +14 **CMB** +22 **CMD** 33 (cannot be tripped)

Feats Cleave, Dreadful Carnage, Furious Focus, Great Cleave, Great Fortitude, Hover, Improved Initiative, Lightning Reflexes, Power Attack, Toughness

Skills Fly +30, Intimidate +22, Perception + 22, Stealth +7 (racial modifiers: +8 Fly)

Ecology

Environment any

Organization solitary or accompanied by 2d6 Abyss Phantasms

Treasure none

Special Abilities

Darkling Summoning (SU)

As a move-equivalent action, the Fairy Ring may summon 1d4+1 Abyss Phantasms, which appear in an adjacent square. Such creatures emerge from its central aperture in a flash of light. Summoned Phantasms receive a +2 bonus on all attack and damage rolls for 1d4 rounds after their conjuration by the Fairy Ring. The Abyss Fairy Ring can use its Summon ability as often as once per minute.

As a standard action, the Fairy Ring may destroy one or more Abyss Phantasms within 500 ft. Phantasms receive no saving throw against this effect. Each Phantasm destroyed restores 1d4x10 Hit Points to the Fairy Ring and excess HP are gained as Temporary Hit Points that fade after one minute.

Death Throes (EX)

When the Abyss Fairy Ring is slain, it explodes into a pulse of pure kinetic energy with the mega-tonnage of a

tactical nuclear warhead. All creatures and objects within 500 ft suffer 19d6 force (REF DC 24 half).

Any other Abyss creatures within the burst radius recover an amount of Hit Points equal to the Force damage that would normally be inflicted.

Girlish Soul Vulnerability (EX)

The Fairy Ring, like all Abyss bio-weapons are especially vulnerable to damage from female heroes. Female characters receive a +4 luck bonus on attacks against the Abyss Fairy Ring, and their attacks negate its Regeneration.

Nature

The Fairy Ring is the equivalent of an aircraft carrier to the enigmatic bio-weapons known as the Abyss. The Fairy Ring takes the form of a goliath hoop of electrostatically charged obsidian more than 50 ft in diameter. Like all Abyss, the Fairy Ring hovers thousands of feet in the Japanese sky, and is surrounded by a shimmering distortion haze. Flotilla of Abyss Phantasms flank the massive Fairy Ring, and new Abyss creatures emerge from the non-space at the center of the Ring at a prodigious rate. The Abyss Fairy Ring is a tear in reality, a living torii gate connecting the Earth Realm with the Abyss' homelands somewhere in an especially damned, cold corner of the Black Else.

ABYSS PHANTASM - CR 5

Huge CE Aberration (Abyss, chaotic)

XP 1,600

Init +1 **Senses** Blindsense 1500 ft, Blindsight 100 ft, Perception +0

Languages *telepathy* 500 ft

Defense

AC 24 **Touch** 16 **Flatfooted** 23 (-2 size, +1 DEX, +8 natural, +7 deflection)

HP 7d8 + 35 hp (67 HP)

Regeneration 5 (girl)

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

Immune Force, mind-affecting abilities

Weakness Girlish Soul Vulnerability (see text)



Offense

Spd Flight 150 ft (perfect)

Melee two +9 gravity slams (2d8 force, 19-20/x2, 10 ft reach)

Ranged two +6 long range gravity slams (2d8 force, 19-20/x3, 50 ft range increment)

Spell-Like Abilities (CL 15th Concentration +15)

At Will – Trap the Soul (W-DC 18)

- Wall of Force

Statistics

Str 18 **Dex** 12 **Con** 18 **Int** 5 **Wis** 10 **Cha** 10

Base Atk +5 **CMB** +11 (+13 grappling) **CMD** 22 (cannot be tripped)

Feats Hover, Improved Grapple, Power Attack, Toughness

Skills Fly +19 (racial modifiers: +8 Fly)

Ecology

Environment any

Organization solitary or trio

Treasure none

Special Abilities

Girlish Soul Vulnerability (EX)

The Phantasm, like all Abyss bio-weapons are especially vulnerable to damage from female heroes. Female characters receive a +4 luck bonus on attacks against the Abyss Phantasm, and their attacks negate its Regeneration.

Sucked Into the Abyss (SU)

If the Abyss Phantasm succeeds on a combat maneuver check made to grapple a foe its own size or smaller, it may make an additional combat maneuver to inflict *trap the soul* on the grappled creature. If the combat maneuver check result is higher than the DC 18 WILL Save that is the spell-like ability's default, the Abyss Phantasm uses the check result as the base save DC instead.

Creatures who have their soul trapped by the Abyss Phantasm have their bodies and gear sucked into the tarry black mass of the creature. If the Abyss Phantasm is slain, the creature's corpse and its gear are revealed. The Abyss Phantasm can have only one such creature's soul trapped at any given time. If it traps another soul, it releases the soul of the first victim, and excretes the remains and possessions of the victim.

Nature

Abyss Phantasms are the most numerous breed of Abyss living weapon. They are lighter, weaker and faster than the larger and more fearsome Abyss and serve as advanced scouts and light fighters. A single Phantasm is more than a match for an inexperienced Assault Witch, and the ebon enigmas rarely travel alone. Usually, a trinity of Phantasms hunts together.

Abyss Phantasms are glossy, flattened black diamonds with elongated facets, giving them a roughly cruciform appearance. Their sleek forms are almost a parody of human combat aircraft. Their deadly laser is emitted from the forward facing facet of the diamond, where the cockpit and nose cone would be on a human-designed fighter aircraft.

Similar Creatures

The following creatures are built upon the Abyss Phantasm stat block.

Abyss Figment - CR 3

Figment are especially weak, possibly juvenile, Abyss with the Young Simple Template applied twice. Though a little quicker than their more mature counterparts, the Phantasms, they are significantly weaker, with less developed gravity manipulation ability.

Abyss Figments are found in great numbers around an Abyss Fairy Ring, often blackening the sky in swarms of up to 30 Figments. Figments are pack hunters, and take the form of inverted obsidian pyramids of nearly human mass. They move like semi-intelligent piranha, swarming weaker foes, and coordinating their attacks until there's nothing left. Figments kill quickly, but no less horrifically for that.

Abyss Mirage - CR 8

The more powerful Abyss Mirage has 12 Hit Dice, and is significantly faster, with a Flight speed of 250 ft (perfect). On any round the Abyss Mirage takes a move action, it gains 50% concealment. The Mirage has a powerful laser, produced by gravitic lasing of ambient light.

Treat this attack as a breath weapon usable every other round in bright illumination or every 1d6 rounds in darkness or dim illumination. The gravitic laser breath weapon is a 100 x 10 ft line that inflicts 12d6 fire (REF DC 16 half).

Abyss Mirages appear as massive black orbs surrounded by a force-based point defense field that appears as a heat shimmer distorting the air around them. The jet black, darkly mirrored spheres are as featureless and dark as a moonless night, and have the approximate mass of heavy industrial truck. They move with firefly speed and physics-breaking dexterity; gravity and momentum mean nothing to these creatures. The material they are composed of vacillates between a tarry viscosity and steel hardness, moment by moment.

ABYSS QUIRK - CR 2

Small CE Aberration (Abyss, chaotic)

XP 600 (*ad hoc adjustment due to vastly superior AC and pack mentality*)

Init +8 Senses Blindsense 1,500 ft, Blindsight 100 ft
Perception +5

Languages telepathy 100 ft

Defense

AC 20 Touch 18 Flatfooted 16 (+1 size, +4 DEX, +2 natural armor, +3 deflection)

HP 2d8+2 hp (11 HP)

FORT +1 REF +7 WILL +0

Immune Force, mind-affecting abilities

Weaknesses girlish soul vulnerability

Offense

Spd Flight 90 ft (perfect)

Ranged +5 abyss laser (2d6 force, 20/x2, 100 ft range increment)

Statistics

Str 5 Dex 19 Con 13 Int 9 Wis 10 Cha 10

Base Atk +1 CMB -3 CMD 11

Feats Hover, Improved Initiative

Skills Fly +17, Perception +5

Ecology

Environment any

Organization swarm (2d6) or accompanying any other Abyss groupings

Treasure none

Nature

Abyss Quirks are the smallest and most numerous of all Abyss predators- lightning fast and nearly impossible to destroy because of it. Abyss Quirks resemble basket-ball sized tetrahedrons of gleaming obsidian. They fire beams of cold cobalt flame.

Abyss Quirks are pack hunters. They fight in huge swarms, swirling around their victims in a tornado of black glass, firing their cutting beams. A swarm of Abyss Quirks concentrates its fire on a single victim, blowing it out of the sky, before moving on to mod another unfortunate target.

ABYSS WITCH - CR 4

Medium CE Aberration (Abyss, chaotic)

XP 1,200

Init +2 **Senses** Blindsense 1,500 ft, Blindsight 100 ft

Perception +10

Languages telepathy 100 ft

Defense

AC 18 **Touch** 15 **Flatfooted** 16 (+2 DEX, +3 natural, +3 deflection)

HP 5d8+15 hp (28 HP)

FORT +3 **REF** +10 **WILL** +4

Immune Force, mind-affecting abilities

Weaknesses girlish soul vulnerability

Offense

Spd Flight 80 ft (perfect)

Melee two +4 abyss blades (1d6+1 force, 19-20/x2)

Ranged +5 abyss laser (2d6 force, 20/x2, 100 ft range increment)

Spell-like Abilities (CL 5th, **Concentration** +7)

Constant – Sanctuary (W-DC 13, see text)

Statistics

Str 12 **Dex** 15 **Con** 13 **Int** 11 **Wis** 14 **Cha** 13

Base Atk +3 **CMB** +4 **CMD** 16

Feats Hover, Lightning Reflexes, Skill Focus (bluff)

Skills Bluff +12, Fly +33, Intimidate +9, Perception +10

Ecology

Environment any

Organization always solitary

Treasure none

Special Abilities

Assault Sanctuary (SP)

The Abyss Witch is under a constant *sanctuary* effect. Characters with Assault Witch Cavalier class levels suffer a penalty on WILL Saves against this effect equal to ½ their Cavalier class level. Once an Abyss Witch drops her *sanctuary* or is successfully attacked, she cannot resume the Sanctuary effect for the duration of the battle.

Deceptively Passive (EX)

The Abyss Witch is adept at distracting and disorienting Assault Witches, mostly by appearing in such a strange shape and acting so differently than other Abyss. When the Abyss Witch makes a Bluff check to feint in combat, she may choose an additional two characters with Assault Witch Cavalier class levels within range to be affected by the feint.

Nature

Abyss Witches are a rare and little seen variant on the Abyss species, and their motives are perhaps the most open to question. Abyss Witches rarely strike first, preferring to fly silently through the sky, tracing gloriously complex contrails in the clouds. However, once threatened, they respond with lethal force. The big question is, are Abyss Witches content to simply fly in peace, or are they luring young Assault Witches to their doom, or distracting them from some other, unseen threat?

Abyss Witches resemble strange sculptures of a stereotypical Assault Witch composed of sharp, angular planes of glossy black chrome. Their upper halves resemble the human female form, and even have decorative fins and planes on the 'skull' resembling hair, and a curvature of the torso plating resembling small breasts. Their legs are turbine like, glowing with icy radiance.

When the Abyss Witch does fight, she projects her lasers from a black chrome sculpture of a military assault rifle, that appears instantly in her hands and disappears just as suddenly. She can project twin planes of cold blue light from each stylized 'fist', resembling paired combat daggers.

OTHER ABYSS

The most common Abyss forms are described previously, but other types appear sporadically. The most powerful of these is the Abyss Hive (CR 19)

The Abyss Hive resembles a stylized aircraft carrier made out of solidified ebony light, which pulses with vermillion energy deep within the creature's core mass. Such



creatures are the flag-ship of an Abyss flotilla, surrounded by potentially hundreds of lesser Abyss. The air moans as the Abyss Hive slices silently through it.

To build an Abyss Hive, begin with a *Bone Ship* (Bestiary 5).

Replace its Unholy Repair quality with Regeneration 5 (girl) and give it the Abyss subtype. The Abyss Hive's bone cannons inflict force damage rather than fire/bludgeoning damage and have a 500 ft range increment. An Abyss Hive has a Flight speed of 100 ft (average), and Fly +44, as well as the Hover and Fly-By Attack feats.

The resulting creature is Challenge Rating 19.

VARIANT: WHITE ABYSS

If your players are getting too familiar with the Abyss and their vulnerabilities, a flight of strange, White Abyss might appear in the sky rather than the familiar tarry black fliers. White Abyss are slick, smooth white versions of traditional Abyss, whose hulls have a texture somewhere between plastic and polished bone.

Any White Abyss exchanges the *Girlish Soul* vulnerability common to other Abyss for a mechanically similar *Boyish Soul* vulnerability. Male characters receive a +4 luck bonus on attacks against the White Abyss, and their attacks negate its Regeneration.

If any White Abyss comes into contact with any ordinary Abyss, the two opposite creatures annihilate each other, as with a matter/anti-matter collision. This explosion inflicts 10d6 force damage to a blast radius equal to 5 ft x the combined Hit Dice of the two annihilated Abyss/White Abyss. (REF DC 25 half)

White Abyss have the same Challenge Rating as ordinary Abyss of the same type.

VARIANT: BLUE ABYSS

Like White Abyss, Blue Abyss are a strange variant on the bio-mechanical species. Blue Abyss are gleaming, cerulean blue, with the sharp, abrupt points of ordinary Abyss terminated abruptly by angular facets. Often schools of smaller, weaker Blue Abyss trail in the wake of ordinary or White Abyss.

Blue Abyss may have either *Girlish Soul* vulnerability or *Boyish Soul* vulnerability, with an equal chance of either vulnerability.

If any Blue Abyss comes into contact with either a Black Abyss or a White Abyss, the Blue Abyss is destroyed, and the other Abyss regains Hit Points equal to the Blue Abyss' at the moment of its destruction.

Blue Abyss have the same Challenge Rating as ordinary Abyss of the same type.

ASSAULT WITCH - CR 5

Medium LG Human Caviler (Assault Witch archetype) 5
XP 1,600 (ad hoc adjustment due to excellent gear)

Init +3 **Senses** Perception +1

Languages English, Japanese

Defense

AC 16 **Touch** 13 **Flatfooted** 13 (+3 DEX, +3 armor)

HP 5d10+10 hp (42 HP)

FORT +5 **REF** +4 (+6 in flight) **WILL** +2

Offense

Spd 30 ft Flight 80 ft

Melee +5 tanto (1d8 slashing, 20/x2)

Ranged +10 tail guns (2d8+2 ballistic, 20/x2, 75 ft range increment, full auto)

Special Qualities Airplane Girl, Banner, Challenge

Statistics

Str 9 **Dex** 17 **Con** 14 **Int** 12 **Wis** 12 **Cha** 16

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

Feats Lightning Reflexes, Skill Focus (fly) Steel Angel, Swap Places

Skills Craft (mechanical) +9, Diplomacy +11, Fly +14, Knowledge (history) +9, Profession (JSDF) +9

Gear mwk. tanto, 105th JOG Flight Jacket (+2 *parade armor of arrow/bullet deflection*), smart phone, 2x potions of *cure light wounds*, 1x potion of *military flight*

Ecology

Environment any (stationed at Misawa air base, in Amori Prefecture)

Organization solitary, pair, or wing (accompanied by 2-3 other Assault Witches, Combined Fleet Gunners, and a 10th – 12th level Caviler (AW archetype) officer)

Treasure standard (including combat gear)

Special Abilities

Airplane Girl (SU)

Assault Witches are trained to embody the speed, power and grace of Japan's greatest warplanes. With a patriotic cry, the Assault Witch strips away her uniform, her legs and thighs becoming steel and aluminum. When fully transformed, the young girl is almost naked, except for the

warplane components sheathing her legs like a vixen's lacy stockings.

It requires a full round action to transform into an Airplane Girl, and the Assault Witch can maintain this transformation as long as desired, but returns to her true form if unconscious, sleeping or slain.

While in Airplane Girl form, the Assault Witch's legs become bio-mechanical analogues from the thighs down, and the Assault Witch gains a Flight speed of 80 ft. She can only fly while carrying a medium load or wearing Light or Medium armor.

Banner (EX)

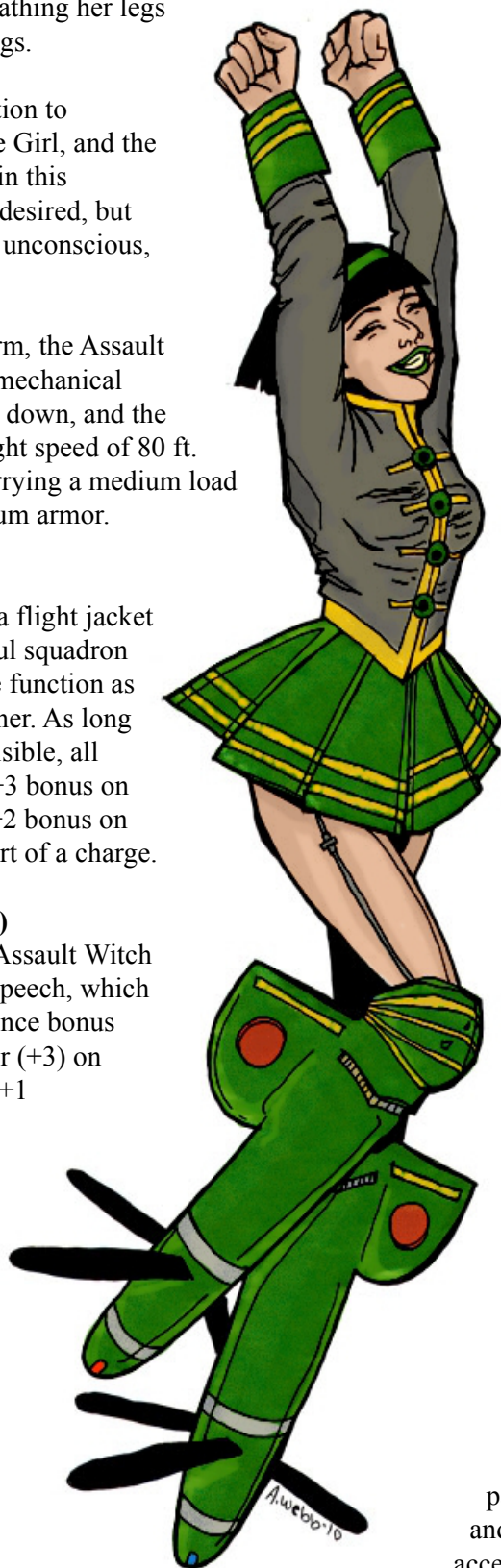
The Assault Witch wears a flight jacket emblazoned with a colorful squadron patch that serves the same function as a traditional cavalier's banner. As long as this banner is clearly visible, all allies within 60 ft gain a +3 bonus on saves against fear, and a +2 bonus on all attack rolls made as part of a charge.

Lion Squadron Call (SU)

As a standard action, the Assault Witch can give an encouraging speech, which grants all allies a competence bonus equal to her CHA modifier (+3) on their saving throws and a +1 competence bonus on attack rolls for 5 rounds. If any ally within range is under the effect of a spell or ability that causes him to be frightened or panicked, he can immediately make another saving throw to resist the effect (if allowed).

Lion Squadron Challenge (EX)

Whenever the Assault Witch issues a challenge, she receives a +2 dodge bonus to AC against attacks made by the target of her challenge.



Ranged Challenge (SU)

When the Assault Witch activates her challenge class feature, it applies to ranged rather than melee attacks.

Strafing Run (EX)

Death from above! The Assault Witch is especially dangerous in the air. She never provokes attacks of opportunity for wielding a ranged weapon while in a threatened square as long as she is airborne. When airborne, increase the damage die size (2d8 to 2d10) of all ranged weapons she wields when making attacks against non-flying targets.

Steel Angel (SU)

While the Assault Witch is flying, she receives a +1 holy bonus on ranged attack and damage rolls and her ranged attacks are considered good aligned. This bonus damage is already figured into her ranged attack line.

Tactician (EX)

The Assault Witch can share any teamwork feat she possesses with all allies within 30 ft as a standard action. Allies retain this feat for up to 5 rounds, and do not need to meet the prerequisites of these bonus feats. The Assault Witch can use this ability up to three times per day.

Tail Guns (SU)

Once per day, as a swift action, the Assault Witch can imbue her guns with the **Eyrines quality**. While so enhanced the weapons receive a cumulative +1 bonus to assault and damage for each sentient being the target has sexually assaulted (maximum +10 bonus). This enhancement lasts until the end of the encounter.

Nature

The Assault Witch is a young flier, stationed at Misawa air base in far northern Japan. This bright, patriotic young woman enlisted right after college, and did well enough as a soldier she was quickly accepted for mystical flight training. She and the other women in her squadron are tasked with protecting Japan's skies from adversaries both human and demonic—currently, their most pressing concern is stopping the rising tide of *Abyss* assaults. When they get a scramble alert, the Assault Witches take to the sky in seconds, and with their speed and maneuverability can be anywhere in Japan or the surrounding waters within a few hours.

Similar Creatures

The following creatures are built on the Assault Witch stat-block.

Assault Witch Moe Warbird – CR 5

The Assault Witch Moe Warbird is a Doujinishi incarnated from one of Japan's sleekest warplanes. She's the living spirit of an F-22 Raptor: efficient, arrogant and techno-savvy, with a disturbing relish for high speed bombing runs. She's fiercely competitive and fearless, and while she's one the squadron's aces, she can be a bit of a bully to new members, as well as anybody she feels isn't pulling their own weight.

Make the following changes to the Assault Witch's stat-block.

- The Assault Witch Moe Warbird's type is Outsider (native, Doujinishi). She gains Doujinishi racial traits including the *Moe Warbird* alternate racial trait.
- Her flight speed is 105 ft and her maneuverability is unchanged.
- Remove her Steel Angel quality and feat.
- Her skill ranks are changed as follows: Craft (mechanical) +11, Fly +18

Assault Witch Strike Kitten – CR 5

The Assault Witch Strike Kitten is a specially engineered breed of brave cat-girl fighter pilot. She's a little bolder and more combative than the norm for her race, but still somewhat dim-witted compared to a human fighter. She serves as a close in support gunner and radio-girl for an Assault Witch squad. The coloration and styling of her aircraft leggings calls to mind an F-14 Tomcat, something she's inordinately proud of.

You might wish to swap out her default weapons for a heavy machine gun or military-grade energy weapon, to take better advantage of her *Anti-Abyss Training*.

Make the following changes to the Assault Witch's stat-block.

- The Strike Kitten's type is Humanoid with the Nekomusume subtype. She gains Nekomusume racial traits, including the *Strike Kitten* alternate racial trait and the *Radar Tail* trait.
- The Strike Kitten gains the *Anti-Abyss Training* trait, providing a +1 morale bonus on attack rolls against targets with the Abyss subtype.
- The Strike Kitten gains the Super Kawaii feat and a +4 luck bonus to AC when nude or revealingly dressed. Her AC becomes 20, touch AC 17, flatfooted AC 17.
- Remove her Steel Angel quality and feat.
- Reduce her WILL Save to +1.

- Her skill ranks are changed as follows: Craft (mechanical) +7, Diplomacy +13, Knowledge (history) +8, Profession (JSDF) +8

ASSAULT WITCH FLIGHT SURGEON - CR 1

*Medium NG Human Caviler (Assault Witch archetype) 1,
Cleric (Amaretsu) 1*

XP 400

Init +2 **Senses** Perception +2

Languages Celestial, Japanese

Defense

AC 14 **Touch** 12 **Flatfooted** (+2 DEX, +2 armor)

HP 1d10+1d8 hp (15 HP)

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

Offense

Spd 30 ft **Flight** ft

Melee +2 tanto (1d8+1 slashing, 20/x2)

Ranged +3 Glock 17 (2d6 ballistic, 20/x2, 30 ft range increment, semi-auto)

Special Qualities Airplane Girl, Banner, Challenge, Domains (air, community)

Spellcasting (CL 1st **Concentration** +7)

Zero Level – guidance, stabilize, virtue

1st Level – bless, cure light wounds, divine favor

Statistics

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

Base Atk +1 **CMB** +2 **CMD** 14

Feats Combat Casting, Lookout, Skill Focus (heal), Surgery

Skills Computer Use +2, Diplomacy +6, Fly +6, Heal +8, Knowledge (arcana, history) all at +6, Profession (JSDF) +6, Sense Motive +6

Gear tanto, mwk. school uniform, Glock 17, 2x spare clips, smartphone, mwk. first aid kit, mwk surgical kit

Ecology

Environment any (stationed at Misawa air base)

Organization usually accompanying 1d4+1 Assault Witches or Combined Fleet Girls

Treasure standard (including gear)

Special Abilities

Airplane Girl (SU)

As the Assault Witch's ability, save the Assault Witch Flight Surgeon's speed is 60 ft.

Calming Touch (Sp)

The Assault Witch Flight Surgeon can touch a creature as a standard action. Doing so heals it of 1d6+1 points of

nonlethal damage, and removes the fatigued, shaken or sickened conditions. She can use this ability up to 5x/day.

Lion Squadron Challenge (EX)

Whenever the Assault Witch Flight Surgeon issues a challenge, she receives a +1 dodge bonus to AC against attacks made by the target of her challenge.

Lightning Arc (Sp)

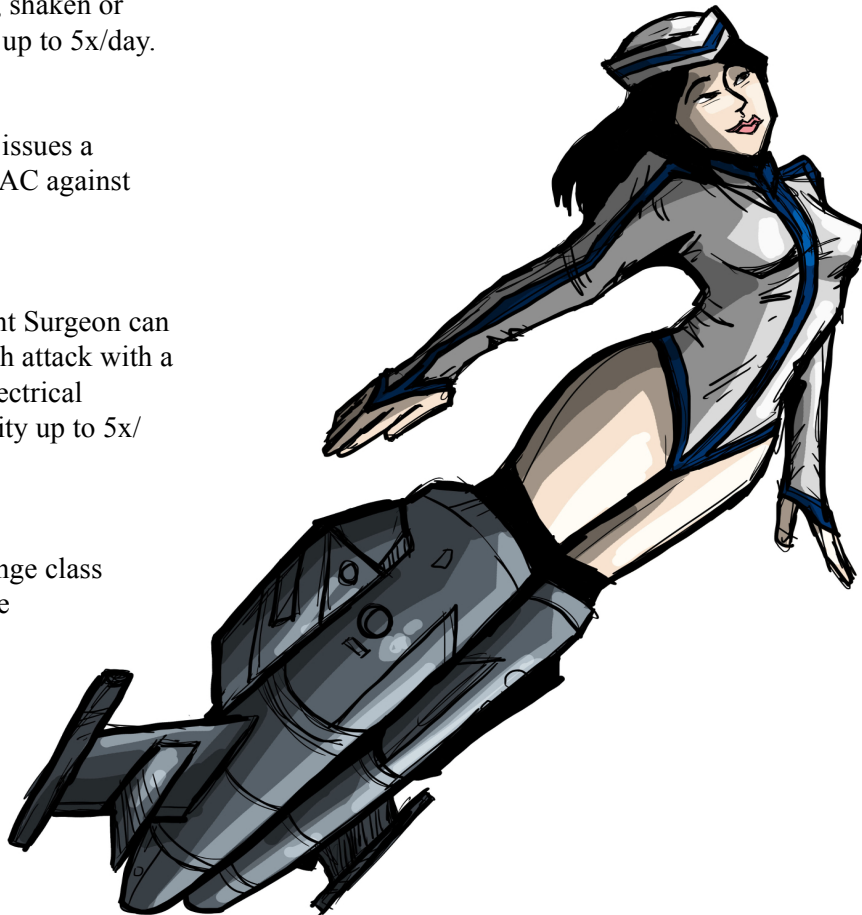
As a standard action, the Assault Witch Flight Surgeon can unleash an arc of electricity as a ranged touch attack with a 30 ft range. This arc inflicts 1d6 points of electrical damage; the Flight Surgeon can use this ability up to 5x/day.

Ranged Challenge (SU)

When the Assault Witch activates her challenge class feature, it applies to ranged rather than melee attacks.

Nature

The Flight Surgeon joined the JASDF right out of high school, passing up the medical career her parents expected. However, once she was enlisted, she discovered a talent for sky-sorcery, and unexpected reserves of courage. The Flight Surgeon acts as a medic for an Assault Witch squad, and uses her speed and maneuverability for search and rescue missions when needed. She carries a Glock she usually keeps holstered and a pair of medic bags that see plenty of use. The Assault Witch Flight Surgeon is barely 20 years old and is an Airman 1st Class in the Japanese Air Self Defense Force.



Offense

Spd 30 ft **Flight** 90 ft (good) **Travel Speed** Mach 1.5

Melee +10/+5 tanto (1d8+2 slashing, 20/x2)

Ranged +11/+6 tail guns (2d8+2 ballistic, 20/x2, 75 ft range increment, full auto)

Special Qualities Airplane Girl, Banner, Challenge

Spellcasting (CL 9th **Concentration** +14)

Fourth (5 slots) - ice storm, summon monster IV

Third (7 slots) - fireball (R-DC 18), magic circle against evil, personified gun

Second (7 slots) - daze monster (W-DC 16), infinite ammunition, scorching ray, resist energy

First (7 slots) - bless, burning hands (R-DC 16), flare burst (W-DC 16), mage armor, magic missile, summon monster I

Zero - acid splash, dancing lights, daze (W-DC 14), flare (F-DC 15), inspection ready, mending, ray of frost, spark

Statistics

Str 12 **Dex** 15 **Con** 13 **Int** 12 **Wis** 16 **Cha** 19

Base Atk +8 **CMB** +9 **CMD** 25

Feats Armor Proficiency (light), Defensive Combat Training, Dodge, Fly-By Attack, Lightning Reflexes, Lightning Stance, Mobility, Skill Focus (Fly), Steel Angel,

ASSAULT WITCH SQUADRON LEADER - CR 14

**Medium LG Human Sorceress (Celestial bloodline) 9/
Cavilier (Assault Witch archetype) 5**

XP 38,400 (*ad hoc adjustment due to superior gear*)

Init +2(+4 when airborne) **Senses** Perception +15

Languages Auron, Celestial, English, Japanese, Russian

Defense

AC 20 **Touch** 13 **Flatfooted** 17 (+2 DEX, +1 dodge, +7 armor)

HP 9d6+5d10 +14 hp (69 HP)

FORT +8 **REF** +8/+10 flying **WILL** +10

Resist Acid 10, Cold 10

Immune environmental cold

Spell Focus (evocation), Weapon Proficiency (simple, martial), Wind Stance

Skills Knowledge (arcana, history, tactics) all at +6, Fly +18, Spellcraft +14, Perception +15

Gear 105th JOG Flight Jacket, 105th JOG Panties, Raptor Leggings, +1 tanto, smartphone

Ecology

Environment any (stationed at Misawa AFB, in Northern Japan)

Organization solitary, pair or wing (3d6) sometimes accompanied by senior human officers (high level fighter/rangers or Powered Heroes) or commanding an Assault Witch Squadron (herself, plus 1d6 Assault Witches + 1 Assault Witch Flight Surgeon)

Treasure non-standard (including combat gear)

Special Abilities

Airplane Girl (SU)

As Assault Witch stat-block.

Banner (EX)

As Assault Witch stat-block

Bloodline Arcana (SU)

When the Assault Witch Squadron Leader casts a spell of the summoning subschool, the creature summoned gains DR 4/evil.

Heavenly Fire (SP)

As a standard action, the Assault Witch Squadron Leader can unleash a ray of heavenly fire as a standard action, targeting a creature within 30 ft as a ranged touch attack. Against evil creatures this ray inflict 1d4+4 points of damage. This damage is divine and not subject to energy resistance or immunity. This ray heals good creatures for a similar amount; a good creature cannot benefit from your heavenly fire more than once per day. Neutral creatures are neither harmed nor healed by this effect. The Assault Witch Squadron Leader may use Heavenly Fire seven (7) times per day.

Lightning Stance (EX)

When making a double move or using the withdraw action, The Assault Witch Squadron Leader gains 50% concealment for 1 round.

Lion Squadron Call (SU)

As a standard action, the Assault Witch can give an encouraging speech, which grants all allies a competence bonus equal to her CHA modifier (+4) on their saving throws and a +1 competence bonus on attack rolls for 5 rounds. If any ally within range is under the effect of a spell or ability that causes him to be frightened or

panicked, he can immediately make another saving throw to resist the effect (if allowed).

Lion Squadron Challenge (EX)

As Assault Witch stat-block.

Panchira (SU)

Thanks to her panties, on any round the Assault Witch Squadron Leader moves at least 20 ft, all creatures within 30 ft of her at any point in the movement suffers a -2 penalty on WIS-based skill checks and a -1 penalty on WILL Saves for one round, due to the distraction she causes.

Ranged Challenge (SU)

When the Assault Witch activates her challenge class feature, it applies to ranged rather than melee attacks.

Strafing Run (EX)

As Assault-Witch stat-block.

Steel Angel (SU)

While the Assault Witch is flying, she receives a +1 holy bonus on ranged attack and damage rolls and her ranged attacks are considered good aligned. This bonus damage is already figured into her ranged attack line.

Tactician (EX)

As Assault Witch stat-block.

Tail Guns (SU)

As Assault Witch statblock.

Wings of Heaven (SU)

The Assault Witch Squadron Leader can unfurl heavenly, feathered wings and use them to gain Flight 60 ft (good). She may use this ability for up to 9 minutes per day, in one minute increments.

Nature

In contrast to the exuberant teenaged or preteen fliers under her command, the Assault Witch Squadron Leader is a mature, career military pilot in her late thirties. She has been an occult soldier, serving the Japanese Self Defense Forces as an *anti-mage* and *anti-oni* expert since she turned 18, and her latest assignment, with the Assault Witches is her latest chance at glory and honor. She is serious and driven, with a firm knowledge of military tactics and confidence in her training and the sorcery in her blood. She drives her Witches hard, pushing them to excel at their training, but is tolerant of the occasional breach of military discipline. She knows how teenagers can be- even supernatural ones.

The Assault Witch Squadron Leader is equipped with highly coveted magic items, including an enchanted flight jacket that provides superior bullet proofing, and a set of grey steel Raptor Leggings that increase her in-air speed and maneuverability. During battle, she is fiercely protective of the younger Assault Witches under her command, and will take hard hits to protect them. She fights like the living joint strike fighter that she is- where a hardtech warplane would use chaff and flares to defend itself, she uses sorcery in the same manner. Most of her spells are combat oriented and spectacular- fire and force and speed incarnate.

BUNRAKU-66 POETICA - CR 10

Medium LN Monstrous Humanoid (POETICA)

Fighter 11

XP 9,600

Init +7 **Senses** Lowlight Vision, perceive unencrypted radio/television/cellular/wifi signals, Perception +15

Languages Cantonese, Korean, Japanese

Defense

AC 22 **Touch** 14 **Flatfooted** 18 (+3 DEX, +1 dodge, +8 armor)

HP 11d10 (66 HP)

FORT +7 **REF** +6 **WILL** +5

Offense

Spd 30 ft (25 ft in armor)

Melee +13/+8/+2 mwk tonfa (1d6+1 bludgeoning, 20/x2)

Ranged +17/+12/+7 *heartseeking Military SMG* (2d6+3 ballistic, 20/x3, 50 ft range increment, full auto, 30 round box)

Special Qualities Armor Training 3, Bravery +3

Statistics

Str 12 **Dex** 17 **Con** 11 **Int** 13 **Wis** 14 **Cha** 11

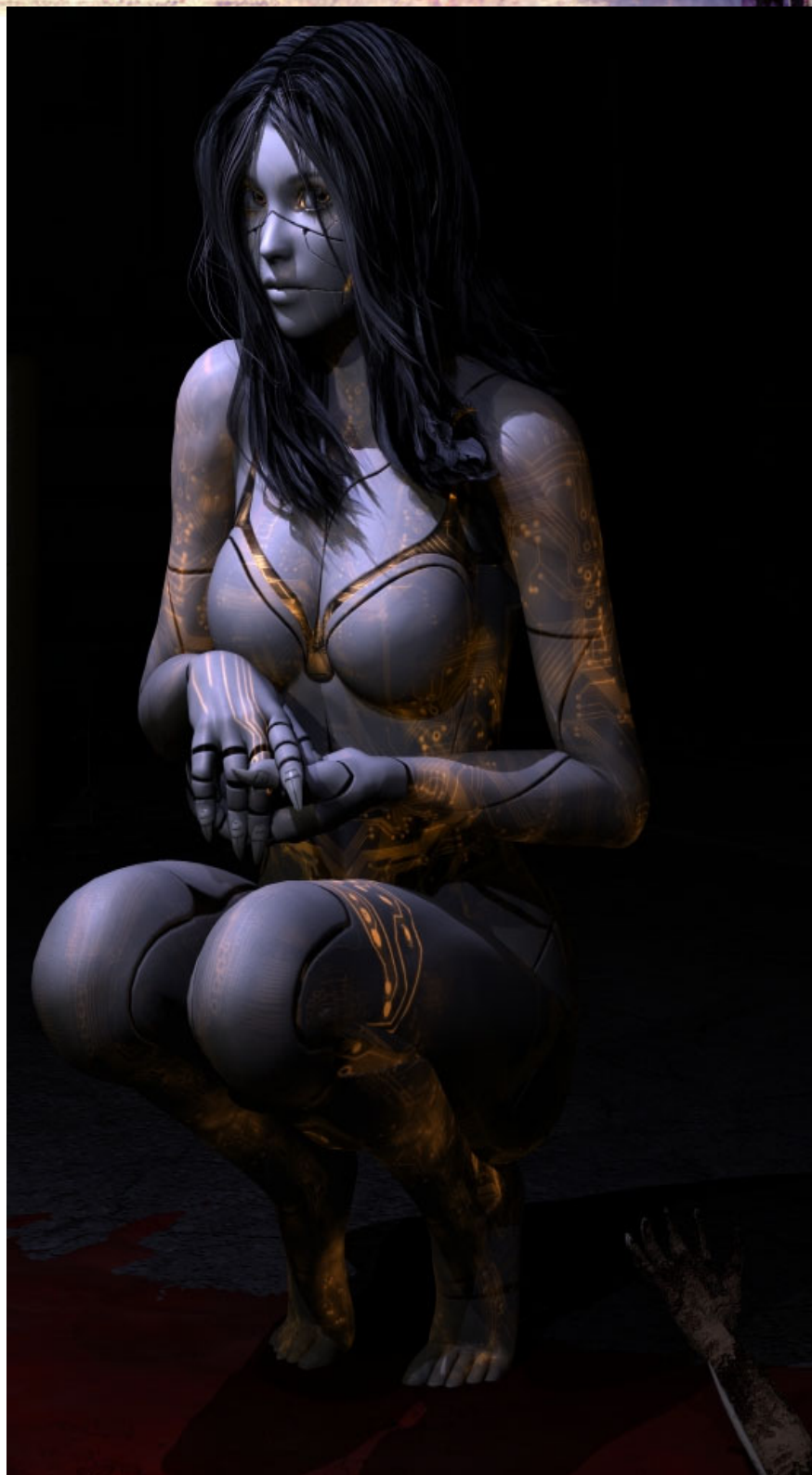
Base Atk +11 **CMB** +15/+17 on disarm attempts
CMD 25

Feats Armor Proficiency (light, med, heavy), Advanced Firearms Proficiency, Agile Maneuvers, Burst Fire, Deadly Aim, Dodge, Greater Weapon Focus (military SMG), Improved Disarm, Improved Initiative, Mobility, Personal Firearms Proficiency, Weapon Focus (military SMG)

Skills Climb +15, Intimidate +14, Knowledge (local) +8, Perception +15, Stealth +9

Starting Occupation Law Enforcement

Gear +1 heartseeking Military SMG, +2 tactical vest, 6x spare magazines, mwk tonfa



Ecology

Environment any

Organization solitary or accompanied by a platoon (8-16) 3rd level human fighters and a 6th level human fighter NCO

Treasure standard

Nature

Bunraku-66 Model POETICA (named for the famous Japanese puppet theater) are experimental, combat-capable androids. Bunraku-66 are so rare that even the most dedicated POETICA hobbyist has heard only rumors of their existence, and photographic or other documentary evidence of their existence or capabilities is classified under Japanese law. The New Day Girl Factory deploys many of its Bunraku-66 to Tokyo Police Section Seven or Chrysanthemum Seven, for the tax breaks and juicy government contracts their generosity earns, but keeps the best, most capable models of military android for their own use. Important New Day Girl facilities are guarded by these dispassionate, highly capable androids, and the mega-corp's overseas interests are safeguarded by definable operations squads comprised entirely of Bunraku-66.

Bunraku-66 are just a little less attractive and somewhat less lifelike than the typical POETICA companion android. They have pale skin and either raven black or milk white hair, and rarely blink. The girlish combat androids are dressed in matte black tactical body armor and urban camo fatigues rather than clubwear, and carry advanced submachine guns specifically enchanted by the New Day Girl Factory's occult weapons division. They are intelligent enough to fight tactically, use cover and suppressive fire effectively, and innovate in the face of the unexpected, but have virtually no sense of self. Bunraku-66 speak sparingly, and usually only about immediate tactical concerns rather than emotional or abstract concepts.

Reskinning

The Bunraku-66 POETICA is a good statblock for a well equipped techno-magical soldier that gamemasters will come back to again and again. At CR 10, the Bunraku-66 is a deadly boss-fight for low/mid-level adventurers, or a standard grunt for high and epic level campaigns. She can be reskinned as a cyber-enhanced human soldier and fits in well as a general purpose operative for every organization in the campaign, from Project: GILGAMESH to the Japanese Self Defense Force.

Additionally, by adding different cybernetic implants (The Polymer Path, Otherverse Games, 2014) she might be reskinned as a new machine lifeform, born in the depths of the internet, and assembled by a hacked New Day Girl Factory production line.

The Combined Fleet Gunner is built using a slightly older version of the Assault Witch concept, treating it as a Prestige Class rather than an archetype. I've included this variant stat-block for a bit of variety. The two versions of Assault Witch work fairly similarly, but the minor mechanical differences give the Combined Fleet Gunner a bit more offensive punch, which I like.

COMBINED FLEET GUNNER CR 7

Medium LN or LG Monstrous Humanoid (Combined Fleet POETICA) Ranger 5 /Assault Witch 3

XP 3,200

Init +2 **Senses** Lowlight Vision, perceive unencrypted radio/television/cellular/wifi signals, Perception +13

Languages Celestial, English, Japanese

Defense

AC 19 **Touch** 14 **Flatfooted** 17 (+2 DEX, +2 class, +4 armor, +1 shield)

HP 5d10 + 3d8 - 8 hp (38 HP)

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

Immune environmental cold

Offense

Spd 30 ft **Flight** 60 ft (good) **Travel Speed** Mach 1.5

Melee +6/+6/+3 masterwork wakizashi (1d6+2 slashing, 18-20/x2)

Ranged +7/+7/+4 masterwork CF cannon (2d6+1 ballistic, 20/x2, 150 ft range increment, single shot, unlimited ammo)

Favored Enemies Outsiders (evil) +4, Undead +2

Favored Terrains Sky (unique- applies when in flight at least 50 ft above ground) +2

Special Qualities Aeromusume, Favored Enemy, Favored Terrain, Hunter's Bond, Mach One Climax, Wild Empathy

Spellcasting (CL 5th **Concentration** +7)

First Level – Alarm, Resist Energy

Statistics

Str 12 **Dex** 14 **Con** 9 **Int** 13 **Wis** 15 **Cha** 13

Base Atk +7 **CMB** +8 **CMD** 20

Feats Aircraft Operations, Armor Proficiency (light, medium), Broken Doll, Deadly Aim, Far Shot, Improved Two Weapon Fighting, Personal Firearms Proficiency, Two Weapon Defense, Two Weapon Fighting

Skills Fly +14, Knowledge (arcana) +13, Knowledge (geography) +12, Knowledge (history) +5, Knowledge (tactics) +14, Knowledge (nature) +12, Perception +13, Pilot +8, Survival +13

Gear armored leggings, parade armor, two mwk. wakizashi, potion of cure light wounds, iPhone



Ecology

Environment any (stationed at Misawa AFB, in Northern Japan)

Organization solitary, pair or wing (3d6) sometimes accompanied by senior human officers (high level fighter/rangers or Powered Heroes)

Treasure standard

Special Abilities

Aeromusume (SU)

As a full round action, the Combined Fleet Gunner strips away her uniform, her legs and thighs becoming steel and aluminum. When fully transformed, the young girl is almost naked, except for the warplane components sheathing her legs like a vixen's lacy stockings.

While transformed, the Combined Fleet Gunner gains a flight speed of 60 ft (good maneuverability). On any round she takes a double move and flies at least 100 ft, the CF Gunner may add her CHA modifier (currently +1) as a deflection bonus to her Armor Class. This bonus remains for one round after she completes her movement.

If the CF Gunner is knocked unconscious, falls asleep or is slain she returns to her human form. The CF Gunner can otherwise remain in her Aeromusume form for up to three hours. While transformed, she is immune to environmental cold, and though she still needs to breathe, she can do so easily at supersonic speeds and doesn't suffer any ill effects from fighting.

Angelic Little Loli (SU)

The Combined Fleet Gunner gains a +1 holy bonus on Saves against evil outsiders and undead.

Hostile creatures of those types who confirm a melee critical hit against the Combined Fleet Gunner must succeed at a DC 12 WILL Save (or be *shaken* for as long as they remain in your presence and for 1 round after they leave it. Once a creature saves against this effect, it cannot be affected by your purity again for 24 hours.

Limitation: The Combined Fleet Gunner loses the benefit of this talent for 24 hours if she engages in consensual penetrative sex, though she can engage in masturbation, oral or fetish acts with a lover.

Arcane Ace (EX)

The Combined Fleet Gunner adds half her Assault Witch level (currently +1) on Fly and Knowledge (arcana) checks.

Hunter's Bond (EX)

The Combined Fleet Gunner bonds to her companion, and acts as an advanced scout. She may spend a move action to grant half her favored enemy bonus against a single target of the appropriate type to all allies within 30 ft who can see or hear her. This bonus lasts for two rounds and does not stack with any favored enemy bonuses possessed by her allies. Use whichever bonus is higher.

Mach One Climax (SU)

If the Combined Fleet Gunner masturbates to orgasm immediately before take off, she gains the ability to travel at supersonic speeds outside of combat and gains the stamina to take advantage of her range.

At Mach 1.5, her maximum air speed, the Combined Fleet Gunner can reach anywhere in Japan in an hour or two, and can be anywhere in the world in a day's travel. This

enhancement does not affect her tactical speed or maneuverability.

Once per day, the Combined Fleet Gunner may touch a willing creature no more than one size category larger than herself to gain the ability to carry this person as a passenger at supersonic speeds. Her passenger is protected from suffocation, cold and wind injuries by a magical aura, so long as he clings tightly to the airplane-girl. This enhancement lasts for the duration of a single journey.

Track (EX)

The Combined Fleet Gunner adds half her Ranger level (currently +2) on Survival skill checks to follow tracks.

Nature

The Combined Fleet Gunner is one of the highly trained and exuberantly patriotic warrior androids assembled by the Japanese Self Defense Force and quartered at the sprawling air base at Misawa, Japan. She is a proud member of an Assault Witch *sentai*, and uses a combination of Tantric martial arts training and arcane cyber-systems to take to the air with the speed and agility of a next-gen joint strike fighter.

Combined Fleet Gunners, like this one here, are assigned to anti-supernatural warfare duties, and see it as their duty to protect their nation and its citizens from supernatural evil. This particular CF Gunner was an accomplished special forces troop before being accepted into the Assault Witch program, and thus is a lot more pragmatic, a lot more comfortable in the wilderness, and a lot more willing to get her hands dirty than the typical POETICA.

She's a lovely and imposing sight in her immaculate Combined Fleet duty uniform. Twin cannons adorn each forearm, while high tech polymer composite armor plating protects the bio-jet systems she transforms her legs into when she fights. She carries twin wakizashi slung low on her hips, heirloom weapons bought at auction that once belonged to Japanese Imperial army officers of some renown. She's as proud of the swords as she is every facet of her heritage and history.

EYRINES NIGHT SPARROW

CR 14

Medium LG Humanoid (MPH, human, mutant) Fighter 11, Paladin 1, Rogue 1

XP 38,400 (*ad hoc adjustment due to superior gear and specialized training*)

Init +5 **Senses** Darkvision 90 ft, lowlight vision, Perception +10

Languages Celestial, English, Korean, Japanese
Aura Aura of Good

Defense

AC 25 **Touch** 16 **Flatfooted** 19 (+5* DEX, +1 dodge, +9 armor)

HP 12d10+1d8+39 hp (114 HP)

FORT +15* **REF** +10* **WILL** +7

Fast Healing 1

Damage Reduction 10/magic

Immune suffocation, vacuum (space suit)

Offense

Spd 30 ft Flight 120 ft (good)

Melee +19/+14/+9 sickle (1d6+7 slashing, 20/x2)

Ranged +19/+14/+9 *Eyrines 5.7mm SMG* (2d6+3 ballistic, 17-20/x2, 40 ft range increment, full auto, 18 box)

Sneak Attack +1d6

Special Attacks Smite Evil 1x/day

Special Qualities Armor Training +3, Aura of Good, No Breath (space suit), Weapon Training 3

Spell-Like Abilities (CL 1st Concentration +3)

At Will – Detect Evil

Statistics

Str 23* **Dex** 20* **Con** 16 **Int** 12 **Wis** 14 **Cha** 15

**includes modifications from her Grade II*

Powered Armor

Base Atk +12 **CMB** +18 (+20 disarm) **CMD** 33

Feats Combat Expertise, Dodge, Flyby Attack^B, Greater Weapon Focus (Next Gen SMG), Hover^B, Improved Critical (Next Gen SMG) Improved Disarm, Iron Heart, Iron Heart, Mobility, Spring Attack, Weapon Focus (Next Gen SMG)

Skills Craft (electronic)+11, Craft (mechanical) +9, Disable Device +6, Computer Use +6, Fly +18*, Intimidate +18, Knowledge (religion), Perception +10

Gear Night Sparrow Armor (mwk. Grade II Powered Armor with innate flight capability), *Eyrines 5.7mm SMG*, 10x spare clips, +1 sickle, 1x potion of cure critical wounds, 2x potions of cure light wounds, mwk. thief's tools

Ecology

Environment any urban (stationed at the Okinawa safehouse, deployed rarely)

Organization usually deployed in pairs or trios, the Sisterhood can deploy a maximum of 5 at any one time, and only under extraordinary circumstances

Treasure standard (including gear)

Special Abilities

Eyrines Apprentice (SU)

The Eyrines Night Sparrow has learned secret martial arts *katas* designed to punish and exterminate rapists. She receives a +3 insight bonus on attack rolls made to confirm a critical hit if the target has ever raped a sentient creature.

Eyrines Weapon (SU)

The Eyrines Night Sparrow is issued the iconic gun of the Eyrines Sisterhood, a mystically enhanced FNP-90. When used against outsiders as well as any sentient creature who has ever raped another sentient creature, of any species or gender, the Eyrines 5.7 mm SMG uses D12s for its damage dice.

Additionally, the Eyrines is especially deadly against serial sexual predators. For every creature the target has ever raped, regardless of species or gender, the Eyrines 5.7mm SMG receives a cumulative +1 holy bonus on attack and damage rolls. There is

There is no maximum cap on damage that can be inflicted in this manner, making the Eyrines 5.7mm SMG an ideal weapon for dispatching elder *oni* and human predators.

Iron Heart (SU)

The Eyrines Night Sparrow can never be compelled to a sexual act against her will. She is immune to any form of mind-influencing effect that would compel or influence sexual behavior or a sexual response. Whether or not the Night Sparrow is immune to a specific ability depends on context. For instance, she is immune to *charm person* if the spell would compel her to sexual behavior with the caster



or one of the caster's allies, but not if the same *charm* merely compelled her to drop her weapon and surrender.

Smite Evil (SU)

Once per day, the Eyrines Night Sparrow can call out to the powers of good to aid her in her struggle against evil. As a swift action, the Night Sparrow chooses one target within sight to smite. If the target is evil, the Night Sparrow adds her CHA bonus (+2) to attack rolls and her paladin level (+1) to all damage rolls made against the target of her smite.

If the target of the smite is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points. Regardless of the target, smite evil attacks automatically bypass any DR the creature may possess.

In addition, while smite evil is in effect, the paladin gains a +2 deflection bonus to AC against attacks made by the target of the smite. If the paladin targets a creature that is not evil, the smite is wasted with no effect. The smite evil effect remains until the target of the smite is dead or the next time the Night Sparrow rests and regains her uses of this ability.

Nature

The most elite and respected soldiers within the Eyrines Sisterhood are the Night Sparrows- the heroic vigilante pilots of the extraordinary powered armor the Sisterhood forged at enormous challenge and expense. Only a handful of women have the determination, courage and tactical brilliance necessary to pilot a Night Sparrow, and the Sisterhood cultivates these special women as their most capable operatives. Night Sparrows are genetically modified in hidden womb techs using tech stolen from Black Japan's most cutting edge mega-corps, their bodies and minds comprehensively redesigned for the future. Garbed in bleeding edge powered armor, Night Sparrows are modern day, highly feminist knights.

The Night Sparrows are a weapon of last resort for the Eyrines Sisterhood. If a chapterhouse falls, or if a threat is too great for an individual Sister to handle, or if a demon poses a threat to Japan, or to humanity as a whole...a Night Sparrow squad might be sent in. Each time the Night Sisters are deployed, it taxes the Sisterhood's logistics nearly to the breaking point- as amazing as these gleaming chrome armors are, they're expensive to run, and even more expensive to repair. More importantly, the Eyrines Sisterhood is a study in low profile- deploying powered armor is the anti-thesis of the stealth that's kept the Sisterhood alive and functional this long.

The Night Sparrow armor itself is a beautiful, sleek powered armor chassis, with graceful lines for aerodynamics and passive stealth. The flight capable, strength-multiplying armors are painted in an eye-catching assortment of bright chrome colors, and in the field the Night Sparrows refer to one another by their suits' colors to protect their identities. Night Sparrows are protective of their identities in the extreme, knowing that anonymity is the only thing keeping them alive outside the armor.

Despite the Sisterhood's reluctance to deploy their powered armor elites, when Night Sparrows must be

deployed, they do so in pairs or trios. Night Sparrows understand the value of teamwork, and fight intelligently with their partners. They take advantage of flanking, fire support and overlapping fields of fire whenever possible; if her comrades are downed, Night Sparrows are trained to retreat. Their lives and their armor are too precious to be wasted on suicide charges or vengeance missions. They genuinely do not like to fight alone, and knowing they are more vulnerable on the ground, prefer to stay airborne in combat.

The Eyrines Sisterhood only has the resources to field a very small cadre of Night Sparrows. The exact numbers are unknown, but they likely possess ten working suits at any given time, probably less. There's usually a suit or two down for maintenance or being used for parts at any given time. The Sisterhood deploys the Night Sparrows from specially modified semi trailers and panel vans, which serve as mobile headquarters, and easily blend into urban Japan.

GILGAMESH AVENGER - CR 12

Colossal CN Aberration (mecha)*

XP 19,200

Init +4* **Senses** Perception +6*, Darkvision 90 ft, *Scent*

Languages Japanese*

Auras *Existential Terror Field* (30 ft radius Cause Fear W-DC 17; 10 ft radius Fear W-DC 17)

Defense

AC 28 **Touch** 13 **Flatfooted** 25 (-8 size -mitigated by *Nimble Giant*, +3 DEX*, +15 natural)

HP 17d8 + 136 hp (213 HP)

Fast Healing 10

FORT +5 **REF** +5* **WILL** +12*

Weaknesses Intelligent Pilot

Offense

Spd 75 ft

Melee +15/+10/+5 talons (2d10+10 slashing, 19-20/x3) or +16/+11/+6 linear blade (2d12+12 slashing, 19-20/

x2 plus vorpal and Bane: Totorri Horrors qualities)

Special Qualities Berserk, Existential Terror Field, Nimble Giant, Piloted Horror, Pounce

Statistics

Str 30 **Dex** 18* **Con** 26 **Int** 4* **Wis** 16* **Cha** 10*

Base Atk +12 **CMB** +30 **CMD** 44

Feats Bleeding Critical, Blind Fight, Critical Focus, Combat Reflexes, Iron Will, Run, Sickening Critical, Stand Still, Weapon Focus (talons)

Skills Acrobatics +14, Climb +14, Perception +6



Gear linear blade (+2 Vorpal Horror Bane utility cutter)

Ecology

Environment any (only deployed legally deployed in the Japanese Home Islands, but occasional black ops into Russian Federation)

Organization solitary (with Pilot Candidate) or squad (2-5 members plus Pilot Candidates)

Treasure linear blade

Special Abilities

Berserk (EX)

When a GILGAMESH Avenger enters combat, there is a cumulative 1% chance each round that it goes into a berserk rage. The uncontrolled Avenger goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The Avenger's pilot, if any, can try to regain control which requires a DC 20 Pilot check. It takes a minute of inactivity by the Avenger to reset the creature's berserk chance to 0%.

Each confirmed critical hit inflicted on the GIGLAMESH Avenger by a *Totorri Horror* or creature with the *Abyss* subtype increases the Avenger's berserk chance by +5%.

Existential Terror Field (SU)

The GIGLAMESH Avenger radiates an aura of intense terror. A 30 ft radius around the Avenger produces a *Cause Fear* effect. A 10 ft radius around the Avenger radiates a more intense *Fear* effect. The caster level for each effect is equal to the Avenger's Hit Dice.

Linear Blade (EX)

GILGAMESH Avengers are equipped with deadly magi-tech blades which resemble enormous utility knives. These blades are +2 **Vorpal Bane** weapons; the weapon's Bane Property only applies to *Totorri Horrors* and creatures with the *Abyss* subtype not to other, related creatures.

An Avenger is allowed to draw and deploy this weapon when facing a *Totorri Horror* or *Abyss* creature. The Linear Blade will not eject from its holster on the Avenger's thigh armor unless a viable target is visible within 500 ft of the Avenger. A DC 38 Disable Device check can remove a locked Linear Blade from its holster, however the weapon's Vorpal and Bane qualities are inactive.

Nimble Giant (EX)

Despite its massive size, the GILGAMESH Avenger moves as nimbly as a panther. It does not suffer a size penalty to Armor Class or to Stealth checks.

Piloted Horror (EX)

Project GILGAMESH uses Avengers as living weapons against the supernatural and extraplanar enemies of Japan. Specially trained **GILGAMESH Pilot Candidates** control the great beast from a bio-cybernetic control pod barely any larger than a coffin; this control console is built into the Avenger's torso. The Pilot Candidate crawls into the monster through a special port at the base of the monster's spine. It normally requires 1d6+1 minutes to enter and activate a dormant GILGAMESH Avenger, but a successful DC 25 Pilot check can reduce the activation time to 1 minute.

If the Avenger is destroyed, or upon a command from the Pilot Candidate, the control pod can eject from the creature. This is a move equivalent action. The control pod appears in a square adjacent to the Avenger. If the Avenger is still alive when the Pilot Candidate ejects, it immediately goes berserk. The control pod itself is a Large object, with Hardness 10 and 60 Hit Points.

Though the GILGAMESH Avenger is an Aberration, it gains the Mecha subtype, normally reserved for Constructs.

Nature

GILGAMESH Avengers are spindly, bio-mechanical horrors created by Project GILGAMESH's scientists. Gigantic, predatory monstrosities are created from the blood and marrow of the slumbering *Genbu*, and fitted with invulnerable titanium armor and cybernetic control arrays designed to arrest the bloodlust inherent in their foul DNA. So far, these new abominations are proving invaluable in GILGAMESH's struggle against the other-dimensional *Horrors* that have invaded the Tottori Prefecture, and against other threats. The fact that each time an Avenger is deployed into the field, the *Genbu* shudders in its sleep is a small concern.

GILGAMESH Avengers are basically humanoid, but inhumanly proportioned. Like the *Tottori Horrors* themselves, they are spindly and lean, with blade like limbs. An Avenger's wiry, muscular frame is sheathed beneath a set of black and crimson armor. This light, segmented body armor resembles an extremely futuristic version of plate armor, and includes a fully concealing helmet that acts more as mask and muzzle than protection for the creature beneath the Avenger's armor. Rank insignia and kill markings are painted on the helmet's finlike crest.

GILGAMESH Avengers are at least nominally obedient to uniformed officers of the ultra-secret Project GILGAMESH. Between missions, they remain in induced

comas in gigantic, glass walled stasis tubes more than 60 ft high. When deployed, Project GILGAMESH transports its Avengers to crisis zones in massive, 16 wheeled semi trucks weighing 100 tons and massing in at more than 25 meters long. The stasis tubes are loaded onto these armored flat beds or into specially modified C-130 Starlifters to deploy the Avengers as quickly and secretly as possible.

Similar Creatures

The following creatures are built upon the GILGAMESH Avenger stat-block.

GILGAMESH Executioner (CR 18)

The Executioner is a Colossal NE* Aberration (mecha) with 26 HD. Even larger and more violent than a typical Avenger, an Executioner is marked by blood red and gold armor, and a leonine mane of titanium. The Executioner's skull and helm resemble the skull of a hammerhead shark, and its fangs top 26 inches. Only superhumanly skilled or suicidally brave Pilots are ever assigned an Executioner, and these monsters are rarely deployed tactically. They are simply too dangerous.

The Executioner's base berserk chance is 30% and increases 1% per round. Each creature the Executioner destroys also increases its berserk chance by 5%.

The Executioner gains a Bite attack.

- +28/+23/+18/+13 Bite (3d6+10 piercing plus Bleed 5 plus Vorpall, crit 19-20/x2)
- The Executioner's talons also gain the Bleed 5 property.

GILGAMESH BIO-STALKER - CR 8

Large NE or LE Monstrous Humanoid

XP 4,800

Init +5 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +15

Languages Celestial, English, Japanese

Defense

AC 20 **Touch** 10 **Flatfooted** 19 (-1 size, +1 DEX, +10 natural)

HP 10d10+50 hp (105 HP)

Fast Healing 5 (cold, electricity)

FORT +12 **REF** +4 **WILL** +9

Immune Ballistic damage, poison, suffocation, vacuum

Resist Acid 10



Offense

Spd 60 ft

Melee +17/+12 claws (1d10+8 slashing, 19-20/x2) and +17 gore (1d10+8 slashing, 20/x2)

OR +17 claws (2d10+8 slashing, 19-20/x2) and +17 gore (1d10+8 slashing, 20/x2)

Ranged +10/+5 acid darts (2d6 acid, 20/x3, 30 ft range increment)

Special Qualities No Breath

Psi-Like Abilities (ML 10th

Concentration +12)

3x/day – Body Adjustment

- Offensive Prescience

1x/day- Adapt Body

Statistics

Str 26 **Dex** 13 **Con** 20 **Int** 10 **Wis** 15

Cha 12

Base Atk +10 **CMB** +19 (+21 sunder)

CMD 30

Feats Critical Focus, Improved Critical (claws), Improved Initiative, Improved Sunder, Power Attack, Vital Strike

Skills Acrobatics +9, Climb +21, Intimidate +14, Perception +15, Survival +10

Gear smartphone

Ecology

Environment any land (usually deployed throughout Japan)

Organization usually solitary, sometimes pair or trio

Treasure incidental

Special Abilities

Designer Mutations (EX or SU)

GILGAMESH Bio-Stalkers are genetically engineered hybrids with a diverse suite of monstrous abilities. The gamemaster can add any or all of the following special abilities, which modify the creature's Challenge Rating as detailed below.

Acidic Aura (EX) Any creature ending their turn adjacent to the Bio-Stalker suffers 2d6 acid damage (FORT DC 20 half). Challenge Rating +1.

Acid Veins (EX) The Bio-Stalker's pressurized acidic blood inflicts 1d6 acid damage to any creature successfully

attacking it with a natural weapon or light melee weapon attack (REF DC 20 none). Challenge Rating + 1/2.

Black Steel Carapace (EX) The Bio-Stalker's natural armor bonus increases to +15, giving it a total AC 25. Challenge Rating + 1/2.

Furious (EX) When making a full attack, the Bio-Stalker makes an additional melee attack at its full base attack bonus. Challenge Rating +1/2.

GILGAMESH Bio-Lasers (SU): The Bio-Stalker gains a breath weapon usable once per 1d4 rounds, which emits from gem like organs on its chest and shoulders. This breath weapon is a 30 ft line that inflicts 10d6 damage half of which is acid damage, half of which is force damage (REF DC 20 half). Challenge Rating +1.

Sky Locust (EX) The Bio-Stalker gains a Flight Speed of 120 ft (average) and gains Fly +22 as a class skill. Challenge Rating +1.

Speed Burn (SP) The Bio-Stalker gain *haste* as a constant spell-like ability (CL 10th, Concentration +12). Challenge Rating +2

Superior Regeneration (EX) The Bio-Stalker replaces Fast Healing 5 with Regeneration 5 (cold, electricity). Challenge Rating + 1/2.

Tactical Mindlessness (EX) Remove the Bio-Stalker's psi-like abilities. The Bio-Stalker is considered to be *mindless* and cannot be affected by fear or mind-affecting abilities. The Bio-Stalker's INT score is reduced to 3. Challenge Rating +0.

Vorpal Talons (SU): The Bio-Stalker's claw attacks gain the vorpal weapon property. Challenge Rating +2.

Nature

Project GILGAMESH mutates its most trusted veteran soldiers by twisting their genes with strange, alien tissues recovered from slain *Tottori Horrors* and crashed *Abyss*. When their alien powers lie dormant, these highly paid sociopaths look like fit Japanese soldiers, save for a silvery, metallic tumor growing from their sternum. With a thought, this alien growth explodes, spreading a quicksilver slime across the muscular soldier's skin. The slime rapidly hardens into a dense, bullet proof chitin exoskeleton, crowned by a razor sharp, moon-crescent horn.

Their alien powers give GILGAMESH Bio-Stalkers an unearthly confidence, backed up by years of training and

black ops military service. In the field, they are quiet, usually only speaking to give their squad mates command or make some blackly humorous joke at their targets' expense. Bio-Stalkers have little to do with the Project's less subtle Avenger mecha, and consider the giant beasts, and the children who pilot them, little more than colorful, bloody distractions from GILGAMESH's real agenda.

GILGAMESH PILOT CANDIDATE CR 5

Medium LN Human

XP 1,600

Init +4 **Senses** Perception +1

Languages Celestial, English, Japanese

Defense

AC 16 **Touch** 14 **Flatfooted** 12 (+4 DEX, +2 armor)

HP 7d8 hp (31 HP)

FORT +2 **REF** +8 **WILL** +6 (+8 vs enchantment (compulsion) effects)

Immune Suffocation, vacuum (space suit)

Weaknesses Cybernetic Security Risk -1

Offense

Spd 40 ft

Melee +5 unarmed strike (1d4 non-lethal, 20/x2)

Special Qualities No Breath (space suit)

Statistics

Str 11 **Dex** 19 **Con** 10 **Int** 13 **Wis** 12 **Cha** 9

Base Atk +5 **CMB** +5 **CMD** 19

Feats Combat Reflexes, Disassociate, Lightning Reflexes, Skill Focus (pilot)

Skills Acrobatics +11, Computer Use +11, Knowledge (arcana or religion) either at +7, Pilot +19

Gear mwk. action wear armor

Cybernetics

Headware – Onboard Computer, Piloting Link

Ecology

Environment any urban (only deployed under strict secrecy, and usually only within Japan itself)

Organization piloting a GILGAMESH Avenger or similar mecha

Treasure standard (including gear)

Special Abilities

Disassociate (EX)

The GILGAMESH Pilot Candidate can completely disassociate him or herself from current circumstances, allowing him or her to view the world with an icy dispassion. as a swift action, the Pilot Candidate can disassociate from all emotion and feeling for seven rounds.

During this time, effects with the descriptor of emotion or fear and effects that provide morale bonuses or penalties are suppressed.

Pilot Training (SU)

With a properly equipped control pod, a young Pilot Candidate can enter and take control of a GILGAMESH Avenger, using the gigantic bio-machine as an extension of his or her own body.

to take this action. The Pilot Candidate can attempt a DC 18 WILL Save to resist this compulsion.

- *Succumb to Savagery:* The Pilot Candidate suffers 1d2 points of temporary INT and WIS damage as a swift action, and the Avenger receives a +1 morale bonus on attack and damage rolls. The effects of multiple sacrifices are cumulative.
- *Control the Rage:* The Pilot Candidate suffers 1d10 points of temporary WIS damage as a move equivalent action in order to reset a berserk Avenger's berserk chance to 0% and return it to normal operations.

If the Pilot Candidate dies or becomes unconscious while piloting the Avenger, it immediately goes berserk. If the Pilot Candidate is reduced to 0 WIS or CHA while within the Avenger, the Avenger mutates into a *Tottori Horror* over the next 1d6 minutes.

When the Pilot Candidate leaves the Avenger, he or she is considered *shaken* for a number of hours equal to the number of minutes spent piloting the Avenger (maximum 24 hours). There is no saving throw against this effect, and the Pilot Candidate cannot link with an Avenger during this period. If the Pilot Candidate remains inside the Avenger for longer than 24 minutes per activation, she suffers 1d4 points of temporary CHA damage for each additional minute spent within the Avenger.

Piloting Link (EX)

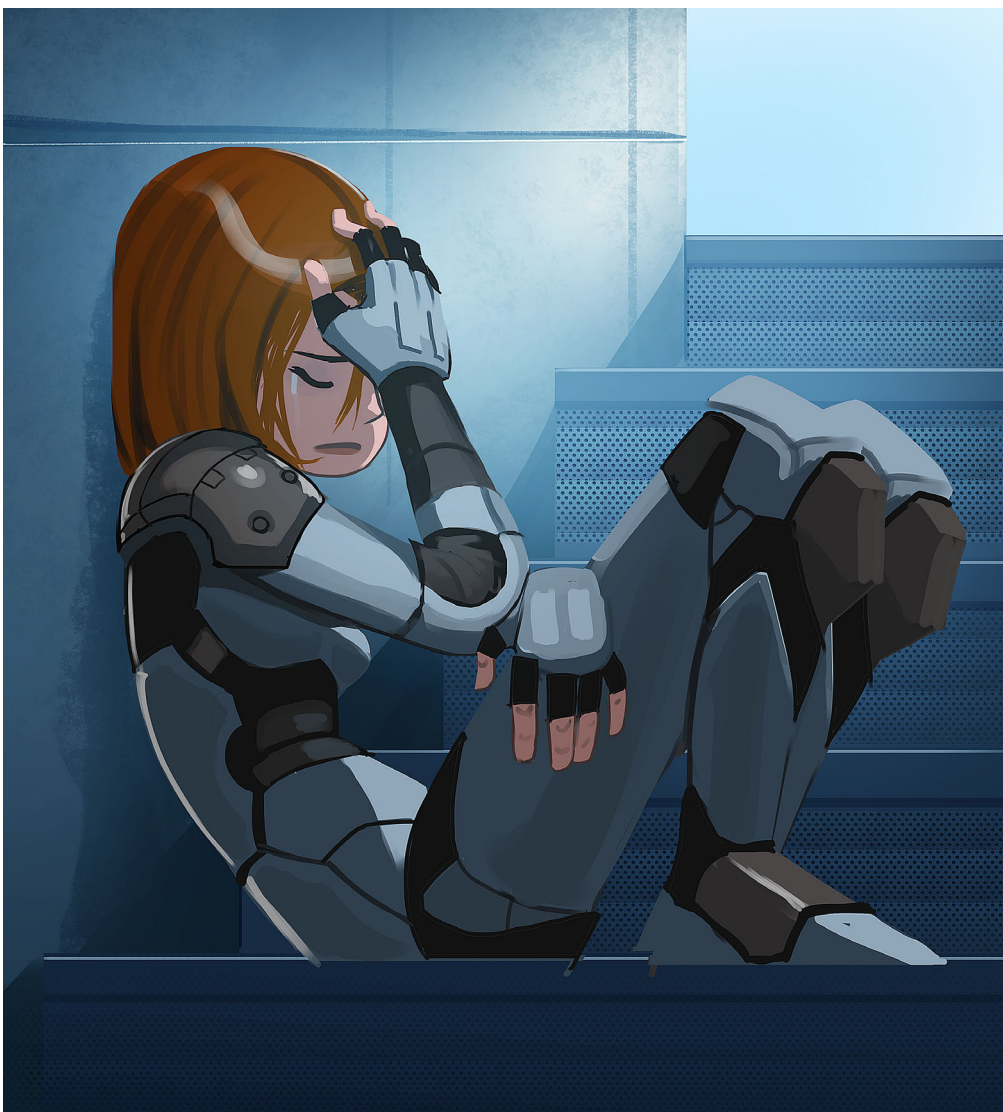
The Pilot Candidate's cybernetic headware provides any vehicle she pilots via her implant with a +2 insight bonus to Armor Class, including a piloted GILGAMESH Avenger mecha.

Nature

Only a tiny percentage of the Japanese population has the potential to pilot the goliath war machines codenamed Avengers. Project GILGAMESH scours the world and secretly recruits these gifted children, and trains the most tractable to serve as its elite Pilot Candidates. Children and younger teens make the best Pilots, and while some older candidates can learn to interface with an Avenger (at least on a rudimentary level), they risk insanity every single time they plug in. For young Pilot Candidates, insanity remains a real risk, almost as great as the risk of dying inside the gigantic bio-machine, but the suppleness and

While Piloting an Avenger, the Pilot Candidate can take the following unique actions.

- *Sacrifice to the Avenger:* As an immediate action, the Pilot Candidate can suffer 10 points of damage to restore 1d6 HP to the Avenger. The Avenger's Fast Healing ability increases by +1 for the duration of the encounter. The effects of multiple sacrifices are cumulative. If the Avenger is reduced to 0 HP and has a Pilot Candidate aboard, it will always force its Pilot



tenacity of a young mind can stave off insanity much longer.

Most Pilot Candidates are 16 or younger- some of them are as young as 10. All are driven and patriotic, or at least so desperate for the approval of their older 'handlers' they'll risk everything to protect Japan by piloting its mecha. Pilot Candidates tend to have above average intelligence and reflexes, but beyond that they possess strength of will that allows them to link to an Avenger. Few have ever had the opportunity to ever really be kids, and they have a deep melancholy that often borders on clinical depression.

GILGAMESH equips Pilot Candidates with custom fitted, armored flight suits painted in the same colors as the specific Avenger each pilots. They are forced to keep these uniforms spotless.

Similar Creatures

The following creatures are built upon the GILGAMESH Pilot Candidate stat block.

Emotionless Doll – CR 5

GILGAMESH has used ova harvested from the senior members of its command and control staff mingled with alien tissues harvested from Abyss invaders to produce a new breed of Pilot Candidates. These young clones display very little emotion, just a crisp, often self sacrificing professionalism, and while they cannot tap into their innate rage like a true human can, they find it much easier to restrain an out-of-control Avenger.

Emotionless Dolls are slender, attractive humans of ambiguous gender, with silvery hair and eyes. They are usually distinguished by armored flight suits in some shade of silver, blue, grey or black.

Stat Block Changes

- GILGAMESH Emotionless Dolls have the aberration and Abyss subtypes.
- GILGAMESH Emotionless Dolls have CHA 14.
- GILGAMESH Emotionless Dolls cannot use their Pilot Training ability to *Succumb to Savagery*, however when they use this ability to *Control the Rage* they only suffer 1d4-1 points of temporary WIS damage.
- GILGAMESH Emotionless Dolls possess the *Broken Doll (EX)* trait. When reduced to half their maximum HP total or less (15 HP or fewer), the Emotionless Doll receives a +2 enhancement bonus to her CHA score, which vanishes when brought above 15 HP.

JSDF INFANTRY TETSUJIN - CR 7

Medium LG or LN Monstrous Humanoid (Half-Construct) Fighter (weapon master archetype) 8
XP 3,200

Init +2 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +9
Languages English, Korean, Japanese

Defense

AC 25 **Touch** 12 **Flatfooted** 21 (+2 DEX, +4 natural, +9 armor)

HP 8d10 +8 hp (57 HP)

FORT +7 **REF** +4 **WILL** +3

Defensive Abilities Weapon Guard +2

Immune Half Construct Immunities

Weaknesses Cybernetic Security Risk -0, Tasteless, Unusual Hand Structure

Offense

Spd 30 ft

Melee +11/+6 short sword (1d6+3 slashing, 19-20/x2)

Ranged +17/+12 M-16 rifle (2d8+5 ballistic, 20/x3, 120 ft range increment, 30 round box)

Cybernetics

Headware – Onboard Computer, Attack Barrier x1

Statistics

Str 14 **Dex** 15 **Con** 12 **Int** 10 **Wis** 13 **Cha** 11

Base Atk +8 **CMB** +10 **CMD** 22

Feats Burst Fire, Combat Reflexes, Deadly Aim, Dodge, Far Shot, Power Attack, Weapon Focus (M-16 rifle), Weapon Specialization (M-16 rifle)

Skills Craft (mechanical) +2, Perception +8, Survival +8, Swim +7

Gear +1 M-16 rifle, 20x spare clips, +1 short sword, Forced Entry Unit armor, mechanical tool kit, aprox. 250 lbs of canteens, rations and other gear carried on behalf of human soldiers

Ecology

Environment any land (commonly deployed throughout Asia)

Organization pair, squad (4-8) or platoon (12-16)

Treasure standard (including gear)

Special Abilities

Reliable Strike (EX)

When wielding his specially modified M-16, once per day, the JSDF Infantry Tetsujin may reoll an attack roll, critical hit confirmation roll, miss chance or damage roll as an immediate action. The Tetsujin must accept the second roll even if it is worse.



Tetsujin Gunner (EX)

The JSDF Infantry Tetsujin receives a +1 trait bonus on ranged attack rolls with firearms and energy specially modified for its hands.

Massive Strength (EX)

The JSDF Infantry Tetsujin's pneumatics and artificial musculature allows him to haul enormous weights, out of proportion to his size. His lifting, carrying and dragging limits are ten times greater than a humanoid creature of his size. His maximum load is 1,750 lbs.

Nature

The JSDF Infantry Tetsujin represents a specially built mechanoid that serves proudly alongside human-soldiers in the Japanese Ground Self Defense Forces. This Tetsujin

soldier serves as the workhorse and the steadiest gunner in his squad.

His enormous, mechanical strength allows him to pack as much gear as a Humvee, and move comfortably in a cumbersome set of tactical body armor specially customized for his proportions. The JSDF Infantry Tetsujin is a clanking, obvious target; he carries over 600 rounds of ammunition for the American-manufactured assault rifle he's trained with and practically considers part of his cybernetic body. Add to that the canteens and ration packs he volunteers to carry for his human squaddies, and the Tetsujin is weighted down with enough gear to strangle three human troops. He doesn't mind in the least.

KISS FRIEND - CR 1

Small LN, N or NG Human Expert 3

XP 400

Init +2 **Senses** Perception +2

Languages Japanese

Defense

AC 16 **Touch** 15 **Flatfooted** 14

(+2 DEX, +1 armor, +3 luck)

HP 3d8 hp (14 HP)

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

+4

Offense

Spd 20 ft

Melee +0 unarmed strike

(1d3-2 nonlethal, 20/x2)

Statistics

Str 7 **Dex** 15 **Con** 11 **Int**

10 **Wis** 13 **Cha** 16

Base Atk +2 **CMB** +0

CMD 12

Feats Kiss Evolution,

Kiss Merge, Super Kawaii

Skills Craft (mechanical)

+4, Computer Use +4,

Drive +8, Knowledge

(pop culture, technology)

both at +4, Sense Motive

+5

Gear school uniform,

smartphone, enchanted driving

gloves (+2 to Drive)

Ecology

Environment any urban

Organization Kiss Team (always accompanied by a Kissgear) and possibly 1d4+1 other Kiss Teams

Treasure standard (including gear)

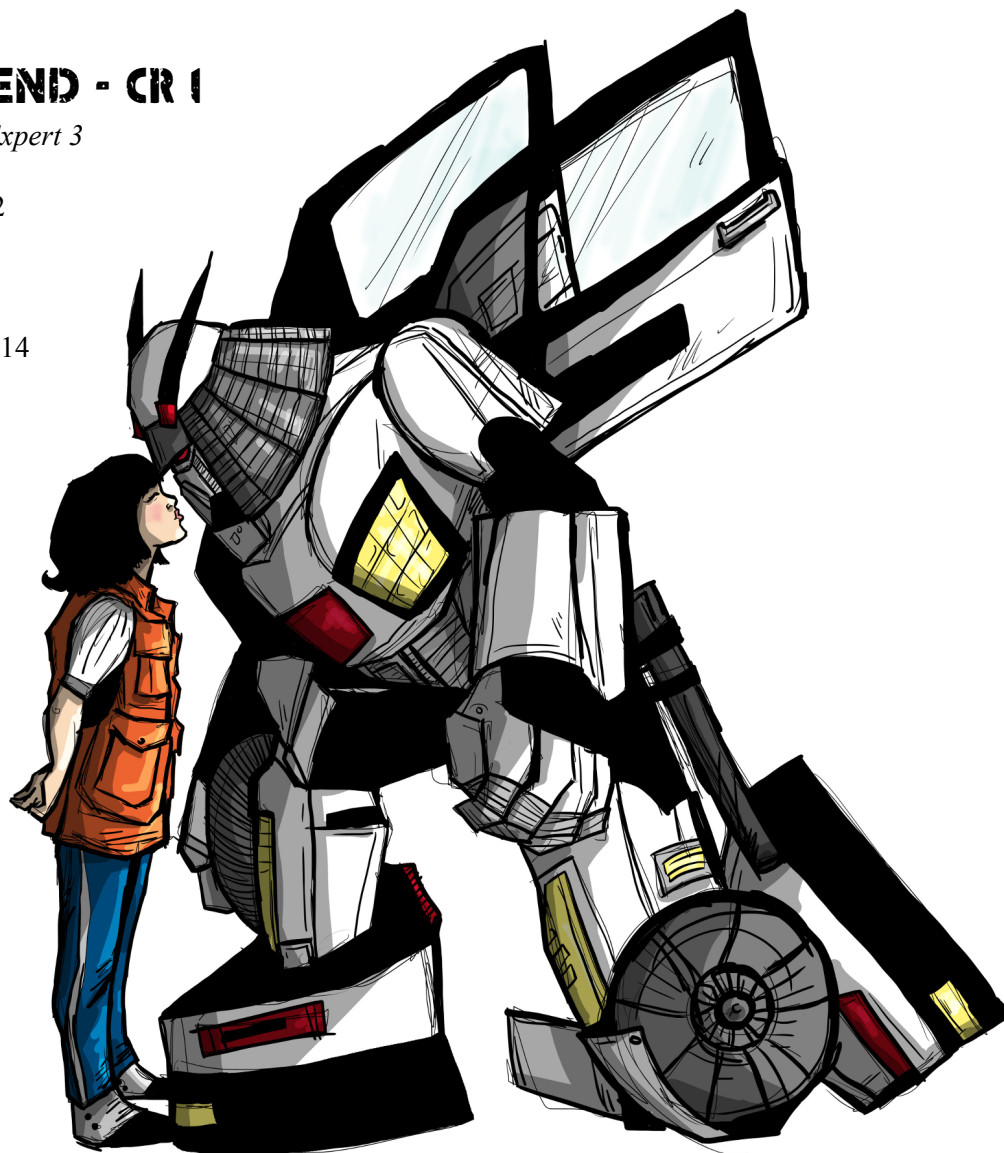
Special Abilities

Kiss Friend (SU)

Up to three times per day, the Kiss Friend can kiss a willing Battlechanger on its mouth or facial armor as a full round action. Doing so restores 1 point of Fuelon to the Battlechanger, and allows the Kiss Friend to initiate a Kiss Merge if she desires.

Kiss Merge (SU)

When kissing a Battlechanger ally, the Kiss Friend can



choose to physically merge with the robot. While she is Kiss Merged, the Battlechanger gains the following benefits:

- Gains a +2 enhancement bonus to Armor Class
- Gains the Powerful Build racial trait, and the robot's natural attacks and Special Weapons inflict damage as if one size category larger
- Is under the effects of *haste*

The Kiss Friend can maintain a merge for up to 26 rounds per day, which need not be consecutive. However, she is *exhausted* for twice as long as she remains merged, and cannot initiate a Kiss Merge while *fatigued* or *exhausted*.

Nature

Just a few short months ago, the Kiss Friend was an ordinary secondary school student, until secret government tests revealed she had the rare and highly sought after

ability to supercharge robotic systems with just a kiss! Now, the perky and clever 13 year old girl is a part-time government operative. While lots of kids have after school jobs, not many can say they're an (extremely junior) officer in a secret branch of the Japanese Ground Self Defense Forces.

Kiss Friends are a vital component of the JGSDF's "Kiss Teams"- serving as drivers, mechanics and morale boosters for alien robotic warriors who've come to Japan and formed an alliance with the JSDF against all enemies, whether they be extraplanar or alien. In addition to protecting Japan's roadways from vehicular horrors like *Black Cars* and worse things, Kiss Teams keep a wary eye peeled for rogue Battlechangers, mecha-terrorists and other threats. Kiss Teams sometimes work as the ground-based counterparts of the Assault Witch program, and battle similar threats- including low-flying *Abyss*. (If a particular Kiss Friend is assigned a Kissgear partner with an airborne alt-mode, replace her ranks in Drive with equal ranks in Fly, and swap her enchanted driving gloves for enchanted pilot's gloves.)

Kiss Friends are accompanied everywhere by their Kissgear partner, and aren't much of a threat outside their mecha. When merged with their robotic ally, Kiss Friends are a force to be reckoned with. Despite the best efforts of her training instructors, Kiss Friends remain girls at heart- they can be immature, bratty and frivolous, though she's dedicated enough she usually puts on a decently professional demeanor when she's behind the wheel. (And her Kissgear can usually reign in her worst flights of fancy, if necessary.) Her videogame trained reflexes, tech savvy, and ability to learn on the fly serve her well in her unusual new career.

KISSGEAR - CR 8

Large LG or LN Monstrous Humanoid (Battlechanger)
Warrior 10

XP 4,800

Init +2 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +6

Languages English, Japanese, Tech-FG

Defense

AC 19 **Touch** 11 **Flatfooted** 17 (-1 size, +2 DEX, +8 natural)

HP 10d10 +20 hp (75 HP)

FORT +9 **REF** +5 **WILL** +4

Immune Suffocation, Vacuum (No Breath)

Resist Cold 20, Fire 20

Weaknesses Cybernetic Security Risk -1

Offense

Spd 40 ft

Melee +15/+10 shocking tonfa (1d8+5 bludgeoning plus 1d6 electrical, 20/x2)

Ranged +13/+8 heavy charge pulse rifle (2d6 force, 20/x3, 100 ft range increment, semi auto)

Special Qualities Freeze (alt-mode only), No Breath, Unhealing

Statistics

Str 18 **Dex** 12 **Con** 15 **Int** 13 **Wis** 12 **Cha** 9

Base Atk +10 **CMB** +15 **CMD** 26

Feats Cleave, Great Cleave, Piloted Reflexes, Power Attack

Skills Craft (mechanical) +13, Computer Use +6, Intimidate +12, Perception +6

Ecology

Environment any urban

Organization Kiss Team (always accompanying a Kiss Friend partner), often accompanied by 1d4+1 other Kiss Teams

Treasure incidental

Cybernetics

Headware – Onboard Computer

Shannix Budget

Energy Resistance (cold), Energy Resistance (fire), Special Weapon (+2 *shocking tonfa*) Special Weapon (+3 *heavy charge pulse rifle of infinite ammo*), Ram Plates

Special Abilities

Fuelon Reserve (EX)

The Kissgear has 6 points in his Fuelon reserve. The Kissgear can expend a point of Fuelon to achieve a number of results, described fully in *Battlechangers: Ironworks*.

Heavy Charge Pulse Rifle (EX)

On a successful attack with the pulse rifle, the Kissgear may reroll any 1s or 2s rolled for damage, but must accept the results of this reroll even if it is worse than the original roll.

Massive Strength (EX)

The Kissgear's pneumatics and artificial musculature allows them to haul enormous weights, out of proportion to his size. His lifting, carrying and dragging limits are twenty times greater than a humanoid creature of his size. A Kissgear's maximum load is 6,000 lbs.

Kiss Touring (SU)

The Kissgear drives best when his special human friend is in his passenger compartment. While in alt-mode, while his

Kiss Friend is in his cabin or physically merged, the Kissgear receives a +2 trait bonus on REF Saves.

Piloted Reflexes (EX)

While a humanoid ally is in the Kissgear's vehicle mode driver's seat, and the Kissgear is called to make any REF Save the Kissgear makes the save as normal, and the driver makes a Drive check. The Kissgear uses whichever result is higher. If the driver possess evasion, improved evasion or similar ability, the Kissgear is also treated as having this ability while being piloted.

Alt-Mode

The Kissgear transforms into a four door police cruiser with reinforced bumpers, painted in stark black and white colors. The prefectural crest of the region the Kissgear is assigned is emblazoned on the vehicle's hood and door, and a V-shaped light bar is mounted atop the passenger cabin. The Kissgear can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.

Classification Large Ground Mover (police cruiser)

Armor Class

Spd 175 ft

Maximum Load 30,000 lbs

The Kissgear has the ability to change coloration and deco, and to retract his light bar, at will. Usually, the Kissgear only maintains police colors while 'on duty' and adopts ordinary civilian deco when not on the job. When 'off duty', the Kissgear usually stays in alt-mode and tries to pass himself off as his partner's new family sedan.

The Kissgear takes only half damage from falls and collisions in alt-mode thanks to built in ram-plates.

Nature

Kissgear mechs are a special cadre of heroic Battlechangers stationed on Earth- specifically, in Japan and allied with the country's military. Kissgear are chosen for this assignment not only due to their proven battle prowess, courage and devotion to the Freegear ethos, but because they have the unique capacity to genuinely love a human. Partnered with a young human boy or girl, Kissgear draw both moral courage and tactical speed and firepower from their tiny human partner. For some, this bond between human and machine is so intense the Kissgear can actually absorb their organic partner into their mechanical systems. While so merged, the robot's already impressive physical attributes are heightened to an amazing degree.

Kissgear are large moderately armored Battlechanger soldiers who assume the form of a modern police cruiser with Japanese prefectural police livery. (While technically part of the Japanese Ground Self Defense Force, Kissgear

use civilian police colors in hopes of attracting less attention while on a mission.) The Kissgear has a clean ivory hull accented with jet black or dark navy deco. Shoulder mounted tires give the Kissgear the appearance of heroic bulk in robot mode. When not in active combat, the robot keeps its specialized weapons- a heavy pulse rifle and electro-tonfa- stowed in its hip plating.

The Kissgear is a professional and very experienced soldier, but ever since bonding with his young Kiss Friend partner, has shown a renewed enthusiasm for Earth and its creatures. The Kissgear can be extraordinarily warm and friendly to humans, and might be tempted to break cover and assume robot mode if around his partner's human friends and family, or go off on some hair-brained scheme his young partner has dreamt up. The Kissgear otherwise maintains a paternal demeanor around his partner and other human children, and a soldierly one around the JGSDF, human adults and other allies.

KUMO-CHAN

In addition to the best-selling Tetsujin workers, *Hyabusa Heavy Industry's* Assembly Plant-01 produces a variety of "Kumo-Chan" assault mecha for use by the elite branches of the Japanese police and self defense forces. Though the Kumo-Chan have an official designation, nobody, not even the pilots themselves ever really use those designations. Instead of referring to deploying with a Hexipedal Assault/ Scout Mecha Type III, a pilot will speak, usually with maternal love tinged with the occasional bit of frustration about taking her Kumo-Chan into battle. The nickname, literally *Child Spider*, seems apt.

There are a variety of Kumo-Chan mecha, but all share certain characteristics. Robotic vehicles of this type are incredibly nimble, fast for their size and operated by a very clever onboard AI core. Though usually designed to work with a human partner or pilot, Kumo-Chan can operate on their own indefinitely and are capable of carrying out very complex missions with minimal human supervision.

Kumo-Chan mecha of all classes are gregarious and curious. They enjoy the company of humans, and many are given regular clearance to leave their bases to explore (or just occasionally sneak out in the night). When off base 'on leave', the mecha have the majority of their weapons offlined for safety. During their leisure time, Kumo-Chan usually people watch, enjoying the hustle and bustle of crowded 'human interaction zones' like Akihabara from a nearby rooftop.



KUMO-CHAN, JINUSHIGAMI -CLASS - CR 14

Huge LN Construct (Kumo-Chan, Mecha)*

XP 38,400

Init +6 **Senses** Blindsense 1 mile, Darkvision 90 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +21

Languages Japanese and English or pilot's languages*

Defense

AC 30 **Touch** 15 **Flatfooted** 23 (-2 size, +6 DEX, +1 dodge, +14 natural)

HP 19d10 + 40 hp (145 HP)

FORT +6 **REF** +12* **WILL** +8*

Immune Construct Immunities

Weaknesses Cybernetic Security Risk -1, Intelligent Pilot

Offense

Spd 50 ft **Climb** 50 ft

Reach 15 ft

Melee +27/+22/+17/+12 slams (2d6+10 bludgeoning, 20/x2)

Ranged +23/+18/+13/+8 combat shotgun (2d10 ballistic, 20/x2, 30 ft range increment, full auto)

OR +29 .30 anti-vehicle sniper rifle (4d10 ballistic, 19-20/x3, 1,000 ft range increment, single shot)

Sneak Attack +4d6

Special Qualities Piloted

Spell-Like Abilities (CL 19th Concentration +20)

At Will – Fog Cloud

- Greater Invisibility
- Stinking Cloud (F-DC 12)

1x/day – Acid Fog

- Cloudkill (F-DC 14)

Statistics

Str 30 **Dex** 22* **Con** - **Int** 13* **Wis** 15* **Cha** 11*

Base Atk +19 **CMB** +31 **CMD** 47 (cannot be tripped)

Feats Cleave, Combat Reflexes, Deadly Aim, Dodge, Great Cleave, Lightning Stance, Mobility, Power Attack, Run, Spring Attack, Wind Stance

Skills Acrobatics +15, Climb +29, Knowledge (local and tactics) +6 each, Perception +21

Gear +3 keen .30 anti-vehicle sniper rifle (salvageable from destroyed mecha)

Cybernetics

Headware – Onboard Computer

Ecology

Environment any urban or forest (commonly deployed throughout Japan and Korea)

Organization serves as a vehicle for a Medium pilot, often accompanied by 1-6 Katanagari-class mechs and associated Spider Egg Drones

Treasure salvaged rail gun (see gear)

Special Abilities

Lightning Stance (EX)

If the Jinushigami-class mecha takes two actions to move or a withdraw action in a turn, it gains 50% concealment for one round.

Spider's Data Webs (EX)

The Jinushigami-class mecha forms the center of a complex tactical data network, like a spider in an invisible web. All creatures with the Kumo-Chan subtype within 500 ft gain the benefit of this data web. Unless all Kumo-Chan creatures are flanked or flat-footed, none of them are considered flanked or flat-footed.

Spider Egg Drones (EX)

The Jinushigami-class mecha is equipped with launch systems for six Spider Egg Drones. It can deploy up to three of these drones as a swift action.

Tactical Blindsense (EX)

The Jinushigami-class mecha can take a move equivalent action to allow all creatures with the Kumo-Chan subtype

within one mile to benefit from its Blindsense for one round.

Nature

Jinushigami-class (literally 'god of a place' or 'landlord kami') are the most dangerous, commonly deployed class of Kumo-Chan assault mecha. These larger and more heavily armed Kumo-Chan form the centerpiece of tactical squads, coordinating the tactics of other Kumo-Chan with their superior sensory capabilities and tactical comms network. Often, a single Jinushigami-class is deployed with up to half a dozen Katanagari-class subordinates and their assorted Spider Egg drones.

Black Japan's police forces use Jinushigami-class mecha in breaching operations, while the Self Defense Forces use them for stealth operations or outright assassination missions. Like all Kumo-Chan mecha, Jinushigami-class mechanoids are clever, tactically brilliant and able to learn from their mistakes. Of all the Kumo-Chan, Jinushigami-class are the most emotionally mature, and have the most adult-like personalities. They are calculating, crisp and businesslike and only rarely given to fits of unbridled curiosity or inappropriate enthusiasm.

A Jinushigami-class mecha is a spider-like robot larger than an SUV, heavily armored but incredibly fast. Its noise-canceling design and intricately articulated toes allow it to move in nearly complete silence, despite its tonnage. Racks of smoke tubes on the abdominal section, aft of the pilot's compartment allow it to create cover and concealment on the battlefield, as well as giving the mecha some 'last-resort' chemical warfare capabilities. A compact radome system provides superior sensory capabilities, while a massive sniper rail-gun slung over the robot's thorax gives the Jinushigami-class a potent long-range strike capability.

The Jinushigami-class is more than capable of using its innate stealth, invisibility field generators, smokers, onboard rail guns and combat shotguns to assassinate hardened targets with a first, hard strike.

KUMO-CHAN, KATANAGARI-CLASS - CR 5

Large LN Construct (Kumo-Chan, Mecha)*

XP 1,600

Init +8 **Senses** Darkvision 90 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, scent, Weapon Detectors, Perception +4

Languages Japanese and English or pilot's languages*

Defense



AC 20 Touch 14 Flatfooted 15 (-1 size, +4 DEX, +1 dodge, + 6 natural)
HP 6d10 + 30 hp (63 HP)
FORT +2 **REF** +6* **WILL** +5*
Immune Construct Immunities
Weaknesses Cybernetic Security Risk -1, Intelligent Pilot

Offense

Spd 40 ft **Climb** 40 ft
Reach 10 ft
Melee +7/+2 slams (1d8+2 bludgeoning, 20/x2 plus disarm or steal)
Ranged +9/+4 submachine guns (2d6 ballistic, 19-20/x2, 50 ft range increment)

Note that a technician can easily swap out the mecha's internal ammo drums for drums filled with less-lethal gel rounds. Once so modified, the Katanagari-Class mecha

*inflicts **non-lethal ballistic damage** until the ammo hopper is switched out again.*

Special Qualities Piloted

Statistics

Str 14 **Dex** 18* **Con** - **Int** 8* **Wis** 16* **Cha** 8*
Base Atk +6 **CMB** +9 (+11 disarm or steal) **CMD** 23
Feats Combat Reflexes, Dodge, Improved Disarm^B, Improved Steal^B, Skill Focus (stealth)
Skills Acrobatics +10, Disable Device +2, Climb +10, Perception +4 (+14 detect concealed weapons/explosives), Stealth +11
Cybernetics
Headware – Onboard Computer, Compound Optics Band, Attack Barrier x1

Ecology

Environment any urban or forest (often deployed throughout Japan and Korea, just as likely to be enjoying 'leave' somewhere in a Japanese mega-city)

Organization serves as a vehicle for a Medium pilot

Treasure incidental (occasional trinkets and souvenirs, picked up while 'on leave' and crammed into the pilots' compartment)

Special Abilities

Compound Optics Band (EX)

Camera lenses spaced across the Katanagari-class mecha's hull allow it a 360 degree field of vision. It cannot be flanked.

Nimble Stalker (EX)

The Katanagari-class mecha does not suffer a size penalty on Stealth checks.

Spider Egg Drones (EX)

The Katanagari-class mecha is equipped with launch systems for two Spider Egg Drones. It can deploy one or both of these drones as a swift action.

Sword Hunter (EX)

With a successful melee attack, the Katanagari-class mecha may make a free disarm or steal attempt against the target without provoking an attack of opportunity. Doing so is considered part of the melee attack.

Weapon Detectors (EX)

The Katanagari-class mecha has advanced onboard sensors to sniff out and detect concealed weapons and explosives. The Katanagari-class mecha receives a +10 racial bonus on Perception checks made to detect concealed weapons or explosives, and may make such checks when it merely comes within 50 ft of a concealed weapon or explosive even when not actively searching.

Nature

Katanagari-class mecha (literally *Sword Hunters*) are among the most common breed of Kumo-Chan. They are designed for crowd control and urban protection, and are the most commonly deployed of all Kumo-Chan. In Tokyo itself or one of the bigger cities, you might see several Katanagari-class mecha deployed along parade routes or at the periphery of street festivals during holidays. In darker times, they serve with riot control units.

Katanagari-class mecha are designed to quickly spot and neutralize concealed weapons. If they detect a handgun

concealed in a jacket, they quickly spring into motion, able to snatch the weapon from the suspect's holster before most suspects can even blink. If their keen senses detect concealed explosives (such as in a truck bomb), the usual procedure is to call a human technician to render safe, but in extreme cases, the Katanagari-class mecha is skilled enough to disarm most simple explosives.

Like all Kumo-Chan, Katanagari-class mecha are designed with a spider-like body plan. With this particular mecha that plan is simplified, giving the robot a tick-like rather than spideroid silhouette.

KUMO-CHAN, SPIDER EGG DRONES - CR 2

Tiny N Construct (Kumo-Chan)

XP 600

Init +5 **Senses** Darkvision 120 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +4
Languages Japanese

Defense

AC 18 **Touch** 17 **Flatfooted** 13 (+2 size, +5 DEX, +1 natural)

HP 3d10 hp (17 HP)

FORT +1 **REF** +6 **WILL** +2

Immune Construct Immunities

Weaknesses Illusion Vulnerability

Offense

Spd 60 ft Climb 60 ft

Ranged +10 laser (2d6 force, 20/x3, 50 ft range increment)

Spell-Like Abilities (CL 5th Concentration +6)

At Will – Magic Missile

Statistics

Str 4 **Dex** 20 **Con** - **Int** 12 **Wis** 12 **Cha** 6

Base Atk +3 **CMB** +6 **CMD** 16

Feats Agile Maneuvers, Nimble Moves, Weapon Finesse

Skills Climb +16, Stealth +16, Perception +4

Ecology

Environment any urban

Organization swarm of 1d6+4 or accompanying a Kumo-Chan

Treasure none

Special Abilities

Hide in Plain Sight (EX)

The Spider Egg Drone may make a Stealth check to hide even if observed at no penalty.



Spider Egg Drones are relentlessly cheerful, talkative and, despite their total professionalism, found extremely annoying by most human troops. They ask as many questions as a bright 3 year old and even if commanded to be silent, they merely switch to asking those same questions by silent, wire-less cyber-comms. They enjoy the company of “Kumo-Chan” assault drones, who share their dispositions, and the rare Tetsujin soldier, who they revere as steel heroes.

PRETTY SOLDIER - CR 9

Medium NG gyaru Human Magus 10

XP 6,400

Init +3 **Senses** Perception +0

Languages Celestial, English, Japanese

Defense

AC 19 **Touch** 16 **Flatfooted** 16 (+3 DEX, +3 armor, +1 deflection +2 luck)

HP 10d8+10 hp (55 HP)

FORT +8 **REF** +7 **WILL** +7

Offense

Spd 30 ft

Melee +9/+4 naginata (1d8+1 slashing, 20/x4, 10ft reach)

Ranged +11/+6 heart wand (2d6 force, 19-20/x2, 50 ft range increment, unlimited ammo)

Special Qualities Arcane Pool, Knowledge Pool, Improved Spell Combat, Spell Recall, Spell Strike

Familiar Bakeneko (reskinned familiar)

Arcane Pool 9 points

Possible Enchantments via Arcane Pool dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed or vorpal

Spellcasting (CL 10th **Concentration** +19)

Zero – dancing lights, daze (W-DC 14), detect magic, flare (F-DC 14), spark (R-DC 14)

First – color spray (W-DC 15) (*prepared three times*), jump, magic missile, vanish

Second – blur, cat’s grace, scorching ray (*prepared twice*), schoolgirl’s twintails^E

Third – blink, daylight, shojo burst^E (*prepared twice*)

Fourth – dimension door (*prepared twice*)

Statistics

Str 11 **Dex** 17 **Con** 13 **Int** 19 **Wis** 11 **Cha** 15

Base Atk +7 **CMB** +10 **CMD** 20

Feats Agile Maneuvers, Combat Reflexes, Dodge, Super Kawaii, Weapon Focus (heart wand), Weapon Focus (naginata)

Illusion Vulnerability (SU)

The Spider Egg Drone’s keen AI and curiosity is a weakness sometimes. Though immune to most mind affecting abilities, the Spider Egg Drone is vulnerable to spells and effects from the Illusion school.

Skitter (EX)

Anytime the Spider Egg Drone is missed by a melee or ranged attack, it may make a 5 ft step as an immediate action.

Nature

Spider Egg Drones are clever, cunning ambush mechanoids. They are often deployed alongside their larger, harder hitting “Kumo-Chan” counterparts, serving as advance scouts, spies, snipers and rangefinders. Spider Egg Drones are enthusiastic masters in their assigned role as urban sniper/assassins. A small team of 3-5 Spider Egg Drones can take down significantly more powerful targets thanks to their extremely accurate lasers, excellent teamwork and ability to disappear into the night after each harassing shot.

Skills Acrobatics +13, Computer Use +9, Diplomacy +12, Heal +5, Knowledge (arcana) +17, Perform (dance) +12, Spellcraft +17, Use Magic Device +15

Gear +1 naginata, +1 heart wand, +2 glammered school uniform, ring of protection +1, wand of cure light wounds (20+2d6 charges), smartphone

Ecology

Environment any urban

Organization solitary, pair or soldier squad (4-6)

Treasure double standard (including gear)

Special Abilities

Arcane Accuracy (SU)

The Pretty Soldier can expend 1 point from her arcane pool as a swift action to grant herself an insight bonus equal to her INT bonus (+4) on all attack rolls until the end of her turn.

Hasted Assault (SU)

The Pretty Soldier can expend 1 point from her arcane pool as a swift action to move more quickly. This functions as *haste*, but only targets the Pretty Soldier and lasts for 4 rounds.

Gal Circle (SU)

Gyaru are at their best when accompanied by a sister; they form cute little covens called 'gal circles' when needed. A *gyaru* character receives a +1 morale bonus on WILL and REF Saves for every other allied *gyaru* character within 100 ft (maximum +5 bonus).

Unconventional (SU)

Gyaru reject Japanese politeness and fashion in favor of more modern, foreign styles. That really, really tends to piss off the older generation.

Gyaru only succeed on Bluff and Diplomacy checks if they both beat the check DC and roll 17+ when interacting with any Japanese character in the Middle Aged age category or older. Lower rolls are considered a failure.

Nature

The Pretty Soldier is a fashionable and passionate young Japanese girl, chosen by the forces of heaven to protect mortals from a very, very dangerous world. Prior to her

induction into a supernatural sorority of like-minded young warriors, she was an ordinary high school or college student, completely unaware of what lurked in Black Japan's shadows. Then one day, she adopted a rather unusual lost cat as a pet, and everything changed. Her strange *bakeneko* familiar is as much mentor as pet, teaching her about magic, the supernatural and the structure of the three Realms. It chose her because she was kind and had the capacity to be courageous, even if she hadn't discovered her courage yet.



Today, the Pretty Soldier is a veteran in the hidden war against evil. She's an attractive Japanese woman in her early 20s, dressed in a sailor's fuku so brilliant and vibrantly colored it may as well been woven from light itself. Her bleached hair, worn in complex buns and twintails, and make up are beyond perfect, even in the heat of battle. She carries a magical wand crested with cut crystal in her birth sign and carries a heirloom naginata once owned by a brave female samurai. She is soft spoken and extremely compassionate to victims, sometimes to her detriment. She's let more than one monster escape because she chose to heal and comfort a terrified mortal rather

than give chase.

Pretty Armies

Pretty Soldiers often fight in small teams of 4-6 magical girls. Merely by changing out her favored weapons and associated Weapon Focus feats, you can differentiate different Pretty Soldiers. Typically, each Pretty Soldier wields an archaic melee weapon and either a magical wand, enchanted shuriken or shortbow as a ranged weapon, though some may carry magical shields instead of a ranged weapon.

Pretty Soldiers rarely use guns or high-tech weapons, though a magical girl associated with the gunslinging *Eyrines Sisterhood* might break this unspoken rule. You can swap out a few skill ranks for further customization: Computer Use, Heal and Perform (dance) are purely flavorful skills that can be altered with little effect on the Pretty Soldier's combat prowess. Finally, changing the Pretty Soldier's associated familiar makes her feel unique: Spark Foxes and White Pollen Rabbits make great familiars, and a Child Familiar can represent a chibi kid sister who follows her heroic *sempai* around.

TOKYO METROPOLITAN PD SECTION SEVEN OFFICER - CR 6

Medium LG or LN Human Fighter 6
XP 2,400 *ad hoc adjustment due to extraordinary gear*

Init +7 **Senses** lowlight vision, Perception +3

Languages Japanese

Defense

AC 21 **Touch** 13 **Flatfooted** 18 (+3 DEX, +8 armor)

HP 6d8+12 hp (47 HP)

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

Defensive Abilities Bravery +2

Immune suffocation, vacuum (space suit)

Offense

Spd 30 ft

Melee +13/+8 stun baton (1d6+6 bludgeoning plus stun 1d4 rounds (FORT DC 10+damage negates), 20/x2)

Ranged +10/+5 pulse rifle (2d6 force, 20/x3, 100 ft range increment, semi auto, 40 cell)

Special Qualities Armor Training 2, No Breath (space suit)

Statistics

Str 22***Dex** 16* **Con** 13 **Int** 11 **Wis** 12 **Cha** 10

* includes enhancement bonus from Grade I Powered Armor

Base Atk +6 **CMB** +12 **CMD** 25

Feats Dead Aim, Far Shot, Improved Initiative, Iron Will, Precise Shot, Point Blank Shot, Toughness, Weapon Focus (pulse rifle), Weapon Specialization (pulse rifle)



Skills Craft (electronics) +7, Intimidate +7, Perception +8, Profession (military) +8

Gear grade I powered armor, mwk. stun baton, mwk. pulse rifle and 8x spare clips, ziptie restraints,

Ecology

Environment any urban (Japan)

Organization solitary, patrol (3-5) or squad (pair plus 2d6 Tokyo MPD Supercops or several Human Warrior 2)

Treasure non-standard (including gear)

Nature

When the horrors of the night are too much for ordinary police officers, the elite, cocky veterans of Police Section Seven are called in. The overworked and undermanned Section Seven is tasked with anything the ordinary cops can't handle: demonic incursions, rogue spellcasters,



supernatural rapists, and the confusion that follows the surge of an *Akashita Wind*. They are also tasked with tracking the random, unpredictable and bloody appearances of the *Hibagon's Night Stadium*, a task that will likely end in blood and fire.

Police Section Seven equips its officers in advanced suits of tactical powered armor, painted in the stark white and red of the Japanese flag. Its officers work effectively in small fireteams, using intelligent movement and room clearing protocols and coordinating their actions. Off duty, they're a lot less disciplined- most of them drag ass onto a shift after a night out at the sake bars, celebrating a successful mission.

Reskinning

The Section Seven Officer is another stat-block you'll get a lot of use out of. Simply by swapping out alignment, weapons load-out and language choices, you can produce a variety of private military contractors and elite, well-equipped soldiers. The special operatives providing elite security for the Amakaze and their holdings use this stat-block with a LE alignment, as are the cruelest, best trained

and most disciplined mortal soldiers of Project GILGAMESH.

TOTTORI HORROR - CR 15

Colossal CE Aberration

XP 51,200

Init +1 **Senses** Perception +6

Languages understands Celestial, English, Japanese, but does not speak

Defense

AC 30 (-8 size, +28 natural)

HP 22d8 + 374 hp (473 HP)

Regeneration 10 (good or lawful)

FORT +24 **REF** +7 **WILL** +19

Immune mind-affecting abilities

Damage Reduction 10/slashing or good

Offense

Spd 70 ft

Melee +30/+25/+20 horror talons (2d12+22 slashing, 19-20/x2)

Ranged +11/+6/+1 horror laser (6d10 half fire/half untyped energy, 20/x3, 1,000 ft range increment)

Statistics

Str 55 **Dex** 11 **Con** 44 **Int** - **Wis** 22 **Cha** 11

Base Atk +16 **CMB** +46 **CMD** 56

Ecology

Environment warm deserts (Tottori Sand Dunes)

Organization always solitary

Treasure none

Special Abilities

Beyond Sanity (SU)

Though it seems capable of learning, even tactical behavior, the Tottori Horror is so alien it is effectively mindless. The Tottori Horror is considered to have no INT score, and is immune to mind-affecting abilities. The Tottori Horror does not have skills or feats as humans understand the term; it is too disconnected from the Earth Realm for such things.

Any creature attempting to communicate with or scan the Tottori Horror using Psionics or divination magic must succeed at a DC 22 WILL Save or suffer 2d4 points of permanent INT and WIS drain. Creatures are comatose and helpless for a number of hours equal to the ability drain suffered.

Affected creatures must succeed at an additional WILL Save at the same DC for each language known. Failure indicates the language is forgotten; success means the creature retains use of the language. Creatures who lose the ability to speak any language due to Beyond Sanity's effect are slain by cataclysmic neural hemorrhaging and unless the corpse is completely cremated, it rises as a new Tottori Horror in 1d4+3 days.

Unbound by Our Conception of Time (SU)

The Tottori Horror moves at a pace disconnected from the screaming chaos all around it. It may remain completely immobile for long periods only to suddenly spring into violent motion without any warning.

Each round, the Tottori Horror can choose to forego either all its actions for the round. During this time the Tottori Horror remains completely immobile, and cannot make attacks of opportunity. Each round that the Tottori Horror remains immobile it can store up one round's worth of actions for future use. It can remain in this immobile indefinitely, but can only benefit from five (5) rounds of stored actions.

When the Tottori Horror chooses to finally move, it must use up all stored actions in a single burst of violent action.

It takes all these stored actions on its Initiative count during the chosen round. For example, if the Tottori Horrors held its actions for three rounds, on the fourth round it could make a total of four standard actions and four move actions, 8 move actions, or any other combination. (Four standard actions = 3 held rounds worth of actions + the current round's actions.)

Nature

Tottori Horrors are enigmatic, other-dimensional *things* that have emerged from a rift somewhere in the Tottori Prefecture. Their depredations have tainted the land, depopulating the prefecture, ruining the farms and crippling the local economy even in places beyond the immediate reach of their claws. Tottori Horrors are not mindless, but their thought processes are so alien no telepath can even get an inkling of their true sentience, and even the best tacticians have no clue as to the creature's ultimate plans. For now, the creatures choose to limit their activity to the Tottori Sand Dunes, though very occasionally, one embarks on some unknowable mission elsewhere in the blighted prefecture.

Tottori Horrors are enormous, spindly bipeds standing taller than a five story office building, but moving with an uncanny and gravity-defying grace when they need to. The creatures have rubbery, black flesh that seems to absorb light and burn the retinas if stared at too intently. Their proportions are inhuman, and unique to each creature, but most have swollen chests, wasp-like waists, long, stick slender legs and arms. Most have powerful, simian forearms and clawed fingers that scrape the grounds. Their faces are things from a nightmare, an abstract obsidian oval with blinking, weeping eyes spaced equidistantly across it. When sufficiently roused, one or more of these horrible eyes unleashes a lance of pinkish fire that burns hotter than a star.

APPENDIX: NEW SUBTYPES

Some of the creatures in this sourcebook display the following new subtypes.

ABYSS

Abyss are a race of aberrations that take the form of jet black geometric figures, that hover in mid-air thanks to the race's innate ability to manipulate gravity. They are merciless hunters. Abyss tend to have higher than normal natural armor bonuses to AC, as well as an impressive deflection bonus to AC due to their gravity based force field.

All Abyss have the following special qualities, unless otherwise noted.

- *Senses*: Blindsense 1500 ft, Blindsight 100 ft, Telepathy 500 ft
- *Regeneration*: Abyss possess Regeneration 5 or better. Their Regeneration can only be negated by attacks made by female characters. *Location*: *Defensive Abilities Format*: *Regeneration 5 (girl)*
- *Immune*: Force effects and mind affecting abilities
- *Racial Skill Modifiers*: +8 Fly
- *Girlish Soul Vulnerability (EX)*: All Abyss bio-weapons are especially vulnerable to damage from female heroes. Female characters receive a +4 luck bonus on attacks against the Abyss, and their attacks negate its Regeneration. *Location*: *Weaknesses Format*: *Girlish Soul Vulnerability*

BATTLECHANGER

Monstrous Humanoids with the Battlechanger subtype are powerful alien mechanoids able to alter their form into vehicles, tools and other useful shapes.

Though usually applied to Monstrous Humanoids, this subtype might be applied to other creatures, such as Animals or Magical Beasts, representing other bio-mechanical components of the Battlechanger ecosystem.

CYBORG SUBTYPE

Monstrous Humanoids with the Cyborg subtype have been mechanically augmented. Cyborgs have the following qualities.

- Cyborgs possess Darkvision 90 ft and low light vision. They can receive unencrypted wi-fi/cellular/television and radio signals, as well as similar higher-tech types of signal. *Location*: *Senses Format*: *Darkvision 90 ft, lowlight vision, wifi/cellular/television and radio reception*
- Cyborgs are immune to drowning, suffocation, vacuum, hunger, thirst, the sickened and nauseated conditions, death effects, ability drain and energy drain. *Location*: *Immunities Format*: *Cyborg Immunities*
- Heavy Cyborgs have the Unhealing special quality. They do not heal damage naturally, and healing spells and effects only have half the normal effect when used to benefit them. Light Cyborgs have the Slow Healing quality. They heal damage at half the rate of an unmodified creature, and healing spells and effects have only half the normal effect when used to benefit them. *Location*: *Special Qualities, Weaknesses Format*: *Unhealing or Slow Healing*
- Most Cyborgs have a +4 natural armor bonus to AC or better.

KUMO-CHAN

Constructs with the Kumo-Chan subtype have a spider-like body plan. They are often fast, stealthy, and keenly intelligent, and often deployed by Japanese police and military forces.

MECHA

Constructs with the Mecha subtype are vehicles designed to operate under the direct control of an intelligent pilot. Mecha have the following qualities.

- Though the Mecha's type is Construct, it is vulnerable to mind-influencing effects through its pilot. This weakness does not apply if the Construct is unmanned. *Location*: *Weaknesses Format*: *Intelligent Pilot*
- *Piloted (EX)* Some of the Mecha's qualities, marked with an asterisk in the statblock, are replaced by the Mecha's pilot if they are greater. The following qualities are replaced by the pilot's when the Mecha is in action: alignment, languages, REF and WILL Saves, skill ranks, base attack bonus (which may modify CMB and CMD), DEX, INT, WIS and CHA scores. *Location*: *Special Qualities Format*: *Piloted*

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