

TERRAFORMER

SHAPE YOUR WORLD



EFL SPECIAL FORCES

BY LEE HAMMOCK



Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.

EFL SPECIAL FORCES

The Eos Freedom League has little in the way of a standing army, instead relying on militia members to fill their ranks. The EFL can field upwards of fifty thousand soldiers if required. Such an effort would take several weeks to complete, and the soldiers would be poorly trained and equipped though motivated. Having little money with which to support a standing army and repulsed by the possibility of an army-controlled police state (which is how many view the Dawning Star Republic), the EFL instead has only a small number of full-time soldiers. These soldiers are well trained, well equipped, and given carte blanche by the EFL in regards to the means they use to accomplish their missions. These units are the EFL Special Forces (or EFLSF). Combined, their numbers are just over five hundred--but they are far more effective than their numbers would suggest.

EFLSF Organization

There are 50 Special Forces squads in the EFLSF, each having ten members. Each of these squads is based in one of the faction-camps allied with the EFL. That faction-camp is responsible for keeping the unit supplied, staffed, and trained. Roger's Point is home to eighteen EFLSF squads, while Steel End has ten squads, Sunder Ridge has twelve, Delhi has six, and Lanner's Crossing four. Each faction-camp decides on its own how many squads to support and may choose to decommission or add squads at any time. However, controlling EFLSF squads is seen as a

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⚔ ABOUT LEE HAMMOCK

Lead writer and game designer on the Dawning Star line, Lee has been affectionately called the "Hemmingway of RPGs" for the quality of his writing and prolific body of work. Lee has worked for numerous publishers, including AEG, Bastion Press, Louis Porter Jr. Designs, and DC Comics.

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major political and military advantage within the EFL. While the faction-camps within the EFL cooperate most of the time, in the few times they have undertaken military action against each other it has primarily consisted of covert actions carried out by their respective EFLSF squads. During a disagreement between Sunder Ridge and Steel End over the disposition of some salvaged fusion reactors, they each sent their EFLSF squads into the other's territory to sabotage industrial and infrastructure targets. Sponsoring EFLSF squads is not just a military tool but a sign of dedication to the EFL and a symbol of political prestige.

All EFLSF teams technically fall under the command of General Jasper Wellington, the leader of the oldest EFLSF team, the Bladefishers, based out of Roger's Point. The EFLSF squads are supposed to cooperate and act together in times of war, but a state of war has not existed on Eos since the annexation of Red Hill. This means most EFLSF squads ignore the command structure beyond their own settlement and only listen to their local commanders. Within each settlement though the command structure is usually very disciplined and controlled, with a colonel heading up each settlement's EFLSF teams and a captain leading each squad.

All EFLSF teams are highly trained in combat and covert operations, but most teams also have a secondary specialty such as orbital operations, underwater missions, or propaganda. The standard composition of an EFLSF team is one captain who serves as the commander of the group, a lieutenant who is the second in command, three weapons specialists, and five other specialists, such as demolitions or vehicle experts. The specialists on each team usually have related specialties, such as having an expert on alien technology, a security system specialist, and a survivalist on a relic hunting team. EFLSF teams are usually deployed alone, but particularly important missions have been known to involve upwards of ten teams at once.

The soldiers who make up the EFLSF are recruited from the local militia and police, mercenary companies, relic hunters, and even former EDF soldiers looking for a new way of life. Possible recruits are observed covertly for some time before approached about joining the EFLSF in order to ferret out any spies and to make sure the candidates are completely loyal to the EFL. The standards of loyalty vary from settlement to settlement, but they have been very strict since the EDF managed to insert a spy into the EFLSF two years ago and obtained extensive information about their operations. Those candidates who pass the inspection process are put through a rigorous three-year training regimen by the other EFLSF squads, with each squad spending one month out of the year training new recruits. This long training process and limited recruiting pool means it is difficult for the EFL to replace casualties in the EFLSF. As a result, they do everything they can to prevent losing any of their soldiers.

As part of their efforts to avoid casualties whenever possible, the EFL equips the EFLSF squads with the most advanced equipment available, including stolen Republic equipment and weapons from Daxion Arms. The EFLSF are often used to test new technology developed by

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the faction-camps, sometimes with less than pleasant results. While the EFLSF teams are well equipped compared to most troops on Eos, they often lack basic supplies like food and ammunition, while having plenty of advanced sensors and medical gear. This is accepted by most EFLSF soldiers as comical since it happens so often, and is called the “SF paradox” by veteran EFLSF soldiers. As a result of this situation, they often end up undertaking missions to raid Republic supply bases to acquire additional supplies. They always take care to cover their tracks when doing so, usually disguising their attacks as being that of bandits or local creatures. When on such operations the EFLSF tries to avoid actually attacking Republic personnel as much as possible, knowing that any casualties will generate unwanted attention.

Individual EFLSF units are assigned vehicles based on the skills of the squad’s members, but the EFL has few military vehicles to go around. The EFLSF tends to rely on converted civilian vehicles for transportation, upgrading most of their vehicles with additional armor plating and weaponry like the D-12 rail gun cannon. The EFLSF has no spacecraft assigned to it full time but occasionally makes use of the handful of shuttles possessed by the EFL. Apart from two squads trained in orbital operations, the EFLSF is rarely active in space, though the development of the drop pod (see below) may change this.

Each EFLSF squad is identified with a Greek letter (denoting which settlement it hails from), a number (representing its seniority within that settlement), and a nickname ascribed by its members. All Roger’s Point EFLSF units are designated as alpha squads, Steel End units as betas, Sunder Ridge as deltas, Lanner’s Crossing units as epsilons, and Delhi units as gammas. Most of the unit nicknames are based on Old Earth animals or animals common to the settlement the unit is based in.

While all the EFLSF teams are technically on the same side, they often actively work against each other and have a strong feeling of competition among their ranks, especially against teams from other settlements. It is not uncommon for EFLSF teams to learn that a team from another settlement is on a certain mission and then try to go complete that mission before the original team can. Due to the nature of their assignments the EFLSF has lots of down time between missions and training can only fill up so much, so they tend to be pretty creative when coming up with ideas as to how to fill their time. Discretely causing trouble for the Republic, hunting some of the more unusual Eotian creatures, and relic hunting are the main pasttimes.

The public in both the EFL and the Dawning Star Republic knows of the existence of the EFLSF but not what their missions are or most of their practices, such as stealing from the Republic. A few of the less important units that carry out less sensitive operations are used as propaganda tools and are displayed as patriots fighting for freedom against the oppressive Republic. The EFL makes sure that the less pleasant operations of the EFLSF never see the light of day.

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Delhi EFLSF Units of Note

This section identifies the more notable special forces units based out of the Delhi faction-camp.

Squad Gamma Zero (The Unmentionables)

Using a simple question mark as their symbol, the Unmentionables are an internal security squad tasked with keeping Republic spies and agents out of Delhi when possible or under surveillance when their presence must be tolerated. Consisting of a roster only known to the top leaders of the EFL, the Unmentionables have also been used on occasion to ferret out traitors within the EFLSF, including the EDF spy that infiltrated the organization a few years back. Officially, the Unmentionables do not exist, and they are not mentioned in any written records. They receive their orders and supplies through blind drops and conspicuously unguarded supply depots. The Unmentionables have remained completely loyal to the EFL, but now some leaders within the organization fear they have been given too much autonomy in order to preserve their secrecy and believe that they could cause significant damage to EFL operations if they turned rogue. Thus, some other settlements are slowly organizing operations of their own to eliminate the Unmentionables while doing their best to conceal such movements.

Squad Gamma Three (The Shadow Monkeys)

When Squad Gamma Three was formed there were doubts the squad could be supported by Delhi on top of the three EFLSF squads it already supported. The soldiers in the unit self-effacingly named themselves the Shadow Monkeys in reference to the jungle fighting they were trained for and because they didn't expect to be around long enough for their name to hold any importance. Surprisingly Delhi did find the means to support the squad, using them primarily to hunt down dangerous creatures in the jungles south of Delhi and the plains surrounding the settlement. Skilled in guerilla warfare and survival skills, Squad Gamma Three is entrusted with keeping tabs on Republic operations in the area around Delhi, most of which are terraforming or archaeological missions. The Shadow Monkeys have taken to stealing food supplies and flashlights from Republic camps in the area as a prank. The Shadow Monkeys have yet to see any real combat, having only been in existence a year, and are one of the least respected units in the EFLSF. Because of this they are eager to prove themselves, and their leader, Captain Willard Shii, is always trying to find missions that will earn his team some respect.

Lanner's Crossing EFLSF Unit of Note

This section identifies one of the notable special forces units based out of the Lanner's Crossing faction-camp.

Squad Epsilon Two (The Wind Wolves)

One of the few EFLSF units to have air vehicles permanently assigned to them, the Wind Wolves have been fortunate enough to be issued two SH-

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32 Sky-Skipper Hoverbikes and two SA-6 Dromedary Air Cargo Haulers. These craft have been modified with additional armor plating and a number of heavy weapons, primarily D-12 rail gun cannons and Tangier missile launchers. Squad Epsilon Two is officially an air rescue team, charged with pulling EFL troops and supplies out of the most dangerous situations, but it is equally adept at ground support missions. The Wind Wolves are all expert pilots and also have specialists in field repair, medical procedures, and navigation. The Wind Wolves spend most of their downtime looking after the herds of livestock that Lanner's Crossing depends on. This is one of the few EFLSF squads that all the other teams pay respect to at least in public, never knowing when the Wind Wolves will be sent to pull them out of a sticky situation. All the vehicles of the Wind Wolves are recognizable by the silver-winged wolf symbol painted on the sides.

Roger's Point EFLSF Units of Note

This section identifies the more notable special forces units from the Roger's Point faction-camp.

Squad Alpha One (The Bladefishers)

The original EFLSF squad, it began as a team of soldiers specially trained in aquatic operations to help secure the ports of Roger's Point. The team is made up of veterans with at least ten years of experience, and it is considered the premiere unit within the EFLSF. Led by General Jasper Wellington, its specialists are skilled in underwater demolitions, salvage missions, boarding operations, and naval combat. While their specialty is naval operations, they are often used by Patricia Rogers in other environments due to their experience and fearsome reputation. They have effectively become her personal problem-solvers, carrying out everything from assassinations to industrial espionage--some even whisper that Captain Wellington is Patricia Rogers's lover. The Bladefishers consider themselves above all the infighting and competition endemic to the EFLSF, but secretly every other EFLSF team is looking to take them down and thereby become the new top dogs. One EFLSF team from Steel End tried to actively sabotage a Bladefisher mission three years ago. They were decimated, and no EFLSF squad has tried to interfere with the Bladefishers directly since.

Squad Alpha Eighteen (Black Rat Squad)

The newest of the EFLSF squads, the Black Rats are an urban combat team specializing in subterranean combat. Officially they are meant to help defend Roger's Point from creatures that may move into its sewer system, an occasional problem on Eos, but the squad's true purpose is guerilla operations within Dawning Star City itself. The EFL only deploys the Black Rats in extreme cases, such as open hostilities with Dawning Star, though there have been some pushes lately for using them on a strictly espionage capacity within the city. Unlike most new teams that are made up of one or two veterans and a number of skilled individuals from

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outside the EFLSF, the Black Rats are entirely made up of veterans from other EFLSF teams. The Black Rats are still technically in training, but have been running a number of missions to various ruins on Eos to investigate rumors of functional relics.

Steel End EFLSF Units of Note

This section identifies the more notable special forces units from the Steel End faction-camp.

Squad Beta Five (The Steel Tigers)

The most famous EFLSF unit in Steel End, the Steel Tigers gained notoriety two years ago when they destroyed a relic robot that rampaged through the center of Steel End. The Steel Tigers have been the heroes of Steel End ever since, and their habit of exaggerating their deeds has done nothing to curtail these feelings. If you ask them, they are the only reason the Republic has not rolled over the faction-camp. The Steel Tigers are trained in urban combat and heavy weapons with their area of expertise being anti-armor operations. Using concealment, traps, rocket launchers, and explosives they can effectively take on armored vehicles assuming they have terrain to use to their advantage. The Steel Tigers have had little chance to use these skills since the Republic is the only group on they planet with real armored vehicles, and open war has not existed between the EFL and Republic since the Red Hill annexation. The Steel Tigers are now itching for a fight with the Republic, particularly their Armadillo heavy tanks. The Steel Tigers do more weapons testing then other EFLSF squads, mainly concentrating on heavy weapons.

Squad Beta Seven (Ghost Walkers)

The Ghost Walkers are unique in the EFLSF in that they do not usually carry weapons and rarely actually enter combat. Instead they are masters of sabotage and are trained to operate deep in enemy territory without weapons or any other indication of their true intent. The Ghost Walkers are currently deployed in the Southern Resource Zone, where they cause trouble for resource harvesting operations in the region near Steel End. They do this primarily by sabotaging vehicles, destroying vital roads, and stealing supplies meant for miners or lumberjacks. Their efforts have had only limited effects, but they are learning and becoming more effective. They have been on assignment now for two years straight with little contact with the EFL, leading some to think they may have gone rogue. The Ghost Walkers are all extensively trained in close combat, particularly with knives, and stealth, preferring to achieve their mission without ever being seen.

Sunder Ridge Unit of Note

This section identifies one of the notable special forces units from the Sunder Ridge faction-camp.



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Squad Delta Two (The Red Rams)

One of the earliest EFLSF teams to be created; it was formed out of a special mountain rescue squad Sunder Ridge had maintained before joining the EFL. Trained in both mountain rescue and combat, the Red Rams are well known in the faction-camp and are considered local heroes for all the rescue work they have done. The Red Rams tend to downplay their military role, preferring to avoid combat where possible. This has made them unpopular with their fellow EFLSF squads and the EFL leadership. There has been talk of disbanding the squad for several years but so far their popularity has kept them safe.

Equipment

EFLSF squads are always equipped with the most advanced technology available to the EFL, though they are often short on little things like clothes or food. The EFLSF are sent experimental equipment from the EFL for field testing, and they carry out such testing rigorously. The EFLSF squads will not take experimental equipment on actual missions due to questions of reliability, but will use them, extensively in testing.

The following pieces of equipment have been tested by the EFLSF and are now used in the field on a limited basis.

EFLSF Drop Pod

One of the rarer items used by the EFLSF, only twenty EFLSF drop pods are currently in existence. Nine feet tall and three feet wide, these black metallic cylinders are a recent creation of Steel End and are used to drop soldiers from orbit to a planet's surface. Each pod has an engine in the base and multiple retrorockets to slow its fall and keep it upright, in addition to parachutes and other more conventional devices used to slow its decent to a survivable speed. The drop pods are designed to be dropped from orbit over a target and left to free fall with only minor adjustments until the last mile above the surface. At this point initial deceleration devices are deployed; the remainder of the devices are not activated until the pod is within one thousand feet of the ground in order to avoid appearing as anything other than a meteor. The interior chamber is pressurized to minimize the effects of rapid descent on the occupant.

The pod must be targeted properly before it is dropped, requiring a Navigation check (DC 25) and ten minutes of preparation. Drop pods are dropped from a special launcher that can be mounted in the cargo hold of most ships and takes up thirty tons of cargo space. A drop pod takes approximately twenty minutes to reach the surface when dropped from orbit, though this varies with high or low orbits. The occupant must make a Fortitude save (DC 16) to avoid passing out for 1d4 minutes when landing, a Fortitude save (DC 12) to avoid taking 1d4 points of Dexterity damage due to blood flow difficulties. Even a successful landing deals 2d6 points of concussion damage (Reflex DC 20 halves). Needless to say these devices are not for the faint of heart or the weak. Items struck by a landing drop pod take 8d6 points of fire damage (from the retrorockets) and 8d6 points of bludgeoning damage. A successful Reflex save (DC 15)



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halves each instance of damage. Once the pod is down it requires five rounds for the occupant to remove the pressure suit and exit the pod. Each pod has a total cargo capacity of five hundred pounds, most of which is used for equipment for the occupant. Drop pods have 60 hit points and a hardness of 15. Each pod weighs two tons and has a purchase DC of 31. The pods are reusable if recovered.

EFLSF Covert Armor

A recent creation by engineers in Roger's Point, this armor is made of a mixture of materials harvested from creatures native to Eos and from high-tech fibers similar to Kevlar. Designed for maximum mobility, the covert armor is not as effective as EDF combat armor but is lighter and easier to move around in. EFLSF combat armor comes standard in black, but most units paint it according to their unit colors. The armor is unknown out of the EFLSF but due to its usefulness it is planned to go into production for civilians within the next two years. Covert armor is considered medium armor.

EFLSF COVERT ARMOR

Armor	PL	Type	Equip Bonus	Nonprof. Bonus	Max Dex Bonus	Armor Penalty	Speed (30 ft./20 ft.)	Wgt	Purch DC	Restr.
EFLSF Covert Armor	6	Tactical	+5	+2	+4	-2	25 ft./15 ft.	20 lb.	26	Res (+2)



EFLSF Squad Comp

A device issued to all EFLSF squads but not necessarily used by all of them, the EFLSF squad comp is a set of wearable computers that each member is supposed to use while in the field. These computers link up with each other through infrared transmissions and are linked into global positioning systems, allowing all members of a team to know the locations of other members and to communicate information to them quickly. The squad comp has two major components: the power pack/processor carried on the hip and the display/camera unit which is worn over one eye. This allows the wearer to easily see information projected onto his field of vision and capture images of whatever he is looking at, which may be then sent to his comrades over the computer network. The computer also correlates the images visible in each soldier's camera with satellite information to create a three-dimensional map of the area, including the location of hostiles that may be visible to one squad member but unseen by everyone else. While active the squad comp grants its users a +2 equipment bonus to Spot and initiative checks, though it must have at least five active users to be effective.

Each EFL squad comp unit weighs two pounds, has a purchase DC of 18, and a restriction level of Licensed (+2).

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Squad Alpha Seven (The Bonerattlers)

Named after a reptilian creature common in the area near Roger's Point and noted for its rattlesnake-like noise, the Bonerattlers are an excellent example of an "average" EFLSF team. Trained in covert operations, particularly in the plains regions of Eos and for relic hunting missions, the Bonerattlers are a moderately experienced squad with a number of successful missions to their credit. Most of these operations have taken place in northern Dawnhome, and the Bonerattlers have come into conflict with the Dawning Star Republic several times. While both sides have tried to keep these encounters from becoming shooting engagements, the Bonerattlers have earned the ire of most of the Republic Rangers in the area and can expect to attract a great deal of attention if they are ever discovered in Republic territory. For all the trouble the Bonerattlers have caused the Republic they have never injured a Republic citizen. In fact, they have taken part in several rescue operations to save Republic citizens from severe weather conditions and xenomorph attacks. These good deeds are one of the reasons the Republic personnel they encounter are so loathe to open fire, since the Bonerattlers are really more seen as thieves than soldiers. The behavior of both the Republic Rangers and the Bonerattlers has not been reported home to their respective commanders since both sides realize they are not supposed to play nice with their enemies. If either side received orders to break their habits of avoiding conflict they will, but they would also avoid killing when possible.

The symbol of the bone rattlers is an "X," formed by a human bone crossed with a rattle, on a black field. The unit can usually be found training around Roger's Point and is often deployed in northern Dawnhome when in the field. On occasion it has been active in other regions but these missions have been rare.

Captain Selma Yang

Captain Yang has been the commander of the Bonerattlers since its inception four years ago. A skilled leader, she has been the driving force in not engaging the Republic directly in combat. Instead she seeks to embarrass and harass the agents of the Republic, feeling that it accomplishes more than starting a shooting war. Captain Yang gained her position after ably serving in the militia during a bonerattler migration that threatened the outer settlements of Roger's Point, proving herself a proficient combatant and excellent organizer. Her performance since her appointment to lead the Bonerattlers has not been quite so stellar in the eyes of the EFL, but she does get results.

Ultimately Captain Yang is interested in accomplishing her missions with as few casualties as possible on all sides. While she does not favor what she sees to be the domineering power of the Republic, she feels that the people have to make their own choices as to who will lead them, and she would prefer to offer alternatives than try to change minds by force. She is an excellent lateral thinker, always tackling problems from an unexpected angle.

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Captain Yang gets along well with her second in command Lieutenant Kit, and the Bonerattlers in general hold her in high esteem. She gets along particularly well with Lieutenant Kit and Sergeant Taske, often playing cards together when off duty.

Captain Yang is in her early thirties and has slightly graying, long, thick black hair. Of Asian and Indian descent, she always wears a bindi mark on her forehead, denoting her Hindu faith. Always immaculately well groomed and clean, she considers her appearance to be an important facet of her role as an officer.

Captain Selma Yang (Fast Hero 2/Charismatic Hero 2/Field Officer 4):

CR 8; Medium humanoid; HD 6d8+2d6; hp 44; MAS 10; Init +6; Spd 30 ft.; Defense 24, touch 20, flat-footed 22 (+2 Dex, +7 class, +5 armor); BAB +6; Grap +6; Atk +6 melee (1d4, survival knife) or +6 melee (1d6, baton) or +6 melee (1d3 electrical + stun, stun gun), +8 ranged (3d4, D-2 rail gun pistol) or +8 ranged (3d6, D-1 Longarm rifle); Full Atk +6/+1 melee (1d4, survival knife) or +6/+1 melee (1d6, baton) or +6/+1 melee (1d3 electrical + stun, stun gun), +8/+3 ranged (3d4, D-2 rail gun pistol) or +8/+3 ranged (3d6, D-1 Longarm rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Leadership, tactical expertise, uncanny survival; AL EFL; SV Fort +4, Ref +7, Will +8; AP 10; Rep +4; Str 10, Dex 14, Con 10, Int 14, Wis 12, Cha 14.

PL Familiarity: 6

Occupation: Military.

Skills: Bluff +10, Computer Use +8, Diplomacy +14, Drive +5, Gather Information +6, Hide +7, Intimidate +11, Knowledge (Streetwise) +9, Knowledge (Tactics) +15, Listen +4, Move Silently +7, Read/Write Language (English), Sense Motive +5, Sleight of Hand +5, Speak Language (English), Survival +8, Treat Injury +3.

Talents: Coordinate, Evasion.

Feats: Advanced Firearms Proficiency, Armor Proficiency (Medium), Educated, Improved Initiative, Iron Will, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Trustworthy.

Possessions: EFLSF Covert armor, D-3 rail gun pistol with 2 clips, D-1 Longarm rifle with 2 clips, survival knife, stun gun, baton, 5 days of survival rations, night vision goggles, backpack, rope, 5 glowsticks, info comp, compass, universal communicator, medkit.

Lieutenant Wilson Kit

Second in command of the Bonerattlers, Lieutenant Kit was one of the few police officers in Roger's Point before joining the Bonerattlers. Personally chosen for the EFLSF by Patricia Rogers after being instrumental in apprehending some thieves who had been stealing blood and organs from the less fortunate in Roger's Point, he is a well known figure in the faction-camp and is considered something of a local hero. Some suspect his appointment to the EFLSF was more a propaganda move than a real appointment, but he has served with distinction since joining the EFLSF, and his sensibilities fit well with Captain Yang's. He is even well known in the Northern Resource Zone from an incident where he worked side by side with a Republic Ranger to help save a family from

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a flash flood.

A relaxed and laid back sort, Lieutenant Kit has an easy rapport with his troops that works well in concert with Captain Yang's more impersonal efficiency. He is generally more concerned with everyone getting back alive than completing missions successfully, but when the goal is important enough he puts these feelings aside. He often is found with Captain Yang and Sergeant Taske when off duty.

Of Nordic descent, Lieutenant Kit looks years longer than his real age of 28. He often wears his fatigues even when off duty; they are usually clean but rarely in what one would call neat condition. When off duty, Lieutenant Kit often heads to Roger's Point to visit friends and family.

Lieutenant Wilson Kit (Fast Hero 4/Gunhand 3): CR 7; Medium humanoid; HD 7d8+14; hp 49; MAS 14; Init +2; Spd 30 ft.; Defense 24, touch 19, flat-footed 24 (+2 Dex, +7 class, +5 armor); BAB +6; Grap +6; Atk +6 melee (1d4, survival knife), +8 ranged (3d4, D-3 rail gun pistol) or +9 ranged (3d6+2, D-1 Longarm rifle); Full Atk +6 melee (1d4, survival knife), +8 ranged (3d4, D-3 rail gun pistol) or +9 ranged (3d6+2, D-1 Longarm rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Tough as nails, weapon specialization (D-1 Longarm rifle); AL EFL; SV Fort +5, Ref +5, Will +3; AP 9; Rep +4; Str 10, Dex 15, Con 14, Int 12, Wis 10, Cha 12.

PL Familiarity: 6

Occupation: Law Enforcement.

Skills: Drive +7, Gamble +5, Hide +9, Intimidate +13, Knowledge (Streetwise) +12, Listen +9, Move Silently +9, Read/Write Language (English), Sense Motive +3, Speak Language (English), Survival +3, Treat Injury +4.

Talents: Evasion, Uncanny Dodge 1.

Feats: Armor Proficiency (Medium), Confident, Double Tap, Eos Freedom League Member, Faction-Camp Familiarity (Roger's Point), Personal Firearms Proficiency, Point Blank Shot, Renown, Quick Draw, Simple Weapon Proficiency, Weapon Focus (D-1 Longarm rifle).

Possessions: EFLSF Covert armor, D-3 rail gun pistol with 2 clips, D-1 Longarm rifle with 2 clips, survival knife, 5 days of survival rations, night vision goggles, backpack, rope, 5 glowsticks, info comp, compass, universal communicator, medkit.

Sergeant Benjamin Taske, Weapons Specialist

A massive mountain of a man, Sergeant Taske is well known within the EFLSF for being one of the top contenders each year in the EFLSF Boxing Championship. Transferred to the Bonerattlers after serving in the EFL Militia for many years, he is the oldest member of the Bonerattlers and has the most field experience. Despite this he does not see himself as a leader and always defers to his officers, but he makes an excellent non-commissioned officer. All the other non-coms in the Bonerattlers look up to Sergeant Taske and consider him the heart of the unit.

More so than Captain Yang, Sergeant Taske prefers a good throw-down on occasion. While he is well trained in various heavy weapon systems, Sergeant Taske prefers settling things in close, as a number of

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Republic soldiers have learned. Not much on killing exactly, he does have a thing for blowing up unoccupied vehicles and buildings. Sergeant Taske claims to have had a childhood experience encountering a darkling and ever since gets a little jumpy in ruins and small, enclosed spaces. He is an avid follower of all accounts of darkling encounters.

Six-and-a-half feet tall, Sergeant Taske weighs over 300 pounds, and most of it is muscle. Possessed of an coarse brown beard, he looks very much like a mountain man of Old Earth. He usually wears fatigues and always carries a weapon of some type.

Sergeant Benjamin Taske (Tough Hero 3/Dreadnaught 5): CR 8; Medium humanoid; HD 3d10+4d12+24; hp 87; MAS 19; Init +0; Spd 30 ft.; Defense 19, touch 14, flat-footed 15 (+4 class, +5 armor); BAB +5; Grap +7; Atk +7 melee (1d4+2 survival knife) or +9 melee (1d8+2 nonlethal, punch), +5 ranged (3d4, D-3 rail gun pistol) or +5 ranged (D-1 Longarm rifle); Full Atk +7 melee (1d4+2 survival knife) or +9 melee (1d8+2 nonlethal, punch), +5 ranged (3d4, D-3 rail gun pistol) or +5 ranged (D-1 Longarm rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Ability surge x2/day, fearless, knockdown, master defender, steamroller, unhindered; AL EFL; SV Fort +9, Ref +2, Will +5; AP ; Rep +; Str 14, Dex 10, Con 16, Int 10, Wis 12, Cha 12.

PL Familiarity: 6

Occupation: Military.

Skills: Climb +4, Intimidate +12, Knowledge (Tactics) +6, Read/Write Language (English), Speak Language (English), Survival +12, Swim +5.

Talents: Remain Conscious, Second Wind.

Feats: Armor Proficiency (Medium), Brawl, Exotic Firearms Proficiency (Grenade Launchers, Missile Launchers), Improved Brawl, Improved Massive Damage Save, Simple Weapon Proficiency, Personal Firearms Proficiency

Possessions: EFLSF Covert armor, D-3 rail gun pistol with 2 clips, D-1 Longarm rifle with 2 clips, survival knife, 5 days of survival rations, night vision goggles, backpack, rope, 5 glowsticks, info comp, compass, universal communicator, medkit, either a Tangier missile launcher or Tangier grenade launcher.

Corporal Sias McTaggart, Weapons Specialist

One of the newer additions to the Bonerattlers, Corporal McTaggart was assigned to the team to replace a member lost during a vehicle crash two months ago. Corporal McTaggart was transferred to the Bonerattlers after helping a group of Republic terraformers deactivate their atmospheric processor before it exploded. This earned her a demotion and a transfer to an EFLSF team where supposed pro-Republic sympathies would hopefully fit right in. Corporal McTaggart has not taken this well and tends to take it out on everyone around her, rarely being anything but grumpy.

An expert sniper, Corporal McTaggart is the resident sharpshooter for the Bonerattlers. She spends most of her missions far behind the rest of the team under concealment so she can provide cover fire. Corporal McTaggart is also one of the stealthier members of the team and does

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most of the scouting. She rarely hangs out with other members of the team when off duty, preferring to stew in her own anger while playing video games.

A small woman just barely five feet tall, Corporal McTaggart's face is locked in a permanent scowl. She often wears a Greenville Earth Devils baseball cap, trying to keep her bright red hair out of sight as much as possible.

Corporal Sias McTaggart (Fast Hero 4/Soldier 2): CR 6; Medium humanoid; HD 4d8+2d10+6; hp 34; MAS 12; Init +3; Spd 30 ft.; Defense 24, touch 19, flat-footed 21 (+3 Dex, +6 class, +5 armor); BAB +4; Grap +4; Atk +4 melee (1d4, survival knife), +7 ranged (3d4+2, D-3 rail gun pistol) or +8 ranged (3d6+4, D-1 Longarm rifle); Full Atk +4 melee (1d4, survival knife), +7 ranged (3d4+2, D-3 rail gun pistol) or +8 ranged (3d6+4, D-1 Longarm rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Weapon specialization (D-1 Longarm rifle); AL EFL; SV Fort +4, Ref +7, Will +3; AP 9; Rep +1; Str 10, Dex 16, Con 12, Int 14, Wis 13, Cha 8.

PL Familiarity: 6

Occupation: Military.

Skills: Climb +8, Drive +5, Hide +14, Knowledge (Tactics) +6, Listen +3, Move Silently +14, Read/Write Language (English), Speak Language (English), Spot +7, Survival +9, Swim +2, Treat Injury +3.

Talents: Improved Sharpshooter, Sharpshooter.

Feats: Armor Proficiency (Medium), Dead Aim, Far Shot, Personal Firearms Proficiency, Precise Shot, Point Blank Shot, Simple Weapon Proficiency, Stealthy, Weapon Focus (D-1 Longarm rifle).

Possessions: EFLSF Covert armor, D-3 rail gun pistol with 2 clips, D-1 Longarm rifle with 2 clips, laser sight, and a scope, survival knife, 5 days of survival rations, night vision goggles, backpack, rope, 5 glowsticks, info comp, compass, universal communicator, medkit.

Corporal Shian Ti, Weapons Specialist

The firearms maintenance expert for the Bonerattlers, Corporal Ti is responsible for making sure all the team's weapons remain in top shape. She is also the demolitions expert for the team, though she finds herself disarming explosives more often than setting them. She works in conjunction with Corporal Case, who usually ends up finding those explosives that need to be disarmed. She also is responsible for most of the explosive weapons used by the Bonerattlers and carries a large quantity of grenades.

Corporal Ti is always extremely quiet while on a mission, rarely speaking a word, but she can be a real chatterbox when not in the field. Many of the other members of the Bonerattlers think she talks too much, and they avoid spending time with her outside of field operations. This bothers Corporal Ti little. She spends most of her down time singing in various bars in Roger's Point where she has a small following as a blues singer.

A tall, rail-thin woman, Corporal Ti always has perfect posture and seems the taller for it. She is one of the few members of the Bonerattlers

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who actually takes time to take care of her appearance. In fact, she spends a few days each year sneaking into Dawning Star City to go shopping--against Captain Yang's wishes.

Corporal Shian Ti (Smart Hero 3/Techie 3): CR 6; Medium humanoid; HD 6d6; hp 23; MAS 10; Init +1; Spd 30 ft.; Defense 19, touch 14, flat-footed 18 (+1 Dex, +3 class, +5 armor); BAB +2; Grap +2; Atk +2 melee (1d4, survival knife), +3 ranged (3d4, D-3 rail gun pistol) or +4 ranged (3d6, D-1 Longarm rifle); Full Atk +2 melee (1d4, survival knife), +3 ranged (3d4, D-3 rail gun pistol) or +4 ranged (3d6, D-1 Longarm rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Extreme machine, jury-rig +2; AL EFL; SV Fort +2, Ref +2, Will +5; AP 9; Rep +1; Str 10, Dex 12, Con 10, Int 15, Wis 12, Cha 14.

PL Familiarity: 6

Occupation: Military.

Skills: Computer Use +11, Craft (Chemical) +8, Craft (Electrical) +11, Craft (Mechanical) +11, Craft (Writing) +4, Demolitions +16, Disable Device +13, Drive +4, Navigate +11, Perform (Singing) +7, Read/Write Language (English), Repair +14, Research +8, Search +8, Speak Language (English), Spot +4.

Talents: Savant (Demolitions), Savant (Repair).

Feats: Armor Proficiency (Medium), Cautious, Creative, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Weapon Focus (D-1 Longarm rifle), Windfall.

Possessions: EFLSF Covert armor, D-3 rail gun pistol with 2 clips, D-1 Longarm rifle with 2 clips, survival knife, 5 days of survival rations, night vision goggles, backpack, rope, 5 glowsticks, info comp, compass, universal communicator, medkit, mechanical tool kit, electrical tool kit, multi-tool, demolitions kit, 10 pounds of C-4, 5 fragmentation grenades, 4 smoke grenades, 2 phosphorous grenades.

Sergeant Meghan Owali, Alien Technology Expert

A graduate of Dawning Star University, Sergeant Owali was looking forward to a career of inspecting alien relics and writing papers on them. She had no interest in going into the field herself, finding the whole prospect to be too dangerous--what with all the xenomorphs and strange diseases involved. She was accused of selling University relics on the black market by a colleague who had in fact carried out the thefts in question. Unfortunately, enough circumstantial evidence and embarrassment for the University was brought to bear that she was terminated from her position and blacklisted from working in Republic academia. Having no other choice, she left the Republic for the faction-camps, first living in Hapeville before she was recruited by Patricia Rogers to come research relics in Roger's Point.

Not having the staff of Republic facilities like the Republic, Sergeant Owali quickly ended up going into the field to investigate ruins instead of remaining in the lab. She demonstrated a good head for field operations, in one instance leading her team of archaeologists in battle against a group of hostile spitter spiders. After several other similar events, Sergeant Owali was asked by Patricia Rogers to join the EFLSF, offering

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more access to relics controlled by Roger's Point in exchange. Sergeant Owalli accepted and has served admirably, but she has yet to really get her hands on any relics other than the small handful the team itself has acquired.

A scholarly woman who always seems to have trouble looking professional, Sergeant Owalli is always reading. She spends most of her off duty time in research or reading papers published by the research institutes of the Republic. She is somewhat bitter about her lot in life, wanting to instead be in the ivory towers of learning in the Republic. Deep down, she knows it is not to be.

Sergeant Meghan Owalli (Smart Hero 3/Field Scientist 3): CR 6; Medium humanoid; HD 3d6+3d8+6; hp 34; MAS 13; Init +0; Spd 30 ft.; Defense 19, touch 14, flat-footed 17 (+2 class, +2 Dex (Smart Defense), +5 armor); BAB +2; Grap +2; Atk +2 melee (1d4, survival knife), +2 ranged (3d4, D-3 rail gun pistol) or +2 ranged (3d6, D-1 Longarm rifle); Full Atk +2 melee (1d4, survival knife), +2 ranged (3d4, D-3 rail gun pistol) or +2 ranged (3d6, D-1 Longarm rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Scientific improvisation, smart defense; AL EFL; SV Fort +3, Ref +3, Will +3; AP 9; Rep +2; Str 10, Dex 10, Con 13, Int 15, Wis 14, Cha 11.

PL Familiarity: 6

Occupation: Academic.

Skills: Computer Use +11, Craft (Chemical) +8, Craft (Electrical) +8, Craft (Mechanical) +8, Decipher Script +13, Forgery +13, Investigate +11, Knowledge (Earth and Life Sciences) +11, Knowledge (Physical Sciences) +13, Knowledge (Technology) +13, Read/Write Language (English), Research +13, Search +7, Speak Language (English).

Talents: Identify Alien Technology, Utilize Alien Technology.

Feats: Armor Proficiency (Medium), Educated, Meticulous, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Studious.

Possessions: EFLSF Covert armor, D-3 rail gun pistol with 2 clips, D-1 Longarm rifle with 2 clips, survival knife, 5 days of survival rations, night vision goggles, backpack, rope, 5 glowsticks, info comp, compass, universal communicator, medkit, evidence kit, mechanical kit, chemical kit.

Corporal Toru, Survivalist

One of the few velin found among the ranks of the EFL, Toru is the Bonerattlers' expert in wilderness lore and survival. Able to live comfortably in most any area of Eos, Toru is a valued part of the team but is always aloof and separated from his companions. Toru left his tribe to learn more about humans outside the Republic. So far has been troubled by what he has seen. Humans show far more variety in their beliefs and behaviors than the velin, and that has been confusing for Toru. He joined the EFLSF after helping some EFL soldiers deal with a pack of Dawson dragons in a feeding frenzy, but he is not really that interested in the cause of the EFL. Loyal for now, he is the velin who has penetrated the furthest into the EFL power structure, and the Velin Tribal Council wants to keep him in a position to keep them informed.

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Toru is always taciturn and alert in the field, rarely relaxing or talking with his teammates. He has forgone traditional velin clothing for his EFLSF armor and uniform but always carries a number of trophies and talismans made of various animal bones and feathers. While he carries modern weapons, he also always has his bazer sword close at hand.

Corporal Toru (Velin Hunter 3/Dedicated Hero 3): CR 6; Medium humanoid; HD 6d8+18; hp 42; MAS 19; Init +0; Spd 30 ft.; Defense 19, touch 14, flat-footed 19 (+4 class, +5 armor); BAB +5; Grap +7; Atk +7 melee (1d4+2, survival knife) or +8 melee (1d6+1d6 acid+2, bazer sword), +5 ranged (3d4, D-3 Rail gun pistol) or +5 ranged (3d6, D-1 Longarm rifle); Full Atk +7 melee (1d4+2, survival knife) or +8 melee (1d6+1d6 acid+2, bazer sword), +5 ranged (3d4, D-3 Rail gun pistol) or +5 ranged (3d6, D-1 Longarm rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Detect vaasi (x6/day), improved detect vaasi, low-light vision, tribal collective memory, vaasi hatred, wilderness training; AL Velin Tribal Council; SV Fort +7, Ref +2, Will +5; AP 8; Rep +1; Str 15, Dex 10, Con 16, Int 11, Wis 14, Cha 6.

PL Familiarity: 3

Occupation: Nomad.

Skills: Hide +8, Listen +10, Move Silently +8, Speak Language (English, Velin), Spot +12, Survival +13, Treat Injury +8.

Talents: Defense Training, Survival Training.

Feats: Alertness, Archaic Weapons Proficiency, Armor Proficiency (Medium), Exotic Melee Weapon Proficiency (Bazer Sword), Guide, Improved Massive Damage Threshold, Personal Firearms Proficiency, Simple Weapons Proficiency, Stealthy, Weapon Focus (Bazer Sword).

Possessions: EFLSF Covert armor, D-3 rail gun pistol with 2 clips, D-1 Longarm rifle with 2 clips, survival knife, bazer sword, 5 days of murcow jerky, backpack, rope, 5 glowsticks, info comp, compass, universal communicator, medkit, trophies.

Sergeant Pieter Ofkropt, Vehicle Expert

The child of air runners who were among the original members of the faction-camps, Sergeant Ofkropt has spent his entire life in Roger's Point and is a staunch believer in the EFL and the freedoms it protects. A member of the militia before the EFLSF, he earned his place in the EFLSF through years of proficient service and loyalty to the EFL. Among the Bonerattlers he is one of the few that is actively worried about the team's reputation and place in the pecking order with other EFLSF teams. He is constantly trying to get missions for the team that will get them some prestige or show up another EFLSF team.

For Sergeant Ofkropt, his job is his life. He spends his time off duty keeping the vehicles used by the EFLSF in shape. Only his lack of leadership skills keeps him from being promoted further in the EFLSF since his loyalty and skills are without question. Sergeant Ofkropt regularly pushes Captain Yang to be more aggressive during encounters with the Republic, but so far has followed orders. It seems only a matter of time before Sergeant Ofkropt shoots before thinking and gets the Bonerattlers in some serious trouble.

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A small man in his early thirties, Sergeant Ofkropt wears an old, worn pair of glasses that he has never found a suitable replacement for. He normally wears a flight suit since he tends to stay with the Bonerattlers' vehicles, but when expecting combat wears EFLSF covert armor. He carries a large .50 Desert Eagle that is a family heirloom passed down through his family all the way back to their days on Old Earth.

Sergeant Pieter Ofkropt (Fast Hero 3/Air Runner 3): CR 6; Medium humanoid; HD 6d8+6; hp 38; MAS 12; Init +3; Spd 40 ft.; Defense 24, touch 19, flat-footed 21 (+3 Dex, +6 class, +5 armor); BAB +4; Grap +4; Atk +4 melee (1d4, survival knife), +7 ranged (3d4, D-3 rail gun pistol) or +7 ranged (3d6, D-1 Longarm rifle); Full Atk +4 melee (1d4, survival knife), +7 ranged (3d4, D-3 rail gun pistol) or +7 ranged (3d6, D-1 Longarm rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Push it!, she'll make it, ; AL EFL; SV Fort +4, Ref +8, Will +3; AP 9; Rep +1; Str 10, Dex 16, Con 12, Int 14, Wis 13, Cha 8.

PL Familiarity: 6

Occupation: Military.

Skills: Barter +2, Computer Use +5, Drive +14, Knowledge (Local (Roger's Point)) +8, Knowledge (Streetwise) +8, Navigate +12, Pilot +14, Read/Write Language (English), Repair +5, Speak Language (English), Spot +4, Survival +7, Tumble +9.

Talents: Improved Increased Speed, Increased Speed.

Feats: Armor Proficiency (Light), Armor Proficiency (Medium), Aircraft Operation (Vectored Thrust), Personal Firearms Proficiency, Point Blank Shot, Simple Weapon Proficiency, Vehicle Dodge, Vehicle Expert.

Possessions: EFLSF Covert armor, flight suit, D-3 rail gun pistol with 2 clips, D-1 Longarm rifle with 2 clips, survival knife, 5 days of survival rations, night vision goggles, backpack, rope, 5 glowsticks, info comp, compass, universal communicator, medkit.

Corporal Diana Case, Security Expert

A native of Dawning Star City, Corporal Case moved to Sun City with her family shortly after its founding to try and cash in on the tourist trade. Unfortunately the early years in Sun City were not easy, and Corporal Case was soon forced into thievery to keep her parents fed and to acquire the diabetes medicine needed by her mother. After being caught stealing from tourists, something that is not tolerated in Sun City, Corporal Case was forced to leave the faction-camp and ended up in Roger's Point, where she quickly went back to stealing since it was all she knew.

Within a few weeks she had fallen in with a group of criminals operating in the city, who concentrated on stealing raw materials and other hard to move goods that few dared steal. Unfortunately the group was more ruthless than Corporal Case was comfortable with, so she eventually informed the EFL about their activities and helped the EFL take the criminal organization down. As a reward for her efforts Corporal Case was hired by Patricia Rogers to keep an eye on the underworld of Roger's Point, but she found this to be little more than a clerical job since Patricia Rogers already had a good hand on such matters. Wanting a

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more active vocation, Corporal Case requested a transfer to the forces of the EFL and eventually ended up in the EFLSF.

Since joining the Bonerattlers Corporal Case has spent most of her time trying to get the team safely into alien ruins or dealing with Republic security systems. She prefers to avoid violence when possible and aims to carry out a mission without tripping any security systems. When off duty she can often be found gambling in some of the seedier bars in Roger's Point.

Corporal Diana Case (Fast Hero 3/Infiltrator 3): CR 6; Medium humanoid; HD 6d8; hp 30; MAS 10; Init +6; Spd 30 ft.; Defense 23, touch 18, flat-footed 21 (+2 Dex, +6 class, +5 armor); BAB +3; Grap +3; Atk +3 melee (1d4, survival knife), +6 ranged (3d4, D-3 Rail gun pistol) or +5 ranged (D-1 Longarm rifle); Full Atk +3 melee (1d4, survival knife), +6 ranged (3d4, D-3 Rail gun pistol) or +5 ranged (D-1 Longarm rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Improvised implements, sweep; AL EFL; SV Fort +2, Ref +7, Will +3; AP ; Rep +; Str 10, Dex 15, Con 10, Int 14, Wis 12, Cha 12.

PL Familiarity: 6

Occupation: Criminal.

Skills: Balance +7, Climb +4, Disable Device +7, Drive +5, Escape Artist +11, Gambling +6, Hide +13, Knowledge (Streetwise) +11, Move Silently +13, Read/Write Language (English), Search +5, Sleight of Hand +13, Speak Language (English).

Talents: Evasion, Footwork.

Feats: Armor Proficiency (Medium), Improved Initiative, Personal Firearms Proficiency, Nimble, Quick Draw, Simple Weapon Proficiency, Stealthy, Weapon Focus (D-3 Rail Gun Pistol).

Possessions: EFLSF Covert armor, D-3 rail gun pistol with 2 clips, D-1 Longarm rifle with 2 clips, survival knife, 5 days of survival rations, night vision goggles, backpack, rope, 5 glowsticks, info comp, compass, universal communicator, medkit, lock picks, climbing kit.

Corporal Nina Tilalin, Infiltration Expert

Before joining the Bonerattlers, Corporal Tilalin was a barter jack traveling through the northern reaches of Dawnhome, trading primarily in Red Hill, Dawning Star City, and Roger's Point. She was known to the Republic and treated well due to her habit of bringing presents for the customs agents she dealt with regularly. This practice allowed her to carry on a healthy smuggling trade. Unfortunately during one of her smuggling runs she had to dump a shipment of fusion reactors in order to avoid being caught. The fusion reactors had already been bought and paid for by Patricia Rogers. Because Corporal Tilalin did not have the money on hand to reimburse Patricia Rogers after the loss of the shipment, Rogers shanghaied Tilalin into the EFL under threat of torture, demanding that she work off the value of the lost shipment. Knowing Patricia Rogers's reputation for ruthlessness, Corporal Tilalin has worked with the Bonerattlers for two years now, hoping for the day when everything will be squared away.

Corporal Tilalin is only deployed with the Bonerattlers in limited

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circumstance so she can spend the rest of her time keeping her secrets from the Republic. According to the records of the Dawning Star Republic she is a law-abiding citizen with no unusual criminal record, and her uselessness as an agent decreases drastically if this changes. She helps get the Bonerattlers into Republic territory with minimal fuss by hiding them in her shipments or using a wide variety of forged papers. Corporal Tilalin is not much of a fighter, but she is an excellent talker and is well practiced in the art of appealing to peoples' sense of greed. Overall, she is loyal to the EFL only because of the fear she feels, though she has befriended individual members of the Bonerattlers.

Corporal Nina Tilalin (Charismatic Hero 3/Barter Jack 3): CR 6; Medium humanoid; HD 3d8+3d6; hp 30; MAS 10; Init +1; Spd 30 ft.; Defense 19, touch 14, flat-footed 18 (+1 Dex, +3 class, +5 armor); BAB +2; Grap +2; Atk +2 melee (1d4, survival knife), +3 ranged (3d4, D-3 Rail gun pistol) or +3 ranged (3d6, D-1 Longarm rifle); Full Atk +2 melee (1d4, survival knife), +3 ranged (3d4, D-3 Rail gun pistol) or +3 ranged (3d6, D-1 Longarm rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Big money, haggle king, license permit (Dawning Star Republic), region familiarity (Red Hill); AL EFL; SV Fort +4, Ref +3, Will +3; AP 9; Rep +4; Str 10, Dex 12, Con 10, Int 14, Wis 12, Cha 14.

PL Familiarity: 6

Occupation: Adventurer.

Skills: Barter +10, Bluff +10, Diplomacy +8, Disguise +10, Drive +7, Knowledge (Business) +10, Knowledge (Streetwise) +10, Navigate +4, Profession (Trader) +10, Read/Write Language (English), Speak Language (English), Survival +10.

Talents: Bargain Mastery, Improved Bargain Mastery.

Feats: Armor Proficiency (Medium), Deceptive, Educated, Great Fortitude, Guide, Master Trader, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: EFLSF Covert armor, D-3 rail gun pistol with 2 clips, D-1 Longarm rifle with 2 clips, survival knife, 5 days of survival rations, night vision goggles, backpack, rope, 5 glowsticks, info comp, compass, universal communicator, medkit, lock picks, climbing kit. When traveling incognito she wears rough-outs and carries an EDF-9 auto-pistol.

EFL Special Forces in a Dawning Star Campaign

Depending on which side of the fence the PCs sit, the EFLSF could serve as a valuable asset or a prime rival. They can also serve as a plausible rescue team in the event they PCs find themselves in over their head. In such an event, they might find themselves indebted to the EFL, leading to future adventures.

EFL Special Forces in Other Science-Fiction Campaigns

In other campaigns, the EFLSF can stand in for any human paramilitary organization, such as one might be found on a new planet or in a post-apocalyptic setting.

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