

Espionage / Counterterrorism / Cyberpunk

# NEUROSPASTA



**DEM**  
Dias Ex Machina

Chris Dias

# NEUROSPASTA



**DEM**  
Dias Ex Machina

BY CHRIS DIAS

# CREDITS

## Creator

Chris Tavares Dias

## Writers

Chris Tavares Dias

Christopher Stilson

Conan Veitch

## Layout

Chris Tavares Dias

## Layout Advisor

Joshua Raynack

## Cover Illustration

Nick Greenwood

## Cartography

Jeremy Simmons

## Editor

Christopher Stilson

## Interior Illustrations

Nick Greenwood, M. Wayne Miller

## Logo Designs

Nick Greenwood

## Playtesters

Aaron Hamilton, Aaron Hengst, Ahmed Alex Nasla, Alex Hofer, Alex Tendy, Andrew Cermak, Andrew Howes, Andrew Impellezari, Andrew Young, Angela Berry, Bill Yon, Brad Scoble, Brandon Allen, Brian Barngrover, Cameron Lauder, Charla Anderson, Charles Mitchell, Chris Baker, Chris Brown, Chris Brown, Chris Clouser, Chris Dias, Chris Oveson, Chris Tyler, Chris Young, Christopher Baker, Christopher Hunt, Christopher Stilson, Chuck McGinnis, Clarence Sterling, Daryl Anderson, Dave Lee, Dave Painter, David Baker, David Gyll, David Henderson, David Hoyer, Denny Glau, Derek Mitchem, Dirk Lancer, Douglas Warshowski, Edd McGinnis, Edward Martin, Elizabeth Bonsell, Eric Bonsell, Eric Braun, Fernando Barrocal, Gabriel Clouser, Gary Bratzel, Geoffrey Lamb, Glen Gratton, Greg Brown, Ian Hunt, Igor Diamantino, Jason Brown, Jeff Berndt, Jennifer Hoyer, Jesse

Fuhrman, Jessica Painter, Jewel Sandeen, Joe Hinke, John Keyes, Johnny Riess, Jon Ohman, Jordi Franch, Jordi Martin Castany, Jordi SalaIbars, Joseph Toral, Joshua Hamilton, Justin Mathena, Khalea Allen, Kiara Sandeen, Kyle Smith, Liz Strom-Deason, Lynette Terrill, Marc Franch Ventura, Marc Sonnenberger, Marcelo Dior, Marina Ursa, Mark Whiting, Mathew Wilson, Melissa Oveson, Mica Fetz, Michael Andaluz, Michael Murphy, Mike Fitch, Mike McMullen, Miles Orion Kelley, Miquel Creus Bassas, Nichole Machi, Pamela Bennett, Paul Merrill, Pere Rodriguez Franch, Phil Vecchione, R William Herschler, Raphael Cortéz, Raymond Brandes, Rebecca Mooney, Robby Mann, Ryan Crichton, Sarah Liechti, Sarah M. Stilson, Sean Sandeen, Sean Thompson, Shawn O'Leary, Sheena Henderson, Steve Hoyer, Steve Marks, Taran Price, Terrence Rideau, Tiffany Lamb, Tim Rose, Todd Crapper, Tory Bussey, Trevor Bennett

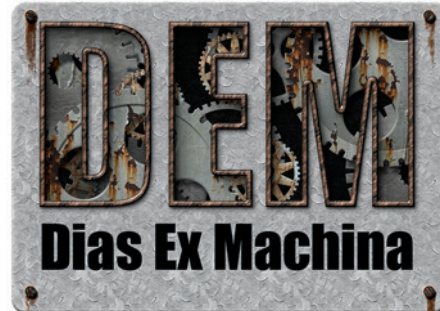
All DEM characters, character names, and the distinctive likenesses thereof are trademarks owned by DEM.

This material is protected under the copyright laws of the United States of America & Canada. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of DEM.

©2013 DEM

All rights reserved.

This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.



[www.diasexmachina.com](http://www.diasexmachina.com)

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing,

LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder

Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.



Neurospasta (*"noo-roe-spas-ta"*): Greek for *"figures pulled by strings"*.



<b><u>VISIONS</u></b>	<b>4</b>	Skirmisher	102
<b><u>ONE: INTRODUCTIONS</u></b>	<b>6</b>	<b><u>SIX: GEAR</u></b>	<b>104</b>
Archon	7	Weapons	105
Glossary	8	Ammunition	116
Timeline	10	Grenades & Explosives	118
<b><u>TWO: BIRTH</u></b>	<b>12</b>	Armor	121
Nugenic	13	Gear	132
Prosthetics	14	Vehicles	138
True-Born	16	Robots	148
Virtuant	17	Cybernetics	150
Traits	18	<b><u>SEVEN: PROGRAMS</u></b>	<b>174</b>
<b><u>THREE: CLASSES</u></b>	<b>24</b>	Rules Regarding Programs	174
New Rules	24	Program Entries	175
Born Leader	25	<b><u>EIGHT: ANTAGONISTS</u></b>	<b>188</b>
Engineer	28	Adversaries	188
Freediver	30	Powered Armor	200
Gunslinger	50	Robotics	204
Heavy	52	Prosthetics	222
Man-At-Arms	54	Unique Opponents	227
Medic	56	Servers	232
Sniper	60	<b><u>NINE: SETTING</u></b>	<b>244</b>
Warrior	63	The City	248
<b><u>FOUR: SKILLS &amp; FEATS</u></b>	<b>46</b>	Life in the City	252
New Skills	66	Internal Organizations	253
Feats	74	The Division of Public Safety	254
<b><u>FIVE: PRESTIGE</u></b>	<b>88</b>	The New Consciousness	255
Banner Head	88	Languages	257
Brother of Blood	89	Religion	258
Cinematic Cliché	90	Outlying Regions	258
Dominator	91	Corporations	259
Field Machinist	92	Threats	265
Field Medic	93	<b><u>TEN: ADVENTURING</u></b>	<b>268</b>
Generalist	93	Set Pieces	270
Ghost	94	Applications	277
Gunman	95	<b><u>ELEVEN: DREAMS OF</u></b>	
Infantry Support Specialist	97	<b><u>MAN</u></b>	<b>284</b>
Machine of War	97	<b><u>INDEX</u></b>	<b>296</b>
Overseer	98	<b><u>BATTLE MAPS</u></b>	<b>298</b>
Recon Sniper	99		
Ring Fighter	100		
Sapper	101		

# VISIONS

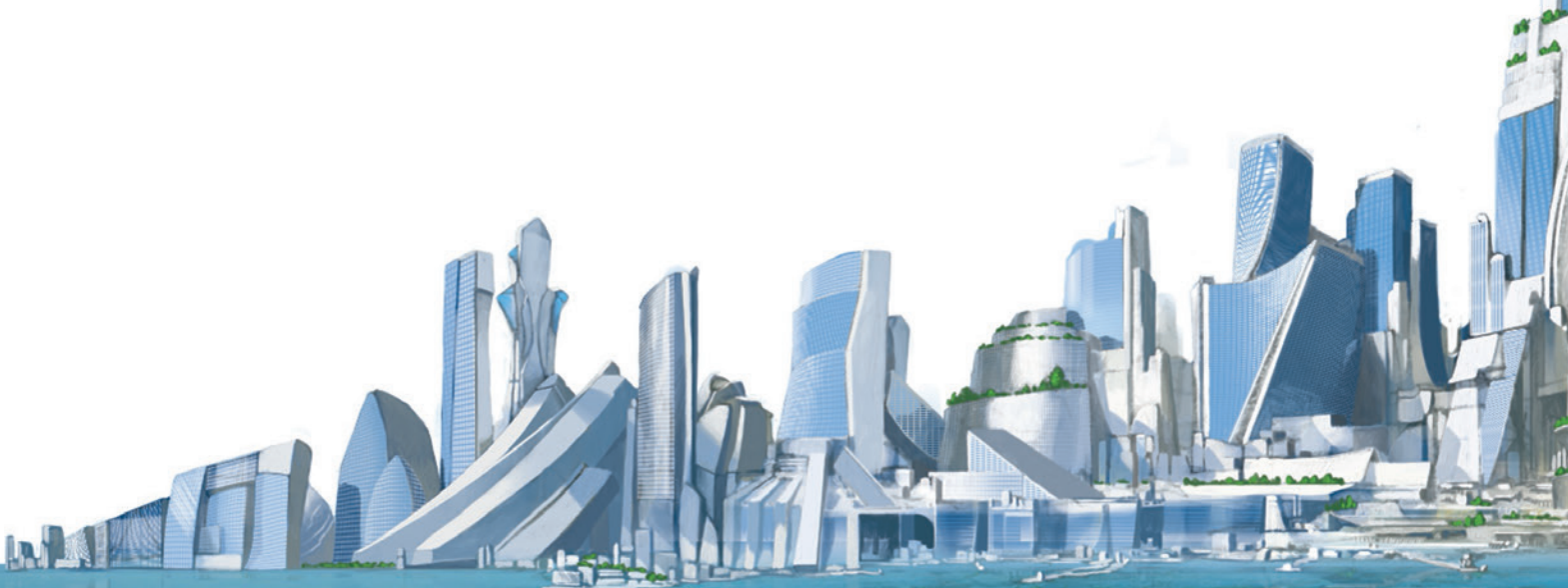
*The world as we know it is slowly coming to an end.*

*Power brokers and dominating nations have forged alliances with multinational corporations. They have conspired to force the planet into a state of conformity, first by eliminating traditional values, then by undermining national sovereignty. Every value the world holds dear has been quickly erased by political and corporate bureaucracy. Small businesses have been swallowed up, countries wiped out or conquered. All of this has been put into action by a cabal of a powerful few aiming to centralize all control, limiting freedom of choice, freedom of information, and freedom of thought. Every day that passes inches us closer to the fear prophesized by writers for two hundred years—the onset of a global totalitarian state.*

*Archon is the center of this control—where every aspect of society is regulated and monitored. Every street has a camera. They know where you sleep, where you drive, and where you work. With the development of cyberization, they grow ever closer to a final goal: to control how you think.*

*As the seconds tick towards this not-so-distant day, the masses of the planet devour their packaged food and absorb the 5-second flash ads that blip across their computer screens, happy and content with heated homes and safe roads, unaware that their freedoms are being stripped one by one.*

*It now falls to the few enlightened, the few aware of the path ahead, to stop this threat before the entire planet is reduced to a civilization of compliant, consuming slaves.*

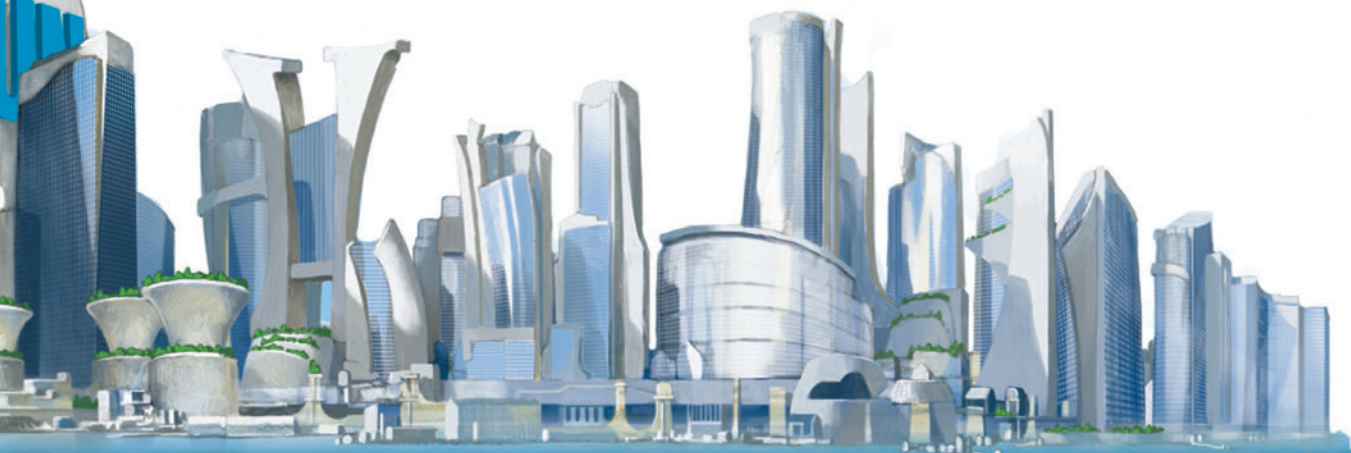


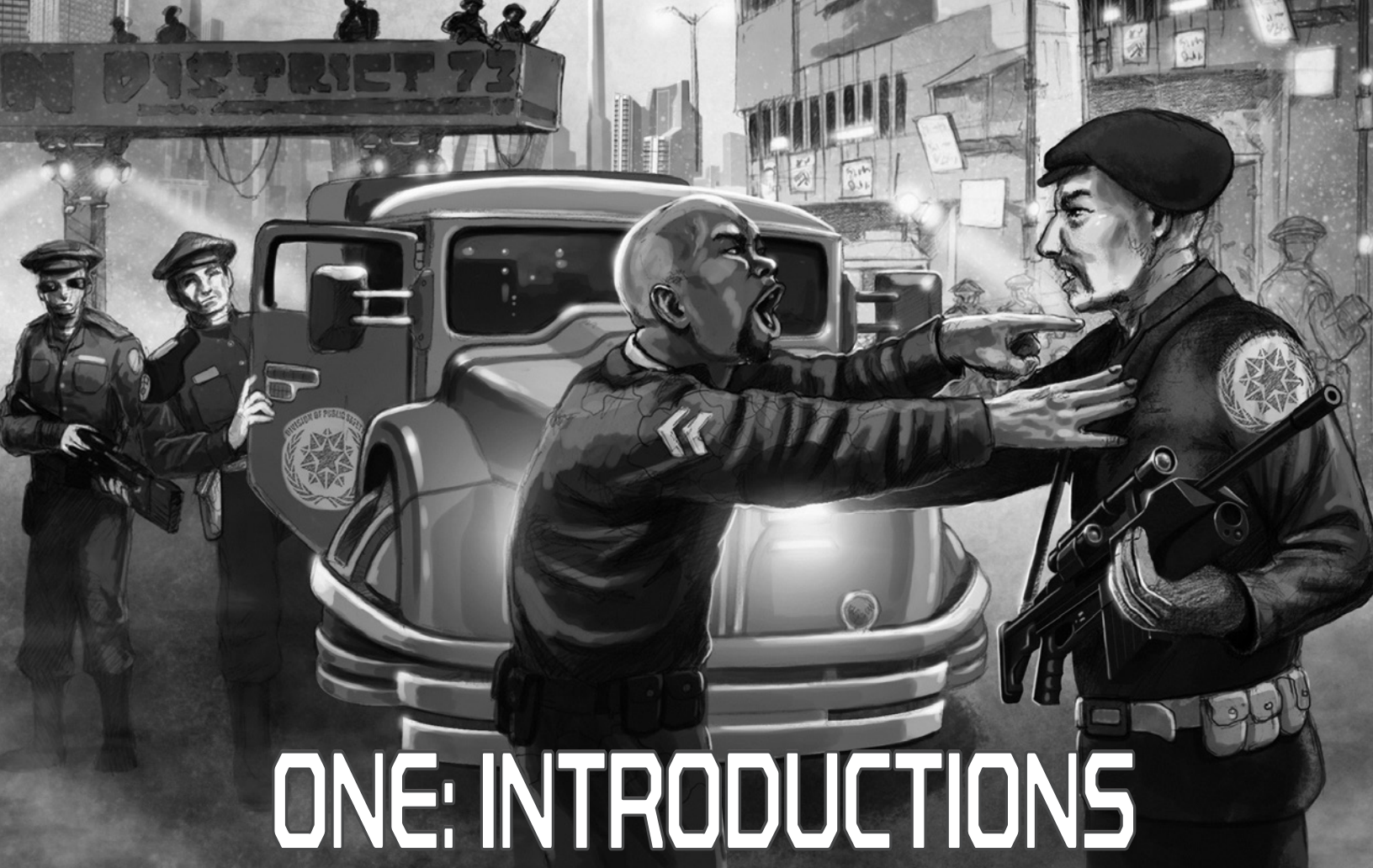
*The world hasn't ended. Our resources haven't dried up. Nuclear weapons haven't fallen. Prophecies have passed without consequence. Governments have risen and fallen. Technology has continued to improve. As decades have passed, distant dreams of a fanciful future still remain over the horizon of speculation. As we near the end of 21st century, robots have yet to rise to overthrow us and life beyond our solar system—if it exists—remains quiet. Disasters have fallen and have been survived. Wars have broken out over insignificant conflicts inflated by corrupt politics and religious fanaticism. Mankind remains as he always does. With the onset of globalization and the modernization of every corner of the globe, a paradigm shift grows closer. As the dinosaurs of the old ways maintain a tight grip around ethnic and religious disparities between nations, a growing consensus inches closer to a new world order.*

*Archon is the avatar of this order—a city with no loyalties, no nationalities, and no ethnic superiority—a city built to shepherd a new age of world peace. But as the clock ticks closer to the most productive age of mankind, fanatics, anarchists, and warmongers conspire to destroy this fragile peace forever.*

*All eyes turn to this city, the symbol of global peace, the icon of world order—the sovereign headquarters of a united planet. In this political microcosm, every nation in the world has a voice, every nation has a presence, and every nation is a target. It is the task of a select few to defend the fragile peace of this new world as it takes its first precarious steps.*

*Archon: last hope for human civilization or harbinger of our ruin? Only time will tell... but that time is rapidly running out.*





# ONE: INTRODUCTIONS

**N**euroSpasta is a role playing game set in a possible future and, for the most part, within the confines of a single city. Archon is an autonomous city-state constructed for the sole purpose of serving as the headquarters of the United Nations. It houses the General Assembly, Security Council, the Secretariat, and the head offices of nearly every organ of the UN. Along with that, it contains over 180 embassies of nearly every member state within the alliance. The city was built by multinational contractors on a manufactured island in international waters. It has no obligations to nor political leanings toward any other nation. Purpose-built from the ground up, it is a shining example of modern technology and architecture. However, its position in the global community has made it a target for every radical, fundamentalist, and anarchist in the world.

The defense of this city falls to many organizations but no single agency has more power and has encountered more controversy than the members of the Division of Public Safety. The DPS has been granted jurisdiction over all of Archon, including every embassy within the city, the only group on the planet with the authority to unilaterally transcend national sovereign territory. In spite of accusations of militarism and the possibility of a police state, the DPS operates with virtually no oversight in the application of their enforcement.

*NeuroSpasta* is a highly political cyberpunk game with several notable differences from the standard clichés of the setting. It eschews the traditional ‘megacorp domination’ approach in favor of a highly-charged political environment. The game is set in a utopian metropolis balancing the edge of totalitarianism, rather than a rotting sprawl of homeless people and organized crime. Cybernetics, while present, are all but indistinguishable from normality—two-ton combat hulks and obvious cosmetic cyberware are the rare exception rather than the norm.

Computer hacking as traditionally depicted exists, but by this time, nearly every resident of the modern age is equipped with a neural interface, linking their mind with the global network. This opens up the possibility of *people* being hacked, altering their perceptions, their memories, or even their personality.

In the future, everything can be manipulated.

## THE GAME

To play *NeuroSpasta*, beyond this rulebook, you also need the **PATHFINDER CORE RULEBOOK**. Several rules reference entries in the **BESTIARY** as well, so that is also recommended. Character creation is identical to standard 3.75 OGL. If players meet the prerequisites, they can select any feats from any **PATHFINDER** book assuming the GM permits the source in his campaign.

**It's not fantasy.** *NeuroSpasta* is presented as a realistic cyber thriller set in a politically volatile future. While you are welcome to adapt the rules to any setting you see fit (as the base rules are still fully compatible with other Pathfinder games, the setting, by default, does not have any mythological, paranormal, or fantasy elements.

**New Races.** Races in *NeuroSpasta* represent the general phenotypes available to a transhuman future. They have no racial or ethnic preference. These new races are nugenic, prosthetic, true-born, and virtuant.

**New Classes.** *NeuroSpasta* includes new modern-inspired classes. Classes from other Pathfinder and Pathfinder-compatible books may be used with the GM's permission.

**Traits.** Where you live and where you were raised can sometimes radically alter your outlook and even change some of your abilities. *NeuroSpasta* includes new traits which should be offered as alternate choices to standard Pathfinder traits.

**New Equipment.** Armor and weapons abound in *NeuroSpasta*. Cybernetics and new gear offer additional enhancements although most cybernetics are only available to those with full body prosthesis.

## AMETHYST

Amethyst Renaissance is DEM's other Pathfinder campaign setting. Where Amethyst is a science fantasy pitting technology against magic, *NeuroSpasta* is a cyberpunk game with no canon magical elements. Because both feature modern/post-modern classes, both books share these rules. Unlike the 4<sup>th</sup> Edition GSL-compatible *NeuroSpasta*, requiring either Amethyst or Ultramodern4 rules (which can be acquired for free as an OGL), the Pathfinder version of *NeuroSpasta* does not require another DEM publication. However, under full disclosure, most of the classes, prestige classes, feats, and equipment in *NeuroSpasta* are copied mostly word for word from Ultramodern4.

## ARCHON

The year is 2091, ten years since the opening of the city of Archon as the new headquarters of the

United Nations. The UN of this day is more than a toothless advisory body, and Archon is far more than just the home of a world government agency: it is a paragon of engineering and technology, a cosmopolitan haven for those who wish to throw off the shackles of nationalism and dogma, and a showcase of the technological and biological advancements that are causing some to question the very definition of humanity. Nearly every nation in the world has an embassy here, all coexisting as peacefully as possible under the watchful eye of the Division of Public Safety, a multiethnic organization belonging to no nation, tasked with the investigation of disturbances that threaten the security and sanctity of the UN bastion. Some fear that with its ubiquitous security and the broad mandates of its police forces, that Archon is in danger of becoming a totalitarian state: others rightly point out that Archon is a target for reactionary elements who refuse to see the city for what it is: the promise of utopia.

Since the opening ceremonies of the city, no successful terrorist attack has ever been committed within Archon or in any of its embassies. Crime is extremely low and the DPS's record of arrest is near 100%. Despite the growing threats from fundamentalists and anarchists, the peace of Archon and the stability the United Nations has hoped to maintain has yet to be seriously threatened.

This will change...





# GLOSSARY

## UNITED NATIONS

**Archon:** The official name of SAMAZ—the headquarters of the UN.

**Asian Monetary Coalition (AMC):** A financial alliance of ASEAN along with China, Japan, and South Korea. The forming of this alliance gave way to the creation of the Asian Monetary Unit.

**Asian Monetary Unit (AMU):** Not one but many types of currency from all over Asia that share economic stability. This includes the Yen, the Yuan, and the Won. They all trade equally on the world market.

**Association of Southeast Asian Nations (ASEAN):** An economic alliance of ten countries in Southeast Asia (Brunei, Cambodia, Indonesia, Laos, Malaysia, Myanmar, the Philippines, Singapore, Thailand, and Vietnam).

**A3—Archon Actual Authority:** Also called Archon Actual, the main island of Archon.

**Carbon Collapse:** A generic name for a series of man-made economic and environmental catastrophes that plagued the planet between 2045 and 2055 that claimed a billion lives.

**Chief Executive:** The elected president of Archon and head of the Executive Council.

**Concord:** An ethnically and racially diverse terrorist group seeking to break down what they consider to be the onset of world totalitarianism.

**Corpus Security Force (CSF):** A UN formed police force under sole authority of the IAZ tasked with safeguarding the IAZ (Jerusalem and outlining towns).

**Civil Service Authority (CSA):** One of thirteen executives that run the day-to-day operations of SAMAZ.

**Data Liberation Committee (DLC):** An organization funded by a cabal of wealthy international IT companies with the express purpose of maintaining the free flow of information. They govern the operations of I/O Eden.

**Division of Public Safety (DPS):** A civilian-controlled counterterrorism and law enforcement organization with jurisdiction over all of Archon, regardless of political lines.

**Emergency Special Session (ESS):** A meeting of the UNGA under specific circumstances of extreme importance. The last time it was employed was to ratify the charter and pass UN-ARMA.

**Executive Council:** The ruling body of SAMAZ, comprised of the thirteen CSAs and the Chief Executive at the head.

**Freeport:** A nickname for Archon's international airport, which occupies one of the three islands of SAMAZ.

**International Administration Zone (IAZ):** A region encompassing Jerusalem and outlining towns, removing them from direct Palestinian and Israeli control and placing them under the blanket of the UN control. Law enforcement is handled by the CSF.

**International Criminal Court (ICC):** Responsible for the handling of arrests by the DPS.

**International Court of Justice (ICJ):** The judicial organ of the United Nations. A different organization than the ICC, the ICJ resolves legal disputes between member states and renders advice on issues submitted to it.

**Internal Security Authority (ISA):** The first law enforcement agency in Archon, downgraded and replaced by the DPS.

**InSight:** Another name for the OIO.

**INTERPOL:** International Police, a venerable organization still in operation today. They have an office in Archon.

**I/O "Eden":** A data haven located on an island south of India and controlled by the DLC

**Lunar Freedom Alliance:** The governing body over Moonbase Tycho.

**Municipal Zone Police (MZP):** Another name for UNAPOL, the primary law enforcement in SAMAZ.

**"Nowhere":** A nickname for SAMAZ before the official title of Archon was designated. It still persists.

**Office of Internal Oversight (OIO):** Internal Affairs agency for all matters of the UN. Also known as InSight.

**Perimeter Patrol Agency (PPA):** Border patrol force that operates the gates and mans the bulkheads of SAMAZ.

**Residential Zone (REZ):** Also called SAR-1, part of SAMAZ.

**Special Administrative Municipal Autonomous Zone (SAMAZ):** The official designation for Archon and the name it went by during its construction.

**Special Administrative Region-1 (SAR-1):** An island in SAMAZ that operates as a Refugee Zone. Also called the REZ.

**Secretary General:** The head of the UNGA.

**SAMAZ Independent Monitor (SIM):** A massive hyper-intelligent firewall that monitors all electronic traffic to and from Archon.

**Special Executive Authority:** The head of the DPS.

**United Lunar Initiative (ULI):** A governing body of international representatives that govern over the majority of lunar stations.

**UN:** United Nations

**United Nations Police (UNPOL):** The general law enforcement agency in SAMAZ. Also known as the MZP.

**United Nations Aggregate Reform Amendment (UN-ARMA):** The proposal made to the UNGA during an ESS and passed that ratified the one state-one vote clause of article 27 in the UN Charter and removed the solitary veto rule of the UNSC. It was the single greatest alteration the UN Charter since its formation.

**United Nations General Assembly (UNGA):** The primary organ of the United Nations where over 190 countries convene.

**United Nations International Schools (UNIS):** Elementary and secondary schools within SAMAZ. There are ten.

**United Nations Administered Zones (The Zones):** Areas of the globe the UN has governing control over. This includes SAMAZ and more than a dozen smaller areas across the globe.

**UNPK:** United Nations Peacekeeping force.

**United Nations Space Assembly (UNSA):** A committee that oversees international interests in space, excluding the Moon.

**United Nations Security Council (UNSC):** A smaller group of nations dealing with international security.

**United Nations Self Defense Force (UNPDF):** A small military branch from the UNPK that deals with the military defense of SAMAZ and all other UN Administered Zones.

**United Residential Territory (URT):** A smaller island in SAMAZ with high-class housing.

**United Tower-1 (UT-1):** The largest free standing structure in the world and the home of the UNGA.

**UUA:** United University of Archon

**WHO:** World Health Organization

## TECHNOLOGY

**Automatrix:** A computer network that controls automated vehicles, roadworks, and monitors all physical traffic. Archon has an Automatrix.

**Cellular-Satellite Matrix (Cel-Sat):** The combination of cellular towers and satellites that can connect every human. Every inch of the planet is covered.

**Cybercel:** A cellular communication utilizing cybernetic implants. All SEEDs rely on cybercel communication.

**Dive / Diving:** The term used by Freedivers when initiating an attack on a server or brain.

**Global Internet Address (GIA):** The GIA replaced IP addresses with the onset of the GNOSIS protocol and the connections of SEEDs to the internet.

**Global Neural Operating Support/Interface System (GNOSIS):** The operating system developed by Cyber-Soft, employed in 95% of all SEEDs and neural implants. It currently stands at version 2.1.

**Freediver:** The modern term for a hacker, someone that uses computers to infiltrate memory systems, whether digital, cybernetic, or organic, with the aim of controlling, stealing, altering, or deleting what they find.

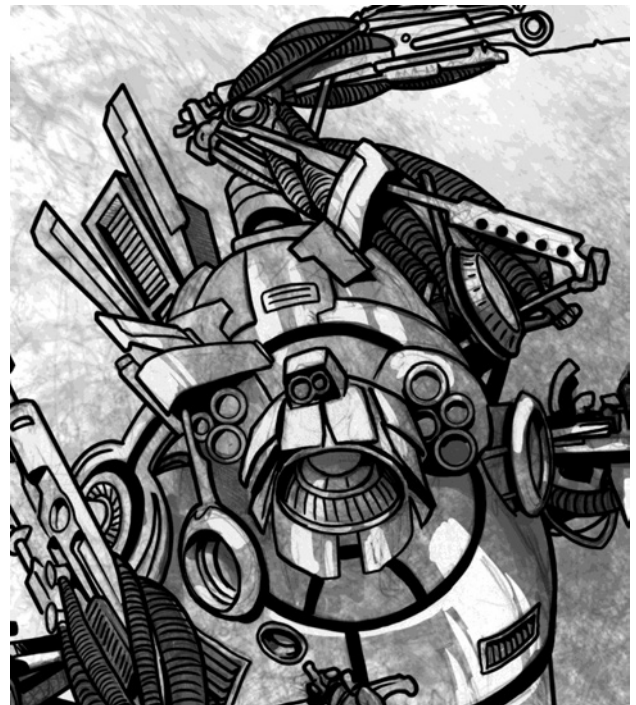
**Nomad:** A rival operating system to GNOSIS which is open source and popular with computer geeks and hackers.

**Neubotics:** Coined by Dr. Rudolph Stapp of the CenStem medical institute, neubotics refers to the new generation of nanotechnology. In his opinion, nanotechnology was not entirely accurate since so many of the machines being built were significantly larger to properly measure in the nano-scale and with newer applications using the “pico” scale, he felt a new term should be applied that deals with the inorganic and organic applications of micronization. Originally, the term was only applied to larger nano-machines which had found use in medical applications. Eventually, it expanded to encompass the entire range of micronization. Nanotechnology is still used in many circles.

**Open:** The normal status of an individual’s connection via cell/sat to the outside world. This allows constant access to the internet. This is the default of all computers and neural implants.

**Paranoid:** The status of severing one’s connection to the internet. Also known as “being paranoid” and “going paranoid”.

**Synaptic Embedded Electronic Device (SEED):** A common subsurface neural implant that connects one’s brain to the World Wide Web. It can access information, record visual and auditory stimuli, and even digitize one’s memory for storage and retrieval with external storage devices. It is the single most common cybernetic device in the world: nearly 80% of the world population has one. Nearly all SEEDs utilize the GNOSIS operating system.



# TIMELINE

2025

-Annexation of Belarus by Russia.

2028

-Guinea civil war.

2029

-African oil explosion (the sudden surge of petroleum investment in Africa).

2030

-Collapse of Burundi.

-Start of Second South Ossetia war between Georgia and Russia.

-Start of the Second Sierra Leone War.

-Start of the Sudanese Civil War.

2031

-End of the Second South Ossetia war. Russia pulls out from Georgia.

-Abkhazia recognized as a sovereign nation.

-Independence of South Ossetia.

2035

-Iranian civil war.

*October*

-Zangezor Peace Accords.

2038

-*Tajik War of Uzbekistan.*

2039

-UAE initiates the Progressive Arab Reform (PAR).

-Honshu Nanotech Incident.

2040 – 2050

-Nigerian Civil War.

2040

-Sudan officially takes control of territory previously claimed by the Central African Republic.

-Formation of the AMC (Asian Monetary Coalition) and the AMU (Asian Monetary Unit).

2044

-First proposal of UN-ARMA.

-Togo is classed as a failed nation.

-Publication of the Micromachine Strategic Forecast

-Massive global economic crash known as the "Micromachine Bubble."

2045-2055

-The Carbon Collapse.

2045

-Sudan officially takes control of territory previously claimed by Chad.

-The United Nations Space Agency (UNSA) replaces the UN Office for Outer Space Affairs.

2046

-Royalty of Morocco deposed.

-Placement of the South African Military Provisional Authority.

2050

-People's Revolution of North Korea.

-Formation of the Commonwealth of Papua.

2051

-Namibia is appropriated by the nation of South Africa.

2052

*May*

-Closing of the border between India and Bangladesh.

-Treaty of Kangwon.

2053

-The Kargil incident between India and Pakistan.

2055

*January*

-Arabian Restructure.

-Irish Reunification.

-Collapse of Somalia.

*March*

-Independence of Aceh and Papua from Indonesia.

*April 10th - 20th*

-The 10 Day War between Israel and Palestine.

*April 19th*

-Emergency Special Session at the UNGA.

*June 2nd*

-Signing of the Jericho Accords.

*June 30th*

-Official creation of the IAZ.

*August 15th*

-Signing of UN-ARMA.

-Dissolution of the CCASG.

*September 11th*

-Official declaration of United Nations International Territories.

*October 10th*

-Syria takes possession of the Golan Heights.

*November 30th*

-Formation of the PAC. Initial countries: Bahrain, Iraq, Kuwait, Oman, Qatar, Saudi Arabia, and the United Arab Emirates.

*December*

-Bratislava Accords.

2055 – 2065

-East African War.

2056

-Yemen joins PAC.

2065

-Aceh and Papua admitted to the UN General Assembly.

2056

- UAE and Qatar begin construction of the largest artificial island in history, dubbed "Haven."
- Expansion of the International Monetary Fund.

2056

- Creation of the Corpus Security Force in Jerusalem.

2057

- UN Enacts the Charter of International Law against vocal opposition.

2058

- New York denies the UN the option to expand their headquarters. The UN announces it is leaving New York. Dozens of other countries put forward propositions.
- The Haven project starts proceedings for bankruptcy.
- Swaziland is invaded and dissolved by South Africa.

2060

- Absorption of Somalia by Ethiopia.
- The collapse of Sudan and its absorption by Ethiopia.
- The No Man's Land accord which erases national borders of failed nations in Africa.

2061

- Opening ceremonies of I/O Eden

2063

- Official introduction of the Khaleeji.

2065

- Japanese acquisition of South Kuril Islands from Russia.
- Aceh declares independence.
- Papua declares independence.
- Egypt joins PAC.
- Palestine joins PAC.
- The Final Border War between Ethiopia and Eritrea concludes with the expansion of Ethiopia into Eritrea.
- Liberia classed as a failed nation.
- Ikoro founded by Naomi Mudabwe.

2069

- Ethiopia claims a successful nuclear test.
- South Africa claims a successful nuclear test.
- Algeria joins PAC.
- Lebanon joins PAC.
- The American Plymouth Rock Incorporated Mining Enclave goes bankrupt from stock manipulation.
- Moonbase Tycho declares independence.

2070

- The Oman Complex Attack.
- Formation of Lupus Kanti.

*December*

- Djibouti joins PAC.
- Libya joins PAC.

2071

- South Africa eliminates the monarchy of Lesotho.

2074

- Morocco joins PAC.

2075

- Tunisia "Powerway" to Europe is destroyed by Concord terrorists.
- American National Bank replaces US Bancorp.
- Benue declares independence.
- Syria joins PAC

2076

- "Archon" officially wins the contest as the name of SAMAZ.

2077

- First evidence of Concord surfaces.

2078

- United Tower-1 (UT-1) officially takes the record as the tallest free standing structure in the world.

2075

- International Security Authority takes charge of all law enforcement in UN Administered Zones.

2081

- Archon Opening Ceremonies.
- Programmer Nebur Shakrah (founder of CyRev) commits suicide.
- First General Assembly meeting at United Tower-1

2089

- Rebuilt Tunisia "Powerway" to Europe is destroyed by Concord terrorists.

2090

- Archon Public Safety Act (APSA) signed.
- Division of Public Safety formed.
- ISA officially relinquishes authority of law enforcement in Archon.

2091

**Present day...**





# TWO: BIRTH

## RACES

**A**lthough the planet carries a rich tapestry of different ethnicities and different races, the actual physical and mental differences between them are statistically insignificant. The only real noteworthy deviations are those that have broken free from the evolutionary confines of the human species. Despite where on Earth you've lived, the color of your skin or the shape of your body, everything can be altered with the advent of the new science. The four races available in *NeuroSpasta* are nugenic, prosthetic, true-born and virtuant. Each represents the capacity of the human race to tinker with what nature hath wrought.

**Feats:** All races in *NeuroSpasta* also count as being human for the purposes of acquiring racial feats from other Pathfinder-compatible publications.

**Prosthetics:** Some race selections (and even equipment options) involve prosthetics, including full body replacements.

## AGING EFFECTS

Race	Middle Age 1	Old 2	Venerable 3	Maximum Age
Nugenic	50 years	80 years	110 years	+2d20 years
Prosthetic	--	--	--	?
True-Born	35 years	53 years	80 years	+2d20 years
Virtuant	--	--	--	?

1 At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

2 At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

3 At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Prosthetics and virtuants suffer no aging effects. Virtuants do not gain age benefits though prosthetics do.

## NUGENIC RACIAL TRAITS

**Average Height:** 5'8 - 6'2"

**Average Weight:** 135-170 lb.

**Average Starting Age:** 20 years.

**Ability Modifiers:** +2 to two of the following ability scores: Intelligence, Wisdom, Charisma. -2 to any other ability score.

**Medium:** As a Medium creature, you have no bonuses or penalties due to your size.

**Normal Speed:** You have a base speed of 30 feet.

**Low-Light Vision:** You have superior eyesight to normal humans.

**Languages:** You begin play speaking English. You can choose two additional languages. If you have a high Intelligence score, you can choose any languages you want.

**Controlled Psyche:** You can resist mental effects. You gain a +1 racial bonus to Will saves.

**Phenomenal Skills:** At 1<sup>st</sup> level, you gain a +1 bonus to all class skills with at least 1 rank.

**Progressive Individual:** You gain a "FullPlay" SEED as a free cybernetic.

**Unflinching Resolve:** Select one mental attribute (Charisma, Intelligence, Wisdom). If you fail any skill rolls using this attribute by 4 or less, you may re-roll. You must take the second result.

**Modified Human Capabilities:** Select either Intelligence or Wisdom. You can use the selected ability for all attack and damage rolls with ranged attacks, unarmed attacks and attacks with one-handed melee weapons.

form, the modifications can be passed on the same as any other genetic trait. Despite this, nugenics are still not an overwhelming demographic even among the rich, nor are they to be found in every government. Naturals (or true-born) are often skittish around those publically admitting to be modified, and few have been elected to office, though certain exceptions do exist in Europe and in many seats of the UN. Some nugenics often display a certain level of arrogance toward what they consider "inferior stock."

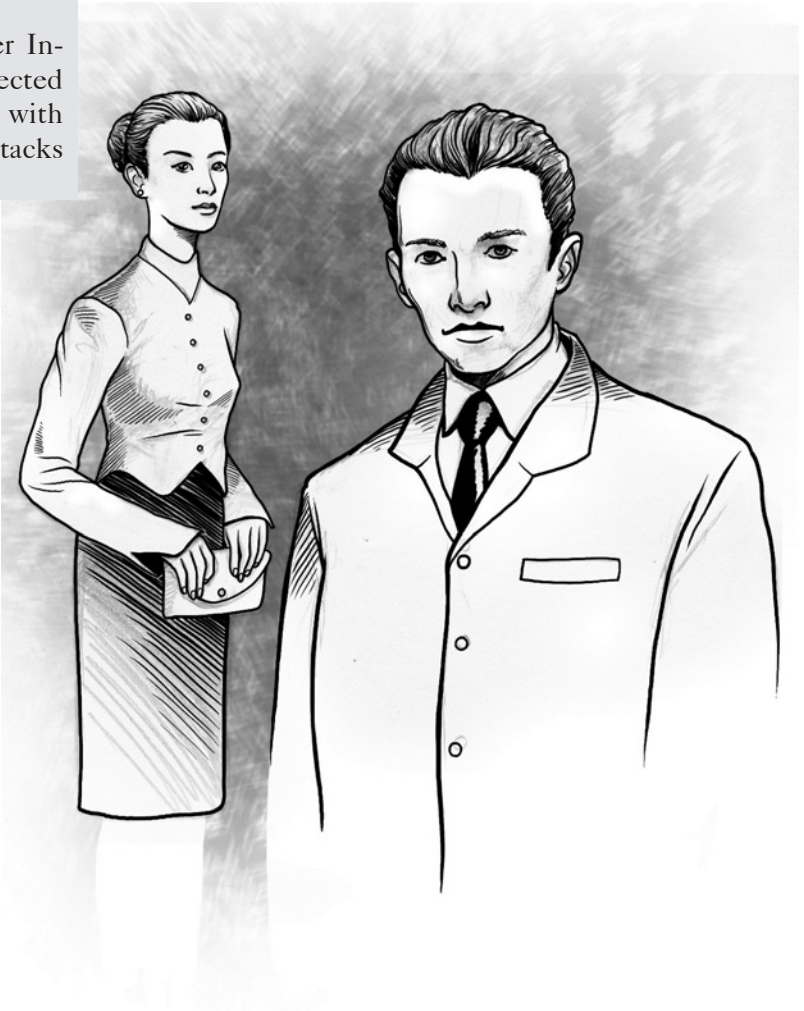
## PHYSICAL DESCRIPTION

Nugenics do not possess most of the so-called imperfections that make it easier to describe 'normal' people. Baldness, obesity, poor eyesight, crooked-teeth—all of it can be fixed before birth. They are never short but are also rarely too tall. Though they do not universally excel in athletics, they are never weak nor slow. Mentally, they exhibit superior recall and problem solving skills. They are known for their empathy, and many are natural leaders in whatever groups they are found. This is not to say all nugenics are born alike. There are an infinite number of factors which can be tweaked depending on the budget of the family investing. At base, the subject may only have been afforded a traditional "gene-filtration"—screening out mutations and

## NUGENIC

"Breaking the ladder" is a term referred to a new generation of genetically engineered people. Couples, hoping to offer their children the best chance in the world, spend exorbitant amounts of money to have their offspring custom designed. Sperm and ova are extracted from the parents and technology removes inherited disease, unwanted mutations, propensity towards obesity and substance abuse. Their intellect can be increased but, despite numerous attempts, physical characteristics are unable to go beyond the limits of what can be produced naturally. This has created a new breed of intellectual elite, as the upper echelons of society are increasingly populated by this growing demographic.

Since the process of producing genetic perfection is costly, only the wealthy could originally produce modified offspring, and while their children continue the trend in its original



genetic errors, giving the newborn the best state of health without the extreme of the full psycho-physical makeover. Additionally, certain features have also been allowed to pass on like freckles and body hair. Although many nugenics become scientists and engineers, they're still bound by their parent's upbringing and their genetic predisposition to certain careers. Though this can also be altered, it is far less common. The richest families in the world have produced children that are so altered and custom-designed, there is little of the original genetic imprint left.

## PLAYING A NUGENIC

Nugenics have grown up to be psychologists, prime ministers, social workers, and police officers. Because of genetic tinkering, you usually exhibit one trait over others. It has been discovered that often enough, pushing one path on a child leaves others lacking: this is especially true when one's predisposition for that path is hard-coded into their genes. For example, if you were hard-wired to become a doctor more than anything else, than most everything else probably won't interest you. Unlike average, or true-born people, you never pursue multiple careers in life. What you wanted to do when you were a child is what you sought throughout your progression to adulthood. There was seldom a time where you deviated from that. Because of your physical and mental perfection, you stray away from cybernetic augmentation save for a SEED.

## PROSTHETIC

You were born as an organic human. At some point during your life, you were forced or chose to swap out your body for an artificial one. This was not done lightly. You could have been a child when the incident occurred, requiring multiple body swaps to match your age; or you may have swapped it out later as part of an accident or from entering a vocation that made such a choice advantageous. This could include the obvious military application but police, counterintelligence, security, and even construction can all benefit. You could have swapped out because of a desire to extend your own life or because the definition of being human is no longer characterized by the husk your soul chose to embody. You can look younger or older, change your gender, your race, anything. Beyond external applications, purely selfish reasons may very well be the deciding factor.

Regardless of the reason, the organic part of you is no more than a heavily cybergrafted brain in an entirely synthetic body forged from advanced ceramics, carbon composites, organic simulations, and billions of nanomachines. Since you are most likely not independently wealthy, you require significant income to maintain the various systems of your prosthetic body. Other than the prosthetic food you eat to resupply your brain with nutrients and your body with

## PROSTHETIC RACIAL TRAITS

**Average Height:** 5' - 6'2"

**Average Weight:** 150-190 lb.

**Average Starting Age:** 20 years.

**Ability Modifiers:** +2 to two of the following ability scores: Constitution, Dexterity, Strength. -2 to any other ability score.

**Medium:** Prosthetics are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** You have a base speed of 30 feet.

**Languages:** You begin play speaking English. You can chose two additional languages. If you have a high Intelligence score, you can choose any languages you want.

**Fully Body Prosthesis:** As having a complete artificial body, you are able to purchase and upgrade FBP cyberware. You do not gain a cyberbody from the equipment section. Your attributes represent the model you have acquired at character creation.

**Progressive Individual:** You gain a "FullPlay" SEED as a free cybernetic.

**Enhanced Model:** You may choose ONE of the following upgrades to your prosthetic body:

*Fedor Alpha One:* You gain +1 racial bonus to all melee damage rolls. At 11<sup>th</sup> level, this bonus increases to +2. You also gain a +2 racial bonus to Climb and Swim checks and Strength ability checks. You gain a +2 racial bonus to your Combat Manuever Defense.

*Panther Mark II:* You gain a +2 racial bonus to Reflex saving throws. You also gain a +2 racial bonus on Acrobatics and Climb skill checks as well as Dexterity ability checks. You can also use Dexterity in place of Strength when determining your Combat Maneuver Defense.

*Titan Ironshell:* This prosthetic offers a +2 racial bonus to Fortitude saving throws and Endurance skill checks. The prosthetic also improves your hit die by one step (1d4 to 1d6 to 1d8 to 1d10 to 1d12 to 2d6). You also reduce armor check penalties by 4 (to a minimum of 0) when wearing any armor.

power, everything else must be supplied by outside maintenance. While the body's self-repair systems will cover minor injuries, the costs for major repairs are much higher than traditional medicine, and most countries don't cover full-body replacement or maintenance under Medicare (notable exceptions include Canada and Sweden). Therefore, you are naturally predisposed toward careers that pay enough to cover these costs or you're employed in a profession where being a prosthetic is beneficial enough for the company to cover the costs of

maintenance. Nearly any career involving physical strain that can exceed a human's capacity will be happy to recruit you. Of these, military roles are the most popular, but the wage isn't high—it only offers the basic coverage, making it incredibly difficult to save for retirement. The challenges are severe but the end result may be worth it.

## PHYSICAL DESCRIPTION

The advances of synthetic flesh have made artificial bodies indistinguishable from the real thing. The uncanny valley has been bridged. Prosthetics are easily distinguishable from androids thanks to legal restrictions that require purely artificial life to be clearly identifiable as such in ways that cannot be concealed, although such regulations are slowly being changed: additionally, prosthetics display the same unconscious physical ties as purely natural lifeforms, generally out of habit. At first glance, prosthetics are physically similar to a nugenic—ideal representations of a human body. The big deviation lies in that prosthetics can push themselves beyond the limit of human biology. Unlike cyberpunk fiction of the 20th century, nearly all cybernetics are made to look human, but you can be made to be taller or thinner or fatter and not have that greatly affect your physical abilities. You are not bound by any gender or ethnicity. Whatever you were at birth can be adjusted. The only thing that can identify you definitively is your brain signature.

## PLAYING A PROSTHETIC

Prosthetics have normal human brains with normal limitations. You can adjust nearly everything else. For some, this provokes a strong introspection on personal identity. What defines you as you? It's no longer your eye-color, your hairline, or your voice. Anything you are can be modified except your soul. You may have cast away your heritage and ethnicity, changing for another or swapping it



several times through your life. Perhaps your body looks different than your organic form would, or perhaps it is exactly the same, as you treat your new body just like any other prosthesis. Unlike organics, you have the capacity to improve upon your body in ways they could only dream, including adding concealed weapons, super speed, and great strength. More advanced models can jump across city blocks while the most expensive military models have been known to change their identity in an eyeblink, concealing themselves into their surroundings. Or perhaps you can fly. Anything is possible.



# **TRUE-BORN**

Despite claims by many, there are no radical differences between ethnicities and cultures to warrant any separation of any group from the rest of the human race. The only deviation occurs through the use of technology. The vast majority, over 95%, of the remaining population of the planet is still born under traditional methods, growing up as flesh and blood, bound by their inherited genes as governed by biology from the beginning of time. This provokes distinctions in height, weight, skin color, fitness and intelligence between every single person on the planet.

As a true-born, you fall into the largest demographic—those still embracing the old ways of reproduction and child development. You may not necessarily have a revulsion for progressive ways—you can just blame your parents for that one. They were content just with you having ten fingers and ten toes. The opportunities available to you are not dictated by your genes but by your heritage—where you

were born and how you were raised and by whom. A nugenetic or prosthetic would necessarily have some loyalty to the new age but as a traditional individual, your personality can be as varied as every other soul on the planet. You can be born anywhere. You can be raised with all the advantages possible or you could have crawled from the bottom rung to earn everything you have gained in adulthood. This offers a distinction others envy, an adaptability in your life, where you have probably tried several different paths—different careers, different jobs—until finding the right one. The majority of the planet is still run by true-borns, and that may never change.

## **PLAYING A TRUE BORN**

Unlike other races, true-born can be and do anything. Prosthetics often are slaved into a profession because of the unique capacities of their body while nugenics are often in

the same restraints because of the unique capabilities of their minds. Nugenics are often programmed with a career preference before bursting from the womb, while with you, everything was left up to chance. Genetically, the human body is a trustworthy machine, with the odds in your favor you will emerge a perfectly healthy member of society. Because true-born are in the majority, there is no geneism towards you, but your feelings towards the others depend, once again, on your upbringing.

## **PHYSICAL DESCRIPTION**

True-born have the greatest range of physical and mental characteristics. By leaving everything to chance, or more specifically, to your parents, there are billions of different combinations of features you can possess. Unlike the other three "races" presented, it is vitally important you specify where you were born and how you were raised. Those factors can alter your life in the present more than any genetic tinkering and prosthetic augmentation ever could. It is important to note that



## TRUE-BORN RACIAL TRAITS

**Average Height:** 5' - 6'2"

**Average Weight:** 135-220 lb.

**Average Starting Age:** 20 years.

**+2 to One Ability Score:** You get a +2 bonus to one ability score of your choice at creation to represent your varied nature.

**Medium:** You are a Medium creature and have no bonuses or penalties due to your size.

**Normal Speed:** You have a base speed of 30 feet.

**Bonus Feat:** You select one extra feat at 1st level.

**Skilled:** You gain an additional skill rank at first level and one additional rank whenever you gain a level.

**Languages:** You begin play speaking English and one additional language. If you have a high Intelligence score, you can choose any languages you want.

**From Your Coattails:** Your life you earned without the help from prosthetics or rich parents. Once per day, if you fail any skill or ability check, you can gain a +3 bonus to the roll. If you still fail, then this bonus compounds the next day (+6). This continues until using this ability works or the bonus increases to +9, where it remains until used successfully.

**Progressive Individual:** You gain a "FullPlay" SEED as a free cybernetic.

the majority of the members of other races are not necessarily stronger or smarter. They are only programmed by will or by genes to be more focused.

## VIRTUANT

You never have been and never will be human. That being said, you take it as a personal insult to be labeled a "robot" or even an "A.I.". Artificial Intelligence implies simulating intelligence without actual sentience. Simulated personalities replicate responses without generating them on their own. It was only recently with the onset of nano-nerve artificial brains, that the concept of growing a genuine personality came to fruition. Such a controversial concept was met with severe opposition until the prototypes emerged from Japan. The first Genuine Inorganic Personality (GIP) was conceived in a computer as a child-like persona and accelerated with simulated experiences, reaching the level of an adult in a few years. Because of the precise control of the simulated experiences and the ability to modify the persona's actual programming, what emerged could be completely controlled right down to the slightest personality quirk. The blossoming personality was fully aware of its purpose and programming, but possessed a knack for human-like responses that were dictated by the personality itself and not by an external programmer. The

original intent was to create powerful sentient servers for company switchboards, but they have since expanded into more major corporate systems and even private residences. Nowadays, the formative process has been reduced to only a matter of months, though many of the limitations have remained. The emerging personalities are always loyal with a built-in drive to accomplish the tasks assigned by their programming. They possess a natural attachment to their creators and/or owners which are innately developed, although they still have failsafes programmed in to ensure that they do not go rogue. However, never once in the history of the GIP program has a failsafe been activated to override a virtuant's actions.

Because even the most cutting-edge GIP core processor is twice the size of a human head, implanting them within an artificial body is still not possible. Thankfully, recent developments have permitted (with legal restrictions) the capacity for a virtuant to implant part of her programming and a remote access into a slave prosthetic body and control it remotely. For all purposes, the virtuant is within that body, even though the majority of the system is still at home. Though a popular, albeit controversial, concept, it does have certain risks: because the uplink must be constantly active for best effect, both slave and core server are left vulnerable to digital attack, which has the potential for unimaginable damage to the personality. Security-conscious virtuants are thus very serious about their firewall and antivirus software.

## PLAYING A VIRTUANT

Modern technology has been able to shorten the development of a virtuant like yourself and you were "grown to order" for a specific role. Many corporate headquarters have one often single-handedly running a switchboard or tech support. Several large police organizations possess one as well. They are popular for these purposes because of their ability to ape human behavior as well as their natural and legitimate problem solving skills. Because their growth is simulated in a computer, you still lack many of the experiences others take for granted. You're aware of your simulated background but also consider it a blessing since it places you above the stature of archaic "bot AI." Even still, you were commissioned for a purpose and will be forever loyal to that end. Although taking joy in your sentience, it is sometimes depressing that the majority of the human race still considers you mindless—a drone programmed to think that it possesses more. To you, your development is no different than the organic nugenics that have their purpose written into their genetic code before they were born. You walk around in a synthetic body but so do thousands of prosthetic humans. If you had even a handful of organic cells, there may be nothing to distinguish you from them. Your weakness is the lack of extreme emotions. You dislike derogatory labels categorizing you as an AI, robot, or droid. Even the term "Gip" is used negatively in some circles,

## VIRTUANT RACIAL TRAITS

**Average Height:** 5' - 6'

**Average Weight:** 125-180 lb.

**Average Starting Age:** --

**Ability Scores:** +2 to two ability scores of your choice other than Charisma; -2 Charisma. Your Charisma cannot be more than 14.

**Medium:** Virtuants are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Virtuants have a base speed of 30 feet.

**Languages:** You begin play speaking English and three additional languages. If you have a high Intelligence score, you can choose any languages you want.

**Polyglot:** You gain a +4 bonus with Linguistics Checks.

**Progressive Individual:** You gain a 'FullPlay' SEED as a free cybernetic.

**Encyclopedic Recall:** You gain 1 rank in two knowledge skills of your choice.

**Processor Speed:** You may take 10 with all knowledge skills rolls under any circumstances, requiring only a standard action.

**Increased Firewall:** You gain a +1 to your Firewall Defense.

**Fixed Origin:** You cannot select a lifepath trait despite where you were built or conceived.

**Fully Body Prosthesis:** Having a complete artificial body, you are able to purchase and upgrade FBP cyberware. You do not gain a cyberbody from the equipment section. Your attributes represent the model you have acquired at character creation.

**Machine Origin:** You might have a personality, but there still remains something inflexible in your mind. You gain a +4 racial bonus to Will saves.

**Remote:** Your FBP only contains a fragment of your personality and the entirety of your short term memory. You cannot control more than one slave prosthetic at any one time. If a slave prosthetic you are connected to is destroyed, you must acquire a new one and have it synced with your home server. You cannot simply hack into a nearby machine. You must acquire a new body and have it fitted (usually taking the length of an extended rest).

resulting in some virtuants preferring the clumsier term Parsyn (Pattern Recognition SYNthetic) though most still call themselves virtuants. Even still, you are property and understand that you would not exist if it wasn't for the company, organization, or individual that paid for you.

One of the biggest misconceptions of virtuants is that you are totally subservient. This is not the case. Because of

**Severed Link:** Unlike other races, only part of your personality sits in your physical body. The majority exists in an external memory you constantly access. You are assumed always connected as only your short term memory sits in the slave. If your connection to your home system is severed (by either a hack attack, entering a jamming field, or going paranoid), you can still operate as the slave body but you suffer a -5 penalty to all skill rolls and a -2 penalty to all attacks. Your server can be physically destroyed. It is a 1 hit point minion. If destroyed, you are dead.

your "grown" personality, you've developed traits that can be discerned as morals and desires. As these morals and interests are forged because of your simulated upbringing, the majority of your ethics are intentional and warranted. This does not prevent you from engaging in heated conversations or even arguments over a subject you're passionate about. Your loyalty is part of who you are but you don't like thinking of yourself as a slave, any more than a child is a slave to its parent. You would never quit what you are doing because you enjoy it...but you enjoy it because you were created to believe so.

## PHYSICAL DESCRIPTION

Virtuants are similar to prosthetics in that they possess an artificial body. The differences are on the inside, as you have no organic matter or even a life support system for one. Yours is a totally inorganic robot body with a nano-nerve artificial brain tied into a powerful encrypted cellular/satellite link. A fragment of your personality is implanted in the slave while the remainder remains with the home server. Because of laws in place distinguishing inorganic—non-human—humanoids with organic prosthetics, your body is required to have a non-concealable distinguishing mark (a facial tattoo) that indicates your origin. This stigma often sours your relationships with others.

## TRAITS

**NeuroSpasta Traits:** The following traits follow the same rules regarding traits as established in the PATHFINDER role playing game. Although the default number of traits a character receives at 1st level is two, only one can be a NeuroSpasta trait. Because many of the NeuroSpasta traits are considered more powerful than others, several are indicated as counting as two choices. The GM has final approval over all choices and can veto any inappropriate selections. If a game does not endorse traits, players should still be allowed to select one NeuroSpasta trait, counting it as a lifepath. PATHFINDER traits are broken up into the



following categories, basic (further broken into combat, faith, magic, and social), campaign, race, regional, and religion. As per the rules regarding traits, a player cannot have traits from identical categories.

NeuroSpasta traits don't necessarily denote where you grew up or how you were raised, only what you were doing before reaching your current vocation. Very few people arrive in Archon that have not come from a previous profession. Although some traits are regionally specific, there is no requirement of race, ethnic group, or religion for any of them. Just because you're from a region doesn't mean you fall into the overwhelming demographic of said region.

## AFRICAN OIL SECURITY

Although the African oil explosion has been reduced to little more than a candle, several surviving warlords in the region are still maintaining an iron grip on these last few caches and surrounding city-states. They often hire-out security firms that either handle internal

Traits	Type	Benefits
African Oil Security	Regional	Boosted Awareness, Regional History
Corporate Protection	Basic	Trained Bodyguard
Criminal Syndicate Expatriate	Basic	Street Synergy, Contact
Ex-Mercenary	Basic	Regional Hot Zone, Old Reliable
Government Intelligence	Regional	Incognito, Last Assignment
IAZ CPF	Regional	It's in the Eyes, Vested Interest
I/O Eden I/T Specialist	Regional	Job Security, Contact
Interpol Agent	Basic	International Jurisdiction, Psychological Profiler, Contact
Lunarian	Regional	Orbital History, Zero Experience, Cool & Controlled
MZP Transfer	Regional	At Home, Between the Lines, Investigative Instinct
Old Martial Discipline	Basic	Devout Belief, Proficiencies
PPA / UNPK Reassignment	Regional	Basic Training, The Blue Helmet, Long Days
REZ Immigrant	Regional	Living Conditions, Refugee Status
Special Forces Officer	Basic	Animal Metaphor, Anywhere Anytime
University Resident	Basic	Academic Degree, Pervasive Reader

**Trait:** Regional

**Boosted Awareness:** You gain a +1 bonus to Initiative.

**Regional History:** You automatically pass any DC 20 and under skill checks if referring to the history and human geography of Africa.

security or, more often, escort shipments from their city, through the no-man's land to the docks for export. These shipments are worth millions, treasures that every rival for a thousand miles would kill to get their hands on. Many of these states collapsed when unable to export outside of their city. You have seen more action than any other member of an armed service. Regardless of your origin, this is where your resume was written. You have more experience in desert and urban warfare than anyone else. You either came from the local militia or entered through an independent contractor. Your survival and intelligence in combat have earned a reputation as more than just a mindless mercenary.

## CORPORATE PROTECTION

**Trained Bodyguard:** As a free action, you can designate one adjacent ally as your charge. As long as your charge does not attack, they use your AC and Reflex defense in place of their own (unless theirs is higher). You take any damage and additional effects dealt by successful attacks against your charge, unless the attack succeeded by 5 or more. This effect ends if your charge is no longer adjacent to you.

Until recently (or still currently), you have been under contract as a bodyguard for an established corporation. Even the most respected company has enemies, from corporate insurgents and competing firms to ordinary anarchists. It has been your duty to protect VIPs and division heads from those threats. Your past may include stints with the military, mercenary companies, and special forces. You may have also had time in the inner circle of several governments, running security for state officials. A background in law enforcement is also common. Your wards have praised your self-sacrifice and your cool demeanor under extreme duress.

## CRIMINAL SYNDICATE EXPATRIATE

**Trait:** Basic

**Street Synergy:** You gain 1 rank in Knowledge (local). It is a class skill.

**Contact:** You receive one €500 Contact. This is a feat.

You were once a high level member of a prominent criminal organization or a peripheral member of a criminal family. You have either concealed your past or turned over evidence to incriminate your old comrades, or you might

still be a member of this organization. Your talents are obvious but they don't reveal themselves easily. You keep your history to yourself and expose details only if they are unavoidable. You might have changed your name or place of birth. The truth of your past may not only threaten you but all those you care about and work with.

## EX-MERCENARY

**Trait:** Basic

**Regional Hot-Zone:** Pick two countries and gain a +1 regional history bonus to each country.

**Old Reliable:** One free small-arm under €500. Be specific of its model and specifications. You are proficient with this weapon.

You claim the entire planet as your jurisdiction. You don't come from one hot-zone: chances are you have worked them all. From the IAZ to the African exclusion zones to the civil war in Iran, you have dipped your weapon in several conflicts without a particular loyalty to any side. You have been hired by corporations, governments, and even private citizens. Your company may have included a half-dozen trained personal or been a global organization of thousands of members. Beyond your desire for money, the reason to lease out your talents may come from a disenchantment with your home country's internal or foreign policy. Even now, as you have moved into a new role, your particular interests may be limited to the paycheck or just the opportunity to keep from having to return home.

## GOVERNMENT INTELLIGENCE

**Trait:** Regional

**Incognito:** Gain 1 rank to Bluff, Perception, or Sense Motive.

**Last Assignment:** Gain four languages.

Whether you're an analyst or a field operative, you have spent the majority of the past few years in the employment of government intelligence. This includes the acquisition of sensitive information, its dissemination and interpretation, and its counteraction. You may not necessarily know how to kill a man with a newspaper, but you have training to understand why that person may need to be killed. You know how to blend into a crowd, fake dozens of accents, and even master difficult regional dialects. You can spot and avoid cameras, track patterns in security movements, and size up opponents before a possible fight. Even if you have a license to kill, your job is much more successful, not to mention elegant, if you can accomplish a mission without anyone ever knowing you were there.

## IAZ CPF

**Trait:** Regional

**It's in the Eyes:** You gain Perception and Sense Motive as class skills. You gain one rank in one of them.

**Vested Interest:** Gain a +1 bonus to Knowledge (religion).

For the past while, your time has been spent in the IAZ—the International Autonomous Zone, consisting of Jerusalem and its outlining towns. As a member of the CPF, or Corpus Police Force, you have been tasked with maintaining the peace of the volatile region. You are also an employee of the UN, as the IAZ is an international territory and under their jurisdiction as mandated in the charter. The region has a special status given its history and those employed in the CPF are heavily scrutinized and vetted. There are five stages of interviews and background checks and your religious affiliation is taken into account. The CPF has a very specific affirmative action policy requiring absolute parity at all levels between the three major Abrahamic religions. You need not be devout, but you do have some faith. Your talents were applied, not in the enforcement of petty crime, but in the awareness of possible threats. Millions of people come and go through the territory each week. Security and electronic gates can only do so much. You were that last line of defense against those that would threaten the peace.

## I/O EDEN I/T SPECIALIST

**Trait:** Regional

**Job Security:** You gain a +1 bonus to Computer Use. It is a class skill. You also gain a +1 bonus to Perception when used with computers or electronics.

**Contact:** You receive 1 €500 Contact. This is a feat. You may only use this contact with skill checks and only for Computer Use, Engineer, or Knowledge (Sciences).

You were hired for your computer expertise, regardless of any other talents you may possess. Your history with I/O Eden has given you certain views on the subject of governmental oversight. You have issues with the control and regulation of information. You believe the internet should have no limits and all information should be free for everyone. Even if you can understand the reason why a place like Archon would have a massive firewall, you still believe it may be overkill. Whether you work for or against the system, you still believe that everyone is a dry sponge and information should flow like water throughout the world. You are by no means an anarchist, nor a criminal (I/O Eden performs extensive background checks on potential employees) but you also believe that a smaller government is a more efficient government, and you may

have creative opinions regarding the interpretation of information security laws.

## INTERPOL AGENT

**Trait:** Basic

**International Jurisdiction:** Gain two languages

**Psychological Profiler:** Gain Diplomacy or Sense Motive as a class skill. Gain 1 rank in your chosen skill.

**Contact:** You receive 1 €500 Contact. This is a feat.

You came from either a regional police department or transferred from Europol. You don't deal with minor infractions. Your specialty is in the pursuit of major criminals across international borders, negotiating with foreign police agencies, and cooperation with various countries in the apprehension of international fugitives. In many ways, you are less a law enforcement officer and more a diplomat. In spite of what films like to brag about, you are not some jet setting international super hero. Most of your work is over the phone or in the field along with local police groups. Your skill in navigating the political ocean to catch your prey is unequalled.

## LUNARIAN

**Trait:** Regional

**Orbital History:** Gain a +1 bonus to regional history with all the lunar colonies and orbiting space stations.

**Zero Experience:** You gain Acrobatics as a class skill, and gain 1 rank in it. You also gain a +4 to the skill when in zero or microgravity.

**Cool and Controlled:** You gain a +1 trait bonus to Will saves.

You were born or spent the majority of your life in space or in a lunar colony. Frequent visits back to Earth have staved off any lasting effects associated with low to no gravity, unlike the true lunarians you have read about. You have traveled between the space stations and the lunar colonies, seen unbelievable sights, and lived with the possibility that at any second, for any number of reasons, you could die. It may be an air leak or a microwave surge. Your skin could freeze or broil. Radiation from a dozen different sources, not the least of which being the sun, could mutate your genes. Cancer, cataracts, and bone disorders are all possibilities. Your arrival on Earth may be due to health reasons, personal reasons, or maybe was necessary being the only expert out there willing to come back. With the exception of a few radicals, there is no murder or theft in space. Your biggest threat is space garbage. Knowing that a grain of dust can, at any time, penetrate your skull, all other matters have their volume turned down a tad. With that in mind, very little bothers you.



## MZP TRANSFER

**Trait:** Regional

**At Home:** Gain a +1 bonus to Knowledge (history) when relating to Archon.

**Between the Lines:** Gain Intimidate and Sense Motive as class skills and gain 1 rank in one of them.

**Investigative Instinct:** Once per day, if you fail your Intimidate or Sense Motive skill check by five or more, you may re-roll (pick one when you choose this trait).

You were a traditional police officer but were assigned a position of law enforcement in the highest profile city in the world. In your heart, you're a conventional cop, cutting your teeth on a beat, enforcing basic laws, never involving in terrorism or political dissidents. MZP is not some grungy backwater precinct but one of the most disciplined and efficient law enforcement agencies in the world. Officers are filtered through strict employment standards and rarely has there been any accusation of corruption. Having lived in Archon, you know its corners and alleys better than most. You know where people hide and why they would hide there. The city may be considered a utopia to some, but it still has shadows and you know where they lurk.

## OLD MARTIAL DISCIPLINE

**Trait:** Basic

**Devout Belief:** You gain Knowledge (religion) or Acrobatics as class skills and gain 1 rank with one of them.

**Proficiencies:** Either select two melee weapons and gain proficiency in them or select the Improved Unarmed Combat feat.

Since you were young, you've followed a strict physical discipline. Whether it was culturally significant where you were raised or not, you chose this path for its clarity of thought and its application to your state of physical and mental well-being. It is also useful when you have no other option and need to pummel an enemy into submission. Whether or not you truly respect the history of this path is up to you. It took years just to master the fundamentals and years more to earn the respect of your teacher. Despite whatever role you took in life after, the impact of your teacher's lessons (as well as his fists) have carried with you and have affected how you handle the affairs of the day. The advent of self control prevents you from losing your cool or your temper. Your hands are lethal weapons and you treat that power with respect.

## PPA / UNPK REASSIGNMENT

**Trait:** Regional

**Basic Training:** You are proficient with all one-handed and two-handed small-arms

**The Blue Helmet:** Gain Diplomacy as a class skill and receive 1 rank in it.

**Long Days:** Gain a +1 bonus to Survival.

You were once a member of the UN's military force. You could have been either part of a national military on attachment to the United Nations or part of the new and growing group that directly enlisted. You took your assignment as either part of Archon's Perimeter Patrol Authority or the traditional UN Peacekeepers. As a peacekeeper, most of your duties were in foreign countries, maintaining public safety, and ensuring the stability of regions, though not often getting involved in actual firefights. If you were part of the PPA, you haven't seen any combat at all, as no organized force as ever attempted an assault on Archon. Regardless of your post, you have been trained to deal with combat situations, but unlike other armed forces, you are taught to not use your firearm as a reflex action. Safeties remain on and your words save the day before you gun will. Discharging a weapon means an end to peace and a failure of your objective.

## REZ IMMIGRANT

**Trait:** Regional

**Living Conditions:** Gain a two of the following skills as class skills: Bluff, Sleight of Hand, Stealth. Gain 1 rank in one of those skills.

**Refugee Status:** Gain a +1 trait bonus to the following skills while within the REZ: Bluff, Diplomacy, Knowledge (local), Perception, and Stealth.

The overwhelming majority of REZ immigrants are extremely well educated, as they were employed by the UN or closely affiliated with them, which allowed their asylum in the first place. As a REZ immigrant, you find false stereotypes of being jobless—a worthless bum—repugnant. You have obtained the proper permits and visa and consider Archon your country, one of the first residents able to make that claim. Whether or not you make your home in the REZ is dependent on your upbringing. You take extra effort in everything you do, proving your usefulness in every situation. There is no threat of deportation or that your visa will be suspended, but you still apply yourself to your occupation as if it was still a threat. Archon was and is your haven. Where you came from may be no more, or it has become so hostile as to prevent your return. You are a part of a new order, a citizen of the new age.

## SPECIAL FORCES OFFICER

**Trait:** Basic

**The Animal Metaphor:** Gain Stealth or Demolitions as class skills and gain 1 rank in one of them.

**Anywhere, Anytime:** You are proficient in all one-handed small-arms and in all one-handed melee weapons.

Your history is classified even though your previous vocation probably isn't. It may be common knowledge to your comrades and employers what you did before, but the specifics are hard to come by. You seldom talk about your past and your previous employer refuses to release any information. You were specialized in small-team, discreet engagements where stealth was key. You performed rescue, reconnaissance, and perhaps assassination. You have worked in a half dozen different countries but entered at night and left before the sunrise. Your successes were never acknowledged but your failures were never forgotten. Your reasons for leaving are important and should be understood. One does not enter special forces unless they are patriotic to their cause and country. Abandoning it or accepting a transfer elsewhere is a rarity, and everyone, especially you, knows that.

## UNIVERSITY RESIDENT

**Trait:** Basic

**Academic Degree:** Select one Intelligence- or Wisdom-based skill. It is a class skill and you gain 1 rank in it.

**Pervasive Reader:** Gain a +2 regional history bonus to as many countries as your intelligence modifier.

Whether at Archon's own UUA or any of the other hundreds of schools across the world, you have spent the whole of your adult life within the walls of higher education. You might have been a full-time student or a professor. Finally away from the school, you might reconsider the logic of your choice. You have no obvious talents beyond what you have picked up behind a desk or in a laboratory, but it seems somebody thinks those talents have application in a field which may put you in harm's way. Your expertise in a specific field is unrivaled.





# THREE: CLASSES

## NEW RULES NEW RANGES

**GIA:** With hack abilities and talents with a range listed as "GIA", you must know the target's Global Internet Address. Gaining a GIA takes no action and is assumed to have been done if one of the following situations occur:

- You are informed of the target's GIA directly from an information source.
- You have line of sight on the target. Line of sight is limited to 20 squares (100 feet) unless using enhancements (binoculars, targeting scope, cybernetics, etc).
- You can see the target through telepresence and know the physical location of the target. The target cannot be more than 20 squares (100 feet) from the camera. Your square is considered the same as the camera.
- The target answers a cybercell or traditional phone call and you know the exact global position of the transmission's destination (either by the location of the land line or by a phone trace).

The moment a mobile target moves, its GIA changes and you must re-establish it. If you have breached all your opponent's Firewall defenses, then your connection to the target is established and you can begin diving. While diving, you cannot be severed from the target if the GIA

changes. Anything using a GIA does not provoke opportunity attacks.

**Open:** Being "open" refers to a target's capacity to access the wireless network. Many class abilities and talents require a target to be able to access this network, via exposed or hidden communication devices, of which the SEED is the most common and useful. A SEED does not disrupt actions, cannot reveal a target's location, and cannot be muffled by external interference, save systems which block all wireless communication. If an ability or talent requires a target be open, then it must have some form of wireless communication, even if within a reasonable listening range. This can be excused in a casual environment, but in a combat situation, the noise of gunfire can impede some abilities' capacity to function. The GM can excuse this rule depending on the encounter but by a general rule, target SEEDS cannot be "paranoid" (in closed mode, incapable of transmitting or receiving wireless data) if they wish to benefit from an ability requiring an open target.

Even though any non-SEED wireless device (like a radio) could be used in a pinch, there is still the matter of interference, discovery, or otherwise not being in a situation able to understand the origin. A handheld radio occupies a hand and requires a swift action to use. Many sub harmonic radio devices (those which attach to the throat or inside the ear) still require a free hand to operate though not

occupying a hand when not in use. Activating still requires a swift action. Using SEED communication is a free action.

## NEW CONDITIONS

**Diving:** A character who is diving has infiltrated a portion of their awareness into a computer system. You begin diving as soon as you breach a target's last Firewall defense. While diving, you automatically know the GIA of the target of the dive, and you are considered to be in the same square as the target for purposes of digital manipulation of or communication with the target. If the target has any active Firewall defense, the dive ends.

**Firewalled:** A firewalled system is protected by one or more Firewall defenses. While firewalled, the system or creature cannot be targeted by hack attacks that do not target Firewall defense, but takes a penalty to certain Computer Use checks and all hack attacks equal to the firewall's buffer score. If a firewall becomes disabled, the firewalled system loses that Firewall defense. A firewall, when breached, remains down until the end of the attacker's next turn. Firewalls can be voluntarily lowered against specific effects as a free action.

## HACKING

Hack attacks gain enhancement from cybernetic implants. You add your SEED's enhancement bonus to attack rolls against firewalls and to the save DCs versus Fortitude or Will from hacks. If you score a critical hit with a firewall attack, you gain a +4 bonus to your next firewall attack against the same target. You do not need to breach the firewalls of allies if applying positive effects.

**Neural:** The neural property has two functions. Firstly, it is the damage type of hack attacks. These ignore a target's damage resistance and can only be reduced via resist neural. Secondly, the neural attack reveals to the target that it is being hacked (meaning an enemy is currently diving into it). Without this property, the target is not aware the effect is coming from a hack (all hack abilities that inflict damage reveal their presence).

**Reactive Awareness:** Humans, servers, and even some robots possess some natural awareness of the surrounding environment, even when focused on a specific task. Part of a SEED'S normal function is tapping into a brain's cognitive awareness; which is actually how the cybernetic device communicates with a brain. This process also works in reverse, allowing the SEED to alert its owner when it is under attack. A SEED under attack is a brain under attack. In addition, certain hacks are less subtle than others, alerting a conscious and attentive target to the possibility its security has been compromised. This is reflected in a value known as Reactive Awareness (RA)—both the SEED's and a target's capacity to detect neural attacks (as a SEED and an organic brain are considered in many circles to be a single

unit). Characters and their opponents are not expected to be ever vigilante to outside attack, therefore a fixed value is necessary when circumventing a target's awareness. This value is the DC required of attackers to beat with their Computer Use skill to avoid enemy detection. Failure alerts the target to the hack.

Your Reactive Awareness is determined as follows...

Wisdom modifier + SEED enhancement bonus + 10.

If you have ranks in Perception, you can add this value as well (including skill bonuses gained from items and feats). If you have the Active Security feat, you can use your ranks in Computer Use instead of Perception.

You can go into Active Awareness if desired. You must use a move action on your turn and the affects last for one round. Instead of taking the base 10, you roll a D20; however, you may add your Wisdom modifier to the result twice instead of once.

All opponents, servers, and player characters have a fixed RA value which must be rolled against each time an attacker makes an error in a hack (failing to breach a firewall or a target making its saving throw).

## STANDARD EQUIPMENT

Each class has standard equipment which is given to starting characters. This equipment has no value if sold or traded in. Characters receive no additional starting money other than what is listed.

## BORN-LEADER

You often began your life training to be ground-pounder but moved into a command position either by accident in the field when your commanding officer fell to enemy attack or by taking classes on how to be someone responsible for a team. Perhaps you have a natural talent for leadership despite being a soldier like the rest. Alternately, you might have been funding the team, so leadership is assumed. Thankfully, you are no rank amateur and have experience dealing with the expected issues of the outside world. You have to be intelligent and adaptive.

**Alignment:** Any

**Hit Dice:** d8

## STANDARD EQUIPMENT

As a born leader, you receive the following equipment at 1<sup>st</sup> level.

1 one-handed small arm costing €300 or less;  
Synthetic Weave or Ballistics Armor;  
€100 in additional gear.

## BORN LEADER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Command Presence, For the Good of the Team, Big Picture
2	+1	+0	+3	+3	Command Presence
3	+2	+1	+3	+3	Team Priority
4	+3	+1	+4	+4	Command Presence (+5 feet)
5	+4	+1	+4	+4	Team Priority
6	+5	+2	+5	+5	Command Presence
7	+6/+1	+2	+5	+5	Team Priority
8	+7/+2	+2	+6	+6	Believing Your Own Words
9	+8/+3	+3	+6	+6	Team Priority
10	+9/+4	+3	+7	+7	Command Presence
11	+10/+5	+3	+7	+7	Team Priority
12	+11/+6/+1	+4	+8	+8	Command Presence (+5 feet)
13	+12/+7/+2	+4	+8	+8	Team Priority
14	+13/+8/+3	+4	+9	+9	Command Presence
15	+14/+9/+4	+5	+9	+9	Team Priority
16	+15/+10/+5	+5	+10	+10	Big Picture, No One Hits the Chief
17	+16/+11/+6/+1	+5	+10	+10	Team Priority
18	+17/+12/+7/+2	+6	+11	+11	Command Presence
19	+18/+13/+8/+3	+6	+11	+11	Team Priority
20	+19/+14/+9/+4	+6	+12	+12	Manifestation of Greatness

## CLASS SKILLS

Bluff (Cha), Climb (Str), Computer Use (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (history), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Vehicle Operation (Dex)

**Skill Ranks per Level:** 6 + Int modifier

## CLASS FEATURES

**Weapon and Armor Proficiencies:** You are proficient with all light armor except advanced, all medium armor except advanced, and all heavy armor except advanced. You also gain proficiency with simple melee weapons, one-handed small arms, and two-handed small arms.

**Command Presence (Ex):** At 1<sup>st</sup> level, you can use words and actions to inspire those around you. These come in the form of auras (see Command Presence Auras). At 1<sup>st</sup> level, 2<sup>nd</sup> level, and every four levels after, you may select one of the following auras: By Example, Field Advice, Intimidating Mug, Mask of Authority, Stand as One, or Strategic Precision. All auras radiate 10 feet. Starting at 4<sup>th</sup> level, all your Command Presence auras have their ranges extended by 5 feet. Starting at 12<sup>th</sup> level, they increase again by 5 feet.

You can activate an aura as a swift action, which lasts until you end it as a swift action or until you fall unconscious. It does not provoke opportunity attacks. In

addition, each selected aura can also be temporarily boosted. You may have multiple auras in effect.

**For the Good of the Team (Ex):** At 1<sup>st</sup> level, you can sacrifice your standard action on your turn to give another open ally in line of sight a standard action either as an immediate action on your turn or as an additional standard action on his turn. Likewise, you can also sacrifice your move action to give another open ally a move action either as an immediate action on your turn or as an additional move action on his turn. Once per day, you can swap your initiative order with another open ally.

**Big Picture (Ex):** At 1<sup>st</sup> level, you can spend a standard action to boost an ally's effectiveness. Select one open ally in line of sight; he inflicts extra damage equal to your Wisdom modifier + ½ your level on his next hit. Starting at 16<sup>th</sup> level, big picture is reduced to a move from a standard action.

**Team Presence (Ex):** Starting at 3<sup>rd</sup> level and every second level after, you can select one Team Presence trait.

**Boar's Head:** If you take a 5-foot step, all adjacent allies can move with you.

**Control the Battle Theatre:** If you are not flat-footed, any adjacent allies are not as well.

**Bring Me Everyone:** You can use a standard action and pull all open allies in line of sight 20 feet towards you.

**Face Slap:** Once a day, you can use a move action to render one adjacent unconscious ally no longer unconscious. If the target was unconscious from being

reduced to fewer than 0 hit points, she is healed to 1 hit point.

**Focus Target:** All open allies gain a +1 leadership bonus to damage rolls against the last opponent you hit.

**Mark of the Puppeteer:** Any time you or any open ally hits an opponent, you can slide that opponent 5 feet, as long as the opponent is not moved into hazardous terrain (like fire or a pit).

**Plan of Attack:** If an open ally in line of sight threatens a critical hit on an opponent, you can confirm that critical without the ally having to roll. If you do this, you do not act on your next turn. You cannot use this ability if you have been denied your action in any way or suffer from any condition (like dazed, staggered, or stunned).

**Quick Patch:** As many times a day as your Wisdom modifier, you can use a full-round action to administer aid to an ally, curing them of 2d8 damage. Each time you are able to select a *team priority* ability, you can select *quick patch* again, increasing the damage cured by 1d8 (max 6d8).

**Reading Body Language:** You gain a +4 leadership bonus to Bluff, Diplomacy, Perception, or Sense Motive. Each time you are able to select a *team priority* ability, you can select *reading body language* again and select a different skill.

**Set An Example:** You and all open allies in line of sight gain a +3 leadership bonus to Survival to stay alive in any harsh environment.

**Take it up a Notch:** Use a move action to increase any *command presence* auras in effect by 10 feet until the start of your next turn. You can only use this ability once per round.

**Warrior's Creed:** Allies within 5 feet of you or another ally which is 5 feet from you gain a +1 leadership bonus to AC and a +1 marshal bonus to Will Saves.

**Believing Your Own Words (Ex):** Starting at 8<sup>th</sup> level, all your Command Presence auras that affect allies affect you as well.

**No One Hits the Chief (Ex):** Starting at 16<sup>th</sup> level, all open allies in your line of sight gain a +2 leadership bonus to attack any creature that hits you with an attack that does not target at least one other ally.

**Manifestation of Greatness (Ex):** Starting at 20<sup>th</sup> level, all allies within 5 feet of you can reroll all natural 1s on attack rolls.

## COMMAND PRESENCE AURAS BY EXAMPLE

You don't keep back and order from a distance; you stand shoulder to shoulder with those you lead.

**Effect:** Open allies in range gain a +2 morale bonus to Fort saves and Will saves.

**Exemplary Example:** Once a day, select one opponent in line of sight as a swift action. Until that opponent is destroyed (or 5 minutes), all open allies in range gain a +1 morale bonus to AC.

**Stage 2:** When you reach a level allowing you to select an additional command presence aura, you can instead select *by example* a second time. If you do, the Fort and Will bonuses increase to +3 and the bonus to AC increases to +2.

## FIELD ADVICE

Using only words, your comrades recover from the most harmful of afflictions.

**Effect:** Open allies in range cannot suffer from being shaken or staggered.

**Profound Advice:** Once a day, select one ally and one opponent in range as a swift action. Until the opponent is destroyed (or 5 minutes), the targeted ally is immune to one of the following conditions: fatigued, shaken, sickened, dazed, staggered, exhausted, frightened, blinded, deafened, paralyzed or stunned.

**Stage 2:** When you reach a level allowing you to select an additional command presence aura, you can instead select *field advice* a second time. If you do, allies are also immune to being dazed as well, and you can select two allies with *profound advice* instead of one.

## INTIMIDATING MUG

Opponents take one look at you and begin to rethink their approach.

**Effect:** All enemies treat the area as difficult terrain.

**Menacing Mug:** Once a day, select one opponent in line of sight as a swift action. Until that opponent is destroyed (or 5 minutes), all command presence auras you have in effect (not just *intimidating mug*) increase their range by 10 ft.

**Stage 2:** When you reach a level allowing you to select an additional command presence aura, you can instead select *intimidating mug* a second time. If you do, you increase the range to 20ft, and you can use *menacing mug* twice a day.

## MASK OF AUTHORITY

Your friends believe themselves better knowing you're around.

**Effect:** All open allies in range gain a +2 morale bonus to damage rolls.

**Personification of Authority:** Once a day, select one opponent in line of sight as a swift action. Until that opponent is destroyed (or 5 minutes), if an open ally in range misses with an attack roll against the target, he gains a +1 bonus on his next damage roll. This is cumulative up to +4 and is lost after he hits with an attack.

## ENGINEER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Flash of Genius, Overdrive, Shiny Red Button, Tech Savant, Widget Bag
2	+1	+0	+3	+3	Improved Repertoire, Midas Touch
3	+2	+1	+3	+3	Shiny Red Button
4	+3	+1	+4	+4	Midas Touch
5	+4	+1	+4	+4	Strained Effort
6	+5	+2	+5	+5	Bonus Feat
7	+6/+1	+2	+5	+5	Shiny Red Button
8	+7/+2	+2	+6	+6	Boosted Clip
9	+8/+3	+3	+6	+6	Tech Savant
10	+9/+4	+3	+7	+7	Bonus Feat
11	+10/+5	+3	+7	+7	Shiny Red Button
12	+11/+6/+1	+4	+8	+8	Midas Touch
13	+12/+7/+2	+4	+8	+8	The Button Beckons You
14	+13/+8/+3	+4	+9	+9	Tech Savant
15	+14/+9/+4	+5	+9	+9	Shiny Red Button
16	+15/+10/+5	+5	+10	+10	The Gum Trick
17	+16/+11/+6/+1	+5	+10	+10	Tech Savant
18	+17/+12/+7/+2	+6	+11	+11	Midas Touch
19	+18/+13/+8/+3	+6	+11	+11	Shiny Red Button
20	+19/+14/+9/+4	+6	+12	+12	Succumb to the Maddening Urge

**Stage 2:** When you reach a level allowing you to select an additional command presence aura, you can instead select *mask of authority* a second time. If you do, you increase the damage bonus to +3.

## STAND AS ONE

As long as your stand, no one falls.

**Effect:** All open allies in range gain DR1/-

**Brotherhood:** Once a day, select one opponent in line of sight as a swift action. Until that opponent is destroyed (or 5 minutes), increase the DR by 2.

**Stage 2:** When you reach a level allowing you to select an additional command presence aura, you can instead select *mask of authority* a second time. If you do, you increase the base DR to DR2/-

## STRATEGIC POSITION

You lead the attack, drawing allied fire to your target.

**Effect:** All open allies in range gain a +1 morale bonus to attack rolls against the last target you hit.

**Strategic Superiority:** Once a day, select one opponent in line of sight as a swift action. Until that opponent is destroyed (or 5 minutes), all allies in range can take a 5 ft. step as a swift action as long as the movement ends still within range of the aura.

**Stage 2:** When you reach a level allowing you to select an additional command presence aura, you can instead select *strategic precision* a second time. If you do, you increase the attack bonus to +2.

## ENGINEER

Whether it be electrical, computer, or cybernetic, you love machines. You tinker with anything that has wires or software, and in this age, most things do. This doesn't just stop with squeezing a few extra ponies from your hot rod or overclocking your CPU, you have been known to design technology from the ground up. You can examine a transistor and tell where it was built and who built it. In a combat situation, you can be experienced in both the setting of explosives and their demolition. You can modify powered armor or the weapons designed to penetrate said armor. In this modern world, you will never be bored, never be out of work. Something always needs fixing; and if not, you could always break it.

**Alignment:** Any

**Hit Dice:** d8

## STANDARD EQUIPMENT

As an engineer, you receive the following equipment at 1<sup>st</sup> level.

1 repair kit;

1 one-handed small arm worth €300 or less;

Synthetic Weave, Ballistics Armor, Flack Longcoat, or Carbide Armor;

€200 in additional gear, which cannot be weapons or armor.

## CLASS SKILLS

Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Computer Use (Int), Diplomacy (Cha), Disable Device (Dex), Demolitions (Int), Engineer (Int), Heal (Wis), Knowledge (history) (Int), Knowledge (sciences) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sciences (Int), Sense Motive (Wis), Sleight of Hand (Dex), Vehicle Operation (Dex)

**Skill Ranks per Level:** 7 + Int modifier

## CLASS FEATURES

**Weapon and Armor Proficiencies:** You are proficient with all light armor except advanced, all medium armor except advanced and all heavy armor except advanced. You are also proficient with all small arms (one-handed & two-handed) and all simple melee weapons.

**Flash of Genius (Ex):** At 1<sup>st</sup> level, while you are wielding a small arm, you can use Intelligence in place of Dexterity for all attack and damage rolls. You can also use Intelligence in place of Dexterity for determining prerequisites for combat feats.

**Shiny Red Button (Ex):** At 1<sup>st</sup> level, you put a button on your firearm. You can press the button as a free action. You only need eight hours of work to put the button on a new firearm but only you can press it without breaking the weapon.

- If you press the button before the attack roll, do not roll: you automatically hit.
- If you press it after you hit, the target takes additional damage equal to ½ your level + your Intelligence modifier (effectively doubling your attribute modifier if using Flash of Genius).
- You can also press it after a critical threat to confirm the critical hit.

You start at 1<sup>st</sup> level able to press the button four times a day. You gain additional uses at later levels. You can only press the button once per round.

**3<sup>rd</sup> Level:** You can press the *shiny red button* two additional times per day but only once per turn.

**7<sup>th</sup> Level:** You can press the *shiny red button* two additional times per day but only once per turn.

**11<sup>th</sup> Level:** You can press the *shiny red button* two additional times per day but only once per turn.

**15<sup>th</sup> Level:** You can press the *shiny red button* two additional times per day.

**19<sup>th</sup> Level:** You can press the *shiny red button* two additional times per day.

**Tech Savant (Ex):** At 1<sup>st</sup> level you gain the ability to permanently modify the weapon and armor under your control. Choose two of the following *tech savant* abilities. You can only have one in effect, and they can be activated or deactivated with a swift action. At 9<sup>th</sup> level at 14<sup>th</sup> level, you gain one additional *tech savant* ability. At 17<sup>th</sup> level, you

can empty two *tech savant* abilities simultaneously (though each must be activated separately).

**Charge Shot:** Each time you hit a Medium or smaller target with a ranged weapon, you push it 5 feet. If the target cannot be pushed, it is staggered until the start of your next turn. You can only push a target 5 feet per turn at 1<sup>st</sup> level, 10 feet per turn at 10<sup>th</sup> level, and 15 feet per turn at 20<sup>th</sup> level.

**Economical Plating:** You gain a +1 operator bonus to AC and Ref saves. You do not grant flanking bonuses to opponents

**Improved Precision:** You gain a +1 operator bonus to ranged attack rolls and a +2 operator bonus to ranged attack rolls against all creatures within 20 ft.

**Modified Caliber/Output:** All your ranged attacks gain a +2 mechanic bonus to damage rolls against targets within your weapon's first range increment. At 7<sup>th</sup> level, this increases to +3 and at 14<sup>th</sup> level, it increases to +4.

**Widget Bag (Ex):** At 1<sup>st</sup> level, you can use widgets to repair, modify, and create items. You keep pieces handy for on-site repairs. You have enough parts on hand for €200 worth of repairs. These parts cannot be sold or traded. They are useless to others. The bag weighs 5 lbs. The parts work with any device you attempt to repair. You can increase the size of this widget bag later by investing in more widgets. Every 500 € adds another 1 lb. When you reach 7<sup>th</sup> level, the bag's weight drops by half and every additional 1,000 € adds another 1 lb. When you reach 14<sup>th</sup> level, the bag's weight drops by half again and every 100,000 € adds another 1 lb. Once invested, you do not get this value back. When you scavenge technology, the GM may award a certain value in additional widgets (see Engineer).

**Overdrive (Ex):** At 1<sup>st</sup> level, once a day, you can use a standard action to attempt to temporarily overdrive a weapon or device, offering it a quick boost at the sacrifice of its operational lifespan. This does not provoke opportunity attacks. Select one piece of equipment, make an Engineer check, and consult the following table: You can apply any one modification for which you meet or exceed the DC. The modification lasts for 5 minutes. After the time has expired, you must make another Engineer check against the same DC or the modified item breaks, requiring repairs. If you are unable to make the Engineer check, the item immediately breaks.

Bonus	Engineer DC
<b>Ranged weapons</b>	
+1 to damage	20
+2 to damage	27
+3 to damage	37
+15 to long range	20
+30 to long range	27
+50 to long range	37
<b>Electronic Devices</b>	
+1 skill bonus	20
+2 skill bonus	27
+3 skill bonus	37
<b>Vehicles</b>	
+1 to initiative & maneuver	20
+1 to maneuver & speed	25
+2 to maneuver & speed	30
<b>Power Armor</b>	
+1 to attack and damage with Melee weapons	25
+2 to attack and damage with Melee weapons	30
+3 to attack and damage with Melee weapons	37

**Midas Touch (Ex):** Starting at 2<sup>nd</sup> level, while you're wielding a firearm, its damage die increases by one step (1d4 to 1d6 to 1d8 to 1d10 to 1d12 to 2d6 to 2d8 to 2d10). This stacks with any other effect that increases damage die size.

*4<sup>th</sup> Level:* Your damage die bonus from *midas touch* improves by one step.

*12<sup>th</sup> Level:* Your damage die bonus from *midas touch* improves by one step.

*18<sup>th</sup> Level:* Your damage die bonus from *midas touch* improves by one step.

**Improved Repertoire (Ex):** At 2<sup>nd</sup> level, you gain 1 additional class skill.

**Strained Effort (Ex):** Starting at 5<sup>th</sup> level, if you fail a skill check, you gain a +5 operator bonus to any saving throw until the start of your next turn.

**Bonus Feat:** At 6<sup>th</sup> level, you gain one non-combat feat.

**Boosted Clip (Ex):** Starting at 8<sup>th</sup> level, you can modify one clip or cell of a weapon's ammunition (yours or an ally's). This takes 5 minutes and you can only modify one cell/clip a day. The weapon's damage die increases by one step (1d4 to 1d6 to 1d8 to 1d10 to 1d12 to 2d6 to 2d8 to 2d10) when that clip is used.

**The Button Beckons You (Ex):** Starting at 13<sup>th</sup> level, you can press the *shiny red button* twice per turn.

**Bonus Feat:** At 10<sup>th</sup> level, you gain one non-combat feat.

**The Gum Trick (Ex):** Starting at 16<sup>th</sup> level, once a day as a move action you can perform the Gum Trick. Select one piece of equipment. Select one of the following effects.

- A broken item is repaired.
- An unbroken weapon gains a +4 bonus to damage rolls for 1 hour.
- Unbroken powered armor gains a +2 bonus to AC for 1 hour.

**Succumb to the Maddening Urge (Ex):** Starting at 20<sup>th</sup> level, each time you start a new day, you gain 1d4 additional uses of the *shiny red button*. These extra uses are gone at the end of the day.

## FREEDIVER

You are a soldier of the new age, a disciple of data. You refuse to associate yourself with the tired cliché's of hacker cowboys and the prophetic but technologically improbable visions of 80's cyberpunk writers. There are no jacks. There is no "virtual realm" of cyberspace. You are only aware of a different layer of reality that cannot be articulated by sight or sound. That is the true internet. A space without space, where time and distance are the same. You are a master of a kingdom larger than any nation, yet could fit onto a needle's point. Although many outsiders still persist in calling you a hacker, you prefer something more graceful and elegant. You are simply an apostle of chaos. Nothing is fixed, no rule unbreakable. You can alter perception, memory, and even someone's personality. You are a simple freediver. You may not be an anarchist, but you do endorse the freedom of information and consider yourself a vigilante for the flow of knowledge. The more control they enforce, the more encouraged you feel to prove how futile such control is.

## PLAYING A FREEDIVER

Even if you endorse a future of peace and global harmony, you don't believe this should come at the price of censorship and the curtailing of one's mind to explore the new dimension of cyberspace. What defines humanity is not their wars or ethnicities or customs, but the capacity for knowledge and in the sharing and development of such knowledge. If you pursue the path of anarchy, then you believe any attempt to control the flow of information is a sin. You rebel by shattering the virtual walls that enclose corporations and nations. Make everything knowable within the grasp of public domain. More corrupt followers of this ideology believe that everything else is suspect, whether it is personal identity or one's memories. If you're on the side of global order, you fight to keep the expanding realm of information uncorrupted from those wishing to steal and destroy it. Although you may possess natural technical skills, you are not a front fighter. Your talents are

FREEDIVER						Hack Talents				
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Hotkeys	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>
1	+0	+0	+2	+2	Advanced Firewall Attack (move), Back-Hack, Exposed But Not Defenseless, Hack Craft	2	1	--	--	--
2	+1	+0	+3	+3	Opportune Hacker	3	1	--	--	--
3	+2	+1	+3	+3	Proficient Hacker	3	1	0	--	--
4	+3	+1	+4	+4		3	1	1	--	--
5	+4	+1	+4	+4	Hacking Feat	3	2	1	--	--
6	+5	+2	+5	+5	Risk an Aneurism	3	2	1	0	--
7	+6/+1	+2	+5	+5		4	2	1	1	--
8	+7/+2	+2	+6	+6	Hacking Feat	4	2	2	1	--
9	+8/+3	+3	+6	+6		4	3	2	1	0
10	+9/+4	+3	+7	+7	Hacking Feat	4	3	2	1	1
11	+10/+5	+3	+7	+7	Advanced Firewall Attack (swift)	4	3	2	2	1
12	+11/+6/+1	+4	+8	+8	Hacking Feat	4	3	3	2	1
13	+12/+7/+2	+4	+8	+8		5	4	3	2	1
14	+13/+8/+3	+4	+9	+9	Hacking Feat	5	4	3	2	2
15	+14/+9/+4	+5	+9	+9		5	4	3	3	2
16	+15/+10/+5	+5	+10	+10	Hacking Feat	5	4	4	3	3
17	+16/+11/+6/+1	+5	+10	+10		5	4	4	4	3
18	+17/+12/+7/+2	+6	+11	+11	Hacking Feat	5	4	4	4	4
19	+18/+13/+8/+3	+6	+11	+11		6	4	4	4	4
20	+19/+14/+9/+4	+6	+12	+12	Hacking Feat	6	4	4	4	4

subtle and quiet and most opponents aren't even aware of your actions until it's too late.

**Alignment:** Any  
**Hit Dice:** d8

## STANDARD EQUIPMENT

As a freediver, you receive the following:

- 1 CyberSoft SD-528 external memory device.
- 1 data screen
- 1 handheld assistant
- 1 base barrier of your choice.
- 50€ in additional gear

## CLASS SKILLS

Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Computer Use (Int), Diplomacy (Cha), Disable Device (Dex), Demolitions (Int), Engineer (Int), Heal (Wis), Knowledge (history) (Int), Knowledge (sciences) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sciences (Int), Sense Motive (Wis), Sleight of Hand (Dex), Vehicle Operation (Dex)

**Skill Ranks per Level:** 7 + Int modifier

## CLASS FEATURES

**Weapon and Armor Proficiencies:** You are proficient with all light armor except advanced. You are also proficient with all one-handed small arms.

**Advanced Firewall Attack (Ex):** At 1<sup>st</sup> level, you are able to hack into opponents using a variety of ciphers and shortcuts most others don't have. You can attempt a firewall attack as move action. At 11<sup>th</sup> level, you can attempt a firewall attack as a swift action.

**Back-Hack (Ex):** At 1<sup>st</sup> level, you can attempt to back-hack an opponent attempting a dive on you. You must be aware an enemy is diving. If so, you can make a Computer Use skill check against your opponents ProgDC as a swift action. If you beat the DC, you gain the target's GIA (not their physical location) until the end of this turn. You are not in a dive unless you initiate a firewall attack and penetrate. If the target does not move (or cannot), you maintain the GIA until it does so or is able to scramble its GIA. If the target has a GIAS (GIA Scrambler) and you hit, you must make a Computer Use skill check against the GIAS's ProgDC before attempting to locate the attacker.





This takes no additional action. You only gain one attempt against the GIAS per use of back-hack. After you employ a back-hack, you cannot attempt another until the beginning of your next turn.

**Exposed But Not Defenseless (Ex):** Starting at 1<sup>st</sup> level, if you don't wear any armor, you gain a +2 armor bonus to AC.

**Hack Craft:** You are able to create viruses and programs. At 1<sup>st</sup> level, you gain the Programmer feat.

**Hacks Talents (Ex):** A freediver gains hack talents he can use each day. They operate nearly identical to spells like a cleric or wizard would cast. As they only occur inside a brain, hack talents require no components whatsoever. Unlike spells, hack talents require neither contemplation nor studying each morning; you regain the use of them each day. You can use any exploit on the exploit list, provided that you can use the exploit of that level. You do not need to choose which exploits to prepare each morning. Like spellcasters, you receive bonus exploits per day if you have a high Intelligence score. When the freediver table indicates

that you get 0 talents per day of a given level, you gain only the bonus talents you would be entitled to based on your Intelligence score for that level.

**Hotkeys (Ex):** Hotkeys are the equivalent of 0 level hack talents. However, instead of uses per day, this value is how many 0-level talents you can select (2 at first level, a 3<sup>rd</sup> at 2<sup>nd</sup> level, a 4<sup>th</sup> at 7<sup>th</sup> level, a 5<sup>th</sup> at 13<sup>th</sup> level, and a 6<sup>th</sup> at 19<sup>th</sup> level). Also at levels 3, 7, 12, and 19, you can reselect all your hotkey talents. You can use hotkeys at any time in any situation, though many often have limits on their use (like they cannot be used on the same target twice or have a cool down before they can be used again). Many hotkeys get better with level progression while others get better if selected twice or three times (counting as two or three choices); this is called expansion.

**Opportune Hacker (Ex):** Starting at 2<sup>nd</sup> level, whenever you are granted an attack from an ability (yours or an ally's) or an opportunity attack, you may use any freediver attack or program you have access to.

**Proficient Hacker (Ex):** At 3<sup>rd</sup> level, you gain a +2 proficiency bonus to all attack rolls against firewalls and to all DC's you set from hack abilities and programs.

**Freediver Feats:** At 5<sup>th</sup> level, 8<sup>th</sup> level, and for every two levels after, you may select a non-combat feat, hack feat, or robot feat. You must still meet each feat's prerequisite.

**Risk An Aneurysm (Ex):** Starting at 6<sup>th</sup> level, you can use a swift action and suffer damage equal to the maximum value of your hit die. If you do, you gain an additional standard action that same turn.

## HACKING TALENTS

Most hacking talents are not programs or viruses, but natural abilities on the part of the hacker. Most are skills the hacker has learned over the course of years while a few are custom-programed algorithms to accomplish a specific task in a certain amount of time. However, none of these require implantation or command words. When you build programs or viruses, you build in theme a sequence of hacking talents which can activate in a specific order.

Hack talents level 1 through 4 are not selected; you have access to all of them and have limited uses per day based on your level. 0-level hack talents, called hotkeys, can be used at any time, any number of times a day, but you can only

select two at 1<sup>st</sup> level. At 2<sup>nd</sup> level, you may select one more and also change your selection from 1<sup>st</sup> level. This is repeated at levels 7, 13 and 19.

**Firewall breach:** This indicates if you are required to breach an opponent's firewall before using the talent.

**Sustain:** Several talents allow you to sustain them after being used. You cannot sustain a talent you have ended and you can sustain a talent in a target you are not currently diving into. You can only sustain a talent on a target which failed the initial saving throw, and sustaining does not require further saving throws (unless stated otherwise in the talent entry). Sustaining a talent does not count against the number of talents you use that day, meaning if you use one talent and then sustain it, it still only counts as a use of that one talent.

## O LEVEL HACKING TALENTS [HOTKEYS]

**Attack Blocker:** One of your firewalls immediately resets.

**Feedback Surge:** The target suffers damage OR two allies may gain a bonus to attack rolls.

**Hypersensitivity:** Use an immediate action if an ally inflicts non-neural damage on a target. The target takes additional damage equal to 1d6 + half your level.

**Logo Override:** You create a Small or smaller image that appears in a target's visual sensory input.

**Muddled Perception:** Either immobilize the target until the beginning of your next turn or slide the target 10 feet (2 squares).

**Neural Curse:** Target's suffers a -1 penalty on attack rolls and Will saving throws.

**Pop:** You can create a sound that the target believes is originating from a location.

**Startle:** The target becomes frightened by your presence.

**Target Fixation:** You gain a +2 bonus to your ProgDC versus the target's next save and a +2 bonus to your next attack against the target's firewall.

## 1<sup>st</sup> LEVEL HACKING TALENTS

**Fascination:** Tap the brain's attachment impulse, offering the impression that you are a friend.

**File Search:** Gain a +10 bonus to your next Computer Use check when performing a computer search.

**Firewall Boost:** Gain a +2 bonus to one personal firewall and your Will saves.

**Flash Memory Download:** Download a target's flash memory.

**Hypersomnia:** You cause the target to fall asleep.

**Image Anchor:** You affix an illusion to a physical object which perfectly occupies that object, preventing illusion collapse if interacted with.

**Lie Suppressor:** The target can't speak any deliberate and intentional lies.

**Monitor Bug:** All auditory and visual input is relayed to you.

**Nerve Spike:** The target suffers 1d8 + Intelligence modifier damage + your character level. The target is also dazzled until the end of your next turn.

**Optical Erasure:** A creature or object becomes invisible

**Optic Camouflage:** You or a creature you select appears blurred to the target, granting you or the creature you select concealment.

**Parallax:** You and the target of *parallax* gain a +2 hack bonus to ranged attack rolls, AC, and Ref saves against the opponent as long as the opponent is at least 20 feet from either of you.

**Peripheral Flash:** The target is staggered for 1d4 rounds.

**Psychosomatic Indulgence:** The target fails it's next saving throw or you extend a hack-induced condition the target suffers from for 1 additional round without requiring another Will save.

**Recognized Authority:** You give the target a single command, which it obeys to the best of its ability at its earliest opportunity.

**Supplantation:** You select a focus for the hack, usually you. The focus appears to be about 2 feet away from its true location. The focus benefits from a 50% miss chance as if it had total concealment.

**Target Arrow:** The target gains an indicator which you can transmit to all "open" allies in line of sight.

**Virtual Terrain:** You can create either an obstruction (wall, floor, ceiling, or similar surface) or a fragment of terrain no bigger than 30 feet across.

## 2<sup>nd</sup> LEVEL HACKING TALENTS

**Attention Grabber:** The target suffers a -2 penalty to all attacks rolls which don't include you as a target. Up to three open allies gain a +1 bonus to attack rolls against the target.

**Autistic Manner:** The target's SEED or GIA connection is cut.

**Close Down:** Reset one breached firewall.

**Decent Proposal:** You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two).

**Degauss:** The target takes 2d10 + Intelligence modifier damage neural damage, and the target is dazzled for 1d4 minutes.

**Fenceline:** You create a fixed field in space able to inflict pain on the target if it attempts to move from it.

**Flash Memory Corruption:** Targets an opponent's flash memory and alter it.

**Glare Sensitivity:** If the target is in bright light (in the sun or if a flashlight is shined in his face) the target is blinded until the end of your next turn.

**Hijack Robotics System:** You control the actions of the target within the limits of its abilities.

**Improved Back-Hack:** If you detect a target currently diving into your brain or system, you gain the target's GIA (not their physical location). You also instantly reset one personal firewall and its defense increases by +4 until the end of your next turn.

**Impulse Surge:** The target is stunned until the beginning of your next turn.

**Memory Simulation:** You implant a false memory in the target

**Neural Strike:** Add a neural shot to your last hack you used this turn other than one that breaks through firewalls.

**Satellite Hack:** Gain the target's GIA and a +2 bonus to attack the target with non-hack ranged attacks as long as the target remains within 500 feet of its original location. Target gains no benefits from concealment or cover.

**Simple God Hack:** You can control the actions of the target through your SEED connection.

**Tapeworm:** You reach into the subject's mind and modify as many as 5 minutes of its memories.

**Telepresence:** Regardless of line of sight or other rules dealing with a target's GIA, you maintain the GIA of a target until the end of your next turn.

### 3<sup>rd</sup> LEVEL HACKING TALENTS

**Active Defense:** Gain a +5 hack bonus to your Will saves and to one Firewall defense.

**Animate Corpse:** You invade a recently deceased target's SEED and hijack the body.

**Automation:** You can sustain any hack talent requiring a move, standard action, or swift action.

**Backdoor Algorithm:** You keep a target's breached firewall open, regardless of what they do. You automatically re-break a firewall an enemy you are diving into is attempting to reset.

**Background Program:** Activate any program in your memory.

**Blackout:** The target is blinded.

**Blatant Ignorance:** A creature or object becomes invisible

**Compression Software:** Gain one standard action and two move actions which can only be used for "hack" talents.

**Decryption Equation:** The target's firewall is breached and cannot be reset for 2d4 rounds. You are in a dive.

**Dopamine Suppression:** The target is confused.

**Hormone Tweak:** The target suffers a -4 penalty to attack you, and all damage inflicted on you by the target is halved. As long as you remain in line of sight to the target, the target is staggered. You gain a +2 bonus to all Diplomacy and Bluff skill checks to the target.

**Inception:** You implant an idea in a target which it believes it made up on its own, as long as it's reasonable.

**Itch:** You make the target feel like a hundred spiders are crawling over his body. The target is considered entangled.

**Maze Array:** You create a chaotic display of images, like a dream, to confuse your enemy.

**Quit Hitting Yourself:** The target immediately uses a single melee attack with itself as a target (the target's choice of which one).

**Refresh Software:** You pass your next Will or Fort save against a hack attack or talent or you may gain a +10 hack bonus to your next Computer Use skill roll when attempting to diagnose or remove harmful programs in your brain or server.

**Stem Paralysis:** The target is paralyzed.

**Sympathy Pains:** The target and you gain a neural connection. Any time you suffer any damage, the target suffers neural damage equal to double that amount + 1d6.

**System Check:** Recover 3d6 + your character level hit points of any neural damage you have sustained.

**Total Immersion:** You create a complete fabricated experience, hijacking the target's complete sensory network in real time.

### 4<sup>th</sup> LEVEL HACKING TALENTS

**Backdoor Key:** You create a hole in one's firewall and paranoid mode that keeps a conduit into the brain or server, regardless of the state the target is in.

**Bio-Crash:** If the target has hit points equal to or less than a quarter of their total hit points, they are reduced to 0.

**Buried Virus:** As long as you remain diving the target, you only need to spend a swift action to activate any hack talents. This lasts until the end of your next turn.

**Decoy Blocker:** You ignore the trap attack and/or any effects of the trap.

**Displaced Coordination:** The target suffers a -5 penalty to all attack rolls, a -5 penalty to Reflex saves and AC, is slowed, and does not gain any benefits for scoring a critical hit (other than automatically hitting).

**Dream Paralysis:** You cause your enemy to fall into a deep slumber.

**Dummy Firewall:** If an opponent gains your GIA through a hack, you scramble your GIA, and the target does not gain it this turn.

**Firewall Bombardment Algorithm:** Make an attack against the target's firewall. If you succeed, you gain a +3 hack bonus to target further firewall defenses the opponent may have until the end of your next turn.

**Increased Sensitivity:** Until the end of your next turn, every time the target takes damage of any type of attack, they take additional damage equal to your Intelligence modifier + your character level.

**In Its Tracks:** If an enemy performs any type of action, including opportunity attacks but not surprise actions (you must be aware of the attack), you may immediately perform any single firewall attack.

**Lobotomy Surge:** Target takes 4d10 + Intelligence modifier damage + your character level

**Minor Ego-Hack:** You tap into the target's very subconscious, altering their personality or even emotional state.

**Pandora's Bomb:** You gain two standard actions which can only be used for firewall attacks and hack talents. You can replace a standard action with two move actions.

**Puppetmaster's Whim:** Target is under your control.

**Relay Intent:** You implant a transmitter that conveys surface thoughts from the enemy to you, giving you advance notice of his intended action.

**Sensory Hijack:** You cut off all auditory and visual input to the target's brain.

**Sever Functions:** The target's Intelligence and Charisma scores each drop to 1.

**Shortcut:** Perform any inactivated hack talent you are able to use.

**Temporary Blocker:** You throw up an additional self-made firewall in an emergency. It has a defense rating equal to your lowest level firewall. This firewall is in addition to any firewalls you have and is not counted towards your limit of firewalls.

**Time Freeze:** You temporarily pause all brain activity dealing with outside stimuli.

## O LEVEL HACKING TALENTS

### [HOTKEYS]

#### ATTACK BLOCKER

**Level** freediver 0

**Casting Time** immediate action

**Range** personal

**Target** you

**Duration** instantaneous

**Firewall Breach** no

**Saving Throw** none

**Effect:** You can only employ *attack blocker* if you detect an opponent diving into your brain or system. One of your firewalls immediately resets, forcing the target to attack it again in order to sustain its dive.

#### FEEDBACK SURGE

**Level** freediver 0

**Casting Time** standard action/special

**Range** GIA

**Target** one creature

**Duration** instantaneous

**Firewall Breach** yes

**Saving Throw** Fortitude negates

**Special:** If your target fails a Fortitude or Will on this turn from a hack talent you use, you can activate *feedback surge* as a move action. At 11<sup>th</sup> level, this is reduced to a swift action

**Effect:** The target suffers 2d4 + Intelligence Modifier damage OR up to two allies may gain a +3 insight bonus to attack rolls against the target until the beginning of your

next turn. If a target has already suffered damage from *feedback surge* in the past 5 minutes, a second reduces the damage by half (round down). This reduction is cumulative with successive uses.

**Advancement:** Increase damage to 4d4 + Intelligence modifier damage at 11<sup>th</sup> level.

**Expansion:** Select *feedback surge* as two hotkeys and increase the damage die by one step (1d4 to 1d6 to 1d8 to 1d10 to 1d12 to 2d6 to 2d10). Select *feedback surge* as three hotkeys and increase the damage die by two steps.

## HYPERSENSITIVITY

**Level** freediver 0

**Casting Time** move action

**Range** GIA

**Target** one creature

**Duration** 1 round

**Firewall Breach** yes

**Saving Throw** Will negates

**Effect:** Before the beginning of your next turn, you can use an immediate action if an ally inflicts non-neural damage on a target. If so, the target takes additional damage equal to 1d6 + half your level. This additional damage is neural.

**Advancement:** Increase damage to 2d6 + Intelligence modifier damage at 11<sup>th</sup> level.

**Expansion:** Select *hypersensitivity* as two hotkeys and increase the damage die by one step (1d4 to 1d6 to 1d8 to 1d10 to 1d12 to 2d6 to 2d10). Select *hypersensitivity* as three hotkeys and increase the damage die by two steps.

## LOGO OVERRIDE

**Level** freediver 0

**Casting Time** standard action

**Range** GIA

**Target** one creature

**Duration** 1 round

**Firewall Breach** yes / Special

**Saving Throw** Will negates

**Effect:** You create a Small or smaller image that appears in a target's visual sensory input. This is not a realistic fabricated reality but a single sprite or icon. It is not meant to simulate a real-world object but is a jarring free-floating computer image that may move with the target or remain fixed and rooted to a point in space. It may be given animation and sound but it cannot be a real-world simulation. It is obviously a fabrication. This could be a benign program users can willingly accept. If so, you do not have to breach the firewall. This is a common public program where virtual company logos appear floating from books and signs. This hack cannot be used to disguise a target but it may conceal a target as long as the viewer is aware the cover is virtual.

**Sustain:** At the beginning of the next turn after you use *logo override*, you can use a swift action and sustain it for up to 5 minutes.

**Expansion:** Select *logo override* as two hotkeys and the size of the logo can be up to Large.

## MUDDLED PERCEPTION

**Level** freediver 0 (mind-affecting)

**Casting Time** move action

**Range** GIA

**Target** one creature

**Duration** instantaneous

**Firewall Breach** yes

**Saving Throw** Will negates

**Effect:** You can either immobilize the target until the beginning of your next turn or slide the target 10 feet (2 squares).

**Expansion:** Select *muddled perception* as two hotkeys and you can slide the target up to 20 feet (4 squares).

## NEURAL CURSE

**Level** freediver 0 (mind-affecting)

**Casting Time** swift action

**Range** GIA

**Target** one creature

**Duration** 1 round

**Firewall Breach** yes

**Saving Throw** Will negates

**Effect:** The target's brain chemistry is slightly altered and it begins to feel uneasy and doubtful. It suffers a -1 penalty on attack rolls and Will saving throws.

**Advancement:** At 11<sup>th</sup> level, the penalty increases to -2.

**Special:** Use a move action with *neural curse* to increase the penalty to -2, -3 at 11<sup>th</sup> level.

**Sustain:** At the beginning of the next turn after you use *neural curse*, you can use the same action you used to activate the talent and sustain it for up to ten rounds. If you sustain his hack for ten rounds, the effects last until the end of the day.

**Expansion:** Select *neural curse* as two hotkeys and increase the penalty by 1 (-3 with a standard action; -3 with a move action and -4 with a standard action at 11<sup>th</sup> level).

## POP

**Level** freediver 0 (figment)

**Casting Time** move action

**Range** GIA

**Target** one creature

**Duration** 1 round

**Firewall Breach** yes

**Saving Throw** Will disbelief

**Effect:** You can create a sound that the target believes is originating from a location. It can be a single noise a continuous one that doesn't change. You choose what type

of sound when activating this talent. It can be as simple as a bottle breaking or talking, singing, shouting, walking, marching, or running sounds. Targets affected are considered distracted that round. The target receives a Will save to disbelieve.

**Special:** A target that fails its Will save against this talent receives a cumulative +3 bonus to further Will saves against it for the rest of the day.

## STARTLE

**Level** freediver 0 (fear, mind-affecting)

**Casting Time** move action

**Range** GIA

**Target** one creature

**Duration** 1 round

**Firewall Breach** yes

**Saving Throw** Will negates

**Effect:** The target becomes frightened by your presence. You haven't changed your appearance; you only make a connection with your appearance with the target's fight-or-flight instinct. The target is shaken for 1 round.

**Special:** A target that fails its Will save against this talent receives a cumulative +3 bonus to further Will saves against it for the rest of the day.

## TARGET FIXATION

**Level** freediver 0

**Casting Time** minor action

**Range** GIA

**Target** one creature

**Duration** instantaneous

**Firewall Breach:** yes

**Saving Throw** none

**Effect:** You gain a +2 bonus to your ProgDC versus the target's next save and a +2 bonus to your next attack against the target's firewall. You must employ this bonus before the beginning of your next turn. If you use target fixation on a target more than once per day, successive uses force a Perception check to be detected.

**Advancement:** At 21st level, increase to a +3 bonus.

**Expansion:** Select *target fixation* as two hotkeys and increase the attack bonus by 1.

## 1<sup>st</sup> LEVEL HACKING TALENTS FASCINATION

**Level** freediver 1 (mind-affecting)

**Casting Time** move action

**Range** GIA

**Target** one creature

**Duration** 1 round

**Firewall Breach** yes

**Saving Throw** Will negates

**Effect:** You don't hijack the target's brain, but simply tap the brain's attachment impulse, offering the impression that

you are a friend. If you or (apparent) allies threaten or physically attack the creature, this minor chemical imbalance fixes itself and the target instantly recovers and cannot be affected again by *fascination* from you unless its memory of the event is wiped.

You cannot directly control the target, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. You must speak the person's language to communicate your commands, or else be good at pantomiming.

**Sustain:** At the beginning of your next turn, after you use *fascination* you can use swift action and sustain it for another turn.

**Special:** Once a day, if the target makes its Will save, you recover the hack slot this talent used.

## FILE SEARCH

**Level** freediver 1  
**Casting Time** move action  
**Range** personal  
**Target** you  
**Duration** instantaneous  
**Firewall Breach** no  
**Saving Throw** none  
**Effect:** Gain a +10 bonus to your next Computer Use check when performing a computer search.  
**Special:** Once a day, if you fail the skill check, you recover the hack slot this talent used.

## FIREWALL BOOST

**Level** freediver 1  
**Casting Time** move action  
**Range** personal  
**Target** you  
**Duration** 5 minutes  
**Firewall Breach** no  
**Saving Throw** none  
**Effect:** Gain a +2 bonus to one personal firewall and your Will saves.

## FLASH MEMORY DOWNLOAD

**Level:** freediver 1 (mind-affecting)  
**Casting Time:** standard action  
**Range:** GIA  
**Target:** one creature  
**Duration:** 1 minute  
**Firewall Breach:** yes  
**Saving Throw** Will negates

**Effect:** This simple talent started—and it still best known—as a SEED spyware program that relays your SEED model and programs. It was cracked and enhanced to patch into a target's flash memory. This is usually an hour's worth of experiences but can often contain favorite life moments or crucial information the target has yet to delete. The entire flash memory download takes a full minute though it may take longer to pick apart. The memory scans by and you may keep any amount of it in your flash memory, up to your SEED's capacity. Identities, pin numbers, and access codes can be stored in flash memory.

## HYPERSOMNIA

**Level** freediver 1 (mind-affecting)  
**Casting Time** standard action  
**Range** GIA  
**Target** one creature  
**Duration** 1 minute  
**Firewall Breach** yes  
**Saving Throw** Will negates  
**Effect:** You cause the target to fall asleep. The target's hit dice cannot be more than 1 higher than you. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Hypersomnia can also affect robots and servers but if affecting the latter, you can only cause the functions on the layer you penetrated to shut down.  
**Sustain:** At the beginning of your next turn before *hypersomnia* expires, you can use a standard action sustain it for up to ten rounds. If you sustain his hack for ten rounds, the effects last until the end of the day without further actions required.  
**Special:** Once a day, if the target makes its Will save, you recover the hack slot this talent used.

## IMAGE ANCHOR

**Level** freediver 1 (mind-affecting)  
**Casting Time** standard action  
**Range** GIA  
**Target** one creature  
**Duration** 1 minute  
**Firewall Breach** yes  
**Saving Throw** Will disbelief (if informed of the illusion by another creature)  
**Effect:** You affix an illusion to a physical object which perfectly occupies that object, preventing illusion collapse if interacted with. This can include making a bottle of vinegar look like a bottle of wine, a piece of paper resembling a monetary denomination, or making an off button look like an on button. You can also alter your likeness, including clothing, armor, weapons, and equipment. You cannot alter your height more than a few

inches or your weight more than fifty lbs, or risk breaking down the illusion. You could add or obscure a minor feature or look like an entirely different person or gender, though not providing the abilities or mannerisms of the chosen form. If you use this talent to create a disguise, you get a +10 bonus on the Disguise check. As long as the object being altered is the same shape and weight of the illusion, it does not break down if handled.

**Sustain:** At the beginning of your next turn before *image anchor* expires, you can use a move action sustain it for up to 5 minutes. If you sustain his hack for 5 minutes, the effects last until the end of the day without additional actions required.

### LIE SUPPRESSOR

**Level** freediver 1 (mind-affecting)

**Casting Time** move action

**Range** GIA

**Target** one creature

**Duration** 1 minute

**Firewall Breach** yes

**Saving Throw** Will negates

**Effect:** The target can't speak any deliberate and intentional lies. Once aware of this affect (which occurs the moment the target realizes it cannot lie), the target may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they are affected by this talent. Usually one question gets through before this is discovered.

**Sustain:** At the beginning of your next turn before *lie suppressor* expires, you can use a move action sustain it for up to 5 minutes. The target gains a Will save each time you sustain. If you sustain this hack for 5 minutes, the effect last until the end of the day without additional actions required (and, as a result, saves).

**Special:** Once a day, if the target makes its first Will save, you recover the hack slot this talent used.

### MONITOR BUG

**Level** freediver 1

**Casting Time** move action

**Range** GIA

**Target** one creature

**Duration** 1 round

**Firewall Breach** Yes

**Saving Throw** None

**Effect:** All auditory and visual input is relayed to you. Once this link is established, the range of this effect is unlimited. This relay is severed if the target enters an area with cellular shielding, enters a cellular dead zones or if the target goes paranoid. Monitor bug lasts for one turn unless you use a swift action to sustain it on your turn. After 5 minutes, you only need a free action to sustain it.

### NERVE SPIKE

**Level** freediver 1

**Casting Time** standard action

**Range** GIA

**Target** one creature

**Duration** instantaneous

**Firewall Breach** yes

**Saving Throw** Will half

**Effect:** The target suffers 1d8 + Intelligence modifier damage + your character level. The target is also dazzled until the end of your next turn.

### OPTICAL ERASURE

**Level:** freediver 1 (mind-affecting)

**Casting Time:** move action

**Range:** GIA

**Target:** one creature

**Duration:** 1 round

**Firewall Breach:** Yes

**Saving Throw:** Will negates

**Effect:** Select yourself, a creature, or any other object large or smaller. The creature or object becomes invisible to the target affected by *optical erasure*. Any gear being carried or anything inside the object vanishes too. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature/object has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The invisibility ends if the subject attacks any creature (an attack includes any physical effect other than another hacking ability/attack/talent/program).

**Sustain:** At the beginning of the next turn after you use *optical erasure*, you can use swift action and sustain it for another turn. You can continue this until you stop using *optical erasure* or the illusion breaks.

**Special:** Once a day, if the target makes its Will save, you recover the hack slot this talent used.

### OPTIC CAMOUFLAGE

**Level** freediver 1 (mind-affecting)

**Casting Time** swift action

**Range** GIA

**Target** one creature

**Duration** 1 round

**Firewall Breach** yes

**Saving Throw** Will negates

**Effect:** You or a creature you select appears blurred to the target, granting you or the creature you select concealment (%20 miss chance).

**Sustain:** At the beginning of the next turn after you use *optic camouflage*, you can use a swift action and sustain it for another turn. You can continue to sustain for ten rounds.

**Special:** Once a day, if the target makes its Will save, you recover the hack slot this talent used.

## PARALLAX

**Level** freediver 1

**Casting Time** move action

**Range** GIA

**Target** one creature

**Duration** 1 round

**Firewall Breach** no

**Saving Throw** none

**Effect:** Select one opponent within line of sight. You and the target of *parallax* gain a +2 hack bonus to ranged attack rolls, AC, and Ref saves against the opponent as long as the opponent is at least 20 feet from either of you.

**Sustain:** At the beginning of the next turn after you use *parallax*, you can use swift action and sustain it for another turn. You can continue this until the opponent is defeated or you stop sustaining *parallax*.

**Special:** As long as *parallax* is running, you cannot activate any other talents.

## PERIPHERAL FLASH

**Level** freediver 1

**Casting Time** move action

**Range** GIA

**Target** one creature

**Duration** instantaneous

**Firewall Breach** yes

**Saving Throw** Will negates

**Effect:** The target is staggered for 1d4 rounds.

**Special:** Once a day, if the target makes the Will save, you recover the hack slot this talent used.

## PSYCHOSOMATIC INDULGENCE

**Level** freediver 1

**Casting Time** move action

**Range** GIA

**Target** one creature

**Duration** instantaneous

**Firewall Breach** yes

**Saving Throw** none

**Effect:** The target fails its next saving throw or you extend a hack-induced condition the target suffers from for 1 additional round without requiring another Will save.

## RECOGNIZED AUTHORITY

**Level** freediver 1 (mind-affecting)

**Casting Time** move action

**Range** GIA

**Target** one creature

**Duration** 1 round

**Firewall Breach** yes

**Saving Throw** Will negates

**Effect:** You give the target a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.

*Approach:* On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

*Drop:* On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

*Fall:* On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

*Flee:* On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

*Halt:* The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

If the target can't carry out your command on its next turn, the talent automatically fails.

**Special:** Once a day, if the target makes the Will save, you recover the hack slot this talent used. However, you cannot target the same creature that made the initial save.

## SUPPLANTATION

**Level** freediver 1 (mind-affecting)

**Casting Time** move action

**Range** GIA

**Target** one creature

**Duration** 1 round

**Firewall Breach** yes

**Saving Throw** Will negates

**Effect:** Once a creature is affected by *supplantation*, you select a focus for the hack, usually you. The focus appears to be about 2 feet away from its true location. The focus benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, *supplantation* does not prevent the target from targeting the creature normally.

**Sustain:** At the beginning of the next turn after you use *supplantation*, you can use a move action sustain it for up to ten rounds. If you sustain his hack for ten rounds, the effects last until the end of the day without further actions required.



**Special:** Once a day, if the target makes its Will save, you recover the hack slot this talent used.

## TARGET ARROW

**Level** freediver 1  
**Casting Time** move action  
**Range** GIA  
**Target** one creature  
**Duration** 1 round  
**Firewall Breach** yes  
**Saving Throw** none

**Effect:** The target gains an indicator which you can transmit to all “open” allies in line of sight. The arrow always gives away the target’s location. The target cannot use stealth, cover is reduced by 2, and concealment is reduced by half. All allies gain a +1 hack bonus to attack the target with any ranged weapons.

**Sustain:** At the beginning of the next turn after you use *target arrow*, you can use a move action to sustain it for up to ten rounds. After ten rounds, you only need a swift action to sustain it.

## VIRTUAL TERRAIN

**Level** freediver 1 (mind-affecting)  
**Casting Time** move action  
**Range** GIA  
**Target** one creature  
**Duration** 1 minute  
**Firewall Breach** yes  
**Saving Throw** Will disbelief (if interacted with)

**Effect:** You can create either an obstruction (wall, floor, ceiling, or similar surface) or a fragment of terrain no bigger than 30 feet across. It appears real when viewed by the target, but physical objects can pass through it without difficulty. This only shrouds visual detection and is not visible through darkvision. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

**Sustain:** You can use a move action to sustain *virtual terrain* for up to 5 minutes. If you sustain this hack for 5 minutes, the effect last until the end of the day without additional actions required.

## 2<sup>nd</sup> LEVEL HACKING TALENTS ATTENTION GRABBER

**Level** freediver 2  
**Casting Time:** move action  
**Range** GIA  
**Target** one creature  
**Duration** 5 minutes  
**Firewall Breach** yes  
**Saving Throw** Will negates

**Effect:** The target suffers a -2 penalty to all attacks rolls which don't include you as a target. Up to three open allies gain a +1 bonus to attack rolls against the target.

**Special:** Once a day, if the target makes the first Will save, you recover the hack slot this talent used.

## AUTISTIC MANNER

**Level** freediver 2 (mind affecting)  
**Casting Time** standard action  
**Range** GIA  
**Target** one creature  
**Duration** 1 hour  
**Firewall Breach** yes  
**Saving Throw** Will negates (see text)

**Effect:** The target's SEED or GIA connection is cut. This severs the target's access to the worldnet, severing SEED access and all relevant abilities. The target cannot be hacked or hack itself. Additionally, you can impose a Will save on the target; if the target fails, it suffers an additional 2d4 penalty to its Intelligence until the hack expires. If the target passes the save, it SEED is still cut.

**Server:** If you target a server, the server gets a Will save regardless of the action. If it fails, that layer (and all others you have penetrated) are effectively cut off from all outside feeds. This does not allow you to hack any devices or memories the layer has as they are part of its system, but the server cannot access them either. Any systems or memories that layer has access to is cut and that layer goes offline. You can no longer hack this server until the hack expires. If you have severed all layers of a server when you use autistic manner, the entire server and all its functions and memories go offline for the duration.

## CLOSE DOWN

**Level** freediver 2  
**Casting Time** free action  
**Range** personal  
**Target** you  
**Duration** instantaneous  
**Firewall Breach** no  
**Saving Throw** none

**Effect:** Reset one breached firewall. Your opponent must breach it again before your next turn or have its dive severed. Your reset firewall gains a +5 bonus to defense until the end of your next turn.

## DECENT PROPOSAL

**Level** freediver 2 (mind-affecting)  
**Casting Time** standard action  
**Range** GIA  
**Target** one creature  
**Duration** 1 day  
**Firewall Breach** yes  
**Saving Throw** Will negates

**Effect:** You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *proposal* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. The course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the hack ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the effect duration expires, the activity is not performed. A very reasonable *proposal* causes the save to be made with a penalty (such as -1 or -2).

**Special:** Once a day, if the target makes the Will save, you recover the hack slot this talent used.

## DEGAUSS

**Level** freediver 2  
**Casting Time** move action  
**Range** GIA  
**Target** one creature  
**Duration** 5 minutes  
**Firewall Breach** yes  
**Saving Throw** Will half

**Effect:** The target takes 2d10 + Intelligence modifier damage neural damage, and the target is dazzled for 1d4 minutes.

## FENCELINE

**Level** freediver 2 (mind affecting)  
**Casting Time** standard action  
**Range** GIA  
**Target** one creature  
**Area** 60-ft. cube/level (S)  
**Duration** 1 hour / level  
**Firewall Breach** yes  
**Saving Throw** see text

**Effect:** You create a fixed field in space able to inflict pain on the target if it attempts to move from it. If the target moves through a field wall, it must make a Will save or suffer 2d6 damage per five feet (1 square) moved beyond the edge (max 12d6). However, if the target suffers or avoids 12D6 total damage from this hack in a single round, it is no longer affected by *fenceline*. If it suffers or avoids a total of 20d6 worth of damage through the entire duration of the effect, it is no longer affected by *fenceline*. At your option, you can allow the target of *fenceline* to circumvent it without deactivating the hack.

**Special:** You cannot use *fenceline* on a target inside a moving vehicle. The target must be not moving on your turn. If using *fenceline* on multiple targets, they are all bound by the same area.

## FLASH MEMORY CORRUPTION

**Level** freediver 2  
**Casting Time** Standard action  
**Range** GIA  
**Target** one creature  
**Duration** Instantaneous  
**Firewall Breach** yes  
**Saving Throw** None

**Effect:** You target your opponent's flash memory in an attempt to alter it. You can adjust the experience, insert a new one (at the expense of another if the flash memory is full), or delete one completely. You can alter up to one minute of memory. It has no combat effect and cannot erase any memories involving a current combat encounter. If the attack is not detected, then the alteration is not noticed. You can alter 5 minutes + 1 minute per level.

## GLARE SENSITIVITY

**Level** freediver 2  
**Casting Time** move action  
**Range** GIA  
**Target** one creature  
**Duration** special  
**Firewall Breach** yes  
**Saving Throw** Will negates

**Effect:** If the target is in bright light (in the sun or if a flashlight is shined in his face) the target is blinded until the end of your next turn. On the target's following turn, the target is dazzled for 1d4 rounds. Once hit by *glare sensitivity*, the target suffers from glare sensitivity until the end of the encounter but targets can only be blinded and dazed once by this attack. This does not alert the target to a hack.

**Server:** Use *glare sensitivity* against servers to disrupt any cameras on a system. If you hit a server system, all cameras tied to this system become vulnerable to *glare sensitivity*.

**Special:** Once a day, if the target makes the Will save, you recover the hack slot this talent used.

## HIJACK ROBOTICS SYSTEM

**Level:** freediver 2  
**Casting Time** move action  
**Range** GIA  
**Target** one robot or server  
**Duration** 1 round  
**Firewall Breach** yes  
**Saving Throw** Will negates

**Effect:** You control the actions of the target within the limits of its abilities. Once you have given it a command, it continues to attempt to carry out that command to the exclusion of all other activities, including that machine's desire to recharge.

**Sustain:** At the beginning of the next turn after you use *hijack robotics system*, you can use a move action sustain it

for up to 5 minutes. If you change commands or give the robot a new command, the robot is able to make another Will save. If the robot had sensory equipment, you are able to hijack those as well, seeing what it is seeing.

**Special:** If targeting a server, you only gain control of layers you have breached.

## IMPROVED BACK-HACK

**Level** freediver 2

**Casting Time** immediate action

**Range** Special

**Target** one creature hacking you

**Duration** 5 minutes

**Firewall Breach** no

**Saving Throw** no

**Effect:** If you detect a target currently diving into your brain or system, you gain the target's GIA (not their physical location). You also instantly reset one personal firewall and its defense increases by +4 until the end of your next turn. You maintain the target's GIA until the end of your next turn, regardless if the target moves or not.

**Special:** If the target has a GIAS (GIA Scrambler) and you hit, you must make a Computer Use skill check against the GIAS's ProgDC or fail in hack. This takes no additional action. You only gain one attempt against the ProgDC per use of *improved back-hack*.

## IMPULSE SURGE

**Level** freediver 2 (mind-affecting)

**Casting Time** move action

**Range** GIA

**Target** one creature

**Duration** one round

**Firewall Breach** yes

**Saving Throw** Will negates

**Effect:** The target is stunned until the beginning of your next turn.

**Special:** Once a day, if the target makes the Will save, you recover the hack slot this talent used.

## MEMORY SIMULATION

**Level** freediver 2 (mind-affecting)

**Casting Time** move action

**Range** GIA

**Target** one creature

**Duration** instantaneous

**Firewall Breach** yes

**Saving Throw** Will negates

**Effect:** You implant a false memory in the target. In a server, you create a false data file and modify the server's system into believing the file had always been there. This talent cannot modify or delete existing memories; it only implants a new one. The memory can be a complete moment in time, simulating all senses in the fabrication. It

does not appear itself as fake unless the imagery and events are jarring in comparison to the target's actual experiences. Because of the natural fading of memory, you can implant memories without much risk of the events conflicting with other events that could occur around the same time (given enough reason). If the target makes its saving throw, the memory eventually degrades until it becomes little more than dream. If you succeed, the target accepts the memory as truth. Even if the memory is proven fraudulent, the memory never fully fades with time. Once the memory has been rooted, you gain a +3 item bonus to any Bluff or Diplomacy skill check towards the target if it involves actions the memory is meant to alter. For the memory to fully set involves at least 5 minutes. You can add 1 hour of memory +1 hour / per level.

## NEURAL STRIKE

**Level** freediver 2

**Casting Time** free action

**Range** GIA

**Target** one creature

**Duration** instantaneous

**Firewall Breach** yes

**Saving Throw** none

**Effect:** Add a neural shot to your last hack you used this turn other than one that breaks through firewalls. You can only apply it to one hit (it cannot be used against multiple opponents). That bonus damage is +2d6 + your character level.

## SATELLITE HACK

**Level** freediver 2

**Casting Time** move action

**Range** 150 feet (30 squares)

**Target** one creature in line of sight. The target must be outdoors.

**Duration:** 5 minutes

**Firewall Breach** no

**Saving Throw** no

**Effect** Gain the target's GIA and a +2 bonus to attack the target with non-hack ranged attacks as long as the target remains within 500 feet of its original location. Target gains no benefits from concealment or cover.

**Special** You can relay this information to any ally with an open channel. They gain the benefits instead of you.

## SIMPLE GOD HACK

**Level** freediver 2 (mind-affecting)

**Casting Time** standard action

**Range** GIA

**Target** one creature

**Duration** 1 round

**Firewall Breach** yes

**Saving Throw** Will negates

**Effect:** You can control the actions of the target through your SEED connection. You can generally force the subject to perform as you desire, within the limits of its abilities, regardless if the target understands you or not (as you're hijacking basic brain functions via the SEED). You do not receive direct sensory input from it, nor can it communicate with you. Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description). Changing your orders or giving a dominated creature a new command is a move action.

**Server:** If targeting a server, the server cannot activate any functions on this layer and all layers you have penetrated. You cannot activate any of its server functions but neither can it.

**Sustain:** At the beginning of the next turn after you use *simple god hack*, you can use a move action sustain it for up to one minute. If you sustain his hack for 5 minutes, the effects last until the end of the day.

**Special:** Once a day, if the target makes the Will save, you recover the hack slot this talent used.

## TAPEWORM

**Level** freediver 2 (mind-affecting)

**Casting Time** standard action

**Range** GIA

**Target** one creature

**Duration** instantaneous

**Firewall Breach** yes

**Saving Throw** Will negates

**Effect:** You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways.

- Eliminate all memory of an event the subject actually experienced. This can negate other mind affecting hacks like *decent proposal* and *simple/complex god hack*
- Allow the subject to recall with perfect clarity an event it actually experienced.
- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

You do not construct the memory on the fly but load up a previously rendered memory, as creating the memory while inside the target would take too long and result in too much concentration. A modified memory does not necessarily affect the target's actions, particularly if it contradicts the creature's natural inclinations. An illogical

modified memory is dismissed by the creature as a bad dream, too much wine, or another similar excuse.

## TELEPRESENCE

**Level** freediver 2

**Casting Time** free action

**Range** special

**Target** one creature you had a GIA of in the previous turn

**Duration** you

**Firewall Breach** no

**Saving Throw** none

**Effect:** Regardless of line of sight or other rules dealing with a target's GIA, you maintain the GIA of a target until the end of your next turn.

## 3<sup>rd</sup> LEVEL HACKING TALENTS ACTIVE DEFENSE

**Level** freediver 3

**Casting Time** move action

**Range** personal

**Target** you

**Duration** 1 round

**Firewall Breach** no

**Saving Throw** none

**Effect:** You don't delegate your defensive system to firewalls and blockers. You handle it personally. Gain a +5 hack bonus to your Will saves and to one Firewall defense.

**Sustain:** At the beginning of the next turn after you use *active defense*, you can use a move action sustain it for up to 5 minutes.

## ANIMATE CORPSE

**Level** freediver 3

**Casting Time** move action

**Range** GIA

**Target** one creature reduced to below 0 hit points the previous round.

**Duration** 1 round

**Firewall Breach** yes

**Saving Throw:** none

**Effect:** A dead creature drops its firewalls. It has only a moment before everything shuts down. You invade the system and hijack the body. You have access to the creature's full physical abilities and physical attacks. If the creature suffers damage which reduces its hit points to a negative value equal to its Constitution modifier, it can no longer be controlled. Every turn you control the creature, it suffers 1d6 damage. Unlike other hijack talents, this one does not offer the illusion the target is aware of itself. The target shuffles like a zombie and it unable to communicate. You can only control the creature for one round unless you sustain.

**Sustain:** At the beginning of the next turn after you use *animate corpse*, you can use a move action sustain *animate corpse* for up to 5 minutes or until the creature is destroyed.

## AUTOMATION

**Level** freediver 3  
**Casting Time** free action  
**Range** personal  
**Target** you  
**Duration** special  
**Firewall Breach** no  
**Saving Throw** none

**Effect:** You run a basic algorithm to continue an attack against an opponent after you have activated the initial attack. You can sustain any hack talent requiring a move, standard action, or swift action. You can continue *automation* for as many rounds as half your level (round down) but you cannot change the original talent being sustained.

## BACKDOOR ALGORITHM

**Level** freediver 3  
**Casting Time** free action  
**Range** special  
**Target** one creature  
**Duration** instantaneous  
**Firewall Breach** yes  
**Saving Throw** none

**Effect:** Like a wedge, you keep a target's breached firewall open, regardless of what they do. You automatically re-break a firewall an enemy you are diving into is attempting to reset.

## BACKGROUND PROGRAM

**Level** freediver 3  
**Casting Time** free action  
**Range** personal  
**Target** you  
**Duration** instantaneous  
**Firewall Breach** no  
**Saving Throw** none

**Effect:** Activate any program in your memory.

## BLACKOUT

**Level** freediver 3 (mind-affecting)  
**Casting Time** move action  
**Range** GIA  
**Target** one creature  
**Duration** 2d4 rounds  
**Firewall Breach** yes  
**Saving Throw** Will partial

**Effect:** The target is blinded. If the target makes its Will save, it is only blinded until the beginning of your next turn.

**Server:** Use this talent against servers to disrupt any cameras on a system. If you hit a server system, all cameras tied to this system become vulnerable to *blackout*.

## BLATANT IGNORANCE

**Level** freediver 3 (mind-affecting)  
**Casting Time** move action  
**Range** GIA  
**Target** one creature  
**Duration** 1 round  
**Firewall Breach** yes  
**Saving Throw** Will negates

**Effect:** Select yourself, a creature or object Colossal or smaller, or any space 30 feet in diameter or small. The creature or object becomes invisible to the target affected by *blatant ignorance*. Any gear being carried or anything inside the object vanishes too. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature/object has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The invisibility does not end if the invisible subject attacks the target.

**Sustain:** At the beginning of the next turn after you use *blatant ignorance*, you can use swift action and sustain it for another turn. You can continue this until you stop using *blatant ignorance* or the illusion breaks. If you sustain the talent for 10 rounds, you only need to sustain every hour.

**Special:** Once a day, if the target makes its Will save, you recover the hack slot this talent used.

## COMPRESSION SOFTWARE

**Level** freediver 3  
**Casting Time** swift action  
**Range** personal  
**Target** you  
**Duration** instantaneous  
**Firewall Breach** yes  
**Saving Throw** Will (special)

**Effect:** You created a compressed information packet with multiple attack programs and password invasion algorithms. As a result, you gain one standard action and two move actions which can only be used for "hack" talents. You must use these actions before the end of this turn.

## DESCRIPTION EQUATION

**Level** freediver 3 (mind-affecting)

**Casting Time** standard action

**Range** GIA

**Target** one creature with a firewall you have breached in the past 24 hours.

**Duration** instantaneous

**Firewall Breach** no

**Saving Throw** no

**Effect:** You know what firewall this computer is using and have a secret work-around. The target's firewall is breached and cannot be reset for 2d4 rounds. You are in a dive.

## DOPAMINE SUPPRESSION

**Level** freediver 3 (mind-affecting)

**Casting Time** move action

**Range** GIA

**Target** one creature

**Duration** 2d4 rounds

**Firewall Breach** yes

**Saving Throw** Will negates

**Effect:** You cut all dopamine production in the target's substantia nigra. The target is unable to determine its actions. It is confused

**Special:** Once a day, if the target makes its Will save, you recover the hack slot this talent used.

## HORMONE TWEAK

**Level** freediver 3 (mind-affecting)

**Casting Time** move action

**Range** GIA

**Target:** one creature able to find you attractive

**Duration:** 1 round

**Firewall Breach:** yes

**Saving Throw** Will negates

**Effect:** Just like pubescent teenager, you make the target feel uncomfortable and overtly emotional. All he can think about is how attractive others are. Every wink brings a lust the target tries to resist. The target suffers a -4 penalty to attack you, and all damage inflicted on you by the target is halved. As long as you remain in line of sight to the target, the target is staggered. You gain a +2 bonus to all Diplomacy and Bluff skill checks to the target. These effects last until the end of your next turn.

**Sustain:** At the beginning of the next turn after you use *hormone tweak*, you can use a move action sustain it for up to 5 minutes. You cannot sustain if you inflict damage on the target.

**Special:** Once a day, if the target makes the Will save, you recover the hack slot this talent used.

## INCEPTION

**Level** freediver 3 (mind-affecting)

**Casting Time** standard action

**Range** GIA

**Target** one creature

**Duration** instantaneous

**Firewall Breach** yes

**Saving Throw** Will negates

**Effect:** You implant an idea in a target which it believes it made up on its own, as long as it's reasonable. As a result, it never stops attempting to do it. The act can even include a harmful act as long as the act does not lead to obvious death (like jumping off a building or shooting oneself). The moment the target takes damage, it no longer feels like a good idea and the effect ends. If this does not lead to physical harm, it is a lasting concept which may entirely shape the way the target views the world. This can include quitting one's job or taking up a hobby. Even when the idea has been satisfied, the target may never discover the hack, all the while believing the idea to be genuine (it would depend on how extreme the idea is against the target's own ethics or ideology).

**Special:** Once a day, if the target makes the Will save, you recover the hack slot this talent used, but you cannot use it against the original target for 24 hours.

## ITCH

**Level** freediver 3 (mind-affecting)

**Casting Time** move action

**Range** GIA

**Target** one creature

**Duration** 2d4 rounds

**Firewall Breach** yes

**Saving Throw** Will negates

**Effect:** It's annoying. It won't go away. You make the target feel like a hundred spiders are crawling over his body. It is target is considered entangled.

**Special:** Once a day, if the target makes the Will save, you recover the hack slot this talent used.

## MAZE ARRAY

**Level** freediver 3 (mind-affecting)

**Casting Time** move action

**Range** GIA

**Target** one creature

**Duration** 2d4 rounds

**Firewall Breach** yes

**Saving Throw** Will negates

**Effect:** You create a chaotic display of images, like a dream, to confuse your enemy. Whenever the target moves, as an immediate action, you can slide their final location by up to 15 feet (3 squares). The target suffers a -4 penalty to all melee and ranged attack rolls and loses the GIA of all targets in line of sight.

**Special:** Once a day, if the target makes the Will save, you recover the hack slot this talent used.

## QUIT HITTING YOURSELF

**Level** freediver 3 (mind-affecting)

**Casting Time** move action

**Range** GIA

**Target** one creature

**Duration** instantaneous

**Firewall Breach** yes

**Saving Throw** Will negates

**Effect:** The target immediately uses a single melee attack with itself as a target (the target's choice of which attack). If the target does not have the capacity for a melee attack, then it attempts a ranged attack (if it cannot physically do either, this talent does not work). The enemy is helpless for this attack.

## REFRESH SOFTWARE

**Level** freediver 3

**Casting Time** free action

**Range** personal

**Target** you

**Duration** instantaneous

**Firewall Breach** no

**Saving Throw** none

**Effect** You pass your next Will or Fort save against a hack attack or talent or you may gain a +10 hack bonus to your next Computer Use skill roll when attempting to diagnose or remove harmful programs in your brain or server.

## STEM PARALYSIS

**Level** freediver 3

**Casting Time** move action

**Range** GIA

**Target** one creature

**Duration** 2d4 rounds

**Firewall Breach** yes

**Saving Throw** Will (special)

**Effect:** The target is paralyzed. If the target makes the Will save, it is only staggered for the same duration.

## SYMPATHY PAINS

**Level** freediver 3 (mind-affecting)

**Casting Time** move action

**Range** GIA

**Target** one creature

**Duration** 1 round

**Firewall Breach** yes

**Saving Throw** Will negates

**Effect:** The target and you gain a neural connection. Any time you suffer any damage, the target suffers neural damage equal to double that amount + 1d6. This includes

self inflicted damage as well. This effect only functions one way.

**Sustain:** At the beginning of the next turn after you use *sympathy pains*, you can use a swift action sustain it for up to ten rounds. If you sustain his hack for ten rounds, the effects last until the end of the day.

**Special:** Once a day, if the target makes its Will save, you recover the hack slot this talent used.

## SYSTEM CHECK

**Level** freediver 3

**Casting Time** move action

**Range** personal

**Target** you

**Duration** instantaneous

**Firewall Breach** no

**Saving Throw** none

**Effect:** You run a diagnostic algorithm to fix any problems that may have occurred. You recover 3d6 + your character level hit points of any neural damage you have sustained.

## TOTAL IMMERSION

**Level** freediver 3 (mind-affecting)

**Casting Time** standard action

**Range** GIA

**Target** one creature

**Duration** 1 round

**Firewall Breach** yes

**Saving Throw** Will disbelief (if interacted with)

**Effect:** You create a complete fabricated experience, hijacking the targets complete sensory network in real time. You can elect to simply insert one illusion, like a smell or a sound, or you can insert a visual experience. You can even partially recreate pressure sensation, making the brain believe it is touching something. However, the object does not physically exist so the object cannot interact with real object and the illusion breaks down if something else physical interacts with it. You can insert the sensation of cold or hot within only a few degrees. You can cause virtual objects which are physically interacted with to respond properly, including breaking if damaged. The recreation is also not fixed, allowing you to move or alter the experience accordingly. The target only receives a Will save if the experience is obviously faked; even then, after making the same the illusion has to be broken by discovering what is real and what is fake. Generally, if the target attempts to damage itself with a fabrication or is damaged by something concealed by the fabrication, the illusion breaks down. Because of the effort required in inserting sensory input, you must continue to concentrate on the target. If you stop sustaining the hack, the illusion remains but it no longer adapts to the targets actions and can quickly break down depending on the specifics of the illusion.

**Fake Terrain:** One possible option to *total immersion* is to make your target believe the ground is rough and muddy. Boots are sinking, making it difficult to move. The target treats all terrain as difficult. The target cannot bull rush or charge. The target must make a Will save at the beginning of its turn against your ProgDC or fall prone. All allies in line of sight gain a +2 bonus to attack the target until the target recovers.

**Sustain:** At the beginning of the next turn after you use *total immersion*, you can use a move action to sustain the hack only if you are only required to maintain two senses (from sight, sound, taste, smell, touch). If it requires three senses, you must use a standard action to sustain the hack, and if it requires more than three senses, you must use a full round action to sustain the hack.

## 4<sup>th</sup> LEVEL HACKING TALENTS BACKDOOR KEY

**Level** freediver 4  
**Casting Time** move action  
**Range** GIA  
**Target** one creature  
**Duration** 1 round  
**Firewall Breach** yes  
**Saving Throw** Will negates

**Effect:** You create a hole in one's firewall and paranoid mode that keeps a conduit into the brain or server, regardless of the state the target is in. A target's broken firewalls remains down, though giving the illusion it is up. You also create an opening that allows you to hack the target, even if they enter paranoid mode. If you stop a dive, you will need to establish the GIA in order to hack the target again, though you still slip through the open firewalls.

**Sustain:** At the beginning of the next turn after you use *backdoor key*, you can use a move action sustain it indefinitely.

**Special:** Once a day, if the target makes the Will save, you recover the hack slot this talent used.

## BIO-CRASH

**Level** freediver 4  
**Casting Time** move action  
**Range** GIA  
**Target** one creature  
**Duration** instantaneous  
**Firewall Breach** yes  
**Saving Throw** Fortitude negates

**Effect:** You cause a cataclysmic system failure in the target and they drop to the ground. If the target has hit points equal to or less than a quarter of their total hit points, they are reduced to 0. If they have more hit points than a quarter of their total, they take 4d10 + Intelligence modifier + your character level damage and are stunned for 1d4 rounds.

## BURIED VIRUS

**Level** freediver 4  
**Casting Time** swift action  
**Range** GIA  
**Target** one creature  
**Duration** special  
**Firewall Breach** yes  
**Saving Throw** none

**Effect:** You use a variety of Trojan horses and modular viruses to prevent your attack from being immediately cleaned out. It lingers long after your enemy's diagnostic system declared the system clean. As long as you remain diving the target, you only need to spend a swift action to activate any hack talents. This lasts until you end the dive.

## DECOY BLOCKER

**Level** freediver 4  
**Casting Time** immediate action  
**Range** personal  
**Target** yourself  
**Duration** instantaneous  
**Firewall Breach** no  
**Saving Throw** none

**Effect:** If a target attempts a hack attack on you while you are diving it, you respond with an illusionary duplicate of yourself to be offered as a false target. You ignore the attack and/or any effects of the trap.

## DISPLACED COORDINATION

**Level** freediver 4 (mind-affecting)  
**Casting Time** move action  
**Range** GIA  
**Target** one creature  
**Duration** 1d4 rounds  
**Firewall Breach** yes  
**Saving Throw** Will negates

**Effect:** The target suffers a -5 penalty to all attack rolls, a -5 penalty to Reflex saves and AC, is slowed, and does not gain any benefits for scoring a critical hit (other than automatically hitting).

**Special:** Once a day, if the target makes the Will save, you recover the hack slot this talent used.

## DREAM PARALYSIS

**Level** freediver 4 (mind-affecting)  
**Casting Time** move action  
**Range** GIA  
**Target** one creature  
**Duration** special  
**Firewall Breach** yes  
**Saving Throw** Will negates

**Effect:** You cause your enemy to fall into a deep slumber. If the target fails that saving throw, it is unconscious until damaged by any type of attack.



**Server:** Servers rendered unconscious shut down, turning off all functions and systems.

**Special:** Once a day, if the target makes the Will save, you recover the hack slot this talent used.

## DUMMY FIREWALL

**Level** freediver 4

**Casting Time** immediate action

**Range** personal

**Target** yourself

**Duration** 5 minutes

**Firewall Breach** no

**Saving Throw** none

**Effect:** If an opponent gains your GIA through a hack, you scramble your GIA, and the target cannot attempt to gain it again for 1d4 rounds.

## FIREWALL BOMBARDMENT ALGORITHM

**Level** freediver 4

**Casting Time** swift action

**Range** GIA

**Target** one creature

**Duration** 1 round

**Firewall Breach** no

**Saving Throw** none

**Effect:** You assault an enemy's firewall with hundreds of miniature spam and malwares, viruses, and password slammers, hoping to strip away your opponent's defenses in a single attack. Make an attack against the target's firewall. If you succeed, you gain a +3 hack bonus to target further firewall defenses the opponent may have until the end of your next turn. You may also immediately follow up with an identical attack. Repeat this process until you miss or until all layers of an enemy's firewall had been broken. You also gain a +3 hack bonus to re-break firewalls that have been broken by this talent that your enemy is attempting to reset. This bonus lasts until the firewall successfully resets.

**Special:** Once a day, if you fail to break the first firewall with this talent, you recover the hack slot this talent used.

## INCREASED SENSITIVITY

**Level** freediver 4

**Casting Time** move action

**Range** GIA

**Target** one creature

**Duration** 1 round

**Firewall Breach** yes

**Saving Throw** Fortitude half

**Effect:** You amplify the target's pain sensors, wracking your enemy in unbelievable agony every time he is even scratched. Until the end of your next turn, every time the target takes damage of any type of attack, they take additional damage equal to your Intelligence modifier +

your character level. This additional damage occurs with each successful hit.

**Sustain:** At the beginning of the next turn after you use *increased sensitivity*, you can use a move action sustain it for up to 5 minutes. The target gains the Fort save each round.

**Special:** Because this damage occurs with another hit, it does not reveal itself as a hack.

## IN ITS TRACKS

**Level** freediver 4 (mind-affecting)

**Casting Time** immediate action

**Range** GIA

**Target** one creature

**Duration** instantaneous

**Firewall Breach** no

**Saving Throw** none

**Effect:** Your mind reacts faster than your opponent's arm. If an enemy performs any type of action, including opportunity attacks but not surprise actions (you must be aware of the attack), you may immediately perform any single firewall attack or hack talent you are able to.

## LOBOTOMY SURGE

**Level** freediver 4 (mind-affecting)

**Casting Time** standard action

**Range** GIA

**Target** one creature

**Duration** instantaneous

**Firewall Breach** yes

**Saving Throw** Fortitude half

**Effect:** You cause the nanites in the subject's brain to overload their biogenic power plant. The target takes 4d10 + Intelligence modifier damage + your character level

## MINOR EGO-HACK

**Level** freediver 4 (mind-affecting)

**Casting Time** standard action

**Range** GIA

**Target** one creature

**Duration** 1 round

**Firewall Breach** yes

**Saving Throw:** Will negates

**Effect:** You tap into the target's very subconscious, altering their personality or even emotional state. You rewrite their very being. The target is not dominated. You actually change their personality so the target will want to do what you wish. You have no control over them but are able to rewrite elements of their memory, including fabricating ones, to convince an enemy the correct course of action. The target has full access to their entire profile of abilities. These effects last until the end of your next turn. For this duration, the target is counted as an ally.

**Sustain:** At the beginning of the next turn after you use *minor ego-hack*, you can use a move action sustain it for up

to 5 minutes. If you sustain his hack for 5 minutes, the effects last until the end of the day.

## PANDORA'S BOMB

**Level** freediver 4  
**Casting Time** move action  
**Range** personal  
**Target** you  
**Duration** instantaneous  
**Firewall Breach** no  
**Saving Throw** none

**Effect:** You activate a program with dozens of different compressed viruses within. One is bound to work. You gain three standard actions which can only be used for firewall attacks and hack talents. You can replace a standard action with two move actions.

## PUPPETMASTER'S WHIM

**Level** freediver 4 (mind-affecting)  
**Casting Time** move action  
**Range** GIA  
**Target** one creature  
**Duration** 1 round  
**Firewall Breach** yes  
**Saving Throw:** Will negates

**Effect:** You have gained complete and absolute control over the target, everything they say or do. The target is under your control. You can command the target to attack allies or itself (if possible). You cannot use immediate actions. This compulsion ends at the end of your next turn.

**Sustain:** At the beginning of the next turn after you use *puppetmaster's whim*, you can use a move action to sustain it for up to 5 minutes. The target gains the Will save each round.

**Special:** Once a day, if the target makes the Will save, you recover the hack slot this talent used.

## RELAY INTENT

**Level** freediver 4  
**Casting Time** move action  
**Range** GIA  
**Target** one creature  
**Duration** 1d4 rounds  
**Firewall Breach** yes  
**Saving Throw** Will negates

**Effect:** You implant a transmitter that conveys surface thoughts from the enemy to you, giving you advance notice of his intended action. You and all allies in line of sight gain a +2 hack bonus to hit the target and a +2 hack bonus to AC and saves from attacks from the target. The target can also not flank you or any allies affected. Before the target's turn, you gain a move action as reaction.

**Special:** Once a day, if the target makes the Will save, you recover the hack slot this talent used.

## SENSORY HIJACK

**Level** freediver 4  
**Casting Time** move action  
**Range** GIA  
**Target** one creature  
**Duration** 1 round  
**Firewall Breach** yes  
**Saving Throw** Will negates

**Effect:** You cut off all auditory and visual input to the target's brain. They obviously panic. The target is blinded and deafened. If the target makes its save, it is still blind and deaf, but you cannot sustain the effect.

**Server:** If targeting a server, all sensing equipment (cameras, vibrations, motion, etc) are deactivated.

**Sustain:** At the beginning of the next turn after you use *sensory hack*, you can use a move action sustain it for up to 5 minutes. The target gains the Will save each round.

**Special:** Once a day, if the target makes the Will save, you recover the hack slot this talent used.

## SEVER FUNCTIONS

**Level** freediver 4 (mind-affecting)  
**Casting Time** standard action  
**Range** GIA

**Target:** one creature  
**Duration** 1 round  
**Firewall Breach** yes  
**Saving Throw** Will negates

**Effect:** The target's Intelligence and Charisma scores each drop to 1. It is unable to use Intelligence- or Charisma-based skills, hacks, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them.

**Sustain:** At the beginning of the next turn after you use *sever functions*, you can use a move action sustain it for up to one minute. If you sustain his hack for one minute, the effects last until the end of the day.

**Special:** Once a day, if the target makes the Will save, you recover the hack slot this talent used.

## SHORTCUT

**Level** freediver 4  
**Casting Time** free action  
**Range** personal  
**Target** you  
**Duration** instantaneous  
**Firewall Breach** no  
**Saving Throw** none

**Effect:** You had a reserve program set into place to activate in case certain situations arrive and they have. Perform any inactivated hack talent you are able to use.



## TEMPORARY BLOCKER

**Level** freediver 4  
**Casting Time** swift action  
**Range** personal  
**Target** yourself  
**Duration** 5 minutes  
**Firewall Breach** no  
**Saving Throw** none

**Effect:** You throw up an additional self-made firewall in an emergency. It has a defense rating equal to your lowest level firewall. This firewall is in addition to any firewalls you have and is not counted towards your limit of firewalls.

## TIME FREEZE

**Level** freediver 4 (mind-affecting)  
**Casting Time** move action  
**Range** GIA  
**Target** one creature  
**Duration** 1 round  
**Firewall Breach** yes  
**Saving Throw** Will negates

**Effect:** You temporarily pause all brain activity dealing with outside stimuli. The target can see and hear but can do

nothing else. The target is stunned until the end of your next turn.

**Sustain:** At the beginning of the next turn after you use *time freeze*, you can use a move action sustain it for up to 5 minutes. The target gains the Will save each round.

**Special:** Once a day, if the target makes the first Will save, you recover the hack slot this talent used.

## GUNSLINGER

On nearly the opposite side from the sniper, the gunslinger is all about being up close. You use your stealth and trickery to get close to an enemy or sneak behind enemy lines and attack from a flank. You employ light weapons in this practice, slipping by fallen enemies and dancing through battle lines to find your target.

**Alignment:** Any  
**Hit Dice:** d10

## STANDARD EQUIPMENT

As a gunslinger, you receive the following equipment at 1<sup>st</sup> level.

## GUNSLINGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Bullet Ballet	Special
1	+1	+0	+2	+0	+0/+0	Act on Instinct, Bullet Ballet, Combat Theatrics, Kata,
2	+2	+0	+3	+0	+1/+1	Gun-Fu +1, High Noon
3	+3	+1	+3	+1	+2/+2	Kata, Reflex Shot
4	+4	+1	+4	+1	+3/+3	Pure Cinema
5	+5	+1	+4	+1	+4/+4	Gun-Fu +2, Kata
6	+6/+1	+2	+5	+2	+5/+5/+0	Combat theatrics
7	+7/+2	+2	+5	+2	+6/+6/+1	Kata
8	+8/+3	+2	+6	+2	+7/+7/+2/+2	Pure Cinema
9	+9/+4	+3	+6	+3	+8/+8/+3/+3	Gun-Fu +3, Kata
10	+10/+5	+3	+7	+3	+9/+9/+4/+4	Lightning Reload
11	+11/+6/+1	+3	+7	+3	+10/+10/+5/+5/+0	Gun-Fu +4, Kata
12	+12/+7/+2	+4	+8	+4	+11/+11/+6/+6/+1	Combat theatrics, Pure Cinema (10 ft.)
13	+13/+8/+3	+4	+8	+4	+12/+12/+7/+7/+2	Kata
14	+14/+9/+4	+4	+9	+4	+13/+13/+8/+8/+3	Gun-Fu +4
15	+15/+10/+5	+5	+9	+5	+14/+14/+9/+9/+4/+4	Kata
16	+16/+11/+6/+1	+5	+10	+5	+15/+15/+10/+10/+5/+5/+0	Quickdraw
17	+17/+12/+7/+2	+5	+10	+5	+16/+16/+11/+11/+6/+6/+1	Gun-Fu +4, Kata
18	+18/+13/+8/+3	+6	+11	+6	+17/+17/+12/+12/+7/+7/+2	Combat Theatrics
19	+19/+14/+9/+4	+6	+11	+6	+18/+18/+13/+13/+8/+8/+3	Kata

Choice of one: Autoloader, Machine Pistol, Revolver, or Pocket Pistol;

Synthetic Weave or Ballistics Armor;  
€100 in additional gear.

## CLASS SKILLS

Acrobatics (Dex), Climb (Str), Computer Use (Int), Escape Artist (Dex), Knowledge (history), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), Vehicle Operation (Dex),

**Skill Ranks per Level:** 4 + Int modifier

## CLASS FEATURES

**Weapon and Armor Proficiencies:** You are proficient with all light armor except advanced, all medium armor except advanced, and all heavy armor except advanced. You are also proficient with all small arms (one-handed & two-handed) and all simple melee weapons.

**Act on Instinct (Ex):** You may use Wisdom in place of Dexterity for all ranged attack and damage rolls. You can also use Wisdom in place of Dexterity for determining prerequisites for combat feats.

**Bullet Ballet (Ex):** At 1st level, you can make a bullet ballet attack as a full-attack action. When doing so you make one additional attack with any one-handed small arm

as if using the Two-Weapon Fighting feat (even if you do not meet the prerequisites for the feat). At 8th level, you can make two additional attacks when he uses bullet ballet, as if using Improved Two-Weapon Fighting (even if you do not meet the prerequisites for the feat). You can only use bullet ballet with one-handed small arms.

**Combat Theatrics (Ex):** At 1st level, you can select one ability from the Combat Theatrics list below. You can select 1 additional ability at 6<sup>th</sup> level, 12<sup>th</sup> level, and 18<sup>th</sup> level.

*Combat Virtuoso:* You can take a 5-foot step as a swift action. This does not count as a 5-foot step that turn.

*Cowboy Action:* If you only wield one one-handed small arm, you gain a +1 gunslinger bonus to all attack rolls. You can also draw and holster one-handed small arms as a free action and change a clip for a one-handed small arm as a swift action.

*Dual Wielding:* If you are wielding two one-handed small arms, you gain a +2 gunslinger bonus to damage rolls within the first range increment. You also deny flanking bonuses to opponents when wielding two one-handed small arms. This damage bonus increases to +3 at 7<sup>th</sup> level, and +4 at 14<sup>th</sup> level.

*Gunplay:* You can spend a move action to gain +2 gunslinger bonus to AC until the start of your next turn.

**Rapid Kill:** You can choose to make a ranged attack as a swift action as if making a ranged attack with a standard. Swift action hits only inflict 1 point of damage and cannot inflict a critical hit. You can still apply damage bonuses from class abilities, feats and enhanced weapons.

**Total Disregard:** If you are wielding two one-handed small arms, you can make a bullet ballet as a full-attack action and make another attack at your highest attack bonus. If you use total disregard with bullet ballet, you suffer a -4 penalty to AC and all saves until the start of your next turn.

**Kata (Ex):** Starting at 1<sup>st</sup> level, you discover that the geometric distribution of antagonists in any gun battle is a statistically predictable element. You are a master of this talent—an adversary not to be taken lightly. As many times per day as your Wisdom modifier, you can take a swift action to make a single attack at your highest attack bonus. If the first attack misses, you may make a second attack (using extra ammunition as normal). You gain additional uses of kata at 3<sup>rd</sup> level and ever 2 levels after. Starting at 15<sup>th</sup> level, Kata is reduced to a free action, though you cannot use Kata more than twice a round.

**High Noon (Ex):** Starting at 2<sup>nd</sup> level, when on your first turn after rolling initiative, you gain a +2 class bonus to attack rolls and a +4 class bonus to damage rolls until the end of your first turn or until you hit, whichever comes last.

**Reflex Shot (Ex):** Starting at 3<sup>rd</sup> level, you may use a one-handed small arm with an opportunity attack.

**Pure Cinema (Ex):** Starting at 4<sup>th</sup> level, as a standard action, you can make a single attack at your highest bonus against every target in a 5-foot radius centered on you. At 12<sup>th</sup> level, this radius increases to 10 feet, and at 20<sup>th</sup> level, it increases to 15 feet.

**Gun-Fu (Ex):** Starting at 2<sup>nd</sup> level, you gain a class bonus to Acrobatic checks. The bonus starts at +1, increasing to +2 at 5<sup>th</sup> level, +3 at 8<sup>th</sup> level, +4 at 11<sup>th</sup> level, +5 at 14<sup>th</sup> level, and +6 at 17<sup>th</sup> level.

**Lightning Reload (Ex):** Starting at 10<sup>th</sup> level, you can reload a single one-handed small arm as a swift action, or as a free action if using *cowboy action*.

**Quickdraw (Ex):** Starting at 16<sup>th</sup> level, if you are hit with a ranged attack, you can use Kata as an immediate action instead of a free action.

**Heroic Bloodshed (Ex):** Starting at 20<sup>th</sup> level, any time you drop an enemy to 0 hit points or fewer, you gain an additional use of Kata which you must use before the end of this turn. You can only gain one use of Kata per round in this way.

## HEAVY

Your job is not to talk but to deliver maximum stopping power. You wield the heaviest weapons and the heaviest armor. You are also often the slowest. You take orders rather

than give them in hopes those orders include the release of hundreds of rounds of ammunition. You will have the most powerful weapons in the entire team and you use them to keep enemies at bay, pinning them and bringing down the largest opponents in the encounter.

**Alignment:** Any

**Hit Dice:** d10

## STANDARD EQUIPMENT

As a heavy, you receive the following equipment at 1<sup>st</sup> level.

Choice of one: assault rifle, light machine gun, heavy machine gun

Synthetic Weave, Ballistics Armor, Flak Longcoat, or Carbide Armor;  
€100 in additional gear.

## CLASS SKILLS

Acrobatics (Dex), Climb (Str), Computer Use (Int), Demolitions (Wis), Engineer (Int), Knowledge (history), Intimidate (Cha), Perception (Wis), Survival (Wis), Vehicle Operation (Dex)

**Skill Ranks per Level:** 4 + Int modifier

## CLASS FEATURES

**Weapon and Armor Proficiencies:** You are proficient with all light armor, all medium armor, all heavy armor, all simple melee weapons, all small arms, all heavy weapons, all super heavy weapons, and any two specialty weapons with a Enhancement Level equal to or lower than your bastion of origin.

**Overwatch (Ex):** At 1<sup>st</sup> level, you are able to target large areas in the battlefield and impede enemy advancement. Select an area 20 ft radius spread within your weapon's range as a move action. Until the beginning of your next turn, the area is considered difficult terrain to any enemy targets attempting to move through it. If an enemy enters the area, you can make single ranged attack at your highest attack bonus as an immediate action. Employing *overwatch* requires an auto/heavy auto weapon (not set to single-shot) using ammunition equal to a single ranged attack.

**4<sup>th</sup> Level:** The area of effect increases to 25 ft radius spread.

**8<sup>th</sup> Level:** The area of effect increases to 30 ft radius spread.

**13<sup>th</sup> Level:** The area of effect increases to 35 ft. radius spread.

**Recoil Absorption (Ex):** At 1<sup>st</sup> level, when wielding two-handed small arms, heavy weapons, or super heavy weapons, you can use Strength in place of Dexterity for all

## HEAVY

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Overwatch, Recoil Absorption, Sure Footed
2	+2	+3	+3	+0	Burst Fire (10 ft.), Fire Control
3	+3	+3	+3	+1	Attack of Necessity (15 ft.)
4	+4	+4	+4	+1	Overwatch
5	+5	+4	+4	+1	Gaming Avatar
6	+6/+1	+5	+5	+2	Burst Fire (15 ft.)
7	+7/+2	+5	+5	+2	Attack of Necessity (20 ft.)
8	+8/+3	+6	+6	+2	Overwatch
9	+9/+4	+6	+6	+3	Shrapnel
10	+10/+5	+7	+7	+3	East Target
11	+11/+6/+1	+7	+7	+3	Burst Fire (20 ft.)
12	+12/+7/+2	+8	+8	+4	Attack of Necessity (25 ft.)
13	+13/+8/+3	+8	+8	+4	Overwatch
14	+14/+9/+4	+9	+9	+4	Easy Target
15	+15/+10/+5	+9	+9	+5	Wildfire Overwatch
16	+16/+11/+6/+1	+10	+10	+5	Burst Fire (25 ft.)
17	+17/+12/+7/+2	+10	+10	+5	Attack of Necessity (30 ft.)
18	+18/+13/+8/+3	+11	+11	+6	Creeping Overwatch
19	+19/+14/+9/+4	+11	+11	+6	Solid Stance
20	+20/+15/+10/+5	+12	+12	+6	Suppressing Fire

attack and damage rolls. You can also use Strength in place of Dexterity for determining prerequisites for combat feats.

**Sure-Footed (Ex):** At 1<sup>st</sup> level, you can select one of the following abilities.

*Lumberous*—You treat heavy weapons as two-handed small arms for the purposes of attack penalties while moving. This does not apply to super heavy weapons.

*Imposing*—If you don't move on your turn, you provide cover for all adjacent allies until the beginning of your next turn.

**Burst Fire (Ex):** Starting at 2<sup>nd</sup> level, you can make a burst fire attack. As a full-attack action, you can apply the auto/heavy auto property to a weapon you are wielding (which has it) and target all creatures in a 10 ft. radius spread within weapon range. All attack rolls suffer a -2 penalty.

*6<sup>th</sup> level:* The area increases to 15 ft radius spread.

*11<sup>th</sup> level:* The area increases to 20 ft radius spread.

*16<sup>th</sup> level:* The area increases to 25 ft radius spread.

**Fire Control (Ex):** Starting at 2<sup>nd</sup> level, you can either conserve ammunition or waste it. Select one of the following abilities.

*Conserve*—When making an attack employing the auto/heavy auto property, you only use 3 rounds of ammunition per attack roll instead of 5. Heavy auto weapons always fire 8 (instead of 10).

*Expend*—When making an attack employing the auto/heavy auto property, you use +5 rounds of ammunition per attack roll and gain a +2 class bonus to damage rolls.

**Attack of Necessity (Ex):** Starting at 3<sup>rd</sup> level, as a full-attack action, you can apply the auto/heavy auto property to a weapon you are wielding (which has it) and target all creatures in a 15 ft. cone centered on you.

*7<sup>th</sup> level:* The area of effect increases to 20 ft cone centered on you.

*12<sup>th</sup> level:* The area of effect increases to 25 ft cone centered on you.

*17<sup>th</sup> level:* The area of effect increases to 30 ft cone centered on you.

**Gaming Avatar (Ex):** At 5<sup>th</sup> level, you can select one of the following abilities.

*Weapon Slap*—If a target hits you with an opportunity attack resulted from you making a ranged attack, you can make a melee attack, using your weapon as a club, as an immediate action.

*Offload*—When making an attack employing the auto/heavy auto property, you use +5 rounds of ammunition per attack roll and gain a +2 circumstance bonus to damage rolls.

**Shrapnel (Ex):** Starting at 9<sup>th</sup> level, when you hit with a ranged attack applying the auto property, one creature adjacent to the target takes damage equal to your Constitution or Intelligence modifier.

**Easy Target (Ex):** At 10<sup>th</sup> level, when targeting a Large or larger creature with a weapon employing the auto/heavy auto property, you gain a +1 bonus to damage rolls against the target for every size above Medium the creature is (Large +1, Huge +2, Gargantuan +3, Colossal +4). At 14<sup>th</sup>

## MAN-AT-ARMS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Fire Support, Recoil Absorption
2	+2	+3	+3	+0	Bonus Feat, Front Line Deployment
3	+3	+3	+3	+1	Brotherhood
4	+4	+4	+4	+1	Fire Support
5	+5	+4	+4	+1	Bonus Feat
6	+6/+1	+5	+5	+2	Brotherhood
7	+7/+2	+5	+5	+2	Fire Support
8	+8/+3	+6	+6	+2	Bonus Feat
9	+9/+4	+6	+6	+3	Brotherhood
10	+10/+5	+7	+7	+3	Fire Support
11	+11/+6/+1	+7	+7	+3	Bonus Feat
12	+12/+7/+2	+8	+8	+4	Brotherhood
13	+13/+8/+3	+8	+8	+4	Fire Support
14	+14/+9/+4	+9	+9	+4	Bonus Feat
15	+15/+10/+5	+9	+9	+5	Brotherhood
16	+16/+11/+6/+1	+10	+10	+5	Fire Support
17	+17/+12/+7/+2	+10	+10	+5	Bonus Feat
18	+18/+13/+8/+3	+11	+11	+6	Brotherhood
19	+19/+14/+9/+4	+11	+11	+6	Fire Support
20	+20/+15/+10/+5	+12	+12	+6	Bonus Feat

level, your damage bonus from Easy Target improves to +2 (Large +2, Huge +4, Gargantuan +6, Colossal +8).

**Wildfire Overwatch (Ex):** Starting at 15<sup>th</sup> level, you can use a standard action instead of a move action with *overwatch* and double its area of effect. If you use *creeping overwatch* with *wildfire overwatch*, you can use a move action to sustain it without having to use another standard action.

**Creeping Overwatch (Ex):** Starting at 18<sup>th</sup> level, if you employed *overwatch* on your previous turn, you can use a swift action to sustain it without having to use another move action. You can move the area of effect up to 10 feet from its previous location.

**Solid Stance (Ex):** Starting at 19<sup>th</sup> level, if you are wielding a heavy or super heavy weapon, and as long as you don't move during your turn, you gain a +4 bonus to your combat maneuver defense against bull rush attempts and a +1 insight bonus to AC until the start of your next turn. If you move at all before the start of your next turn, this benefit is lost.

**Suppressing Fire (Ex):** Starting at 20<sup>th</sup> level, when you hit a target with a ranged attack using a weapon employing the auto/heavy auto property, the target is shaken until the start of your next turn.

## MAN-AT-ARMS

Even if you answer to another authority, when the bullets fly, you act on instinct as part of a unit. You keep your weapons light so you can move without stumbling. You will seldom employ heavy auto weapons and prefer maneuvers to frontal assaults. The majority of your abilities should be ones that assist the group as a whole rather than deliver the maximum damage to a target.

**Alignment:** Any

**Hit Dice:** d10

## STANDARD EQUIPMENT

As a man-at-arms, you receive the following equipment at 1<sup>st</sup> level.

1 assault rifle;

Synthetic Weave, Ballistics Armor, Flack Longcoat, or Carbide Armor;

€100 in additional gear.

## CLASS SKILLS

Acrobatics (Dex), Climb (Str), Computer Use (Int), Demolitions (Wis), Engineer (Int), Knowledge (history), Intimidate (Cha), Perception (Wis), Survival (Wis), Vehicle Operation (Dex)

**Skill Ranks per Level:** 4 + Int modifier

## CLASS FEATURES

**Weapon and Armor Proficiencies:** You are proficient with all light armor, all medium armor, all heavy armor, all simple melee weapons, all small arms, all heavy weapons, all super heavy weapons, and any two specialty weapons.

**Fire Support (Ex):** At 1<sup>st</sup> level, 4<sup>th</sup> level, and every three levels after, you can select a Fire Support discipline. There are two to choose from: *assault* or *precision*. By pursuing assault, you favor automatic weapons that fire multiple rounds, increasing damage at the risk of accuracy. By selecting precision, you keep your weapon firing single rounds, ensuring a hit without wasting ammunition. To select a later level discipline, you must possess all the previous levels in that discipline (see Fire Support Paths).

**Recoil Absorption (Ex):** At 1<sup>st</sup> level, when wielding two-handed small arms, heavy weapons, or super heavy weapons, you can use Strength in place of Dexterity for all attack and damage rolls. You can also use Strength in place of Dexterity for determining prerequisites for combat feats.

**Bonus Feats:** At 2<sup>nd</sup> level, 5<sup>th</sup> level, 7<sup>th</sup> level, 13<sup>th</sup> level, and 17<sup>th</sup> level, you gain a bonus feat in addition to those gained from normal advancement. These feats must either be combat/fighter bonus feats or firearm feats. You are counted as a fighter of equal level when selecting fighter bonus feats.

**Front Line Deployment (Ex):** At 2<sup>nd</sup> level, you can select one open ally in line of sight as a swift action. Until you select another ally or until the target moves out of sight, the targeted ally gains a +1 grounder bonus to AC and Ref saves.

**Brotherhood (Ex):** At level 3<sup>rd</sup> level, 6<sup>th</sup> level, and every four levels after, you can select one of the following brotherhood abilities. These are abilities that serve to compliment the group you are in, rewarding teamwork over selfish ambitions.

**Combat Ineffective:** If an ally in line of sight is reduced to 0 hit points or fewer, you gain a +2 brotherhood bonus to AC and attack rolls against the creature that hit the ally until the creature is destroyed.

**Comrades in Arms:** If an ally within 10 feet of you is hit by an attack, you gain a +1 brotherhood bonus to attack rolls against the creature that made that attack until the end of your next turn.

**Covering Fire:** If you make a single ranged attack as a standard action, you can decide to not roll to attack. If so, you inflict no damage; instead, all open allies in line of sight gain a +2 brotherhood bonus to AC and all saving throws against attacks from the target until the beginning of your next turn.

**For the Common Honor:** If an ally within 5 feet of you suffers a critical hit, as an immediate action you can swap locations with the ally and suffer the hit and all effects instead.

**Jump in Front:** If you and at least one ally are struck by an area attack no bigger than 30 feet in radius, as an immediate action you can be targeted by a number of attacks equal to the effect's radius divided by 10 (round up) and your ally/allies are pushed out of the target area.

**Man Down:** If you are in the same square as a dead, prone, or unconscious ally, the ally cannot be targeted by any ranged or melee attack and automatically passes all saving throws. The effect ends if the target stands, if you leave the target's square, or if the target makes an attack.

**Slow is Smooth:** When you use a move action to move, you can reduce your speed by 10 ft. and pull one ally within 5 feet with you. You cannot run or perform a special attack that includes movement with this ability.

**Snap Out of It:** Once a day, you can use a standard action to remove one of the following conditions an open ally suffers from: confused, cowering, dazed, exhausted, fascinated, frightened, panicked, shaken, or staggered. You cannot suffer from the same effect if you wish to use this ability.

**Toss Clip:** You can spend a move action to reload any ally's weapon. The ally must be within 10 feet and you must have the proper ammunition or cell.

## FIRE SUPPORT PATHS ASSAULT

**1<sup>st</sup> Level:** Whenever you make a ranged attack with a firearm with the auto/heavy property, you may employ that property to increase your weapon's effect. A weapon with the auto property uses 5 rounds of ammunition per attack roll and a weapon with the heavy auto property uses 10. You inflict additional damage depending on the weapon property.

*Auto Property:* +1 support bonus to damage rolls.

*Heavy Auto Property:* +2 support bonus to damage rolls.

**7<sup>th</sup> Level:** Your bonus to damage improves.

*Auto Property (5 shots/attack roll):* +2 support bonus to damage rolls.

*Heavy Auto Property (10 shots/attack roll):* +3 support bonus to damage rolls.

**10<sup>th</sup> Level:** Your bonus to damage improves.

*Auto Property (5 shots/attack roll):* +3 support bonus to damage rolls.

*Heavy Auto Property (10 shots/attack roll):* +4 support bonus to damage rolls.

**13<sup>th</sup> Level:** Your bonus to damage when applying the Auto property improves.

*Auto Property (5 shots/attack roll):* +4 support bonus to damage rolls.

*Heavy Auto Property (10 shots/attack roll):* +6 support bonus to damage rolls.

**16<sup>th</sup> Level:** Your bonus to damage when applying the Auto property improves.



MEDIC						Base Attack Bonus			
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>
1	+0	+0	+2	+2	Flash of Genius, Medical Expertise, Medical Exploits	1	--	--	--
2	+1	+0	+3	+3	Improved Repertoire	1	--	--	--
3	+2	+1	+3	+3	Intelligent Resistance	1	0	--	--
4	+3	+1	+4	+4	Primary Target	1	1	--	--
5	+4	+1	+4	+4		2	1	--	--
6	+5	+2	+5	+5	Risk an Aneurysm	2	1	0	--
7	+6/+1	+2	+5	+5		2	1	1	--
8	+7/+2	+2	+6	+6	Do Science To It	2	2	1	--
9	+8/+3	+3	+6	+6	Modern Master	3	2	1	0
10	+9/+4	+3	+7	+7	Evasive Overdrive	3	2	1	1
11	+10/+5	+3	+7	+7		3	2	2	1
12	+11/+6/+1	+4	+8	+8	Weak Spot	3	3	2	1
13	+12/+7/+2	+4	+8	+8	Defilade	4	3	2	1
14	+13/+8/+3	+4	+9	+9		4	3	2	2
15	+14/+9/+4	+5	+9	+9	Outthink & Outwit	4	3	3	2
16	+15/+10/+5	+5	+10	+10	Foolish Endeavor	4	4	3	3
17	+16/+11/+6/+1	+5	+10	+10		4	4	4	3
18	+17/+12/+7/+2	+6	+11	+11	Modern Master	4	4	4	4
19	+18/+13/+8/+3	+6	+11	+11		4	4	4	4
20	+19/+14/+9/+4	+6	+12	+12	Good Thing You Have Friends	4	4	4	4

*Auto Property (5 shots/attack roll):* +5 support bonus to damage rolls.

*Heavy Auto Property (10 shots/attack roll):* +8 support bonus to damage rolls.

## PRECISION

**1<sup>st</sup> Level:** When wielding a two-handed small arm, you do not suffer the -2 penalty to firing while moving.

**4<sup>th</sup> Level:** You can spend a swift action to gain a +1 insight bonus to all ranged attack rolls with attacks where you don't apply the auto/heavy auto property.

**7<sup>th</sup> Level:** If you don't apply the auto/heavy auto property to your ranged attacks and score a critical hit, increase the critical multiplier by 1 (x2 to x3 to x4 to x5).

**13<sup>th</sup> Level:** If you don't apply the auto/heavy auto property to your ranged attacks and you score a critical hit, your base damage die increases by two steps (1d4 to 1d6 to 1d8 to 1d10 to 1d12 to 2d6 to 2d8 to 2d10).

**16<sup>th</sup> Level:** You gain a +4 insight bonus to your attack roll when attempting to confirm a critical hit.

## MEDIC

You may be forced into violence, but you are primarily a medic. You consider the lives of your team members more important than any others and will always choose your allies over other injuries on the battlefield. You have no apprehension in firing upon others that threaten your team.

**Alignment:** Any

**Hit Dice:** d8

## STANDARD EQUIPMENT

As a medic, you receive the following equipment at 1<sup>st</sup> level.

- First aid kit;
- Capsicum spray;
- €200 in additional gear

## CLASS SKILLS

Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Computer Use (Int), Diplomacy (Cha), Disable Device (Dex), Demolitions (Int), Engineer (Int), Heal (Wis), Knowledge (history) (Int), Knowledge (sciences) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sciences (Int), Sense Motive (Wis), Sleight of Hand (Dex), Vehicle Operation (Dex)

**Skill Ranks per Level:** 7 + Int modifier

## CLASS FEATURES

**Weapon and Armor Proficiencies:** You are proficient with all light armor except advanced, all medium armor except advanced and all heavy armor except advanced. You are also proficient with all small arms (one-handed & two-handed) and all simple melee weapons.

**Flash of Genius (Ex):** At 1<sup>st</sup> level, while you are wielding a small arm, you can use Intelligence in place of Dexterity for all attack and damage rolls. You can also use Intelligence in place of Dexterity for determining prerequisites for combat feats.

**Medical Expertise (Ex):** At 1<sup>st</sup> level, you are able to aid allies in pinpointing weak spots in enemies based on your own medical knowledge. As an immediate action, you can target an open ally in line of sight who has hit a creature with a ranged attack this turn. Add your Intelligence or Wisdom modifier as extra damage to that hit. *Medical expertise* does not provoke opportunity attacks.

**Medical Exploits (Ex):** A medic gains exploits he can use each day. They operate nearly identical to spells like a cleric or wizard would cast. Because they are all extraordinary, exploits require no verbal components. They require both somatic and material components (which are supplied by any kit offering a bonus to Heal). Unlike spells, medical exploits require neither contemplation nor studying each morning; you regain the use of healer exploits each day. You can use any exploit on the exploit list, provided that you can use the exploit of that level. You do not need to choose which exploits to prepare each morning. Like spellcasters, you receive bonus exploits per day if you have a high Intelligence score. When the medic table indicates that you get 0 exploits per day of a given spell level, you gain only the bonus exploits you would be entitled to based on your Intelligence score for that exploit level. Because your expertise includes both organic and inorganic living systems, you can employ these abilities on any creature with hit points and an intelligence score of 3 or higher. Despite philosophical arguments, for ease of play, both prosthetics and virtuants are counted as living creatures while robots and other machines are not. When targeting a prosthetic body, the injection becomes a nuebotic device which replicates the same results as a chemical injection.

**Improved Repertoire (Ex):** At 2<sup>nd</sup> level, you gain 1 additional class skill.

**Intelligent Resistance (Ex):** Starting at 3<sup>rd</sup> level, you gain a +1 bonus to all saving throws.

**Primary Target (Ex):** Starting at 4<sup>th</sup> level, if you make no attacks that can inflict damage on your turn, you gain a +2 medic bonus to AC and Ref saves until the start of your next turn.

**Risk an Aneurysm (Ex):** Starting at 6<sup>th</sup> level, you can use a move action and suffer 2 points of Constitution drain in order to recover one medical exploit of any level you can cast. You must employ that exploit within 1 minute or it is lost.

**Do Science To It (Ex):** Starting at 8<sup>th</sup> level, you gain a +1 medic bonus to all Intelligence- and Wisdom-based class skills. In addition, you gain 1 additional class skill.

**Modern Master (Ex):** At 9<sup>th</sup> and 18<sup>th</sup> level, you can select one level 1 medical exploit and gain 1 free use of that

exploit a day, in addition to any other exploits you cast. At 18<sup>th</sup> level, you can select the same exploit from 9<sup>th</sup> level and gain a second free use of that exploit a day.

**Evasive Overdrive (Ex):** Starting at 10<sup>th</sup> level, you are able to do everything in your power to avoid getting hit. You can use a move action and target one creature up to 20 ft + 10 ft/level away. You gain a +2 bonus to AC and Ref saves against the target and don't provoke opportunity attacks from the target until the beginning of your next turn. You may also move up to half your speed.

**Weak Spot (Ex):** Starting at 12<sup>th</sup> level, if you fail to confirm a critical hit on an opponent, you still inflict 2 points of bleed damage.

**Defilade (Ex):** Starting at 13<sup>th</sup> level, if an opponent fails to confirm a critical threat against you, each open ally in line of sight to the opponent gains a +1 medic bonus to attack it until they hit.

**Outthink & Outwit (Ex):** Starting at 15<sup>th</sup> level, you are able to quickly ascertain your enemy's eye movements and body language and determine the best course of action. As a full-round action, you can target one creature up to 50 ft. + 10 ft./level away. The target is flat-footed until the start of your next turn.

**Foolish Endeavor (Ex):** Starting at 16<sup>th</sup> level, whenever you miss with a ranged attack, you can take a 5-foot step as a free action. This does not count as a 5-foot step on your turn.

**Good Thing You Have Friends (Ex):** Starting at 20<sup>th</sup> level, you gain the ability to use allies for cover. For each adjacent ally, you gain a +1 bonus to AC and Ref saves (Max +2). If you are still hit with an attack, you can transfer all damage to any single adjacent ally regardless if the original attack roll can hit the ally or not. If the attack targets you and the ally, the ally takes both damage values, taking your damage second. If the ally is dropped below 0 hit points with the first hit, he cannot suffer your hit as well. The ally does not have to be willing.

## MEDICAL EXPLOITS

### 1<sup>st</sup> LEVEL HEALER

### EXPLOITS

### ANATOMY EXPERT

Level medic 1

**Casting Time** 1 swift action

**Range** N/A

**Target** one creature you hit with a ranged weapon and score a critical threat.

**Duration** instantaneous

**Effect:** The hit becomes a confirmed critical hit.

### CLAMP THE ARTERY

Level medic 1

**Casting Time:** 1 move action

**Range** touch

**Target** one living creature

**Duration** instantaneous

**Effect:** The target is healed of any damage incurred by the last hit.

**Advanced:** At 10<sup>th</sup> level, this exploit is reduced to a swift action.

## CORTICAL REINFORCEMENT INJECTION

**Level** medic 1

**Casting Time** 1 full-round action

**Range** touch

**Target** one living creature

**Duration** 1 day

**Effect:** The target is immune to being blinded.

**Advanced:** At 10<sup>th</sup> level, you can target two creatures, though each one requires a full-round action.

## DIAGNOSE AND CURE

**Level** medic 1

**Casting Time** 1 minute

**Range** touch

**Target** one living creature suffering from disease or poison

**Duration** instantaneous

**Effect:** The target gains a +4 enhancement bonus to his next save to recover from the disease or poison. He also gains a +2 enhancement bonus against identical disease or poison attacks for the rest of the day.

## EMERGENCY PATCH

**Level** medic 1

**Casting Time** 1 full-round action

**Range** touch

**Target** one living creature

**Duration** instantaneous

**Effect:** The target regains hit points equal to your total Heal skill modifier (ranks + bonuses + attribute modifier) + 2d4.

**Advanced:** At 10<sup>th</sup> level, you can either increase the hit point recovery to your total Heal skill modifier + 3d8 or you can target two creatures instead of one.

## STANOZOLOL INJECTION

**Level** medic 1

**Casting Time** 1 full-round action

**Range** touch

**Target** one living creature

**Duration** 1 hour

**Effect:** The target gains a +2 enhancement bonus to Dexterity (affecting attack bonuses, Reflex saves, Dexterity checks, etc). The target also receives a +10 ft. bonus to speed.

**Advanced:** At 10<sup>th</sup> level, you can target up to 2 creatures, but each requires a full-round action.

## 2<sup>ND</sup> LEVEL EXPLOITS ADRENALINE INJECTION

**Level** medic 2

**Casting Time** 1 move action

**Range** touch

**Target** one living creature

**Duration** instantaneous

**Effect:** The target gains one additional standard action on his next turn and on his following turn.

**Advancement:** At 15<sup>th</sup> level, you can target up to 2 creatures, but each requires a move action.

## ADVANTAGEOUS SCLERODERMA INJECTION

**Level** medic 2

**Casting Time** 1 standard action

**Range** touch

**Target** you or one living creature

**Duration** instantaneous

**Effect:** The target grants a +2 medic bonus to the creature's natural armor bonus. This bonus increases to +4 at 8<sup>th</sup> level and +6 at 14<sup>th</sup> level.

**Advancement:** At 15<sup>th</sup> level, you can target up to 2 creatures, but each requires a standard action.

## ANGEL OF DEATH

**Level** medic 2

**Casting Time** 1 standard action

**Range** touch

**Target** one living creature with 1 hit point or less

**Duration** instantaneous

**Effect:** The creature is killed and you gain 10 temporary hit points which are lost at the end of the day

**Advancement:** At 15<sup>th</sup> level, you gain 15 temporary hit points.

## MEDICAL MASTER

**Level** medic 2

**Casting Time** 1 full-round action

**Range** touch

**Target** you and one living creature OR two living creatures

**Duration** instantaneous

**Effect:** The target regains hit points equal to your total Heal skill modifier (ranks + bonuses + attribute modifier) + 2d8. The target also gains a +3 inherent bonus to Fort saves for 5 minutes.

**Advancement:** At 15<sup>th</sup> level, you can target up to 4 creatures, but each requires a full-round action.

## NATURAL HEALER

**Level** medic 2

**Casting Time** 1 standard action

**Range** touch

**Target** you or one living creature

**Duration:** Instantaneous

**Effect:** The target regains hit points equal to your total Heal skill modifier (ranks + bonuses + attribute modifier) +3d4.

**Advancement:** At 15<sup>th</sup> level, you increase the effect to regain hit points equal to your total Heal skill modifier (ranks + bonuses + attribute modifier) +5d4

### QUICK RECOVERY

**Level** medic 2

**Casting Time** 1 full-round action

**Range** personal

**Target** yourself

**Duration** instantaneous

**Effect:** When you make an Intelligence- or Wisdom-based skill check, you may double your ability modifier for the check. If the check still fails, you gain a +10 bonus to all saves until the end of your next turn.

**Advancement:** At 15<sup>th</sup> level, you increase the effect to regain hit points equal to your total Heal skill modifier (ranks + bonuses + attribute modifier) +5d4

### SYNTHETIC STEROID

**Level** medic 2

**Casting Time** 1 full-round action

**Range** touch

**Target** one living creature

**Duration** 1 hour.

**Effect:** The target gains a +4 enhancement bonus to Strength (affecting attack bonuses, damage rolls, Strength checks, etc).

**Advancement:** At 10<sup>th</sup> level, you can target up to 2 creatures, but each requires a full-round action.

### TREAT PATIENT

**Level** medic 2

**Casting Time** 1 minute

**Range** touch

**Target** one creature suffering from a disease or poison

**Duration** 1 day

**Effect:** The target suffers no effects from any disease or poison currently affecting it. The target gains a +2 bonus saves to recover from the disease or poison until the end of the day.

### XANTHINE INJECTION

**Level** medic 2

**Casting Time** 1 full-round action

**Range** touch

**Target** one living creature

**Duration** 1 hour

**Effect:** The target gains a +4 enhancement bonus to Constitution (affecting hit points, Fortitude saves, Constitution checks, etc). Hit points gained this way are not

temporary hit points. They go away when the target's Constitution drops back to normal; they are not lost first as temporary hit points.

**Advancement:** At 10<sup>th</sup> level, you can target up to 2 creatures, but each requires a full-round action.

### 3<sup>rd</sup> LEVEL EXPLOITS ANALEPTIC INJECTION

**Level** medic 3

**Casting Time** 1 full-round action

**Range** touch

**Target** one unconscious living creature

**Duration** instantaneous / 1 day

**Effect:** The target wakes up. If reduced to below 0 hit points, the target is brought to 0 hit points and wakes up. If the target is above 0 hit points, it is immune to sleep effects for the rest of the day.

**Advancement:** At 10<sup>th</sup> level, you can target up to 2 creatures, but each requires a full-round action.

### AVERSION THERAPY

**Level** medic 3

**Casting Time** 1 swift action

**Range** N/A

**Target** one creature you hit with a ranged weapon

**Duration** 1 round / Intelligence modifier

**Effect:** The target suffers a -2 penalty to AC and is staggered.

### EPHEDRINE PSYCHOTROPIC INJECTION

**Level** medic 3

**Casting Time** 1 full-round action

**Range** touch

**Target** 1 living creature

**Duration** 5 minutes

**Effect:** The target recovers from any effect requiring a Will save and is immune to Will-based attacks. The target also gains DR5/-.

### DELAY CONDITION

**Level** medic 3

**Casting Time** 1 standard action

**Range** touch

**Target** 1 living creature.

**Duration** instantaneous

**Effect:** The target recovers from 1 condition it suffers from and gains a +4 bonus to saves against that condition for 5 minutes.

### MINOR MEDICAL MIRACLE

**Level** medic 3

**Casting Time** 1 minute

**Range** touch

**Target** one creature that has been reduced to below 0 hit points or fewer or killed in the past 5 minutes.

**Duration** instantaneous

**Effect:** The target regains hit points equal to your total Heal skill modifier (ranks + bonuses + attribute modifier) + 2d8 and is dazed for 1d4 minutes.

## POUND THE CHEST

**Level** medic 3

**Casting Time** 1 full-round action

**Range** touch

**Target** one creature that has been reduced to below 0 hit points or fewer or killed in the previous round.

**Duration:** Instantaneous

**Effect:** The target regains hit points equal to your total Heal skill modifier (ranks + bonuses + attribute modifier). The target is dazed for 1d4 rounds.

## UNHEALTHY PSYCHOSTIMULANT INJECTION

**Level** medic 3

**Casting Time:** 1 full-round action

**Range:** touch

**Target:** one living creature

**Duration:** 5 minutes

**Effect:** When making a full attack action, the target may make one extra attack with any weapon it is holding. The attack is made using the target's full base attack bonus, plus any modifiers appropriate to the situation. The target also gains +1 injection bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes the target lose its Dexterity bonus to Armor Class (if any) also makes it lose dodge bonuses. All of the target's modes of movement increase by 30 feet, to a maximum of twice the target's normal speed. This increase counts as an enhancement bonus, and it affects the target's jumping distance as normal for increased speed. After the effect expires, the target is staggered for 1 hour.

**Advancement:** At 15<sup>th</sup> level, you can target up to 2 creatures, but each requires a full-round action.

## 4<sup>th</sup> LEVEL EXPLOITS EXOTIC CONCOCTION

**Level** medic 4

**Casting Time** 5 minutes

**Range** touch

**Target:** up to 6 creatures

**Duration** 1 hour

**Effect:** The target gains temporary hit points equal your total Heal skill modifier (ranks + bonuses + attribute modifier).

**Advancement:** At 20<sup>th</sup> level, target gains temporary hit points equal your total Heal skill modifier +3d4.

## FIELD EXPERIENCE

**Level** medic 4

**Casting Time:** 1 standard action

**Range:** 20 ft

**Target:** Up to 6 creatures

**Duration:** 5 minutes

**Effect:** The target's critical threat range increases by 1.

**Advancement:** At 20<sup>th</sup> level, the target's critical threat range increases by 2.

## I CAN HEAR BELLS RINGING

**Level** medic 4

**Casting Time** 1 immediate action

**Range** personal

**Target** yourself

**Duration** instantaneous

**Effect:** If you are targeted by an area effect, you are moved to the nearest unoccupied space outside the area. You also gain a +5 bonus to AC and Ref saves until the end of your next turn.

## MAJOR MEDICAL MIRACLE

**Level** medic 4

**Casting Time** 1 minute

**Range** touch

**Target** one living creature

**Duration** instantaneous

**Effect:** The target recovers any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. The target also recovers hit points equal to your total Heal skill modifier (ranks + bonuses + attribute modifier). This does not remove negative levels or restore permanently drained ability score points.

## PLAYING GOD

**Level** medic 4

**Casting Time** 5 minutes

**Range** touch

**Target** one ally that has been killed in the past 30 minutes.

**Duration** instantaneous

**Effect:** The target returns to life with 20 hit points, and they awaken.

## SNIPER

You are a master of long-range fire. You take out targets well beyond the range of any of their weapons. By using gut instincts and field experience you can compensate for wind, gravity, and even the curvature of the planet. Your goal is to never be in direct combat and to prevent your allies from coming to harm.

**Alignment:** Any

## SNIPER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Act on Instinct, Marksman's Talent
2	+2	+0	+3	+0	Battle Condition
3	+3	+1	+3	+1	Fake Echo, Sweep Terrain +1
4	+4	+1	+4	+1	Zero Your Weapon
5	+5	+1	+4	+1	Procedural Memory
6	+6/+1	+2	+5	+2	Marksman's Talent
7	+7/+2	+2	+5	+2	Battle Condition
8	+8/+3	+2	+6	+2	Sweep Terrain +2
9	+9/+4	+3	+6	+3	Boom! Head Shot
10	+10/+5	+3	+7	+3	Failure Is Not an Option
11	+11/+6/+1	+3	+7	+3	Marksman's Talent
12	+12/+7/+2	+4	+8	+4	Sweep Terrain +3
13	+13/+8/+3	+4	+8	+4	Battle Condition
14	+14/+9/+4	+4	+9	+4	Penetrable Shot
15	+15/+10/+5	+5	+9	+5	Sweep Terrain +4
16	+16/+11/+6/+1	+5	+10	+5	Marksman's Talent
17	+17/+12/+7/+2	+5	+10	+5	Magic Bullet
18	+18/+13/+8/+3	+6	+11	+6	Sweep Terrain +5
19	+19/+14/+9/+4	+6	+11	+6	Battle Condition
20	+20/+15/+10/+5	+6	+12	+6	Sweep Terrain +6

**Hit Dice:** d10

## STANDARD EQUIPMENT

As a sniper, you receive the following equipment at 1<sup>st</sup> level.

- 1 basic sniper rifle;
- Synthetic Weave or Ballistics Armor;
- €100 in additional gear.

## CLASS SKILLS

Acrobatics (Dex), Climb (Str), Computer Use (Int), Escape Artist (Dex), Knowledge (history), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), Vehicle Operation (Dex),

**Skill Ranks per Level:** 4 + Int modifier

## CLASS FEATURES

**Weapon and Armor Proficiencies:** You are proficient with all light armor except advanced, all medium armor except advanced, and all heavy armor except advanced. You are also proficient with all small arms (one-handed & two-handed) and all simple melee weapons.

**Act on Instinct:** You may use Wisdom in place of Dexterity for all ranged attack and damage rolls. You can also use Wisdom in place of Dexterity for determining prerequisites for combat feats.

**Marksman's Talent:** At 1<sup>st</sup> level, you can use a full-round action to make a single ranged attack with a sniper weapon against a target 25 feet away or further. If you hit, you can employ a marksman's talent by spending a marksman's point. Each talent can be spent as a free action. The number of marksman points in your marksman's pool is equal to ½ your sniper level + your Wisdom modifier.

*1<sup>st</sup> Level:* You can only spend 1 point per full-round action.

*6<sup>th</sup> Level:* You can spend up to 2 points per full-round action.

*11<sup>th</sup> Level:* You can spend up to 3 points per full-round action.

*16<sup>th</sup> Level:* You can spend up to 4 points per full-round action.

*Academic Kill (1 point):* Inflict additional damage with a hit. At 1<sup>st</sup> level, the damage bonus is 2d6. This damage increases to 4d6 at 7<sup>th</sup> level and 6d6 at 14<sup>th</sup> level.

*Assassin Psychology (1 point):* Use after you hit; that hit becomes a critical threat.

*Dum-Dum (1 point):* Use after you hit; the target is knocked prone.

*Hydrostatic Shock (1 point):* If you score a critical threat, that threat is confirmed without having to re-roll.

*Pinpoint Accuracy (3 points):* The target is stunned until the beginning of your next turn.

*Sharpshooter (1 point):* Use before making an attack roll. Do not roll to attack; you automatically hit.

## WARRIOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Catch as Catch, Martial Discipline, Unarmed but Deadly
2	+2	+3	+3	+0	Mixed Martial Trait, Pound for Pound
3	+3	+3	+3	+1	Heroic Intervention
4	+4	+4	+4	+1	Mixed Martial Trait
5	+5	+4	+4	+1	C-C-Combo Breaker
6	+6/+1	+5	+5	+2	Mixed Martial Trait
7	+7/+2	+5	+5	+2	Overreach Lunge
8	+8/+3	+6	+6	+2	Mixed Martial Trait
9	+9/+4	+6	+6	+3	Knockout Power
10	+10/+5	+7	+7	+3	Mixed Martial Trait
11	+11/+6/+1	+7	+7	+3	Good Cardio DR1/-
12	+12/+7/+2	+8	+8	+4	Mixed Martial Trait
13	+13/+8/+3	+8	+8	+4	
14	+14/+9/+4	+9	+9	+4	Mixed Martial Trait
15	+15/+10/+5	+9	+9	+5	Good Cardio DR2/-
16	+16/+11/+6/+1	+10	+10	+5	Mixed Martial Trait
17	+17/+12/+7/+2	+10	+10	+5	Flawless Victory
18	+18/+13/+8/+3	+11	+11	+6	Mixed Martial Trait
19	+19/+14/+9/+4	+11	+11	+6	Good Cardio DR3/-
20	+20/+15/+10/+5	+12	+12	+6	Mixed Martial Trait, Permanent Injury

**Systemic Inflammation (2 points):** The target hit is dazed until the beginning of your next turn.

**Weak Spot (1 point):** The target hit is staggered until the beginning of your next turn.

**Battle Condition:** There are many disciplines when pursuing the path of a sniper. Starting at 2<sup>nd</sup> level, you gain one of the following special abilities. All *battle conditions* require a move action to use. You may select another *battle condition* at 7<sup>th</sup> level, 13<sup>th</sup> level, and 19<sup>th</sup> level.

**Army Crawl:** While prone, you can use a move action and move at half your speed. This provokes attacks of opportunity as normal.

**Ballistics Expertise:** Increase the critical threat range of your next attack roll by 1. This effect is cumulative and the next attack roll can occur up to 10 rounds after using this ability.

**Covert Operation:** Use a move action and move at full speed without inflicting penalties to Stealth checks.

**Dug In Like a Bug:** Use a move action to gain cover if you are prone. This is in addition to other benefits from being prone. This effect is lost if you move.

**Lead the Target:** You slow your breathing and hold the weapon steady. You have all the time in the world to make the perfect shot. Use a move action to target a creature in line of sight. That creature becomes your focus. You can only have one focus at a time. Your next attack roll against your focus gains a +2 bonus. Until you target another creature, move, or make an attack roll, you can continue to

use *lead the target* and stack the attack bonuses (max +8). After you make the attack roll, the bonus is lost. If you accumulate at least a +6 bonus, you can reroll all natural 1s on the attack roll.

**Perfect Camouflage:** Use a move action to gain a +5 bonus to your next Stealth check.

**Perfect Tracker:** You are quick to aim under any circumstances. Use a move action and move half your speed. After you move, you either enable or maintain your proficiency bonus with weapons with the Sniper property.

**Fake Echo (Ex):** Starting at 3<sup>rd</sup> level, if using Stealth and making a ranged attack with a sniper weapon, the penalty to Stealth checks to maintain your obscured location is reduced by 10 (-10 instead of -20).

**Sweep Terrain (Ex):** Starting at 3<sup>rd</sup> level, you gain a +1 class bonus to Perception. This bonus increases +2 at 8<sup>th</sup> level, +3 at 12<sup>th</sup> level, +4 at 15<sup>th</sup> level, +5 at 18<sup>th</sup> level, and +6 at 20<sup>th</sup> level.

**Zero Your Weapon (Ex):** Starting at 4<sup>th</sup> level, the range increments of all two-handed small arms you wield are increased by 20 ft.

**Procedural Memory (Ex):** Starting at 5<sup>th</sup> level, you can use a full-round action in order to use *marksman talent* with a ready action.

**Boom! Head Shot (Ex):** Starting at 9<sup>th</sup> level, once per round, if you drop an enemy more than 25 feet (5 squares) away to 0 hit points or fewer using a sniper weapon, all opponents in a 10 foot radius around the target are staggered

until the start of your next turn. Targets staggered by this effect cannot be staggered again by this ability.

**Failure Is Not An Option (Ex):** Starting 10<sup>th</sup> level, if you roll a natural 1 on an attack roll with *marksman's talent*, you can re-roll.

**Penetrable Shot (Ex):** Starting at 14<sup>th</sup> level, once a round when making a ranged attack with a sniper weapon, you can ignore one square of blocking terrain for the purposes of line of effect and cover penalties.

**Magic Bullet:** Starting at 17<sup>th</sup> level, if you drop an enemy more than 25 feet away to 0 hit points or fewer using a sniper weapon, you can make a single ranged attack against one creature within 20 feet of the original target. You use no additional ammunition. You can repeat this process until you fail to drop an enemy to 0 hit points or fewer, you run out of enemies in range, or you hit three enemies.

## WARRIOR

The warrior can fill a vital role in a party. Being a close combat defender means the warrior may be the only opposition from opponents wishing to close the distance to your ranged allies. Even if opponents attempt to move, you can keep with them and prevent your allies from coming to harm. You can be a direct fist and kick fighter or a wrestler. You can specialize in flips, locks, or direct blunt force trauma.

**Alignment:** Any

**Hit Dice:** d10

## STANDARD EQUIPMENT

As a warrior, you receive the following equipment at 1<sup>st</sup> level.

Synthetic Weave, Ballistics Armor, Flak Longcoat, or Carbide Armor;

€150 in additional gear.

## CLASS SKILLS

Acrobatics (Dex), Climb (Str), Computer Use (Int), Escape Artist (Dex), Knowledge (history), Perception (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), Swim (Str), Vehicle Operation (Dex),

**Skill Ranks per Level:** 4 + Int modifier



## CLASS FEATURES

**Weapon and Armor Proficiencies:** You are proficient with all light and medium. You may also select two heavy armors. You are also proficient with one-handed simple and martial melee weapons as well as all one-handed small arms and two-handed small arms.

**Catch as Catch (Ex):** At 1<sup>st</sup> level, if an adjacent opponent your size or smaller attempts to move away from you (regardless of the type of movement, except for teleportation), the target's speed is reduced by half and you are pulled along with the target. Starting at 10<sup>th</sup> level, you can target opponent's one size category larger than you.

**Unarmed but Deadly:** At 1<sup>st</sup> level, you gain the feats Improved Unarmed Strike and Striker as well as one additional feat from the following: Balance and Direction, Evolution of Pankration, Game of Sticks, Striker, Swords of Grace, The Ritual of Dance and Damage, Unarmed Expanded Profile, Way of the Turn.



**Martial Discipline (Ex):** At 1<sup>st</sup> level, choose one of the following options:

*Mobile Discipline:* As a swift action, you can take a 5-foot step as long as the step brings you closer to an opponent. This does not count as the normal 5-foot step during a round and can be made in addition to any other movement. As long as you are wearing light armor, you gain a +1 bonus to attack rolls against adjacent opponents. You use Dexterity in place of Strength for attack and damage rolls with melee attacks and combat maneuvers. You can also replace Strength with Dexterity for your Combat Maneuver Defense. You can also use Dexterity in place of Strength for determining prerequisites for combat feats.

*Protective Discipline:* As long as you are wearing medium or heavy armor, you gain a +1 bonus to AC against adjacent targets. You also gain a +3 bonus to your Combat Maneuver Bonus.

**Mixed Martial Trait (Ex):** At 2<sup>nd</sup> level, and every two levels after, you may select a mixed martial trait. These traits can be either abilities or continuous effects. You can only select a trait once and some traits have minimum level requirements.

*Back Control:* If you have an opponent in a grapple, your opponent grants you cover. Additionally, any melee attack or ranged attack that misses you by 5 or less hits your opponent instead (on attacks that don't target you both). Your opponent also suffers a -2 penalty to attack you.

*Bone Breaker:* You can inflict additional damage to opponents you have in a grapple equal to your Dexterity or Strength modifier.

*Bulldozer:* You receive no penalty to your combat maneuver bonus when performing a bull rush into multiple targets in a single round.

*Devastating Body Attack (6<sup>th</sup> Level):* You can perform a devastating body attack as a standard action. This is a single melee attack at your highest attack bonus. If you hit, the target is pushed 5 feet. When rolling damage, reroll all 1s until they come up as something other than a 1. If the target cannot be pushed because of an obstruction, you inflict a critical threat with the attack.

*Fake Out (6<sup>th</sup> Level):* Each time you hit an opponent your size or smaller with a melee attack, you can swap your position.

*False Strike (6<sup>th</sup> Level):* If you miss with your first attack roll as part of a full-round attack, take a 5-foot step, remaining adjacent to the target, and re-roll.

*Full Mount (6<sup>th</sup> Level):* If you are grappling a prone opponent, the target suffers a -3 penalty to attack rolls and its combat maneuver bonus.

*Ground & Pound:* You can perform a ground & pound attack as a standard action. This is a single melee attack at your highest attack bonus. If you hit, the target is knocked prone. You gain a bonus to damage against prone opponents equal to your Dexterity or Strength modifier

*Hip Throw:* Hip Throw is an alternate action along with move, damage, and pin when you have an opponent in a grapple. You throw any target your size or smaller as many feet as  $\frac{1}{2}$  your Strength modifier  $\times$  5. The target lands prone and you are no longer grappling the target. Like moving the target with you, if you attempt to throw a target into a hazardous location, the target receives a free attempt to break your grapple with a +4 bonus.

*I'm the Juggernaut:* If you make a bull rush, you can ignore difficult terrain. Non-creature obstructions you attempt to pass through take damage equal to  $5 \times$  your Strength modifier: if this destroys the obstruction, you can pass through the obstruction.

*Impossible Lock:* You gain a +3 bonus to your CMD when an opponent attempts to break from a grapple.

*Improved Knockout Power:* The damage die of your unarmed attacks increases by one step (1d4 to 1d6 to 1d8 to 1d10 to 1d12 to 2d6 to 2d8 to 2d10).

*Insult to Injury:* As a swift action, you can inflict your Dexterity modifier or Strength modifier  $+ \frac{1}{2}$  your level to an adjacent prone opponent. You cannot be prone yourself.

*Joint Lock:* Once per grapple, you can sustain a grapple as a free action (if you release the grapple and then re-grapple—even if the same opponent—it counts as a new grapple).

*Last Second Recovery (6<sup>th</sup> Level):* Once a day, when an enemy scores a critical hit on you, you can turn that damage into temporary hit points you gain.

*Pulling Guard:* If you are prone, you suffer no attack penalties to melee attacks with 1-handed weapons, unarmed attacks, or combat maneuvers.

*Redirection of Energy:* Anytime an opponent confirms a critical hit on you with a melee attack, you gain a +2 bonus to melee attacks and automatically confirm any critical threats against that same opponent until the end of your next turn.

*Sack the Mark:* You can move at your full speed while grappling an opponent.

*Solid Clinch:* You gain the Improved Grapple combat feat, regardless of the feat's prerequisites. You can ignore the Improved Unarmed Strike prerequisite if you select the Greater Grapple feat later.

*String-Combo (6<sup>th</sup> Level):* If you hit the same opponent twice in a single round, you gain a third attack at your highest attack modifier. You can only gain this ability once per round.

*Rapid Strike:* You can perform a *rapid strike* as a swift action. This is a single melee attack at your highest attack bonus. If you hit, you can only inflict half damage and cannot inflict a critical hit.

*Twist Out:* You gain a +4 bonus to your combat maneuver bonus when attempting to break out or reverse a grapple.

*Takedown Flip:* Takedown Flip is an alternate action along with move, damage, and pin when you have an opponent in a grapple. Any target your size or smaller is rendered prone. You can continue the grapple regardless if you are prone as well or not. Your opponent must break from the grapple in order to stand up.

*Technical Superiority:* If an opponent misses you on an attack roll, you gain a +1 insight bonus to attack that target until the end of your next turn.

*Ultimate Joint Lock:* Any opponent you have in a grapple is staggered until they break from the grapple.

*Vicious Hook (6<sup>th</sup> Level):* The critical threat range of your unarmed attacks increase by 1.

**Pound for Pound (Ex):** Starting at 2<sup>nd</sup> level, once per round, if you hit an opponent with a one-handed melee weapon or an unarmed attack, you gain a damage bonus equal to ½ your level.

**Heroic Intervention (Ex):** Starting at 3<sup>rd</sup> level, if an adjacent opponent makes an attack which does not include you, you gain a +2 bonus to attack that opponent until the end of your next turn.

**C-C-Combo Breaker (Ex):** Starting at 5<sup>th</sup> level, if you are hit two times or more by the same opponent in a single round, you can perform a single melee attack against the same opponent as an immediate action. If you hit, the opponent's turn ends.

**Overreach Lunge (Ex):** Starting at 7<sup>th</sup> level, you can increase your reach by 5 feet during your turn but suffer a -2 penalty to AC and all saves until the end of your next turn.

**Knockout Power (Ex):** Starting at 9<sup>th</sup> level, the damage die of your unarmed attacks increases by one step (1d4 to 1d6 to 1d8 to 1d10 to 1d12 to 2d6 to 2d8 to 2d10).

**Good Cardio (Ex):** Starting at 11<sup>th</sup> level, you gain DR1/- . This damage resistance increases to DR2/- at 15<sup>th</sup> level and DR3/- at 19<sup>th</sup> level

**Flawless Victory (Ex):** Starting at 17<sup>th</sup> level, if you score a critical hit and the target is reduced to 30 hit points or less with the hit, it is killed.

**Permanent Injury (Ex):** Starting at 20<sup>th</sup> level, you can inflict a permanent injury once per day on a target you score a critical hit on. The target takes 10 bleed damage every round until healed or killed.





# FOUR: SKILLS & FEATS

## **NEW SKILLS**

There are five new skills utilized for NeuroSpasta: Computer Use, Demolitions, Engineer, Sciences, and Vehicle Operation.

### **COMPUTER USE** **(Intelligence, Trained Only)**

The basics of computers and their operation are not covered in this skill as it is a tenet which all citizens of this new world are taught alongside the standards of reading and writing. Knowing where the "on" switch is and understanding a point/click interface is a common skill expected by everyone. Computer Use specifically covers more advanced concepts like hardware modification, upgrade, and maintenance as well as the creating of beneficial and harmful programs. Computer Use is also employed in the researching of online materials.

### **ACCESS ELECTRONICS**

Use Computer Use to access systems within a server (see Opponents). You can access files, observe through camera feeds, activate or deactivate security systems, lights, and doors tied to the server.

**Action (Access Electronics):** Standard action for each attempt. Remember, you may still have to roll to remain past the firewall if you fail.

**DC:** The DC depends on the server and the layer (see Opponents).

**Success:** You are able to access one system for that round. You can only access one system for use of this skill and it lasts until the beginning of your turn. You can activate or deactivate cameras, machines, security systems, lights, and doors tied into the server. You cannot open doors with separate security systems. You cannot simulate realities in front of a camera nor can you force a machine to do something it is not designed for nor has fail-safes to prevent (like overloading and exploding). You can only observe, activate, or deactivate. If you succeed at the Computer use check, you gain a +2 circumstance bonus against your next Computer Use check against the same target.

**Try Again:** If you fail to access the system, you can try again, assuming you are not detected.

### **ACCESS MEMORY**

Use Computer Use to search for a specific file or memory in a server's layer in a SEED.

**Action (Access Memory):** Standard action for each attempt. Remember, you may still have to roll to remain past the firewall if you fail.

**DC:** The DC depends on the server and the layer (see Opponents).

**Success:** You find the file or memory in question. The file can be downloaded unless it has its own separate security measures.

**Try Again:** If you fail to access the system, you can try again, assuming you are not detected.

## COMPUTER HARDWARE

Make a Computer Use check when modifying or repairing computer systems. This is to repair physical damage to the machine involving hit point reduction, not contamination from viruses or damage caused by software erasure.

**Action (Computer Hardware):** Each attempted skill check takes one hour.

**DC:** 15

**Success:** Recover hit points equal to your Computer Use skill roll -15.

**Try Again:** Time is wasted with no hit point recovery if you fail but you can try again immediately after.

**Special:** This can only be used against damage caused to computer systems and cannot be used against people, vehicles, power armor, or robots.

## COMPUTER SOFTWARE

Make a Computer Use check to remove malware, viruses, and fix software issues within a system. If the cause is accidental or not directly associated with a hostile act, the DC is fixed. If it is to remove intentional harmful programs, the DC is dependent on the programmer.

**Action (Clean Computer Software):** Each attempted skill check takes 5 minutes.

**DC:** Generic DCs are required for general clean-up of computer flaws and system errors. When attempting to remove lingering viruses, you must beat the ProgDC.

**Success:** The computer reboots and the system errors are fixed.

**Try Again:** You can try again if you have time. There may be harmful effects that occur if you fail or if time passes.

## PROGRAM CREATION

You use Computer Use when designing malware, Trojan horses and viruses as well as defensive programs. You must possess the Programmer feat.

**Action (Program Creation):** Program times depend on the specific program being created.

**DC:** See Programs for the various DCs.

**Success:** The program is created.

**Try Again:** If you fail, the program crashes with an unknown flaw. You have wasted your time. You may try again if you have time.

## RESEARCH

Make a Computer Use skill check when using online resources to search for information. This may also be used when hunting down memories inside of an organic or synthetic brain.

**Action (Research):** Each attempted skill check takes a full round action.

**DC:** See the table

**Success:** You locate the information you are seeking.

**Try Again:** If you fail, the information is still illusive. You can keep looking if you have the time.

State of Concealment	DC
Not much more than the right keyword in a search engine	15
Covered with a non-descriptive filename in an incorrect directory	20
Locked behind a password barrier	25
You're not even sure the memory exists or where it could be.	30

## DEMOLITIONS

### [Intelligence; Trained Only]

You can set and disarm explosives. This includes all manners of mechanical and electronic detonators. Placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

**Check:** A successful check lets you set an explosive prematurely to combat or during it. You can also disarm explosives.

**Wiring Explosives Together:** DC15 for every additional explosive wired up. Additional explosives increase damage and burst (See Grenades & Explosives). Only one detonator is required per pack of wired explosives but the explosives must be all in one spot (the same square). You can string up several explosives at several locations to be triggered at the same time but each location (square) must have one detonator.

**Timed Detonator:** DC10+2/Enhancement Level of detonator to set timed explosives. Timed explosives detonate at a set time and cannot be prematurely detonated. You select how many rounds or minutes (or longer) you wish for the timer to be and it explodes at the beginning or the end of your turn (your choice) as a free action.

**Remote Detonator:** DC15+2/Enhancement Level of detonator to set up a wired or wireless detonator. You may

detonate an explosive with a remote detonator by using a swift action. You may also detonate it as a readied action.

**Triggered Explosives:** DC15+2/Enhancement Level of detonator to set up a triggered detonator. These detonate on their own as an immediate action and don't require a swift or a readied action. They go off when a target either crosses over it, or before it moves out of its burst area (see Equipment for the variety of detonators and their conditions).

*Example:* Kathryn Lindune wants to set off two blocks of explosives each at ten different locations, all at once. She makes them remote detonated. One remote detonator must be placed at every location but the two blocks at each location only require one detonator. Kathryn can trigger any number of detonators with a single action but each detonator triggers two blocks of explosives. She can, if she wishes, trigger all ten with a single action because they are all the same type of detonator (though they are all separate activations).

**Proper Placement:** You can carefully set the explosive in such a way to do extra damage. If you beat the DC roll by 10 or more, you gain a +2 skill bonus to damage from the explosive. If you beat the DC roll by 15 or more, you gain a +3 skill bonus to damage from the explosive. Your final Demolitions skill roll is also the DC someone other than you needs to beat to disarm your explosive.

**Disarm Explosive Device:** Disarming an explosive that has been set to go off requires a demolitions check. The GM can set the DC or make a Demolitions skill check of who planted the explosive. The DC to disarm is equal to the Demolition skill roll made when the explosive was set. If you fail the check, you don't disarm the explosive. If you fail by 10 or more, the explosive goes off. You don't need to roll Demolitions to disarm your own explosive.

**Special:** You can take 10 or 20 when using the demolitions skill in the setting of explosives, not when disarming or when in combat. The GM may allow you to take 10 in disarming if there is enough time to do so.

**Expert Demolitionist:** You gain a bonus to all damage rolls with planted explosives you set equal to half your ranks in Demolitions.

**Creating Detonators and Explosives:** If you are trained in both Demolitions and Sciences, you can attempt to recreate the explosives in the equipment section with acquired chemicals. The GM should set a DC dependent on found ingredients and on the explosives being attempted. Compounds for explosives are not generally easy to find.

If you are trained in both Demolitions and Engineer, you can build various detonators on the fly and accomplish the task much faster than if you were only trained in Engineer. If trained in both skills, the construction time is equal to the detonator's level in hours instead of days.

**Action:** Each Demolitions skill roll requires standard action which grants opportunity attacks.

**Try Again:** Failure means that the explosive fails to go off as planned. The explosives are not lost. Failure by 10 or more means the explosive goes off as the detonator is being installed. You cannot accidentally detonate explosives when wiring them together, only when implanting the detonator. A failure with wiring explosives together means the extra wired explosives will not go off with the primary.

**Saving Throw:** A saving throw against an explosive you set with Demolitions has a DC of 10 + your skill ranks in Demolitions (ranks, not bonus) + your Intelligence modifier + the enhancement level of the detonator.

## ENGINEER

### [Intelligence; Trained skill only]

This is the broad skill dealing with all applications of technology, allowing you to craft and repair technology. These include electronics, general machines, armor, weapons, and vehicles.

**Action:** Variable, depending on the task involved (see below).

**Special—Foreign Enhancement Levels:** The DC for all Engineer rolls are increased by +2 for every enhancement level.

**Recovering Object Hit Points:** An Engineer check may be used to recover hit points from damaged items. The repair time is 10 minutes. Make an Engineer roll.

(Your Engineer Roll) – 15 = (Hit Points recovered)

The repair costs = 5 €/Enhancement Level for every hit point recovered.

If the roll fails, the GM may roll the hit point recovery anyway to incur a cost penalty to wasted supplies.

**Repairing Breaks:** 10 minutes. Most repair checks are made to fix complex electronic or mechanical devices if they break. Broken items are reduced to 0 hit points if they have listed hit points. Items with listed hit points are raised to 1 hit point and may require additional work to recover lost hit points.

DC: Base DC20 + 2/Enhancement Level.

Cost of repairing a break: 5% + 1%/Enhancement Level of original item.

**Try Again:** Yes, though in some specific cases, the GM may decide that a failed repair check has negative ramifications that prevent repeated checks.

**Special:** A character can take 10 or take 20 on an Engineer check out of combat.

**Building Technology:** If you have the time and the parts, but are nowhere near a store that sells technology, you may try to build the item from scratch. You can only build items with a rated Enhancement Level (0-6). You must have the item's cost in widgets or parts (not just the money, the widgets) on hand. The item's Enhancement Level +2 is also the time in days it takes to build the item. You need at

least 6 hours of work on the item for it to be considered a day's work. You cannot speed up this process, but you can take your time. At the end of each day, you must make an Engineer roll to beat the build DC. If you beat the DC, you count the day in question towards the time required to build the item. You can take 10 on this roll. The DC is 15 + 2/Enhancement Level.

- Creating grenades takes half the time
- Vehicles take twice as long and require a facility.
- You cannot build demolitions, medical, or repair kits. You cannot build boosters or medical injections.
- Ammunition's Enhancement Level is equal to the weapon it is made for.

*Try Again:* If you fail, the work time is wasted (1 day) but the widgets are not.

**Reverse Engineer:** You can use the Engineer skill to convert found technology into widgets to be used in the creation of other technology. When you recover a piece of equipment, roll against the DC to acquire widgets from the technology's disassembly. Reverse engineering destroys the item being selected. Each attempt to reverse engineer an item takes one hour.

If you succeed, you acquire one-fifth of the item's value in widgets.

*DC:* EL0 – 15; EL1 – 17; EL2 – 19; EL3 – 21; EL4 – 23; EL5 – 25.

*Try Again:* If you fail, you only acquire one-tenth of the item's value in widgets.

*Special:* You may take six hours instead of one hour and take 10 on the skill check.

**Sabotage:** You can use the Engineer skill to sabotage devices and vehicles. With this technique, you can inflict effects instantly or when certain conditions occur.

*Proximity:* You need to occupy the same square or a square adjacent (5-feet) to a device or vehicle.

*Logical Target:* You can only attempt sabotage against a target which you can disrupt or incapacitate logically. The GM can refuse a sabotage attempt if you have no way of accessing vital components in the target. The GM may also force you to spend time gaining access to said components.

*Sabotage Attempt:* Use a standard action to make an Engineer check against the target. You provoke opportunity attacks if the target is a monster (i.e. robot).

*DC:* The base DC is 15 with modifiers depending on which effect you are attempting.

Effect	Modifier
Keep a security door closed	0
Reduce vehicle speed by 25% (round down)*	0
Reduce vehicle speed by 50% (round down)*	+5
Reduce vehicle speed by 75% (round down)*	+10
Reduce vehicle speed to 0 (round down)*	+15
Force a vehicle control roll	+5
Stagger a Target	+10
Blind a Target	+10
Dazed a target	+10
Immobilize a target	+15
Stun a target	+20
* This effect does not stack.	

*Duration:* Effects last until the effect is repaired unless stated otherwise. Effects can be repaired by an Engineer check or with specific solutions to each problem (breaking open a door instead of fixing the sabotage).

*Unique Effects:* There are hundreds of different effects you can accomplish with sabotage.

*Activation:* The effects of the sabotage occur instantly. You can increase the DC by 3 to set a triggering condition for the sabotage.

*Detection and Removal:* An Engineer check is required to spot and remove sabotage. The DC is the same as the DC to instigate the sabotage.

*Special:* A character can take 10 on an Engineer check outside of combat.

*Try Again:* Assuming alarms are not triggered, you may try again, provided you have time.

## KNOWLEDGE [SCIENCES] [Intelligence]

This is the general study of the applications of the unaltered rules that govern the real world. It deals with broad studies like Biology, Astronomy, and Geography and into further specific fields of expertise like Biochemistry and Astrophysics. Given enough dedication, you could earn grants and degrees, specializing in a field of study to better your species and the natural world. Being a top mind of the profession could enable you to unravel a genome or to design and build your own superconducting supercollider. You do not have to specify a field of expertise. This skill refers to a general knowledge of science. You use this skill for general scientific observations.

**Special:** Knowledge (sciences) can be used to replace Knowledge (nature) at a -3 penalty to the skill bonus. It does not offer a bonus if you are already trained in Nature. Science cannot be used in replacement of any other knowledge skills.

## VEHICLE OPERATION

### [Dexterity]

You know how to drive or pilot both ground vehicles and aircraft. You can eventually learn how to control anything regardless of the complexity of the controls. Routine tasks such as ordinary driving don't require a skill check. You only make a check when experiencing unusual circumstance (such as stormy weather or a slippery surface), performing a stunt, driving at high speeds, or if trying to operate a vehicle while being attacked or attacking.

**Action:** Operating a vehicle can be part of a move or standard action. You can only perform one action involving a vehicle per round but you can employ several stunts during that action. This includes the same stunt multiple times (unless the stunt is not usable multiple times) or different stunts. You roll for each stunt separately. If your vehicle has carryover speed from the previous turn, you must use at least a move action this turn (you can coast at the current speed and perform no stunts). If you don't/can't take a move action, then the vehicle immediately goes into a crash.

If you perform a stunt that requires a standard action, all stunts you perform this turn are part of that standard action, and you can perform any number of standard or move action stunts as part of that action as you are able.

The vehicle operates only on your turn, and you cannot perform a vehicle move action outside of your turn. Even if you're forced to make a control roll outside of your turn, the effects of that roll do not go into effect until the start of your next turn (other effects inflicted on the vehicle can occur immediately). Even if crashing, the vehicle only slides or stops on your turn.

**Fly:** The skill Fly cannot be used in place of Vehicle Operation for the control of Aircraft.

**Try Again—Control Roll, Sliding, or Crashing:** If you fail the stunt, you must suffer the consequences. This can be a control roll (a second chance to recover), a slide, or a crash. Some stunts are easy, and they neither require a skill check nor have consequences. If you're still crashing, sliding, or are otherwise out of control at the start of your turn, you still must use a move action to continue any carryover movement (unless you want to abandon all hope of regaining control).

**Control Roll:** A control roll occurs when you fail a Vehicle Operation check. You gain a chance to recover by rolling the same DC again. If you succeed, you do not crash and you may attempt the stunt again (if you can—some stunts can only attempted once per turn). If you fail the

control roll, you go into a crash. Control rolls can also occur for a variety of other actions not listed here. Control rolls take no action and occur as a reaction of another action (an attack from an opponent, a failed skilled roll, etc).

**Crash:** If you are crashing, you lose control of your vehicle and cannot perform any stunts involving your vehicle until the crash is resolved. In most crashes, you continue your remaining movement in the direction you were previously pointed. In others (like catastrophic jumps), you immediately stop your movement.

If crashing, at the start of your turn, you decelerate at your speed rating and continue to do so every turn until your movement is 0 or until you hit an obstruction or difficult terrain. When your speed reaches 0, you can regain control and use your vehicle again (if functional). If you have movement remaining when you hit an obstruction or difficult terrain, your vehicle (and you) takes damage.

If you fail a control roll by 5 or more, the vehicle swerves 45 degrees in a random direction before the crash commences.

If you failed a Vehicle Operation control roll by 10 or more, the vehicle rolls as it crashes, taking 2d6 damage at the start of every turn it spends rolling.

**Slide:** Sliding can be either a consequence or a stunt. If you fail certain stunts, you go into a slide. In an uncontrolled slide, you move your remaining speed in the same direction before you attempted the stunt. You can attempt no other stunts until you regain control of the vehicle. At the start of your next turn, you must make a control roll (DC dependent on your sliding movement) or continue the slide. If you hit an obstruction or difficult terrain before being able to recover, the slide becomes a crash.

**Note:** Certain vehicles are large enough to ignore terrain conditions and/or the effects of a crash.

Generic Stunt	Vehicle Operation DC	Action
Easy Stunt	15	Depends on stunt
Hard stunt	20	Depends on stunt
Crazy stunt	25	Depends on stunt
Insane stunt	30	Depends on stunt

**How to Handle Speed Change:** It can be somewhat confusing dealing with a speed rating rather than a fixed speed value. Here are some important rules to remember:

- If you decelerate your speed to 0, the vehicle is considered stopped.
- Your speed at the end of your turn is your carryover speed for next turn.

- The vehicle's current speed is affected by what point in an action you perform the acceleration or deceleration maneuvers. If you change speed at the beginning of the action, the new value is your speed for this turn. If you change speed at the end of the action, your current speed is considered unchanged, but your carryover speed is set to the new value. If you change speed partway through an action, both your current speed and carryover speed are set to the new value: if you have already moved more squares on your turn than your new speed, you cannot move any further this turn.
- You cannot decelerate below 0. To move backwards, you must stop and then accelerate in reverse.

**Acceleration:** You increase your speed this turn.

*Normal:* You increase your vehicle's speed up to your vehicle's speed rating. This action is safe and does not involve a skill check.

*Aggressive:* You gain a +1 bonus to your speed rating and add this value to your speed.

*Floor It:* You gain a bonus to your speed rating equal to half your speed rating (round down). You add this value to your speed.

*Action:* Part of a move action, once per turn. Failure results in no acceleration this turn. You can accelerate at the end of your action to increase your carryover speed while not affecting your movement this turn.

**Deceleration:** You reduce your speed or attempt to stop altogether.

*Normal:* You decrease your vehicle's speed up to twice your vehicle's speed rating. This action is safe and does not involve a skill check.

*Aggressive:* You decrease your vehicle's speed up to three times your vehicle's speed rating. *Hard Braking:* You decrease your vehicle's speed up to four times your vehicle's speed rating. *Action:* Part of a move action, once per turn. Failure results in no deceleration this turn and may require a control roll (GM's discretion). You can decelerate at the end of your action to reduce your carryover speed while not affecting your movement this turn.

**Driver's Attack:** If you want to make a non vehicle-based attack (like shooting from the window or fighting someone in the car) while controlling a vehicle, you must make a Vehicle Operation check. Regardless if you succeed or not, you can still make the attack, though you may lose control afterwards. There are still penalties while making certain attacks. Attempting melee or ranged attacks while driving suffer a -4 penalty to attack rolls. If you are controlling a weapon on a turret remotely, that penalty reduces to -2 (feats can decrease this further).

*Action:* Via normal rules for making an attack. This is not a vehicle action, so no other stunts can be combined with it. You must have one hand on the steering wheel or you automatically fail the skill check associated with the attack (even if using feats).

**Evasive Driving:** You can swerve and weave to avoid enemy fire. By performing this stunt successfully, you gain a bonus to both AC and Reflex defense. You must move at least 3 squares (15 feet) this turn in order to gain any bonus. When using evasive driving, choose the amount of the bonus you wish to gain: this sets the DC of both the Vehicle Operation check to perform the stunt and the control roll if the check fails. If you succeed at the control roll, you recover but you cannot attempt evasive driving for the remainder of this turn. You gain the bonus to AC and Reflex saves until the end of your next turn.

*Action:* Part of a standard action. You can only make one evasive driving during this action. You cannot use evasive driving in the same action while initiating a jump.

**Flight Conditions:** Weather effects modify the DC of Vehicle Operation checks. All ground vehicles reduce this modifier by 5. Huge vehicles (ground or air) reduce this modifier by 5 while Gargantuan vehicles and larger (ground or air) reduce this modifier by 10 (instead of 5). Add these modifiers for all stunt DCs in these conditions.

**Jump:** A normal jump (DC 20) distance is the vehicle's modified speed before the jump divided by 10. A difficult jump (DC25) distance is the vehicle's modified speed before the jump divided by 5. An insane jump (DC 30) distance is the vehicle's modified speed before the jump divided by 2. After landing (successful or not), your speed is reduced by half.

*Action:* This is part of a standard action (all your stunts and movement for this turn which involve your vehicle must be part of a standard action instead of a move action).

*Failure:* If you fail by 5 or less, you make the jump, but lose control and are in a slide. If you fail by 5 or more, your vehicle rolls and crashes. If you fail by 10 or more, you drive into the ground or fall short as part of a crash, suffering damage.

**Lane Change:** You can attempt to slide two squares (10 feet) left or right as part of your action without having to change direction. This is a fast maneuver requiring your vehicle to have a speed of at least 5.

*Normal:* Initiating a lane change while moving up to twice your speed rating does not require a skill check.

*Weaving:* If travelling faster than three times your speed rating, a control roll is required.

*Action:* Part of a move action.

**Road Conditions:** Terrain modifies the DC of Vehicle Operation checks. Flying vehicles ignore this modifier. Huge ground vehicles reduce this modifier by 5 while Gargantuan ground vehicles and larger reduce this modifier by 10 (instead of 5). Add these modifiers for all stunt DCs in these conditions. This is not difficult terrain—terrain designated as difficult is too hazardous for most vehicles and usually results in a crash (Gargantuan vehicles can ignore difficult terrain).



**Slide:** If you intentionally create a slide and succeed, you have full control over the slide, can adjust the angle of the vehicle, and regain control at any time. If you are still sliding at the start of your next turn, then you must roll the control roll again to maintain control. If you fail the control roll, you continue the slide but now it becomes uncontrolled. Even though you are pointed in a different direction, you do not move in that direction unless you attempt a turn.

**Action:** Part of a move action if you are controlling a slide.

**Tight Fit:** Vehicles cannot squeeze, but there may be situations where the GM judges that there is only a small margin of error when maneuvering, such as when moving over a narrow bridge or dense forest. The DCs listed are if you are attempting the maneuver while moving up to your speed rating, faster than your speed rating, or if attempting the maneuver faster than double your speed rating. Increase the DC accordingly as the vehicle travels faster.

**Action:** Part of a move action.

**Turning:** The faster you go when you turn, the higher the DC. After you make a turn, you must move at least  $\frac{1}{4}$  your current speed before turning again. Otherwise, it instantly turns into a slide. This is regardless if you turn 45 degree or a full 90.

**Normal Speed:** If moving your speed rating or slower, you can turn at any angle without requiring a roll.

**45 Degree Turn:** Your speed can be up to twice your speed rating and still not require a skill check when initiating a turn up to 45 degrees. If you attempt a turn any faster, you have to make a skill check. If you perform a 45 degree turn while your speed is equal to or greater than twice your speed rating, you lose 1 square off your current speed after the turn (1 off your carryover speed and 1 off any remaining movement you have this turn).

**90 Degree Turn:** If you attempt a turn while moving faster than your normal speed, you have to make a skill check. If you perform a 90 degree turn while the vehicle's speed is greater than its speed rating, you lose half your current speed after the turn (half your carryover speed and half any remaining movement you have this turn). For example, if your speed was 10 and you performed a turn 5 squares into your movement, your remaining movement is 2 and your carryover speed is 5.

**Faster/Tighter:** Adjust the DC depending on the speed and the sharpness of the turn, adding +5 for sharper turns and/or +5 for speeds in excess of the ones listed. Trying to turn at a right angle while your speed rating is five times your vehicle's rating should be difficult.

**Hand Brake:** Pulling the handbrake can allow you to spin the vehicle around, turning to any direction you wish, without losing too much speed. You can only attempt a hand brake turn if your speed is between 4 and 20. Any slower and you cannot make the turn. Any faster and you

automatically fail the skill check. If successful, you face the new direction but your speed is reduced by half.

You can also use the handbrake to spin around 180 degrees and move in the original direction. If you succeed, your vehicle reverses its facing. You must decelerate and then accelerate in order to move in the opposite direction. Your speed is still reduced by half (half your carryover speed and half off any remaining movement you have this turn).

**Drift:** You can perform a drift when making up to a 90 degree turn. Your speed rating must be at least 5 to perform a drift. Drifting imposes a +10 on the DC (determined by your turn and speed). If you succeed, you do not lose any speed from the turn. You can combine a drift with a hand brake stunt. If you do, your speed is reduced by  $\frac{1}{4}$  instead of  $\frac{1}{2}$  (see hand brake) for turns greater than 90 degrees. Drifting also raises the top speed for performing a hand brake turn to 30.

**Action:** Part of a move action

**Velocity:** Even though vehicles are listed as not being able to go faster than four times their speed rating, in actually this is only the safe upper limit. They are capable of much faster speeds if one is daring enough. If your speed this turn places it in one of the following categories, you must make a control roll at the start of each move action involving your vehicle. In addition, all stunts you make at this speed also incur a penalty to their DC (the first value is the velocity DC, the second value is the modifier to all other stunts you make at this speed). You don't add the modifier to the velocity DC, only to other stunts.

**Fast:** Going fast means to push your vehicle past its x4 speed rating limit but not faster than x5 its speed rating. You suffer a +2 modifier to all other stunt DCs as well as make a DC 10 skill check (before modifiers for flight/ground conditions) at the start of every move action involving a vehicle.

**Stupid Fast:** If your speed score is over x5 your speed rating but not more than x7 your speed rating, you obviously think you're some kind of race car driver. You suffer a +5 modifier to all other stunt DCs as well as make a DC 15 skill check (before modifiers for flight/ground conditions) at the start of every move action. If you are going stupid fast by the end of your turn, your vehicle gains a +1 bonus to AC and Reflex saves until the end of your next turn.

**Absurdly Fast:** If your speed is over x7 your speed rating but not more than x10 your speed rating, you obviously need to slow down. You suffer a +8 modifier to all other stunt DCs as well as make a DC 20 skill check (before modifiers for flight/ground conditions) at the start of every move action. If you are going absurdly fast by the end of your turn, your vehicle gains a +2 bonus to AC and Reflex saves until the end of your next turn.

**Aircraft:** Aircraft that fail their control roll lose altitude equal to x2 their speed. Aircraft never fall under the effects

Stunt or Condition	Consequences	DC	Action
Acceleration			
Normal	None	--	Move
Aggressive	None	10	Move
Floor it	None	20	Move
Driver's attack	Control Roll	15	Depends on action
Deceleration			
Normal	None	--	Move
Aggressive	Slide	10	Move
Hard Braking	Slide	15	Move
Evasive driving			
+1 to AC & Reflex saves	Control Roll	15	Standard
+2 to AC & Reflex saves	Control Roll	20	Standard
+3 to AC & Reflex saves	Control Roll	25	Standard
+4 to AC & Reflex saves	Control Roll	30	Standard
+5 to AC & Reflex saves	Control Roll	35	Standard
Flight conditions			
Strong wind		+5	--
Raging storm		+10	--
Tornado / Hurricane		+15	--
Jump	Crash	Special	Standard
Lane change			
Normal	None	--	Move
Weaving	Control Roll	20	Move
Road conditions			
Gravel		+5	--
Rain / Snow		+10	--
Slide			
Speed less than 10	Control Roll	10	Move*
Speed 10 – 20	Control Roll	15	Move*
Speed 21 – 30	Control Roll	20	Move*
Speed 31 – 40	Control Roll	25	Move*
Speed 41 – 50	Control Roll	30	Move*
Speed 51 – higher	Control Roll	35	Move*
Tight Fit			
Equal or less than vehicle's speed rating	Crash	20	Move
Greater than vehicle's speed rating	Crash	25	Move
Greater than twice the vehicle's speed rating	Crash	30	Move
Turning			
Any degree (normal speed)	None	--	Move
45 Degree turn (up to x2)	None	--	Move
90 Degree turn (up to x2)	Slide	10	Move
45 Degree turn (more than x2)	Slide	10	Move
90 Degree turn (more than x2)	Slide	15	Move
Handbrake	Control Roll	20	Move
Drift	+10	--	
Velocity			
Fast	Control Roll	10/+2	--
Stupid fast (+1 AC/Reflex saves)	Control Roll	15/+5	--
Absurdly fast (+2 AC/Reflex saves)	Control Roll	20/+8	--

\* If you are controlling the slide.

of a crash unless they impact on something. As long as the aircraft is functional, you can attempt to regain control of it. If failing a control roll, an aircraft loses altitude (as stated) and slides. You can attempt another control roll check at the start of your next turn. Unlike vehicles, aircraft do not decelerate during a slide. The vehicle and all occupants are considered helpless if the craft impacts on the ground (the occupants suffer the effects of a coup de grace).

**Working with Stunts:** Many stunts require several rolls in sequence to be accomplished. There are many ways to navigate around the driving rules to accomplish what you want. Despite not having a limit on the number of stunts you can perform with an action, you still must check for each stunt in the order you designate (they don't all happen at once). Utilizing this logic, you can accomplish several combinations of maneuvers with a single action.

- Make a jump and accelerate after landing in order to maintain your speed.
- Decrease your speed after turning in order to reduce the minimum distance you have to take before turning again.
- Using tight fit, accelerating, and jumping from a narrow platform.
- Intentionally create a slide and turn that slide into drift for an extra dash of theatrics.
- Use a handbrake to spin the vehicle 180 degrees, accelerate in the original direction to maintain your original speed, and use a driver's attack.

## FEATS

Refer to the *PATHFINDER CORE RULEBOOK* on how to gain feats. Players in NeuroSpasta may select any feats from the *Amethyst Renaissance* they are eligible for. For the purposes of prerequisites in the *PATHFINDER CORE RULEBOOK*, all races in NeuroSpasta are also human.

## GENERAL FEATS

### AMMUNITION EFFICIENCY

**Prerequisite:** Strength 14, base attack bonus +8

**Benefit:** Gain a +1 bonus to damage rolls with heavy auto weapons with which you are proficient when employing the heavy auto property.

### ARMOR PROFICIENCY [Advanced]

**Benefit:** You gain training with all types of advanced armor (power armor, battlesuits, etc.). When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

**Normal:** A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

### ARMOR PROFICIENCY [Heavy]

**Benefit:** You gain training with all heavy armor (except advanced/power armor). When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

**Normal:** A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

### ARMOR PROFICIENCY [Light]

**Benefit:** You gain training with all light armor (except advanced/power armor). When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

**Normal:** A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

### ARMOR PROFICIENCY [Medium]

**Benefit:** You gain training with all medium armor (except advanced/power armor). When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

**Normal:** A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

### BAYONET REACH

**Benefit:** Gain reach with your bayonet (the melee weapon, not the firearm).

### BETTER THAN 20/20

**Benefit:** Gain +40 feet to your range with any small arm or heavy weapon.

**Special:** You can take this feat multiple times. Each time you select this feat, you gain an additional 40 feet to your range.

### BURST FIRE

**Benefit:** When using a weapon employing an auto (not set to single-shot fire) or heavy auto property, gain a +1 bonus to damage rolls.

### CROSSFIRE

**Benefit:** You can flank 10 feet (2 squares) away from an enemy as long as you and an ally are in a straight line through the target. You must be wielding a one- or two-handed small arm or a heavy weapon to use this feat.

### CROSSFIRE, IMPROVED

**Prerequisites:** Crossfire, base attack bonus +7

**Benefit:** You can flank 15 feet (3 squares) away from an enemy as long as you and an ally are in a straight line through the target. You must be wielding a one- or two-handed small arm or a heavy weapon to use this feat.

### CROSSFIRE, MASTER

**Prerequisites:** Crossfire, Improved Crossfire, base attack bonus +15

**Benefit:** You can flank 20 feet (4 squares) away from an enemy as long as you and an ally are in a straight line through the target. You must be wielding a one- or two-handed small arm or a heavy weapon to use this feat.

### CURB STOMP

**Prerequisite:** Base attack bonus +6

**Benefit:** As a move action, you can inflict your Strength modifier damage to a prone target in an adjacent square.

### DEFLECTING SHOT

**Benefit:** You reduce the penalty for firing any small arm, heavy weapon, or super heavy weapon to an enemy in cover by 1.

### DISCHARGE BURN

**Prerequisite:** Base attack bonus +9

**Benefit:** When firing a one-handed small arm at a target in an adjacent square, you inflict +1 damage on a hit.

### DUCT TAPE

**Benefit:** As many times a day as your Intelligence or Wisdom modifier, you can use duct tape as a standard action. You can apply one the following effects.

- Grant a +1 feat bonus to your next Engineer or Heal check.
- Affix a small item (such as a flashlight or a tracker) to a weapon.
- Create one foot of rope (up to thirty feet).
- Mark up to three feet on the ground or on an object.
- Replace for handcuffs (target is restrained, DC25 to escape).
- Prevent a restrained creature from speaking.

**Special:** There may be hundreds of other uses for duct tape (GM's discretion).

### FEATHER TRIGGER

**Benefit:** Any non-auto/heavy-auto weapon counts as an auto weapon in your hand. You use additional ammunition with each attack as if the weapon had the auto keyword.

### FIDGETY FINGERS

**Prerequisites:** At least 6 ranks in Engineer

**Benefit:** Building technology takes half as long (minimum of one day).

### FIREARM EXPERTISE

**Benefit:** Choose a specific weapon group and a specific weapon property (e.g., two-handed plasma, one-handed laser, heavy gauss). You gain a +1 feat bonus to damage rolls with this weapon.

**Special:** You can take this feat multiple times. Each time you select this feat, you may choose another weapon group and property.

### FULLY AUTOMATIC ADEPT

**Prerequisite:** Base attack bonus +10

**Benefit:** You now fire half as much ammunition each time you attack (round up). Damage is unaffected.

### GROUND VEHICLE OPERATION

**Benefit:** Gain a +3 bonus to all Vehicle Operation skill rolls when making a control roll.

### GUN-SOMETHING-SOMETHING

**Benefit:** You treat one-handed small arms as melee weapons when firing into adjacent squares.

### HEAVY WEAPON PROFICIENCY

**Prerequisite:** Base attack bonus +1.

**Benefit:** You gain training with one heavy weapon of your choice. You make attack rolls with the weapon normally.

**Normal:** A character who uses a weapon with which he is not proficient takes a -4 penalty on attack rolls.

**Special:** You can gain Heavy Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of heavy weapon.

### HIGH PRECISION

**Benefit:** If you hit with a ranged attack with any firearm without the auto property, you can reroll one damage die that results in a 1, but you must use the second result.

### IMPROVISED ADAPTATION

**Prerequisites:** At least 4 ranks in Engineer

**Benefit:** When gaining widgets from reverse engineering technology, you acquire one-quarter the value of the item in widgets instead of one-fifth. You also gain a +5 bonus to Engineer when attempting reverse engineering.

### LEARNED THE HARD WAY

**Prerequisite:** 4 ranks in Demolitions.

**Benefit:** When you fail a Demolitions roll by 10 or more, you don't cause a detonation.

### LIKE A WIDGET BAG

**Benefit:** You gain a widget bag (see the engineer for details on the widget bag).

Feats	Prerequisites	Benefits
<b>GENERAL FEATS</b>		
Ammunition Efficiency	Strength 14, BAB +8	+1 damage with heavy auto weapons
Armor Proficiency (Advanced)		Gain training with all types of advanced armor
Armor Proficiency (Heavy)		Gain training with all heavy armor
Armor Proficiency (Light)		Gain training with all light armor
Armor Proficiency (Medium)		Gain training with all medium armor
Bayonet Reach		Gain reach with your bayonet
Better than 20/20		+40 ft. to your range with any small arm or heavy weapon
Burst Fire		Auto or heavy auto property gain a +1 bonus to damage rolls
Crossfire		Flank 10 feet (2 squares) away from an enemy
Crossfire, Improved	Crossfire, BAB +7	Flank 15 feet (3 squares) away from an enemy
Crossfire, Master	Crossfire, Improved Crossfire, BAB +15	Flank 20 feet (4 squares) away from an enemy
Curb Stomp	BAB +6	Inflict Strength modifier damage to a prone adjacent target
Deflecting Shot		Reduce the penalty for firing against an enemy in cover by 1
Discharge Burn	BAB +9	+1 damage with 1-handed firearms against adjacent targets
Duct Tape		Gain a roll of duct tape
Expanded Widget Use	Must have a widget bag	Use widgets to replace thieves' tools or gain a bonus to Heal
Feather Trigger		Any non-auto weapon is an auto weapon in your hand
Fidgety Fingers	At least 6 ranks in Engineer	Building technology takes half as long
Firearm Expertise		+1 feat bonus to damage rolls
Full Automatic Adept	BAB +10	Fire ½ ammunition each time you attack
Great Throw		+1 bonus for all non-magical thrown weapons
Ground Vehicle Operation		+3 Vehicle Operation when making a control roll
Gun-Something-Something		1-handed small arms are melee weapons in adjacent squares
Heavy Weapon Proficiency	BAB +1	You gain training with one heavy weapon of your choice
High Precision		Reroll one damage die that results in a 1 with auto weapons
Improvised Adaptation	At least 4 ranks in Engineer	¼ the value of the item in widgets instead of one-fifth
Learned the Hard Way	4 ranks in Demolitions	No detonation with failed Demolitions checks
Like a Widget Bag		You gain a widget bag
Meat Shield		Adjacent fallen opponents provide cover
Meat Shield, Improved	Meat Shield, 5 <sup>th</sup> level	Use <i>Meat Shield</i> with grappled opponents
Natural Hunter		Wisdom in place of Dexterity for Stealth checks
Offensive Injection		+2 attack and -1 saving throws with air dart rifles
Overdrive, Improved		Roll twice and take the higher result
Proper Firing Position	Small arms (two-handed), heavy weapons, or super heavy weapons	-2 penalty to attack; +2 damage
Proximity Target	Marksmanship's Talent	Reduce the minimum range to 15 ft.
Rapid Reload		1/day replace a clip or cell as a free action
Rapid Reload, Improved	Rapid Reload, BAB +15	Replace a clip as a swift action instead of a move action
Recoil Absorption		Move without the penalty of firing two-handed small arms

Feats	Prerequisites	Benefits
Small Arms, One Handed	BAB +1	Gain training with all one-handed firearms
Small Arms, Two-Handed	BAB +1	Gain training with all two-handed firearms
Sniper Eyes	BAB +5	Range increments of your sniper weapons are doubled
Specialty Weapon Proficiency	BAB +1	Gain training with one specialty weapon of your choice
Super Heavy Weapons	BAB +1	Gain training with one super heavy weapon of your choice
<b>EXPLOSIVE FEATS</b>		
A Real Tosser		Medium or smaller targets are pushed out of the area
Between the Knees		1/day, increase damage of planted explosives
Blast Vector		1/day, +20 to your next Demotions check
Explosives Attack	4 ranks in Demolitions	Targets hit suffer additional damage equal to half your level
Improved Explosives Attack	Explosives Attack, 4 ranks in Demolitions	1/day, one target suffers double damage
Masterful Explosives Attack	Improved Explosives Attack, Explosives Attack, 6 ranks in Demolitions	All DCs to avoid explosives you plant increase by 2
That Was Close	6 ranks in Demolitions	1/day, repeat a Demolitions check with a +10 bonus
Wilhelm Scream	Explosives Attack, 4 ranks in Demolitions	1/day, increase the area of effect by 5 feet. Push targets back
Explosives Specialty		Range increment with all thrown explosives increase to 15
<b>MARTIAL TRAINING FEATS</b>		
Balance and Direction	Improved Unarmed Strike	+1 AC against melee attacks
Best on the Mat	Evolution of Pankration	+1 to your CMB while grappling
Bouncing Combo	Improved Unarmed Strike, BAB +15	Drop an enemy to 0 hp, take a move action
Earned the Belt	Evolution of Pankration, Improved Grapple, BAB +7	Move a grabbed target without a grapple check
Evolution of Pankration	Improved Unarmed Strike	If grappling and prone, you are not grappled
Game of Sticks	Improved Unarmed Strike	Quarterstaff gains the reach property
Ham Hands	Improved Unarmed Strike, BAB +8	Spend a move action to entangle a target your size
Jumping Knee	Unarmed Expanded Profile	Target suffers a bull rush as well the damage from a charge
Kayfabe Maneuver	Superior Position	Sustain a grapple and pin with a swift action
Mono E' Mono		Unarmed attack improves by one step against one opponent
Non-Lethal Intent		Inflict no damage, stun or knock a target unconscious
Superior Position		A target escaping from your grapple suffers 1d8 damage
Tag Team	Improved Unarmed Strike, BAB +6	Deal damage to an ally's adjacent enemy
The Ritual of Dance and Damage	Improved Unarmed Strike, Unarmed Expanded Profile	While unarmed, take a 10 ft. step instead of a 5
Think Big	BAB +6	Apply critical threat effects to larger targets
True Enlightenment of the Art	Improved Unarmed Strike	Gain DR5/- for 1 round
Striker		Unarmed damage improves
Unarmed Expanded Profile	Improved Unarmed Strike	Your legs become part of your unarmed attack profile
Way of the Turn	Improved Unarmed Strike	Inflict ½ damage and knock your opponent prone

Feats	Prerequisites	Benefits
<b>VEHICLE FEATS</b>		
Aircraft Specialization	At least 4 ranks in Vehicle Operation	+3 Vehicle Operation with aircraft
Drift King	Racing Record	Ignore the DC modification for performing a drift
Drop the Hammer	4 ranks in Vehicle Operation	+15 ft. to a vehicle's speed with an acceleration stunt
Flat Out	Aircraft Specialization or Ground Vehicle Specialization	+5 speed to one specific vehicle
Ground Vehicle Specialization	Vehicle Operation	+3 Vehicle Operation with a ground vehicle
Hit the Apex	4 ranks in Vehicle Operation	1/day, +5 to Vehicle Operation when turning
Hole Shot	8 ranks in Vehicle Operation	+6 initiative if controlling a vehicle
Holding Traffic	4 ranks in Vehicle Operation	Your vehicle can occupy two additional squares
Hull-Down	Vehicle Operation	1/day, your vehicle gains cover from ranged attacks
In the Fence	4 ranks in Vehicle Operation	1/day, inflict additional damage to another vehicle
Jagged Edge	Racing Record	Reduce all DCs for stunt rolls by 5
Jump the Crash	4 ranks in Vehicle Operation	Jump from a crashing vehicle
Pushing and Shoving	4 ranks in Vehicle Operation	Inflict damage on a vehicle and force a control roll
Racing Record	Aircraft Specialization or Ground Vehicle Specialization	Don't make skill checks with certain stunts
Speed Demon	8 ranks in Vehicle Operation	1/day, +10 bonus to Vehicle Operation
Steering Balance	Ground Vehicle Operation	Minimum distance after finishing a turn is 1/6 your speed
Thread the Needle	4 ranks in Vehicle Operation	1/day, +5 bonus to AC
Traffic Offense	Ground Vehicle Operation	Increase opponent's Vehicle Operation DC by 5
Vehicle Combat	4 ranks in Vehicle Operation	No penalty when firing a weapon from a moving vehicle
Vehicle Combat, Improved	10 ranks in Vehicle Operation, Vehicle Combat	No control roll if performing an attack from a vehicle
Vortex Draft	4 ranks in Vehicle Operation	1/day, force an enemy vehicle to make a control roll
<b>HACK FEATS</b>		
Active Security		Employ Computer Use instead of Reactive Awareness
Batch File	BAB +6	Decrease the action required for programs
Competent Hacker		+1 proficiency bonus to hack attacks
Covering Tracks		Targets can't back-hack unless you use hack talents
Custom Compression		You can use two firewalls.
Embedded Command		Delay a hack's effects until activated
Elite Hacker	BAB +6, Improved Multi-Tasker	Turn a single-target talent into a 10-ft. radius within 100 ft.
Improved Firewall Defense		+6 instead of +4 to firewall defense when in total defense
Lingering Malware	BAB +6	-1 penalty to all saves for hacks you initiate
Lingering Malware, Improved	BAB +9, Lingering Malware	Additional -1 penalty to all saves for hacks you initiate
Multi-Tasker		Target 2 opponents instead of 1 with a hack talent
Multi-Tasker, Improved	Multi-Tasker	Turn a single hack talent into an area attack centered on you
Neural Shock	BAB +12	You score a critical hit with firewall attacks on a 19-20



Feats	Prerequisites	Benefits
Omni Invasion	BAB +12, Elite Hacker	Turn a single-target talent into a large area attack
Pain Threshold		Hacks which inflict damage increase their damage dice
Password Bombardment		Target multiple firewalls
Password Bombardment, Improved	BAB +6, Password Bombardment	Target all enemy firewalls within 25 feet.
Password Bombardment, Master	BAB +12, Improved Password Bombardment	When you breach a firewall, you can make an attempt on the next one.
Programmer		Create viruses and programs
Virulent Programmer	BAB +6, Programmer	+2 to all ProgDCs
Viral Propagation	Programmer	Target multiple opponents with talents embedded in programs.
Windfall, Hacker	BAB +6	Gain money for SEEDS and programs.
<b>ROBOT FEATS</b>		
Machine Affinity	Int 12	Control a robot with a move action or a swift action
Robopathy	Int 12	1/day, add your Int modifier to your Control Bonus
Unusual Response	Robopathy	1/day activate a robot as a free action
RC Hobbyist	Robopathy	Gain a bonus to your Control Bonus
Temporary Emergence	Robopathy, Unusual Response	1/day, your robot acts to defend you.

## MEAT SHIELD

**Benefit:** If you drop a creature and you are adjacent to it by the end of the same turn it is dropped, it provides you (and only you) cover. You cannot move the target.

**Special:** If using a two-handed small-arm, you suffer a -1 penalty to attack rolls while holding the shield. You cannot use a heavy or super heavy weapon with Meat Shield.

## MEAT SHIELD, IMPROVED

**Requirements:** Meat Shield, 5<sup>th</sup> level

**Benefits:** While grappling an enemy of your size, you may spend a swift action to gain the benefit of Meat Shield.

## NATURAL HUNTER

**Benefit:** You can use Wisdom in place of Dexterity when making Stealth checks. You can also substitute Wisdom for Dexterity when determining your bonus to Reflex saves.

## OFFENSIVE INJECTION

**Benefit:** If you are wielding an air dart rifle, you gain a +2 bonus to attack rolls and a hit target suffers a -1 penalty to any saves against the injection's effects.

## OVERDRIVE, IMPROVED

**Prerequisites:** *overdrive*

**Benefit:** When you use *overdrive*, you can roll twice and take the higher result. At the end of combat, you gain a +5

feat bonus to your Engineer check to avoid the target gear breaking.

## PROPER FIRING POSITION

**Prerequisites:** Proficiency with Small arms (two-handed), heavy weapons, or super heavy weapons.

**Benefit:** When making a ranged attack, you can take a -2 penalty to the attack roll. If the attack hits, you gain a +2 bonus to damage.

## PROXIMITY TARGET

**Prerequisite:** Marksman's Talent

**Benefit:** Reduce the minimum range for attacks with Marksman's Talent to 15 feet from 25 feet.

## RAPID RELOAD

**Prerequisite:** Base attack bonus +4

**Benefit:** Once a day, you can replace a clip or cell as a free action instead of a move action.

## RAPID RELOAD, IMPROVED

**Prerequisite:** Rapid Reload, base attack bonus +15

**Benefit:** Replace a clip as a swift action instead of a move action.

## RECOIL ABSORPTION

**Benefit:** When wielding a two-handed small-arm, you can commit to any type of move action without suffering the -2 penalty of firing two-handed small arms while moving.



**Special:** This is effectively the same as the Front Grounder's 1<sup>st</sup> level Precision ability and cannot be combined with it.

### **SMALL ARMS, ONE-HANDED PROFICIENCY**

**Prerequisite:** Base attack bonus +1.

**Benefit:** You gain training with all one-handed firearms (revolvers, pistols, etc.) except specialty weapons. You make attack rolls with the weapon normally.

**Normal:** A character who uses a weapon with which he is not proficient takes a -4 penalty on attack rolls.

### **SMALL ARMS, TWO-HANDED PROFICIENCY**

**Prerequisite:** Base attack bonus +1.

**Benefit:** You gain training with all two-handed firearms (rifles, machine guns) except specialty weapons. You make attack rolls with the weapon normally.

**Normal:** A character who uses a weapon with which he is not proficient takes a -4 penalty on attack rolls.

### **SNIPER EYES**

**Prerequisite:** Base attack bonus +5.

**Benefit:** When wielding a sniper weapon with a proficiency bonus and when taking advantage of the proficiency bonus of the weapon (i.e.: using a move action to aim), the ranges increment of your sniper weapon is doubled. This increase occurs after applying all other range extensions (from feats and class features).

### **SPECIALTY WEAPON PROFICIENCY**

**Prerequisite:** Base attack bonus +1.

**Benefit:** You gain training with one specialty weapon of your choice. You make attack rolls with the weapon normally.

**Normal:** A character who uses a weapon with which he is not proficient takes a -4 penalty on attack rolls.

**Special:** You can gain specialty weapon proficiency multiple times. Each time you take the feat, it applies to a new type of specialty weapon.

### **SUPER HEAVY WEAPON PROFICIENCY**

**Prerequisite:** Base attack bonus +1.

**Benefit:** You gain training with one super heavy weapon of your choice. You make attack rolls with the weapon normally.

**Normal:** A character who uses a weapon with which he is not proficient takes a -4 penalty on attack rolls.

**Special:** You can gain Super Heavy Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of super heavy weapon.

## **EXPLOSIVE FEATS**

### **A REAL TOSSER**

**Benefit:** Once a day, when you detonate explosives, all Medium or smaller targets in the affected area that are not knocked prone are pushed outside of the area of effect. If a target hits an obstruction, it takes additional damage as if it failed the save. This affects all targets in the area of effect, regardless if you hit or not.

### **BETWEEN THE KNEES**

**Benefit:** Once a day, when you detonate explosives, increase the damage as if there was one additional explosive wired into the detonator. One target in the same square as the explosive takes damage as if there was two additional explosive wired into the detonator instead of one.

### **BLAST VECTOR**

**Benefit:** Once a day, gain a +20 inherent bonus to your next Demotions check when planting explosives.

### **EXPLOSIVES ATTACK**

**Prerequisite:** At least 4 ranks in Demolitions

**Benefit:** When you detonate explosives, any targets hit suffer additional damage equal to half your level.

### **IMPROVED EXPLOSIVES ATTACK**

**Prerequisite:** Explosives Attack at least 4 ranks in Demolitions

**Benefit:** Once day, you can select one target in the area of effect of an explosive you plant to suffer double damage.

### **MASTERFUL EXPLOSIVES ATTACK**

**Prerequisite:** Improved Explosives Attack, Explosives Attack, at least 6 ranks in Demolitions

**Benefit:** All DCs to avoid explosives you plant increase by 2.

**Special:** You can select this feat up to 3 times, each time increasing the DC by 2.

### **THAT WAS CLOSE**

**Prerequisite:** At least 6 ranks in Demolitions

**Benefit:** Once a day, if you fail a demolitions roll by 10 or more, repeat the skill check with a +10 bonus to the roll.

### **WILHELM SCREAM**

**Prerequisite:** Explosives Attack at least 4 ranks in Demolitions

**Benefit:** Once a day, when you detonate explosives, increase the area of effect by 5 feet. After rolling damage, all creatures within the blast are pushed 1d6 x 5 feet beyond the area of effect and are prone. If a target hits an obstruction, it is stunned until the start of your next turn.

## EXPLOSIVES SPECIALTY

**Benefit:** The range increment with all thrown explosives increase to 15 feet and you gain a +1 feat bonus to attack with all thrown weapons.

## MARTIAL TRAINING FEATS

These feats represent expanded possibilities for unarmed combat.

**Critical Threat Effects:** Many of these feats employ a critical threat effect, which cannot be combined with any other critical threat effects from martial training feats. If you have several critical threat effects at your disposal via martial training feats, you must decide which one will be applied. You may employ a critical threat effect if you score a critical threat, not just if you roll a critical hit. If you employ an effect from a critical feat, you cannot employ an effect from a Martial Training Feat. These critical effects cannot be inflicted upon vehicles or opponents larger than you. You still have to hit the target to impose a critical threat effect.

### BALANCE AND DIRECTION

**Prerequisite:** Improved Unarmed Strike

**Benefit:** You are trained in the advanced hand-to-hand skills of karate, muay thai, taekwondo, or any other martial art focused on pure foot and fist fighting. If you are unarmed or wielding only natural weapons, you gain a +1 bonus to AC against melee attacks.

**Critical Threat:** If you score a critical threat with an unarmed attack, the target is flat footed until the end of your next turn.

### BEST ON THE MAT

**Prerequisite:** Evolution of Pankration

**Benefit:** You gain a +1 feat bonus to your CMB while. You also gain a +2 feat bonus to damage against grappled opponents while you are prone.

### BOUNCING COMBO

**Prerequisite:** Improved Unarmed Strike, base attack bonus +15

**Benefit:** If you drop an enemy to 0 hit points or fewer, you can take a move action that must be used before the end of your turn. You can only gain one move action this way per round.

### EARNED THE BELT

**Prerequisite:** Evolution of Pankration, Improved Grapple, base attack bonus +7

**Benefit:** You can move a grappled target without requiring you to make a grapple check. You must still use a standard action to move the target.

## EVOLUTION OF PANKRATION

**Prerequisite:** Improved Unarmed Strike

**Benefit:** You are trained in the contact martial art of hapkido, jujutsu, sambo, or any other martial art involving pinning or submission. If you grapple a prone opponent, he is pinned instead of grappled and the target cannot stand until it escapes. If you grapple an opponent and both of you are prone, you do not gain the grappled condition.

**Critical Threat:** If you score a critical threat while sustaining a grapple against a prone opponent and inflict damage, the target is dazed for one round.

## GAME OF STICKS

**Prerequisite:** Improved Unarmed Strike

**Benefit:** You are trained in kali, jogo do pau, silambam, or any other stick based martial art. When wielding a quarterstaff, it gains the reach property.

**Critical Threat:** If you score a critical threat with a quarterstaff, the target drops one held weapon.

## HAM HANDS

**Prerequisite:** Improved Unarmed Strike, base attack bonus +8

**Benefit:** If you hit a target one size larger than you or smaller with a melee attack, you can spend a move action to entangle that target until the start of your next turn. This takes up a hand.

## JUMPING KNEE

**Prerequisite:** Unarmed Expanded Profile

**Benefit:** When you hit with an unarmed attack as part of a charge, the target also suffers the effects of a bull rush as well the damage from the charge. If the target cannot be pushed because of an obstruction, it takes an additional +2 damage.

## KAYFABE MANEUVER

**Prerequisite:** Superior Position

**Benefit:** You can sustain a grapple with a swift action but can only pin a target with the action.

## MONO E' MONO

**Benefit:** Once a day, you can select one opponent in line of sight. The base damage of your unarmed attack improves by one step (1d4 to 1d6 to 1d8 to 1d10 to 1d12 to 2d6 to 2d10) against that one opponent until it drops to 0 hit points or lower.

## ON-LETHAL INTENT

**Benefit:** If you inflict damage equal to a quarter of the target's hit points in a single turn, you can elect to inflict no damage for that entire turn and instead stun the target until the start of your next turn. If you inflict damage equal to

half of the target's hit points in a single turn, you can elect to inflict no damage for that entire turn and instead render the target unconscious for 5 minutes. Any further damage wakes the target up.

## SWORDS OF GRACE

**Prerequisite:** Improved Unarmed Strike

**Benefit:** You are trained in gatka, kendo, or various other defensive weapon-based martial arts. When wielding a light slashing weapon, you do not grant opponents flanking bonuses.

*Critical Threat:* One a round, if you score a critical threat with a light slashing weapon, you can immediately make a melee attack against the same target. This additional attack cannot score a critical threat.

## SUPERIOR POSITION

**Benefit:** When an enemy attempts to escape from a grapple you are sustaining, it takes 1d8 damage.

## TAG TEAM

**Prerequisite:** Improved Unarmed Strike, base attack bonus +6

**Benefit:** If an ally hits an enemy adjacent to you with a melee attack, you can deal damage to that enemy equal to your Strength or Dexterity modifier as an immediate action.

## THE RITUAL OF DANCE AND DAMAGE

**Prerequisite:** Improved Unarmed Strike, Unarmed Expanded Profile

**Benefit:** Like many martial arts like capoeira and wushu, your combat style has become flamboyant and entertaining when not directly involved in the harming of another. While you are unarmed or wielding only natural weapons and you're in reach of an enemy, you can take a 10-foot step instead of a 5-foot step (acting like a 5-foot step in all other aspects) as long as you remain in reach of an enemy.

*Critical Threat:* If you score a critical threat with an unarmed attack, you can take a 10-foot step as free action following the hit and gain a +2 bonus to your next attack roll against any adjacent enemy.

## THINK BIG

**Prerequisite:** Base attack bonus +6

**Benefit:** You can apply any martial combat feat critical threat effect to targets one size larger than you.

## TRUE ENLIGHTENMENT OF THE ART

**Prerequisite:** Improved Unarmed Strike

**Benefit:** This path is part of the core belief system of many martial arts, though wushu is the most obvious. As

many times per day as your Wisdom modifier, as a swift action, you can gain DR5/- until the end of your next turn.

*Critical Threat:* If you score a critical threat while you have DR5/- or greater, you gain 5 + ½ your level as a bonus to your damage roll. This damage is not increased if you score a critical hit.

## STRIKER

**Benefit:** The base damage of your unarmed attack improves by one step (1d4 to 1d6 to 1d8 to 1d10 to 1d12 to 2d6 to 2d10).

**Special:** You can select this feat multiple times, each time your base damage improves by one step. You can select this feat once at 1<sup>st</sup> level, twice by 5<sup>th</sup> level, three times by 9<sup>th</sup> level, four times by 13<sup>th</sup> level, and five times by 17<sup>th</sup> level.

## UNARMED EXPANDED PROFILE

**Prerequisite:** Improved Unarmed Strike

**Benefit:** Your legs become part of your unarmed attack profile. If you don't move on your turn (not even to take a 5-foot step), you gain a +2 bonus to all damage rolls until you the start of your next turn or until you move.

## WAY OF THE TURN

**Prerequisite:** Improved Unarmed Strike

**Benefit:** You specialize in aikido, judo, shuai jiao, or any other martial art specializing in redirecting an opponents' momentum or throwing them to the ground. When employing a melee attack, you can choose to inflict half damage and knock your opponent prone.

*Critical Threat:* If you score a critical threat, the target is dazed until the start of your next turn.

## VEHICLE FEATS

### AIRCRAFT SPECIALIZATION

**Prerequisite:** At least 4 ranks in Vehicle Operation

**Benefit:** Gain a +3 bonus to all Vehicle Operation checks with an aircraft.

### DRIFT KING

**Prerequisite:** Racing Record

**Benefit:** Ignore the DC modification for performing a drift with ground vehicles.

### DROP THE HAMMER

**Prerequisite:** At least 4 ranks in Vehicle Operation

**Benefit:** Once a day, if you start an acceleration stunt, you gain a +15 ft. (+3 square) bonus to your vehicle's speed until the end of your next turn. This bonus persists each turn as long as you accelerate with your vehicle action. You cannot decelerate.

## FLAT OUT

**Prerequisite:** Aircraft Specialization or Ground Vehicle Specialization.

**Benefit:** Select ground vehicle or aircraft. All vehicles of this type that you control gain a +5 ft. bonus to their speed.

## GROUND VEHICLE SPECIALIZATION

**Prerequisite:** Vehicle Operation

**Benefit:** Gain a +3 bonus to all Vehicle Operation checks with a ground vehicle.

## HIT THE APEX

**Prerequisite:** At least 4 ranks in Vehicle Operation

**Benefit:** Once a day, you can gain a +5 bonus to your next Vehicle Operation check when attempting a turn. Speed decreases after concluding the turn are reduced as follows—no loss for 45 degree turns, ¼ reduction for 90 degree turns or greater.

## HOLE SHOT

**Prerequisite:** At least 8 ranks in Vehicle Operation

**Benefit:** If you are controlling a vehicle when you roll initiative, you gain a +6 feat bonus to initiative.

## HOLDING TRAFFIC

**Prerequisite:** At least 4 ranks in Vehicle Operation

**Benefit:** As a stunt (requiring no DC), your vehicle can occupy two additional squares in width in relation to other vehicles, but you cannot accelerate as part of the same action you do this.

## HULL-DOWN

**Prerequisite:** Vehicle Operation

**Benefit:** Once a day, if you finish a vehicle move and stop the vehicle this round, the vehicle gains cover from ranged attacks and area effects until the vehicle moves again.

## IN THE FENCE

**Prerequisite:** At least 4 ranks in Vehicle Operation

**Benefit:** Once a day, as a standard vehicle action, you can attack another vehicle. If you hit, you inflict 4d6 + your Dexterity modifier damage + your vehicle's hardness value, and the target must make a control roll (DC 10 + your Dexterity Modifier + your ranks in Vehicle Operation) or go into a slide.

**Special:** You regain the use of this ability if you fail to hit the target vehicle.

## JAGGED EDGE

**Prerequisite:** Racing Record

**Benefit:** Select ground vehicles or aircraft. You reduce all DCs for stunt rolls by 5 with the chosen vehicle type.

## JUMP THE CRASH

**Prerequisite:** At least 4 ranks in Vehicle Operation

**Benefit:** Once a day, if you are in a vehicle that crashes, you jump up to 20 feet from point of impact and take no damage. You may pass through enemy occupied squares. You can also make a single ranged attack at any point during the jump.

## PUSHING AND SHOVING

**Prerequisite:** At least 4 ranks in Vehicle Operation

**Benefit:** As many times a day as your Dexterity modifier, you can attempt a pushing and shoving maneuver. If you are moving at least your vehicle's speed rating, as a standard vehicle action, you can commit to a vehicle attack. If you hit, you inflict 1d6 + Dexterity modifier damage + your vehicle's hardness value. Your vehicle takes half damage (employ your hardness value). An enemy vehicle reduced to half its hit points with this hit must make a vehicle control roll (DC 10 + your Dexterity Modifier + your ranks in Vehicle Operation) or enter a slide. If you hit a target vehicle with this action, you can repeat it on your next action and not have it count towards your total uses of Pushing and Shoving that day.

## RACING RECORD

**Prerequisite:** Aircraft Specialization or Ground Vehicle Specialization.

**Benefit:** Select ground vehicles or aircraft. You don't have to make stunt rolls for the following stunts with the vehicle type of your choice: Normal acceleration, aggressive acceleration, normal deceleration, aggressive deceleration, 90 degree turns (up to x2 speed), 45 degree turn (more than x2 speed), and fast velocity.

## SPEED DEMON

**Prerequisite:** At least 8 ranks in Vehicle Operation

**Benefit:** Once a day, you can gain a +10 bonus to your next Vehicle Operation skill roll.

## STEERING BALANCE

**Prerequisite:** Ground Vehicle Operation

**Benefit:** When controlling a ground vehicle, the minimum distance you have to move after finishing a turn is 1/6 your speed (instead of ¼).

## THREAD THE NEEDLE

**Prerequisite:** At least 4 ranks in Vehicle Operation

**Benefit:** Once a day, if a vehicle you are controlling is struck by an attack, you can gain a +5 bonus to the vehicle's AC. If you are still hit, the vehicle's hardness increases by 10 against the attack. You also gain a +5 bonus for any control rolls you are forced to make until the end of your next turn.

## TRAFFIC OFFENSE

**Prerequisite:** Ground Vehicle Operation

**Benefit:** When you impose a control roll on an enemy vehicle, increase the opponent's DC by 5. In addition, when you perform evasive maneuvers, you gain an additional +1 to AC and Reflex saves.

## VEHICLE COMBAT

**Prerequisite:** At least 4 ranks in Vehicle Operation

**Benefit:** You receive no penalty when firing a weapon from a vehicle when it is in motion.

## VEHICLE COMBAT, IMPROVED

**Prerequisite:** At least 10 ranks in Vehicle Operation, Vehicle Combat

**Benefit:** You do not need to make a control roll if performing an attack while operating a vehicle. You are also able to use your Intelligence or Dexterity as a bonus to AC (see Vehicles).

## VORTEX DRAFT

**Prerequisite:** At least 4 ranks in Vehicle Operation

**Benefit:** Once a day, you can force an opponent vehicle behind you into making a Control Roll or go into a slide. The DC is 10 + your Dexterity Modifier + your ranks in Vehicle Operation. This is part of a vehicle action. If the target fails its control roll, you gain a +15 ft. (3 squares) bonus to your unmodified speed until the end of your next turn.

## HACK FEATS

### ACTIVE SECURITY

**Benefit:** Instead of using Reactive Awareness to detect an enemy dive in your system or brain, you employ Computer Use (Computer Use skill + 10).

### BATCH FILE

**Requirement:** Base attack bonus +6

**Benefit:** You can activate a program requiring a standard action as a move action. Programs requiring a move action take a swift action.

### COMPETENT HACKER

**Benefit:** You gain a +1 proficiency bonus to all firewall attack rolls.

### COVERING TRACKS

**Benefit:** If you activate no hack talents on your turn while in a dive, until the beginning of your next turn, the target you are diving into cannot initiate a back-hack to gain your GIA nor can it attempt to find you via active awareness. Tracing programs can still track you but every turn you spend activating no hack talents adds +1 to the time it takes to track you.

## CUSTOM COMPRESSION

**Requirement:** Base attack bonus +9

**Benefit:** You may have two firewalls in your SEED. You must purchase a new firewall. You cannot use this slot for any other purpose.

## EMBEDDED COMMAND

**Benefit:** Any hack attack that does no damage can have its effects delayed until you give an activation word as an immediate action. Because the command has already been implanted, you don't need to be diving to activate and no firewalls reset after will prevent it. The command remains in the brain/network 5 minutes. This is a basic virus and is not a full program. It takes up no space in the target's memory. There is no limit on how many talents you can use this feat with. You cannot sustain a talent on a target you are not diving into.

## ELITE HACKER

**Prerequisite:** Base attack bonus +6, Improved Multi-tasker

**Benefit:** As many times a day as your Intelligence modifier, you are able to activate an omni protocol to bounce attacks to multiple targets. As a free action, your next activated hack power or firewall attack turns into a 10-foot radius area within 100 feet (20 squares) (or more given telepresence) and may target all open opponents in that area you have the GIA for. If all attacks miss or pass their saves, you regain that use of Elite Hacker. A single sustain also affects multiple targets.

**Special:** Select this feat a second time; you gain two more uses of Elite Hacker and the effect expands to 15 foot radius attack.

## IMPROVED FIREWALL DEFENSE

**Benefit:** When in total defense, firewall defense increases by +6 instead of +4.

## LINGERING MALWARE

**Prerequisite:** Base attack bonus +6

**Benefit:** All hack talents you activate which require saves carry a -1 penalty to their saves. This is in addition to any other penalties incurred.

## LINGERING MALWARE, IMPROVED

**Requirement:** Lingered Malware, base attack bonus +9

**Benefit:** All hack talents you activate which require saves carry an additional -1 penalty to their saves. This is in addition to any other penalties incurred.

## MULTI-TASKER

**Benefit:** As many times a day as your Intelligence modifier, you are able to focus on more than just one target. As a free action, your next hack talent or firewall attack can target two opponents in range instead of one. You regain a use of Multi-tasker if both targets make their save or both firewall attacks miss. A single sustain also affects multiple targets.

**Special:** Select this feat a second time; you gain two more uses of Multi-tasker and the effect expands to 4 targets instead of 2.

## MULTI-TASKER, IMPROVED

**Prerequisite:** Multi-tasker

**Benefit:** You've got eyes on the back of your head. As many times a day as your Intelligence modifier, you are able to focus on more than just one target. As a free action, your next hack talent or firewall attack turns into a 10 foot radius affect centered on you and you may target all opponents in that area you have the GIA for. You regain a use of Improved Multi-tasker if all targets make their save or you miss all firewalls.

**Special:** Select this feat a second time; you gain two more uses of Multi-tasker and the effect expands to 20 feet centered on you. A single sustain also affects multiple targets.

## NEURAL SHOCK

**Prerequisite:** Epic

**Benefit:** You score a critical hit with all firewall attacks on a natural roll of 19 or 20.

## OMNI INVASION

**Prerequisite:** Elite Hacker, base attack bonus +12

**Benefit:** No one around you is safe. As many times a day as your Intelligence modifier, you are able to focus on more than just one target. As a free action, your next activated hack talent or firewall attack turns into a 40 foot radius centered on you, and you may target all opponents in that area. You regain a use of Omni Invasion if all targets make their save or you miss all saves.

**Special:** Select this feat a second time; the effect expands to 80 feet centered on you.

## PAIN THRESHOLD

**Benefit:** Any hack talents or abilities that inflict damage increase their damage dice by one step (1d4 to 1d6 to 1d8 to 1d10 to 1d12 to 2d6 to 2d10).

## PASSWORD BOMBARDMENT

**Benefit:** Whenever you attack an opponent's firewall, you can target two enemies instead of one (roll to attack separately). You must know the GIA of both targets and

cannot be more than ten squares from each other. You cannot target the same opponent twice.

**Special:** You can select this feat multiple times. Each time, you can target 1 additional enemy with a firewall attack. No target can be more than 50 feet (10 squares) from another target.

## PASSWORD BOMBARDMENT, IMPROVED

**Prerequisite:** Base attack bonus +6, Password Bombardment,

**Benefit:** When employing password bombardment, you have no distance limitations between targets. You can also target all enemies in a 50 foot radius centered on you whenever you target an opponent's firewall instead of targeting separate opponents with password bombardment. This can be used in combination with Password Bombardment, even if additional attacks target creatures outside of this feat's range.

**Special:** You can select this feat a second time; this increases the radius to 100 feet.

## PASSWORD BOMBARDMENT, MASTER

**Prerequisite:** Base attack bonus +12, Improved Password Bombardment, Password Bombardment.

**Benefit:** Whenever you successfully breach an enemy firewall, you can make another firewall attack against any other adjacent target to the original creature. There is no limit of how many of these you can perform password bombardment in a turn.

## PROGRAMMER

**Benefit:** You are able to create viruses and programs.

## VIRULENT PROGRAMMER

**Prerequisite:** Base attack bonus +6, Programmer

**Benefit:** All programs you create gain a +2 bonus to their Prog DC.

**Special:** You can select this feat up to three times, each time increasing the Prog DC by 2.

## VIRAL PROPOGATION

**Prerequisite:** Programmer feat

**Benefit:** The number of targets you can affect at once with a talent implanted in a virus increases by 1.

**Normal:** You can only affect as many targets with a single virus activation as the talent normally allows.

**Special:** You can select this feat multiple times, each time, you can affect one additional target. If you select this feat four times, you can affect an unlimited number of targets once per day.

## WINDFALL, HACKER

**Prerequisite:** Base attack bonus +6

**Benefit:** You gain 5,000€ you can only spend on neural programs or SEEDs.

**Special:** You may select this feat again at base attack bonus +12 and gain an additional 25,000€. You can only spend this on programs or SEEDs.

## ROBOT FEATS MACHINE AFFINITY

**Prerequisite:** Intelligence 12

**Benefit:** When controlling a robot remotely (physically or via a SEED), you only require a move action to control the robot instead of a standard action. In addition, when controlling a vehicle remotely (physically or via a SEED), you only require a swift action to control the vehicle instead of a move action.

## ROBOPATHY

**Prerequisite:** Intelligence 12

**Benefit:** The machine you are controlling appears to go exactly where you want it go and does exactly what you were thinking, almost as if it was reading your mind. Once a day, you can activate one robot in line of sight you have control over as a standard action. The robot gains a full turn as usual but you offer a feat bonus to your Control Bonus equal to half your Intelligence modifier (round down).

## UNUSUAL RESPONSE

**Prerequisite:** Robopathy

**Benefit:** Your robot appears to act according to your wishes but you don't remember giving it any instructions. Once a day, you can activate one robot in line of sight you have control over as a free action. The robot gains a full turn. This does not count as the robot's activation that turn and can be activated again.

## RC HOBBYIST

**Prerequisite:** Robopathy

**Benefit:** You've been doing this a while, starting with small RC cars. Robots are only slightly more complicated. You gain a +2 bonus to your Control Bonus as long as your Control Bonus is not higher than your level.

**Special:** Select this feat one more time to gain an additional +2 bonus to your Control Bonus as long as your Control Bonus is not higher than your level.



## TEMPORARY EMERGENCE

**Prerequisite:** Robopathy, Unusual Response

**Benefit:** Your robot has a tendency to act on its own in response to your plight. Once a day as an immediate action, if you suffer physical damage from an attack, one robot you own (under its own control or yours) gains a full turn. If it can move, it must move closer to you or to your enemy. If it is armed, it must attempt to attack the target that hit you. This does not count as the robot's activation that round.

## CONTACTS

Contacts can be selected as a feat or purchased like equipment. As a purchase, they are often a one-time unique ability. Once they are called upon, most are gone forever. Depending on the cost, they may offer additional help, supplies, or information. You can gain access to a single contact to help with a skill check.

When a contact is utilized, he or she is given a name and is activated. If they remain a contact, they

can only be used again for that same purpose and not for any other.

**e.g.:** A \$500 contact is activated and asked for a single skill check using Diplomacy. The contact's name will be Felix Feather. Since a \$500 contact can be used for multiple single skill checks, you can employ that contact again but only for the purposes of requiring a Diplomacy skill check. If Felix was initially asked for a Heal check, then Felix will only be available for further Heal checks.

Contacts are not given details until they are needed. You may give them names beforehand but not necessarily careers or back stories. You can pay for any level of contact at any time and the power of the contacts ability should be reflected in who they are (a +20 bonus to Diplomacy is not thug. While it is the player's choice when the contact will be activated, the actual character remains under the control of the GM.

### **CONTACT \$100**

**Benefit:** One use of a +10 skill against a single skill check.

**Special-Cost:** You can upgrade this contact to be a permanent resource. The cost increases to \$1,000 and can only be used once every level.

### **CONTACT \$500**

**Benefit:** One use of a +15 skill against a single skill check. This can only be used once every level.

**Special-Feat:** If chosen as a feat, you can employ the contact once every two levels. The first use is free. Additional uses cost \$100.

**Special-Cost:** You can upgrade this contact to be a permanent resource without using a feat. The cost increases to \$2,000 and can be used once every level.

**Direct Help:** You can elect to add this contact as part of an encounter. This contact becomes at level 3 creature of the GMs discretion and will depart (if alive) at the end of the encounter. If killed, this contact may be lost (if contributing in person). You can use the contact this way once every 2 levels.

### **CONTACT \$2,000**

**Benefit:** One use of a +15 skill against a single skill check. This can only be used once every level.

**Special-Feat:** This can be chosen as a feat (minimum 7th level). If chosen, you can employ the contact once every two levels. The first use is free. Additional uses cost \$500.

**Special-Cost:** You can upgrade this contact to be a permanent resource without using a feat. The cost increases to \$10,000 and can only be used once every level.

**Direct Help:** If you selected this contact with a feat or purchased it, you can elect to add this contact as part of an encounter. This contact becomes at level 7 creature of the GMs discretion and will depart (if alive) at the end of the encounter. If killed, this contact may be lost (if contributing in person). You can use the contact this way once per 2 levels. Depending on the details of the contact, you (or the GM) can replace the level 10 with 4 level 5 creatures.

### **CONTACT \$12,000**

**Benefit:** One use of a +25 skill against a single skill check. This can only be used once every level.

**Special-Feat:** This can be chosen as a feat (minimum 13th level). If chosen, you can employ the contact once every two levels. The first use is free. Additional uses cost \$1,000.

**Special-Cost:** You can upgrade this contact to be a permanent resource without using a feat. The cost increases to \$25,000 and can only be used once every level.

**Direct Help:** If you selected this contact with a feat or purchased it, you can elect to add this contact as part of an encounter. This contact becomes at level 13 creature of the GMs discretion and will depart (if alive) at the end of the encounter. If killed, this contact is lost (if contributing in person). You can use the contact this way once per 2 levels. Depending on the details of contact, you (or the GM) can replace the level 13 creature with 4 level 8 soldiers.

### **CONTACT \$40,000**

**Benefit:** One use of a +30 skill against an a single skill check. This can only be used once every level.

**Direct Help:** If you selected this contact with a feat or purchased it, you can elect to add this contact as part of an encounter. This contact becomes at level 18 creature of the GMs discretion and will depart (if alive) at the end of the encounter. If killed, this contact is lost (if contributing in person). You can use the contact this way once per 2 levels. Depending on the details of contact, you (or the GM) can replace the level 18 creature with 4 level 15 creatures.





# FIVE: PRESTIGE

## BANNER HEAD

You may not be the leader, but everyone across the battlefield thinks you are. You stand taller and bolder than the rest. Your stare can lock upon an enemy from across a field. Your foes know well and truly if you have them in your crosshairs. You have no concept of subtlety and are known to do foolish acts in the cause of intimidation. Your allies may object but often times, these attempts work. You can make even the most fearless monsters flinch from your stare.

You are not a pretty individual. You are not one for arts and crafts. You have no hobbies. You have one job. You shoot people twice in the chest and once in the head. You do it for no other reason than the objective you have been asked to carry out. Your loyalty runs only to the men and women next to you. To them, you're the champion hero. To your foes, you are the one target they need to take down. You want them to think that. What good is war if there is no one to shoot at?

**Hit Dice:** d10

## REQUIREMENTS

**Base Attack Bonus:** +6

**Proficiency:** Small arms (one-handed & two-handed)

## CLASS SKILLS

Acrobatics (Dex), Climb (Str), Demolitions (Wis), Engineer (Int), Knowledge (history), Intimidate (Cha), Perception (Wis), Survival (Wis), Vehicle Operation (Dex)

**Skill Ranks per Level:** 4 + Int modifier

## CLASS FEATURES

**Weapon and Armor Proficiencies:** You are proficient with all light armor, all medium armor, all heavy armor, all simple melee weapons, all small arms, all heavy weapons, all super heavy weapons, and any two specialty weapons with a Enhancement Level equal to or lower than your bastion of origin.

**Fleeting Adversary (Ex):** Starting at 1<sup>st</sup> level, you can use *fleeting adversary* as many times a day as your Wisdom modifier. As a free action, select one enemy within 50 feet and line of sight to you. The target is your fleeing adversary. You gain a +1 bonus to attack your fleeing adversary, and your fleeing adversary suffers a -2 to attack any other target except you. This effect ends if you drop below 0 hit points, the creature drops below 0 hit points, or line of sight is broken between you and your target. You can only have one fleeing adversary at any time.

**The War Pose (Ex):** Starting at 2<sup>nd</sup> level, you can take a -1 penalty to attack rolls for each weapon to wield two-handed small-arms as if they are one-handed small arms.



BANNER HEAD					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+0	Fleeting Adversary
2	+2	+1	+1	+1	The War Pose
3	+3	+2	+2	+1	Adversarial Rage (+2)
4	+4	+2	+2	+1	Remember Me?
5	+5	+3	+3	+2	Come and Get Some
6	+6	+3	+3	+2	Adversarial Rage (+4)
7	+7	+4	+4	+2	Unexpected Response
8	+8	+4	+4	+3	
9	+9	+5	+5	+3	Adversarial Rage (+6)
10	+10	+5	+5	+3	Adversarial Rage (Critical)

They still count as two-handed small arms for purposes of provoking opportunity attacks and for movement penalties but count as one-handed small arms for purposes of abilities and feats that require them.

**Adversarial Rage (Ex):** Starting at 3<sup>rd</sup> level, once per day, you can use a free action to gain a damage bonus against hits on your fleeting adversary. This bonus ends if you drop below 0 hit points, your fleeting adversary drops below 0 hit points, or if you move out of line of sight. The damage bonus is +2 at 3<sup>rd</sup> level, increasing to +4 at 6<sup>th</sup> level and +6 at 9<sup>th</sup> level.

**Special:** At 10<sup>th</sup> level, you can confirm one critical hit against your fleeting adversary without having to re-roll the attack.

**Remember Me? (Ex):** A few well-placed shots bring an enemy's attention back around to you. Starting at 4<sup>th</sup> level, if your fleeting adversary attacks an ally, you can make a single ranged attack as an immediate action.

**Come and Get Some (Ex):** Once a day, starting at 5<sup>th</sup> level, you can let out an impressive battle taunt. As a move action, target each enemy within 25 feet. You gain 3d6 + your character level in temporary hit points and all targets suffer a -2 penalty to attack anyone else until they hit you.

**Unexpected Response (Ex):** At 7<sup>th</sup> level, once a day, you can use a free action to use *unexpected response*. Until your fleeting adversary is reduced to 0 hit points or less, each time your fleeting adversary hits you, you gain +1 bonus to attack rolls when attacking it back. This bonus is cumulative up to +5 but is lost if you attack any other creature other than your fleeting adversary.

**Onslaught (Ex):** Your feet are planted and you wait until the enemy forces are close enough to see your eyes. They expect you to run. You don't. They realize too late your unshakable will. At 9<sup>th</sup> level, once a day, you can use a move action and target each enemy within 25 feet. Each target becomes your fleeting adversary until they are reduced to below 0 hit points.

## BROTHER OF BLOOD

Gender is not an issue. Age is not an issue. On the battlefield, every ally is a brother. You are a member of a team and you've all worked together long enough to understand each other's patterns. You know when one is hurt, regardless of where on the battlefield. You would never take risks that will endanger another brother's life.

BROTHER OF BLOOD					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+0	Allied Support (2/day), More Like Family
2	+2	+1	+1	+1	Army of Two
3	+3	+2	+2	+1	Allied Support (3/day)
4	+4	+2	+2	+1	Better Reflexes (1/day)
5	+5	+3	+3	+2	Allied Support (4/day)
6	+6	+3	+3	+2	Team Effort
7	+7	+4	+4	+2	Allied Support (5/day)
8	+8	+4	+4	+3	Better Reflexes (2/day)
9	+9	+5	+5	+3	Allied Support (6/day)
10	+10	+5	+5	+3	Team Effort

## CINEMATIC CLICHE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+1	+0	Faster Than Eyes Can See (1/day)
2	+2	+1	+1	+1	Faster Than Eyes Can See (2/day)
3	+3	+1	+2	+1	Spastic Shot
4	+4	+1	+2	+1	Faster Than Eyes Can See (3/day)
5	+5	+2	+3	+2	Cowboy Kembo
6	+6	+2	+3	+2	Faster Than Eyes Can See (4/day)
7	+7	+2	+4	+2	Elegant Reload
8	+8	+3	+4	+3	Faster Than Eyes Can See (5/day)
9	+9	+3	+5	+3	Mayhem Sonata
10	+10	+3	+5	+3	Gun Waltz

You would never step out of formation; never leave a brother's side. They must depend on you as you depend on them. If one of your own falls, nothing short of god's finger on the battlefield will stop you from carrying your injured out of combat.

**Hit Dice:** d10

## REQUIREMENTS

**Base Attack Bonus:** +6

**Proficiency:** Small arms (one-handed & two-handed)

## CLASS SKILLS

Acrobatics (Dex), Climb (Str), Demolitions (Wis), Engineer (Int), Knowledge (history), Intimidate (Cha), Perception (Wis), Survival (Wis), Vehicle Operation (Dex)

**Skill Ranks per Level:** 4 + Int modifier

## CLASS FEATURES

**Weapon and Armor Proficiencies:** You are proficient with all light armor, all medium armor, all heavy armor, all simple melee weapons, all small arms, all heavy weapons, all super heavy weapons, and any two specialty weapons.

**More Like Family (Ex):** Starting at 1<sup>st</sup> level, if an opponent confirms a critical hit on an open allied brother of blood, you can make a single ranged attack as an immediate action.

**Allied Support (Ex):** Starting at 1<sup>st</sup> level, you can use a swift action and target one open allied brother of blood in line of sight. The targeted brother of blood gains a full-round action that must be finished before the end of your turn. Each brother of blood can benefit from *allied support* only once per round. You can use allied support twice a day at 1<sup>st</sup> level, three times a day at 3<sup>rd</sup> level, four times a day at 5<sup>th</sup> level, five times a day at 7<sup>th</sup> level and six times a day at 9<sup>th</sup> level.

**Army of Two (Ex):** Starting at 2<sup>nd</sup> level, you grant a +2 bonus to damage rolls to each adjacent brother of blood (cumulative up to +6).

**Better Reflexes (Ex):** Starting at 4<sup>th</sup> level, if an allied brother of blood within 25 feet and line of sight is hit by an attack, you can use an immediate action to swap places with the target; the attack hits you instead. You can use better reflexes once a day at 4<sup>th</sup> level and twice a day at 8<sup>th</sup> level.

**All as One (Ex):** Starting at 6<sup>th</sup> level, all class skills for each allied brother of blood are class skills for all other allied brothers of blood.

**Team Effort (Ex):** All members of the team synchronize their actions to operate as one organism. Starting at 10<sup>th</sup> level, after rolling for initiative, all open allied brothers of blood set their initiative to the highest value amongst them.

## CINEMATIC CLICHE

You could have come from the pages of a comic book or from the frames of a blockbuster movie. You brandish weapons proudly and care little for discipline or a proper firing position. You most likely didn't come from a military background as that kind of brash arrogance is usually beaten out of you before graduation.

**Hit Dice:** d10

## REQUIREMENTS

**Ability:** Dexterity 16

**Base Attack Bonus:** +6

**Proficiency:** Small arms (one-handed & two-handed)

## CLASS SKILLS

Acrobatics (Dex), Climb (Str), Disable Device (Dex), Escape Artist (Dex), Knowledge (history), Intimidate (Cha), Perception (Wis), Ride (Dex), Survival (Wis), Vehicle Operation (Dex)

**Skill Ranks per Level:** 4 + Int modifier

## DOMINATOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Exploits
1	+0	+0	+1	+1	Workings of the Mind (-1)	+1 level for hacker talents
2	+1	+1	+1	+1	Bandwidth Overload (sustain)	
3	+1	+1	+2	+2	Hacker Specialization	+1 level for hacker talents
4	+2	+1	+2	+2	Good GIA Guesswork	
5	+2	+2	+3	+3	Workings of the Mind (-2)	+1 level for hacker talents
6	+3	+2	+3	+3	Bandwidth Overload (saving throw)	
7	+3	+2	+4	+4	Hacker Specialization	+1 level for hacker talents
8	+4	+3	+4	+4	Lingering Refresh	
9	+4	+3	+5	+5	Hacker Specialization	+1 level for hacker talents
10	+5	+3	+5	+5	Workings of the Mind (-3)	

## CLASS FEATURES

**Faster Than Eyes Can See (Ex):** Once a day, starting at 1st level, you can reload a single one-handed small arm, taking no action to do so. This can even occur during a ranged attack. You can one additional use of *faster than eyes can see* at 2nd, 4th level, 6th level, and 8th level.

**Spastic Shot (Ex):** At 3rd level, you are able to fire a second shot in the same time it takes any other person to fire one. Whenever you make a ranged attack as part of a standard or full-round action with a one-handed small arm, you gain one additional ranged attack at your highest attack bonus at a -4 penalty. This is not counted as part of two-weapon fighting, does not suffer from any other penalties, but the -4 penalty cannot be reduced with application of feats. You gain this ability only with your primary weapon.

**Cowboy Kembo (Ex):** Starting at 5th level, once per round, if you are wielding two one-handed small arms and score a critical hit, you can make a single ranged attack with your opposite weapon against another target.

**Earning The Nickname (Ex):** Starting at 7th level, if you commit to a full-attack action and make a ranged attack against an adjacent target using a one-handed small arm, you can make one additional attack at the same attack bonus to one additional target granted a flanking bonus against you. There is no limit on the number of additional attacks you can make this way.

**Elegant Reload (Ex):** Starting at 7th level, while wielding two one-handed small arms, you can reload both as a single move action. If you have the Rapid Reload feat, you reload both weapons as a swift action.

**Mayhem Sonata (Ex):** At 9th level, you are able to perform a ballet of destruction. Once a round, while wielding two one-handed small arms, you can double your ammunition usage and double your ability bonus to damage. You can apply *mayhem sonata* after you hit. If you do not have enough ammunition, you cannot perform *mayhem sonata*.

**Gun Waltz (Ex):** At 10th level, you are able to sashay and sidestep, firing at opponents and avoiding every counterattack. Any time you score a critical hit on an adjacent enemy or drop an adjacent enemy to 0 hit points or fewer, you can move to any unoccupied adjacent square to the enemy as a free action. This does not provoke an opportunity attack.

## DOMINATOR

You find computer systems and robotics boring and have committed yourself to cracking through the walls of the human mind. Playing with memories and emotions is the realm of gods and you frolic through them willingly. Reality can be adjusted, and the world is run by those whom control that reality.

**Hit Dice:** d6

## REQUIREMENTS

**Base Attack Bonus:** +4

**Feats:** Programmer

**Skills:** Computer Use +10

## CLASS SKILLS

Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Computer Use (Int), Diplomacy (Cha), Disable Device (Dex), Demolitions (Int), Engineer (Int), Heal (Wis), Knowledge (history) (Int), Knowledge (sciences) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sciences (Int), Sense Motive (Wis), Sleight of Hand (Dex), Vehicle Operation (Dex)

**Skill Ranks per Level:** 6 + Int modifier

## CLASS FEATURES

**Workings of the Mind (Ex):** All targets of mind-affecting hack talents you employ suffer a penalty to their Will save. This penalty is -1 at 1st level, -2 at 5th level, and -3

## FIELD MACHINIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+1	+1	Artisans of Gears (+1)
2	+1	+1	+1	+1	False Reading
3	+2	+1	+2	+2	Artisans of Gears (+2)
4	+3	+1	+2	+2	Insurance Round
5	+4	+2	+3	+3	Artisans of Gears (+3)
6	+5	+2	+3	+3	Frantic Repair
7	+6	+2	+4	+4	Artisans of Gears (+4)
8	+7	+3	+4	+4	Covered in Grease
9	+8	+3	+5	+5	Artisans of Gears (+5)
10	+9	+3	+5	+5	Works For Me

at 10<sup>th</sup> level. This penalty is cumulative with other penalties. This ability does not affect Fort saves.

**Adept Programmer (Ex):** Starting at 1<sup>st</sup> level, the DCs for all fabrication programs are reduced by 3. You also count as level +1 to acquire fabrication programs.

**Hacker Talents (Ex):** Starting at 1<sup>st</sup> level, and for every two levels after, when a new dominator level is gained, you gain new talents per day as if you had also gained a level in manipulator. You do not, however, gain other benefits a character would have gained.

**Bandwidth Overload (Ex):** Starting at 2<sup>nd</sup> level, as many times a day as your Intelligence modifier, you can sustain a hack talent without taking an action. At 6<sup>th</sup> level, instead of sustaining a hack talent, you can employ a use of *bandwidth overload* to circumvent a saving throw an opponent was required to make based on a hack talent you sustained. You cannot use it to circumvent the initial saving throw for an effect. You can combine uses of *bandwidth overload* on the same action.

**Good GIA Guesswork (Ex):** Starting at 4<sup>th</sup> level, if you gain a target's GIA through line of sight, you automatically know the GIAs of all other targets within 20 feet of the initial target, even if you don't have line of sight on them.

**Hacker Specialization (Ex):** At 3<sup>rd</sup> level, 7<sup>th</sup> level, and 9<sup>th</sup> level, you can select one mind-affecting hack talent you can cast. You can employ this talent 1 additional time per day. This does not count towards your hack talent usage per day. At the beginning of each day, you can select a new talent. At 7<sup>th</sup> level, you can select two talents or select the same talent twice. At 9<sup>th</sup> level, you can select three talents or one talent three times (or two of one and one of another).

**Lingering Refresh (Ex):** At 8<sup>th</sup> level, you have developed a program that calculates a million possible combinations to guess a target's new location. Once a day, as a free action, you can regain the GIA of a target you just lost in the previous round.

## FIELD MACHINIST

You have a niche. Without you, the others don't amount to much more than a bunch of poorly equipped primitives

with clubs. You are a devout follower of the technological supremacy of man.

**Hit Dice:** d8

## REQUIREMENTS

**Proficiency:** Small arms (one-handed & two-handed)

**Skills:** Engineer 8 ranks

## CLASS SKILLS

Craft (Int), Disable Device (Dex), Demolitions (Int), Engineer (Int), Heal (Wis), Knowledge (history) (Int), Knowledge (sciences) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sciences (Int), Sleight of Hand (Dex), Vehicle Operation (Dex)

**Skill Ranks per Level:** 6 + Int modifier

## CLASS FEATURES

**Weapon and Armor Proficiencies:** You are proficient with all light armor and all one-handed small arms.

**Artisan of Gears (Ex):** Starting at 1<sup>st</sup> level, you gain a +1 class bonus to Engineer rolls. At 3<sup>rd</sup> level, and for every two levels after, this bonus increases by 1.

**False Reading (Ex):** Starting at 2<sup>nd</sup> level, as many times a day as your Intelligence modifier, you can gain a +3 bonus to your next Engineer roll.

**Insurance Round (Ex):** Starting at 4<sup>th</sup> level, as a swift action, you can scale down the damage of your weapon by one step (2d10 to 2d8 to 1d12 to 1d10 to 1d8 to 1d6 to 1d4). This lasts until you spend a swift action to switch it back. While this is in effect, you gain a +1 prestige bonus to attack rolls with the scaled-down weapon, and a +2 prestige bonus when confirming a critical hit.

**Frantic Repair (Ex):** At 6<sup>th</sup> level, once a day, you can use a move action and gain one of the following effects:

- You use 1% of the value of a broken item in widgets and the item is fixed.
- Remove one day of work in the creation of an item. Cost of the item is unaffected. You can only remove half the days required for an item being built.



FIELD MEDIC						
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Exploits
1	+0	+0	+1	+1	A True Healer (+1)	+1 level for medic exploits
2	+1	+1	+1	+1	Heal Thy Self	
3	+1	+1	+2	+2	A True Healer (+2)	+1 level for medic exploits
4	+2	+1	+2	+2	Race To The Fallen	
5	+2	+2	+3	+3	A True Healer (+3)	+1 level for medic exploits
6	+3	+2	+3	+3	Impromptu Surgery	
7	+3	+2	+4	+4	A True Healer (+4)	+1 level for medic exploits
8	+4	+3	+4	+4	Profound Medical Advice	
9	+4	+3	+5	+5	A True Healer (+5)	+1 level for medic exploits
10	+5	+3	+5	+5		+1 level for medic exploits

**Covered in Grease (Ex):** At 8<sup>th</sup> level, all technology you build receives a 10% discount in widgets for construction.

**Works For Me (Ex):** At 10<sup>th</sup> level, you can use a swift action to increase the damage of the ranged weapon of an adjacent ally by one category (1d4 to 1d6 to 1d8 to 1d10 to 1d12 to 2d6 to 2d8 to 2d10) until the start of your next turn.

## FIELD MEDIC

You specialize in the treatment of the injured during combat situations. You know when to keep your head low, but more importantly, when to rise in defiance to protect those under your care. You might have been a doctor back home and found a calling out in the wilderness. If so, your allies probably wonder why you've chosen this path.

**Hit Dice:** d8

## REQUIREMENTS

**Proficiency:** Small arms (one-handed & two-handed)

**Skills:** Heal 8 ranks

## CLASS SKILLS

Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Demolitions (Int), Engineer (Int), Heal (Wis), Knowledge (history) (Int), Knowledge (sciences) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sciences (Int), Sense Motive (Wis), Vehicle Operation (Dex)

**Skill Ranks per Level:** 6 + Int modifier

## CLASS FEATURES

**Weapon and Armor Proficiencies:** You are proficient with all light armor and all one-handed small arms.

**A True Healer (Ex):** Starting at 1<sup>st</sup> level, you gain a +1 class bonus to Heal rolls. At 3<sup>rd</sup> level, and for every two levels after, this bonus increases by 1.

**Medical Exploits (Ex):** Starting at 1<sup>st</sup> level, and for every two levels after, when a new field medic level is gained, you gain new exploits per day as if you had also gained a level in medic. You do not, however, gain other benefits a character would have gained.

**Heal Thy Self (Ex):** Starting at 2<sup>nd</sup> level, you can use a move action to cure yourself of hit points equal to your Wisdom modifier.

**Race To The Fallen (Ex):** Starting at 4<sup>th</sup> level, if an ally falls back from a heavy blow, you can race to her aid. You can move up to your speed as a move action, provoking no opportunity attacks, as long as you move towards an ally hit the previous turn.

**Impromptu Surgery (Ex):** At 6<sup>th</sup> level, once a day, you can take 1 minute and immediately end any and all of the following adverse conditions affecting one adjacent target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feeble-minded, insanity, nauseated, poisoned, sickened, and stunned. This does not remove negative levels or restore permanently drained ability score points.

**Profound Medical Advice (Ex):** Starting at 8<sup>th</sup> level, once a day, when you use a medical exploit, you can increase your Heal skill by 10 with the exploit.

**No Longer Civilized (Ex):** If an ally succumbs to his or her injuries, you can no longer be a healer. You must be a protector. Starting at 10<sup>th</sup> level, if an ally in line of sight is reduced to 0 or less hit points, you gain your Heal skill bonus as a bonus to damage with your next hit.

## GENERALIST

You prefer to be an expert in many fields. You know weapons to defend yourself, foreign tongues to communicate, and the experience with unfamiliar cultures to avoid violence. You studied every nation, their histories

## GENERALIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+0	+1	Direct Experience (+2 damage)
2	+1	+1	+1	+1	Book Smart
3	+2	+2	+1	+2	Expert Trivia
4	+3	+2	+1	+2	Direct Experience (+3 damage)
5	+4	+3	+2	+3	Muscle Memory
6	+5	+3	+2	+3	General Practitioner
7	+6	+4	+2	+4	Direct Experience (+4 damage)
8	+7	+4	+3	+4	Book Smart
9	+8	+5	+3	+5	Weakness Recognition
10	+9	+5	+3	+5	Direct Experience (+5 damage)

and heroes. Such a commodity is valuable and you're wealthy in such stocks.

**Hit Dice:** d8

## REQUIREMENTS

**Proficiency:** Small arms (one-handed & two-handed)

**Skills:** Engineer 6 ranks, Sciences 6 ranks, Vehicle Operation 6 ranks.

## CLASS SKILLS

Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Demolitions (Int), Engineer (Int), Heal (Wis), Knowledge (history) (Int), Knowledge (sciences) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sciences (Int), Sense Motive (Wis), Sleight of Hand (Dex), Vehicle Operation (Dex)

**Skill Ranks per Level:** 6 + Int modifier

## CLASS FEATURES

**Weapon and Armor Proficiencies:** You are proficient with all light armor and all one-handed small arms.

**Direct Experience (Ex):** Starting at 1<sup>st</sup> level, select one creature in line of sight after rolling initiative to be your focus until you roll for initiative again. You gain a +2 bonus to damage rolls against that creature until it is killed. You can only have on focus at a time. This bonus increased to +3 at 4<sup>th</sup> level, +4 at 7<sup>th</sup> level, and +5 at 10<sup>th</sup> level.

**Book Smart (Ex):** At 2<sup>nd</sup> level, select three class skills and gain 2 additional ranks with them. At 8<sup>th</sup> level, select three more class skills and gain 2 additional ranks with them. They cannot be the same skills as you chose at 2<sup>nd</sup> level.

**Expert Trivia (Ex):** Starting at 3<sup>rd</sup> level, you're able to remember some vital piece of information about your target. You share that information amongst your allies. You and all allies gain a +1 class bonus to attack your focus.

**Muscle Memory (Ex):** Starting at 5<sup>th</sup> level, you gain *muscle memory*. As many times a day as your Intelligence

modifier, you can use a move action and gain a +5 bonus to your next Charisma-, Intelligence-, or Wisdom-based skill check.

**General Practitioner (Ex):** At 6<sup>th</sup> level, you gain 1 rank in every Charisma-, Intelligence-, or Wisdom-based skill.

**Weakness Recognition (Ex):** At 9<sup>th</sup> level, you are able to find a soft spot in the enemy. The first time you score a critical hit against your focus, the critical damage multiplier increases by 1 (x2 to x3 to x4 to x5).

## GHOST

In the annals of transhumanism, the Holy Grail is one's capacity to exist beyond the confines of flesh. Despite having one's memories copied onto external and cybernetic devices, despite the amount of flesh swapped out for synthetic, despite the molecular machines buzzing around inside your veins, and despite the genetic tampering to ensure your resistance to dying, there still remains one inescapable impasse, the amorphous and undefined realm of human consciousness and its binding to an organic prison. Legally, functioning organic brain cells is what differentiates a human from a machine, regardless of how much of that brain had been enhanced or replaced. But you are still you, bound to you, and like everyone else, when you die, you're simply shifting perception. You're still not going anywhere.

That final challenge, the ultimate prize, awaits those gifted to see the barriers of their own confinement, and be able to break them. If you don't possess organic components at all, then perhaps you've finally stumbled across the one intangible advantage of being human, that of possessing an immortal soul. You may still employ a body, but it's as archaic as a pencil is to a computer. One day, all that you may be is a stream of information traveling at will through the cosmos. Until then, the wireless global network of planet Earth will have to do.

## GHOST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Exploits
1	+0	+0	+1	+1	Machines be our Children	+1 level for hacker talents
2	+1	+1	+1	+1	Approaching Singularity	
3	+1	+1	+2	+2	Firewall Exception	+1 level for hacker talents
4	+2	+1	+2	+2	Split-Second Opening	
5	+2	+2	+3	+3	Server Experience	+1 level for hacker talents
6	+3	+2	+3	+3	Shortcut on the Superhighway	
7	+3	+2	+4	+4	Iron Mind	+1 level for hacker talents
8	+4	+3	+4	+4	Evolution	
9	+4	+3	+5	+5	Blurring the Line	+1 level for hacker talents
10	+5	+3	+5	+5	Transcendence	

## REQUIREMENTS

**Base Attack Bonus:** +8

**Skills:** Computer Use +14

**Special:** Must be able to use 3<sup>rd</sup> level hacker talents. Must have a full body prosthetic

## CLASS SKILLS

Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Computer Use (Int), Diplomacy (Cha), Disable Device (Dex), Demolitions (Int), Engineer (Int), Heal (Wis), Knowledge (history) (Int), Knowledge (sciences) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sciences (Int), Sense Motive (Wis), Sleight of Hand (Dex), Vehicle Operation (Dex)

**Skill Ranks per Level:** 6 + Int modifier

## CLASS FEATURES

**Machines Be Our Children (Ex):** Starting at 1<sup>st</sup> level, you can inflict 2d6+6 neural damage on yourself as a swift action and gain a +10 competency bonus to your next Computer Use skill check. There is no limit on the amount of damage you can inflict upon yourself per turn and the bonus compounds with each use. This damage can't be reduced with damage resistance or SEED resistance. You cannot apply this bonus when programming programs.

**Hacker Talents (Ex):** Starting at 1<sup>st</sup> level, and for every two levels after, when a new super hacker level is gained, you gain new talents per day as if you had also gained a level in manipulator. You do not, however, gain other benefits a character would have gained.

**Approaching Singularity (Ex):** At 2<sup>nd</sup> level, you gain resist neural 10.

**Firewall Exception (Ex):** Starting at 3<sup>rd</sup> level, as many times a day as your Intelligence modifier, you can use an immediate action to re-break a firewall in a server or robot that is attempting to reset it.

**Split Second Opening (Ex):** Starting at 4<sup>th</sup> level, if you score a critical success when attacking a firewall, you gain a standard you can only use on hack talents.

**Server Experience (Ex):** Starting at 5<sup>th</sup> level, once a day, as a swift action, you gain a +5 inherent bonus to Computer Use skill checks when accessing memories or systems. This bonus lasts for 5 minutes.

**Shortcut on the Superhighway (Ex):** At 6<sup>th</sup> level, you gain a +2 bonus to attack rolls against the firewalls of servers and robots.

**Iron Mind (Ex):** Starting at 7<sup>th</sup> level, you cannot be reduced to below 0 hit points via neural damage.

**Evolution (Ex):** "[Man] is not designed to remain in his present biologic state any more than a tadpole is designed to remain a tadpole." -- William S. Burroughs. Starting at 8<sup>th</sup> level, once a day as a full-round action, until the end of that turn, all your hack talents only require a swift action to activate.

**Blurring the Line (Ex):** Starting at 9<sup>th</sup> level, your SEED's program capacity doubles (to a maximum of 4 extra slots).

**Transcendence (Su):** You are immortal. If you are killed (outright killed), 2d4 hours later, your consciousness reappears online. You are insubstantial and immune to all damage. Refer to the PATHFINDER BESTIARY for information on the *immortal*, *insubstantial*, and *immune* properties. You cannot make any physical attacks while in this state and cannot communicate with anyone paranoid or without a GIA. You remain in this state until able to re-download into a new prosthetic body.

## GUNMAN

You keep your weapon holstered until the last second. You prefer to stare down opponents than use your firearm. However, when drawn, you make it quick and final -- single shots, single kills. You prefer to offer yourself in close quarters, preventing enemies from striking from a distance.



## GUNMAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+1	+0	Improved Reaction Time, Realistic Aiming
2	+2	+1	+1	+1	Impossible Climb
3	+3	+1	+2	+1	Drive'n Slide
4	+4	+1	+2	+1	Parkour
5	+5	+2	+3	+2	Weaver Stance
6	+6	+2	+3	+2	Freerunner
7	+7	+2	+4	+2	Gun Maga
8	+8	+3	+4	+3	In Your Base
9	+9	+3	+5	+3	Kinetic Shot
10	+10	+3	+5	+3	Only Need One

You maneuver to get close, maximizing your firing potential while reducing the capacity to be hit in return. It is unheard to jump in the midst of an enemy squad, take every one down at point blank range, and walk away without a scratch. To do that, you must get close, study your targets, and make every shot count. You study a scene in seconds and know exactly where to stand and in what position to offer the greatest level of defense while making your weapons lethal with a single shot.

**Hit Dice:** d10

### REQUIREMENTS

**Ability:** Dexterity 16

**Base Attack Bonus:** +6

**Proficiency:** Small arms (one-handed & two-handed)

### CLASS SKILLS

Acrobatics (Dex), Climb (Str), Disable Device (Dex), Escape Artist (Dex), Knowledge (history), Intimidate (Cha), Perception (Wis), Ride (Dex), Survival (Wis), Vehicle Operation (Dex)

**Skill Ranks per Level:** 4 + Int modifier

### CLASS FEATURES

**Improved Reaction Time (Ex):** Starting at 1<sup>st</sup> level, you gain a +2 class bonus to initiative.

**Realistic Aiming (Ex):** Starting at 1<sup>st</sup> level, if you commit to a full attack action and hit with your first ranged attack, you can elect to ignore the next additional attack with that same action and gain additional damage equal to another hit with that same weapon. This additional damage does not require additional ammunition. If you have more than one additional attack, you can also elect to ignore more than one additional attack and increase the added damage. You cannot roll for additional attacks and then choose to ignore them. If your initial attack is a critical hit, additional damage

is not increased as well. You cannot combine *realistic aiming* with *two weapon fighting* or *bullet ballet*.

**Impossible Climb (Ex):** Starting at 2<sup>nd</sup> level, if you perform a run towards a wall and move at least 2 squares (10 ft.) towards the wall, you can move along the wall as if you had a natural climb speed. If you have not cleared the wall by the end of the run, you may be required to make a Climb check to avoid falling.

**Dive'n Slide (Ex):** Starting at 3<sup>rd</sup> level, if you commit to a move or run, the last half of your remaining movement does not provoke opportunity attacks.

**Parkour (Ex):** Starting at 4<sup>th</sup> level, your speed cannot be reduced through difficult terrain when you run, and your speed is not reduced when balancing.

**Weaver Stance (Ex):** Starting at 5<sup>th</sup> level, you can wield a single one-handed small arm with two hands. If so, you suffer a -10 penalty to movement but gain a +1 bonus to attack rolls.

**Freerunner (Ex):** Starting at 6<sup>th</sup> level, if you commit to a full-round run on your turn, on this turn and until the end of your next turn, you gain a +5 bonus to Acrobatics checks. You can also run twice as long before making Constitution checks.

**Gun Maga (Ex):** At 7<sup>th</sup> level, you are able to bolt across the battlefield, hardly taking a moment to aim. Once per round, you can move 5 feet (1 square) as a free action as long as this movement would not provoke an opportunity attack. This is not counted as your 5-foot step that turn.

**In Your Base (Ex):** At 8<sup>th</sup> level, you are able to duck under blades and groins and leap up behind enemy lines. Once a day, if you run, you do not provoke opportunity attacks and can pass through enemy occupied squares.

**Kinetic Shot (Ex):** Starting at 9<sup>th</sup> level, when you score a critical hit on a target, the target is pushed 5 feet (1 square) and knocked prone.

**Only Need One (Ex):** If you employ *realistic aim* and score a critical threat, you can either increase your weapon's

## INFANTRY SUPPORT SPECIALIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+0	Weapons Platform
2	+2	+1	+1	+1	Lawnmower Barrage
3	+3	+2	+2	+1	Box Barrage (1/day)
4	+4	+2	+2	+1	Selective Fire
5	+5	+3	+3	+2	Lawnmower Barrage
6	+6	+3	+3	+2	The Mean One
7	+7	+4	+4	+2	Box Barrage (2/day)
8	+8	+4	+4	+3	Full Blitz
9	+9	+5	+5	+3	
10	+10	+5	+5	+3	Box Barrage (3/day)

critical multiplier by 1 (x2 to x3 to x4 to x5) or automatically confirm the critical without needing to re-roll.

## INFANTRY SUPPORT SPECIALIST

You are not placed on this world to lead. You support those that have earned your loyalty. You are an infantry support specialist. You carry the largest weapons and know how to employ them effectively without endangering the lives of your allies.

Your only weakness is your speed. Being the heaviest hitter has also often made you the slowest. Your abilities are based upon lying down heavy fire and to prevent the approach of invading forces.

**Hit Dice:** d12

### REQUIREMENTS

**Base Attack Bonus:** +6

**Proficiency:** Heavy weapons and small arms (one-handed & two-handed)

### CLASS SKILLS

Acrobatics (Dex), Climb (Str), Demolitions (Wis), Engineer (Int), Knowledge (history), Intimidate (Cha), Perception (Wis), Survival (Wis), Vehicle Operation (Dex)

**Skill Ranks per Level:** 4 + Int modifier

### CLASS FEATURES

**Weapon and Armor Proficiencies:** You are proficient with all light armor, all medium armor, all heavy armor, all simple melee weapons, all small arms, all heavy weapons, all super heavy weapons, and any two specialty weapons with a Enhancement Level equal to or lower than your bastion of origin.

**Weapons Platform (Ex):** Starting at 1<sup>st</sup> level, you can use a swift action to gain a +1 prestige bonus to attack rolls with heavy auto weapons until the start of your next turn.

**Lawnmower Barrage (Ex):** Starting at 2<sup>nd</sup> level, when you take a 5-foot step, you are still considered to have not moved, avoiding attack penalties with two-handed small arms and heavy weapons (but not super heavy weapons). At 5<sup>th</sup> level, you can plant a super heavy weapon as a swift action.

**Box Barrage (Ex):** At 3<sup>rd</sup> level, you are able to divide your fire among several targets, maximizing your damage potential. As a full-round action, select 3 areas in weapon range. Each area has a radius of 5 feet. The areas cannot overlap. Make a ranged attack against each creature in the target areas. You can only use a weapon with the auto or heavy auto property with *box barrage*. You can use *box barrage* once at 3<sup>rd</sup> level, twice at 7<sup>th</sup> level, and three times at 10<sup>th</sup> level. At beginning of your following turn after using *box barrage*, you can repeat it, moving the areas up to ten feet. You can only do this once per use.

**The Mean One (Ex):** Starting at 6<sup>th</sup> level, all opponents in a 30-foot radius to you suffer a -2 penalty to attack any other target but you. You also gain a +2 circumstance bonus to damage rolls against any opponents in that range.

**Selective Fire (Ex):** Starting at 4<sup>th</sup> level, when you target areas instead of single targets with ranged weapons, you can choose which targets are affected.

**Full Blitz (Ex):** Once a day, starting at 8<sup>th</sup> level, you can use a full-round action to make a single ranged attack to each enemy in range you can see. If no targets are killed by this action, you regain the use of *full blitz*. You cannot combine this ability with Selective Fire (you must attack each enemy).

**Full Focus (Ex):** Starting at 10<sup>th</sup> level, if you make a full round attack and target the same opponent with every attack, you gain 1 additional attack at your highest attack bonus against the same opponent.

## MACHINE OF WAR

You are a professional soldier. You've been so since the moment you picked up a weapon. The only thing you can

## MACHINE OF WAR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+0	This Is My Rifle
2	+2	+1	+1	+1	My Rifle Is My Best Friend
3	+3	+2	+2	+1	As a Brother (1/day)
4	+4	+2	+2	+1	Fire My Rifle True (2/day)
5	+5	+3	+3	+2	As a Brother (2/day)
6	+6	+3	+3	+2	We Are Masters Of Our Enemy
7	+7	+4	+4	+2	As a Brother (3/day)
8	+8	+4	+4	+3	Fire My Rifle True (4/day)
9	+9	+5	+5	+3	As a Brother (4/day)
10	+10	+5	+5	+3	Inseparable Appendage

depend on is your firearm. By the end of the day, it is the most reliable friend you have. War is all you know, and you're good at it. You track your line to the honored knights of a previous age, when they used swords and shield crests to display their honor. Now you have chevrons of rank and a properly oiled firearm.

**Hit Dice:** d10

### REQUIREMENTS

**Base Attack Bonus:** +6

**Proficiency:** Small arms (one-handed & two-handed)

### CLASS SKILLS

Acrobatics (Dex), Climb (Str), Demolitions (Wis), Engineer (Int), Knowledge (history), Intimidate (Cha), Perception (Wis), Survival (Wis), Vehicle Operation (Dex)

**Skill Ranks per Level:** 4 + Int modifier

### CLASS FEATURES

**Weapon and Armor Proficiencies:** You are proficient with all light armor, all medium armor, all heavy armor, all simple melee weapons, all small arms, all heavy weapons, all super heavy weapons, and any two specialty weapons.

**This Is My Rifle (Ex):** Starting at 1<sup>st</sup> level, select one specific two-handed small arm: you gain a +1 bonus to attack rolls with that weapon. This is your chosen weapon for all machine of war abilities. When reaching a new level, you can select a different weapon.

**My Rifle Is My Best Friend (Ex):** Starting at 2<sup>nd</sup> level, the first time you change a clip or a cell on your chosen weapon after rolling initiative requires only a free action.

**As A Brother (Ex):** Starting at 3<sup>rd</sup> level, you're able to perfectly balance your weapon and fire it without strain. As a swift action, you can move up to your speed, suffering no attack penalties with any firearms as a result of this movement. You can use *as a brother* once at 3<sup>rd</sup> level, twice at 5<sup>th</sup> level, three times at 7<sup>th</sup> level, and four times at 9<sup>th</sup> level.

**Fire My Rifle True (Ex):** At 4<sup>th</sup> level, you're able to compensate for recoil with your chosen weapon. Twice a day at 4<sup>th</sup> level and four times a day at 8<sup>th</sup> level, you can re-roll one missed attack roll with your chosen weapon. You use additional ammunition with the re-roll.

**We Are Masters Of Our Enemy (Ex):** Starting at 6<sup>th</sup> level, if you drop an enemy to 0 hit points or fewer using an auto weapon firing, you can make a single ranged attack as a free action. You can only use one round of ammunition with the follow-up attack. You can only gain one attack this way per round.

**Inseparable Appendage:** At 10<sup>th</sup> level, your chosen weapon becomes as much a part of you as an arm. Your chosen weapon cannot be sundered and you cannot be disarmed. You can also switch your chosen weapon to a one-handed small arm as a free action.

## OVERSEER

You are not as combat effective as the others. The most efficient application of your skill is to remain back and coordinate the actions of your team members. You relay, through radio, SEEDs, and the volume of your voice, instructions to your partners. From your vantage, you have a unique perspective on the battle and can maximize the arrangement of your allies for optimum firing potential. Although sometimes being present alongside allies, your talents often place you in the safety of vehicles or behind fortifications, which presents the greatest advantage for managing the team's assets. Some may accuse you of being a coward, but often times the team cannot work without you.

**Hit Dice:** d8

### REQUIREMENTS

**Proficiency:** Small arms (one-handed & two-handed)

**Skills:** Bluff 6 ranks. Diplomacy 6 ranks, Sense Motive 6 ranks

## OVERSEER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+1	+1	Battle Sweep
2	+1	+1	+1	+1	Take the Opportunity (1/day)
3	+2	+1	+2	+2	Eyes All Around
4	+3	+1	+2	+2	Take the Opportunity (2/day)
5	+4	+2	+3	+3	Reevaluate Strategy
6	+5	+2	+3	+3	Take the Opportunity (3/day)
7	+6	+2	+4	+4	Outmaneuver
8	+7	+3	+4	+4	Take the Opportunity (4/day)
9	+8	+3	+5	+5	Superior Strategic Endeavor
10	+9	+3	+5	+5	Take the Opportunity (5/day)

### CLASS SKILLS

Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Demolitions (Int), Escape Artist (Dex), Heal (Wis), Knowledge (history) (Int), Knowledge (sciences) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sciences (Int), Sense Motive (Wis)

**Skill Ranks per Level:** 6 + Int modifier

### CLASS FEATURES

**Weapon and Armor Proficiencies:** You are proficient with all light armor, all medium armor, and all small arms.

**Battle Sweep (Ex):** Starting at 1<sup>st</sup> level, as an immediate action, if an open ally rolls a natural 1 on an attack roll, you or any other open ally in line of sight of the initial ally can make a ranged attack against the same target as the initial ally

**Eyes All Around (Ex):** Starting at 2<sup>nd</sup> level, you can relay enemy weaknesses to your allies, giving them opportunities to fire. If you or an open ally scores a critical hit on an enemy, one open ally in line of sight of the initially ally uses an immediate action to make a ranged attack.

**Take the Opportunity (Ex):** At 2<sup>nd</sup> level, you are able to make quick adjustments to a strategy, without giving the impression you are improvising. Use a swift action and target two open allies in line of sight to make a full-round action on your turn as an immediate action. You can use *take the opportunity* once at 2<sup>nd</sup> level, twice at 4<sup>th</sup> level, three times at 6<sup>th</sup> level, four times at 8<sup>th</sup> level and five times at 10<sup>th</sup> level.

**Reevaluate Strategy (Ex):** Starting at 4<sup>th</sup> level, you can make a quick alteration in the plan to adjust to enemy maneuvers. As many times a day as your Wisdom modifier, you can use a move action and move each ally within 20 feet up to 20 feet. This does not provoke an opportunity attack.

**Outmaneuver (Ex):** Starting at 7<sup>th</sup> level, if an enemy is flanked by two or more allies, you can use a standard action to make that enemy flat-footed.

**Superior Strategic Endeavor (Ex):** At 9<sup>th</sup> level, you're able to call out a particularly complicated plan that will work flawlessly if everyone does what they're supposed to do. Use a full-round action to grant all open allies a +2 bonus to attack until the start of your next turn.

### RECON SNIPER

You dig yourself in and become one with the terrain. You ignore wind, rain, or even wandering monsters. Nothing distracts you. An entire army could pass without noticing. Even your attack is as silent as a mosquito bite, though far deadlier.

You approach your target and wait for the perfect moment. You adjust for every possible condition, from gravity to wind. When finally squeezing the trigger, only God could stop that round from finding its target. You never miss, as your purpose is to never give a foe the benefit of a reload. When you take out your target, your single goal, you slither away to your next objective. Your foes can dissect the terrain looking for you, but you were never where they thought. As they hunt you down, you aim for your next victim.

### REQUIREMENTS

**Base Attack Bonus:** +6

**Proficiency:** Small arms (one-handed & two-handed)

**Skills:** Stealth 6 ranks

### CLASS SKILLS

Acrobatics (Dex), Climb (Str), Demolitions (Wis), Engineer (Int), Knowledge (history), Intimidate (Cha), Perception (Wis), Stealth (Wis), Sleight of Hand (Dex), Survival (Wis), Vehicle Operation (Dex)

**Skill Ranks per Level:** 4 + Int modifier

## RECON SNIPER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+1	+0	Flawless Reputation (1/day)
2	+2	+1	+1	+1	Yowie Specialization
3	+3	+1	+2	+1	Flawless Reputation (2/day)
4	+4	+1	+2	+1	Specter (1/day)
5	+5	+2	+3	+2	Flawless Reputation (3/day)
6	+6	+2	+3	+2	Psychological Warfare
7	+7	+2	+4	+2	Flawless Reputation (4/day)
8	+8	+3	+4	+3	Specter (2/day)
9	+9	+3	+5	+3	Flawless Reputation (5/day)
10	+10	+3	+5	+3	System Shock

## CLASS FEATURES

**Weapon and Armor Proficiencies:** You are proficient with all light armor, all small arms, and all weapons with the sniper property.

**Flawless Reputation (Ex):** Once a day, starting at 1<sup>st</sup> level, if you miss on an attack roll with a sniper weapon, you can turn that result into hit. At 3<sup>rd</sup> level, and at every second level after, you gain an additional use of flawless reputation (1/day at 1<sup>st</sup> level, 2/day at 3<sup>rd</sup> level, 3/day at 5<sup>th</sup> level, 4/day at 7<sup>th</sup> level, and 5/day at 9<sup>th</sup> level). You can also use *flawless reputation* if you fail to confirm a critical hit.

**Yowie Specialization (Ex):** Starting at 2<sup>nd</sup> level, if you use a gillie/yowie suit in its proper environment and don't move from your position, use a move action to become invisible until you move.

**Psychological Warfare (Ex):** Starting at 6<sup>th</sup> level, if you drop an enemy more than 5 squares away to 0 hit points or fewer using a sniper weapon, select one enemy in line of sight to the dropped enemy. It is staggered until the start of your next turn.

**Specter (Ex):** Once a day, starting at 4<sup>th</sup> level, you can ignore one square of terrain that blocks line of sight or provides concealment or cover. At 8<sup>th</sup> level, you can use *specter* twice a day.

**System Shock (Ex):** Once a day, starting at 10<sup>th</sup> level, if you score a critical hit on an opponent with a sniper weapon, you can inflict half that hit's damage at the beginning of your next turn on the same target as a free action.

## RING FIGHTER

You have the belt. You've claimed the trophy. Few others boast the record you have. You fought hard and trained hard for the respect and it is well earned. In the realm of physical training, there is no better.

**Hit Dice:** d10

## REQUIREMENTS

**Base Attack Bonus:** +4

**Feat:** Improved Unarmed Strike, Striker

## CLASS SKILLS

Acrobatics (Dex), Climb (Str), Demolitions (Wis), Engineer (Int), Escape Artist (Dex), Intimidate (Cha), Perception (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), Vehicle Operation (Dex)

**Skill Ranks per Level:** 4 + Int modifier

## RING FIGHTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+0	Guard Control
2	+2	+1	+1	+0	Grapple Discipline
3	+3	+2	+2	+1	Change Guard
4	+4	+2	+2	+1	Tolerance Threshold
5	+5	+3	+3	+1	Grapple Discipline
6	+6	+3	+3	+2	Pressure Point
7	+7	+4	+4	+2	Choke / Lock
8	+8	+4	+4	+2	Grapple Discipline
9	+9	+5	+5	+3	Side Control
10	+10	+5	+5	+3	Mounted Attack

## SAPPER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+1	+1	The Long Walk
2	+1	+1	+1	+1	Render Safe Procedures
3	+2	+1	+2	+2	Enhanced I.E.D.
4	+3	+1	+2	+2	The Long Walk
5	+4	+2	+3	+3	Slight Chemical Improvement
6	+5	+2	+3	+3	Proper Application
7	+6	+2	+4	+4	The Long Walk
8	+7	+3	+4	+4	Rapid Evolution
9	+8	+3	+5	+5	Controlled Demolition
10	+9	+3	+5	+5	Scorched Earth, The Long Walk

### CLASS FEATURES

**Weapon and Armor Proficiencies:** You are proficient with all light armor, all medium armor, all heavy armor, and all simple melee weapons.

**Guard Control (Ex):** Starting at 1<sup>st</sup> level, you gain a +2 bonus to all saves against being blinded, confused, dazed, pinned, shaken, staggered or stunned.

**Grapple Discipline (Ex):** At 2<sup>nd</sup> level, you are able to gain the upper hand in almost any close combat situation. You can either gain a +1 bonus to your combat maneuver bonus or gain a +1 bonus to your combat maneuver defense. You gain an additional +1 to either at 5<sup>th</sup> level and 8<sup>th</sup> level.

**Change Guard (Ex):** Starting at 3<sup>rd</sup> level, while grappling an opponent at the beginning of your turn, you can impose up to a -4 penalty to your combat maneuver defense and offer the equivalent value as a bonus to your combat maneuver bonus (or vice-versa).

**Tolerance Threshold (Ex):** Starting at 4<sup>th</sup> level, you cannot be shaken or staggered.

**Pressure Point (Ex):** Starting at 6<sup>th</sup> level, if grappling a creature, you can stagger your opponent as part of sustaining the grapple. This lasts until the start of your next turn.

**Choke / Lock (Ex):** Starting at 7<sup>th</sup> level, each turn you sustain a grapple, you inflict damage equal to your Strength or Dexterity modifier on the target. This does not count as an action that's part of the grapple.

**Side Control (Ex):** Starting at 9<sup>th</sup> level, when you grapple an opponent, it is automatically pinned.

**Mounted Attack (Ex):** At 10<sup>th</sup> level, you gain complete control over every opponent. While grappling an opponent, it cannot attempt to break free on its first turn. You also automatically pass the first sustain attempt.

## SAPPER

Combat engineers have a long and respected history. You can be a bridge builder and a bridge destroyer. You approach bombs while others turn and run. With seconds on the clock, others give up while you take it as incentive.

Hit Dice: d8

### REQUIREMENTS

**Proficiency:** Small arms (one-handed)

**Skills:** Demolitions 8 ranks

### CLASS SKILLS

Craft (Int), Demolitions (Int), Disable Device (Dex), Engineer (Int), Escape Artist (Dex), Heal (Wis), Knowledge (sciences) (Int), Perception (Wis), Profession (Wis), Sciences (Int), Sleight of Hand (Dex), Vehicle Operation (Dex)

**Skill Ranks per Level:** 4 + Int modifier

### CLASS FEATURES

**Weapon and Armor Proficiencies:** You are proficient with all light armor, all medium armor, all heavy armor, and all one-handed small arms.

**The Long Walk (Ex):** Starting at 1<sup>st</sup> level, you gain a +1 bonus to Engineer and a +1 bonus to Demolitions checks. At 4<sup>th</sup> level, 7<sup>th</sup> level, and 10<sup>th</sup> level, you gain an additional +1 bonus to either Engineer OR Demolitions.

**Render Safe Procedures (Ex):** Starting at 2<sup>nd</sup> level, if you are caught in the area of an effect requiring a Ref save, you can take a 5-foot step before needing to roll.

**Enhanced I.E.D. (Ex):** At 3<sup>rd</sup> level, you begin putting in that little extra effort your enemy will appreciate. If you pass at the Demolitions check when planting explosives, the result gains a +5 bonus.

**Slight Chemical Improvement (Ex):** Starting at 5<sup>th</sup> level, when you detonate explosives you have set with a blast radius of 10 feet or more, you increase the blast radius by another 5 feet.

**Proper Application (Ex):** Starting at 6<sup>th</sup> level, when determining the Ref DC for explosives you set, double the Enhancement Level of your Detonator.

**Rapid Evolution (Ex):** At 8<sup>th</sup> level, you're able to judge a catastrophe a moment before it occurs. As many times a day as your Dexterity modifier, you can use a swift or an

## SKIRMISHER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+1	+1	Automatic Reflexes (2/day)
2	+2	+1	+1	+1	Waste of Skill
3	+3	+1	+2	+2	Automatic Reflexes (3/day)
4	+4	+1	+2	+2	The Second Shooter
5	+5	+2	+3	+3	Automatic Reflexes (4/day)
6	+6	+2	+3	+3	Splintering Shrapnel
7	+7	+2	+4	+4	Automatic Reflexes (5/day)
8	+8	+3	+4	+4	Reduce Enemy Capacity
9	+9	+3	+5	+5	Automatic Reflexes (6/day)
10	+10	+3	+5	+5	Perfect Shot Placement

immediate action and gain a +5 bonus to all your Ref saves until the end of your next turn.

**Controlled Demolition (Ex):** Starting at 9<sup>th</sup> level, when you beat a Demolitions DC by 10 or more, you inflict +5 damage with the explosive instead of +2. If you beat the DC by 15 or more, you gain an additional +6 damage instead of +3.

**Scorched Earth (Ex):** At 10<sup>th</sup> level, your explosives carry the tendency of setting off chain reactions. After you detonate an explosive, a lingering fire breaks out until the start of your next turn, dealing your Intelligence modifier in fire damage to any targets entering or starting their turn in the affected area.

## SKIRMISHER

Not all snipers are made alike. For you, your specialty is not in individual assassination, but in the disrupting of enemy lines by surgically removing officers and other threats. As a force of chaos, you cause disarray and fear in your enemies.

**Hit Dice:** d8

## REQUIREMENTS

**Base Attack Bonus:** +6

**Proficiency:** Small arms (one-handed & two-handed)

## CLASS SKILLS

Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Knowledge (history), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), Vehicle Operation (Dex)

**Skill Ranks per Level:** 4 + Int modifier

## CLASS FEATURES

**Weapon and Armor Proficiencies:** You are proficient with all light armor except advanced, all medium armor except advanced, and all heavy armor except advanced. You are also proficient with all small arms (one-handed & two-handed) and all simple melee weapons.

**Automatic Reflexes (Ex):** Starting at 1<sup>st</sup> level, you can make a single ranged attack with a sniper weapon using a swift action. You can only use this ability in the same round you already hit a target with a sniper weapon. You can use Automatic Reflexes twice at 1<sup>st</sup> level, gaining an additional use every 2 levels after (3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>, and 9<sup>th</sup> level).

**Waste of Skill (Ex):** At 2<sup>nd</sup> level, if you score a critical threat, you may choose to do normal damage and instead make single ranged attack with a sniper weapon as a free action. You can only use this ability once per turn.

**The Second Shooter (Ex):** At 4<sup>th</sup> level, you are able to fire a second bullet so quickly after the first, your foes are convinced they have two snipers when it's really just you. Once per round, if you hit a single target two or more times with a sniper weapon in the same round, you can use a swift action to make another ranged attack with your sniper weapon at your highest base attack bonus. This attack deals half damage and cannot inflict a critical hit.

**Splintering Shrapnel (Ex):** Once a day, at 6<sup>th</sup> level, if you drop an enemy to 0 hit points or less using a ranged attack with a sniper weapon, each creature within 10 feet of the target takes damage equal to a normal non-critical hit with the same weapon.

**Reduce Enemy Capacity (Ex):** At 8<sup>th</sup> level, if you miss an enemy two consecutive times using a sniper weapon without attacking a different target, the enemy is staggered until the start of your next turn.

**Perfect Shot Placement (Ex):** At 10<sup>th</sup> level, you're able to make multiple shots without a significant reduction in accuracy. If you drop an enemy to 0 hit points or less using a sniper weapon, you can make another single ranged attack with your sniper weapon as a free action. You can only use this ability once per round.







## SIX: GEAR

### CURRENCY

**T**he time of world economic domination by the pound sterling or the US dollar is past. The hundreds of currencies around the world have long since begun coalescing into financial alliances to compete against larger national institutions. What began with the Euro expanded into the other corners of the globe. Despite attempts in North America to create a united currency, it never transpired, thanks to the decline of the American dollar, the growth of the Canadian dollar, and the unwillingness of either country to be financially linked to Mexico. Across the planet, the CCASG had folded and had been replaced with the Pan Arabian Coalition, which instigated the Khaleeji as a united currency in 2063. It became the de facto unit for all trade with the PAC, supplanting the Euro and the American Dollar before it. In Asia, The coalition of ASEAN (Brunei, Cambodia, Indonesia, Laos, Malaysia, Myanmar, the Philippines, Singapore, Thailand, and Vietnam) united with China, Japan, and South Korea to form the Asian Monetary Unit. Though not a united currency, the AMU allowed each of the member currencies to be traded at parity on the world market, greatly simplifying financial transactions. On the individual level, the Chinese Yuan, Japanese yen, and the Korean won remain the most widespread.

Most financial transactions in this day and age are digital, rendering most bill denominations pointless: paper-and-metal money is widely regarded as quaint and old-fashioned, and while all banks and most businesses will honor traditional currencies, the rarity of such events and the advanced security measures against counterfeiting largely remove the one benefit – anonymity – that cash transactions formerly enjoyed. Transactions in Archon rarely employ physical representations of money. Archon has no official unit of currency as it does not export anything. Although this may change in the future, currently, Archon uses mostly Euro and Khaleeji currency with the later taking up most of the transactions on the island.

For the sake of balance and ease of play, monetary rewards and transactions are assumed to be transferred digitally and are either in Euro or Khaleeji: these currencies are furthermore assumed to trade at 1-to-1. In-game expenses do not track denominations smaller than €1.

### ENHANCEMENT LEVELS

Enhancement Levels indicate the differences in technology, as the world still operates with the common belief, “if it aint broke, don’t fix it.” An item’s listed

Enhancement Level is used as an enhancement bonus to its relevant application. An Enhancement Level 3 item, for example, offers a +3 bonus to its designed use. Applicable bonuses are as follows:

<b>Equipment EL</b>	<b>Enhancement Applies to</b>
<b>Weapons</b>	Attack and Damage Rolls
<b>Armor</b>	AC
<b>Gear</b>	Relevant Skill Bonus (see description)

## BATTERY CELLS

Many of the objects in this section require batteries. Batteries are not included in the item's purchase price. You cannot replace one type of battery for another type under ANY circumstances.

**Battery classes:** The three different types of battery cells are as follows:

**Basic (B):** These cells are for smaller items and cost 5 € each. Ten cells weigh 1 lb.

**Medium (M):** These cells power many weapons, smaller vehicles, and larger equipment. They cost 50 € each. One cell weighs 0.25 lb.

**Heavy (H):** These cells are large, powerful, and usually reserved for huge weapons and massive energy equipment. They cost 150 € each. One cell weighs 2 lbs.

## WEAPONS

The earliest weapons were rocks. Basic armor was created to defend against swords and spears. The protection got lighter and stronger as the blades improved. But soon the armor became too costly. While many people assume the firearm heralded the end of plate armor, it would actually be the development of easier and cheaper weapons like the crossbow, placed in the hands of the untrained in the thousands. The only proper defense against this was strategy and numbers. Firearms would come later and change the battlefield even more. The armor became weaker, lighter, but easier to maneuver in. Firearms would progress slowly, adding in larger calibers and faster firing rates. The traditional chemical propelled projectile was uncontested for centuries, though it would be enhanced with electronically stacked and caseless rounds. The longest strides in warfare would come with micronization—making advanced weapons like railguns and lasers smaller. In any setting, there would be dozens corporations and organizations offering dozens of different variations of weapons, with few practical differences in game rules terms. To list every variety would be wasteful, so they are presented here only in their most generic form. You are welcome to apply any fictional or real names to your equipment.

## WEAPON RULES

The following rules apply to all weapons included here:

**Reloading Weapons:** All weapons are manual or clip-loading. Though these clips may be energy cells, they all necessitate the same time to reload. Reloading one weapon of any type requires a move action. Reloading does not provoke an opportunity attack.

**Basic Autofire (Ex):** Anyone proficient in a weapon with the auto or heavy auto property can attempt an autofire attack. Doing so requires a full-round attack, which provokes opportunity attacks. The weapon being used must have the auto or heavy auto property. When initiating an autofire attack, select a 5-foot radius area within weapon range, then make a ranged attack to each target in the area at a -2 penalty.

## NEW WEAPON GROUPS

The weapons covered here are grouped into categories based on their general utility:

**Heavy Weapons:** These are large weapon systems that require a tripod, a base, a platform, or any other stable point from which to fire.

**Properties:** These are the properties of heavy weapons:

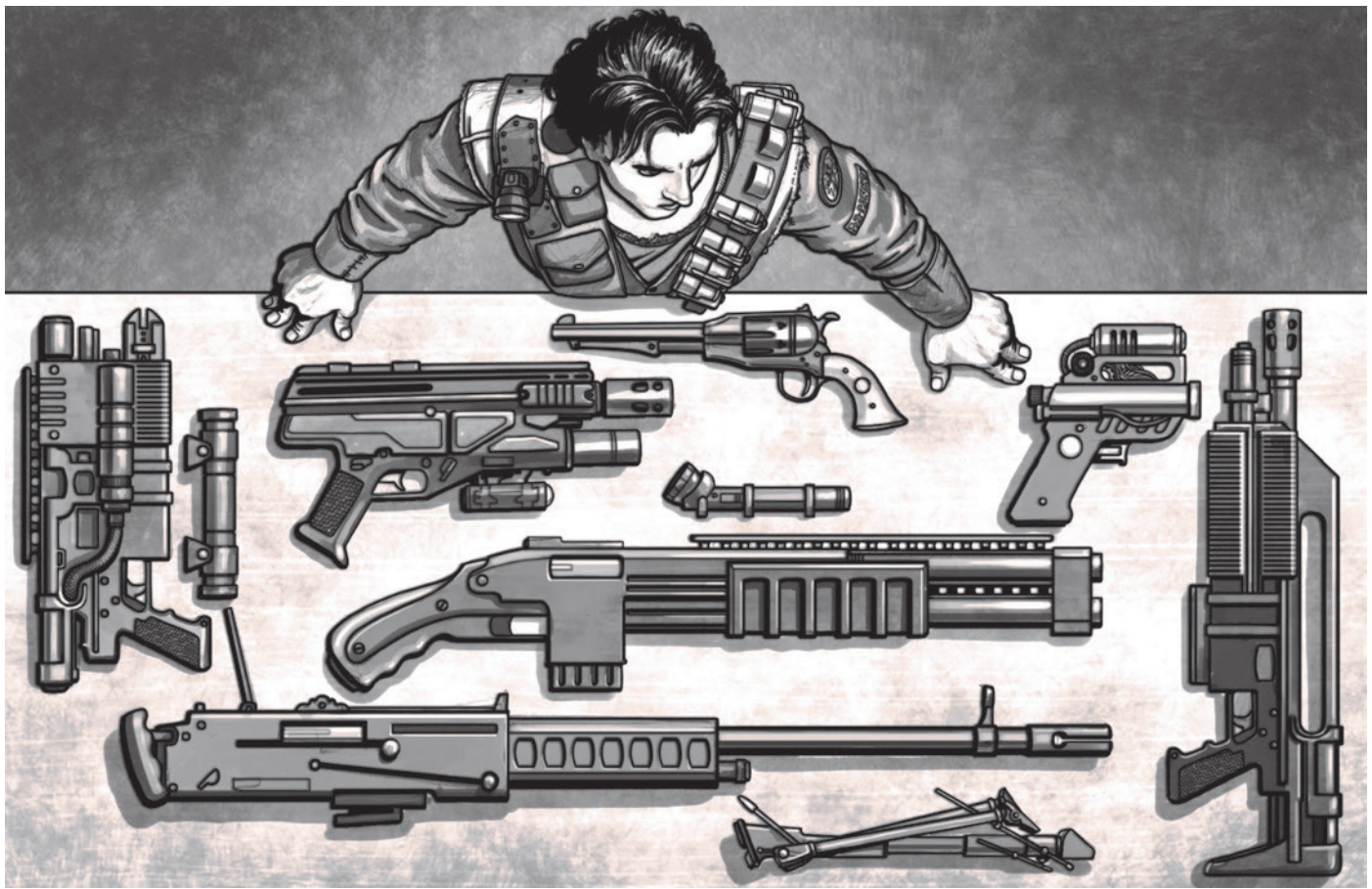
- Heavy weapons grant opportunity attacks if fired.
- Because of their cumbersome nature, if you move or are moved any distance you suffer a -4 penalty to attack rolls with heavy weapons until the beginning of your next turn (meaning you can shoot first and then move to avoid the penalty unless you are gained a ranged attack before your next turn).
- Unless mounted, heavy weapons require at least a Strength 13 to use.
- You add your relevant attribute modifier to both attack AND damage rolls.

**Special:** These weapons may be purchased for a Large user (e.g.: advanced armor). If so, heavy weapons become two-handed weapons. They are no longer able to be used by Medium-sized users.

**Small Arms, One-Handed:** These are single-handed firearms which are renowned for their ease of use and compact style, making them an easy choice for those preferring stealth.

**Properties:** These are the properties of one-handed small arms:

- One-handed small arms do not grant opportunity attacks if fired.
- One-handed small arms cannot be wielded by Large or larger creatures (e.g., advanced armor).
- You can fire one-handed small arms while prone.
- One-handed small arms are also considered light weapons.
- You add your relevant attribute modifier to both attack AND damage rolls.



**Small Arms, Two-Handed:** These are larger, slightly clumsier weapons usually preferred for longer ranges and high stopping power. With the development of technology, the latter became less a factor, but two-handed arms have the capacity for larger clip capacities, greater accuracy, and the option of fast automatic fire.

*Properties:* These are the properties of two-handed small arms:

- Two-handed small arms grant opportunity attacks if fired.
- Because of their cumbersome nature, if you move more than 5 feet (1 square) or are moved more than 5 feet (1 square), you suffer a -2 penalty to attack rolls with two-handed small arms until the beginning of your next turn (meaning you can shoot first and then move to avoid the penalty unless you are gained a ranged attack before your next turn).
- You can fire two-handed small arms while prone.
- You add your relevant attribute modifier to both attack AND damage rolls.

*Special:* These weapons may be purchased for a Large user (e.g.: advanced armor). If so, these become one-handed small arms. They are no longer able to be used by Medium users.

**Specialty Weapons:** These are weapons with a unique function and application that requires them to be trained specifically in said item. High Enhancement Levels feature more weapons that require explicit training. These include

sonic weapons, pincher weaponry, and vapor rifles. There are one-handed, two-handed, and heavy specialty weapons.

*Properties:* Specialty weapons also count as one- or two-handed small arms, heavy weapons or super heavy weapons. Specialty weapons can only be used with a single standard action and not a full-round action.

**Super Heavy Weapons:** These are weapons with the potential of incredible damage but balance that with a cumbersome design. These large weapon systems require a tripod, a base, a platform, or any other stable point from which to fire.

*Properties:* These are the properties of one-handed small arms:

- Super heavy weapons come equipped with a tripod.
- Super heavy weapons grant opportunity attacks if fired.
- You must use a move action to plant a super heavy weapon in the ground. Once planted it cannot be moved unless you use a move action to uproot it. If you fire a non-planted super heavy weapon, you suffer a -2 penalty to attack rolls with the weapon and, immediately after the attack is resolved, are pushed 5 feet (1 square) and knocked prone. If you cannot be pushed, you are stunned until the start of your next turn.
- You cannot fire super heavy weapons if you are prone.
- You add your relevant attribute modifier to both attack AND damage rolls.

## ONE-HANDED SMALL ARMS

Weapon	Cost (€)	Dmg	Crit	Range	Weight	Type	Clip	Cell	EL	Special
<b>STARTING WEAPONS</b>										
Autoloader	25	1d6	x2	50 ft.	2 lbs.	P	8	--	0	BCP
Break-action shot pistol	30	1d8	x3	25 ft.	3 lbs.	P	2	--	0	BCP, shotgun
Dragoon	15	1d6	x2	40 ft.	3 lbs.	P	2	--	0	BCP
Machine pistol	40	1d6	x2	50 ft.	3 lbs.	P	20	--	0	auto, BCP
Pocket Pistol	20	1d4	x2	40 ft.	1 lbs.	P	3	--	0	BCP, conceal
Revolver	15	1d4	x2	50 ft.	2 lbs.	P	6	--	0	BCP
<b>SUPERIOR WEAPONS</b>										
Autoloader	2,000	1d6	x2	60 ft.	2 lbs.	P	8	--	1	BCP
	8,000	1d6	x2	70 ft.	2 lbs.	P	8	--	2	BCP
Machine pistol	2,000	1d6	x2	60 ft.	3 lbs.	P	20	--	1	auto, BCP
	8,000	1d6	x2	70 ft.	3 lbs.	P	20	--	2	auto, BCP
Caseless pistol	2,250	1d6	x2	50 ft.	2 lbs.	P	25	--	1	BCP
	8,500	1d6	x2	50 ft.	2 lbs.	P	30	--	2	BCP
	18,750	1d6	x2	50 ft.	2 lbs.	P	35	--	3	BCP
Light machine gun	2,350	1d4	x2	50 ft.	4 lbs.	P	40	--	1	auto, BCP
	8,700	1d4	x2	50 ft.	4 lbs.	P	45	--	2	auto, BCP
	19,050	1d4	x2	50 ft.	4 lbs.	P	50	--	3	auto, BCP
ESP pistol	8,800	1d6	x2	50 ft.	3 lbs.	P	40	--	2	auto/heavy auto, BCP
	19,600	1d6	x2	55 ft.	3 lbs.	P	40	--	3	auto/heavy auto, BCP
	34,000	1d6	x2	60 ft.	3 lbs.	P	40	--	4	auto/heavy auto, BCP
	45,000	1d6	x2	60 ft.	3 lbs.	P	40	--	5	auto/heavy auto, BCP
SPP pistol	8,800	1d6	x2	80 ft.	3 lbs.	P	10	--	2	SPP
	32,000	1d6	x2	85 ft.	3 lbs.	P	12	--	3	SPP
	50,000	1d6	x2	90 ft.	3 lbs.	P	15	--	4	SPP
	55,000	1d6	x2	90 ft.	3 lbs.	P	15	--	5	SPP
Coil pistol	34,000	1d6	19-20/x2	100 ft.	4 lbs.	P	10	M	3	coil
	58,000	1d6	19-20/x2	100 ft.	4 lbs.	P	10	M	4	coil
	88,000	1d6	19-20/x2	100 ft.	3 lbs.	P	10	M	5	coil

## READING THE WEAPON TABLES

**Clip:** The capacity of a loaded clip or cell. Check ammunition for prices.

**Cell:** If the weapon requires an energy cell, its type would be listed here. The ammunition the cell provides is also listed. A cell is always assumed to supply the full capacity listed when it is bought or loaded.

**Price:** All costs are listed in €.

**Type:** Along with B for bludgeoning, P for piercing, and S for slashing, modern weapons are also offered as E for Energy for laser, nuclear, and plasma weapons. Flamethrowers specifically are listed as F for being a fire-based attack.

**Enhancement Level (EL):** This is the bonus applied to damage rolls and attack rolls. It is also an indicator of its rarity.

**No Entry:** A weapon entry of "--" indicates this entry does not apply or has unique rules. Having a blank clip or

cell entry means that weapon does not require a clip or a cell. If the damage, crit, or type entry is empty, this could mean that the weapon requires unique ammunition (like a grenade) or at has unique rules. See the weapon description for more information.

## WEAPON PROPERTIES

**Augment:** An augment weapon uses your unarmed attack to determine its damage dice. The weapon grants its Enhancement Level as an enhancement bonus to your unarmed attack and damage rolls. An unarmed attack can only benefit from one augment weapon at a time.

**Auto:** If your weapon has the auto property, you can either fire one shot per attack roll or you can fire five shots per attack roll (firing 5 is considered employing the property). An auto weapon is not a heavy auto weapon. Heavy auto weapons (weapons with much higher firing rates) always fire 10 shots with each attack roll (save for features or feats which reduce this number). You gain

## TWO-HANDED SMALL ARMS

Weapon	Cost (€)	Dmg	Crit	Range	Weight	Type	Clip	Cell	EL	Special
<b>STARTING WEAPONS</b>										
Assault rifle	50	1d8	x2	80 ft.	7 lbs.	P	50	--	0	auto, BCP
Basic sniper rifle	50	1d8	x2	100 ft.	8 lbs.	P	5	--	0	BCP, sniper (+1)
Bolt rifle	45	1d8	x2	100 ft.	8 lbs.	P	5	--	0	BCP
Shotgun	50	1d10	x3	30 ft.	10 lbs.	P	6	--	0	BCP, shotgun
Submachine gun	65	1d6	x2	80 ft.	6 lbs.	P	80	--	0	auto, BCP
<b>SUPERIOR WEAPONS</b>										
Assault rifle	2,000	1d8	x2	100 ft.	6 lbs.	P	50	--	1	auto, BCP
	8,000	1d8	x2	120 ft.	6 lbs.	P	50	--	2	auto, BCP
Shotgun	2,000	1d10	x3	30 ft.	9 lbs.	P	6	--	1	BCP, shotgun
	8,000	1d10	x3	30 ft.	8 lbs.	P	6	--	2	BCP, shotgun
Basic sniper rifle	2,000	1d8	x2	120 ft.	8 lbs.	P	5	--	1	BCP, sniper (+1)
	8,000	1d8	x2	120 ft.	8 lbs.	P	5	--	2	BCP, sniper (+1)
Machine shotgun	2,500	1d10	x3	30 ft.	15 lbs.	P	20	--	1	auto, shotgun
	9,000	1d10	x3	30 ft.	15 lbs.	P	25	--	2	auto, shotgun
	20,000	1d10	x3	30 ft.	15 lbs.	P	30	--	3	auto, shotgun
Submachine gun	3,000	1d6	x2	80 ft.	6 lbs.	P	80	--	1	auto, BCP
	10,000	1d6	x2	85 ft.	6 lbs.	P	80	--	2	auto, BCP
	25,000	1d6	x2	90 ft.	6 lbs.	P	80	--	3	auto, BCP
Sniper cannon	4,000	1d10	x3	150 ft.	15 lbs.	P	6	--	1	BCP, sniper (+1)
	15,000	1d10	x3	150 ft.	14 lbs.	P	7	--	2	BCP, sniper (+1)
	28,000	1d10	x3	150 ft.	13 lbs.	P	8	--	3	BCP, sniper (+1)
	40,000	1d10	x2	150 ft.	14 lbs.	P	8	--	4	BCP, sniper (+1)
Caseless rifle	4,000	1d8	x2	100 ft.	10 lbs.	P	100	--	1	auto, BCP
	15,000	1d8	x2	100 ft.	10 lbs.	P	120	--	2	auto, BCP
	28,000	1d8	x2	100 ft.	10 lbs.	P	140	--	3	auto, BCP
ESP rifle	5,000	1d8	x2	80 ft.	10 lbs.	P	80	--	1	auto/heavy auto, BCP
	16,000	1d8	x2	80 ft.	10 lbs.	P	90	--	2	auto/heavy auto, BCP
	29,000	1d8	x2	80 ft.	10 lbs.	P	100	--	3	auto/heavy auto, BCP
SPP rifle	18,000	1d8	x2	150 ft.	14 lbs.	P	20	--	2	SPP
	32,000	1d8	x2	175 ft.	14 lbs.	P	20	--	3	SPP
	50,000	1d8	x2	200 ft.	14 lbs.	P	20	--	4	SPP
Light Coilgun	34,000	1d8	19-20/x2	150 ft.	15 lbs.	P	16	M	3	coil
	58,000	1d8	19-20/x2	150 ft.	13 lbs.	P	16	M	4	coil
	65,000	1d8	19-20/x2	150 ft.	12 lbs.	P	16	M	5	coil
Kinetic Flash Rifle	36,000	1d8	19-20/x2	150 ft.	20 lbs.	P	50	M	3	auto, coil
	40,000	1d8	19-20/x2	150 ft.	20 lbs.	P	60	M	3	auto, coil

## TWO-HANDED SMALL ARMS [cont.]

Weapon	Cost (€)	Dmg	Crit	Range	Weight	Type	Clip	Cell	EL	Special
<b>SUPERIOR WEAPONS (Cont.)</b>										
Cyclotron Rifle	38,000	1d8	18-20/x2	100 ft.	15 lbs.	E	--	M20	3	nuclear
	62,000	1d8	18-20/x2	100 ft.	15 lbs.	E	--	M25	4	nuclear
	90,000	1d8	18-20/x2	100 ft.	15 lbs.	E	--	M30	5	nuclear
Nuclear Pulse Rifle	42,000	1d8	18-20/x2	100 ft.	20 lbs.	E	--	H80	3	auto, nuclear
	65,000	1d8	18-20/x2	100 ft.	20 lbs.	E	--	H90	4	auto, nuclear
	94,000	1d8	18-20/x2	100 ft.	20 lbs.	E	--	H100	5	auto, nuclear
SPP sensor gun	34,000	1d8	x3	100 ft.	16 lbs.	P	10	M	3	sniper (+2), SPP
	54,000	1d8	x3	130 ft.	14 lbs.	P	10	M	4	sniper (+2), SPP
SPP Vortex	35,000	1d8	x3	100 ft.	14 lbs.	P	70	—	3	auto, SPP
	55,000	1d8	x3	100 ft.	12 lbs.	P	70	—	4	auto, SPP
	60,000	1d8	x3	100 ft.	11 lbs.	P	70	—	5	auto, SPP
Ion rifle	25,000	1d8	x2	50 ft.	16 lbs.	E	--	M20	3	pincher
	40,000	1d8	x2	75 ft.	16 lbs.	E	--	M25	4	pincher
	49,000	1d8	x2	75 ft.	16 lbs.	E	--	M25	5	pincher
Sonic focus rifle	22,000	1d8	x2	50 ft.	17 lbs.	E	--	M20	3	sonic
Solid laser rifle	72,000	1d8	x3	150 ft.	15 lbs.	E	--	M20	4	laser
	98,000	1d8	x3	150 ft.	13 lbs.	E	--	M30	5	laser
Railgun	72,000	1d8	19-20/x2	150 ft.	15 lbs.	P	16	M	4	rail
Ultimate sniper rifle	80,000	1d10	19-20/x3	250 ft.	18 lbs.	P	10	H	4	rail, sniper (+2)
	105,000	1d10	19-20/x3	300 ft.	17 lbs.	P	10	H	5	rail, sniper (+2)
Gauss repeater	85,000	1d8	19-20/x2	150 ft.	16 lbs.	P	60	H	4	auto, rail

bonuses by applying the 5-shot auto property via feats and class abilities.

**Basic Chemical Projectiles (BCP):** The first firearm after the antiquation of the arrow used chemical explosives to propel its deadly shell to its victim. Although the chemicals evolved as knowledge did, the result remained. Requiring no energy cell, standard ballistic firearms seldom broke down. As time continued, the chemicals needed became easier to locate. Even in the largest, most advanced bastions, chemical firearms are still popular among those leaving the safety of their walls. Assault rifles, autoloaders, bolt sniper rifles, all caseless weapons, light machine guns, machine pistols, all shotguns, pocket pistols, sniper cannons, and submachine guns utilize chemical projectiles. Though the majority are EL0 and feature no advancement, several can be purchased at higher Enhancement Levels.

**ESP Special Rule:** ESP—or Electronically Stack Projectile—weapons have both an auto and a heavy auto setting, allowing you to switch between the two properties. You can switch the setting as a swift action.

**Exp:** Explosives have an area of effect at the point of impact of usually 5 feet or more. Additionally, if an explosive's area of effect is impeded by indestructible terrain (like in a dungeon corridor), the explosion carries over to unaffected squares. If one line of squares (at least 3

squares) is occupied by indestructible terrain, the entire affected area shifts over to occupy the same number of free squares. If both sides of an explosion are occupied by indestructible terrain (like a narrow corridor), the blast carries up and down the corridor one square for every line of the original area obstructed. This rule doesn't go into effect if the obstructing terrain can be damaged by the explosion. The number listed next the "Exp" entry indicates the size of the radius in feet.

*Example:* If an explosive detonates against a stone wall, a 5-foot radius blast shifts its area 1 square, still occupying 9 total squares. If the explosive detonates in a 1 square wide hallway, the explosion would be 1 square wide and 5 squares long (with the explosive in the middle square).

**Attacking with Explosives:** When using any weapon with an area of effect, you don't make a ranged attack but rather establish a Reflex DC affected targets must beat (see grenades and explosives). As such, these weapons do not have critical values.

**Conceal:** These weapons are so small, they offer a +2 bonus to Sleight of Hand checks to conceal them.

**Coil/Rail:** Coil and rail weapons involve a process by accelerating metal shells using magnetism. The specific process is complicated and both coil-based and rail-based technology fires their shells using different means. These

## HEAVY WEAPONS

Weapon	Cost (€)	Dmg	Crit	Range	Weight	Type	Clip	Cell	EL	Special
<b>STARTING WEAPONS</b>										
Machine light cannon	65	1d10	x2	100 ft.	30 lbs.	P	120	--	0	BCP, heavy auto
Rotary cannon	80	1d8	x2	100 ft.	65 lbs.	P	250	--	0	BCP, heavy auto
<b>SUPERIOR WEAPONS</b>										
Machine light cannon	2,000	1d10	x2	110 ft.	28 lbs.	P	120	--	1	BCP, heavy auto
	8,000	1d10	x2	120 ft.	25 lbs.	P	120	--	2	BCP, heavy auto
Rotary cannon	2,300	1d8	x2	150 ft.	55 lbs.	P	300	M	1	BCP, heavy auto
	8,600	1d8	x2	150 ft.	50 lbs.	P	350	M	2	BCP, heavy auto
ESP maelstrom	10,000	1d8	x2	200 ft.	55 lbs.	P	400	M	2	auto/heavy auto, BCP
	23,000	1d8	x2	200 ft.	55 lbs.	P	400	M	3	auto/heavy auto, BCP
God's Eye sniper gun	14,000	2d8	x3	300 ft.	40 lbs.	P	10	--	2	BCP, sniper (+3)
	24,000	2d8	x3	300 ft.	40 lbs.	P	10	--	3	BCP, sniper (+3)
	39,000	2d8	x3	300 ft.	40 lbs.	P	10	--	4	BCP, sniper (+3)
Ion cannon	22,000	2d6	x2	200 ft.	50 lbs.	P	--	H40	3	pincher
Coil light gun	42,000	2d6	19-20/x2	300 ft.	65 lbs.	P	40	H	3	coil, heavy auto
	62,000	2d6	19-20/x2	300 ft.	65 lbs.	P	40	H	4	coil, heavy auto
Nuclear Particle Lance	43,000	2d6	18-20/x2	250 ft.	35 lbs.	E	--	M30	3	nuclear
	63,000	2d6	18-20/x2	250 ft.	35 lbs.	E	--	M30	4	nuclear
	90,000	2d6	18-20/x2	250 ft.	35 lbs.	E	--	M30	5	nuclear
Linear Collider	45,000	2d6	18-20/x2	200 ft.	40 lbs.	E	--	M60	3	heavy auto, nuclear
	65,000	2d6	18-20/x2	200 ft.	38 lbs.	E	--	M70	3	heavy auto, nuclear
	94,000	2d6	18-20/x2	200 ft.	35 lbs.	E	--	M80	4	heavy auto, nuclear
Sonic devastator	28,000	2d6	x2	70 ft.	50 lbs.	E	--	H40	5	sonic
Railcannon	75,000	2d6	19-20/x2	300 ft.	75 lbs.	P	120	H	4	heavy auto, rail
	102,000	2d6	19-20/x2	300 ft.	70 lbs.	P	120	H	5	heavy auto, rail
Solid laser cannon	80,000	2d6	x3	250 ft.	65 lbs.	E	--	H30	4	laser
	100,000	2d6	x3	250 ft.	55 lbs.	E	--	H35	5	laser
Thumper laser cannon	134,000	2d6	x3	250 ft.	60 lbs.	E	--	H200	5	heavy auto, laser
Pulse mini-gun	144,000	2d6	19-20/x3	250 ft.	100 lbs.	E	--	H200	5	heavy auto, plasma

weapons discharge extremely fast and deliver astounding kinetic potential.

*Property:* Coil and Rail weapons reduce AC bonuses via cover by 2.

*Rail special rule:* If a rail (rail only) weapon shell kills a target with a critical hit, the shell continues on a straight path from the weapon, making a single free attack on one target in direct line of attack in the weapon's range. This may only occur once per shot.

**Grenade:** Grenades use their own form of attack that depends on the specific grenades. Refer to grenades later.

**Guided:** These weapons assist in aiming after being fired and can even make a secondary attack if the first one misses.

*Property:* As many times per day as the weapon's enhancement +2, you can either gain a +5 bonus to attack or allow a reroll if the attack misses.

## SUPER HEAVY WEAPONS

Weapon	Cost (€)	Dmg	Crit	Range	Weight	Type	Clip	Cell	EL	Special
Mortar	500	--	--	50 ft.**	50 lbs.	--	1	--	1	grenade
	3,000	--	--	60 ft.**	40 lbs.	--	1	--	2	grenade
	9,000	--	--	70 ft.**	30 lbs.	--	1	--	3	grenade
Autocannon	100	1d8+8	x2	300 ft.	200 lbs.	P	200	--	0	auto, BCP
	2,500	1d8+8	x2	300 ft.	175 lbs.	P	200	--	1	auto, BCP
	12,000	1d8+8	x2	300 ft.	150 lbs.	P	200	--	2	auto, BCP
Volley Gun ESP	13,000	1d6+6	x2	250 ft.	350 lbs.	P	500	H	2	BCP, heavy auto
	27,000	1d6+6	x2	300 ft.	300 lbs.	P	600	H	3	BCP, heavy auto
Super-Kill Sniper	80,000	1d10+10	19-20/x3	400 ft.	150 lbs.	P	5	H	4	rail, sniper (+2)
	112,000	1d10+10	19-20/x3	500 ft.	150 lbs.	P	5	H	5	rail, sniper (+2)
Mass Driver	120,000	1d10+10	19-20/x3	300 ft.	500 lbs.	P	10	H	5	rail
Particle Beam Gun	50,000	2d6+6	18-20/x2	300 ft.	350 lbs.	E	--	H20	3	nuclear
	98,000	2d6+6	18-20/x2	300 ft.	300 lbs.	E	--	H25	4	nuclear
	162,000	2d6+6	18-20/x2	300 ft.	300 lbs.	E	--	H30	5	nuclear
Dense Plasma Focus Cannon	170,000	1d12+12	19-20/x3	300 ft.	350 lbs.	E	--	H200	5	heavy auto, plasma

\*Grenades gain +1 to their area burst when fired from a mortar.

\*\*Mortars cannot be fired on targets less than 50 feet away.

**Heavy Auto:** These weapons have no single shot option. They always fire ten shots per attack roll (some features and feats may reduce this).

**Property:** Heavy auto weapons inflict additional damage as the firer becomes more experienced using them. A heavy auto weapon inflicts a +1 bonus to damage with every hit. At 11<sup>th</sup> level, this increases to +2 damage. This is in addition to extra damage from feats and class features. You must be proficient with the weapon to gain this damage bonus.

**Laser:** Any condensed, well-defined beam of light can be considered a laser. In history, the initial weapons concentrated radiation to a focal point, burning the target with intense heat. Later developments increased the size and potential of these beams. Often, lasers are confused with pulse plasma weapons. The largest difference is that lasers cut through while plasma splashes. Lasers weapons give away their firer but deliver devastating damage few can resist. They can also track targets easier with subsequent damage. There are laser pistols, rifles, and thumper cannons. The laser is a neutral energy type and is not considered fire.

**Property:** Once a day, as a free action, if you score a critical hit, the target is blinded.

**Special:** If you strike successfully with a laser, every subsequent round gains a +1 inherent bonus to hit that

same target. This is removed if you don't fire at the same target or if you miss that same target the following round.

**Nuclear:** These are directed energy weapons similar to plasma and laser guns. Where a laser inflicts condensed radiation and plasma inflicts severe heat, weapons with the nuclear property inflict damage via a high-energy beam of atoms. Upon impact, they disrupt the molecular structure of the target. Tissue damage from radiation is an often side effect. This technology has been dubbed a "dirty solution", as it emerges frequently before the advancement of high-powered lasers and plasma weapons.

**Property:** Once a day, as a free action, if you score a critical hit, the target is shaken.

**Special:** If you hit with a nuclear weapon, every subsequent hit on the same target gains a +1 bonus to damage. This is cumulative up to +3 and is lost if don't hit that same target before the end of your next turn.

**Pincher:** These weapons deliver an electromagnetic pulse that disrupts any item that requires a battery or an electric current to operate.

**Property:** Once a day, as a free, you can render a hit target stunned until the beginning of your next turn.

**Special:** When detonated, all cell-powered technology stops working for 1d4 minutes. Vehicles suffer a -5 penalty to all Vehicle Operation skill checks for 5 minutes. The vehicle brakes every turn until it saves.



## SPECIALTY WEAPONS [Can only be used with a standard action]

Weapon	Cost (€)	Dmg	Crit	Range	Weight	Type	Clip	Cell	EL	Special
Air Dart Pistol	35	--	x2	20 ft.	4 lbs.	P	1	--	0	1-handed
	500	--	x2	40 ft.	4 lbs.	P	4	--	1	1-handed
	1,000	--	x2	60 ft.	4 lbs.	P	6	--	2	1-handed
	9,000	--	x2	80 ft.	4 lbs.	P	8	--	3	1-handed
	17,000	--	x2	100 ft.	4 lbs.	P	10	--	4	1-handed
	27,000	--	x2	120 ft.	4 lbs.	P	12	--	5	1-handed
Capsicum spray	20	--	x2	10 ft.	2 lbs.	--	3	--	0	1-handed
1-handed grenade launcher	60	--	x2*	50 ft.	8 lbs.	--	1	--	0	grenade, 1-handed
	2,000	--	x2*	60 ft.	7 lbs.	--	1	--	1	grenade, 1-handed
	18,000	--	x2*	70 ft.	6 lbs.	--	1	--	2	grenade, 1-handed
Grenade light weapon	300	--	x2*	50 ft.	10 lbs.	--	6	--	0	grenade, 2-handed
	2,600	--	x2*	60 ft.	10 lbs.	--	8	--	1	grenade, 2-handed
	19,200	--	x2*	70 ft.	10 lbs.	--	9	--	2	grenade, 2-handed
Electroshock gun	2,000	--	--	10 ft.	3 lbs.	--	--	B2	1	1-handed
Flamethrower	2,500	1d6	18-20/x3	--	20 lbs.	F	10	M	1	heavy weapon
	9,000	1d6	18-20/x3	--	20 lbs.	F	15	M	2	heavy weapon
	20,000	1d6	18-20/x3	--	20 lbs.	F	20	M	3	heavy weapon
	34,000	1d6	18-20/x3	--	20 lbs.	F	25	M	4	heavy weapon
	55,500	1d6	18-20/x3	--	20 lbs.	E	--	H30	5	heavy weapon
Net gun	1,500	--	--	25 ft.	10 lbs.	--	1	--	1	2-handed
Rocket launcher	500	2d6+6	x2*	150 ft.	20 lbs.	--	1	--	1	exp 5, heavy weapon
	1,500	2d6+6	x2*	200 ft.	20 lbs.	--	1	--	2	exp 5, guided, heavy weapon
	3500	2d6+6	x2*	250 ft.	20 lbs.	--	1	--	3	exp 10, guided, heavy weapon
	5500	2d6+6	x2*	300 ft.	20 lbs.	--	1	--	4	exp 15, guided, heavy weapon
Ground heavy gun	10,000	3d6	x2*	400 ft.	185 lbs.	P	1	--	2	BCP, exp 5/10, super heavy
Sonic stunner	18,000	--	--	50 ft.	5 lbs.	--	--	M10	3	2-handed
Plasma artillery	98,000	3d10	x2*	250 ft.	110 lbs.	E	--	H4	5	exp 10/20, plasma, super heavy
Wave stunner	162,000	--	--	50 ft.	12 lbs.	E	--	H5	4	2-handed

**Plasma:** Any weapon employing ionized gas is considered a plasma weapon. This involves either using the magnetically conductive matter as a delivery device or as a weapon itself. Because magnetism is one of the few scientific constants not broken by the EDF, it became a popular choice. The plasma pulse concept deals with the energy cell firing a toroid of superheated gas inside a magnetohydrodynamic bubble that is then accelerated from the barrel in the same way a railgun fires its iron-core shell. The bubble remains solid for a significant time, or until it strikes its target, where the heat burns at an intense

temperature. There are plasma pistols, rifles, and capacitor cannons.

*Property:* On a successful strike, you may deal the weapon's Enhancement Level in additional damage to one target of your choice up to 5 feet from the initial enemy. Once a day, you can inflict double the EL in damage to all targets up to 5 feet away.

*Special:* Plasma weapon damage is superheated beyond a creature's capacity to be immune or resistant to fire damage.

## MELEE WEAPONS

Weapon	Cost (€)	Dmg	Crit	Weight	Type	Cell	EL	Special
<b>LIGHT MELEE</b>								
Collapsible Baton	25	1d4	x2	1 lbs.	B	--	0	
Harmonic Blade	18,000	1d4	18-20/x3	1.5 lbs.	S	M20	2	1-handed
	32,000	1d4	18-20/x3	1.5 lbs.	S	M20	3	1-handed
	50,000	1d4	18-20/x3	1.5 lbs.	S	M20	4	1-handed
Piton-Gauntlet	2,500	--	--	4 lbs.	P	M20	1	augment
	8,800	--	--	5 lbs.	P	M25	2	augment
	18,500	--	--	5 lbs.	P	M25	3	augment
Punch Gun	45	1d4	--	2 lbs.	P	--	0	augment, BCP, clip 4
	1,850	1d4	--	2 lbs.	P	--	1	augment, BCP, clip 4
	7,000	1d4	--	2.5 lbs.	P	--	2	augment, BCP, clip 5
	17,000	1d4	--	3 lbs.	P	--	3	augment, BCP, clip 6
<b>ONE-HANDED MELEE</b>								
Buzz Baton	32,000	1d6	x2	1 lbs.	B	H20	3	pincher
	50,000	1d6	x2	1 lbs.	B	H20	4	pincher
Power-Hooks	31,000	--	--	6 lbs.	B	H20	3	augment
	48,000	--	--	6 lbs.	B	H20	4	augment
	70,000	--	--	6 lbs.	B	H20	5	augment
Tesla Glove	25,000	--	--	3 lbs.	B/E	H15	2	augment, pincher
	41,000	--	--	3 lbs.	B/E	H20	3	augment, pincher
	62,000	--	--	3 lbs.	B/E	H25	4	augment, pincher
	85,000	--	--	3 lbs.	B/E	H30	5	augment, pincher
<b>TWO-HANDED MELEE</b>								
Chainsaw	1,500	1d6	18-20/x3	15 lbs.	S	M20	1	
	7,500	1d6	18-20/x3	12 lbs.	S	M25	2	

**Shotgun:** Shotguns impact with tremendous force at close range, but this stopping power diminishes rapidly further out. They are fairly distinct and few models are on the market.

*Critical:* If you score a critical hit, the target is knocked prone.

*Special:* Shotguns do +3 damage if fired at targets 10 feet or closer. Beyond their first range increment, they only deliver half damage.

**Sniper:** These weapons contain advanced targeting systems for long-range fire. They are available in chemical, laser, and magnetic variations.

*Special:* Sniper weapons list a proficiency bonus. If you are proficient with the weapon and use a move action to aim, you gain this proficiency bonus on your following ranged attack with that weapon. The full proficiency bonus ends if you move or are moved. The effect doesn't expire otherwise (so you don't have to use a move action on every turn if you don't move or are moved). Aiming does not provoke an opportunity attack.

**Sonic:** The first sonic weapon was no more than a simple high-powered oscillating pain siren generating 175 decibel (dB) acoustic waves in all directions. Newer sonic

weapons utilize high frequency ultrasound to carry the painful audio waves in a straight, focused path. This technology offers increased range with no adverse side effects for the firer. In practical uses, the sonic weapon may be downgraded to transmit a normal voice across 10x its range increment to any other target without fear of anyone else overhearing unless they are inline.

*Property:* Once a day, if you score a critical hit on a target, it is deafened.

**Self Propelled Projectile (SPP):** These are small rockets fired from pistols or rifles that continue to accelerate after an initial air compression push fires them from the shell. Although more expensive than traditional firearms, SPPs proved useful for engagements when range mattered. The ammunition for SPP weapons are known as sabot rounds, as the shell ejected breaks apart, and the contained self-propelled projectile ignites, breaking from its seal. All SPP weapons can fire underwater, though their range is halved.

*Property:* As many times per day as the weapon's enhancement +2, you can either gain a +5 bonus to attack or allow a reroll if the attack misses.

## WEAPON DESCRIPTIONS

**Air Dart Gun:** The air-dart gun resembles a standard pistol except it fires a small needle via an air compressor. The needle inflicts no damage but can deliver any number of medical injections. You may choose which injection to employ from your inventory before making the attack.

**Brass Knuckles:** A no fuss weapon, brass knuckles add 1 damage to unarmed melee hits.

**Buzz Baton:** The buzz baton is a non-collapsible truncheon with a point capable of emanating a powerful electric shock.

**Capsicum Spray:** This item employs a chemical irritant like capsaicin (common in some fruits, plants, and most chillies), also known as a lachrymatory agent. When a target is struck, the spray adheres a sticky, waxy liquid to the skin which is colorless and odourless. The spray contains almost pure capsaicin with a scoville rating of more than 10,000,000, double the intensity of ancient pepper spray. Most are built with a compressed canister while others eject a breakable projectile.

*Effect:* If struck, the target must make a DC 15 Fort save or be sickened and staggered for 2d4 rounds. If you are proficient in the weapon, you increase the Fort DC by ½ your level (round down). If you score a critical hit, the target fails this save. Larger targets gain a bonus to the save as follows (+2 Large, +4 Huge, +6 Gargantuan; Colossal targets are immune).

**Caseless Weapons:** Caseless weapons use unique clipless, caseless ammunition. A square-shaped round is the entire firing mechanism. The shell is encased inside a solid propellant coffin, connected to others, and fed as a clip. Each bullet, when fired, incinerates its case, ejecting the remnants with the bullet. This system uses no clips; no cases are used or ejected. Caseless weapons possess massive clip capacities.

**Electroshock Gun:** This wand-shaped device fires air-compressed barbed darts attached to coils towards a target. Upon impact, the coils conduct a massive electrical current, disrupting superficial muscle functions. The darts can penetrate enough to attach to anything. The darts are also magnetic. The electrical pulse does not need to penetrate skin to be effective.

*Firing Rate:* After discharged, tension springs recoil the darts and the coils back to the gun as a free action, making it available to fire again. However, it cannot fire for 10 rounds as its capacitor needs to charge.

*Range:* Because of the length of coil, you cannot strike targets further than 30 feet.

*Effect:* Upon impact, the target must make a DC15 Fort save or be paralyzed for 2d4 rounds. If you are proficient in the weapon, you increase the Fort DC by ½ your level (round down). If you score a critical hit, the

target fails this save. Larger targets gain a bonus to the save as follows (+2 Large, +4 Huge, +6 Gargantuan; Colossal targets are immune).

**Electronic Stacked Projectile (ESP) Weapons:** No longer are bullets loaded from an external clip and launched via a firing pin. Now they are loaded directly into the barrel, separated only by the propellant. The concept dates back to traditional fireworks except the stacked projectile weapon does not need to fire its entire payload when ignited. Electrical pulses launch the bullets in the proper order. Misfires are pushed out by the next round, preventing backfire. This removes the need for a clip, a firing pin, or for that matter, any moving parts at all. The greatest advantage of this technology is a phenomenal firing rate, capable of discharging rounds literally as a stream of bullets.

**Flamethrower:** This weapon shrunk in size over many years. Though still two-handed, it no longer requires an unsafe nozzle to an even more hazardous backpack. Modern flamethrowers keep their tank mounted under the weapon stock. The tank is comprised of a relatively safe solid fuel. When combined with air, it reacts into expanding foam. A small battery compresses air in a separate chamber. The foam enters the final chamber and, when allowed to uncompress, sprays out in liquid form. A magnesium igniter at its barrel sends the superheated stream of flame to its target. Despite rumours and urban legends, neither older nor modern flamethrower tanks explode easily if ruptured or if a spark flicks nearby. If the weapon tank is ruptured, the foam would break and spray but not automatically ignite. Even older models would only burst like aerosol cans and not violently explode. Advanced versions release superheated plasma.

*Property:* All damage from the flamethrower is fire damage.

*Attack:* When you attack with the flamethrower, you target a 30 foot cone. A EL5 weapon targets a 40 foot cone.

*Special:* Any target hit with fire damage from a flamethrower suffers half your initial damage on the beginning of your next turn.

**Grenade Launcher/Weapon:** All grenade launchers and weapons can load grenades only 0.5 lbs or less.

**Ground Heavy Gun:** This light artillery weapon is designed to act both as a field gun for direct fire or a howitzer for long parabolic, indirect air bursts. It has an incredible range and is able to eliminate most soft targets with a single shot.

*Property:* Before firing, select either direct or indirect fire. Direct Fire—exp 5 and double damage; Indirect Fire—exp 10. See grenades and explosives for setting the reflex DC.

**Harmonic Blade:** Beginning its life as a surgical scalpel, this device evolved quickly to accomplish the ethically opposite goal. The blade requires a built-in power source

enabling it to slice or penetrate through virtually any substance. It accomplishes this by vibrating in excess of 75,000 Hz. More advanced designs translate little of this pulsation to the user's hand, though it does still occur. As a result, using a harmonic blade for more than a few minutes generates significant muscle fatigue. Because a larger blade translates more of its energy to the wielder, there has not been a practical harmonic blade longer than a few inches.

*Property:* If you have at least 5 ranks in Heal, you gain a +2 bonus to damage with this weapon. This weapon's damage increases to 1d6 if your target is denied its Dexterity bonus to AC (whether the target has a Dexterity bonus or not) or you flank a target. The harmonic blade counts as a dagger.

*Critical:* If you score a critical hit, your critical threat range increases by 2 for your next attack on the same target. This is not cumulative and is lost if your next attack on the target misses.

**Net Gun:** If this weapon strikes a target, it is pinned. The victim needs to make a DC20 Escape Artist check to escape.

**Piton-Gauntlet:** These devices are not strictly speaking gauntlets, as your fingers are free to hold other objects. The gauntlet mounts to your forearm. This weapon is effectively a captive bolt pistol. When activated, it propels a titanium rod three inches from your fist (or as much as a foot for larger models). Spring action recoil returns the rod to its housing an instant later. The ejection system utilizes compressed air containing enough pressure for 5 minutes. A minute is all that's required to pump the pressure back into the mechanism. The EL2 gauntlet uses a battery to maintain pressure in the system.

*Property:* The piton-gauntlet increases the critical threat range of your unarmed attacks by 1.

**Plasma Artillery:** Built on the same baseline as the ground heavy gun, the plasma artillery does suffer from its inability for parabolic fire. It more than makes up for it with damage potential.

*Property:* Before firing, select either direct or indirect fire. Direct Fire—exp 10 and double damage; Indirect Fire—exp 20. See grenades and explosives for setting the reflex DC.

**Power-Hooks:** These impressive devices are oversized augmented manipulators attached to synthetic muscles and hydraulic pumps. The entire assembly wraps around the arm and most of the shoulder. Purchasing two links the two assemblies around the back.

*Property:* Power-hooks increase the damage dice of unarmed attacks by one step (1d4 to 1d6 to 1d8 to 1d10 to 1d12 to 2d6 to 2d8 to 2d10). You also gain a +2 inherent bonus to Strength ability checks (but not Strength attacks). Your hands are not free and you can wield no other weapons if using power-hooks.

**Punch-Gun:** Effectively an impact-triggered firearm, the punch-gun only discharges when a short relay is triggered an inch from your unarmed attack.

*Property:* Built into the mechanism is a firearm. This weapon only discharges when you hit with an unarmed attack. When you do so, you also automatically hit with the firearm. The extra damage is counted part of the original hit and if you score a critical hit with your unarmed attack, this damage is also counted as well. The ammunition is BCP (Basic Chemical Projectile).

**Sonic Stunner:** Very similar to a normal sonic weapon, the sonic stunner is designed only to be non-lethal.

*Property:* If the target is hit, it is shaken and exhausted for one round. On a critical hit, the target is also dazed for one round.

**Tesla-Glove:** This unique item is equipped with more than a half-dozen resonant transformers that conduct severe electrical shocks to a target when you impact with a physical hit.

*Property:* If you don't hit any target during a round, at the start of your next turn, increase the damage of your next hit with this weapon by +2. This is cumulative up to +6 damage. After you hit any target, the bonus is reduced back to 0. At the start of combat, unless you are surprised, the glove is assumed to be primed to +6 damage.

**Thumpers:** Along a solid light tunnel, pulses of concentrated energy run through, striking in blasts of intense radiation, making this laser variant resemble a string of beads. Thumper technology offers increased damage to basic lasers.

**Wave Stunner:** The most advanced stunner designed features a lethal and non-lethal setting. The non-lethal mode employs millimetre wave electromagnetic radiation that penetrates 1/64th of an inch under the skin. This causes the water molecules under the skin to vibrate, activating pain sensors, giving the subject the impression they are on fire. The lethal setting increases the potency to microwave radiation, causing the skin to actually boil, resulting in severe burns. The wielder may change its setting as a free action.

*Property:* Stun—No damage, and target is staggered until the beginning of your next turn and knocked prone. Immune to targets larger than you. Kill—1d8 damage.

*Critical*—The critical threat range is 18-20; and if confirmed, the target is stunned until the beginning of your next turn (immune to targets larger than you). Kill—The critical threat range is 18-20/x3.

*Special:* The stunner does not work on undead, incorporeal creatures, elementals, or any creatures with fire resistance.

# AMMUNITION

Ammunition missing its target cannot be recovered. Prices listed are for the quantities indicated next to the entry. Each quantity listed weighs 0.25 lb. except for flame tanks (5 lb.) and rockets (2 lb.).

**Note:** All characters gain 2 full clips of ammunition (or cells) for all weapons when they purchase them. The only exceptions are air dart rifles and grenade launchers (which are sold without ammunition).

## A NOTE ON CLIPS

It would be frustrating to micromanage one's clip usage. When purchasing ammunition, you are assumed to purchasing clips as well for the capacities you need. You are not strolling into combat with boxes of loose ammunition. You are expected to be prepared.

## INJECTIONS

Injections can be delivered manually with a melee attack or via an air dart gun. Instead of inflicting damage, you impose the injection's effect. Large or larger creatures cannot be affected by injections. If you hit the same target again with the same injection it is suffering from the previous effect, the target automatically fails its next save against the effect. Injections are an affliction and act similar to poison, only with injections, a hit target cannot avoid the initial effect. Injections do not work on undead or incorporeal creatures. Making a ranged attack with an injector does not destroy the injection if the attack misses.

### DETONATOR

A vile injection, this introduces sensitive nanites into a subject which explode when certain conditions arise.

**Type:** injection/poison; **Save:** Fortitude DC 15

**Frequency:** 1/minute

**Effect:** Once a minute, as a free or immediate action to any trigger the injector controls, the target suffer 2d6 damage.

**Cure:** 2 consecutive saves

### FEAR

This batch of psychotropics will make the victim think everyone around him is a demon.

**Type:** injection/poison; **Save:** Fortitude DC 20

**Frequency:** 1/round

**Effect:** The target is panicked; **Cure:** 2 consecutive saves

### NARCOSYNTHESIS

Truth serum, multiplied by fifty.

**Type:** injection/poison; **Save:** Fortitude DC 20

**Frequency:** 1/minute

**Effect:** The target suffers a -10 penalty to Bluff checks; **Cure:** 2 consecutive saves

### OPEN MIND

This injection is a concoction of barbiturates, amphetamines, and LSD. When injected, the target becomes extremely susceptible to suggestion.

**Type:** injection/poison; **Save:** Fortitude DC 20

**Frequency:** 1/round

**Effect:** The target suffers the effects of a Charm Person spell; **Cure:** 2 consecutive saves

### OVERDOSE

This is just a collection of various drugs you had laying around

**Type:** injection/poison; **Save:** Fortitude DC 15

**Frequency:** 1/round

**Effect:** The target is confused; **Cure:** 2 consecutive saves

### PAIN

This injection does not inflict pain, but rather renders the target hypersensitive to physical hits.

**Type:** injection/poison; **Save:** Fortitude DC 20

**Frequency:** 1/round

**Effect:** Each time the target takes damage, the target suffers an additional 1d6 damage. This is not affected by a critical hit; **Cure:** 2 consecutive saves

### PARALYSIS

This broad-spectrum of neuromuscular-blocking drugs are able to inflict nearly instant paralysis in a target.

**Type:** injection/poison; **Save:** Fortitude DC 18

**Frequency:** 1/round

**Effect:** The target is paralyzed; **Cure:** 2 consecutive saves

### SLEEP

This heavy dose of diazepam and various opioids may actually kill a horse.

**Type:** injection/poison; **Save:** Fortitude DC 20

**Frequency:** 1 minute

**Effect:** The target is unconscious. If the target takes any damage, it immediately wakes up; **Cure:** 2 consecutive saves

### SLOW

This strange medley of drugs causes muscle relaxation by depressing the central nervous system.

**Type:** injection/poison; **Save:** Fortitude DC 13

**Frequency:** 1/round

**Effect:** The target moves at half speed, cannot charge or run and takes a -6 penalty to Dexterity and Strength; **Cure:** 2 consecutive saves

### VIRAL

It is common for doctors to inject a near-dead virus to improve a subject's immunity. This is just like that, but the opposite.

Ammunition Type	Quantity	Damage Application	Cost (€)
<b>ENERGY</b>			
Battery cell – B	1	Various	5
Battery cell – M	1	Various	50
Battery cell – H	1	Various	150
<b>KINETIC</b>			
Capsicum cartridge	3	—	4
Caseless round	20	Any	4
ESP bullet	20	Any	4
Flame tank	1 tank	Any	50
Gauss flechette (coil/rail)	10	1d6	10
Gauss flechette (coil/rail)	10	1d8	15
Gauss flechette (coil/rail)	10	1d10/2d6	20
Gauss flechette (coil/rail)	10	1d10+10	30
Net cartridge	1	—	5
Rocket (EL1)	1	2d6+6	400
Rocket (EL2)	1	2d6+6	1,000
Rocket (EL3)	1	2d6+6	3,000
Rocket (EL4)	1	2d6+6	5,000
Sabot SPP	20	1d6/1d8	5
Shotgun slug	10	1d8/1d10	5
Traditional bullet/BCP	20	1d4/1d6	2
Traditional bullet/BCP	20	1d8/1d10	3
Traditional bullet/BCP	20	2d6/2d8/1d8+8	5
Traditional bullet/BCP	10	3d6	20
Heavy shell	1	3d6	20
<b>INJECTIONS</b>			
Detonator	1	--	50
Fear	1	--	500
Narcosynthesis	1	--	50
Open Mind	1	--	1,000
Overdose	1	--	100
Paralysis	1	--	250
Pain	1	--	1,000
SEED Disrupter	1	--	350
Sleep	1	--	1,000
Slow	1	--	25
Viral	1	--	150

Ammunition Type	Quantity	Damage Application	Cost (€)
<b>ALTERNATE AMMUNITION</b>			
Armor Piercing	--	--	x2
High Explosive	--	--	x5
Tracer	--	--	x4
Rubber	--	--	x2
Hollow Point	--	--	x2
Silver	--	--	x4

**Type:** injection/poison; **Save:** Fortitude DC 15

**Frequency:** 1/minute

**Effect:** The target is sickened. **Cure:** 2 consecutive saves

## ALTERNATE AMMUNITION

Certain weapons can have their standard ammunition altered with a more advanced substitute. Some variants deliver more damage while others fill a specific purpose against an enemy. Some ammunition can only be used with specific ammo types.

**Rules on Alternate Ammunition:** You cannot mix alternate ammunition types in the same clip. You can only use one type of alternate ammunition property per turn.

**Armor Piercing:** *Benefit:* +1 damage on each damage die, ignore 5 of a target's hardness or resistance; *Drawback:* You cannot score a critical hit; *Use:* Caseless rounds, ESP bullets, gauss iron flechettes, sabot SPPs, traditional bullets, heavy shells.

**High-Explosive:** *Benefit:* +5 ft. area; *Drawback:* None; *Use:* Any weapon with an exp value.

**Hollow Point:** *Gain:* Increase critical threat range by 1; *Drawback:* -1 to attack roll; *Use:* Caseless rounds, ESP bullets, sabot SPPs, traditional bullets.

**Rubber:** *Benefit:* Medium and smaller targets are staggered until the start of your next turn. A critical hit causes the target to be dazed instead of staggered until the start of your next turn. *Drawback:* A hit inflicts no damage; larger targets are unaffected. *Use:* Caseless rounds, ESP bullets, sabot SPPs, shotgun shells, traditional bullets; *Requirement:* Non-auto or non-heavy auto.

**Silver:** *Benefit:* The hit counts as being silver; *Drawback:* None

**Tracer:** *Benefit:* +1 bonus to attack rolls past the first range increment; *Drawback:* -2 damage on each damage die; *Use:* Caseless rounds, ESP bullets, gauss iron flechettes, sabot SPPs, traditional bullets; *Requirement:* Auto or heavy auto weapons only.

# GRENADES & EXPLOSIVES

**Grenades:** These explosives come equipped with either an impact detonator or a 1-round timer detonator (exploding at the beginning or end of your next turn—your choice—as a free action). They can be used as a grenade (thrown or in a launcher) without requiring a Demolitions check. When done so, employ a Grenade Attack instead of an Explosives Attack. A grenade can still be used with another detonator but this requires the purchase of a detonator and the use of the Demolitions skill to plant it. Select which of the two given detonators you are employing when throwing the grenade (technically, it is a single detonator but for rules purposes, they are counted as separate). Some modified grenades can be thrown but many cannot (like wire triggered).

**Explosives:** Explosives all require a detonator and are not equipped with one. Some explosives are not designed to be used as an explosive and may be overly sensitive as well as cumbersome. Explosives can be triggered without a Demolitions skill roll but one is required to plant a detonator.

**Physical:** Grenades and explosives with the physical damage type knock Medium or smaller targets prone that don't save against the Reflex DC.

**Range:** All grenades and explosives 2 lbs. or less can be thrown a can be thrown a maximum of 60 feet. Explosives heavier than 2 lbs. can be thrown a maximum of 30 feet. You cannot effectively throw any explosives larger than 5 lbs. A GM can alter these values if the thrower has a high Strength.

## READING THE TABLE

**Exp:** All explosives have the Exp property (see Weapons). This entry indicates the area size. All targets within the radius are attacked.

**Detonator:** This indicates the type of detonator required to trigger the explosive: *Ignition*—requires an ignition source (a flame or another explosive); *Explosive*—requires another explosive (it will not detonate with an ignition); *Detonator*—requires an actual detonator (it will not detonate otherwise). *Note:* Grenades are equipped automatically with an impact detonator or 1-round timer detonator (choose when employing the grenade).

**Symp (Sympathetic):** A "yes" indicates it can be detonated if caught in the radius of another explosion. A "no" indicates it cannot but it doesn't mean it cannot be used as an explosive. You may have to wire a detonator or plant an explosive directly to it. If so, then it will detonate.

**Properties:** Like weapons, explosives have weapon properties.

**EL:** For all explosives, the Enhancement Level is applied to damage rolls.

## COMBAT WITH GRENADES AND EXPLOSIVES

Most explosives listed can be either a grenade or a planted explosive. Grenades can be thrown or loaded into a grenade launcher and they detonate upon impact or on your next turn (beginning or ending). You select this when using the grenade. Planted explosives require a detonator and a demolitions check.

## USING GRENADES

When making a grenade attack (or an attack where you throw an explosive), you pick a square in range (based on your Strength). All targets in the blast radius must beat the Reflex DC or take full damage. Targets that make the save take half damage.

**Impact Square:** The explosive will inflict twice the dice of damage to any creatures in the same square as where the grenade lands (a 1d6 concussion grenade will inflict 2d6 to any creature occupying the same square as the grenade when it detonates).

**Direct Attack:** With grenade launchers, rocket launchers, ground heavy guns, plasma artillery systems, and any other firearm with an "exp" value, you can attempt to impact the explosive directly on the target. In this case, you make a ranged attack to the target (adding in the EL of the launcher to the attack roll). If you miss, you still proceed with the explosive attack. The advantage of firing directly at a target is the potential of scoring a critical hit.

**Reflex DC:** The Reflex DC for half damage is determined by the following formula:

*10 + your Dexterity or Strength modifier + ½ your level + the Enhancement Level of the explosive*

Some grenades like EMP and Nerve don't have Reflex saves.

## USING DEMOLITIONS

When detonating an explosive, all targets in the blast radius must beat the Reflex DC or take full damage. Targets that make the save take half damage.

**Ground Zero:** The explosive will inflict twice the dice of damage to any creatures in the same square as where the explosive detonates (a 1d6 barrel of auto fuel will inflict 2d6 to any creature occupying the same square as fuel when it detonates).

**Reflex DC:** The Reflex DC for half damage is determined by the following formula:

*10 + your skill ranks in Demolitions (ranks, not bonus) + your Intelligence modifier + the Enhancement Level of the detonator.*

## GRENADES & EXPLOSIVES

Weapon	Damage	Type	Exp	Weight	Cost (€)	EL	Symp	Detonator
<b>GRENADES</b>								
Concussion	1d4	Physical	5 ft.	½ lbs.	10	1	No	Detonator
EMP	None	None	15 ft.*	½ lbs.	200	3	No	Detonator
Flashbang	Special	Special	10 ft.	½ lbs.	50	1	No	Detonator
Fragmentation	1d8	Physical	10 ft.	½ lbs.	50	1	No	Detonator
	1d10	Physical	10 ft.	½ lbs.	200	2	No	Detonator
	2d6	Physical	10 ft.	½ lbs.	600	3	No	Detonator
High-Yield (HMX)	2d6	Physical	5 ft.	½ lbs.	75	1	No	Detonator
Nerve Toxin	2d8	Poison	5/10/15 ft.	½ lbs.	500	4	No	Detonator
Plasma	2d8	Fire	15 ft.	½ lbs.	2,000	5	No	Detonator
Riot	None	Poison	5/10/15 ft.	½ lbs.	75	1	No	Detonator
Smoke-Signal	None	None	0	½ lbs.	5	0	No	Detonator
Smoke-Screening	None	None	10/15/20 ft	½ lbs.	10	0	No	Detonator
White Phosphorus	1d8	Fire	5/10/15 ft.	½ lbs.	250	1	No	Detonator
<b>EXPLOSIVES</b>								
Auto Fuel	1d6	Fire	5 ft.*	1g. / 8lbs.	5	0	Yes	Ignition
Exposed gunpowder	1d6	Physical	5 ft.	1 lbs.	10	0	Yes	Ignition
Fertilizer / ANFO	1d6	Physical	5 ft.	1 lbs.	10	0	No	Explosive
Jet Fuel	1d8	Fire	5 ft.*	1g. / 8lbs.	10	0	Yes	Explosive
Composition L1	1d10	Physical	5 ft.**	1 lbs.	50	2	No	Detonator
Composition L2	1d10	Physical	5 ft.**	1 lbs.	300	3	No	Detonator
Composition L3	1d10	Physical	5 ft.**	1 lbs.	900	4	No	Detonator
Composition L4	1d10	Physical	5 ft.**	1 lbs.	4,000	5	No	Detonator
Nitroglycerin	1d12	Physical	5 ft.	1 lbs.	50	0	Yes	Explosive
TNT	1d8	Physical	5 ft.	1 lbs.	20	0	Yes	Explosive

\*This explosive only has a normal area burst effect and doesn't carry the Exp property (the area of effect cannot be moved or altered).

\*\*The area of effect can be modified.

**Opportunity Attacks:** The planting of explosives grant opportunity attacks.

**Additional Blocks:** For every additional block of explosive used per square or 5-foot area (all the explosives in the square wired to the attack), increase the damage by that added explosive's damage value. For every two additional blocks wired to an attack, add an additional 5 feet to the damage radius.

**Expert Demolitionist:** You gain a bonus to all damage rolls with planted explosives you set equal to half your ranks in Demolitions.

**Triggers:** You can trigger as many detonators as you wish in a turn, granted they are all remote detonation. There is no limit on the number of immediate actions for trigger detonators in a round.

**Damaging Structures:** Against structures or items you inflict maximum damage. This doesn't apply to non-structures caught in the same blast. In this case, separate the attacks and damage values between the structure and normal targets.

**Direct Attachment:** If you attach an explosive directly to a target or have explosives in the same square of a target that is unwilling or incapable to evade the attack, the target automatically fails the Reflex save and takes maximum damage (as if it was a structure)

**Detonating Collateral Explosives:** Explosives or explosive material caught in the area of detonated explosives have a 50% chance to go off as well. Roll for each square that contains collateral explosives and for each type of collateral explosive (referring to the explosives table). The GM may override this rule depending on each unique situation whether explosives caught in the pressure and heat of an explosion detonates. A mouldable explosive may not go up but a tank of gasoline might. If so, the collateral explosive is included in the initial attack only if the collateral explosive is located in the same square as the primary explosion. If in a separate square, the collateral explosive is handled as a separate attack. Collateral explosives can be hidden in crates, in vehicle tanks, or on people (whether alive or dead). The following possible



explosives cannot detonate on their own: Ammunition (All), flamethrower tanks, and warheads (rockets/missiles).

*Example:* If you strap an explosive to a tank of gas, the tank can be considered part of the primary explosion. Therefore, it adds damage and increases blast radius of the initial attack. If caught in a separate square, it explodes as well, but is handled separately.

**Proxy Detonation:** If a character that sets an explosive with a timed or triggered detonator is killed, rendered unconscious or otherwise indisposed, the explosive still goes off per its conditions as if the character was alive and alert for the detonation. Further, if another character sets off a remote detonator prepared by another character, the character who set the original explosive (and rolled the Demolition skill) sets the Reflex DC. If the explosive is thrown, then choose the higher Reflex DC between the creator and the thrower.

**After-effects:** After an explosive or grenade is detonated, the affected squares provide cover for 1 round (until the end of the beginning of the next turn in which it is detonated).

## EXPLOSIVE AND GRENADE TYPES

**Composition Explosive:** This soft, malleable explosive is less effective for grenade use, being more specialized for standard demolition. It can be cut, formed, wrapped, and combined with others of its type. Composition explosive is more expensive than standard explosive but effective in its capacity. It is also extremely stable.

*Special:* Part of the case used to transport this explosive can also be used to direct the blast upon detonation. Upon a successful Demolitions skill check, you can alter a 5-foot radius to a 10-foot cone. You must determine which area is being affected by the explosive when you set it and once set and your Demolition skill rolled, you cannot alter the explosive pattern without starting over. You cannot improve the affected area of a cone beyond 30 feet (with additional explosives).

**Concussion:** This light explosive uses air pressure as well as shrapnel to disrupt enemy lines. They are often employed as mines and in air bursts to break up dense collections of personnel.

*Special:* Targets 1 hit dice or less that fail the Reflex save are killed.

**EMP:** EMPs don't inflict any damage, but instead, discharge an electromagnetic burst that disrupts electronics.

*Special:* When detonated, all cell-powered technology stops working for 1d4 minutes. Vehicles suffer a -5 penalty to all Vehicle Operation skill checks for 5 minutes. The vehicle brakes every turn until it saves.

**Flash bang:** Also simply referred to as a stun grenade, a flash bang reduces the combat effectiveness of opponents by confusing and disorientating them with sudden blinding magnesium generated light and a deafening blast. The

grenade body doesn't actually fragment so no shrapnel is dispersed.

*Special:* It won't cause permanent injury, but those hit are blinded, deafened, and staggered until the end of your next turn. They remain staggered for 1d4 turns after.

*Save:* The save to ignore the effects of this explosive is Will instead of Reflex.

**Fragmentation:** Frags are designed purely as an antipersonnel explosive by discharging dozens of plastic or steel flechettes blowing out along with fragments of the explosive's own shell. This deadly shrapnel shreds anything it touches.

**Fuel, Auto/Jet:** Despite what movies will have you believe, it's not easy to set jet fuel ablaze. Standard automotive fuel, however, is very different.

*Special:* The blast radius is also on fire for 3d6 minutes. Any target moving into an affected square on its turn or any target beginning its turn in an affected square suffer the basic damage of the fuel (1d6 or 1d8).

**Nerve Toxin:** A deadly and illegal weapon, this grenade expels a gas that attacks the nerve cells of a living creature. Paralysis sets in, followed quickly by death. A potent gaseous mixture blending a batrachotoxin and taipoxin and several other agents produces a deadly gas that causes complete paralysis of all muscles by stopping the release of acetylcholine. By blocking nerve pulses to the muscles, the subject dies from asphyxiation or heart failure.

*Property:* Nerve toxin grenades are a gas effect that only affects living creatures. After detonation, the area continues to affect any creatures entering it for 1d4 minutes. After detonation, the nerve toxin grenade fills a 5-foot radius, area expanding an additional 5 feet each turn until reaching 15 feet.

## NERVE TOXIN

**Type:** poison; **Save:** Fortitude DC 20

**Frequency:** 1/round

**Effect:** 1 Con damage, 2d6 damage, and the target is sickened; **Cure:** 2 consecutive saves; **Special:** If the target fails two consecutive times, the sickened condition is upgraded to nauseated. A target attempting to roll to save while inside the affected area suffers -4 to his roll.

**Nitro-glycerine:** One of the oldest explosives, nitro is not longer actively used due to its instability.

*Special:* Nitro-glycerine will always detonate if caught in the blast radius of another explosive, if dropped from a height of more than 5 feet, or if ignited.

**Riot Grenade:** Riot grenades are used usually to disperse crowds and disorientate attackers. The grenade doesn't explode but rather opens valves, releasing the compressed nerve gas. The gas replicates a smoke field, except it causes skin and eye irritation on contact, throat and nose irritation if inhaled.

*Special:* Riot grenades are a gas effect that only affects living creatures. After detonation, the area continues to affect any creatures entering it for 1d4 minutes. After detonation, the riot grenade fills a 5-foot radius, area expanding an additional 5 feet each turn until reaching 15 feet.

## RIOT GRENADE

**Type:** poison; **Save:** Fortitude DC 15

**Frequency:** 1/round

**Effect:** The target is sickened and staggered; **Cure:** 1 save;

**Special:** If the target fails two consecutive times, the sickened condition is upgraded to nauseated. If the target fails three consecutive times, it is also blinded. A target attempting to roll to save while inside the affected area suffers -4 to his roll.

**Smoke Grenade:** There are three types of smoke grenades: screening grenades, signal grenades, and white phosphorous grenades. Most smoke grenades are employed as signalling devices, though they can also be used to screen unit movements and conceal advancement and hinder enemy fire. Signal smoke grenades cannot be used for screening, though screening grenades can be used as a signal grenade. Screening grenades either expel a hexachloroethane/zinc (HC) mixture that is also an irritant or a terephthalic acid mixture (TA), which is harmless. Signal grenades use potassium chlorate, lactose, and a colored dye to work. Signal grenades are available in several colors, including white, red, yellow, green, and purple. The white phosphorus grenade is a smoke grenade with an explosive burst. Rather than burning to make smoke, the phosphorous ignites in the air after spreading. The brilliant yellow flame produces phosphorus pentoxide, the smoke, as a by-product. The intense heat allows the grenade to double as an antipersonnel weapon. The heat is devastating in close quarters.

*Screening Special Rule:* After detonation, the smoke grenade fills a 10-foot radius, area expanding an additional 5 feet each turn until reaching 20 feet. The smoke obscures all sight, including dark/night vision. Everyone inside or on opposite sides of the smoke from an attack are granted total concealment. Smoke grenades last for 1d4 minutes. Wind can disperse the smoke as well.

*White Phosphorus Special Rules:* This grenade has the same effect as the screening grenade except it also delivers damage to targets inside. Targets entering or passing through the affected area automatically suffer damage without a Reflex save (Reflex saves are only for the initial impact). White Phosphorus damage cannot be increased by direct fire, ground zero, impact square, or a critical hit.

**TNT (Trinitrotoluene):** TNT is the standard explosive to which all others are compared. Although not employed in modern industry or military applications, it is still

common in black market circles and in civilian use (e.g.: mining). Unlike mouldable explosive, TNT can accidentally detonate if caught in the blast of another explosion.

# ARMOR

## READING THE ARMOR TABLE

**Enhancement Level (EL):** The Enhancement Level of the item is applied as an enhancement bonus to AC.

**Hit Points:** Powered or advanced armor are machines with their own hit point value. These are the hit points of the suit.

**Cell:** The power usage of the armor. Some armor operates without power but does not offer its additional benefits. Power armor cannot operate without a power cell. All armor that utilizes a cell uses one charge every hour.

**Threshold:** The maximum number of hit points you can transfer from an attack to a powered armor's hit points. Remaining damage is shunted to the character. This takes no action.

## RULES WITH ADVANCED ARMOR

Any armor with hit points is advanced armor, requiring a specific proficiency. These are powered mechanized units controlled by a pilot inside. While several are not much bigger than their controllers, others weigh several tons and can tower over fifteen feet. Even though these are powered armor, Large suits can still squeeze like any other creature.

**Hit Points & Threshold:** Despite having hit points, advanced armor also possesses a threshold, which is the maximum value of damage you can remove with each hit from the suit's hit points. If advanced armor is reduced to 0 hit points, it can no longer absorb damage, but is still functional.

**Power:** All powered armor uses power cells, requiring one charge per hour of use. Unlike weapons, changing a battery cell on an armor requires a full round action.

**Weight:** Powered armor can support their own weight, thus do not encumber the user. Their movement value is also fixed, despite any other gear the user may be carrying.

## ARMOR DESCRIPTIONS

**Advanced Wasteland Armor:** An evolved form of the full combat warrior, the wasteland suit was based off of designs used in space travel. Cooling systems maintain internal temperature in the harshest environments. A sealed helmet processes external gases.

*Defense Bonus:* Gain the Enhancement Level of the armor as an enhancement bonus to Fortitude saves.

*Mask:* You are immune to inhaled poisons.

*Resistances:* Gain resist cold 5 and fire 5.

## LIGHT ARMOR

Armor	Cost (€)	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed 30ft.	Speed 20ft.	Weight	HP	Thres.	Cell	EL
<b>STARTING ARMOR</b>												
Synthetic weave	25	+2	+6	0	5%	30ft.	20ft.	7 lbs.	--	--	--	0
Ballistics armor	40	+3	+5	-1	15%	30ft.	20ft.	20 lbs.	--	--	--	0
<b>SUPERIOR ARMOR</b>												
Synthetic weave	1,000	+2	+7	0	4%	30ft.	20ft.	6 lbs.	--	--	--	1
	4,000	+2	+7	0	3%	30ft.	20ft.	5 lbs.	--	--	--	2
	9,000	+2	+8	0	2%	30ft.	20ft.	4 lbs.	--	--	--	3
	16,000	+2	+8	0	1%	30ft.	20ft.	3 lbs.	--	--	--	4
	25,000	+2	+9	0	0%	30ft.	20ft.	3 lbs.	--	--	--	5
Ballistics armor	1,000	+3	+5	-1	14%	30ft.	20ft.	20 lbs.	--	--	--	1
	4,000	+3	+6	-1	15%	30ft.	20ft.	20 lbs.	--	--	--	2
	9,000	+3	+6	-1	15%	30ft.	20ft.	20 lbs.	--	--	--	3
	16,000	+3	+6	0	15%	30ft.	20ft.	20 lbs.	--	--	--	4
	25,000	+3	+6	0	15%	30ft.	20ft.	20 lbs.	--	--	--	5
Spider-silk suit	25,000	+3	+6	0	20%	30ft.	20ft.	20 lbs.	--	--	--	4
	38,000	+3	+6	0	20%	30ft.	20ft.	20 lbs.	--	--	--	5
Skinplate	78,000	+3	+8	-1	15%	30ft.	30ft.	265 lbs.	25	2	H10	4
	90,000	+3	+8	-1	15%	30ft.	30ft.	265 lbs.	25	2	H15	5
Aurora-Advanced	95,000	+3	+8	0	20%	35ft.	35ft.	450 lbs.	30	3	H15	5

**Targeting:** You gain a +1 inherent bonus to damage rolls with ranged weapons when firing past the first range increment.

**Special:** Only the targeting system works off the battery and is the only system rendered ineffective if the suit is neutralized by a pincher or EMP weapon.

**Aramid Combat Suit:** Over the regular survival suit, the combat suit employs and blends harder materials, from rigid plates and flexible aramids. Additional layers of nylon separate staggered sheets of thin polymer plastic.

**Defense Bonus:** Gain the Enhancement Level of the armor as an enhancement bonus to Fortitude saves.

**Resistance:** This suit has resist fire 5.

**Aramid Survival Suit:** Aramids employs a combination of flexible aramid fabrics and rigid ceramic and metal plates. This suit covers the wearer completely, sealing her from the outside environment.

**Defense Bonus:** Gain the Enhancement Level of the armor as an enhancement bonus to Fortitude saves.

**Resistances:** This suit has resist fire 5 and cold 5.

**ARMOR - Jag:** A heavier version of the Wraith, the Jag was designed first and reached the prototype phase before being halted and replaced by the Wraith. Its weight was trimmed and more advanced muscle fibers were woven. The Wraith became the iconic image of power suit design. The Jag was destined to history until a need arose for a slightly heavier variant of the popular model to back up the Wraith. The Jag looks notably larger than its cousin though still a dwarf in comparison to the larger THOR. It shares the organic aesthetic dominant with FastCore's design.

**Amplified Strength:** Gain the Enhancement Level of the armor as an enhancement bonus to Strength-based ability checks and skill checks.

**Defense Bonus:** Gain the Enhancement Level of the armor as an enhancement bonus to Fortitude saves. Gain half the armor's Enhancement Level (rounded up) as an enhancement bonus to Reflex saves.

**Boosters:** Gain a +5 enhancement bonus to Acrobatics checks when performing a jump.

## MEDIUM ARMOR

Armor	Cost (€)	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed 30ft.	Speed 20ft.	Weight	HP	Thres.	Cell	EL
<b>STARTING ARMOR</b>												
Force body vest	50	+4	+4	-3	20%	30ft.	20ft.	20 lbs.	--	--	--	0
Aramid combat suit	150	+5	+3	-4	25%	30ft.	20ft.	25 lbs.	--	--	--	0
<b>SUPERIOR ARMOR</b>												
Force body vest	1,000	+4	+4	-3	20%	30ft.	20ft.	20 lbs.	--	--	--	1
	4,000	+4	+4	-3	15%	30ft.	20ft.	20 lbs.	--	--	--	2
	9,000	+4	+4	-3	15%	30ft.	20ft.	15 lbs.	--	--	--	3
	16,000	+4	+4	-3	10%	30ft.	20ft.	15 lbs.	--	--	--	4
	25,000	+4	+4	-3	10%	30ft.	20ft.	15 lbs.	--	--	--	5
Aramid combat suit	8,000	+5	+3	-4	25%	30ft.	20ft.	25 lbs.	--	--	--	1
	13,000	+5	+3	-4	25%	30ft.	20ft.	25 lbs.	--	--	--	2
	20,000	+5	+3	-4	25%	30ft.	20ft.	25 lbs.	--	--	--	3
	29,000	+5	+3	-4	25%	30ft.	20ft.	25 lbs.	--	--	--	4
	41,000	+5	+3	-4	25%	30ft.	20ft.	25 lbs.	--	--	--	5
Aramid survival suit	17,000	+6	+3	-4	25%	20ft.	15ft.	25 lbs.	--	--	--	2
	25,000	+6	+3	-4	25%	20ft.	15ft.	25 lbs.	--	--	--	3
	34,000	+6	+3	-4	25%	20ft.	15ft.	22 l lbs.	--	--	--	4
	44,000	+6	+3	-4	25%	20ft.	20ft.	22 l lbs.	--	--	--	5
Blinder-mail	31,000	+4	+4	-3	25%	30ft.	20ft.	25 lbs.	--	--	H30	4
	43,000	+4	+5	-3	25%	30ft.	30ft.	22 lbs.	--	--	H40	5
Nanotech armor	53,000	+4	+5	-3	40%	30ft.	30ft.	25 lbs.	--	--	H5	4
	72,000	+4	+5	-3	45%	30ft.	30ft.	25 lbs.	--	--	H8	5
THOR - Demigod	48,000	+6	+3	-3	40%	30ft.	30ft.	650 lbs.	30	5	H15	3
	76,000	+6	+3	-3	40%	30ft.	30ft.	650 lbs.	35	5	H20	4
ARMOR - Vulture	52,000	+5	+3	-4	45%	30ft.	30ft.	350 lbs.	20	5	H20	4
	65,000	+5	+3	-4	45%	30ft.	30ft.	350 lbs.	25	5	H25	5
Combat Evolved Power Slave	96,500	+6	+3	-5	50%	30ft.	30ft.	1,950 lbs.	35	5	H10	4
	133,500	+6	+3	-4	50%	30ft.	30ft.	1,950 lbs.	45	5	H12	5

**Gauntlets:** Unarmed attacks with armor do base 1d8 damage. Increase the damage dice by one step (1d8 to 1d10 to 1d12 to 2d6 to 2d8 to 2d10). Add the Enhancement Level of the armor as an enhancement bonus to attack and damage rolls.

**Large Armor:** The jag is a Large armor. It has reach.

**Mask:** You are immune to inhaled poisons.

**Resistances:** Gain resist fire 5, acid 5, cold 5

**Special:** The jag requires a power cell to operate and none of its functions work without it.

**ARMOR - Vulture:** The latest design out of FastCore was initially thought to compete against Contech's THOR line. Even though it was twice the weight of FastCore's other models, the Vulture is nothing like its competition. The first brochures billed it as "ground-based mobile anti-armor machine" and initial tests appeared to prove that

## HEAVY ARMOR

Armor	Cost (€)	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed		Weight	HP	Thres.	Cell	EL
						30ft.	20ft.					
<b>STARTING ARMOR</b>												
Flack longcoat	200	+7	+1	-6	35%	20ft.	15ft.	35 lbs.	--	--	--	0
Carbide armor	1,000	+8	+1	-5	35%	20ft.	15ft.	35 lbs.	--	--	--	0
Yowie suit	750	+7	+0	-7	40%	20ft.	15ft.	35 lbs.	--	--	--	0
<b>SUPERIOR ARMOR</b>												
Flack longcoat	1,000	+7	+1	-6	35%	20ft.	15ft.	35 lbs.	--	--	--	1
	4,000	+7	+1	-6	35%	20ft.	15ft.	32 lbs.	--	--	--	2
	9,000	+7	+1	-6	35%	20ft.	15ft.	30 lbs.	--	--	--	3
	16,000	+7	+1	-5	35%	20ft.	15ft.	29 lbs.	--	--	--	4
	25,000	+7	+1	-5	35%	20ft.	15ft.	27 lbs.	--	--	--	5
Carbide armor	2,000	+8	+1	-5	35%	20ft.	15ft.	35 lbs.	--	--	--	1
	5,000	+8	+1	-5	35%	20ft.	15ft.	34 lbs.	--	--	--	2
	10,000	+8	+1	-5	35%	20ft.	15ft.	33 lbs.	--	--	--	3
	17,000	+8	+1	-5	35%	20ft.	15ft.	32 lbs.	--	--	--	4
	26,000	+8	+1	-5	35%	20ft.	15ft.	31 lbs.	--	--	--	5
Yowie suit	2,750	+7	+0	-7	40%	20ft.	15ft.	35 lbs.	--	--	--	1
	6,750	+7	+0	-7	40%	20ft.	15ft.	33 lbs.	--	--	--	2
	12,750	+7	+0	-6	40%	20ft.	15ft.	32 lbs.	--	--	--	3
	21,750	+7	+1	-6	40%	20ft.	15ft.	31 lbs.	--	--	H20	4
	32,750	+7	+1	-6	40%	20ft.	15ft.	30 lbs.	--	--	H30	5
Tactical body armor	9,750	+7	+1	-6	40%	20ft.	15ft.	30 lbs.	--	--	--	1
	14,750	+7	+1	-6	40%	20ft.	15ft.	30 lbs.	--	--	--	2
	22,750	+7	+1	-6	40%	20ft.	15ft.	29 lbs.	--	--	--	3
	31,750	+7	+2	-5	40%	20ft.	15ft.	29 lbs.	--	--	--	4
	41,750	+7	+2	-5	40%	20ft.	15ft.	28 lbs.	--	--	--	5
Advanced wasteland	24,600	+8	+0	-6	45%	20ft.	15ft.	40 lbs.	--	--	--	2
	31,600	+8	+0	-6	45%	20ft.	15ft.	39 lbs.	--	--	--	3
	43,600	+8	+1	-6	45%	20ft.	15ft.	38 lbs.	--	--	--	4
	54,600	+8	+1	-6	45%	20ft.	15ft.	37 lbs.	--	--	--	5
Tech-mail	19,750	+8	+1	-5	35%	20ft.	15ft.	35 lbs.	--	--	--	3
	29,750	+8	+1	-5	35%	20ft.	15ft.	35 lbs.	--	--	--	4
	40,750	+8	+1	-5	35%	20ft.	15ft.	35 lbs.	--	--	--	5
Full combat warrior	19,000	+9	+1	-6	45%	20ft.	15ft.	40 lbs.	--	--	--	2
	26,000	+9	+1	-6	45%	20ft.	15ft.	40 lbs.	--	--	--	3
	35,000	+9	+1	-6	45%	20ft.	15ft.	40 lbs.	--	--	--	4
	46,000	+9	+1	-6	45%	20ft.	15ft.	40 lbs.	--	--	--	5

## HEAVY ARMOR [Cont.]

Armor	Cost (€)	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed 30ft.	Speed 20ft.	Weight	HP	Thres.	Cell	EL
<b>SUPERIOR ARMOR (Cont.)</b>												
	46,000	+9	+1	-6	45%	20ft.	15ft.	40 lbs.	--	--	--	5
THOR-Vandal	50,000	+9	+0	-10	70%	30 ft.	30 ft.	10,000 lbs.	50	50	H10	3
	62,500	+9	+0	-7	70%	30 ft.	30 ft.	10,000 lbs.	60	60	H12	4
Mobile motor armor	99,500	+9	+1	-6	50%	30ft.	30ft.	3,950 lbs.	35	5	H10	4
	125,500	+9	+1	-5	50%	30ft.	30ft.	3,950 lbs.	45	5	H12	5
ARMOR-Jag	79,000	+9	+2	-5	50%	30ft.	30ft.	4,050 lbs.	40	5	H10	4
	110,500	+9	+3	-4	50%	30ft.	30ft.	4,050 lbs.	45	5	H12	5
THOR-Absolon	141,500	+10	+0	-6	65%	30ft.	30ft.	4,850 lbs.	60	20	H15	5
REX	575,000	+10	+0	-6	70%	30 ft.	30 ft.	12,000 lbs.	120	120	H10	5

objective. When the final production model was revealed, very little of the prototype survived. Gone were the sharp angles and jutting flight control systems, replaced by smooth curves and vectored thrusters. The Vulture remains low to the ground as it scurries under the cover of terrain, striking opponents while never offering itself as a target. Although larger than its FastCore cousins, the Vulture is built along the same themes.

**Defense Bonus:** Gain the Enhancement Level of the armor as an enhancement bonus to Reflex saves and Fortitude saves.

**Boosters:** You gain a +5 enhancement bonus to Acrobatics checks when performing a Jump. You never take damage from a fall if you are conscious. You always land on your feet.

**Disruption Recovery:** Once a day, as a swift action, if your armor is disrupted by an EMP or pincher weapon, it comes back online.

**Jump Jets:** You gain the effects of the *Fly* spell. You can fly as many minutes a day as the suit's Enhancement Level.

**Special:** Entering and powering the suit is the same as full plate armor. If this armor disrupts via an EMP or pincher weapon, it does not go immobile. Only its abilities are nullified.

**Aurora-Advanced:** With neubotics becoming commonplace, dozens of smaller companies tried to make an impact in the various emerging markets dealing with the technology. Powered armor was no exception and when Canadian-based Equino announced they were releasing an independent powered armor meant for the private sector, few countries paid it any mind. Designed to be a multi-

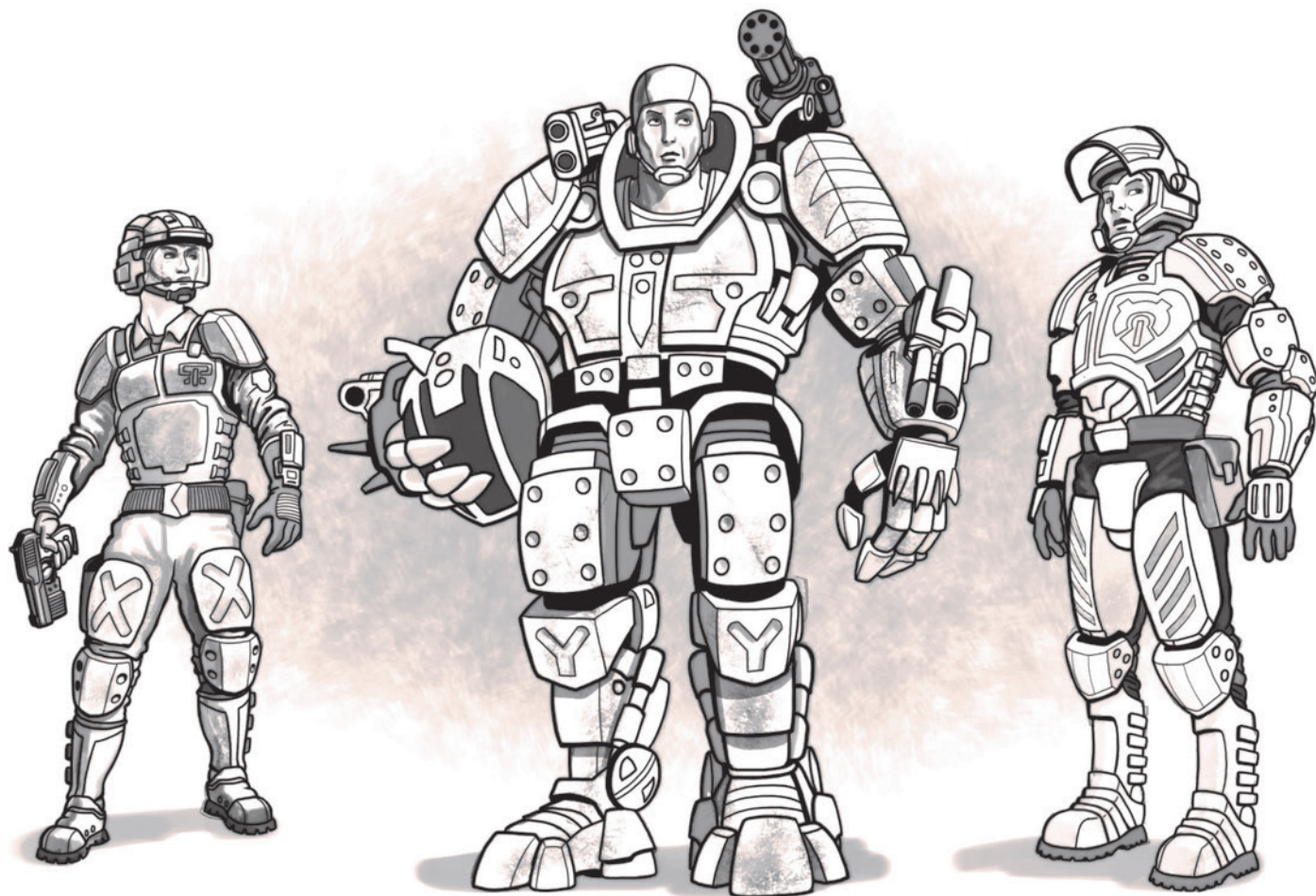
purpose utility suit, the Aurora was intended for deep-sea diving, radioactive decontamination, and expeditions in severe cold. The prototype was given to Rocky Mountain Rescue for a six-month trial. The performance results were far beyond any expectations and preorders were filled, not with search and rescue, but by extreme weather Special Forces teams. Norway, Sweden, and Russia all placed orders for the Aurora, which was equally as talented in extreme heat as well as the extreme cold. While Contech and FastCore can be considered the Ferrari and Porsche of the powered armor set, Equino settled as the Pagani or Saleen. Their status as an exotic armor alternative filled in quotas for the next ten years. The Aurora-Advanced is the latest version of this svelte and maneuverable armor, popular in Europe and Asia. Despite attempts by American politicians, supported obviously by Contech, to force Equino to terminate their business practice of selling abroad, Equino refuses to do so, insisting the design is purely civilian in manufacturer, regardless of its end result. Canadians hold up the Aurora with pride, with many calling it the "Avro Arrow of the 21st century." The DPS recently acquired one through a government grant (Canada purchased one and offered it to Archon free of charge).

**Air Cushion:** You reduce fall distance by twenty feet when calculating damage and suffer half damage from falls.

**Gravity Anchors:** You gain a +5 enhancement bonus to Climb checks.

**Gravity Drive:** You suffer no damage from a fall.

**Defense Bonus:** You gain your Enhancement Level as an enhancement bonus to Reflex saves and Fortitude saves.



*Disruption Recovery:* Once a day, as a swift action, if your armor is disrupted by an EMP or Pincher weapon, it comes back online.

*Jump Jets:* Use a move action and spend a battery charge. You can jump 20 ft. horizontally or vertically without needing to make an Acrobatics check.

*Maneuverability:* You gain a +5 enhancement bonus to all Acrobatics checks.

*Mask:* You are immune to inhaled poisons.

*Resistances:* Gain resist fire 5, electricity 5, and acid 5.

*Shadow Field:* Use a move action and spend a battery charge. Gain total concealment until the end of your next turn.

*Special:* The aurora requires a power cell to operate and none of its functions work without it.

**Ballistics Armor:** This is a light, but still somewhat clumsy, collection of ceramic and polymer plates placed strategically to withstand impacts without hampering manoeuvrability significantly.

**Blinder-Mail:** This resembles a lightened version of the heavier titanium carbide armor. What it offers in addition is a holographic camouflage net that can alter the physical properties of the suit to resemble nearly any terrain it is using.

*Defense Bonus:* Gain the Enhancement Level of the armor as an enhancement bonus to Fortitude saves.

*Stealth:* Gain a +5 enhancement bonus to Stealth. In addition, if you don't move on your round, you gain total concealment until the beginning of your next turn.

*Special:* Every round you receive the benefits of the Stealth ability, you use up a battery charge.

**Carbide Armor:** Super strong plates of tungsten carbide are strapped inside flexible nylons shirts and pants to offer remarkable stopping power. These plates are heavy and can be clumsy on the wearer.

**Combat Evolved Power Slave:** This suit resembles an oversized piece of medieval plate, reinforced by limbs of titanium, and amplified by synthetic muscle fibers running through the entire assembly. The CE-Power Slave is the last dinosaur of the previous generation of power armor, now eclipsed by the THOR and ARMOR lines. The CE came from an affiliation of innovative smaller companies in Sweden, Norway, Belgium and Germany called the Schwarzschild Group. Although their star had faded with time, they are still producing and selling models competitive in today's market despite being the age.

*Amplified Strength:* Gain the Enhancement Level of the armor as an enhancement bonus to Strength-based ability checks and skill checks.

*Defense Bonus:* Gain a +2 enhancement bonus to Reflex saves and the Enhancement Level of the armor as an enhancement bonus to Fortitude saves.

*Gauntlets:* Unarmed attacks with armor do base 1d6 damage. Increase the damage dice by one step (1d8 to 1d10 to 1d12 to 2d6 to 2d8 to 2d10). Add the Enhancement Level of the armor as an enhancement bonus to attack and damage rolls.

*Resistances:* You gain resist cold 5 and fire 5.

*Special:* The power slave requires a power cell to operate and none of its functions work without it.

**Flack Longcoat:** This clumsy but stylish piece of subtle outerwear contains a thick inner layer of flexible aramid patches able to resist cutting and piercing. It comes available in brown or black. It leaves the head vulnerable, even with the collar up.

**Force Body Vest:** An upgrade from basic ballistics armor, this variation is lighter, equally as resilient, and is offered in a modular configuration. This makes a proper fit to prevent stumbling.

**Full Combat Warrior:** The full combat suit is a mixture of aramid padding and titanium plates in water-resistant layers of nylon and metallic fibers covered by patterned camouflage. It offers an insulated backpack-mounted computer system that controls various systems on the suit.

*Defense Bonus:* Gain the Enhancement Level of the armor as an enhancement bonus to Fortitude saves.

*Nightvision:* You gain darkvision.

*Resistance:* You gain resist fire 5.

*Stealth:* Gain +2 enhancement bonus to Stealth checks.

*Targeting:* You gain a +1 inherent bonus to damage rolls with ranged weapons when firing past the first range increment.

*Special:* The Full Combat warrior only requires a cell for its nightvision and targeting system.

**Mobile Motor Armor:** Mobile motor armor is an umbrella term covering dozens of independent designs, prototypes, and short-run production models offered every year. No two look alike, but they all share similar properties.

*Defense Bonus:* Gain the Enhancement Level of the armor as an enhancement bonus to Fortitude saves. Gain half the armor's Enhancement Level (rounded up) as an enhancement bonus to Reflex saves.

*Gauntlets:* Unarmed attacks with armor do base 1d6 damage. Increase the damage dice by one step (1d6 to 1d8 to 1d10 to 1d12 to 2d6 to 2d8 to 2d10). Add the Enhancement Level of the armor as an enhancement bonus to attack and damage rolls.

*Large or Agile:* The armor can either be Medium and agile or Large and intimidating. If Medium, the armor gains a +5 enhancement bonus to all Acrobatic checks and a +2 enhancement bonus to Climb checks. It also gains its full Enhancement Level to Reflex saves instead of half. If

Large, the armor has a reach. Both armors can wield two-handed weapons as one-handed weapons.

*Resistances:* You gain resist cold 10 and fire 10.

*Special:* The motor mobile armor requires a power cell to operate and none of its functions work without it.

**Nanotech Armor:** The emergence of nanotech armor was decades after the micronization boom. The technology was proven but cost prohibitive and many governments didn't favor such advancement when a lost suit could affect national security. These concerns faded as nanotechnology became more commonplace. Despite this, the suit is not often employed in military circles and is usually seen with corporate security. Nanotech armor employs molecule-sized machines to alter the composition of the suit depending on the impact. The combat suit remains elastic and comfortable otherwise. Anytime an impact occurs, the micromachines react with a response of less than 0.0015 seconds. The impact point becomes immediately inflexible and solid, deflecting the attack.

*Defense Bonus:* Gain the Enhancement Level of the armor as an enhancement bonus to Fortitude saves.

*Nano-Reaction:* As many times a day as your Enhancement Level, you can nullify an enemy's critical hit as an immediate action.

*Special:* If this armor suffers disruption via a EMP or pincher weapon, the nano-reaction cannot be used until back online and the suit loses its Enhancement Level to AC.

**REX:** The largest and most intimidating suit in the world, the REX seldom appears outside major combat theaters, and even though spotted several times since first surfacing five years ago, many people suspect there may be only one. The REX, officially known as the Triple-X Behemoth, was a functional prototype first shown as a technical demo at a military convention by the now defunct Cenobyte Industries. Cenobyte sold the prototype to the US Army when the bank foreclosed. Since then, rumors continue to spread that, like all prototypes, at least two more duplicates were built and sit in mothballs somewhere, perhaps even part of a collection. The last photographic evidence of the REX appeared in Africa, under service of the US military, though experts agree that the model seen possesses notable differences from Cenobyte's.

*Amplified Strength:* Gain the Enhancement Level of the armor as an enhancement bonus to Strength-based ability checks and skill checks.

*Gauntlets:* Unarmed attacks with armor do base 1d8 damage. Increase the damage dice by two steps (1d8 to 1d10 to 1d12 to 2d6 to 2d8 to 2d10). Add the Enhancement Level of the armor as an enhancement bonus to attack and damage rolls.

*Gravity Drive:* You suffer no damage from a fall.

*Huge Armor:* You are considered a Huge creature. You gain reach 2.



*Defense Bonus:* Gain the Enhancement Level of the armor as an enhancement bonus to Reflex saves and Fortitude saves.

*Mask:* You are immune to inhaled poisons.

*Nightvision:* You gain Darkvision.

*Regeneration:* The REX heals 1 point of damage per round from to its own hit points.

*Resistances:* Gain resist fire 10, acid 10, cold 10.

*Sensor Net:* +4 enhancement bonus to Perception checks.

*Repair Drone:* As move action, spend a charge and the armor recovers 5 of its own hit points.

*Special:* The REX requires a power cell to operate and none of its functions work without it.

**Skinplate:** This is a small powered armor that leaves little to the imagination. It forms itself to the curvature of the body. A buyer cannot simply purchase one off a shelf. It must be adjusted specifically to the user. It employs a combination of lightweight polymers and aramids reinforced with carbon fullerene rings. Solid limbs are made from silicon carbide ceramic which slide perfectly to allow movement via a magnetorheological fluid. The suit covers the entire body and employs a helmet that seals the suit completely.

*Defense Bonus:* Gain the Enhancement Level of the armor as an enhancement bonus to Reflex saves and Fortitude saves.

*Boosters:* Gain a +5 enhancement bonus to Acrobatics checks when performing a jump.

*Disruption Recovery:* Once a day, as a swift action, if your armor is disrupted by an EMP or Pincher weapon, it comes back online.

*Mask:* You are immune to inhaled poisons.

*Manoeuvrability:* You gain a +5 ft. bonus to speed (already incorporated in the table).

*Resistances:* Gain resist fire 5, electricity 5, acid 5.

*Special:* Skinplate requires a power cell to operate and none of its functions work without it.

**Spider Silk Suit:** Computer controlled looms weave super thin synthetic silk into an extremely flexible nylon. When struck with any attack, the spider silk resists as hard as steel but will still flex more than soft rubber. It employs several thicker pads of carbon fiber in key areas. The spider suit allows for extreme manoeuvrability.

*Agility:* Gain a +2 enhancement bonus to all Acrobatic checks.

*Defense Bonus:* Gain the Enhancement Level of the armor as an enhancement bonus to Fortitude saves.

*Resistance:* Gain resist electricity 5.

**Synthetic Weave:** The predecessor to advanced aromatic polyamides, this full body set includes thicker pads for impact damage reduction from slashing. They are, however, vulnerable to piercing attacks. Nevertheless, they

are a popular basic outfit and the comfortable choice for many in the field.

**Tactical Body Armor:** This is a slightly detuned version of the full combat warrior armor. It offers similar protection in a lighter package. It sacrifices several of its carbide plates to make the suit less expensive for those on a budget. It does not have a computer system built in.

*Defense Bonus:* Gain the Enhancement Level of the armor as an enhancement bonus to Fortitude saves.

*Resistance:* Gain resist fire 5.

**Tech-Mail:** The most advanced non-powered armor released from bastions appeared from various sources nearly at the same time. Based on medieval scale mail, tech-mail utilizes overlapping discs no bigger than gold coins interlaced together to form a durable but flexible covering. The discs, comprised of silicon, ceramic, and titanium, spread out impacts across the entire body, allowing for greater protection. The exacting pattern of the scales is proportioned perfectly to maximize protection where needed most.

*Critical Defense:* Your AC increases by 4 when an opponent attempts to confirm a critical threat against you.

*Defense Bonus:* Gain the Enhancement Level of the armor as an enhancement bonus to Fortitude saves.

**THOR-Absolon:** The largest power armor by far is the iconic Absolon—the one image on all of Contech's posters and commercials. The Absolon isn't clumsy or slow though it cannot compete with the speed of most other designs. What it does boast is unparalleled defense capacity and offense potential. The Absolon was built as a mobile strongpoint. Where it walks is land claimed by the operator's country. Because of the weight and size, the Absolon is seldom seen in tight urban environments and is often flanked by heavy mobile artillery with the sole purpose of protecting the line from opposing anti-armor attacks. When the situation calls for armored vehicles to enter a city, it is the Absolon which walks in first. It is the iconic image of battlefield superiority. According to ConTech, only ten Absolon have ever rolled off the assembly line, all currently under the control of the United States except for two, one being loaned to the UNPK. The tenth is unaccounted for.

*Amplified Strength:* Gain the Enhancement Level of the armor as an enhancement bonus to Strength-based ability checks and skill checks.

*Defense Bonus:* Gain the Enhancement Level of the armor as an enhancement bonus to Reflex saves and Fortitude saves.

*Gauntlets:* Unarmed attacks with armor do 1d6 damage. If you already inflict 1d6 or more damage with unarmed attacks, then increase the damage dice by one step (1d8 to 1d10 to 1d12 to 2d6 to 2d8 to 2d10). Add the Enhancement Level of the armor as an enhancement bonus to attack and damage rolls.

*Large Armor:* The absolon is a Large armor. It has a reach.

*Mask:* You are immune to inhaled poisons.

*Resistances:* Gain resist fire 10, acid 10, cold 10

*Regeneration:* The absolon heals 1 point of damage per round from to its own hit points while the machine is active.

*Sensor Net:* Gain +2 enhancement bonus to Perception checks.

*Weapon Mount:* Gain a shoulder or arm mounted assembly, which frees up a hand. This mount acts as a hand or a brace for holding or mounting weapons.

*Special:* The absolon requires a power cell to operate and none of its functions work without it.

**THOR - Demigod:** The Demigod was one of two designs that emerged from the Vandal, the Absolon being the other. Unlike the Absolon, the Demigod looks fairly close to its parent. Where the Absolon was built from a front-line anti-armor perspective, the Demigod's role was exclusive anti-infantry. Its agility was boosted without a significant reduction in defense. It was equipped close combat anti-infantry and anti-armor weaponry. Alas, the demand for the Demigod slumped and the model fell out of favor in exchange for FastCore's ARMOR series. The Demigod still found circulation in certain military circles, especially in urban environments but its use outside the military sector never impacted the sales of models exclusively designed for that field.

*Firearm Stabilization:* Even though you are Medium-sized, you can wield heavy weapons as if they are two-handed small arms and super heavy weapons as if they are heavy weapons.

*Gauntlets:* Unarmed attacks with armor do base 1d6 damage. Increase the damage dice by two step (1d6 to 1d8 to 1d10 to 1d12 to 2d6 to 2d8 to 2d10). Add the

Enhancement Level of the armor as an enhancement bonus to attack and damage rolls.

*Defense Bonus:* You gain your Enhancement Level as an enhancement bonus to Reflex saves and Fortitude Saves.

*Disruption Recovery:* Once a day, as a swift action, if your armor is disrupted by an EMP or pincher weapon, it comes back online.

*Maneuverability:* You gain your Enhancement Level as an enhancement bonus to all Acrobatic checks.



*Weapon Mount:* You have a shoulder or arm mounted assembly, which frees up a hand. This mount acts as a hand or a brace for holding or mounting weapons.

*Special:* The gladiator requires a power cell to operate and none of its functions work without it. If it is disrupted by an EMP or pincher weapon, you are pinned.

**THOR - Vandal:** The Vandal was the winning prototype of the Slave-Suit contest, where a handful of companies were asked to bid on a military project funded by the United States. Contech won the competition under the condition they were allowed, under government guidance, to sell similar designs to other members of the UN Security council after a period of 15 years. With that time expired, Vandals are now seeing circulation throughout the world while the US enjoys the success of the superior Absolon, still only 3 years until its 20 year moratorium. The Vandal, like all models under the THOR umbrella, is sharp angled, industrial, and utilitarian, with attention given to defense and tactical mobility over all-out maneuverability. In the end, the Vandal was not terribly successful. Many were eventually sold at discount prices to foreign powers after the release of the Absolon and Demigod. A lot of this was placed on the miscalculation of potential mission fulfillment. The THOR line was billed as a successor to the modern tank and was deployed as one. It wasn't until the model was downgraded did it finally find its role. Like all powersuits, the Vandal is best when used in a role only it could fill. It is a ground-based tank killer, a heavy infantry support unit, and a mobile weapons platform all in one.

*Weapon Limbs:* You have neither limbs nor manipulators to hold onto external weapons. You have no

## SHIELDS

Armor	Cost (€)	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed 30ft.	Speed 20ft.	Weight	HP	Thres.	Cell	EL
Forced defense shield	75	+3	--	-1	20%	--	--	10 lbs.	--	--	--	0
Deployable Shield	11,000	*	*	*	15%	--	--	10 lbs.	--	--	H	3
	18,000	*	*	*	15%	--	--	10 lbs.	--	--	H	4
Active Dissuasion System	27,550	+2	--	--	--	--	--	5 lbs.	--	--	H/H15	4
	38,550	+2	--	--	--	--	--	5 lbs.	--	--	H/H20	5
Repulsor Engine	20,000	0/+4*	--	--	--	--	--	5 lbs.	--	--	H/H10	4
	30,000	0/+4*	--	--	--	--	--	5 lbs.	--	--	H/H12	5
Kinetic Baffle	26,000	0/+4*	--	--	--	--	--	5 lbs.	--	--	H	4
	35,000	0/+4*	--	--	--	--	--	5 lbs.	--	--	H	5
Energy Envelope	50,000	+1	--	--	--	--	--	5 lbs.	30	30	H	5

threatening reach and cannot make opportunity attacks. You are equipped with three heavy weapon mounts. Because the vandal is Large, you can install super heavy weapons as heavy weapons. Likewise you can install heavy weapons or two-handed small arms in these mounts as two-handed small arms and one-handed small arms, respectfully. You suffer a -3 penalty to attack rolls against Medium or smaller adjacent targets.

**Auto-Reload:** You have a mechanism to reload your weapons (since you have no arms). You can reload three clips/cells before needing external loading (you either have to exit the suit to reload or have an ally do it for you). Reloading takes a swift action using this system. External reloading takes a full round action.

**Large Armor:** You are considered a Large creature. This does not affect your reach or damage dice.

**Maneuverability:** You gain your Enhancement Level as an enhancement bonus to Reflex saves and Fortitude saves.

**Nightvision:** You gain Darkvision.

**Mask:** You are immune to inhaled poisons.

**Mecha:** You ignore penalties for difficult terrain.

**Resistances:** Gain resist cold 5 and fire 5.

**Special:** The vandal requires a power cell to operate and none of its functions work without it.

**Yowie Suit:** Not designed for actual combat, this clumsy but effective piece of camouflage offers some rudimentary protection. It is not terribly heavy but its overlapping layers of fake foliage renders fast movement nearly impossible. Pouches and straps conceal various other camouflage patterns which can unfold or release to alter the appearance of the suit.

**Stealth:** In any earth or forest terrain you gain the benefits from the suit. You do not suffer any armor check penalties to Stealth while in the suit. You also gain the Enhancement Level as an enhancement bonus to Stealth. In additional, if you don't move on your round, you gain concealment.

**Special:** Enhancement Level 4 and 5 suits employ holographic imaging. If you spend a battery charge and don't move on your round, you gain total concealment.

## SHIELDS DESCRIPTIONS

**Active Dissuasion System:** The successor of the forerunner energy envelope, the ADS contains a more powerful capacitor to respond to outside attack. The resulting system did not actually offer superior protection; if fact, it was slightly worse. The ADS capacitor prevents breakdown of its energy shield by temporarily overcharging the repulse field a microsecond before impact. This

maintains shield integrity, but also discharges a significant electric shock which can disable or kill nearby targets. The ADS takes two battery cells: one for its shield and one for its force feedback system.

*Augmentation:* Gain +2 inherent bonus to all melee damage rolls.

*Backpack Mount:* The energy envelope does not use up a hand.

*Force Feedback:* If you are hit by a melee attack, spend a battery charge and use an immediate action to inflict 4 electricity damage against the creature that hit you.

**Deployable Shield:** This arm-mounted device remains concealed and unobtrusive until needed. By command of its user, it instantly unfolds and slides into position to offer protection. A single energy cell is required for the deployment of the shield. While collapsed, it doesn't grant its shield bonus but it neither imposes its check nor movement penalty.

*Standard Configuration:* Use a swift action to deploy or collapse the shield. While deployed, the shield uses up a hand but grants a +2 shield bonus to AC (with a -2 check penalty).

*Tower Configuration:* Use a move action to deploy or collapse the shield. While deployed, the shield uses up a hand but grants a +4 shield bonus to AC. The maximum Dex bonus is +2, and the armor check penalty is -10 while the shield is deployed this way.

**Energy Envelope:** The most advanced active defense system available, the energy shield is capable of protecting its user from all incoming attacks. Because it covers its user to only a centimeter from his skin, it can defend against all outside attack. Its only drawback is its tendency to neutralize when its user makes a melee physical attack.

*Backpack Mount:* The energy envelope does not use up a hand.

*Hit Points:* The envelope has its own hit points, the same as advanced armor. These hit points cannot be repaired. The energy envelope regains all lost hit points if it doesn't suffer damage for eight hours.

*Limitation:* You lose your shield bonus to AC until the start of your next turn if you are hit with a melee attack.

**Forced Defense Shield:** This is a heavy titanium shield with grooves on its bottom, allowing for a firm root into the ground. There is also a locked slit which can open once it has been planted.

*Effect:* If planted into the ground, the shield remains upright and acts as cover to anyone behind it. You must be occupying the same square as the shield to receive its benefit. If you do so, you do not lose the bonus to AC against ranged attacks.

**Kinetic Baffle:** This reactive system generates a contained energy field that only responds to high energy attacks from distant targets. It cannot react to close or

massive targets and is inoperable if a target blocks its sensor net.

*Backpack Mount:* The energy envelope does not use up a hand.

*Property:* You gain the shield and enhancement bonus against ranged attacks only and only as long as no creatures are adjacent to you.

**Repulsor Engine:** This device is less a method of resisting damage and more of a way of discouraging attack. It resonates an acoustic, magnetic, and gravitational pulse from its user, preventing or dissuading targets from delivering melee attacks.

*Property:* You gain the shield and enhancement bonus against opportunity attacks only.

*Induce Pressure Wave:* The repulsor engine requires a separate cell for the pressure wave system. Use a swift action with a battery charge and all Large or smaller adjacent creatures are pushed 1 square. A creature that cannot be pushed is stunned until the start of your next turn. Sacrifice five charges to increase the area effect to 15 feet centered on you. If you use the pressure wave in any way, the repulsor engine is deactivated for one minute.

## ADVANCED ARMOR MODIFICATIONS

These modifications are only available to advanced armors and often have requirements for their addition. There is no limit to the number of modifications you can add to your advanced armor.

**Auto-Reload:** You have a mechanism to reload your weapons. You can reload three clips/cells before needing external loading (you either have to exit the suit to reload or have an ally do it for you). Reloading takes a swift action using this system.

**Boosters:** Gain a +5 enhancement bonus to Acrobatics checks when performing a jump.

**Electroactive Polymers Enhancement:** The armor gains a +2, +4, or +6 enhancement bonus to both Dexterity and Strength. You only gain these bonuses while inside the suit.

**Gravity Anchors:** You gain a +5 enhancement bonus to Climb checks.

**Gravity Drive:** You suffer no damage from a fall.

**Increased Armor:** The armor gains an inherent bonus to AC between +1 and +5. These systems do impose penalties given their weight.

**Increased Defenses:** Gain a +1 bonus to Reflex saves or Fortitude saves (select one). The armor must already have a bonus to Reflex saves or Fortitude saves to receive this increase.

**Increased Resistance:** Increase one resist value the armor already has by 5.

**Jump Jets:** You gain the effects of the *Flyspell*. You can fly as many minutes a day as the suit's Enhancement Level.

## ARMOR MODIFICATIONS

Armor	Cost (€)	Max Dex Bonus	Armor Check Penalty	Speed 30ft.	Speed 20ft.	Weight	HP	Thres.	Cell	EL
Auto Reloader	4,000	--	--	--	--	50 lbs.	--	--	H	3
EAP Enhancement (+2)	15,000	--	--	--	--	50 lbs.	--	--	--	3
EAP Enhancement (+4)	45,000	--	--	--	--	50 lbs.	--	--	--	3
EAP Enhancement (+6)	100,000	--	--	--	--	50 lbs.	--	--	--	4
Increased Defenses	6,000	--	--	--	--	50 lbs.	--	--	--	3
Gravity Anchors	6,000	--	--	--	--	30 lbs.	--	--	H	5
Gravity Drive	3,500	--	--	--	--	30 lbs.	--	--	H	5
Increased Armor (+1)	3,000	+8	--	--	--	50 lbs.	--	--	--	2
Increased Armor (+2)	9,000	+6	-1	--	--	100 lbs.	--	--	--	2
Increased Armor (+3)	19,000	+5	-2	--	--	150 lbs.	--	--	--	3
Increased Armor (+4)	35,000	+4	-3	--	--	200 lbs.	--	--	--	4
Increased Armor (+5)	55,000	+3	-4	--	--	250 lbs.	--	--	--	5
Increased Resistances	10,000	--	--	--	--	50 lbs.	--	--	--	3
Jet Boosters	5,000	--	--	--	--	250 lbs.	--	--	H	3
Jump Jets	20,000	--	--	--	--	50 lbs.	--	--	H	4
Larger Gauntlets	9,000	--	--	--	--	100 lbs.	--	--	--	3
Maneuverability Booster	25,000	--	--	+5ft.	+5ft.	50 lbs.	--	--	--	4
Nightvision	16,000	--	--	--	--	25 lbs.	--	--	H	2
Stealth Net	9,000	--	--	--	--	50 lbs.	--	--	H	4
Structural Reinforcement, Level 1	20,000	+5	-2	--	--	250 lbs.	+20	+5	--	3
Structural Reinforcement, Level 2	40,000	+4	-3	--	--	400 lbs.	+40	+10	--	4
Structural Reinforcement, Level 3	60,000	+3	-4	--	--	250 lbs.	+60	+20	--	5
Target Analysis Software (+1)	2,000	--	--	--	--	20 lbs.	--	--	H	2
Target Analysis Software (+3)	15,000	--	--	--	--	20 lbs.	--	--	H	3
Target Analysis Software (+5)	25,000	--	--	--	--	20 lbs.	--	--	H	4
Targeting System	4,000	--	--	--	--	25 lbs.	--	--	H	4

You cannot install this modification on the REX or any suit Huge or larger.

**Larger Gauntlets:** You must already have gauntlets. Increase the damage dice of your unarmed attacks by one step (1d8 to 1d10 to 1d12 to 2d6 to 2d8 to 2d10).

**Manoeuvrability Booster:** You gain a +5 ft. bonus to speed.

**Nightvision:** You gain Darkvision.

**Stealth Net:** Gain a +5 enhancement bonus to Stealth. In addition, if you don't move on your round, you gain total concealment until the beginning of your next turn.

**Structural Reinforcement:** The armor gains +20, +40, or +60 hit points. These hit points do not stack with other levels of Structural Reinforcement. Each level also offers an increase in Threshold.

**Target Analysis Software:** The armor offers a +1, +3, or +5 inherent bonus to your Combat Maneuver Defense.

**Targeting System:** You gain a +1 inherent bonus to damage rolls with ranged weapons when firing past the first range increment.

## GEAR

### READING GEAR

**Cell:** If the item requires an energy cell, its type would be listed here. The cell capacity would also be listed. If there is no capacity listed, it is considered unimportant to track its drain and, unless the item disrupts from an EMP or pincher weapon, you don't have to replace the cell.

**Price:** All costs are listed in €.

**Enhancement Level (EL):** The Enhancement Level. This affects its availability and its final price. It can also affect its relevant skill bonuses.

COMBAT ACCESSORIES				
Item	Cost (€)	Weight	Cell	EL
Bayonet Plug	20	--	--	0
Laser Sight	3,000	--	M	1
Scope, Digital	1,000	--	B20	3
Scope, Targeting	100	--	--	0
Suppressor	75	--	--	0

## GEAR DESCRIPTIONS

**Anti-Gravity Generator (Personal):** The subject using this belt device is able to fly.

*Property:* You can the effects of a *fly* spell. The generator uses one charge upon activation and one charge every minute thereafter.

**Battery Flare:** A battery powered bright candle, the charge only lasts for four hours but illuminates an area 50 feet in radius.

**Big Ear:** This tiny device wraps around one's ear and amplifies incoming acoustic data.

*Effect:* Gain a +5 to Perception checks when listening. It uses one charge upon activation and an additional charge every round.

**Binoculars:** Ranging in size from small and concealable to large and clumsy, binoculars bring distant objects into close focus. They are sturdy, waterproof, and survive falls up to 50 feet, regardless of their capacity. If broken, they cannot be repaired.

*Effect:* Reduces any penalties to Perception caused by distance by 10 when in use.

**Bayonet Plug:** This is not a weapon but an adapter to add a melee weapon to any small arm. Only one- and two-handed small arms can be equipped with a melee weapon. One-handed small arms can be equipped with a dagger only. Two-handed small arms can be equipped with any light blade. The melee weapon cannot be enchanted. You cannot equip a specialty weapon or a heavy weapon with a bayonet.

*Effect:* You can swap between the mounted melee weapon and your firearm as a free action.

**Camera Ball:** This three inch rubber ball with a weighted flat bottom can be thrown or fired from a grenade launcher. Once it lands, it transmits audio and video input from a full 360 degree arc to as much as 500 ft. (100 squares) to a receiving monitor.

**Demolitions Kit:** Needed for any decent work with explosives, the Demolitions kit includes wires, plugs, and various tools. It does not include detonators or explosives. It includes a small battery that powers a circuit tester that uses a charge every time it is employed, though that is only required for disarming explosives.

DETONATORS				
Item	Cost (€)	Weight	Cell	EL
Friend/foe trigger	300	--	B1	3
	400	--	B1	4
	500	--	B1	5
Impact trigger	5	--	--	0
Magnetic trigger	150	--	B1	2
	250	--	B1	3
	350	--	B1	4
	450	--	B1	5
Motion trigger	150	--	B1	2
Pressure trigger	50	--	--	1
	75	--	--	2
	100	--	--	3
	150	--	--	4
	200	--	--	5
Radio remote	75	--	B1	2
	125	--	B1	3
	175	--	B1	4
	250	--	B1	5
Timer	5	--	--	0
Trip trigger	10	--	--	0
	20	--	--	1
	40	--	--	2
	60	--	--	3
	80	--	--	4
	150	--	--	5
Wired Remote	50	--	B1	1
	25	--	B1	0

*Effect:* Grants the Enhancement Level of the kit as an inherent bonus to all Demotion checks.

**Detonator:** Planted explosives require a detonator to explode.

*Higher Tech:* Purchasing a higher tech detonator increases the Demolitions DC in its application but also increases the Reflex DC to avoid it.

*Friend/Foe Trigger:* This detonator can be programmed to detonate the moment a specific monster enters its blast radius. It can also be programmed to detonate for everything but specific people. There is no limit on its parameters.

*Impact Trigger:* After the safety is pulled, impact triggers detonate at the end of being thrown and thus can only be used as a grenade.

*Magnetic Trigger:* These unique detonators only function on explosive payloads 2 lbs. or less. The detonator locks on any metal object moving within 30 feet. When triggered, the detonator (and the explosive) moves up to 30 feet to attach to the target. It detonates instantly. If there is

## SKILL SYNERGIES

Item	Cost (€)	Weight	Cell	EL
Demolitions kit, level 1	300	1 lbs.	--	1
Demolitions kit, level 2	1,000	1 lbs.	--	2
Demolitions kit, level 3	5,000	1 lbs.	--	3
Medical kit, level 1	300	1 lbs.	--	1
Medical kit, level 2	1,000	1 lbs.	--	2
Medical kit, level 3	5,000	1 lbs.	--	3
Medical kit, level 4	9,000	1 lbs.	M	4
Medical kit, level 5	15,000	1 lbs.	M	5
Repair kit, level 1	300	1 lbs.	--	1
Repair kit, level 2	1,000	1 lbs.	--	2
Repair kit, level 3	5,000	1 lbs.	--	3
Repair kit, level 4	9,000	1 lbs.	M	4
Repair kit, level 5	15,000	1 lbs.	M	5

any form of cover or impedance, the detonator stops at the blocked square and detonates.

**Motion Trigger:** This detonator detects movement in its burst area and detonates regardless of the target.

**Pressure Trigger:** These trigger the moment a weight is pressed upon the detonator. They explode once weight is applied, not when it is removed. Large and larger targets automatically trigger pressure detonators upon entering a square containing one. Medium and smaller targets have a 50% chance to avoid the sensor if they enter a square with one. If the Demotion skill roll succeeds at proper placement, Medium-sized targets cannot avoid the sensor if they enter the square. The sensor can be manually adjusted to only detonate on large or larger targets.

**Radio Remote:** Both the transmitter and receiver require batteries. You can sync the radio remote to your SEED, making the detonator range unlimited. Otherwise, it is limited to 1 km.

**Timer:** Timers utilize a mechanical clock to countdown compared to a digital timer. Although one may purchase a RDR (red digital readout) for the same price, it instantly becomes a EL2 item. The actual detonator is usually chemical or mechanical.

**Trip Trigger:** This detonator requires setting up an explosive with a trip wire. You can run up to 25 feet of wire but the detonation only occurs in the square where the explosives are placed. Because the wire needs to be raised to be triggered, there is a +2 bonus to any Perception skill rolls to spot the wire.

## UTILITIES

Item	Cost (€)	Weight	Cell	EL
Anti-gravity generator	16,000	30 lbs.	H5	5
Battery cell B (5)	5	0.5 lbs.	--	1
Battery cell M (2)	50	0.5 lbs.	--	2
Battery cell H (1)	150	0.5 lbs.	--	3
Big ear	3,000	2 lbs.	M20	3
Boosters	See text	--	--	1-6
Camera ball	1,000	1 lbs.	M	3
Electro optical sensor	10,000	2 lbs.	M10	4
Flash goggles	2,600	0.5 lbs.	M5	2
Force shield	16,000	10 lbs.	H20	6
Gravity lens	9,000	2 lbs.	M	6
Grip gloves	6,000	--	M	3
Holographic generator	25,000	30 lbs.	H10	5
Infrared goggles	12,000	1 lbs.	M20	3
Lie detector	2,500	1 lbs.	M10	3
Light bender	20,000	5 lbs.	H10	6
Metal detector	1,500	2 lbs.	M30	3
Nano-healer	500	--	H5	5
Rover robot	3,000	40 lbs.	M30	3
Ultrasound goggles	25,000	1 lbs.	H20	5

**Wired Remote:** This simple form runs an electrical pulse that triggers the mechanical, chemical, or electrical detonator. The maximum range of any wired detonator is 1,000 feet. Only one battery cell is required.

**Electro Optical Sensor (EOS):** The EOS is equipped with a 360 degree motion sensor meant to detect both ground and aerial targets within 250 feet.

**Effect:** Targets must beat a DC30 Stealth or be detected. It sends all information to a source monitor that cannot be more than 100 feet away.

**Special:** It only detects movement and cannot detect incorporeal targets. One charge is used up every hour.

**Electric Torch:** These do not employ fragile bulbs but instead use electronically regulated light-emitting diodes that make the end product more efficient, brighter, and more durable for the wilderness adventurer. It employs a miniature electrical generator and capacitor. By either shaking the light or winding a crank, the capacitor charges, allowing the unit to power its LED transmitter.

**Effect:** Illuminates a 75 foot cone from the user. It lasts 10 minutes before fading out and requiring a recharge (a full round action).

**Fire Extinguisher:** Centuries of development resulted in a new multipurpose chemical. It smothers the flame and cools the target. The result is a compressed container

## UNIQUE ITEMS

Item	Cost (€)	Weight	Cell	EL
Battery flare	2	0.5 lbs.	B1	1
Binoculars	20	1 lbs.	--	0
Light sticks (5)	2	0.5 lbs.	--	0
Compass	1	--	--	0
Digital audio recorder	10	--	B	2
Digital camera	20	--	B	2
Digital video camera	25	0.5 lbs.	B	2
Electric torch	10	0.5 lbs.	--	2
Fire extinguisher	75	2 lbs.	--	0
Gas mask	1,000	1 lbs.	--	0
Handcuffs	5	--	--	0
Survival Rations (1 week)	4	1 lbs.	--	0
Lighter	1	--	--	0
Sleeping bag	10	1 lbs.	--	0
Tent (2-6 person)	10	5 lbs.	--	0
Two-way radio (1)	30	1 lbs.	B	2
Headset (1)	50	--	B	2
Laryngophone (1)	200	--	B	3
Watch, automatic	10	--	--	1

capable of putting out almost any kind of fire from combustible metals to burning oils.

*Property:* Standard action. Remove a fire effect from a square. Each container has 10 uses.

**Flash Goggles:** This simple eyewear protects the wearer from any blinding effect.

*Property:* Flash goggles respond to incoming illumination and darken within 0.0005 seconds. Use an immediate action to nullify a blinding effect. Each time it is used, 1 charge is drained.

**Force Shield:** This item cannot be held and must be rooted in the ground. When it activates, it sends up an impenetrable force field.

*Property:* Use a standard action and drain a cell to create a 4 square wall that offers cover for those behind it. Those benefiting from it can make ranged attacks through it. It uses one additional charge per round in use. It must be deactivated to be moved (standard action to deactivate).

**Gas Mask:** This flexible and compact unit, when donned, attempts to filter all outside gasses and will protect the wearer from many airborne poisons. It will not protect the user if the environment has no proper earth atmosphere at all.

*Property:* You gain a +5 inherent bonus to Fortitude saves against inhaled poisons.

**Gravity Lens:** The lens resembles a 10x13 photo frame with a handle on one side when unfolded from its compact package. When attached to a wall, it allows the user to peer through it as if looking through a window. It detects

secret doors, compartments, caches and so forth as well as snares and pits.

*Effect:* You gain a +4 inherent bonus to Disable Device checks when attempting to open a lock or disable a trap, +4 inherent bonus to Demolitions when attempting a disarm, and a +4 bonus to Perception checks when taking 10 or 20 when searching a room.

*Special:* This uses one charge on its activation and on every round thereafter.

**Grip Gloves:** These gloves allow the user to climb walls with ease.

*Property:* Pass all Climb checks when climbing. A DC of 30 is required to forcefully remove you from the wall.

**Handcuffs:** These high tensile steel restraints require a DC25 Strength check or Disable Device check to break.

**Holographic Generator:** This backpack carried device deploys its own legs when activated. The fabric of the pack conceals most of the gear. Only a reflective sphere on a pintle rises from the top. The device can make terrain look and sound like some other sort of natural terrain. Creating terrain can hide structures, equipment, and creatures within the area. The moment physical interaction occurs, the effect is nullified. This could cloak an entire party if need be.

This device is not portable and cannot be moved when activated. Theoretically, one can stage gunfire from a cloaking dome and no one can trace the location without sufficient listen checks.

*Effect:* Targets inside the field gain total concealment.

*Special:* Each hour in use exhausts a charge.

**Infrared Goggles:** These non-telescoping goggles still provide stereoscopic vision and allow the wearer to see in total darkness.

*Effect:* Grants darkvision. Each battery charge lasts one hour.

**Laser Sight:** Laser sights may be used in conjunction with scopes. They paint targets with precision where the weapon's fire will strike. This also doubles as a psychological device where some targets may be more open to intimidation if noticing a green target on their chest. A sniper may, if they wish, swap it for an infrared diode, which is invisible to everything except for night vision (darkvision). The standard sight uses a green diode pumped solid-state laser which is effective for the maximum range of any weapon.

*Effect:* Gain +1 inherent bonus to attack rolls

**Lie Detector:** No paper, needles, or wire, this device is a simple palm-shaped item that is placed gently on the subject's body.

*Effect:* Gain a +4 inherent bonus to Sense Motive checks against detecting deception. Each attempt uses a charge.

**Light Bender:** The device, usually a backpack stored with a remote bracelet to operate, creates a magnetic field,





removing the target from sight, even from darkvision and infrared.

**Property:** Use a standard action and you become invisible until the end of your next turn or until you are hit by a melee or ranged attack. Each round uses a charge.

**Light Sticks:** These don't use batteries, are cheap, and waterproof. When activated, the chemicals mix with a fluorescent dye, giving them the illumination.

**Effect:** Illuminates a 20 foot radius for one hour.

**Medical Kit:** The formidable medical kit holds bandages, pills, trauma shears, ointments, and basic stitching implements for basic injuries. Larger kits have eye pads and cooling gel pads for burns. Along with wound irrigation, syringes supply help with delivering various medications. Other implements include splints, alcohol pads, an epinephrine injector, hemostatic pads, and various scalpels and scissors for emergency surgical procedures. Trained medical professionals can pull off miracles with a medical kit. More advanced models feature scanning gear with ultrasound and x-ray emitters. Diagnostic tools assist with a prognosis. Advanced kits also feature robotic probes

capable of injecting short-lived nano-machines to repair internal injuries.

**Property:** Grants the Enhancement Level of the kit as an inherent bonus to all Heal checks.

**Metal Detector:** This small device extends a small probe that scans for metal objects.

**Property:** Grants a +5 inherent bonus on Perception to search rolls for any metals. One charge is used per attempt.

**Nano-Healer:** Beyond just patching holes, the nanobots enter the body via an injection gun and repair it from within. The bots quickly run out of power after a few minutes.

**Effect:** Use a standard action and a battery charge against yourself or an adjacent target. When used, the target is cured of 4d8+10 hit points.

**Repair kits:** Electronic tool kits include diagnostic tools, a soldering gun, fine point insulated needle pliers, and wire cutters at EL1. Above that, it employs a battery for a digital multi-meter measuring ohms, amps, and volts. It also comes equipped with a variety of wires, clips, resistors, banana plugs and crocodile clips. Further advances include

miniature diagnostic computers; advanced kits contain micromachines, which can reassemble entire motherboards.

*Property:* You are granted the Enhancement Level of the kit as an inherent bonus to all Engineer checks.

**Rover Robot:** This tiny machine resembles a small, flattened box with four large wheels. Regardless of how it lands or tumbles, it still can operate, as its wheels are larger than its body. A camera adjusts automatically regardless of which way is up. The machine rolls at a speed of 25 feet and can tread through rough terrain or even over water. It has an AC 20 and 20 hit points. It has a +15 bonus to Stealth checks. It receives instructions from an operator that cannot be more than 100 squares away. It sends back both visual and audio information. It uses one charge per minute and both the machine and the controller require batteries.

**Scope, Digital:** This replaces a regular targeting scope. It enables one using a Sniper weapon to reduce cover penalties by 2.

**Scope, Targeting:** This is a standard long-range targeting scope which can be fitted to any two-handed small arm or heavy weapon without an auto, blast, heavy auto, or sonic property. It cannot be used with specialty weapons. Attaching the targeting scope enables the weapon to become a sniper weapon with a +1 bonus.

**Sleeping Bag:** Sleeping bags now enclose one (or two snugly) occupant in a synthetic bag capable of protecting the occupant(s) from temperatures as cold as -50 degrees C. It resists wind and combustion. It is externally waterproof.

*Property:* While inside, you gain a +5 inherent bonus to Survival checks against cold weather.

**Suppressor:** These attachments muffle the flash and sonic blast of explosively propelled firearms. By slowing the expanding gases exiting the barrel, the suppressor stems the acoustical signature, but does not silence it completely. The sounds reduce as they reflect inside the lengthy metal or polymer attachment. Suppressors cannot be used on shotguns, heavy weapons, or weapons rated higher than EL3. Most weapons EL4 and above either cannot have the attachment, or more likely the attachment is worthless, as not enough noise escapes from the barrel to be suppressed in the first place. Affixing a suppressor takes a standard action.

*Property:* Gain a +2 inherent bonus to opposed Stealth checks when rolling against a target attempting to locate you after you have fired.

**Synthetic Tent:** Tents come in 2, 4, and 6 person capacities. Most tents utilize flexible poles and are available in dome, tunnel, single-hoop, and geodesic styles. It takes 5 minutes to set up and take down properly.

*Property:* While inside, you gain a +2 inherent bonus to Survival checks against cold weather.

**Two-way Radio:** Two-way radios used to employ legally available radio frequencies chosen specifically to avoid eavesdropping and interference with other machines or day-

to-day electronics. It has a clear range of 20 miles but occupied a hand when in use and requires a swift action to activate. Even basic models can withstand some punishment and water pressure.

*Headset:* The headset variety still gives away a target's location, still requires a swift action to use, but no longer takes up a hand.

*Laryngophone:* This throat connected contact microphone is popular in military applications. It does not easily give away a target's (you can talk and still make Stealth checks), does not take up a hand, though still requires a swift action to use.

*A note on VOX:* In actual real-world applications, voice activation is not a preferred option, as the slightest disturbance can activate it, resulting in interference and unwanted noise. Even though using VOX can avoid the swift action required for activation, users are considered always distracted. Characters are assumed to not be on VOX. VOX cannot be used during combat.

**Ultrasound Goggles:** The goggles translate sonic vibrations into visual stimuli. A sound that's loud to the point of painful to the ears causes the goggles to cease being useful. The goggles transmit high frequency pulses and detect their ricochet off objects.

*Property:* Gain darkvision. You use a charge every hour of use. You can spend another charge to see invisible targets for one round.

**Watch, Automatic:** Automatic mechanical, self-winding or perpetual motion, watches no longer require batteries or a manual wind. Modern watches employ a balance wheel that winds via the motion of the wearer's arm. This allows the watch to keep perfect time without requiring manual winding or any power source. The compact and complicated device is water resistant, shock resistant, and cannot be over-wound with abuse. They are also completely silent.

## BOOSTERS

*Enhancement Level 1 and 2 injections are drugs*

*Enhancement Level 3 and 4 injections are viral/genetic*

*Enhancement Level 5 injections are micromachines*

**Drug Shot:** A less popular option from micromachines or viral injections is drug therapy, which is both cumbersome and painful. The process is accomplished via a jet injector and several doses can be loaded into a gun. This is because, unlike the other two options, a drug shot is temporary. It also has side effects. Drug shots are either EL1 or EL2.

*Drug Special Rule:* A drug injection only lasts for one hour. Each purchase supplies five injections.

*Injecting during combat:* Injecting drugs during combat takes a move action and provokes opportunity attacks. Effects occur at the beginning of your next turn.

**Micromachine Booster (MM):** One of the most advanced versions of the nanobot booster, these permanent

## BOOSTERS

Injection	EL	Cost (€)
Agility level 1	1	100
Agility level 2	2	840
Agility level 3	3	82,500
Agility level 4	4	110,000
Agility level 5	5	137,500
Alertness level 1	1	100
Alertness level 2	2	840
Alertness level 3	3	82,500
Alertness level 4	4	110,000
Alertness level 5	5	137,500
Learning level 1	1	100
Learning level 2	2	840
Learning level 3	3	82,500
Learning level 4	4	110,000
Learning level 5	5	137,500
Endurance level 1	1	100
Endurance level 2	2	840
Endurance level 3	3	82,500
Endurance level 4	4	110,000
Endurance level 5	5	137,500
Regeneration level 1	5	110,000
Regeneration level 2	6	137,500
Strength level 1	1	100
Strength level 2	2	840
Strength level 3	3	82,500
Strength level 4	4	110,000
Strength level 5	5	137,500

micromachines are self-replicating and self-powered, tapping into the energy of the human body it is injected into. Micromachine boosters are EL5.

**Viral/Gene Therapy:** Viral Therapy can accomplish similar results but doesn't create some of the more breathtaking effects that MM injections do. These are genetically engineered viruses that rewrite a specific genetic code before terminating themselves. They were used initially as therapy to correct genetic errors, curing various hereditary diseases. Further advances allowed for beneficial viruses that could improve the human body beyond what is normally possible. Despite the controversial nature of this practice, it found use among many military circles. Therapy is either EL 3 or EL4.

**Agility:** This booster improves overall reaction time and swiftness.

*Property:* Gain the Enhancement Level as an inherent bonus to Dexterity and Reflex saves.

*Quickstand:* As many times a day as the booster's Enhancement Level, you may stand from prone as a swift action.

*Acrobatics Talent (EL3+ only):* Once a day, as a free action, you can reroll any Acrobatics check you just made. You must use the new result.

*Flash (EL5 only):* You gain a +5 feet bonus to speed.

**Alertness:** This injection boosts mental awareness, concentration, and memory recall. It sharpens the mind and prevents distraction.

*Property:* Gain the Enhancement Level as an inherent bonus to Wisdom and Will saves.

*Property:* You gain a +1 inherent bonus to initiative, this increases to +2 at EL4 and +3 at EL5

**Endurance:** This booster improves overall health, boosts resistance to poisons and other toxins, and enhances recovery from injury.

*Property:* Gain the Enhancement Level as an inherent bonus to Constitution and Fortitude saves.

*Property:* You gain the Enhancement Level of the booster as an inherent bonus to Survival checks.

*Endurance (ELA+ only):* Gain the Enhancement Level of the booster as an inherent bonus to checks against any poison.

**Learning:** This booster improves memory recall and the capacity to learn new skills. You are able to do difficult equations in your head without a pencil.

*Property:* Gain the Enhancement Level as an inherent bonus to Intelligence and all Knowledge class skills you have ranks in.

*Limitless:* As many times a day as the booster's Enhancement Level, you can gain a +5 inherent bonus to your next Intelligence-based skill check.

**Regeneration:** Advanced micromachines buzz around inside the body, fixing injuries when they present themselves.

*Property:* At the beginning of each round, if you have 0 hit points or more, you are cured of 1 point of damage. At EL5, this increases to 2 points of damage.

**Strength:** This booster increases muscle tension and reduces tendon strain on bones. It also improves overall body chemistry by burning calories faster and more efficiently to increase energy.

*Property:* Gain the Enhancement Level as an inherent bonus to Strength and Climb checks.

*Property:* Gain the Enhancement Level as an enhancement bonus to attack and damage rolls with unarmed attacks.

## VEHICLES

### RULES INVOLVING VEHICLES

For the most part, vehicles won't be included in combat. When they do, they involve a radical departure on how movement rules work. Vehicles have acceleration rather than speed, though still called a speed rating. You retain the same movement speed from round to round (carryover

speed) unless you take action to increase or reduce it. For example, you can't decide to end your movement after 5 squares on your turn if you have a carryover speed of 40 unless you perform a difficult stunt to decelerate your movement to 5 squares. Otherwise, you still move 40 squares this turn.

**Speed:** The speed rating for a vehicle is not its top speed but the safest speed it can accelerate per round. Every round, you can add to your movement from your previous round or decelerate. A vehicle's speed at the end of your turn is its "carryover speed". This sets the vehicle's speed at the start of its controller's next turn. Your vehicle has a carryover speed of 0 if the vehicle has stopped before the start of your turn. If you have any carryover speed (even if only 1), you must make a move action with your vehicle on your turn or crash. If you do not perform a maneuver, or adjust your speed, you simply move squares equal to your carryover speed from the previous turn.

Reverse movement does not count towards forward movement when calculating speed carried over from the previous round.

In open terrain, a vehicle can safely move a maximum of 4 times its Speed Rating. A vehicle cannot safely accelerate faster than its Speed Rating. A vehicle cannot safely decelerate faster than 2 times its Speed Rating. Pushing any of these rules involves a stunt.

**Control:** Despite the number of occupants, only one person can control a vehicle. The vehicle operates only on that character's turn. Even if the driver is forced to make a control roll outside of his turn, the effects of that roll are deferred until the start of the target's next turn (other effects inflicted on the vehicle can occur immediately). Even if crashing, the vehicle only slides or stops on the driver's turn. You cannot perform a vehicle action outside of your turn. If you have carryover speed and you do not use an action to move, the vehicle crashes.

**Armor Class:** The vehicle's AC is listed in the vehicle table. If you have the Improved Vehicle Combat feat and the vehicle has a carryover speed of at least 2 and is Huge or smaller, you can add your Dexterity modifier or your Intelligence modifier to the vehicle's AC until the end of your next turn.

**Fortitude Saves:** Vehicles automatically pass all Fortitude saves and are immune to diseases and poisons.

**Reflex Saves:** A vehicle automatically fails a Reflex save unless it is moving at least 2. A vehicle's Reflex bonus is the same as the driver. The vehicle gains a bonus to Reflex saves based on vehicle modifications and evasive driving, and receives a modifier (often a penalty) based on its maneuver value.

**Will Saves:** Vehicles automatically pass all Will saves and are immune to any mental effects.

**Targeting and Cover:** Creatures inside/on a vehicle receive protection depending on the situation and the attack.

**Cover:** Vehicles grant cover to their occupants. If an attack targeting a vehicle occupant benefitting from cover would have hit the target without the cover, the attack hits the vehicle instead.

**Concealment:** Creatures inside vehicles can go prone and gain concealment against opponents outside vehicles.

**Modifiers Inside:** While inside/on a vehicle, occupants suffer a -2 penalty to their Reflex saves against attacks from outside a vehicle.

**Reach:** Vehicles do not have reach but creatures inside still do.

**Selecting Defense:** Creatures inside/on a vehicle targeted by an attack from an opponent outside the vehicle may choose to use the vehicle's AC in lieu of their own. Certain vehicles prevent occupants from being targeted by disease or poison attacks. Opponents attacking a vehicle may choose to target the vehicle itself instead of occupants. A vehicle's resist rating is only effective against hits against the vehicle, not the occupants.

**They're big:** A vehicle cannot squeeze or adjust its occupying squares. It also cannot go prone. Large creatures cannot control vehicles no matter how big the vehicles are; whether a Large creature even fits in the vehicle is up to the GM's discretion.

**Conditions:** Vehicles cannot bleed or be blinded, confused, dazed, dazzled, deafened, energy drained, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, pinned, shaken, sickened, staggered, or stunned. A vehicle cannot be knocked prone, rendered unconscious, or made helpless. Vehicles can still be petrified.

**Character Actions:** Most actions characters have access to don't apply to the vehicles they control or ride inside. Certain other actions are limited while inside or on a vehicle.

**Charge:** Vehicles cannot charge, though they can ram, which uses the same rules as a bull rush.

**Delay/Ready Action:** You can use delay or ready actions while inside a vehicle. You can also ready a vehicle action while controlling a vehicle.

**Flanking:** Vehicles cannot flank, though occupants can. Creatures in vehicles cannot gain the benefits of both flanking and cover.

**Movement:** Vehicles cannot run or take a 5-foot step. Creatures inside a vehicle can move freely inside of it. Disembarking is a move action: the creature moves to any square adjacent to the vehicle. This provokes an opportunity attack.

**Driver Attack:** A driver attempting melee or ranged attacks while driving suffers a -4 penalty to attack rolls. The driver must also make a control roll. If the driver is

controlling a weapon on a turret remotely, this penalty is reduced to -2, though he still must make a control roll if moving.

**Passenger Attack:** Passengers suffer a -2 penalty to all attack rolls while riding in a moving vehicle. If using a weapon on a weapon mount, this penalty is reduced to -1 while moving.

**Total Defense:** A vehicle occupant (including the driver) can use total defense inside a vehicle. The vehicle does not gain the benefits of total defense.

**Using Skills:** Any skill that could be negatively impacted by the motion of a vehicle (such as Heal or Engineer) suffers a penalty of -2 to -6, at the GM's discretion.

**Skill versus Armor:** Driving skills can also gain you temporary improvements to your AC and/or Reflex saves. See the Vehicle Operation skill.

**Facing:** Vehicles usually can only move in the direction they are facing. To change direction involves a turn.

**Stunts:** Stunts are driving achievements involving a skill checks. Failure results in a control roll, a slide, or a crash. See the Vehicle Operation skill.

**Crash:** A crash is a catastrophic failure in vehicle control. In most crashes, you continue your remaining movement in the direction you were previously pointed. In others (like jumps), you immediately stop your movement.

If you crash, at the start of your turn you decelerate at your speed rating if you haven't immediately struck an obstruction. If you hit difficult terrain, or you hit an obstruction (like a wall or another vehicle), your movement stops. The vehicle and all occupants inside take damage according to the vehicle's current speed.

Speed	Damage
Less than 5	No damage
5-6	1d8
7-9	2d8
10-13	3d8
14-18	4d8
19-24	5d8
25-31	6d8
32-39	7d8
40-48	8d8
49-58	9d8
59+	10d8

If there are no obstructions to crash into, you continue decelerating at your speed rating until your movement is 0 or until you hit an obstruction or difficult terrain. When a vehicle starts crashing (the moment you fail a control roll or a jump check involving a vehicle), all targets in the vehicle are staggered until the crash is resolved. If you failed a

Vehicle Operation control roll by 5 or more, the vehicle swerves 45 degrees in a random direction before the crash commences.

If you failed a Vehicle Operation control roll by 10 or more, the vehicle rolls as it crashes. The vehicle takes 2d6 damage at the start of every turn it spends rolling.

**Aircraft:** An aircraft that fails its control roll loses altitude equal to x2 its speed. Aircraft never fall under the effects of a crash unless they impact on something. As long as the aircraft is functional, you can attempt to regain control of it. If failing a control roll, an aircraft loses altitude and slides. You can attempt another control roll at the start of your next turn. Unlike vehicles, aircraft do not decelerate in a slide. The vehicle, as well as all targets on board, is considered helpless if the craft impacts on the ground.

**Jump Failure:** If you fail by 5 or less, you make the jump, but enter an uncontrolled slide. If you fail by 5 or more, your vehicle rolls. If you fail by 10 or more, you drive into the ground or fall short, instantly stopping and suffering damage.

**Seatbelts:** Occupants in vehicles are assumed to be strapped in when a vehicle crashes (unless they are moving around inside the vehicle). If a vehicle suffers damage from rolling or crashing, occupants strapped in suffer half the damage inflicted on the vehicle. Those not secured take full damage.

**Escape:** If all appears hopeless during a crash, occupants can try to escape. This involves a DC 15 Acrobatics check (DC 20 for the driver, +5 if strapped in). Because all the occupants are staggered during a crash, they each have one chance per turn to try to escape. A driver who attempts to escape no longer has any control over the vehicle. Any target failing the escape roll by 5 or less still escapes but takes damage equal to the vehicle's current speed.

**Ram:** Vehicles cannot charge but they can perform a ram.

## RAM: STANDARD ACTION

**Vehicle:** You must be controlling a vehicle to attempt a ram. You can perform other vehicle stunts normally as part of this action.

**Target:** You can ram any creature or object you could target with a melee attack, up to one size larger than your vehicle. If you attempt to ram a larger target, you crash. You cannot target individual occupants of a vehicle (subject to GM discretion).

**Movement:** Before you attempt a ram, take a normal move action and end your movement adjacent to the target. You do not need to move your full speed: take note of your remaining speed.

**Reflex DC:** The target makes a Reflex save. The DC is 10 + your ranks in Vehicle Operation + your vehicle's Maneuver value. If the target succeeds, it avoids you and you continue moving your remaining speed.

**Hit:** The effect of the ram is determined by the size of the target.

Vehicle Size	Damage/square of unspent movement	Bonus to Attack
Medium	1d6	+4
Huge	1d8	+3
Gargantuan	1d10	+2
Colossal	1d12	+1
Colossal+	1d12	0

Your vehicles suffers ½ the damage you inflict on your target.

**One Size Larger:** All occupants of your vehicle are staggered until the start of your next turn. Your vehicle and the target take damage according to your current (not remaining) speed. The damage die for your vehicle is d8; for the target it is d6, and the target only takes half damage. You push the target 1 square and move into the vacated square. Your current speed is reduced to 0.

**Same Size:** All occupants of your vehicle and the target (or occupants of the target vehicle) are staggered until the start of your next turn. Your vehicle and the target take damage according to your current (not remaining) speed. The damage die for both your vehicle and the target is d6. You push the target a number of squares equal to 1/4 your remaining (not current) speed. Your carryover speed becomes 1/4 of your current speed.

**One Size Smaller:** The target (or occupants of the target vehicle) are staggered until the start of your next turn. Your vehicle and the target take damage according to your current (not remaining) speed. The damage die for your vehicle is d6, and the vehicle only takes half damage; for the target it is d8. You push the target a number of squares equal to 1/2 your remaining (not current) speed. Your carryover speed becomes 1/2 of your current speed.

**Two or More Sizes Smaller:** The target (or occupants of the target vehicle) is stunned until the start of your next turn. Your vehicle and the target take damage according to your current (not remaining) speed. The damage die for the target is d10; your vehicle takes only 1 damage per die. You push the target a number of squares equal to your remaining (not current) speed -1. Your carryover speed becomes your current speed -1.

Speed	Damage
Less than 5	No damage
5-6	1 die
7-9	2 dice
10-13	3 dice
14-18	4 dice
19-24	5 dice
25-31	6 dice
32-39	7 dice
40-48	8 dice
49-58	9 dice
59-69	10 dice

**Colliding:** If the target has carryover speed, add it to your current speed before calculating damage.

**Impossible Push:** If the target is not pushed or cannot be pushed, you crash instead. The target takes damage as indicated above: resolve the effects of the crash on your vehicle as normal.

If you pass through an enemy square and do not perform a ram, the target automatically avoids you.

**Destroying Vehicles:** Reducing a vehicle to zero hit points renders it non-functional. A vehicle reduced to its negative hit point value bursts into flame, immediately inflicting 3d6 damage to every creature that moves through or enters a square the vehicle occupied or adjacent to it for 5 minutes.

**Ranged Weapons and Vehicles:** Some vehicles have turrets. Some are open or have access ports to allow occupants to fire ranged weapons against targets outside the vehicle.

**Two-Handed/Heavy Weapons:** Occupants are always assumed to be moving the same distance as the vehicle if firing un-mounted two-handed or heavy weapons for purposes of penalties to attack rolls when moving with these weapons. The penalties for moving and for being inside a vehicle stack. If a two-handed small arm or heavy weapon is mounted to a vehicle's turret, the weapon is considered to be not moving and only incurs the turret penalty as listed above (-1 or -2).

**Super Heavy Weapons:** Super heavy weapons are too large to be fired without a mount. They are considered heavy weapons when mounted, meaning attempts to fire them while the vehicle is moving incur a -4 penalty to attack rolls.

**Sniper Weapons:** You cannot gain your sniper bonus for aiming if occupying a moving vehicle.

**Vehicle Size:** Certain ground vehicles are large enough to withstand difficult terrain and/or the effects of a crash. Depending on the topography (marsh or debris, for example), Gargantuan or larger vehicles can ignore difficult terrain for the purposes of movement penalties and

crashing. The severity of the terrain may impede even these vehicles. Trees may stop a tank but not a behemoth. Vehicles Huge or smaller cannot enter squares labeled as difficult terrain. Depending on the situation, they may get stuck or hit an obstruction. Both situations are considered a crash.

**Lighter than Air Vehicles:** Blimps do not require an aeroform. They cannot lose altitude when sliding or crashing. They remain suspended in the air via a series of "lifting bags" contained inside a larger carrier. This can be another balloon or a rigid superstructure. Only by puncturing these bags can this type of vehicle crash. Each airship of this type list the number of internal lifting bags. An attack that inflicts 20 damage or more on an aircraft may puncture a balloon instead of causing damage to the craft (attacker's choice). If so, the hit inflicts no damage on the vessel. Half of an airship's lifting bags must be punctured for an airship to be affected. Once half the lifting bags are punctured, the airship drops 20 feet (5 squares) at the start of each turn, dropping an additional 20 feet for every additional bag punctured. Every bag punctured also imposes a cumulative -1 penalty to the vessel's maneuverability. Only by destroying the vessel can it crash violently.

## GROUND VEHICLES

**Capacity:** The standard person capacity or crew. In most cases, only one person is needed to drive the vehicle; other crewmembers serve as gunners or co-pilots. Each unused passenger slot allows the vehicle to carry an additional 200 lbs. of cargo.

**Cargo Capacity:** The amount of cargo the vehicle is designed to carry in pounds.

**Manoeuvre:** The modifier is added to any Vehicle Operation checks and Reflex saves attempted with the vehicle.

**Speed [Rating]:** The maximum number of feet or squares the vehicle can accelerate per round.

**AC:** The vehicle's AC. If you have the Improved Vehicle combat feat and the vehicle is Huge or smaller, you may add your Dexterity modifier or your Intelligence modifier to this number. A vehicle must be moving at least 2 squares for these bonuses to be in effect.

**Resistance:** The vehicle's resistance to various attacks. This number is the resistance to cold, fire, and sonic. Half this number (rounded down) is its hardness (resistance to physical attacks). Vehicles take full damage from other effects.

**Hit Points:** The vehicle's hit points.

**Size:** The size of the vehicle. Vehicles may be larger to fill up extra squares, but they do not have reach. Driver (s) and passengers do not threaten adjacent squares when inside a vehicle. A vehicle with the designation C+ is twice the area of colossal size.

**Cost:** This is the purchase price to acquire the vehicle.

**Power:** Each charge will last one day. A vehicle requiring batteries comes with one for free.

**FW—Firewall:** This is a defense the vehicle has against outside wireless intrusion.

**Weapon Mounts:** Not listed under the vehicle stats, certain vehicles come equipped with mounting hardware to attach weapons. When available, the mount is able to house any class of weapon listed. One-handed small arms cannot be mounted on weapon mounts. Adding a weapon mount to a vehicle without one costs 1,000 € for a two-handed small arm and 5,000 € for a heavy weapon. A vehicle must have a listed hit point total greater than 60 to mount a heavy weapon.

**4-wheel All-Terrain Vehicle (ATV):** All-terrain vehicles are miniaturized motorized buggies usually employed for recreation purposes.

*Special:* ATVs operate like mounts for the purposes of combat. Disembarking an ATV does not provoke an opportunity attack.

**Armored Truck (AT):** Armored trucks offer amazing resistance to outside damage without the high costs or the impracticality of an APC or a tank. Tires are run-flat and the wheels are as well protected as the rest of the truck. The enclosed cabin may have open gun hole sliders that increase offensive and defensive power while still offering cover to those inside.

*Armament:* ATs are equipped with a single turret heavy weapon mount.

**Armored Personnel Carrier (APC):** Slow and awkward, armored personnel carriers can track their history back for over a century. The enclosed cabin and cargo area provide sufficient protection through heavy gauge steel. The vehicle drives on massive tires with a durable suspension able to withstand a drop from two stories.

*Armament:* Halftrack APCs come equipped with two turret heavy weapon mounts.

**Automobiles (generic sedan, sports car, sport utility vehicle, and supercar):** The average car is electric or a hybrid, has all-wheel-drive and all-wheel steering, is equipped with a cellular link, cruise control, a heads-up-display and cup holders. ABS, TCS, AVS, A/C, GPS and DCS are all commonplace. Higher-end machines have climate control, an entertainment system and leather seats. Numerous models have auto-drive if present within an automatrix. All vehicles in Archon use their GPS to tie into the automatrix, which tracks every vehicle, co-ordinates the auto-drive and relays information about traffic congestion. A purchaser wanting an old car can opt for one, increasing its price by 10% for a regular car, 50% for a sports car and supercar. At that point, all its standard gear are optional.

**Buggy:** This refers to semi-enclosed vehicles with a wide footprint upon the ground (with the tires spaced far to the corners). They are much larger than a standard car.

## STANDARD VEHICLES

Name	Cap.	Cargo	Man.	Speed	AC	Resist.	HP	Size	Cost (€)	FW	Cell
4-wheel ATV	1+1	100	-1	20 ft. / 4	15	0	20	M	1,000	--	M1
APC	1+8	1,000	-3	15 ft. / 3	25	10	75	G	40,000	25	M1
Armored truck	1+6	3,000	-2	20 ft. / 4	20	5	60	H	30,000	23	M1
Buggy	1+1	50	0	25 ft. / 5	20	0	30	L	4,700	--	M1
Bus	1+30	5,000	-4	15 ft. / 3	15	5	40	G	25,000	23	H1
Generic Sedan	1+3	200	-1	25 ft. / 5	20	5	20	H	12,000	19	M1
Light Multi-Ped Vehicle	1+1	100	-1	20 ft./30 ft. / 4/6	30	10	100	G	100,000	27	H1
Motorcycle	1+1	20	0	30 ft. / 6	15	0	15	M	3,000	--	M1
Multi-Ped Armored Vehicle	2+2	500	-3	15 ft./25 ft. / 3/5	30	15	150	G	200,000	32	H1
Personal Transporter	1	20	0	15 ft. / 3	10	0	10	M	700	--	M1
Sports car	1+1	50	0	30 ft. / 6	15	5	20	H	30,000	21	M1
Sport Utility Vehicle	1+7	500	-2	25 ft/5	15	5	30	H	30,000	22	M1
Superbike	1	5	0	40 ft. / 8	15	0	10	M	35,000	--	M1
Supercar	1+1	20	0	40 ft. / 8	15	5	20	H	75,000	27	M1
Tank	1+3	500	-3	15 ft. / 3	27	10	100	G	85,000	30	M1
Truck	1+4	1,500	-2	20 ft. / 4	18	2	30	H	15,500	20	M1

The buggy encloses the crew in a steel and plastic frame that offers protection from a crash but does not seal an environment. The body is formed in such a way that shifting a tumbled vehicle back to its wheels is a relatively simple procedure. Thick steel roll bars prevent damage to the frame or the people inside. They are not designed for urban use.

**Light Multi-Ped Vehicle:** Past the development of the main multi-ped tanks being used in various battle theatres across the world, several companies began the natural trend to making the designs smaller and even more maneuverable. This was in response to demands for a miniature assault vehicle as a solution to the tight environments of modern day congested cities.

The initial prototype came from a Japanese company, Tokycko NeuroTech. The most produced variant, the unfortunately named "AIMY" found circulation through Europe and Asia, but nowhere in North America, where it was banned. Unlike the main production multi-peds often seen on news programs, the LMPV was built for, as is used primarily by, civilian security and law enforcement groups. Although powered armor and slave systems as well as androids have evolved to render most multi-peds absolute, a few LMPVs can still be found in circulation around the globe, often times flanked by their successors.

**Grapples:** One grappling hook with 500 feet of nanowire. This can easily support the weight of one LMPV and up to two passengers.

**Armament:** two two-handed weapon turrets OR one heavy weapon turret

**Arms:** Main arms have a Strength of 20. Melee hits cause 1d8 damage. The arms count as unarmed combat but these limbs are cumbersome and suffer a -1 penalty to all attack rolls.

**Cyberlink:** All Multi-peds have a cyberlink standard.

**Grapples:** One grappling hook with 500 feet of nanowire. This can easily support the weight of one LMPV and up to two passengers.

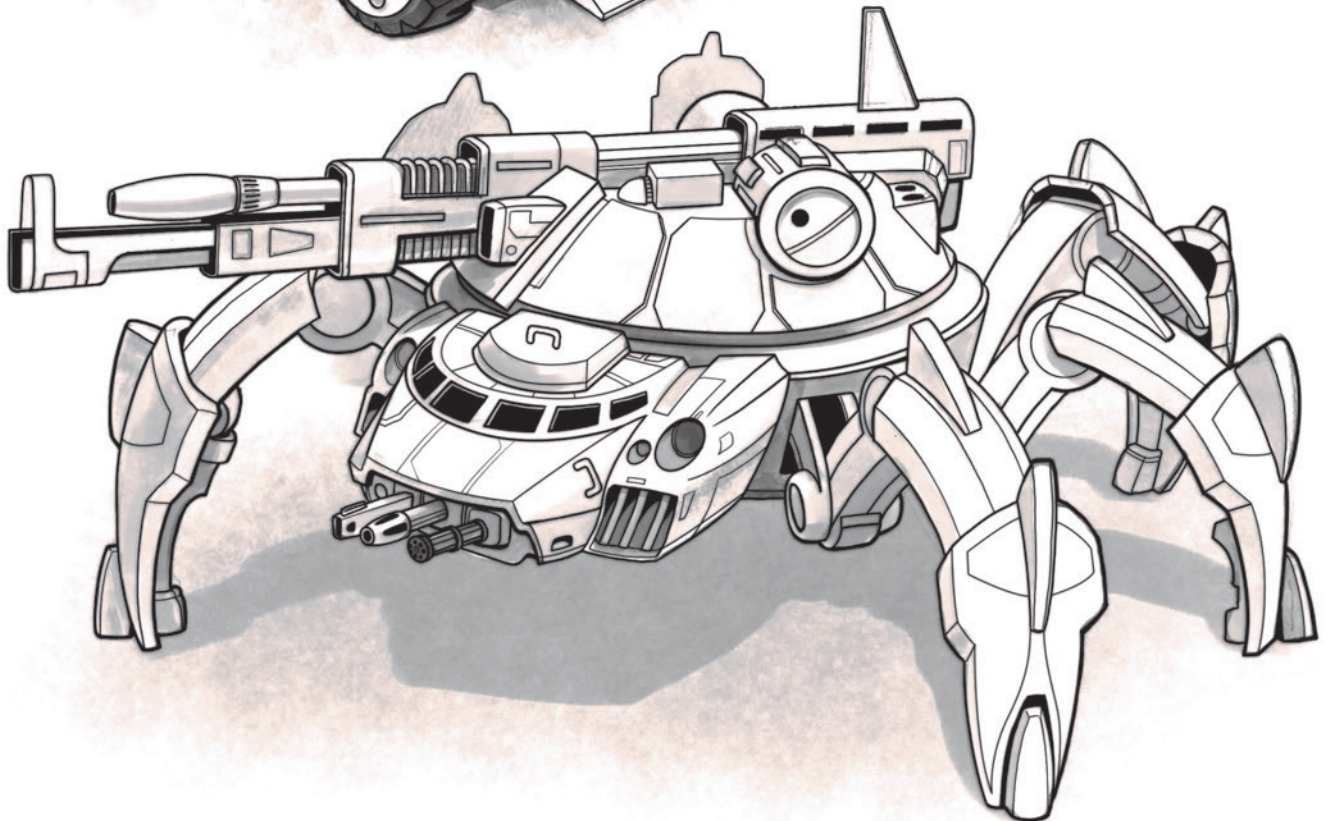
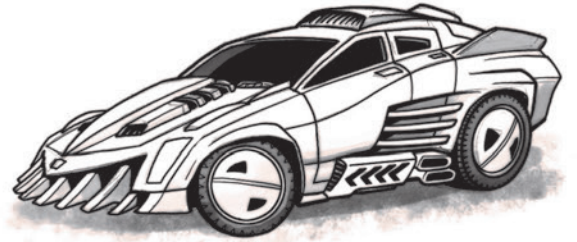
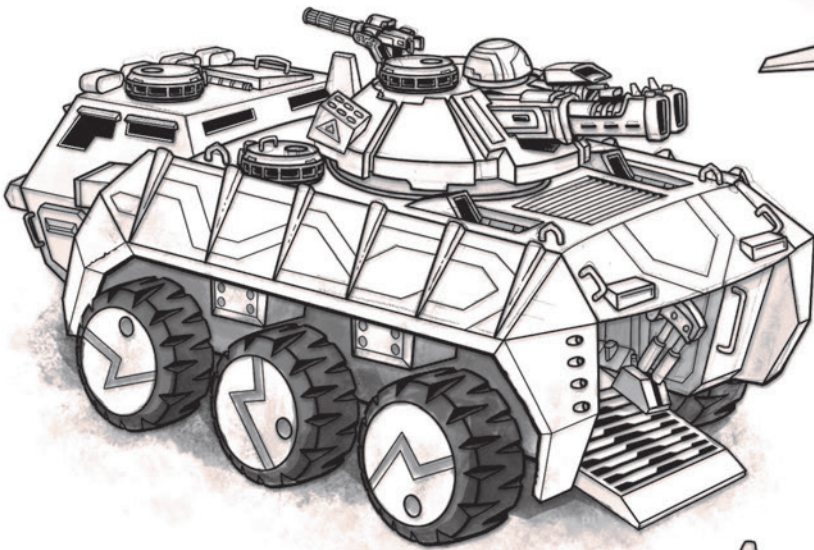
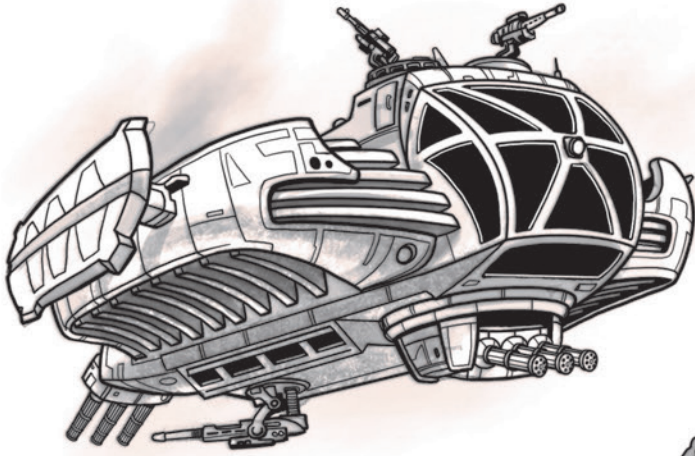
**Immunities:** The pilot is immune to all poisons and gas effects until the vehicle is destroyed.

**Motive System:** All multi-peds have dual movement systems they can switch with a swift action. The first speed rating is with their legs; the second is with the wheels at the base of the legs. The wheels operate as normal movement. Legs can ignore all movement penalties for difficult terrain.

**Sensors:** Nightvision 250 feet.

**Multi-Ped Armored Vehicle:** With the advancement of robotics and artificial muscles, an attempt was made to incorporate this technology into modern weaponry. Of these, the armored vehicle was the most obvious. The first generation legged-tank didn't see much use out of the test bed. The second variety was too large and cumbersome. Every prototype that emerged for ten years never went into production because the advantages of the multi-ped system were offset by the inherent vulnerability of the leg joints to enemy fire. After the first prosthetic bodies were





## AIRCRAFT

Vehicle	Capacity	Cargo	Maneuver	Speed	AC	Resist.	HP	Size	Cost (€)	FW	Cell
Buzzboy	1	5	-2	45 ft. / 9	20	5	40	M	5,000	20	H1
Advanced Aerial Vehicle	1+6	1,500	-1	35 ft. / 7	15	20	70	H	250,000	30	H1
Attack Helicopter	1+1	500	0	40 ft. / 8	15	20	62	H	200,000	30	H1
Buzzboy	1	5	-1	40 ft. / 8	15	5	20	M	50,500	20	H1
Helicopter	2+2	500	-2	35 ft. / 7	15	10	35	H	150,000	22	H1
Tilt-Jet Transport	2+8	2,500	-4	35 ft. / 7	15	10	30	G	100,000	50	H1

introduced, the potential of robotic weaponry increased. A later design, the Type 101 "Stag" from the American company, Mobile Offensive Military (MOM), made the multi-ped tank lighter and maneuverable. It proved effective and went into full production. The Stag is still in service despite being passed technologically by a variety of competitive models, like the Kendachi Yamadori and the BradAm Job 14. Multi-ped tanks are substantially lighter than their heavy treaded cousins. They are much faster, often equipped with a backup wheel system for more maneuverability. They can traverse over any terrain, though they find the most use in urban deployments. Special equipment include composite armor, environment control, fire extinguishers, twelve hours of life support, IR smoke dispensers, a military radio, laser and visual rangefinders, military radar, satellite uplink, thermograph and image enhancement. Its only drawback is its lack of high-speed movement via wheels or treads.

**Armament:** Two two-handed weapon turrets and one heavy weapon turret OR two heavy weapon turrets.

**Arms:** Main arms have a Strength of 26. Melee hits cause 2d6 damage. The arms count as unarmed combat but these limbs are cumbersome and suffer a -3 penalty to all attack rolls.

**Cyberlink:** Multi-peds have a cyberlink standard.

**Immunities:** The crew is immune to all poisons and gas effects until the vehicle is destroyed.

**Manipulators:** The multi-ped has two micro-manipulator arms (Str 15). They may reach up to 10 feet.

**Motive System:** All multi-peds have dual movement systems they can switch with a swift action. The first speed rating is with their legs; the second is with the wheels at the base of the legs. The wheels operate as normal movement. Legs can ignore all movement penalties for difficult terrain and can pass through squares occupied by medium or smaller obstacles or enemies.

**Sensors:** Nightvision 250 feet. See all invisible targets within 50 feet.

**Tank:** Tanks continued to evolve almost to extinction. Anti-tank weaponry became so advanced, many drivers and crew found themselves riding in crawling coffins. The advancements of armor could not match the research

dedicated to their penetration. Modern tanks offer the security and safety of solid weight. At more than 40 tons, the modern tank can still zip over the landscape despite the courage of obstacles willing to stand in its way.

**Armament:** Tanks contain three turret mounts for heavy weapons.

**Pressurized:** The crew is immune to all external inhaled diseases and poisons until the vehicle is destroyed.

**Terrain:** Tanks suffer no penalties for passing through rough terrain. Terrain behind a tank's movement is no longer difficult. Tanks may even be submerged in water, bringing in air from an outside snorkel that rises up 10 feet from the hull.

## AIRCRAFT DESCRIPTIONS

**Advanced Aerial Vehicle:** This military aircraft uses fanjets to keep itself airborne and is unable to stay aloft otherwise, as it is not equipped with an aeroform. The fanjets have a built-in redundancy which can compensate if the craft loses one of its engines. It operates as both a transport and as an attack vehicle capable of parking over a location and securing ground like a tank. It doesn't deliver the massive punch of a focus attack helicopter but it can nearly equal one in an even engagement. Its size and payload have dubbed it a "flying fortress". Only a handful of industrialized nations operate AAVs, including the American "Wasp", the Japanese "Nakazawa" and the Russian "Romanov". Increased armor makes it virtually impenetrable to ground small arms fire. The rear cargo area can hold up to six fully armed soldiers.

**Armament:** Two two-handed weapon turrets and one heavy weapon turret OR two heavy weapon turrets.

**Cyberlink:** All aircraft have cyberlink.

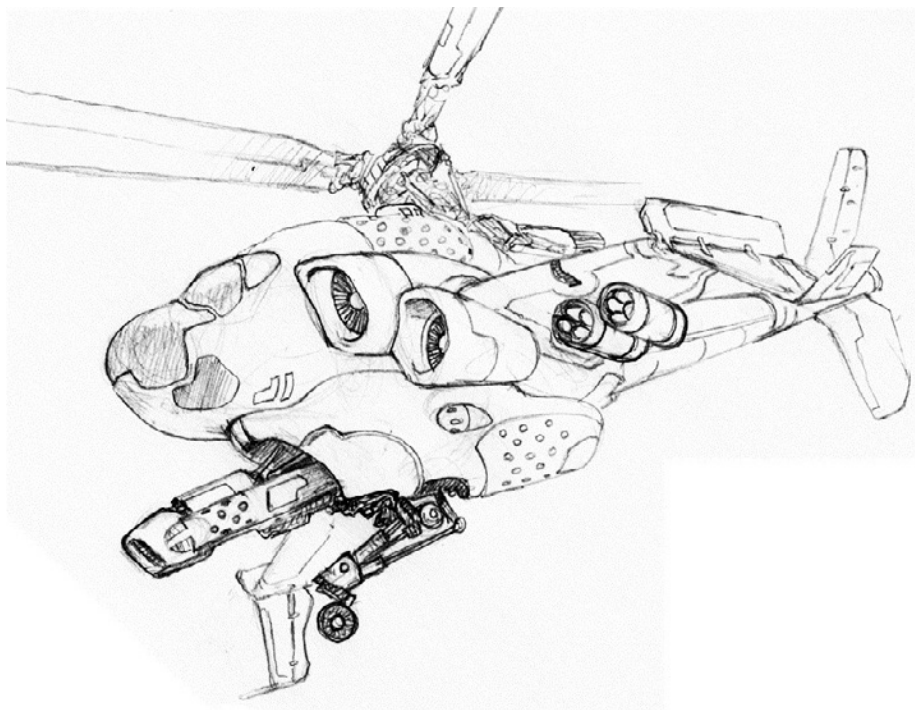
**ECM:** This AAV is equipped with ECM.

**Immunities:** The crew is immune to all poisons and gas effects until the vehicle is destroyed.

**Movement:** The AAV is always flying. It has no ground movement.

**Sensors:** Nightvision 400 feet.

**Attack Helicopter:** Modern attack helicopters dominate the modern urban battlefield. Of them, the American LMP "Yellow Jacket" and the Russian A-9,000, pack the largest



punch of any attack helicopter in the world. They are so advanced, they require a neural backup from their pilot just to control properly. They have unmatched night vision and threat analysis, cutting their teeth during the African oil explosion's worst years. They are equipped with laser range finder, thermal imaging night sights, and a digital ballistic computers, all controlled by its neural-linked pilot. Both the fuel and ammunition are compartmented to enhance survivability. They usually have one single large heavy weapon with smaller backups for emergencies but have been known on occasion to ferry multiple heavy weapon system in the field as mobile strongpoints or when designated to take out entire tank lines. With all the weapon systems controlled by cyberlink, the need for an additional copilot or passengers is moot.

**Armament:** Two heavy weapon turrets or three two-handed small-arm turrets. The two heavy weapon turrets can be controlled by the pilot without having to make a control roll.

**Cyberlink:** All aircraft have cyberlink. The pilot of an attack helicopter must have an open Seed for the neural link.

**ECM:** All attack helicopters have ECM.

**Immunities:** The crew is immune to all poisons and gas effects until the vehicle is destroyed.

**Movement:** The attack helicopter is always flying. It has no ground movement.

**Resistances:** Cold, fire, electric resist 10

**Active Camouflage Denial System:** As a move action, target a 10 foot radius circle within 500 feet. You nullify all benefits targets gain from concealment. Targets using concealment for stealth are visible. Invisible targets are detected as well. The ACDS does not illuminate a location.

**Sensors:** Nightvision 500 feet.

**Buzzboy:** The buzzboy is a nicknamed assigned to a variety of one man aerial transports developed from a trio of companies from America, Sweden, and Japan. The "buzzboy" name was coined and copyrighted by American AcroTran, though it is now the brand name of all transports of this type. They are used in law enforcement, traffic control, and military divisions assigned to urban warfare. They are occasionally fitted with weapons but are mostly used for reconnaissance. They can also be controlled by an artificial or synthetic intelligence or by remote via cyberlink. They have no room for passengers. The craft wraps around its user.

**Auto-Reload:** The buzzboy has a mechanism to reload its weapon. It can reload three clips/cells before needing external loading. Reloading still takes a move action using this system. It must land for external reloading.

**Armament:** Buzzboys have a single weapon turret to hold a two-handed small-arm.

**Movement:** The buzzboy is always flying. It has no ground movement.

**Immunities:** The pilot is immune to all poisons and gas effects until the vehicle is destroyed.

**Operation:** The buzzboy pilot does not need to roll Vehicle Operation checks for any velocity (fast, stupid fast, absurdly fast).

**Sensors:** Nightvision 250 feet. See all invisible targets within 50 feet

**Helicopter:** Standard helicopters are a common sight around Archon. They are agile despite their size, come equipped with a jet-stabilization system, and can ferry several armed personnel into a conflict. This entry is not for a heavy transport or for a nimble 2-person craft, but for the mid-size multi-purpose aircraft. They are still significantly more maneuverable than their predecessors, able to navigate the forest of city towers with no chance of clipping a rotor.

**Armament:** Standard helicopters have no turrets though you can add up to two two-handed small-arm turrets but you cannot add a heavy weapon turret.

**Cyberlink:** All aircraft have cyberlink.

**Movement:** The helicopter is always flying. It has no ground movement.

**Tilt-Jet Transport:** The pinnacle of technology, the tilt-jet is one of the fastest transports available, replacing tilt-rotors as the main heavy mover for urban environments. They are mostly reserved for company presidents. The jets rotate for quick take-offs and offer up to a 200% increased horizontal acceleration over regular helicopters.

*Cyberlink:* All aircraft have cyberlinks.

*Movement:* The tilt-jet is always flying. It has no ground movement. The tilt-jet transport can hover but cannot move past x2 speed. If it attempts to move faster, it enters overland mode and the movement is considered overland flight. In overland mode, the tilt-jet can accelerate up to x8 speed without a control roll but suffers a -4 penalty to all other control rolls.

## VEHICLE MODIFICATIONS

Each higher level is a substantial increase in product quality. There is no limit on the number of different modifications you can place on a vehicle, but you can only have one each type.

**Auto-Reloader:** You have a mechanism to reload your weapons. You can reload three clips/cells before needing external loading. Reloading still takes a move action using this system.

**Complete Composite Retrofit:** Ultra high molecular-density polyethylene plates are bolted to the outer panels of the vehicle, removing any illusion of the transport's purpose. Additional levels occasionally replace but oftentimes compound previous levels of protection.

*Level I Property:* Gain a +2 enhancement bonus to the vehicle's resistance value (+2 to resist cold, fire, and thunder; +1 against weapon attacks).

*Level II Property:* Gain a +4 enhancement bonus to the vehicle's resistance value (+4 to resist cold, fire, and sonic; +2 hardness).

*Level III Property:* Gain a +6 enhancement bonus to the vehicle's resistance value (+6 to resist cold, fire, and sonic; +3 hardness).

**Electronic/Physical Counter Measures (EPCM):** This is not one modification but several accomplishing similar ends. Reactive plating, adaptive camouflage, and regenerative countermeasures assist in making even an immobile vehicle harder to target with both close and ranged attacks. Reactive systems run off the vehicle's power source and any gains by this system are lost if the vehicle is disrupted by an EMP or pincher weapon.

*Level I Property:* Gain a +1 enhancement bonus to the vehicle's AC.

*Level II Property:* Gain a +2 enhancement bonus to the vehicle's AC.

*Level III Property:* Gain a +3 enhancement bonus to the vehicle's AC.

*Level IV Property:* Gain a +4 enhancement bonus to the vehicle's AC.

**Electronics Flash Reprogramming:** EFP involves removing the vehicle's engine control system which limits the vehicle's power output by dictating throttle response injection timing. The unit is then replaced or reprogrammed for higher and more efficient output.

*Property:* Gain a +5 ft./1 square enhancement bonus to speed.

**Nawz!** Your customized vehicle has a slight modification you haven't told anyone else about. Once a day, as a swift action, the speed of your vehicle increases by +10 ft. (+2 squares) for 1 minute.

**Fly-by-wire:** This system completely replaces the primitive control system with a digital fly-by-wire system common in all other aircraft. This turns the entire vessel into a EL2 craft, requiring an M7 cell to operate, using a charge each day of use. This is in addition to any cells required of the power source. Retrofitting the thermal with this system grants a +3 inherent bonus to maneuverability.

**Parachute:** Parachutes attach to the main cabin or cockpit of an aircraft and deploy in case of free-fall. A mechanical barometric switch triggers parachutes to prevent a terminal crash. The vehicle must be at least 200 feet above the ground for the parachute to operate safely.

**Premiere Performance Suspension:** This expensive modification involves installing an intelligent active suspension system which includes computer enhanced systems like TCS (Traction Control System), ASR (Anti-Slip Regulation), and ESC (Electronically Stability Control).

*Level I Property:* Gain a +1 inherent bonus to the vehicle's maneuverability.

*Level II Property:* Gain a +2 inherent bonus to the vehicle's maneuverability.

*Level III Property:* Gain a +3 inherent bonus to the vehicle's maneuverability.

*Level IV Property:* Gain a +4 inherent bonus to the vehicle's maneuverability.

**Reinforced Mainframe:** This does not increase the defense of a vehicle. It reinforces the vehicle by strengthening the chassis with strut and sway bars, adding run flat tires, and replacing key components with harder and lighter materials like carbon fiber. You cannot have more than two levels of reinforced mainframe.

*Level I Property:* Vehicle gains +10 hit points.

*Level II Property:* Vehicle gains +20 hit points. Vehicle must have at least 40 hit points for this modification.

*Level III Property:* Vehicle gains +30 hit points. Vehicle must have at least 80 hit points for this modification. Maneuver rating decreases by 1.

*Level IV Property:* Vehicle gains +50 hit points. Vehicle must have at least 100 hit points for this modification. Maneuver rating decreases by 1.

**Suspension Upgrade:** This modification improves maneuverability with stiffer coils and springs. Various parts of the vehicle are replaced with lighter carbon fiber and aluminum components.

*Special:* You must purchase every lower level in order to purchase a higher level.

*Level I Property:* Reduce maneuverability penalty by 1 (maximum 0).

## VEHICLE MODIFICATIONS

Modification	Cost (€)	EL	Cell	Description
Nawz!	420	1	--	Temporary speed boost
Auto-Reloader	500	2	M	Reload weapons automatically
EPCM Level 1	500	1	--	+1 enhancement bonus to AC
Parachute	500	--	--	Emergency escape method
Weapon mount (2-handed small-arm)	500	--	--	Mount a 2-handed small arm
Electronics Flash Reprogramming	900	--	--	+5 ft. (1 square) bonus to speed
Reinforced Mainframe I	900	--	--	+10 hit points
Suspension Upgrade I*	900	--	--	Reduce maneuverability by 1
EPCM Level 2	2,500	2	--	+2 enhancement bonus to AC
Reinforced Mainframe II	2,500	--	--	+20 hit points (min 40 hit points)
Suspension Upgrade II*	2,500	--	--	Reduce maneuverability by 1
Weapon Turret (heavy weapon)	2,500	--	--	Mount a heavy weapon
Reinforced Mainframe III	6,500	--	--	+30 hit points (min 80 hit points)
Weapon Turret (super heavy weapon)	6,500	--	--	Mount a super heavy weapon
Complete Composite Retrofit I	8,500	--	--	+2 enhancement bonus to resistance
Suspension Upgrade III*	8,500	2	--	Reduce maneuverability by 1
EPCM Level 3	12,500	3	--	+3 enhancement bonus to AC
Premiere Performance Suspension I*	12,500	2	--	+1 enhancement bonus to maneuverability
Complete Composite Retrofit II	22,500	1	--	+4 enhancement bonus to resistance
Premiere Performance Suspension II*	32,500	2	--	+2 enhancement bonus to maneuverability
Reinforced Mainframe IV	32,500	1	--	+50 hit points (min 100)
Premiere Performance Suspension III*	62,500	2	--	+3 enhancement bonus to maneuverability
EPCM Level 4	62,500	4	--	+4 enhancement bonus to AC
Visual Active Camouflage	62,500	5	--	Total concealment / invisibility
Complete Composite Retrofit III	100,000	--	--	+6 enhancement bonus to resistance
Premiere Performance Suspension IV*	100,000	2	--	+4 enhancement bonus to maneuverability

\*Ground vehicle only

*Level II Property:* Reduce maneuverability penalty by 1 (maximum 0).

*Level III Property:* Reduce maneuverability penalty by 1 (maximum 0).

**Visual Active Camouflage System:** This is an active cloaking system that can conceal a vehicle when not engaged in combat.

*Property:* You can use a standard action to gain concealment. This effect ends the moment you move or are moved from your square. You also gain a +4 bonus to Stealth.

*Thermoptics:* Once a day, as a standard Action, you become invisible for up to 5 minutes. If you are hit by a melee or ranged attack, you enter a square filled with water, you are hit with debris, or you fire any weapons, there is a 50% chance you become visible and the effect ends.

**Weapon Mount / Turret:** A vehicle must have a listed hit point total equal to or greater than 30 to mount a two-handed weapon turret, equal to or greater than 60 to mount a heavy weapon (unless stated otherwise), and equal to or

greater than 100 to mount a super heavy weapon (unless stated otherwise). Most vehicles can have only one weapon mount. Even though larger weapons count as smaller weapons and can be purchased for vehicles, they still count as their original type for the purpose of weapon mounts (e.g.: A heavy weapon can be purchased configured for a larger user, like a vehicle. The vehicle acts as a two-handed small arm when dealing with attack penalties while moving. It still counts as a heavy weapon when mounting it on a vehicle).

## ROBOTS

Robots are automata with no consciousness. Their AI may be advanced but it emphasizes the "artificial" aspect—they can simulate a personality but they can never come close to achieving perfection, generally emulating only as much human behavior as is required for service industries. Almost 99% of all robots on the market are non-humanoid and

don't even have the capacity for vocal communication, let alone a simulated personality.

Robots can be automated or remote controlled.

**Activation:** A robot can only be activated once per round. If the robot is automated, it rolls for initiative as if it were an NPC and activates on its initiative count. A robot can only take standard, move, swift, free actions, full-round actions, and opportunity attacks. Robots cannot be granted actions by other abilities unless it specifies states that it can be used on robots.

If operating by remote control, the robot does not roll separately for initiative and does not automatically activate: you must use a standard action to activate it. Once activated, the robot can take any available actions. After this, it cannot be activated again by anybody until the start of your next turn, although it can still take free actions and make opportunity attacks. If you can activate a robot with a move or swift action (such as through a feat), you can activate multiple robots on your turn but you can still only activate each robot once unless an ability states otherwise.

Switching a robot from automatic to remote control (or vice versa) takes a move action. When switched to remote, the robot loses its initiative count and can be activated on your *next* turn. When switched from remote to automatic, or if remote control is interrupted for any reason, the robot rolls for initiative but cannot activate until the end of your next turn: it is also stunned (save ends).

**Automation Rules:** A robot can be given a single command as a standard action: if the robot has an audio interface, the command can be verbal, otherwise it must be input through a terminal or wireless interface. The command can be open-ended ('protect this person'), limited ('open this door'), or conditional ('if someone comes through that door, shoot them'). Multiple commands can be issued, even commands that trigger other commands, but each separate command requires a standard action. The robot follows its commands to the best of its ability until issued a different command that conflicts with an earlier one, such as 'cancel all previous commands' (a robot will always follow the most recent command). A robot will not follow a command given by an unauthorized user or one that conflicts with its core programming (a service robot cannot be ordered to attack, as its core programming doesn't permit it to understand what 'attack' means).

**Remote Rules:** Robots can also receive active input from an external source; either via a physical remote control or via a SEED implanted remote program (see Programs). The SEED is much faster and more direct and later variations can control multiple machines at once while physical remotes can only control one at a time. A physical remote is a one-handed item: a SEED remote does not require a free hand, but takes up a program slot. Controlling a robot is different than a reprint (see Cybernetics).

A remote-controlled robot can be directed to perform any action that its physical form and programming allow. The robot only has access to its own abilities: while a remote-controlled robot can be directed to use your skills, it uses its own skill ratings to do so. You do, however, grant the robot a **Control Bonus**—a value equal to half your level which is added to the robot's attack, defense, skill, and attribute values in place of its own bonus.

**Special—Back-hacks & Tracers:** Remote links can be tracked. A physical remote uses cellular transmission and can be traced to its source, but this only allows the tracer to learn the GIA of the remote control unit, not the person controlling it. A SEED remote can be traced and does reveal the user's GIA. In either case, only a robot that is not firewalled can be traced, and the trace does not progress for the round if the robot has not been activated since the start of the controller's last turn.

**Hijacking Robotics:** Freediver talents can be used to hack robots. While it is not possible to change the robot's operational parameters (such as its skill modifiers and abilities), you can override the robot's standard protocols, the most obvious use being to change who the robot views as an authorized user – thus making the robot work for you instead of your enemies.

**Upgradeability:** Most robots can be modified. Many robot types list standard upgrades with their stat blocks. For game purposes, robots can also be upgraded with any limb, neural, or absurd cybernetic modification that they have the physical structure to support (thus, a robot with arms can benefit from appropriate limb enhancements: a robot without arms cannot be given arms by said enhancement). These modifications are only mechanically identical to the equivalent cybernetic enhancement: they are customized for robots and cannot be exchanged with human characters, even prosthetics and virtuants.

Robots can also benefit from programs. Each robot has one free program slot (two at 5<sup>th</sup> level, three at 10<sup>th</sup> level) which can store a separately-purchased program. Robots with trained skills or feats can exchange one (and only one) skill or feat for an additional program slot.

Most robots come with a built-in baseline barrier firewall, which can be upgraded as per the normal firewall rules. Robots cannot have more than one firewall.

**Control Range:** The control range of a robot is open unless it enters a jamming field. Unless the robot transmits visual input to you, you must be able to see the robot and its immediate environs to be able to control it effectively. Some abilities that are used with your robot require you to have line of sight or have a limited range. These requirements must be in effect for the ability to activate.

**Markings of Origin:** Like any science over the years that has looked to a sensitive public like 'creating life,' outcry at the development of humanoid robots began with the creation of synthetic skin and hair that was indistinguishable

from its organic counterpart. Later, voice synthesizers were replaced with a mechanical replica of human vocal cords which required articulate lips and a tongue to form speech. While each step that undermined the Uncanny Valley effect made androids more marketable, it also worried religious fundamentalists, security agencies, and sentient rights advocacy groups.

Within a few short years, experts predicted that an android could pass itself as human without a doubt unless something was enacted to ensure a machine's identity in public. While governments debated imposing restrictions on how naturalistic a machine could be made, corporations – which had no interest in developing products without obvious trademarks – voluntarily began a system of markings which would identify a robot over a human or prosthetic. These markings came in the form of geometric tattoos that would grace a hand or a portion of the face. These were often flamboyantly styled to make the images appealing rather than distracting and were offered in a variety of colors. In addition to identifying the android's manufacturer, the tattoos contained data in their shape and size which identified the robot and its year of construction. All androids, from house maids to virtuosos, are now required by law to display these markings. Concealing them is a felony, prosecuted as a form of identity theft. Despite a small but vocal opposition to this practice, it has never been defeated.

## LISTINGS

Robots use the same stat block as NPCs/monsters, with minor variations.

**Level:** This is the level of the robot. This determines the level at which the robot should be made available for purchase as well as being a factor in determining the Engineering or Computer Use DC required to reprogram it. You do not add half this value to the robot's rolls: each robot has a control bonus listed with its stat block which applies when the robot is acting on automatic or controlled by an NPC.

**Load:** Like most equipment, robots can be purchased temporarily with load points.

## LISTINGS

Robots resemble monsters except for several noted additions.

**CR:** This value +15 is used to determine the Engineering or Computer Use DC to reprogram it.

ROBOT	Cost (€)
Box House Droid	400
XIX Cyber-Dog	840
Mobile Defense Platform	4,000
Buzz-Bot, Small	4,000
Felternational B-ROD	8,000
MAT WRATHE	8,000
Rourke Solo Advance Droid	10,000
Operator Droid	10,000
KBT Calgar	12,000
Drum Drone	15,000
Buzz-Bot, Large	18,000
Felternational Bodyguard Android	25,000
Kaaris Companion Android	40,000
Fastcore TED-902	100,000
Strongpoint Defense platform	125,000
T.A.R.A.	200,000
Kaaris Full Service Protector	200,000

## CYBERNETICS

Cybernetics didn't reach their full maturity until after the micronization boom. Until then, they were the domain of amputees forced to settle with clumsy imitations. With the development of the industry and the improvement of artificial materials that can perfectly replicate organic components, one can now replace a limb with a synthetic prosthesis which is as strong as or stronger than the original. Nuebot injections can perfectly seal the organic to inorganic, resulting in a near-zero rejection possibility. This was initially unpopular given that genetically matched cloned organs were a viable possibility long before cybernetics attained a suitable level.

However, cybernetics eventually found ground in the realm of human expansion and transhumanism, allowing those choosing implantation to possess benefits no wholly organic human could enjoy. The most obvious and widespread version of this was the Synaptic Embedded Electronic Device ("SEED"), the most common cybernetic device and currently in use within 55% of the global population.

Initially, when cybernetics came to the public attention, nanotechnology had created artificial limbs in robots more articulate than their human counterparts. However, these were rooted in large assemblies which could not be replicated when attached to the hip or shoulder of an organic human. A power source needed to be installed, and muscle fibers needed to be anchored higher in the body. To gain full movement, a paraplegic would have to swap out his entire lower torso and completely replace his spinal column, a dangerous and painful operation. Around this same time, nanotechnology had also made leaps and

bounds in muscle and nerve reconstruction, removing the need for cybernetic replacement altogether.

The new blossoming technology of cybernetic limbs died before it had any medical application. The replacement of damaged limbs or organs was considered obsolete since organic replacement was less invasive and could do so without scarring. The parts were genetically identical to the originals, even better as they removed any congenital defects, damage, or degradations due to age. But the limits of organic limbs could not be avoided and after ten years of hibernation, experts in micronization made a breakthrough some thought not possible: they were able to break through the blood-brain barrier utilizing nanotechnology and cybernetics. This permitted the development of total body prosthetics.

The initial demand for such replacements was medical patients considered too extreme for simple organ swap—quadraplegics, severe burn victims, sufferers from rapidly spreading cancers, and others whose entire bodies had failed them. The first step was the transplanting of a subject's entire brain into an artificial life support system. This development allowed for more extensive cybernetic modification to be made to a body without the need for further invasive medical procedures. Initially, the spinal column and brain were the only organic components retained, though eventually even the spine itself would be deemed unnecessary (making the transplantation process much less painful as a result). The final development came in the form of removable brain cases, allowing a user to swap between a variety of bodies. It was at this point where the technology gained widespread popularity. This permitted even a suffering child to upgrade prosthetic bodies through his or her life and maintain a normal existence.

In the field of military applications, the concept of swapping bodies of critically injured personnel, even in the field, was a prospect too good to pass up. Huge bonuses were offered to volunteers willing to enter into the first prosthetic brigade. Complete cybernetic soldiers could be given enhanced strength, tougher bodies, immunity to poison and if they were damaged beyond repair, the brain case could be removed and swapped into a replacement within hours with no depreciation of ability. Eventually, the largest ratio of prosthetic bodies emerged from military use.

The psychological aftereffects would take longer to determine, but as the technology developed, so did the capacity of prosthetics to mimic human qualities. Tactile sensations, touch, smell, were all developed to be indistinguishable to the real thing. Eventually, only the most exacting observation could tell a prosthetic from an organic. The unfortunate sacrifice is still too high for many to bear. Quite apart from the psychological and moral issues surrounding the disposal of the original body, the maintenance required for prosthetics, the switching over to synthetic food, and the inability to reproduce naturally has

prevented a mass shift towards prosthetic bodies. However, the dominant reason is the social stigma. As the body can be adjusted to look like any race or gender, the subject often goes through an identity crisis, a conflict reflected in the society in which they live. Are they still human, and does their opinion matter now that they are able to transcend the hurdles others must suffer? When religion went after nugenic children, the arguments were heavy handed about the manipulation of God's hand. When prosthetics became commonplace, the fanatics went for social order and morality, claiming the freeing of the flesh meant an abandonment of God's will. As a result, prosthetics often congregated in cities and societies more progressive and were seldom seen in smaller towns.


To make matters worse, most medical plans don't cover full body prosthetic maintenance. Countries like France, Japan, and Sweden are some of the few that offer socialized medical coverage covering full body prosthetics; others, such as Canada, only offer financial support if full-body replacement is the only viable lifesaving method, and even then ongoing maintenance costs are not covered by insurance.

## THE SEED

The prototype of the SEED was in its infancy well before the onset of the nano age. The earliest example of such systems were microscopic wires implanted in the brain and running down the arm to electrodes implanted in the forearm, capable of transmitting simple electrical signals between the brain and an external system. The difference between this crude setup and the modern SEED is like comparing a wax-cylinder phonograph to an MP3 player. The first true direct neural-interface device never passed the test group, where volunteers were implanted with a synaptic communicator which transmitted via hardline to a detachable computer. Despite an initial demand, the companies that proposed the project could never justify a production line. Even though cyberpunk enthusiasts supported the concept, the general public could not accept such visible artificiality, even if the device was capable of being detached and when it was, it still left an open port in the back of someone's head. Of the ten test subjects, one died from infection when they failed to properly and regularly clean the port; another was forced to have brain surgery to remove the device after two months after incessant itching around the port dislodged the device, nearly causing an aneurism. It was clear the only solution was to find a way to directly tap into the brain without surgery or create an implant which would be completely wireless. Although popularized in fiction, plugging wires into one's brain was simply unrealistic.

Once nanotechnology was no longer a taboo word and the development of neobotics, the blood-brain barrier was no longer an impedance for modern medicine. This lead





the way for a host of new technologies utilizing neubotics in hundreds of medical applications. While initially built using organic components, the potential of synthetic neubotics being used in the body was clear to see. Organic construction was limited to man-made beneficial viruses and bacteria. Synthetic construction, already being developed outside the medical profession (having proven itself in construction and environmentalism), could create microscopic machines to rival what bacteria and viruses did with evolution. Medical neubots have the capacity to repair blood vessels, eliminate infection, and even fabricate tissue while inside the body. After a successful attempt at using synthetic neubots to repair damaged myelin in a child suffering from adrenoleukodystrophy, the technology took off. When synthetic neubots were found capable of building complex structures within the body, several companies began investigating the capacity to construct prosthetic organs without surgery. The idea of injecting neubots which would actually merge into a prosthetic organ seemed farfetched but within a few years, such a concept appeared possible, though it eventually fell out of favor in exchange for using neubots in the implantation of organic replacement organs which were genetically perfect to their original. While the first prosthetic limbs built from nanotechnology were progressing, other engineers were simultaneously attempting to create a brain implant which would allow a user to connect wirelessly to the internet.

The first and most well known company was the Cyrev Group. The Cyrev prototype, dubbed “Spider,” took center stage at the Geneva Science Conference where it premiered, less than ten years after the nameless child was cured of ALD. The Spider was a neubot construction which was created under the skull by a microscopic injection. In its entirety, the injection didn’t amount to more than two milliliters, which instantly snaked its way in to connect to various parts of the brain. The majority of the device floated in the cerebrospinal fluid as a microscopic “mesh” with dozens of nano-thin filaments taking up position near critical neurons to transmit and receive information using the brain’s own methods of data transfer. The mesh also served as a wireless transmitter that allowed the brain to receive and broadcast information without the need of a direct link. The miniscule power demands of the system were originally planned to leach directly from electrochemicals in the brain. When this proved inefficient, the design team reconfigured the concept to accept additional power by wireless induction, functioning both as an information transfer technique and a power system. While groundbreaking, the Spider prototype only allowed the remote operation of a computer and various machines that were tied to the system. This was not their original objective and they asked for more money.

They got it.

Two years, and two billion dollars later, the Spider was released again. The new model, utilizing the same volunteer, built upon the previous implant, had expanded to three milliliters and now was able to transmit information directly to the optical and auditory parts of the brain including recording information being relayed from those sensory inputs. At the same time, psychological shortcuts encoded in the implant’s core programming allowed the otherwise overwhelming quantities of data generated by physical experiences to be compressed into a file less than twice the size of an equivalent-length true-definition video. This allowed one’s experiences to be recorded onto an external device. Tactile sensations quickly followed and by year’s end Cyrev had finally realized their dream—to create a device which could recreate and record experiences, allowing individuals to share their lives with others.

Cyrev would not reap huge benefits from this. While Cyrev was negotiating contracts for the distribution of the “Spider” with both Phyrine Biomechanics and Neo-Neubot-Cybertech, the much larger Kheiron Biotechnologies (KBT) announced the production of the virtually identical SEED, or Synaptic Embedded Electronic Device. Their slogan, “Planting the SEEDs of the Future™” was simple and appealing to the masses. Their goal was to pitch the safety of their design and simplicity of its use. Their propriety software, however, wasn’t as good as the Cyrev model, though the SEED had the additional ability of acting as a cell phone, video player, and music player.

With a simple and attractive name, the SEED became a brandname associated with all such devices, include the Cyrev Spider, in limited circulation at the time. Cyrev's superior GNOSIS language written for their Spider was virtually impossible to hack, but was at first correspondingly non-programmer-friendly. It was also incompatible with SEED implants until Cyrev officially went bankrupt five years later. The GNOSIS language was purchased by Cyber-Soft and updated to be compatible with the new generation of SEEDs being released. These new models were able to store recorded information onto inbuilt memory storage as well as download memories onto an external device. The internal storage was only limited to only a few hours of recording time but was enough that users weren’t required to carry external drives with them at all times. Although the advancement of wireless communication allowed the reliable transmission of massive amounts of data and cloud storage was often cheaper than physical drives, this feature remained popular.

At the same time Cyber-Soft licensed GNOSIS 2.1 to KBT, an open-source variant of GNOSIS, dubbed Nomad, was leaked to the net. It boasted increased security and prevented the relaying of information to unauthorized networks. It also removed a security feature from GNOSIS

# Planting the seed™

Powered by Gnosis 2.1






 **Kheiron**<sup>®</sup>  
Biotechnologies


Kheiron Biotechnologies brings together biotechnology and pharmaceutical companies from North America, Europe and Asia to meet and explore business opportunities with India's emerging biotech sector. ABLE, Kheiron Biotechnologies' partner in India, brings to the network extensive local expertise and its comprehensive network of Indian and Asian biotech and pharmaceutical companies.

Kheiron Biotechnologies features high-level synaptic wide-fire focused panels, networking opportunities, feedback information within the Kheiron Biotechnologies **seed**<sup>™</sup> system. Kheiron Biotechnologies' **seed**<sup>™</sup> system provides an interactive environment to intelligently search, contact and schedule independent feedback with potential partners.

iSight camera.  
It just might be the best  
camera ever on a phone.  
What's more amazing than an BMP  
iSight camera with all-new optics that  
also shoots 1080p HD video? The fact  
that it's on a phone.  
Learn more »

 <b>Video Tutorials</b> Watch short videos on how to use your Apple products.	 <b>Manuals</b> Learn how to set up, use and troubleshoot your Apple products.	 <b>Tech Specs</b> See specifications and system requirements for hardware and software.	 <b>Downloads</b> Get the latest software updates for your Apple products.	 <b>Communities</b> Find and share solutions with Apple users around the world.
--	---	---	---	--





that allowed someone's location to be pinpointed on the planet using their SEED without the user's express permission – a feature KBT insisted was implemented only to help facilitate proper bandwidth allocation, but which was subsequently revealed to also be used by advertising groups and law enforcement agencies to monitor people covertly.

Despite attempts to shut down Nomad distributors, it remains the OS of choice for many users who don't wish to be monitored. Nomad is thought to be installed in less than 0.5% of all SEEDs on the planet: while most software developed for GNOSIS is compatible with Nomad, the reverse is not universally true, and the differences in security protocols between the operating systems may occasionally produce unusual glitches.

Despite the SEED name being a trademark, it is the colloquial term for all cybernetic wireless communication devices on the market, replacing other terms like the aforementioned "Spider" as well as "Buunta," "Cyberbrain," "Cortech", and "iMind". Today, nearly a dozen companies construct them. They have replaced all forms of media players, cell phones, and pagers: the SEED rendered nearly all portable electronic devices obsolete. The installation, perfected by KBT, involves using the "helmet" – a harness that fixes a microscopic needle in an exact position over the skull. It takes ten minutes for the injection to complete, with virtually no pain or discomfort to the user. Because the helmet is automated, the technique was boasted as being as safe and as easy as getting one's ears pierced.

## SEED OPERATION

By default, SEEDs are on all the time. They allow continuous access to the internet as well as voice and video communication. Fears of hacker infiltration are virtually zero and it is commonly believed that the incidence of viruses in SEEDs is less than 0.01 percent of the ratio compared to computers. This is mostly due to network firewalls as well as the near bulletproof nature of the GNOSIS protocol, though many believe Nomad is even more secure. That being said, hackers have been known to crack the SEED system and tamper with its functions as well as tamper with the human brain. Because of the SEED's nature, a skilled hacker could in theory, reverse the functionality of the device, forcing images, thoughts, or even memories into the brain. While most users regard this as paranoid fantasy, reports and urban legends of its occurrence are sufficiently widespread that the process of severing one's external connection to the net has been dubbed "going paranoid." When in this state, you are virtually immune to hacking but are also severed from your externally stored memories as well as all wireless communication.

**Activation Assumption:** SEEDs are assumed on unless stated otherwise. They automatically turn on at the start of each day.

**Wireless Communication:** Every SEED owner is assigned a SEED contact number, which is akin to a cell phone number. If you know the ID number of the person you wish to communicate, you can contact them anywhere in the world (assuming you are not being jammed). The line allows two-way communication and up to four people in a conference. Larger conferences require a program. This form of communication still requires you to speak aloud (though certain programs circumvent this). Just knowing a person's contact number does not allow you to learn their GIA, although you can use a *tracer* program on an active call to determine it.

**Memory Recording:** Each SEED allows at least one hour of full cognitive recording—able to store all visual, auditory, tactile and olfactory input. Any of these can be suppressed upon playback. Emotional states have been known to carry over as well but these rarely occur and only do under extreme situations. This flash memory can be instantly recalled in a moment's notice and played back for yourself or other SEEDs through streaming connection. The SEED is always recording and will keep a constant one hour behind present time. It will not store the memory permanently unless told to at which case the time the experience occupies remains in the flash memory until it can be transferred to a permanent source. Memories you wish to store permanently can be shuffled to your external memory when available. This allows you to automatically pass any skill check dealing with memory recall if the pertinent event occurred within the last hour. SEEDs can be modified to hold more data. The flash memory can also be used to hold up to two hours of true-definition video, sixteen hours of low-definition video, 256 hours of music, and an effectively unlimited amount of text documents.

**Paranoid:** Going paranoid involves setting your firewall to extreme protection, cutting off incoming and outgoing transmissions without disrupting the power required for SEEDs to function. It does not sever anyone currently diving you, or reveal their presence to you. Going paranoid simply prevents further attacks from targets outside of the firewall: any conditions or programs already affecting you continue to affect you (and programs can even be triggered if they are conditional on something other than network connectivity, such as vocal commands). Most servers and AIs cannot go paranoid. It takes a standard action to go paranoid but the effects do not go into effect until the start of your next turn. When paranoid, the following conditions apply:

- You suffer a -3 penalty to all knowledge and monster knowledge checks.

- You lose all wireless communication unless you have an external device. Without wireless communication, your voice (and thus your open range) is limited to 10 squares/50 feet (if you yell).
- You cannot be subjected to a hack attack unless certain conditions have worked around being paranoid. This also does not stop programs already behind your firewall or enemies currently diving you.
- You do not benefit from any bonuses granted by external devices (e.g.: satellites). Any abilities that require such a connection cannot be activated.
- Ending paranoid mode requires a standard action, but does not take effect until for 5 minutes.

Being paranoid is not foolproof. Certain viruses, hacking keys, and backdoor programs can give you the illusion you are paranoid while you are actually not.

## SEEDS

There are hundreds of SEEDs on the market. They are not all name-brand SEEDs, but the term is accepted for them all. These have a limit on the number of neural implants you can have at any one time. They also list the number of programs you can have in your internal memory. A few offer additional abilities as well. You can only have one SEED in your brain.

All players receive the KBT Full-Play for free at character generation. SEEDs can never be sold back or traded in.

**Programs:** This refers to how many programs can be held in memory at any time.

**Enhancement:** This value serves multiple purposes.

- This is the enhancement bonus to firewall attacks and save DCs from hack talents.
- This value +1 is the limit of neural implants the SEED can maintain.

## KHEIRON BIOTECHNOLOGIES FULL-PLAY

*The world's most famous model—cheap, easy to acquire, and the first most everyone ever gets.*

**Enhancement** +0 (+0) 50\*

**Programs:** 1

\*All players receive this SEED for free at character generation.

## iMIND

*A simple and easy to use model which is the third best-selling SEED on the market, though iMind can't market it under that name.*

### Enhancements

Alpha +1  
Beta +2  
Gamma +4  
Delta +3

**Programs:** 1

**Property:** None

## KHEIRON BIOTECHNOLOGIES XTREME MASHEEN

*KBT's Advanced model promises increased security for the aggressive internet cowboy.*

### Enhancements

XM-20 +1  
XM-24 +2  
XM-26 +3  
XM-28 +4

**Programs:** 2

**Property:** Any firewall you place in this SEED reduces its buffer penalty by 1 (max 0).

## CYBER-SOFT CORTECH

Cyber-Soft, the distributors of the GNOSIS protocol all SEEDs use, produced this reliable device known for its anti-virus software.

### Enhancements

GX-1,000 +1  
GX-1010 +2  
GX-1050 +3  
GX-1099 +4

**Programs:** 3

**Property:** Gain a +1 bonus to all saves from Hack attacks.

## KHEIRON BIOTECHNOLOGIES ULTIMATE SURFER

*KBT's highest end production model comes equipped with several proprietary search engines that makes data acquisition easier.*

### Enhancements

US-30 +2  
US-33 +3  
US-36 +4  
US-39 +5

**Programs:** 4

**Property:** Gain a +1 item bonus to all Knowledge checks.

**Property:** +1 hour of flash memory.

**Knowledge Booster:** Once a day, as a swift action, gain a +10 item bonus to a single Knowledge skill check.

## SEED

Seed	Bonus	Cost (€)
Kheiron Biotechnologies Full-Play	+0	50€*
iMind Alpha	+1	200€
KBT Xtreme Masheen XM-20	+1	300€
Cyber-Soft Cortech GX-1,000	+1	500€
iMind Beta	+2	1,000€
KBT Xtreme Masheen XM-24	+2	1,800€
Cyber-Soft Cortech GX-1010	+2	2,600€
CyRev Spider Advance Baal-001	+2	2,600€
GammaTech Buunta BA01A	+2	2,600€
KBT Ultimate Surfer US-30	+2	2,600€
iMind Delta	+3	4,000€
KBT Xtreme Masheen XM-26	+3	5,000€
Cyber-Soft Cortech GX-1050	+3	8,000€
CyRev Spider Advance Baal-002	+3	8,000€
GammaTech Buunta BA02B	+3	8,000€
KBT Ultimate Surfer US-33	+3	8,000€
I/O Eden Jack n' Jill JJ-Kierkegaard	+3	12,000€
KBT Full-Play <Cracked> Zed	+3	12,000€
iMind Gamma	+4	20,000€
KBT Xtreme Masheen XM-28	+4	40,000€
Cyber-Soft Cortech GX-1099	+4	50,000€
CyRev Spider Advance Baal-003	+4	50,000€
GammaTech Buunta BA03C	+4	50,000€
KBT Ultimate Surfer US-36	+4	50,000€
KBT Full-Play <Cracked> Zed	+4	70,000€
I/O Eden Jack n' Jill JJ-Nietzei	+4	70,000€
Hacker Custom Fit Model 1	+4	80,000€
I/O Eden RACER X	+4	80,000€
CyRev Spider Advance Baal-004	+5	90,000€
GammaTech Buunta BA024D	+5	90,000€
KBT Ultimate Surfer US-39	+5	90,000€
I/O Eden Jack n' Jill JJ- Nietzsche	+5	100,000€
KBT Full-Play <Cracked> Zeek	+5	100,000€
Hacker Custom Fit Model 2	+5	100,000€
I/O Eden Racer RACER Y	+5	100,000€
I/O Eden Administrator IOEA-1	+5	125,000€

\*All players receive this SEED for free. It has no additional features or higher level models.

## CYREV SPIDER ADVANCE

*CyRev set the market with their original Spider. Corporate espionage and poor public relations have doomed the company to collapse. The current Spider is manufactured under the CyRev label though Baal Electronics, which purchased the CyRev name.*

### Enhancements

Baal-001 +2

Baal-002 +3

Baal-003 +4

Baal-004 +5

### Programs: 5

**Property:** Gain a +1 item bonus to your Will saves.

*Baal-003 & Baal-004: +2 item bonus to your Will saves.*

## GAMMATECH BUUNTA

*This unusually named series is popular with those wishing for additional security.*

### Enhancements

BA01A +2

BA02B +3

BA03C +4

BA024D +5

### Programs: 3

**Property:** One firewall in your memory gains a +1 item bonus to defense.

**Firewall Booster:** Once a day, as a swift action, one firewall in your memory gains a +5 item bonus to defense until the end of your turn.

## I/O EDEN JACK N' JILL

*I/O Eden only recently started distributing their SEEDs (originally only available to employees) to the public. The Jack n' Jill is the most popular due to including most of the software users need to pay exorbitantly for.*

### Enhancements

JJ-Kierkegaard +3

JJ-Nietzsche +4

JJ-Locke +5

### Programs: 5

**Property:** +1 hour of flash memory.

**Property:** Programs you install cost 20% less.

**Property:** All ProgDCs for programs in your SEED memory gain a +1 bonus.

## KHEIRON BIOTECHNOLOGIES FULL PLAY <CRACKED>

*This unauthorized and unlicensed product is a KBT Full-Play with significant modifications. No one is sure who built it but theories point to an ex KBT employee.*

### Enhancements

Cracked Zed +3  
Cracked Zod +4  
Cracked Zeek +5

### Programs: 6

**Property:** You gain a +2 damage bonus to all hacks that inflict damage.

**Property:** +1 hour of flash memory.

**Hack Booster:** Once a day, taking no action, gain a +4 item bonus to a single firewall attack roll or to a Will save DC.

## I/O EDEN RACER

*Although out of most consumers' price range, this elite-class SEED is considered the best on the market. Some regard it as the supercar of the SEED set.*

### Enhancements

RACER X +4  
RACER Y +5

### Programs: 6

**Property:** Each unused program slot offers a +1 item bonus to defense to one of your Firewalls

**Neural Recovery:** Once a day, as a swift action, recover 2d10 + your level hit points.

## HACKER CUSTOM FIT

*This is not constructed by one specific company or group. These are generic hacker custom models that go for unreasonable prices on the black market.*

### Enhancements

Custom Model 1 +4  
Custom Model 2 +5

### Programs: 8

**Property:** Gain 1 hack feat. You must meet the prerequisites of that feat and if you remove this SEED, you lose this feat as well as any feats requiring this one as a prerequisite. If you regain this feat, you regain all lost feats.

**Property:** As a free action, inflict 2d4+Intelligence damage the moment you breach anyone's final firewall. You may use this ability once per enemy.

## I/O EDEN ADMINISTRATOR

*The IOEA is a limited run I/O Racer model designed specifically for the administration staff and board members of I/O Eden. Very few people outside of this group have been permitted to purchase one.*

### Enhancements

IOEA +5

### Programs: 10

**Property:** Resist 5 Neural damage

**Property:** +2 hours of flash memory.

**Property:** If you are reduced to 0 or fewer hit points (or if killed), the SEED can maintain brain activity for one hour. Even if the character is killed, the brain can be moved into a cybernetic body (or a new one) without any loss of skills or level.

**Property:** You may reroll any Intelligence-based skill roll if you don't like the result. You may do this as many times a day as your level of enhancement.

**Property:** All ProgDCs for programs in your SEED memory gain a +2 bonus.

## BARRIER

Barriers	Firewall Bonus	Cost (€)	Cha/Wis	Buffer
Base Barrier 1	+1	20€	Yes	+1
Base Barrier 2	+2	40€	Yes	0
Base Barrier 3	+3	80€	Yes	-1
Base Barrier 4	+4	60€	No	-1
Base Barrier 5	+6	90€	No	-2
Base Barrier 6	+7	100€	No	-3

Cha/Wis: You may apply your Charisma or Wisdom modifier to this defense.

## FIREWALLS

Firewalls are defensive systems that protect servers as well as synthetic and organic brains from digital attack. They defend against malware, viruses, and hacker invasion. Unlike other forms of defense, firewalls are placed in sequence, forcing attackers to break through multiple barriers to reach a level where damage can be inflicted. Firewalls, when breached, remain open until the end of the attacker's next turn, where it closes (unless a program or ability is in place to keep it open).

SEEDs can have no more than one firewall (there is a feat that offers an additional opening for another firewall) though servers can have as many as six. If you have multiple firewalls, you must specify which sequence they are placed as they are attacked in that order. Like SEEDs, firewalls cannot be sold or traded in.

**Constructing a Firewall:** To construct a firewall to occupy a firewall slot, you must first purchase a baseline barrier which can then be enhanced by a third party program (listed below). You can simply purchase off the shelf firewalls which do little more than what they're designed to do. A baseline barrier and a third party program occupy a single slot. You can purchase a baseline barrier and not enhance it but you cannot enhance if you do not have a baseline barrier. Some third party programs

## 3rd PARTY FIREWALL

Third Party Firewall	Bonus	Cost (€)
KBT SafeWare Firewall Standard	+1	100€
iMind Unbreakable Barrier B1A	+1	150€
Cyber-Soft Cyberbiotics Matrix Halo	+1	180€
KBT Ensurity Alpha-4	+1	260€
WALL Electronics Alphaden	+1	260€
I/O Eden Server Barrier GF-44	+1	360€
I/O Eden Server Barrier HI-357	+2	520€
KBT SafeWare Firewall Deluxe	+2	360€
iMind Unbreakable Barrier B1B	+2	680€
Cyber-Soft Cyberbiotics Cipher Plus	+2	840€
KBT Ensurity Beta-3	+2	1,000€
WALL Electronics Betaden	+2	1,000€
KBT SafeWare Firewall Complete	+3	2,600€
iMind Unbreakable Barrier B1C	+3	3,400€
Cyber-Soft Cyberbiotics Trinity Max	+3	4,200€
I/O Eden Server Barrier Deltaden	+3	5,000€
KBT Ensurity Delta-2	+3	5,000€
WALL Electronics Deltaden	+3	5,000€
KBT SafeWare Firewall Advanced	+4	13,000€
iMind Unbreakable Barrier B1D	+4	17,000€
Cyber-Soft Cyberbiotics Morpheus One	+4	21,000€
I/O Eden Server Barrier KX-454	+4	25,000€
KBT Ensurity Echo-1	+4	25,000€
WALL Electronics Echoden	+4	25,000€
KBT SafeWare Firewall Elite	+5	65,000€
I/O Eden Server Barrier EN-500	+5	125,000€
KBT Ensurity Gamma-0	+5	125,000€
WALL Electronics Gammaden	+5	125,000€

enhance the effectiveness of the barrier while others offer increased functionality.

**Determining Firewall Defense:** To determine the Firewall defense for a single layer, you add the baseline barrier with any third party enhancement. Some baseline barriers allow you to add either your Wisdom or Charisma bonus to your firewall defense.

**Buffer:** Some firewalls are so secured, they limit incoming and outgoing transmissions, shutting anything down that's unwanted. This may be useful for those wanting their privacy but it actually hampers those attempting to use the net effectively. It also limits hack attacks. The buffer is a penalty that is incurred to all Computer Use skill checks when doing research and to all firewall attack rolls.

## THIRD PARTY FIREWALL ENHANCEMENTS KHEIRON BIOTECHNOLOGIES SAFWARE FIREWALL

*The basic and most common firewall on the market.*

### Enhancements

Standard	+1
Deluxe	+2
Complete	+3
Advanced	+4
Elite	+5

## IMIND BREAKABLE BARRIER

*iMind's propriety software is based upon KBT's well known protocol with additional functionality.*

### Enhancements

B1A	+1
B1B	+2
B1C	+3
B1D	+4

**Property:** Resist 2 Neural damage.

**B1C & B1D:** Resist 4 Neural damage

## CYBER-SOFT CYBERBIOTICS

*The Cyberbiotics line was designed to maximize the compatibility with their own GNOSIS protocol. Attempts to having a basic firewall of this line packaged with all SEEDs never got off the ground, despite being superior to KBT's SafeWare.*

### Enhancements

Matrix Halo	+1
Cipher Plus	+2
Trinity Max	+3
Morpheus One	+4

**Firewall Crash:** As a free action, crash this firewall to gain a +5 item bonus to your next hack attack roll. This firewall remains down for one minute.

## KHEIRON BIOTECHNOLOGIES ENSURITY

*Made in response to Cyber-Soft's Cyberbiotics line, the Ensurity has nearly unmatched protection, despite its clumsy interface and bare bones package.*

### Enhancements

Alpha-4	+1
Beta-3	+2
Delta-2	+3
Echo-1	+4
Gamma-0	+5

**Willpower Booster:** Once per day, as an immediate action to a firewall breach, you gain a +5 item bonus to your Will saves until the beginning of your next turn.

## WALL ELECTRONICS DEN SERIES

*WALL only designs firewalls and they do it very well, from the simple consumer level to the advanced super-barriers designed for servers.*

### Enhancements

Alphaden	+1
Betaden	+2
Deltaden	+3
Echoden	+4
Gammaden	+5

**Special:** This firewall occupies two firewall slots.

**Property:** Every time this firewall is broken, an opponent must make a Computer Use skill check against your Reactive Awareness or be detected.

## I/O EDEN SERVICE BARRIER

*Although originally designed to protect I/O Eden's systems from outside attack, these firewalls have been placed on the market and have been found in a variety of locations, even inside human brains.*

### Enhancements

GF-44	+1
HI-357	+2
Deltaden	+3
KX-454	+4
EN-500	+5

**Special:** This firewall occupies two firewall slots.

**Property:** Contains a program slot.

**Reactive Defense:** Once a day, if this firewall is broken, it instantly re-seals.

## CYBERIZATION

Despite claims of 20th century fiction, the desire to gain cybernetic limbs to replace perfectly functional organic ones for purely aesthetic or artistic reason never gained any ground. The extensive support systems required to make a cyberlimb a viable replacement would revolve replacing even more of the body, which was invasive and pointless when custom-grown organic replacements were a perfectly viable alternative. This caused the cyberization industry to falter until the development of full body prosthetics, which leapt over limb replacement. The number of "halfers" in the world is slim – where an individual is partially cybernetic and partially organic in ratios which are nearly even. In most cases, these are formerly crippled athletes that attempted to increase their potential beyond the capacity of organic limbs. When this trend began, the Paralympics staked new territory when they dramatically broke every Olympic record on file. Shortly after, the Paralympics were renamed the Cyberlympics and any records held by cybernetically enhanced humans were rejected. Since then, the event has grown to be nearly as popular as its non-augmented predecessor, drawing in

sponsors for its athletes, though instead of energy drinks and shoes, it's cybernetic limbs and prosthetic bodies. For everyone else, the promise of neobotically grown organic organ replacement satisfied anyone handicapped by a physical disability. However, the final goal of immortality was a promise only full cyberization could fulfill.

**Note:** Unless otherwise stated, you cannot have more than one of the same cybernetic.

*"It kills over a 100,000 people every day. We wouldn't accept those odds if they were cars or cancer. Why have we let this demon run amok all these years? Time to put it in its place."*

Dr. Robert Stewart  
Symposium of Death

## THE ADVANCEMENT OF THE FBP

With neobotics capable of curing nearly every physical deficiency, and with nugenics emerging, the human race was poised to break down the final hurdle in medicine, mortality. Nugenic humans lived longer. Neobotically grown organs were never rejected and surpassed the lifespans of the originals. Despite this, people still died when their time was up: eventually the body began to fail so extensively that it was impossible for the implant surgeons to keep pace. Geneticists working alongside nebotic medical scientists were convinced they could halt the senescence of the human body with genetically redesigned organs or by artificial viruses. They continually failed at this search.

Cyberization was the solution some were looking for to finally deny the Grim Reaper his prize. Full body prosthetics began with the development of androids. When neobotics reached a point where they were able to recreate the entire human body without deficiency, there was already a technology in place for humans to control them using their SEEDs. This created splinter fads like surrogate androids and real-world simulation gaming. Eventually, this grew into the possibility of transplanting one's mind directly into a machine. The development of a nebotic suspension fluid not only kept a brain alive when detached from its body, it also suspended the senescence of the brain, allowing a conscious mind virtual immortality.

The first prosthetic body was designed for a 25-year old woman whose body was utterly destroyed in a house fire. Though the initial design offered to her was somewhat less than fully satisfactory, being little more than an advanced android without complete sensory inputs, the opportunity to experiment on a 'live' specimen quickly drove development. She would swap her body a dozen more times and decades later, is still alive. Soon, elderly billionaires wishing to live on past their fated death were



## FULL BODY PROSTHETICS

Cybernetic	Cost (€)	Location	Property
Kaaris Base Insurance	1,000	Full Body	FBP
Miranda FP-1 "Serena"	8,500	Full Body	FBP
MAT Combat Class D	18,000	Full Body	FBP
Miranda PB-1 "Angela" / "Harrison"	18,000	Full Body	FBP
XIX EM-4-Panther	27,000	Full Body	FBP
Felternational Solid System	40,000	Full Body	FBP
MAT Combat Class C	40,000	Full Body	FBP
MAT Combat Class B	70,000	Full Body	FBP
Rourke XR-1 Goliath	70,000	Full Body	FBP
MAT Combat Class A	100,000	Full Body	FBP
GammaTech Corporate Security Shell	150,000	Full Body	FBP
KCI Non-Maintenance Elite	200,000	Full Body	FBP

able to cheat the end with a relatively low investment. From there, the trend moved onto to those already mostly cyberized and then to others that hated their genetic makeup. With full body prosthetics, a person's original age, race, or sex no longer had any meaning.

As a rule, subjects qualifying for full body prosthesis cannot suffer from any major mental disease nor can they be over eighty years of age at the start of the process. Likewise, FBPs are also prohibited for those below nineteen years of age in most countries except in life-or-death situations, though some nations have made exceptions on a case-by-case basis.

The unfortunate side-effect of prosthetic bodies is the loss of natural reproduction: while theoretically it would be possible to genetically engineer a descendent from stored cultures of the subject's original DNA, very few pursue such an option, considering that functional immortality reduces the imperative drive to procreate (not to mention that many people turned to full-body prostheses to distance themselves from their native gene pool). Critics of the technique also claim that conversion on such a scale would result in the dehumanization of the subject, while others insisted that it would eliminate traditional national culture and ethnic identity. This is, in fact, slowly occurring.

## PROSTHETIC RULES

The vast majority of cybernetics in the world require a full body prosthetic to be installed. Usually only neural implants are universal to both those prostheticized and those still organic. Prosthetic bodies apply to both humans with FBPs as well as robots, though with the later, only virtuants possess the proper intelligence to utilize most of them.

GMs can use these rules in creating custom-built robots. There are no load costs with cybernetics as they are permanent if installed.

**FBP:** If a cybernetic is listed with the FBP keyword, it can only be used with full body prosthetics. This is regardless if the item is a brain implant, a limb augmentation, or any other miscellaneous boost. There is no way around this condition.

**Robotic:** If labeled robotic, this cybernetic implant is only usable with virtuants, regular androids, or robots; not nugenics, prosthetics, or true-born.

**Visible:** This keyword indicates the nature of the cybernetic cannot be easily concealed. In this world, cybernetics are designed to be invisible unless under close scrutiny. Cybernetics with this keyword cannot be concealed easily and can be spotted with relative ease. Some modifications are easier than others to spot. GM discretion.

## PURCHASING CYBERNETICS

Certain cybernetics are add-ons to existing components while others replace them altogether. Each body segment (eyes, left arm, and right arm) can have as many modifications as you can afford, within reason (GMs discretion). Full body replacements replace every appendage and the torso but you may still enhance individual limbs later.

Neural Implants are the exception to this rule. How many additional neural implants you can have depends on your SEED capacity.

**SEED assignment:** You receive a SEED "Full-Play" model for free. You must pay full price for any SEED upgrades.

**Pricing:** Because of medical coverage plans, the costs listed actually reflect the price the character pays given various in-setting factors including deductibles or discounts. Higher prices reflect higher quality products as well their

rarity and lack of medical coverage. This explains why low-level products cost so little in comparison to real-world technology.

## FULL BODY PROSTHETICS

Full Body Prosthetics completely replace your physical body. When this occurs, there are a variety of options you can gain and change. You can alter your height, weight, hair and eye color, and even your sex and ethnicity. There is no limit other than your finances.

When you purchase a prosthetic, it uses your original ability scores, modified by any bonuses or penalties built into the system. Full body prosthetics are not just for people wishing to upgrade their primary body: it may be advantageous for a character to have several different bodies on hand for a variety of tasks.

**Additional Implants:** Limb and torso implants are meant to be used in addition to FBP systems and do not replace listed enhancements. If you have existing limb or torso implants on your current body, they can be transferred to a new body at the same time as you transfer bodies at no additional cost. If you want to have the same system on more than one body at a time, it must be purchased separately for each body.

**Weight:** Most full-body prosthetics weigh more than an organic body of equivalent build. A prosthetic body's weight does not apply against the character's encumbrance, although it would apply against that of another character attempting to carry them; also, the weight of any additional cybernetics still applies. This additional weight is not apparent to the eye, but sensors that detect weight, mass, or density will immediately be able to identify the body as artificial.

**Felternational Solid System:** FNSS's old prosthetic design remains popular because of its weight rather than in spite of it. Though somewhat ponderous, its stability and durability are preferred for certain professions.

*Ability Scores (enhancement bonus):* Con +2

*Weight:* Add +300 lbs to your normal weight without visibly adding any girth.

*Torso:* All forced movement is halved (round down). You gain +10 hit points. The time it takes to recover from being exhausted or fatigued is cut in half.

*Legs:* If an attack knocks you prone without inflicting another effect which makes falling unavoidable (like being unconscious), you can choose to ignore being knocked prone. Your speed is reduced by 5 feet.

**GammaTech Corporate Security Shell:** This model, originally built in-house by GammaTech for internal use only, eventually broadened their production run to sell in the open market. Designed for security detail of board members and VIPs, the GCSS is usually equipped with

advanced AIs. It later found popularity with military organizations and law enforcement, eventually popping up in the exclusive world of OCMA (Open Cybernetic Martial Arts). Because of its origins, the GCSS is one of the most expensive prosthetic bodies on the market.

*Ability Scores (enhancement bonus):* Str +2, Con +4

*Torso:* Gain 3 hardness and a +2 item bonus to both Fortitude Reflex saves. Gain +30 hit points. You are immune to being staggered by outside attack (you can still be affected by hack attacks). Gain a +2 bonus to Survival skill checks. Gain resist electricity 10 and resist fire 10.

*Weight:* +100 lb. above normal. No visible difference.

**Kaaris Base Insurance:** American owned Kaaris Industries manufacture an extremely inexpensive prosthetic that was endorsed by most medical firms as the baseline replacement for those requiring prosthetic bodies for purely medical reasons (injury or disease). This is a decent model for those wishing spare bodies for whatever reasons they desire.

*Ability Scores:* No bonus

**KCI (Kenbachi Cyber Industries) Non-Maintenance Elite:** One of the most powerful cyberbodies on the market, the KCI NME, also known as the "Elite Class," is also the most expensive prosthetic body produced in any significant quantities. The elite is indistinguishable from an organic human unless aftermarket modified. Able to stand the harshest environments, the elite has been the exclusive choice for nearly all corporate executive, celebrities, and millionaires with a fear of death. Many of the middle class spend their fortunes to gain a KCI elite.

*Ability Scores (enhancement bonus):* Str +6, Dex +6, Con +6

*Torso:* Gain 4 hardness and a +3 item bonus to both Fortitude and Reflex saves. Gain +45 hit points. You are immune to being staggered by outside attack (you can still be affected by hack attacks). Gain a +4 bonus to Survival skill checks. Gain a +2 bonus to all Charisma ability checks and Charisma-based skill checks. Gain resist electricity 10.

*Legs:* Gain +5 ft. speed

*Regeneration:* Once per day, as a free action, you gain regeneration 5 for 5 minutes as long as your hit points are over 1.

*Weight:* +80 lb. above normal. No visible difference.

**MAT (Military Applied Technologies) Combat Class:** Combat Classes are usually easier to acquire than they sound. If someone ever served in the military or were even in the reserves, they can acquire one. If they are contracted to a corporation, or if they have an existing prosthetic body and work for law enforcement, they can upgrade through those channels. Combat classes are simple fortified and specialized prosthetics which offer increased survivability without sacrificing the living quality of the user. The class D is the most common and simplest.

## BODY ENHANCEMENT

Cybernetic	Cost (€)	Location	Property	Weight
Phyrine Cluster Backup	300	Full Body	FBP	0.5 lb.
Chimera Biogineering NueSkin Z1C	500	Full Body	FBP	2 lb.
Chimera Biogineering NueSkin Z1H	500	Full Body	FBP	2 lb.
Phyrine "Port and Polish" Nano-Flush	500	Full Body	FBP	--
Rourke Ind. OmegaMax Hardshell, L1	500	Full Body	FBP	10 lb.
XIX Mark 1 Max Shell	500	Full Body	FBP	5 lb.
XIX Level 1 Max Nano-Reactive Defense	2,000	Full Body	FBP, Visible	5 lb.
XIX Mark 2 Max Shell	2,000	Full Body	FBP	10 lb.
JaggerMaster Joint System	3,200	Full Body	FBP	5 lb.
C-MAX Alpha RNS	4,000	Full Body	FBP	15 lb.
Rourke Ind. Anti-Shock Capacitor	4,000	Full Body	FBP	1 lb.
Phyrine Enclosed Braincase	5,000	Full Body	FBP	1 lb.
XIX Mark 3 Max Shell	6,000	Full Body	FBP, Visible	20 lb.
XIX Level 2 Max Nano-Reactive Defense	8,000	Full Body	FBP, Visible	7 lb.
Chimera Biogineering NueSkin X3C	10,000	Full Body	FBP	6 lb.
Chimera Biogineering NueSkin X3H	10,000	Full Body	FBP	6 lb.
C-MAX Beta RNS	16,000	Full Body	FBP	20 lb.
XIX Level 3 Max Nano-Reactive Defense	18,000	Full Body	FBP, Visible	10 lb.
Rourke Ind. OmegaMax Hardshell, L2	15,000	Full Body	FBP	20 lb.
XIX Mark 4 Max Shell	16,000	Full Body	FBP, Visible	35 lb.
XIX Level 4 Max Nano-Reactive Defense	32,000	Full Body	FBP, Visible	13 lb.
C-MAC Delta RNS	36,000	Full Body	FBP	30 lb.
XIX Mark 5 Max Shell	36,000	Full Body	FBP	30 lb.
Phyrine S&P Stealth Net	50,000	Full Body	FBP	4 lb.
MAT Aero Kit	50,000	Full Body	FBP	20 lb.
XIX Level 5 Max Nano-Reactive Defense	50,000	Full Body	FBP, Visible	15 lb.
XIX Mark 6 Max Shell	50,000	Full Body	FBP	35 lb.
MAT-001 Holo-Net	60,000	Full Body	FBP	20 lb.

### Class D

*Ability Scores (enhancement bonus):* Str +1, Dex +1, Con +1 OR Str +2, Con +1 OR Dex +2, Con +1

*Torso:* Gain 2 hardness and a +1 item bonus to both Fortitude Reflex saves. Gain +10 hit points.

*Weight:* +25 lb. above normal. No visible difference.

### Class C

*Ability Scores (enhancement bonus):* Str +2, Dex +2, Con +2 OR Str +3, Dex +1, Con +2 OR Str +1, Dex +3, Con +2

*Torso:* Gain 2 hardness and a +2 item bonus to both Fortitude and Reflex saves. If you are staggered or dazed,

you recover from the effect after 1 round. Gain a +2 bonus to Survival skill checks. Gain +12 hit points.

*Weight:* +35 lb. above normal. No visible difference.

#### **Class B**

*Ability Scores (enhancement bonus):* Str +2, Dex +2, Con +3 OR Str +3, Dex +1, Con +3 OR Str +1, Dex +3, Con +3

*Torso:* Gain 2 hardness and a +3 item bonus to both Fortitude and Reflex saves. If you are staggered or dazed, you recover from the effect after 1 round. Gain a +3 bonus to Survival skill checks. Gain +15 hit points

*Weight:* +40 lb. above normal. No visible difference.

#### **Class A**

*Ability Scores (enhancement bonus):* Str +3, Dex +2, Con +4 OR Str +4, Dex +1, Con +4 OR Str +1, Dex +4, Con +4

*Torso:* Gain 3 hardness and a +4 item bonus to both Fortitude and Reflex saves. You cannot be staggered or dazed. Gain a +4 bonus to Survival skill checks. Gain +20 hit points.

*Weight:* +50 lb. above normal. No visible difference.

**Miranda FP1 "Serena":** The Miranda branch of Kenbachi Cyber Industries was formed specifically to manufacture female prosthetic bodies for android and human use. A frequent complaint about the old designs was that both male and female bodies were based off of the same generically male core design. The FP1 was the first one designed and built from the ground up with a woman in mind. The FP1 models have an apparent age range of 17-45 years.

*Ability Scores (enhancement bonus):* Dex +4, Cha +1

*Torso:* You gain a +3 item bonus to Reflex saves.

*Property:* Gain a +2 item bonus to Charisma ability checks and Charisma-based skill checks.

**Rourke XR-1 Goliath:** This full body prosthetic is only available in male. Each model is between 6'8" and 7'5" and weighs at least 450 lbs. Your appearance is still human despite the height.

*Ability Scores (enhancement bonus):* Str +4,

*Torso:* You are still a Medium-sized creature but cannot fit in any advanced armor. You gain +25 hit points.

*Arms & Legs:* Whenever you make any Strength-based skill checks, roll twice and take the higher result. You also gain a +1 shield bonus to AC. You gain a +2 bonus to melee damage rolls but not melee attacks.

**XIX EM-4 Panther:** The Panther is one of XIX's only subtle offerings, designed for pure speed and agility over any other considerations. Although not popular with XIX's loyal clientele, it has broadened the company's appeal in a wider market.

*Ability Scores (enhancement bonus):* Dex +6

*Torso:* Gain +2 item bonus to Reflex saves.

*Legs:* Gain a +5 ft. bonus to speed.

*Weight:* +50 lb. above normal. No visible difference.

**Miranda PB-1 "Angela" / "Harrison":** An upscale version of the Serena, the Angela and Harrison were built with exacting detail to replicate the human form without flaw. The PB-1 is custom designed with every conceivable trait the user may want, to look exactly as the customer wishes. The PB-1 line is known for their statuesque beauty, without flaw or blemish. The Angela brand was released first, followed by the Harrison, by consumer demand.

*Ability Scores (enhancement bonus):* Dex +2

*Property:* Gain a +4 item bonus to Charisma-based ability checks and Charisma-based skill checks. Gain a +2 bonus to Stealth skill checks.

*Weight:* +10 lb. above normal. No visible difference.

## **BODY ENHANCEMENTS**

**C-MAX RNS (Reinforced Nanocarbon Skeleton):** The C-MAX RNS series is not a complete skeletal replacement but a collection of neubots injected in 45% of the bones in your prosthetic body that replaces the traditional building material with a stronger carbon composite. The cost of the modification is still considered too high to be a standard feature.

*Note:* You cannot purchase more than one nanocarbon skeleton.

*C-MAX Alpha RNS Property:* +5 hit points, +2 enhancement bonus to Constitution

*C-MAX Beta RNS Property:* +10 hit points, +4 enhancement bonus to Constitution

*C-MAX Delta RNS Property:* +15 hit points, +6 enhancement bonus to Constitution

**Chimera Biengineering NueSkin:** Chimera's NueSkin line has grown in popularity with search and rescue teams employing prosthetics in their roster. Without a noticeable reduction in tactile response, pressure sensitivity, or external look and feel, Chimera's skin is noticeable stronger in certain conditions.

*Z1C—Property:* Resist 10 cold.

*Z1H—Property:* Resist 10 fire.

*X3C—Property:* Resist 15 cold.

*X3H—Property:* Resist 15 fire.

**JaggerMaster Joint System:** This modification replaces 24 joints along the body with the JaggerMaster's custom set, allowing them to slip out of spot and adjust up to six inches from their root and be pulled back with ease.

*Property:* Gain a +2 bonus to both your Combat Maneuver Bonus and your Combat Maneuver Defense

*Booster:* Once a day, gain a +7 circumstance bonus to your CMB and CMD until the end of your next turn.

**MAT (Military Applied Technologies) Aero Kit:** The Aero Kit is a concealed, deployable flight system that was only released from its testing phase in 2090. It opens up the back of the torso to expose turbines and a basic flight system. An inbuilt computer system dedicated to only flight stability is included in the upgrade. Because of the

size of the modification, flight time is extremely limited. Additional minor conversions are included in the legs including flight thrusters and control surfaces. These exposed modifications are not as severe as they sound, less than the visual disturbance the thrusters actually make. Clothes not modified to accommodate this upgrade are ripped when the aero kit is activated.

*Flight:* Use a move action to deploy the system. When you do, you gain flight speed of 35 feet. Each action using the system consumes one charge out of 20. If you are in the air and not moving, you still use a round of the power's use. The capacitor recharges its supply at a rate of 1 per hour.

**MAT (Military Applied Technologies) MAT-001 Holo-Net:**

The holo-suit is an extensive body modification that places hundreds of miniature holographic projectors over the body, allowing the prosthetic to recreate any external appearance. Because of the capacity of the inbuilt processor, it cannot render a subject completely invisible as it cannot adapt for objects passing behind it fast enough, but it can simulate a more-or-less static landscape behind it or recreate you in the image of any humanoid you wish. However, for the device to function, you must be 90% naked or wear a skin-tight "transfer-suit" (cost €1,500; no armor bonus). Thankfully, you can recreate yourself wearing clothes. The MAT-001 does not alter your height, weight, or voice. The illusion cannot conceal weapons larger than one-handed small arms.

*Property:* You can spend a move action and gain total concealment. This effect ends the moment you move by any means or make a physical attack. This net can be on for up to one hour each day.

*Property:* You can spend a swift action and gain basic concealment. You can only keep this ability functional for up to 10 rounds per day.

*Property:* Gain a +5 bonus to non-combat Bluff skill checks when imitating another person. You lose this bonus if you speak (unless you have an implant that affects your voice).



**Phyrine Biomechanics Enclosed Braincase:** The enclosed braincase contains a neural seal between the brain and the rest of the body. Neubots pass through an aperture capable of being closed off. This allows the head of the prosthetic to be removed (torn, if need be) and survive on its own with life support functionality for up to three hours. External power supplies can keep this life support system running indefinitely, allowing one with a destroyed body the opportunity for a second chance.

*Property:* If killed outright, your brain does not die for one day, at which time, you mind and memories can be recovered and your brain implanted in a new body or wired to a life support device.

**Phyrine Biomechanics "Port and Polish" Nano-Flush:** Phyrine offers a service which does not modify a prosthetic so much as makes it more efficient, removing inert Neubots and flushing obsolete models with newer ones.

*Property:* You gain additional hit points equal to your Constitution score. This is a one time increase and does not increase if your Constitution score changes later.

**Phyrine Biomechanics S&P Stealth Net:** The PB S&P is a combination of redesigned joints and a landscape pattern analyzer originally designed with military applications in mind. It moved out of the special forces and into the private market.

*Property:* Gain a +2 item bonus to all Stealth skill checks. When rolling Sleight of Hand, roll twice and take the higher result.

**Rourke Industries Anti-Shock Capacitor:** This implant, embedded near the spine, shields the recipient's nervous system against stunning attacks.

*Property:* You cannot be dazed or stunned for more than one round. After one round, you automatically recover from the effect (at the end of your next turn). You also gain resist electricity 5.

**Rourke Industries OmegaMax Hardshell:** On command, a simple electric pulse activates dormant protocols in synthetic skin cells. The skin shifts to a silver sheen, but while in effect will also render a subject immune to most small arms fire.

*Shell:* Level 1—As many times per day as half your level, as a free action, you gain hardness 5 until the end of your next turn. Level 2—Gain hardness 10 until the end of your next turn.

**Rourke Webworks:** A nearly invisible synthetic membrane is concealed between the toes and fingers of the user. When activated, the membrane expands to form a web, allowing the user unprecedented water maneuverability. This does not render the limbs deformed when not in use, but the user does go up one shoe size.

*Property:* You gain a +10 competency bonus to Swim checks.

**XIX Max Shell:** The Max shell series began as a competitive line of prosthetic skins against Chimera's NueSkin. The shells, however, were not content with simple fire resistance. XIX were proposing full combat-grade outer skins where the owner need not even wear additional armor.

*Property:* The Max Shells offer an armor bonus and a hardness rating. The Mark 3 and up shells no longer resemble human skin in touch and are so bulbous and misshapen that your modification is visible. Mark 5 and 6 are so malformed; they cannot fit in any advanced armor. Mark 1 and Mark 2 are light armor, Mark 3 and 4 are medium armor, and 5 and 6 are heavy armor.

*Mark 1 Max Shell:* +1 armor bonus, hardness 0, max Dex bonus +8, armor check penalty 0

*Mark 2 Max Shell:* +2 armor bonus, hardness 2, max Dex bonus +5, armor check penalty -1

*Mark 3 Max Shell:* +4 armor bonus, hardness 2, max Dex bonus +4, armor check penalty -3

*Mark 4 Max Shell:* +6 armor bonus, hardness 4, max Dex bonus +3, armor check penalty -5

*Mark 5 Max Shell:* +7 armor bonus, hardness 4, max Dex bonus +1, armor check penalty -6

*Mark 6 Max Shell:* +9 armor bonus, hardness 5, max Dex bonus +0, armor check penalty -7

**XIX Max Nano-Reactive Defense:** The nano-reactive system coats the outer skin of a full body prosthetic in a hexagonal-patterned cellular armor, with each half inch "cell" functioning as an intelligent reactive defense system. The NRD compensates for incoming attacks by employing a pressure system which registers micro-changes in air density. However, its effectiveness is considerably reduced if kept behind any other armor. The heavier the external armor, the more neutered the NRD's response time to external attack. As a result, the NRD is usually only implanted on targets employing light armor or no armor at all. Although obviously designed to mate flawlessly with prosthetics already equipped with any level of XIX Max Shell, there is no stopping anyone from using on any unmodified full body prosthetic, though grafting it on a perfectly human looking body does defeat the purpose of having a normal-looking prosthetic.

*Property:* You gain the level of the NRD as an enhancement bonus to AC.

## LIMB ENHANCEMENTS

**Chimera Biogineering 99-KND Improved Lung:** A custom product which found popularity quickly, the 99-KND internally stores oxygen for primary lungs while also improving the efficiency of natural breathing. It is more efficient in the extraction of oxygen than organic lungs. These can be used as a replacement or as an additional organ.

*Property:* You can hold your breath for ten minutes before needing to make Endurance skill checks.

**Chimera Biogineering TR-G Flash Caps:** These simple modifications are placed within existing cybernetic eyes. They suppress radical changes in lighting which could cause damage to one's eyes.

*Property:* You are immune to external blinding attacks. You can still be blinded by hack attacks.

**Frost Inc. ThunderPex:** Although a torso modification, the ThunderPex is actually a family of muscle enhancements for the arms. They are popular in fighting tournaments where cybernetic enhancements are permitted.

**BFB-1,000**

*Property:* Gain a +2 enhancement bonus to Strength

*Booster:* Once a day as a free action, gain a +4 bonus to Strength until the end of your next turn.

OR (when purchasing)

*Property:* Gain a +2 enhancement bonus to Dexterity

## LIMB ENHANCEMENT

Cybernetic	Cost (€)	Location	Property	Weight
TecHnoX ES-Class 3 Sensory Amp	500	Head	FBP	--
XIX BB-F Detachable Limb	300	Arm / Leg	FBP	1 lb.
Phyrine P99 Concealable Holster	300	Leg / Arm	FBP	1 lb.
Lazarus Biological EL-1 Gloss Implant	1,000	Eyes	--	--
Rourke XN Powerfist	1,000	Arms	FBP	1 lb.
Phyrine Recoil Dampening Braincase	1,000	Head	FBP	--
Chimera Biogineering Improved Lung	1,000	Torso	--	--
Chimera Biogineering TR-G Flash Caps	1,800	Eyes	--	--
Lazarus Bio NR-Filtration Device	1,800	Torso	--	1 lb.
XIX Weight Management System	1,800	Arm / Leg / Torso	FBP	--
Renerve 15A Wushu	2,000	Legs	FBP	6 lb.
XIX GG-Shock Fists	2,000	Arms	FBP, Visible	2 lb.
Frost Inc. BFB-1,000 ThunderPex	4,000	Torso	FBP	15 lb.
KBT Nano-Reconstruction Packet	10,000	Torso	FBP	0.5 lb.
MAT VOS-1 Voice Simulator	3,000	Head	--	--
TecHnoX ES-Class 2 Sensory Amp	4,000	Head	FBP	--
Lazarus Biological Powerzoom XP900	14,000	Eyes	--	--
Frost Inc. BFB-3,000 ThunderPex	16,000	Torso	FBP	20 lb.
Lazarus Biological EL-1 "Eyeshine"	12,000	Eyes	FBP, Visible	--
Renerve 43N Bolt	5,500	Legs	FBP	--
Renerve 23N Triple Joint	10,000	Legs	FBP	3 lb.
Rourke Advanced Leg Class 3	5,000	Legs	FBP	8 lb.
TecHnoX ES-Class 3 Sensory Amp	10,000	Head	FBP	--
Rourke Advanced Arm Class 3	10,000	Arms	FBP	6 lb.
Rourke Advanced Arm Class 2	15,000	Arms	FBP	9 lb.
Rourke Advanced Leg Class 2	15,000	Legs	FBP	12 lb.
Lazarus Biological True Sight	30,000	Eyes	FBP, Visible	--
Frost Inc. BFB-5,000 ThunderPex	36,000	Torso	FBP	25 lb.
Rourke Advanced Leg Class 1	36,000	Legs	FBP	16 lb.
Rourke Advanced Arm Class 1	36,000	Arms	FBP	12 lb.
Rourke Webworks	5,000	Arms / Legs	--	2 lbs.

*Booster:* Once a day as a free action, gain a +4 bonus to Dexterity until the end of your next turn.

**BFB-3,000**

*Property:* Gain a +4 enhancement bonus to Strength

*Booster:* Once a day as a free action, gain a +6 bonus to Strength until the end of your next turn.

OR (when purchasing)

*Property:* Gain a +4 enhancement bonus to Dexterity

*Booster:* Once a day as a free action, gain a +6 bonus to Dexterity until the end of your next turn.

**BFB-5,000**

*Property:* Gain a +6 enhancement bonus to Strength

*Booster:* Once a day as a free action, gain a +8 bonus to Strength until the end of your next turn.

OR (when purchasing)

*Property:* Gain a +6 enhancement bonus to Dexterity

*Booster:* Once a day as a free action, gain a +8 bonus to Dexterity until the end of your next turn.

**KBT PRK-400 Nano-Reconstruction Packet:** This implant sends out a batch of extremely voracious neubots that race to quickly repair injuries. They burn out quickly after they have done their job and don't settle in the body long.

*Healing Surge:* Four times a day as a free action, you can recover hit points equal to a quarter of your total hit points.

*Regeneration:* Once a day as a free action, you gain regeneration 5 for 1 minute.

**Lazarus Biological Powerzoom XP900:** LBs latest models offers true zoom capacity with a cybernetic eye without the reduced quality of previous models. With an inbuilt 500x optical zoom, nothing is too far away.

*Property:* You ignore range penalties for the second and third range increment. You also increase your line of sight vision by 10 squares (50 feet) (for using hack attacks, for example)

**Lazarus Biological TL-1 “Eyeshine”:** The Tapetum Lucidum-2 replicates the nightvision of predatory animals. Inbuilt capacitors prevent input overload, preventing blindness in normal light.

*Property:* Gain Darkvision to 60 feet.

**Lazarus Biological TL-1 Gloss Implant:** The Tapetum Lucidum-1 implant can be a total replacement or an organic addition to one’s natural eyes.

*Property:* Gain low-light vision to 120 feet.

**Lazarus Biological NR-Filtration Device:** The NR-F by LazBio was meant for doctors placed in severe medical risk in contagious areas. The initial implant expanded beyond the brain to encompass sensors in the nose as well as mouth, preventing infection or contamination from diseases or poisons. It is not foolproof but has been shown to significantly improve one's survivability.

*Property:* Gain Resist Poison 5. Gain a +2 item bonus to Fortitude saves.

**Lazarus Biological A1N1 True Sight:** Although popular in military circles, the A1N1 is not popular in domestic applications because of its appearance. In order to be effective, the True Sight system had to remove any capacity for it to resemble normal eyes. The trade-off is that it is able to modulate through virtually any spectrum. Virtually nothing can be concealed when the A1N1 is searching.

*Property:* You can see all invisible creatures within 30 feet. You have both darkvision and low-light vision to 60 feet. You gain a +2 item bonus to Perception and Sense Motive skill checks.

**MAT (Military Applied Technologies) VOS-1 Voice Simulator:** The VOS-1 is an enhancement prohibited in civilian channels, even for retired military personnel. It allows you to imitate another subject's voice entirely. You must have heard the other voice clearly to be able to imitate it, and you can keep up to three voice patterns in your memory at any one time (not including your own).

*Property:* Gain a +10 bonus to Bluff when imitating another subject's voice. You can maintain a visual illusion if you speak if you possess visual camouflage.

**Phyrine Biomechanics 211 Cluster Backup:** This device resembles a SEED in many ways except it only coordinates

prosthetic bodily functions and does so more efficiently. Unlike other systems, Phyrine often updates their software to tweak the efficiency of the system.

*Property:* Level 1--Gain a +2 item bonus to Constitution, Level 2--Gain a +4 item bonus to Constitution, Level 3--Gain a +6 item bonus to Constitution

**Phyrine Biomechanics RDB-1 Recoil Dampening Braincase:** This modification offers the brain additional cushioning with a special nuebot solution that absorbs impact damage better than the standard variety.

*Property:* You cannot be being dazed or stunned.

**Phyrine Biomechanics P99 Concealable Holster:** A small leg chamber to hold a single one-handed small-arm. It must have the “off-hand” property.

**Renerve 15A Wushu:** A remarkable set of gyroscopic stabilizers and computer controlled balancing algorithms prevent stumbling.

*Property:* If knocked prone, you can use a swift action to stand up.

*Property:* You can use a wall as a walking surface for one round before falling off. This can be in any direction and can be combined with abilities that affect movement.

**Renerve 23N Triple Joint:** These legs contain a concealed joint which remains locked until needed. The joint holds massive amounts of conserved kinetic energy.

*Property:* Reduce 20 feet from any fall.

*Jump:* As many times a day as your Dexterity modifier, use a free action and gain a +10 bonus to your next Acrobatics check when jumping.

**Renerve 43N Bolt:** Lighter materials, stronger muscle fibers, and tendons with extremely strong elastic recoil offers amazing speed when needed.

*Property:* Gain a +10 ft. bonus to speed. You also gain a +5 competence bonus on Acrobatics checks while jumping.

**Rourke Industries Advanced Power Series:** The Rourke AP line is a series of complete replacement limbs for full body prosthetics. Although originally designed only for their in-house models, widespread adoption of industry standards eventually made them universal to any FBP.

*Arm Class 3 property:* +2 item bonus to Climb and Swim. +1 item bonus to your Combat Maneuver Bonus and Combat Maneuver Defense. +1 item bonus to melee damage rolls but not melee attack rolls.

*Arm Class 2 property:* +4 item bonus to Climb and Swim. +2 item bonus to your Combat Maneuver Bonus and Combat Maneuver Defense, +2 item bonus to melee damage rolls but not melee attack rolls.

*Arm Class 1 property:* +4 item bonus to Climb and Swim. +2 item bonus to your Combat Maneuver Bonus and Combat Maneuver Defense, +2 item bonus to melee damage rolls but not melee attack rolls. When rolling damage with melee weapons, re-roll all dice rolls that come up as 1s.

*Leg Class 3 property:* +2 item bonus to Acrobatics.



*Leg Class 2 property:* +4 item bonus to Acrobatics. You may stand up from prone as a swift action.

*Leg Class 1 property:* +4 item bonus to Acrobatics. You also suffer no movement penalties from heavy armor. You may stand up from prone as a swift action. If any Acrobatics skill check comes up as 5 or less, reroll.

**Rourke Industries XN Powerfist:** These replace the arms below the elbow and contain extremely powerful synthetic muscles that run all the way into the torso.

*Property:* Unarmed melee damage increases by one step (1d4 to 1d6 to 1d8 to 1d10 to 1d12 to 2d6 to d28 to 2d10)

**TecHnoX ES-Class Sensory Amplification:** The ES-Class involves several small cybernetic additions placed around the eyes and ears. They boost spatial awareness and improve overall sensory input. These involve including a hi-fidelity audio sensor, a chemical vapor scanner, and a pressure sensor that enables the recipient to more precisely perform tasks requiring manual dexterity.

*Class 3—Property:* Gain a +1 item bonus to Reactive Awareness and to Perception when performing a search. Gain a +2 item bonus to Perception when opposed. You also gain a +1 item bonus to initiative.

*Class 2—Property:* Gain a +2 item bonus to Reactive Awareness and to Perception when performing a search. Gain a +3 item bonus to Perception when opposed. You also gain a +1 item bonus to initiative.

*Class 1—Property:* Gain a +2 item bonus to Reactive Awareness and to Perception when performing a search. Gain a +3 item bonus to Perception when opposed. You also gain a +1 item bonus to initiative. Opponents cannot gain flanking bonuses to attack you. Perception penalties to being blinded or deafened are halved and you gain a +3 bonus to saves against being blinded or deafened.

**XIX BB-F Detachable Limb:** This limb is easily removed or swapped.

*Property:* You must select which limb, which can only be an arm or a leg. You can detach the limb as an immediate action to a grapple or as a swift action on your turn. You gain a +15 item bonus to your Combat Maneuver Defense against grapple attempts but lose the limb as a result. It takes a full round action to reattach.

**XIX GG-Shock Fists:** This modification places metal caps on the knuckles.

*Property:* Your unarmed melee attacks gain the Pincher property.

**XIX Weight Management System:** The WMS is a systemic approach to fitting modular parts, coupled with more efficient micro-linkages to vastly reduce the amount

## NEURAL IMPLANT

Cybernetic	Cost (€)	Property
KBT XN-1,000 GPM	50	--
CyberSoft "VirusWall"	2,000	--
CyberSoft Extended Flash Memory	260	--
Lazarus Biological Damage Control System	3,000	--
KBT TF-7 Speedboost	1,500	--
CyberSoft "FocusFree" Alertness Implant	500	--
KBT MEM-3.5 Flash Compressor	320	--
CB SK-3 Analyze Net	500	--
Lazarus Biological Optical Reticle	1,000	--
MAT A1F Jamming Pulse	1,000	--
Babel-Tech Language Chip	1,600	--
KCI Class 3 Evolution Implant	2,000	Robotic
KBT TZ100 Recall Node	1,800	--
TecHnoX Skill Prog	2,000	--
CyberSoft "System Amp" Agility Booster	2,000	--
KBT IY-99 Pain Shield	2,000	--
KCI Class 2 Evolution Implant	8,000	Robotic
TecHnoX Voice Stress Analyzer	3,000	--
TecHnoX Logos A/O	70,000	--
KCI Class 1 Evolution Implant	16,000	Robotic

of space the integral components of cybernetic limbs require. The XIX Corporation guarantees a reduction of weight of up to 20% per limb, even allowing room for more modifications. When XIX realized that the extra volume saved could be used as storage space, they incorporated built-in compartments into the designs.

*Property:* Gain a small cavity in the limb. You can hold a single one-handed light melee weapon (within reason) or one-handed small arm. The weapon is concealed in a hatch made which is invisible when closed. You can remove the weapon as a swift action. Enemies suffer a -5 penalty to locate the weapon under a close examination.

## NEURAL IMPLANTS

**Babel-Tech Language Chip:** Though not common, the BTLC is part of a new line of implants that offer direct applicable knowledge.

*Property:* Gain one known language. If this implant is removed, you lose this language. You are not literate in the language's written form.

**Chimera Biogeengineering SK-3 Analyze Net:** An inbuilt pattern analyzer that maps electronic paths within the visible cortex. When presented with an electronic device, the implant plots the flow of energy between the various components, enabling the purpose of each chip and pipeline to be clearly identified.



## Lazarus Biological PowerZoom XP900

*Property:* Gain a +2 bonus to Engineering skill checks when repairing electronics and a +1 bonus to all Demolition skill checks.

**CyberSoft "FocusFree" Alertness Implant:** The FocusFree implant was meant to help sufferers from ADD with their concentration. It found use outside of those circles among university students and workers required to have a sharp mind after long hours on shift.

*Property:* Gain a +2 item bonus to Will saves. Also gain a +1 item bonus to all Wisdom-based skill checks.

**CyberSoft "SystemAmp" Agility Booster:** The System Amp was developed to treat subjects suffering from nerve degradation caused by diseases like cerebral palsy and Lou Gehrig's disease. Those with functioning nervous systems found the booster improved natural agility and eye-hand coordination.

*Property:* Gain a +2 item bonus to Reflex saves. Gain a +1 item bonus to all Dexterity-based skill checks.

**CyberSoft "VirusWall" Immunity Enhancement:** The "VirusWall" implant helps regulate the formation of white

blood cells in an organic body and the repairing and the creation of T-cells, a beneficial treatment against immunosuppressants. The VirusWall can also inhibit overreactions of the immune system to prevent unwanted attacks on beneficial injections.

*Property:* Gain a +2 item bonus to Fort saves. Also gain a +1 bonus to all Constitution-based skill checks.

**CyberSoft Universal Extended Flash Memory:** CyberSoft's answer to KBT Memory Compression, CyberSoft decided to create a compatible extended memory which expands the existing onboard flash memory of the SEED.

*Property:* +1 hour to flash memory. If you purchase the KBT Flash compressor, this memory triples as well.

**KBT IY-99 Pain Shield:** Related to the Speedboost, the IY-99 was once a direct implant to the brain but current models now link directly to the SEED. It reduces the shock of injury and reduces the distraction of severe pain, though for safety reasons it can't remove it entirely. This only helps with enduring pain and not initial pain (and thus does not prevent the person from realizing that they have taken damage).

*Property:* Gain +5 hit points. If you are dazed, you recover at the end of your next turn.

**KBT MEM-3.5 Flash Compressor:**

KBT's propriety compression software dates back all the way to the initial 0.9 GNOSIS protocol but unlike the famous OS, the MEM-3.5 has not been co-developed elsewhere. Despite Cyber-Soft attempting to market their own, the KBT is much more stable, forcing Cyber-Soft to counter with another approach.

*Property:* Triple the size of your flash memory.

**KBT TF-7 Speedboost:** The TF-7 is a simple implant tied to the brain directly or implanted in a SEED. Originally meant to replace damaged portions of the brain, the enhanced variant increases the flow of certain chemicals to the brain dealing with adrenaline and response time. The TF-7 reprograms the neural transmitters so the subject is more alert without increasing anxiety.

*Property:* Subject gains a +2 item bonus to initiative. Subject cannot be denied his Dex bonus to AC from being surprised.

**KBT TZ100 Recall Node:** This storage device allows you to repeat a piece of knowledge or even repeat a feat of

physical skill still contained in your brain's short term memory.

*Recall:* As many times a day as your Intelligence modifier, use a swift action to gain a +4 bonus to any Knowledge skill you have ranks in. This effect lasts until the end of your next turn.

**KBT XN-1000 Global Positioning Marker:** A controversial

new trend has surfaced of parents implanting Nueseeds in their children just after birth, ostensibly to ease the implantation of a full SEED later in life and to make it easy to find lost children. It cannot access the internet itself, but it can act as a receiver node for global positioning systems as well as for sensory ghosting (enabling parents with the appropriate software to see through their child's eyes, which the marketing teams bill as an aid to parenting and teenagers view as an invasion of privacy).

*Property:* Your global position can be tracked by anyone with access to your unique identifier passcode. You can change your own passcode as a free action, as can up to four allies at a time that you designate: you and these allies always know your current passcode. You do not have to be conscious in order for your location to be known, and those with your password can locate you even when you go paranoid. If an ally with your passcode has access to telepresence software, they can view your visual experiences even if they do not know your GIA. Those tracking you do not automatically learn your GIA, but you are treated as being in line of sight for purposes of learning your GIA. It is not possible to transmit any sort of data to you through this implant.

*Property:* This implant does not count against the maximum number of mental implants you can have.

**Kenbachi Cyber Industries Evolution Implant:** This synthetic intelligence augmentation is especially helpful when shifting artificial personnel to another company department or when purchasing used robots.

*Class 3—Property:* Gain a +1 bonus to all knowledge skills you are trained in. Gain a +2 bonus to Computer Use.

*Class 2—Property:* Gain a +2 bonus to all knowledge skills you are trained in. Gain a +3 bonus to Computer Use.

*Class 1—Property:* Gain a +3 bonus to all knowledge skills you are trained in. Gain a +4 bonus to Computer Use.

**Lazarus Biological Damage Control System:** This neural implant assists with recovery from injuries and coordinates repair nuebots.

## ABSURD MODIFICATIONS

Cybernetic	Cost (€)	Location	Property	Weight
*Outlaw* Death Simulation	320	Head	--	--
XIX DD-Deployable Shield	440	Arm	Visible**	3 lb.
XIX "Waveskin"	100	Arm / Leg	FBP	--
XIX "Waveskin"	800	FBP	FBP	--
XIX TRC-1 Blade Weapon Mount	1,000	Arm	Visible**	1 lb.*
XIX TRC-2 Firearm Weapon Mount	1,600	Arm	Visible**	1 lb.*
XIX GX-60 "Bearclaw"	2,000	Arm	Visible	1 lb.
XIX Burst Limb	16,000	Arm or Leg	Visible	6 lb.
*Not including the weight of the implanted weapon.				
**Visible property can be removed with additional cost (see later).				

*Property:* Once a day, spend a swift action to activate the DCS and recover 4d6 + your level hit points

**Lazarus Biological Optical Reticle:** This popular implant was designed by a Swedish student looking to improve his coordination in simulation gaming. It was purchased by the government and eventually found use around the planet as one of the first mass produced military-purpose implants.

*Property:* As many times a day as half your level, spend a swift action and gain a +3 bonus to your next ranged attack. If you hit with this attack, the damage dice of your weapon increases by one step (1d4 to 1d6 to 1d8 to 1d10 to 1d12 to 2d6 to d28 to 2d10).

**MAT (Military Applied Technologies) A1F Jamming Pulse:** This device utilizes the SEED's transmitter to feedback other SEEDs in range, preventing them from communicating with the outside world, including other SEEDs nearby. You can even filter which SEEDs are affected by the pulse.

*Pulse:* Once a day, as a swift action, all SEED communication in a 50-foot radius centered on you is severed. All targets in range are considered in paranoid mood. You can select up to three targets (including yourself) to be immune to the effect. The effect lasts for three rounds and ends at the beginning of your fourth turn.

**TechHnoX Logos A/O:** Overpriced but still popular, the Logos A/O (nobody outside TechHnoX's marketing department knows what the A/O stands for) instills useable applicable skills. This is not just simple knowledge but experience as well. One can be a doctor or an engineer without having to spend the years at school, although some users report an increase in feelings of déjà vu and similar memory tricks.

*Property:* Gain one 1 rank in one skill you have no ranks in. That skill also becomes a class skill if not already.

**TechHnoX Skill Prog:** Although still in the early stages, these skill chips can enhance existing talents. This is generally far more affordable than implants for new skills.

*Property:* Select one trained skill and gain a +1 item bonus to that skill.

**TechHnoX Stress Analyzer:** Sensors attached to the recipient's optic nerves and inner ear analyze minute physical indicators from living beings (including increased pulse galvanic skin response) and enables the recipient to better determine the emotional states of others.

*Property:* Gain a +4 item bonus to Sense Motive skill checks.

## ABSURD MODIFICATIONS

The majority of these modifications are visible and obvious and thus are not common and are extremely unpopular on the open market. They are nearly all produced by smaller companies, selling to a very exclusive demographic. These feature options that make someone stand out from a crowd. Visible cybernetics are not chic or in-fashion. Those with absurd modifications with the visible property carry a stigma in general public, suffering a penalty to all Bluff and Diplomacy checks of between -2 and -8, depending on the number of absurd modifications and their severity (GM discretion).

**Outlaw Death Simulation:** You can appear completely dead to both observers and under examination.

*Property:* Once a day, as a free action, you fall prone and are unconscious. Vital signs vanish. The pulse is masked. The brain is placed on low-power mode. All pain receptors are shut off. The brain runs on minimum power and re-circulates an internal air supply on low consumption to prevent notable breathing. You appear dead. This effect can last for a full hour until it reactivates to save the brain from permanent damage. Only a full physical examination by a professional can reveal the truth.

**XIX GX-60 "Bearclaw":** In the extremes of OCMA (Open Cybernetic Martial Arts), all weapons must be grafted, which resulted in the development of integrated weapon systems. The Bearclaw was the first—a slightly oversized hand with extendable claws.

*Property:* Unarmed melee damage die increases by one step (1d4 to 1d6 to 1d8 to 1d10 to 1d12 to 2d6 to d28 to 2d10). If your base damage is less than 1d10, than damage is increased to 1d10 (and is not increased by this modification). You cannot wield any small-arms.

**XIX Burst Limb:** This is usually an arm featuring piston-assisted joints, capable of massive bursts of strength.



*Property:* Gain a +4 item bonus to all Strength-based skill rolls (but not Strength-based attacks or damage rolls).

*Burst Ability:* As many times a day as half your level, use a swift action and gain a +5 bonus to your next attack (miss still counts as a use). If this is a burst arm, the subject is knocked prone and dazed for 1 round. If a burst leg, the target is pushed three squares. If they cannot be pushed back three squares, they take an additional 5 points of damage.

**XIX DD-Deployable Shield:** Your forearm opens up to block incoming fire. You must have an arm free to use this feature. The XIX DD has a metal sheath; the XIX DD2 has a flesh sheath with an invisible seam when closed.

*Property:* One free arm turns into a shield. You gain a +1 shield bonus to AC.

*Special:* The XIX DD2 removes the visible property for an additional 500€.

**XIX "Waveskin":** This "skin", although feeling and looking like normal prosthetic skin, can change pigmentation and patterns at will. Any color is possible, from natural skin tones to outlandish ones, although users

## CYBERNETIC DEVICES

Cybernetic	Cost (€)	Weight
Wireless Access Port	75	1 lb.
External Memory CyberSoft SD-528	260	0.5 lb.
KCI BrainBox	320	10 lb.
External Memory Phyrine Biomechanics Ex-Max 1,0000	440	1 lb.
MAT 1G Brain-Blocker	500	1 lb.
*Outlawed* Corpse Remote	1,600	1 lb.
External Memory KCI Prime-Recall UDF73	1,400	3 lb.
MAT "REPRINT"	3,200	3 lb.
External Memory KBT "Immortality" X-Alpha	8,000	5 lb.
External Memory I/O Merkabba Life Server	25,000	10 lb.
MAT Cybertronic Rendition	9,000	5 lb.

are limited to one color at a time. Tattoo patterns can be downloaded from the net, but so far the technology only supports monochromatic designs, mostly tribal and geometric patterns. The most obvious military application of the skin is extending traditional camouflage to the entire body. The skin cannot adapt quickly and cannot create complicated patterns.

*Property:* If you possess a full-body prosthetic, you gain a +2 item bonus to Bluff if attempting to imitate someone. You also gain a +2 item bonus to Stealth. If you spend a swift action after gaining any form of concealment, the percentage to miss you increases by 10%. This benefit is nullified if you move.

**XIX TRC-1 Blade Weapon Mount:** The recipient has a subcutaneous weapon embedded in her body, usually in a prosthetic forearm or hand. The weapon extends from the prosthesis and is visible when in use.

*Property:* You can implant any one-handed light melee weapon (within reason). The weapon is concealed in the limb but the limb's purpose is visible if the limb is exposed.

*Special:* You can increase the cost by 500€ and create a flesh-like covering that completely conceals the limb's hidden weapon.

*Larger Weapon:* You can add in any one-handed melee weapons but you cannot remove the visible property if you do.

**XIX TRC-2 Firearm Weapon Mount:** The recipient has a subcutaneous firearm embedded in his body, usually in a prosthetic forearm or hand. The weapon extends from the prosthesis when activated and is visible when in use.

*Property:* You can implant any one-handed small arm under your skin. You cannot be disarmed. Reloading a clip takes a standard action instead of a move action and you cannot make the reloading sequence any faster with feats or abilities. Extending or retracting the weapon is a free action.

*Special:* The weapon is concealed in the limb but the limb's purpose is visible if the limb is exposed. You can increase the cost by 500€ and create a flesh-like covering that completely conceals the limb's hidden weapon.

*Larger Weapon:* You can add in a two-handed small arm but you cannot remove the visible property if you do.

## CYBERNETIC DEVICES

These are separate components that work alongside cybernetics without permanently linking to a prosthetic.

**KCI (Kenbachi Cyber Industries) BrainBox:** The brainbox resembles a small piece of luggage with a fully built life support system to keep cybernetic, synthetic, or organic brains alive for transportation.

*Property:* Maintains an organic or cybernetic brain for up to a week.

**MAT (Military Applied Technologies) 1G Brain-Blocker:** This can resemble a helmet or just a band around the back of the head. The brain-blocker stops all contact between the brain and the outside world. This is not a jamming field and only suppresses the subject's SEED.

*Property:* While in effect, the Brain-blocker forces a subject in paranoid mode. Brain Blocker suppresses location implants as well.

**MAT (Military Applied Technologies) Cybertronic Rendition:** Developed secretly by MAT for the US military, the Cybertronic Rendition was designed as an enhanced interrogation device for those equipped with SEEDs. Although illegal in several parts of the world, the MAT-CR is still being used across the planet as it allows information to be extracted without resorting to torture.

*Property:* When this device is placed around a subject's head, it deactivates paranoid mode and offers any hacker a +2 bonus to breach any firewalls on the subject. It cannot be used against servers.

**Outlawed Corpse Remote:** Built from a modified 1G Brain Blocker, the corpse remote is a head-mounted device that inputs instructions directly into the brain. The remote allows total control of that body. There cannot be any neural activity in the body or the remote would be overridden by the dominant brain; this means the subject must be brain dead. Corpse remotes function with organic bodies within one hour of actual death and up to 48 hours after cyberdeath.

*Property:* The subject is under your control. The range (barring interference) is 50 miles. All physical skills suffer a -4 to all rolls. All attack rolls (melee and ranged), suffer a -2

penalty. The physical attributes refer to the corpse's while the mental use yours.

**MAT (Military Applied Technologies) "REPRINT":** A REPRINT, or Remote Prosthetic Integrated Transmitter is a prosthetic body with nothing but remote electronics and encryption software inside. It is tied to a remote transmitter implanted in another SEED, which controls all functions of the REPRINT through telepresence. The operator's body is unconscious while the REPRINT is being controlled.

REPRINTS require neither air nor food and because their purpose is usually reserved for rescue or military applications, they seldom are as fully equipped as normal prosthetic bodies. They often lack human imperfections, fingerprints, or even body parts deemed non-essential for the task for which they are commissioned.

The list price for this item covers only the remote control systems and software: an appropriate full body prosthetic must be purchased and prepared separately.

*Property:* Control a full body prosthetic remotely. The range (barring interference) is 50 miles. The mental attributes of the reprint is the same as the controller. All skills suffer a -2 penalty to their rolls. All hit rolls (melee and ranged), suffer a -2 penalty. The REPRINT can operate indefinitely until the controller needs to eat or sleep. The REPRINT requires neither since it has no organics, though it does require 4 hours of recharging every 20 hours. The price listed is just for both the SEED implant and the slave electronics. The prosthetic body must be purchased separately.

Unlike Virtuants, that have a portion of their personality in their prosthetic body, if the reprint enters a jamming field, it falls unconscious until removed from the field.

**External Memory (Various Entries):** Nearly every corporation manufacturing SEEDs and computers also offers a line of external memories, from the tiny and portable CyberSoft SD-528 to the massive I/O Merkabba

Life Server. Since nearly everyone can digitize their memory, everything anyone ever encounters can be recorded for perfect recall. Since most SEEDs can only store an hour of experiences at any one time, it is important to backup one's brain once in a while. If your brain gets hacked and something is deleted or stolen, the external memory allows some recovery of lost memories. There is no limit on the size and number of memories that can be stored beyond a general time-frame: however, as the technology is designed for long-term archiving rather than fast access, it is not possible to store other sorts of files or programs (although it can store the memory of reading/watching/listening to a file).

*CyberSoft SD-528:* One day (24 hours); gain a +1 bonus to Knowledge (History) checks.

*Phyrine Biomechanics Ex-Max 1,0000:* 30 days (720 hours); gain a +2 bonus to Knowledge (History) checks.

*Kenbachi Cyber Industries Prime-Recall UDF73:* Six months (4320 hours); gain a +3 bonus to Knowledge (History) checks.

*KBT "Immortality" X-Alpha:* One year (8736 hours); gain a +4 bonus to Knowledge (History) checks.

*I/O Merkabba Life Server:* 25 years (218,400 hours); gain a +5 bonus to Knowledge (History) checks.

*Property:* External memories can either be open or paranoid. If open, then they are susceptible to outside attack but you can access them from anywhere. If they are paranoid, you have to be within 5 feet of the memory unit to access it. Accessing a memory takes 5 minutes.

**Wireless Access Port:** The WAP is an uncommon device in this modern world, though it is still required equipment for most hackers. It allows wireless access to systems without native wireless connectivity. It comes equipped with interchangeable plugs capable of connecting to any standard interface port (connecting to a non-standard interface port would require an Engineer check).





# SEVEN: PROGRAMS

**P**rograms are software applications that are designed with a specific task in mind. They accomplish a variety of functions from the mundane to the complicated. Most operating systems come with an onboard suite of generic programs that allow for essential tasks such as note-taking, reading or playing files, and accessing the internet: more specialized programs have to be obtained separately. Unlike hack talents, which are very generic, programs are specific and most are not offensive in nature.

The maximum number of programs you can have installed at one time is limited by the number of program slots listed for your SEED or server. All systems come with built-in software for internet access, email and voice communication, media viewing, basic document processing, calculation, and experience recording; these applications do not take up program slots (and cannot be uninstalled to gain additional program slots).

## RULES REGARDING PROGRAMS

**Acquiring Programs:** Programs can be purchased premade or can be built. There is no in-game difference between built or bought software except that building programs ensures that you do not need to locate with a vendor (or pay said vendor's markup, if any). Anyone can

buy and install programs: building them requires the Programmer feat. Once you build or purchase a program, it must be synchronized with your SEED: this occurs at the same time as the first installation. The program will only work with your SEED and no others unless you transfer ownership of the program to someone else and synchronize it to their SEED, at which point it will no longer work for you. Installing a program requires a standard action.

**Deleting Programs:** If you need more space on your system, you can voluntarily delete programs (they can also be involuntarily deleted by hackers). Deleting a program is a free action. Most software vendors provide some sort of cloud storage from which you can download a deleted program if you need to reinstall it, but if you created the program yourself or bought it from a less mainstream source, you may need some sort of data backup (whether hard media or external storage) to recover the program.

**Optional Rule – Software Piracy:** Software piracy is a dodgy enough proposition when you only have to worry about malware and viruses. It is definitely not a good idea when dealing with neural interfaces. Since the program is normally customized for the user's brain, the steps required to generalize the installation leave gaping holes in the system's security. Installing pirated software imposes a -5 penalty to all Firewall defenses and to Will defense against hack attacks until the program is removed.

**Writing Programs:** Creating a program requires the Programmer feat. The DC of the Computer Use check required to create a program is also the number of hours required for programming. It is possible to put in a maximum of 16 hours of work per day, but working more than 8 hours may require an Constitution check every additional 4 hours (GM's discretion). You roll against the program's listed Computer Use DC at the end of this time: if you fail, the margin of failure indicates the number of hours of work required before you can try again.

**Program DC:** When a program is created, you assign it a program DC (ProgDC), which is the DC outsiders must beat in order to detect or remove the program. Use the following formula to determine the ProgDC:

*Computer Use skill total skill bonus (ranks, class features, and Intelligence modifier) + other bonuses (feats) + 10*

Once set, the ProgDC cannot be raised, although the same type of program can be created from scratch with a higher ProgDC: although this may involve reusing some of the same code, there is no discount in terms of cost or programming time.

Purchased programs use the ProgDC of their creator. A generic ProgDC is listed for each program below: it may be possible for characters to find a vendor who can provide the program at better quality (higher ProgDC), but this should be both more time-consuming and expensive.

**Activating/Implanting Programs:** Implanting programs into a target requires the action indicated in the program entry. If you have access to multiple eligible targets (allies or breached enemies), you can download a copy of program to each target simultaneously with a single action.

**Viruses:** The talents attached to a virus program is expended when you attach it to the virus, not when the program activates: it remains expended until the next day. If you are diving multiple eligible targets, you can download a copy of the virus to each target simultaneously with a single action. You can also upload the virus to multiple targets at different times; however, when the virus is activated it will only affect as many targets (chosen when the virus activates) as you could normally affect with the attached talent (modified by any other talents or feats that affect targeting), and it affects all these targets at the same time, regardless of the talent's normal range. You can affect multiple targets at once with feats. Range-based feats (like Elite Hacker) are still limited by their range, but Viral Propagation is not.

**Unique Programs:** There are a handful of programs that break certain rules. These exceptions will be clearly indicated in the program entries. These are a few of the noted unique programs:

- Self replicating viruses.
- Programs that attack firewalls themselves.

- Programs that fabricate realities which are obvious but still can't be dismissed ('Lotus Eater Machines').
- Programs disguised as benign, but actually malicious ('malware').

Some adventures include unique viruses that break rules detailed here. They are rare and nearly always dangerous.

**Finding and Removing a Program:** An invasive program will probably not reveal its presence until after it has done its work. A target may have a hostile virus in its system and never know it. In this case, the only way to find is to scan a system blind in hopes to locating and clearing the infection. Although you can search for programs or processes manually (requiring about six hours and a Computer Use check at a Hard DC), running a *diagnostic* program is much easier and generally more successful.

To remove a non-benign program, you must be aware of its presence and succeed on a Computer Use check against the ProgDC of the program. If you fail, you can generally try again, although particularly nasty malware may impose penalties to further attempts. Each attempt to remove the program takes 5 minutes.

Removing a benign program or a program that you have installed yourself is a free action.

**Copying Software:** Because each brain is different, each GNOSIS pattern is different, thus each program is customized to your SEED when you purchase it.

Mass produced programs distributed by corporations require an activation process to match your SEED, making it incompatible to other users. If you transfer ownership, you must deactivate the software before the other party can activate it. When you program something yourself, it still must be tailored to your SEED (or the SEED of the intended recipient): as this requires special server equipment and software that is generally not affordable outside of government and corporate entities, most SEED providers allow custom software to be entered into the user's personal cloud storage, tying the software to their own activation servers. Some open source collectives also offer activation services, but without the benefit of cloud storage: software activated 'off the grid' in this way has to be backed up to physical media if the user wants to be able to reinstall it after deletion, and two copies of the same software still can't be activated at the same time.

## PROGRAM ENTRIES

**Properties:** Programs and viruses contain properties (like the properties of weapons) which dictate their construction, purpose, and ability. You cannot alter or remove an entry's properties.

- Benign:* Most programs you can install are not malicious. Many utility and entertainment programs will present themselves for download automatically when within a specific locale or internet zone (such as Virtual Life



Program	Computer Use DC	Cost (€)
Auto Drive (V1)	17	500
Diagnostic, Basic	17	500
Encryption (V1)	17	500
Fabrication Anchor (V1)	17	500
Function Algorithm (Benign)	17	500
GIA Scrambler(V1)	17	500
Hyper Virus (V1)	17	500
Logo Override (Benign)	17	500
Non-Vocal Communication	17	500
Open Conference	17	500
Phantom Cookie	17	500
Relay Input	17	500
Remote Controller (V1)	17	500
Scanner	17	500
Search Algorithm (Benign)	17	500
Shroud	17	500
Target ID	17	500
Target Pattern Analysis	17	500
Delay Virus (V1)	19	850
Diagnostic, Advanced	19	850
Encryption (V2)	19	850
Fabrication Anchor (V2)	19	850
Filter Wall (V1)	19	850
Firewall Booster (V1)	19	850
Firewall Brace (V1)	19	850
Firewall Trap (V1)	19	850
GIA Scrambler(V2)	19	850
Hyper Virus (V2)	19	850
Key Fob Simulation	19	850
Kick/Dump (V1)	19	850
Search Algorithm (Invasion)	19	850
Tracer (V1)	19	850
Broken Paranoia (V1)	21	1,000
Causality Algorithm	21	1,000
Compression Software (V1)	21	1,000
Firewall Booster (V2)	21	1,000
Firewall Trap (V2)	21	1,000
Logo Override (Invasion)	21	1,000
Memory Erasure Plug	21	1,000
Picture-in-Picture Satellite	21	1,000
Spyware	21	1,000
Doppelganger Malware (V1)	23	1,500
Auto Drive (V2)	23	1,500
Broken Paranoia (V2)	23	1,500

Program	Computer Use DC	Cost (€)
Delay Virus (V2)	23	1,500
Diagnostic, Elite	23	1,500
Encryption (V3)	23	1,500
Fabrication Anchor (V3)	23	1,500
Filter Wall (V2)	23	1,500
Firewall Brace (V2)	23	1,500
Firewall Trap (V3)	23	1,500
Function Algorithm (Invasion)	23	1,500
GIA Scrambler (V3)	23	1,500
Remote Controller (V2)	23	1,500
Tracer (V2)	23	1,500
Kick/Dump (V2)	23	1,500
Memory Simulation (V1)	23	1,500
Sensory Transfer	23	1,500
Trans Router (V1)	23	1,500
Auto Drive (V3)	25	3,000
Compression Software (V2)	25	3,000
Doppelganger Malware (V2)	25	3,000
Encryption (V4)	25	3,000
Filter Wall (V3)	25	3,000
Firewall Brace (V3)	25	3,000
Firewall Trap (V4)	25	3,000
Firewall Booster (V3)	25	3,000
Hyper Virus (V3)	25	3,000
Memory Simulation (V2)	25	3,000
Program Maintenance	25	3,000
Trojan Horse (V1)	25	3,000
Alertness Stimulation	27	5,000
Broken Paranoia (V3)	27	5,000
Delay Virus (V3)	27	5,000
Doppelganger Malware (V3)	27	5,000
Encryption (V5)	27	5,000
Firewall Trap (V5)	27	5,000
GIA Scrambler (V4)	27	5,000
Kick/Dump (V3)	27	5,000
Multi-Attack Suite (V1)	27	5,000
Tracer (V3)	27	5,000
Trans Router (V2)	27	5,000
Auto Drive (V4)	29	9,000
Encryption (V6)	29	9,000
Firewall Booster (V4)	29	9,000
Filter Wall (V4)	29	9,000
Firewall Trap (V6)	29	9,000
Hyper Virus (V4)	29	9,000
Memory Simulation (V3)	29	9,000
Remote Controller (V3)	29	9,000

Program	Computer Use DC	Cost (€)
Trojan Horse (V2)	29	9,000
Broken Paranoia (V4)	31	14,000
Delay Virus (V4)	31	14,000
Diagnostic, Business	31	14,000
Doppelganger Malware (V4)	31	14,000
Encryption (V7)	31	14,000
Fabrication Anchor (V4)	31	14,000
Firewall Trap (V7)	31	14,000
GIA Scrambler (V5)	31	14,000
Memory Simulation (V4)	31	14,000
Multi-Attack Suite (V2)	31	14,000
Tracer (V4)	31	14,000
Trans Router (V3)	31	14,000
Trojan Horse (V3)	31	14,000
Firewall Trap (V8)	33	20,000
Kick/Dump (V4)	33	20,000
Memory Simulation (V5)	33	20,000
Trojan Horse (V4)	33	20,000
Delay Virus (V5)	35	26,000
Doppelganger Malware (V5)	35	26,000
Encryption (V8)	35	26,000
GIA Scrambler (V6)	35	26,000
Multi-Attack Suite (V3)	35	26,000
Tracer (V5)	35	26,000

cafes). If a beneficial program is installed remotely rather than directly, the target of the program is immediately aware of the attempted download and may reject it if they wish. If the program creates any sort of sensory impression on the target, they are aware of the fabrication and can terminate it at any time. Personal programs are benign as well but do not reach beyond the confines of the SEED and any immediately connected systems. If the user is in paranoid mode, they cannot receive requests to download benign programs.

- **Deceptive:** The program appears to be benign. It superficially resembles a completely different program and will give no indication of its true purpose until it has been installed or run, although the user still has the option not to install it in the first place. Detecting a deceptive program prior to running it requires 5 minutes and a successful Computer Use check against the program's ProgDC.
- **Fabrication:** The program generates a virtual reality with visual, auditory, and sometimes even tactile and olfactory data. It may be benign or offensive, personal or external. This reality is generated within the brain: the user's

natural senses continue to operate normally, and the user can switch between the virtual experience and the real one at any time unless the program specifically prevents this. Note that while fabrication programs may superficially resemble the effects of talents with the illusion keyword, they operate on a different level of complexity, and thus abilities or feats relating to illusion talents do not affect fabrication programs.

- **Independent:** The program operates autonomously. It has its own initiative count (rolled when the program is activated) and can take a single action (dictated by its programming) on its turn without additional input.
- **Invasion:** The program must be implanted in an enemy system before it activates. Implanting a program requires defeating any firewalls the system may possess and uploading the program (a standard action unless stated otherwise: no attack roll is required to upload a program). The target is not necessarily aware of the program's presence unless it inflicts neural damage or otherwise produces an obvious effect, or unless they possess class features, feats, or special equipment that enables them to detect malicious intrusion. Invasion programs that occupy program slots cannot be deleted by formatting the SEED or deleting that specific slot. You must locate the intruder, either through a manual search or a *diagnostic* program, to delete it.
- **Personal:** The program only affects the system on which it is installed. They can be transferred to others but not copied.
- **Stealth:** The program is designed to be unobtrusive. It installs without prompting the recipient and is not detectable by any means other than with a *diagnostic* program (the effects of the program may be obvious and the target may realize that they have been affected, but the program itself cannot be detected or removed manually).
- **Unique:** Unique programs have an effect that alters or ignores a hacking rule.

**Program Slots:** This indicates how many program slots this program or virus occupies in your SEED. Most take only one; a few take two or more. Once a program occupies a slot, those slots cannot be used unless the program is moved or deleted. If the program needs to be installed on the target system to activate, the target must have enough available space to receive it. The number of slots occupied in the target is indicated in parentheses. If the program requires more slots than the SEED's total capacity, then the program cannot be used against that target until space is made available. Program slots occupied by foreign programs do not count as holding programs themselves (and thus cannot be targeted by other programs that delete or subvert existing programs).

**Price:** The base cost of the completed program. The final cost of the program may depend on availability and

vendor markup, at the GM's discretion: programs you create yourself are not subject to markup. All invasion programs are illegal and can only be bought from black market sources – the GM may require a Streetwise check to locate an appropriate vendor.

**Computer Use DC:** This is the DC the programmer must make to create the program, as well as the number of hours of work required to do so.

**ProgDC:** This is the default program DC the program has if you choose to purchase it instead of creating it yourself. If you created the program, use the formula listed under Program DC to determine the ProgDC.

**Action:** The action required to run the program.

**Prerequisite/Requirement:** Some programs can only be used in specific circumstances. These will be listed here.

**Effect:** What the program actually does.

**Advanced Versions:** Many programs can be bought or built at different levels of effectiveness. Any changes to the program at these levels are indicated here.

## ALERTNESS STIMULATION

**Keywords:** Personal

**Program Slots:** 2      **Market Price:** 25,000

**Computer Use DC:** 25      **ProgDC:** 22

**Action:** Standard

**Effect:** Upon program activation, you must rest for 1 hour. You are considered having taken an 8 hour rest in that time. The program remains in effect for up to 24 hours and cannot be moved or deleted. If you terminate the program early (by cancelling, moving, or deleting it), you fall unconscious and automatically take an 8-hours rest. You cannot have more than one Alertness Stimulation in operation at any time and can only activate it once per 24 hour period (or per adventure, depending on game composition).

## AUTO-DRIVE

**Keywords:** Personal

**Program Slots:** 1      **Market Price:** 360

**Computer Use DC:** 15      **ProgDC:** 15

**Action:** Move

**Requirement:** You must know the GIA and have the key fob or security token for the target vehicle.

**Effect:** You gain hands-free access to the vehicle's controls while within it or within one square of it. You may also slave it under an automatic system (part of the *auto-drive* program) which allows the vehicle to drive itself. If you remote control the vehicle, you must still use a move action to control it but both hands remain free and you neither receive penalties nor need to make a control roll to use standard actions while driving. If you use the program to drive for you, the program gains the independent property: It has a +5 bonus to Vehicle Operation skill checks

(not very effective for stunts). When the program is driving, you do not need to use your own actions to control the vehicle. However, the moment you move more than one square from the vehicle, the *auto-drive* terminates. Physical control over the vehicle overrides the *auto-drive*, but does not deactivate it.

**Special:** To access the vehicle beyond a one-square (5-foot) range, you must access or hack the local automatrix. If you do have control over the automatrix, your remote control range is limited to the entire city.

**Advanced Versions:** Advanced versions of this program increase the bonus to Vehicle Operation checks when operating independently.

Version	Price	DC	ProgDC	Effect
2	1,000	23	21	+10
3	3,000	25	23	+15
4	9,000	29	27	+20

## BROKEN PARANOIA

**Keywords:** Invasion, Stealth

**Program Slots:** 1      **Market Price:** 1,000

**Computer Use DC:** 21      **ProgDC:** 19

**Action:** Move

**Effect:** When implanted, the program creates a hole in the target's paranoid mode, preventing the target from completely severing the connection to the outside world. The target is unaware of the infection, and can still go paranoid against any outside connection other than yours. This does not affect any of the target's firewalls. The hole remains open until you shut the program down, until the target finds and deletes it from their system, or until the end of the hour.

**Advanced Versions:** Advanced versions of this program increase the maximum time the hole remains in effect.

Version	Price	DC	ProgDC	Effect
2	1,5000	23	21	1 day
3	5,000	27	25	1 week
4	14,000	31	28	until removed

## CAUSALITY ALGORITHM

**Keywords:** Defensive

**Program Slots:** 2      **Market Price:** 500

**Computer Use DC:** 19      **ProgDC:** 17

**Action:** Swift

**Effect:** When you create this program, store any one personal hack talent in your profile within it. You can now activate this talent as a swift action (regardless of the limits of the talent). Once

activated, it counts as an activation of that talent. You must configure which talent is placed when you create or purchase the program. You must re-create or repurchase the program if you want to implant another talent. It can be any talent you can activate.

## COMPRESSION SOFTWARE

**Keywords:** Personal

**Program Slots:** 1      **Market Price:** 1,000

**Computer Use DC:** 21      **ProgDC:** 18

**Action:** Special

**Effect:** Choose one of your program slots: that slot now counts as two slots. Any programs that occupy one of these slots (even partially) are slower to activate, requiring an additional swift action to use.

**Special:** *Compression software* cannot be imitated by a Trojan or doppelganger. If deleted by an attack, not only is the *compression software* deleted, so is any program occupying any of the extra slots.

**Advanced Versions:** There is only one advanced version of this program. It expands the single space to three.

Version	Price	DC	ProgDC	Effect
2	3,000	25	22	3 slots from 1

\*: All programs using these slots require an additional move action to activate instead of a swift action.

## DIAGNOSTIC

**Keywords:** Personal

**Program Slots:** 1      **Market Price:** 500

**Computer Use DC:** 17      **ProgDC:** 15

**Action:** Standard

**Effect:** This program hunts down and eliminates unwanted viruses and malware in a brain or server. It automatically performs a scan at the start of each extended rest and whenever you ask it to. When it is performing a scan, you cannot be in paranoid mode and you cannot activate any firewall or SEED ability, nor use any programs until the scan is over. The scan takes 5 minutes. You may then make a single Computer Use or Perception check with a +2 bonus to locate any invader. If the roll beats the ProgDC of any invasion or stealth program currently running on your system, you detect the program. You may then attempt to remove it (using normal rules) or allow the program to do it for you.

**Special:** This program can also detect active hack attempts: instead of rolling against the ProgDC of a program, the result of your Computer Use or Perception check is opposed by the hacker's Computer Use check.

**Advanced Versions:** Advanced versions of the program grant you a bonus to Computer Use checks made to detect and delete harmful software, automatically delete threats below a minimum ProgDC, and have an innate Computer

Use bonus of their own to attempt to automatically delete higher-rated threats.

Version	Price	DC	ProgDC	Effect
Advanced	850	17	15	+2 item bonus to Computer Use; deletes ProgDC 15 or lower; +5 innate Computer Use
Elite	1,500	21	17	+4 item bonus to Computer Use; deletes ProgDC 20 or lower; +10 innate Computer Use
Business	14,000	29	25	+6 item bonus to Computer Use; deletes ProgDC 25 or lower; +15 innate Computer Use

## DELAY VIRUS

**Keywords:** Invasion, Stealth, Unique

**Program Slots:** 1      **Market Price:** 850

**Computer Use DC:** 19      **ProgDC:** 15

**Action:** Standard

**Effect:** This virus contains a single hack talent which activates when a specific situation occurs. When activating this program, you download the virus into the target brain. The virus does not occupy a slot in the target brain (It is too small). You initiate an immediate action and activate the talent when you wish. When this talent activates, it targets that subject (regardless if its firewalls are up or not) and is not considered a use of that talent. The activation condition can be an activation word the target only needs to hear or an icon the target needs to see. You can embed this function as an icon on a website, for example, as an innocent non-fabricated object (e.g.: the moment the target sees a traffic light). After the talent is activated, the virus is rendered inert and deletes itself. The talent embedded in the virus is selected when you program the virus and the virus must be rewritten to encode a new talent.

**Special:** Talents attached to a delay virus is expended when you attach it to the virus, not when the program activates: it remains expended until you cancel the virus. If you are diving multiple eligible targets, you can download a copy of the virus to each target simultaneously with a single move action. You can also upload the virus to multiple targets at different times; however, when the virus is activated it will only affect as many targets (chosen when the virus activates) as you could normally affect with the

attached talent (modified by any other talents or feats that affect targeting), and it affects all these targets at the same time, regardless of the talent's normal range. You can affect multiple targets at once with feat. Range-based feats (like Elite Hacker) are still limited by their range, but Viral Propagation is not.

**Advanced Versions:** Advanced versions of this program increase the number of talents you can place in the virus, and the number of times you can activate it before the virus deletes itself.

Version	Price	DC	ProgDC	Effect
2	1,500	23	18	2 talents / 1 activation
3	5,000	27	22	2 talents / 2 activations
4	14,000	31	26	3 talents / 3 activations
5	26,000	35	28	3 talents / 5 activations

## DOPPELGANGER MALWARE

**Keywords:** Invasion

**Program Slots:** 1 or 2

**Market Price:** 1,500

**Computer Use DC:** 23

**ProgDC:** 18

**Action:** Standard

**Effect:** When you activate this program, choose one talent or different program you know to be embedded in a malware shell which you then upload into an enemy's system. Embedding a talent in the shell counts as a use of the talent. It infiltrates one program of your choice, erases it, and mimics its outward appearance to replicate the program it is taking over. The program or talent takes effect the moment the infected program is activated.

The *doppelganger malware* occupies 1 program slot in your memory if it stores a talent, and the same number of slots as any stored program. On the enemy's system, it occupies the same number of slots as the program it replaces (and will always target a program with the same number of slots to replace, if possible: if there are no programs with the requisite number of slots, it will take up additional slots, but this grants the target a +2 bonus to attempts to locate and debug the malware).

**Advanced Versions:** Advanced versions of this program increases the *doppelganger malware's* bonus to ProgDC.

Version	Price	DC	ProgDC	Effect
2	3,000	25	22	+4
3	5,000	27	25	+5
4	14,000	31	30	+6
5	26,000	35	35	+8

## ENCRYPTION

**Keywords:** Benign, Personal

**Program Slots:** 1

**Market Price:** 500

**Computer Use DC:** 17

**ProgDC:** 17

**Action:** Standard

**Effect:** Once the program is activated, your next cybercel communication is shielded from outside monitoring. Normally, anyone with access to the communication network's hub can monitor any call: while this program is active, an outsider must beat its ProgDC to tap into the communication. All participants in the communication must be using *encryption*, or the program has no effect: if the programs have different ProgDCs, use the average (round down) as the DC to beat. Once you activate encryption, it lasts for the length of the conversation and cannot be used again until that communication is severed.

**Special:** You can also use *encryption* for links between memory storage devices and virtual experiences. When accessing a storage device, only you need to be using *encryption*: for sharing experiences, all participants must use it, as normal.

**Advanced Versions:** Advanced versions of this program increases the base ProgDC. Advanced *encryptions* are particularly difficult to create because of their function.

Version	Price	DC	ProgDC	Effect
2	850	19	19	--
3	1,500	23	23	--
4	3,000	25	25	--
5	5,000	27	27	--
6	9,000	29	29	--
7	14,000	31	31	--
8	26,000	35	35	--

## FABRICATION ANCHOR

**Keywords:** Benign

**Program Slots:** 1

**Market Price:** 500

**Computer Use DC:** 17

**ProgDC:** 15

**Action:** Standard

**Effect:** This bizarre program implants a virus that displaces a person's perception, causing them to see a Small sized or smaller object as a different object. Every time you implant this virus, you anchor it to a specific object: the illusion only affects that particular object, and not other instances of similar objects. You can change the fabrication and the anchor each time you implant a target. The object must be around the same size and shape: for example, you can make a bottle a vinegar looks like a bottle of wine or a

scrap piece of paper look like it has something written on it. The more similar the object and the illusion, the easier it is to maintain. You can increase the detail by altering the Computer Use DC.

Level of Detail	Increase DC
Visual only	0
Visual and auditory	+1
All senses	+2
Animated	+2
Visual only	0
Visual and auditory	+1
All senses	+2
Animated	+2
Visual only	0
Visual and auditory	+1
All senses	+2
Animated	+2
Visual only	0

Benign versions of this program are frequently used in advertising. The benign version only affects a target within a designated zone and the target is aware of the fabrication despite its believability. Invasion variations of this program remain until the program is cleared, and the target is not aware of the fabrication unless they have reason to suspect it and beat the program's ProgDC with a Perception check.

**Special:** If you are diving in several targets at once, you can upload the virus to all of them as a single action. As it uses the same instance of the program, each target sees the same fabrication.

**Advanced Versions:** Advanced versions of this virus allow you to fabricate larger objects. The size listed allows you to fabricate that size and smaller.

Version	Price	DC	ProgDC	Effect
2	850	19	15	Medium
3	1,500	23	17	Large
4	14,000	31	25	Any size

## FILTER WALL

**Keywords:** Invasion

**Program Slots:** 1

**Computer Use DC:** 19

**Action:** Standard

**Effect:** This virus prevents a firewall from completely closing. Although the firewall believes it is closed when it is

reset, and it is actually closed against other attackers, you can enter a keycode (as a free action) to disable that firewall against one hack attempt (if the target has multiple firewalls, they must be penetrated as normal). The keycode can also be given to an ally that you know the GIA of. While *filter wall* is being used, it cannot be employed against another target, although multiple instances of the program can be run against the same target if it has more than one firewall. The *filter wall* lasts until the end of the encounter (or 5 minutes) or until the keycode is used once.

**Advanced Versions:** Advanced versions of this virus keeps the *filter wall* open longer and allows more uses of the keycode.

Version	Price	DC	ProgDC	Effect
2	1,500	23	18	1 hour / 3 passes
3	3,000	25	20	1 day / 5 passes
4	9,000	29	24	until removed / unlimited

## FIREWALL BOOSTER

**Keywords:** Personal

**Program Slots:** 1

**Computer Use DC:** 19

**Action:** None

**Effect:** You gain a +1 item bonus to one firewall in your SEED or server. This program is always on. You cannot have more than one Firewall Booster operating in a SEED or server at any one time. If employing the booster, you suffer an additional -1 penalty to all Hack attack rolls.

**Advanced Versions:** Advanced versions of this program grant a greater item bonus to Firewall defense but also incur a greater penalty to hack attack rolls.

Version	Price	DC	ProgDC	Effect
2	1,000	19	16	+2 Firewall / -3 Attack
3	3,000	25	20	+3 Firewall / -4 Attack
4	9,000	29	24	+4 Firewall / -6 Attack

## FIREWALL BRACE

**Keywords:** Invasion

**Program Slots:** 1

**Computer Use DC:** 19

**Action:** Standard

**Effect:** Activate this program after breaching an opponent's firewall (you do not need to completely breach their system). The *firewall brace* throws up a maze

algorithm in a breached firewall, preventing it from being reset or closed by any means (such as going paranoid) until the end of your next turn. The target is aware that the firewall will not reset. While keeping the breach open, the *firewall brace* cannot be used against another firewall, and it cannot be used again against the same firewall until the end of the encounter (or 5 minutes).

**Advanced Versions:** Advanced versions extend the amount of time the *firewall brace* remains in effect.

Version	Price	DC	ProgDC	Effect
2	1,500	23	17	+2 rounds
3	3,000	25	19	+3 rounds

## FIREWALL TRAP

**Keywords:** Independent

**Program Slots:** 1      **Market Price:** 850

**Computer Use DC:** 19      **ProgDC:** 15

**Action:** None

**Effect:** The *firewall trap* is a program with advanced detection subroutines to respond violently to outside attack. Designate one of your firewalls when you install this program: if that firewall is breached, the invader must beat the ProgDC of the *firewall trap*, or they immediately take 2d4 + your Intelligence bonus neural damage and you are alerted to their presence. This does not prevent the enemy from taking any other actions.

**Advanced Versions:** Advanced versions of this program increases the base ProgDC and the base damage of the trap.

Version	Price	DC	ProgDC	Effect
2	1,000	21	17	3d4
3	1,500	23	18	4d4
4	3,000	25	20	4d4
5	5,000	27	21	4d4
6	9,000	29	24	5d4
7	14,000	31	25	5d4
8	20,000	33	28	6d4

## FUNCTION ALGORITHM

**Keywords:** Benign / Invasion

**Program Slots:** 1      **Market Price:** 500 / 1,500

**Computer Use DC:** 17 / 23      **ProgDC:** 15 / 18

**Action:** Standard

**Effect:** This program is designed to take control of functions within servers. Make a Computer Use check with a -4 penalty against the Function DC of the target

server function (see Opponents). If the check succeeds, you may set the chosen function as you wish and the program will lock it to that setting until such time as you change it again. Each *function algorithm* can only be used against one function at a time: you must have another *function algorithm* or deactivate the current one to attempt to take over a different function. The function remains under the program's control until the end of the encounter (or 5 minutes) or until you deactivate the program. Once the *function algorithm* is active on the server, you do not need to be on the server layer or have breached the server's firewalls in order for the program to run: however, if you wish to adjust the function or terminate the program, you will have to have direct access.

## GIAS [GIA SCRAMBLER]

**Keywords:** Personal

**Program Slots:** 1      **Market Price:** 500

**Computer Use DC:** 17      **ProgDC:** 12

**Action:** None

**Effect:** This handy program automatically resets your GIA at the start of your turn. If there is an attacker already in your system/SEED, they know the refreshed GIA as well, making this program useless against hackers currently diving in your system or brain.

If you are attempting a *back-hack* against someone with a *GIAS*, you make a Computer Use check against the ProgDC to in order to circumvent the *GIAS*. If you fail to beat the ProgDC, the *back-hack* fails and you cannot try again until the next hack attempt.

**Advanced Versions:** Because GIA resets are developed to fight *tracer* programs and *back-hacks*, higher ProgDCs make it difficult for *tracer* to succeed.

Version	Price	DC	ProgDC	Effect
2	850	19	15	--
3	1,500	23	21	--
4	27,000	27	25	--
5	14,000	31	29	--
6	26,000	35	33	--

## HYPER VIRUS

**Keywords:** Invasion, Stealth, Unique

**Program Slots:** 1      **Market Price:** 500

**Computer Use DC:** 17      **ProgDC:** 15

**Action:** Standard

**Effect:** This virus takes advantage of a split-second break in the target's firewall to infiltrate silently. Choose one hack talent you know to be delivered by the virus, and

state how many rounds will elapse before the virus activates: it will automatically use that talent (with no additional action required) at the start of your turn on that round. If the target saves against the talent, it will try again at the beginning of your next turn and continue to do so until removed or until it succeeds (as free actions). You can change which talent is embedded each time you use the program. After the virus hits with the talent, it automatically deletes itself.

**Special:** Talents attached to a hyper virus is expended when you attach it to the virus, not when the program activates: it remains expended until your next rest of the appropriate type after the virus activates or you cancel the virus. If you are diving multiple eligible targets, you can download a copy of the virus to each target simultaneously with a single move action. You can also upload the virus to multiple targets at different times; however, when the virus is activated it will only affect as many targets (chosen when the virus activates) as you could normally affect with the attached talent (modified by any other talents or feats that affect targeting), and it affects all these targets at the same time, regardless of the talent's normal range. You can affect multiple targets at once with feats. Range-based feats (like Elite Hacker) are still limited by their range, but Viral Propagation is not.

**Advanced Versions:** Advanced versions of this virus allow you to embed more talents. These activate sequentially, not simultaneously, in the order you designate. When one effect ends, the next activates automatically at the start of your next turn. If you downloaded the virus into multiple targets, you can select a different target for each embedded talent, but the talents still activate in the designated sequence. When all the talents are activated, the virus deletes itself.

Version	Price	DC	ProgDC	Effect
2	850	19	15	2 talents
3	3,000	25	20	3 talents
4	9,000	29	25	4 talents

## KEY FOB SIMULATION

**Keywords:** Unique

**Program Slots:** 1      **Market Price:** 850

**Computer Use DC:** 19      **ProgDC:** 15

**Action:** Standard

**Requirement:** You must know the target vehicle's GIA.

**Effect:** With this program installed, your SEED simulates a vehicle's key fob, which is required to access windows, doors, and the vehicle's ignition. In addition to the vehicle's GIA, you will also need to know the VIN of the target vehicle. If you have the key fob in your possession, the program will duplicate the VIN

automatically when you activate it: otherwise, the program requires 2d4 rounds to acquire the VIN of a civilian vehicle (military VINs are located on secure servers and cannot be accessed by unauthorized programs: to hack a military vehicle, you must have the key fob or have direct access to its server). You gain access to all the vehicle's functions at the start of your turn on the round that you acquire the VIN. The program cannot be used again until this process is complete.

## KICK/DUMP

**Keywords:** Invasion

**Program Slots:** 1      **Market Price:** 520

**Computer Use DC:** 17      **ProgDC:** 15

**Action:** Standard

**Effect:** This program deletes another program currently residing in a specific program slot. Only single-slot programs can be targeted. You must still beat the program's ProgDC in order to delete it.

**Advanced Versions:** Advanced versions of this virus allow you to delete larger programs, or more than one program at a time: if deleting multiple programs, you must be able to affect all that program's slots.

Version	Price	DC	ProgDC	Effect
2	1,500	23	18	2 slots
3	5,000	27	21	3 slots
4	20,000	33	27	5 slots

## MEMORY ERASURE PLUG

**Keywords:** Invasion / Personal

**Program Slots:** 1      **Market Price:** 1,000

**Computer Use DC:** 21      **ProgDC:** 17

**Action:** Move

**Effect:** You select a specific memory in the target's flash memory or real memory (up to 10 minutes' worth), or up to two program slots (which can include the one this program is installed in). When you activate this program, it erases those selected memories or programs. If you are using this as an invasion program, you must use a *memory stalker* or *search algorithm* to locate the memory before you can delete it.

**Advanced Versions:** The advanced versions of this program enable you to delete more at a single stretch.

## MULTI-ATTACK SUITE

**Keywords:** Invasion, Unique

**Program Slots:** 2      **Market Price:** 5,000

**Computer Use DC:** 27      **ProgDC:** 21

**Action:** Standard

**Effect:** This program is a custom-creation of pre-designed attack algorithms and firewall breakers. You are



able to fire it off and have it act while you plan a different attack. You may implant up to two firewall attacks or hotkeys in the suite which all go off in sequence as free actions when you activate the program. Attacks and saving throws suffer a -2 penalty to their rolls and DCs. When this program is first activated against a target, all of the program's attacks must be on that single target. You must take 5 minutes to clear the cache if you want to use that program again on a different target. The program's attacks can still be traced back to you.

**Special:** You can install this program into a system other than yours and activate it remotely. The second system cannot be paranoid when you install it, and the operator of the system cannot use the program themselves: you set it to either activate as soon as installed (against a target you designate) or in response to a pre-determined event. The source of the attack is considered to be the second system instead of you.

**Advanced Versions:** Advanced versions allow you to implant more talents and attacks.

Version	Price	DC	ProgDC	Effect
2	14,000	31	24	3 attacks/ talents
3	26,000	35	25	4 attacks/ talents

## NON-VOCAL COMMUNICATION

**Keywords:** Benign

**Program Slots:** 1

**Market Price:** 500

**Computer Use DC:** 17

**ProgDC:** 15

**Action:** Swift

**Effect:** This program uses neural input and a print of your voice to synthesize SEED-to-SEED communication without the need of speech. Once you activate the program, anyone you are communicating with electronically can hear you perfectly without the need for you to speak. This lasts until the end of the conversation, the end of the encounter, or 5 minutes, whichever comes last.

## OPEN CONFERENCE

**Keywords:** Benign, Fabrication

**Program Slots:** 1

**Market Price:** 500

**Computer Use DC:** 17

**ProgDC:** 15

**Action:** Standard

**Effect:** You or the server becomes the host of a conference call, with a maximum of 100 participants (including you). You (or a designated moderator) can invite, kick, ban, mute, or give moderator privileges to any member of the conference as a free action. Communication is voice- and text-only by default, but by allocating a second program slot to the program at the time of activation, you

can create a very basic virtual reality environment for the conference. The conference room remains open until the end of your next turn (you can sustain it with a swift action).

## PHANTOM COOKIE

**Keywords:** Benign, Fabrication

**Program Slots:** 1

**Market Price:** 500

**Computer Use DC:** 17

**ProgDC:** 15

**Action:** Standard

**Effect:** You create an artificial reality users can interact with in the real world. The complexity of the illusion depends of the cost and Computer Use DC. The base difficulty only allows an auditory and visual simulation and is usually limited to a single image (such as a piece of furniture or a person). The image, although appearing completely real, contains metadata that identifies it as illusory to SEEDs. A SEED can be configured to auto-accept or auto-deny *phantom cookies* or only accept them from trusted sources. Because *phantom cookies* are location specific, anyone within 50 squares (250 feet) will see the image unless they refuse the program. Total Immersion versions of the program often network several *phantom cookies* to cover large areas, for training scenarios or MMO games.

Simulation	DC Modifier	Program Slot Increase
Tactile	+10	+1
Olfactory/Taste	+5	0
Illusion is a single large object	+2	0
Illusion/s occupies an entire room	+4	+1
Total Immersion (everything within 50 squares)	+10	+1

## PICTURE-IN-PICTURE SATELLITE

**Keywords:** Personal

**Program Slots:** 1

**Market Price:** 1,000

**Computer Use DC:** 21

**ProgDC:** 17

**Action:** Standard

**Effect:** This program creates a floating window in your vision from an overhead satellite. The image is a real time view of your position and up to 100 feet around you. You can view the entire region that is not under total cover or concealment. The satellite cannot look through walls or under the ground as public satellites don't permit thermal imagery. You cannot move the view from your position, and it tracks with your movement. Because of the distraction of the floating image, you suffer a -1 penalty to melee attack rolls but you don't grant flanking bonuses from opponents. You gain a +3

bonus to Perception within the region. This effect has no expiry.

## PROGRAM MAINTENANCE

**Keywords:** Personal

**Program Slots:** 1      **Market Price:** 3,000

**Computer Use DC:** 25   **ProgDC:** 19

**Action:** None

**Effect:** This program tracks your actions and movements and is able to replicate them when you ask it to take over certain computer functions. This program can do one of two things: First, it can sustain any hack talent as a free action every 5 minutes; and second, once per day, it can allow you to reroll any Knowledge skill check you fail (you cannot be paranoid for this program to function).

## RELAY INPUT

**Keywords:** Benign, Personal

**Program Slots:** 1      **Market Price:** 500

**Computer Use DC:** 17   **ProgDC:** 15

**Action:** Swift

**Effect:** You can transmit any or all of your sensory inputs to any number of allies whose GIAs you know and who also have this program. The ally can only experience either your senses or their own, but can switch between them at any time as a free action.

## REMOTE CONTROLLER

**Keywords:** Personal

**Program Slots:** 1      **Market Price:** 500

**Computer Use DC:** 17   **ProgDC:** 10

**Action:** Standard\*

**Effect:** This program enables you to remotely activate a robot that is normally under your control (you must link the robot to the software with special access codes before it can be controlled). You can activate the robot as long as it is in Open range. You always know the GIA of a robot tied to your *remote controller*.

**Special:** If you have class abilities, feats or talents that enable you to activate robots as move or swift actions, this program can be activated using the same type of action.

**Advanced Versions:** Advanced versions of this program enable you to activate more than one robot with a single action.

Version	Price	DC	ProgDC	Effect
2	1,500	23	18	2 Robots
3	9,000	29	24	3 Robots

\*: The speed of activation can be altered depending on feats or powers.

## SCANNER

**Keywords:** Invasion

**Program Slots:** 1

**Market Price:** 500

**Computer Use DC:** 17

**ProgDC:** 15

**Action:** Swift

**Effect:** This program scans the target to identify weaknesses and strengths as well as non-concealed memories. After the program activates, it reveals the following:

- Level, brand, and abilities of the SEED.
- Levels, brands, and abilities of all firewalls
- All abilities of the character/monster
- All programs currently in the SEED.
- All implants currently in the SEED.

It does not reveal ProgDCs or viruses.

## SEARCH ALGORITHM

**Keywords:** Benign / Invasion

**Program Slots:** 1      **Market Price:** 500 / 850

**Computer Use DC:** 17 / 19   **ProgDC:** 15

**Action:** Swift

**Effect:** This common program assists your search for a piece of online information. When you activate the program, define the search parameters: the program makes a Computer Use check with a -4 penalty each round at the start of your turn until it either finds the requested information or determines that the information does not exist in the target system. The benign version of the program can only search unprotected or openly shared systems. The invasion version can trawl through encrypted systems, as well as the target's flash memory. The DC of the search is either the Will defense of the target (if searching for a memory or information on an active SEED) or is determined by the GM.

## SENSORY TRANSFER

**Keywords:** Invasion, Personal, Unique

**Program Slots:** 2

**Market Price:** 1,500

**Computer Use DC:** 21

**ProgDC:** 23

**Action:** Standard

**Effect:** This program transplants an individual's (including your own) sensory input from one location to another. The target's auditory, optical, tactile, and/or olfactory inputs are transferred either into a simulated environment already running elsewhere, or into another body (in either case, the subject body or environment must not be currently firewalled). If the destination body already contains a consciousness, the target has no control over the subject. If the body is an empty prosthetic or robot, the target gains control over the functions of the machine. During this time, the target does not experience their own sensations from the transferred senses, only those from the subject location. If the target is already transferring their senses elsewhere, this program can also be used to hijack

their telepresence. If the transfer is involuntary, it lasts until the end of your next turn but can be sustained as a move action. If the transfer is voluntary, it lasts until you or the other party severs the connection. If either party goes paranoid, the connection ends. *Sensory transfer* can only affect one target at a time, and can only be used once per encounter (or 5 minutes).

## SHROUD

**Keywords:** Personal  
**Program Slots:** 1      **Market Price:** 500  
**Computer Use DC:** 17      **ProgDC:** 15  
**Action:** None

**Effect:** When you obtain this program, choose any other 1-slot program: this program appears to be the chosen program on all system scans. Select one other program on your system: that program is invisible to all scans (the program slots it occupies do not even appear to exist). The target program can only be located or deleted by first deleting the *shroud*.

## SPYWARE BLOCKER

**Keywords:** Personal  
**Program Slots:** 1      **Market Price:** 1,000  
**Computer Use DC:** 21      **ProgDC:** 17  
**Action:** None

**Effect:** You prevent outside brains, servers, and programs from knowing your current hardware and programs. This program runs continuously and does not turn itself off. It prevents hackers from using programs to determine the details of your firewall (including defense value). Attackers also cannot scan for the model and capabilities of the SEED.

## TARGET ID

**Keywords:** Benign, Personal  
**Program Slots:** 1      **Market Price:** 500  
**Computer Use DC:** 17      **ProgDC:** 15  
**Action:** None

**Effect:** While this program is in your system, you broadcast your location to non-paranoid allies up to a mile away, and you are clearly designated as an ally while within line of sight of them.

## TARGET PATTERN ANALYSIS

**Keywords:** Personal  
**Program Slots:** 1      **Market Price:** 500  
**Computer Use DC:** 17      **ProgDC:** 15  
**Action:** Move

**Effect:** You must activate this program before making a dive against an opponent. The program analyzes every firewall you breach against the target. After you successfully breach all the target's firewalls,

you gain a +2 item bonus to attack these firewalls for the rest of the day. These are to the specific firewalls the target has, not all firewalls of this type everywhere.

## TRACER

**Keywords:** Personal  
**Program Slots:** 1      **Market Price:** 850  
**Computer Use DC:** 19      **ProgDC:** 15  
**Action:** Standard

**Effect:** If you receive an incoming communication or detect a hack in your system or brain, you can activate this program to trace the location of the incoming connection. If the attacker has a *GIA scrambler*, compare the ProgDC of your *tracer* to the ProgDC of the *GIAS*. If the *GIAS* ProgDC is higher, you must make a Computer Use check against it (as a separate action) to outsmart the scrambler before you can use *tracer* on it.

Once the search is complete, you know the target's GIA as well as their physical location on the planet. The target is considered to be within open range until the end of your next turn, at which point you lose the GIA of the target unless you are able to sustain it through other means (like line of sight) or if the GIA is fixed (like a server).

The time it takes to locate the source of the call or attack depends on where in the world the source is, measured in a number of rounds from the time you activate the program. If the target being traced disconnects the call or dive before the *tracer* completes its job, the trace fails. You learn the target's location at the end of your turn on the round the trace is complete.

Location	Time to trace
Within 50 squares	1 round
Between 50 squares and one mile	2 rounds
Between one mile and 50 miles	3 rounds
51-1000 miles	4 rounds
Beyond 1000 miles	5 rounds

**Advanced Versions:** Advanced versions have higher ProgDCs to combat *GIAS*. You also gain a bonus to your Computer Use skill when attempting to circumvent a *GIAS*.

Version	Price	DC	ProgDC	Effect
2	1,500	23	21	+1
3	5,000	27	25	+2
4	14,000	31	29	+3
5	26,000	35	33	+4

## TRANS ROUTER

**Keywords:** Personal

**Program Slots:** 1

**Market Price:** 1,500

**Computer Use DC:** 23

**ProgDC:** 17

**Action:** Standard

**Effect:** While this program is in effect, all your hack talents, communications, and programs which access the internet are routed through network hubs and satellites to make tracing your signal more difficult. The basic router increases the time *tracer* programs require to locate you by +1 round. As long as *trans router* is operating, you suffer a -1 penalty to all hack attack rolls and Computer Use checks. This program does not work against *back-hacks*.

**Advanced Versions:** Advanced versions have higher ProgDCs and increase the trace time.

Version	Price	DC	ProgDC	Effect
2	5,000	27	25	+2 rounds
3	14,000	31	29	+3 rounds

## TROJAN HORSE

**Keywords:** Invasion, Stealth

**Program Slots:** 1

**Market Price:** 3,000

**Computer Use DC:** 25

**ProgDC:** 19

**Action:** Standard

**Effect:** This offensive program disguises itself as a different program, deletes the target program and waits to be activated, either inadvertently by the target or by you as a swift action (once the program is installed in the target system, you can transmit the activation command even if the target is firewalled. You implant up to two hack talents

you know inside the program when you use it: implanting a talent counts as a use of that talent. You choose which order the talents activate, and whether they activate on the same command or separate commands, at the time you implant them. Once all embedded talents have been activated, the virus deletes itself, but the program slot remains corrupted until manually cleared.

**Special:** Talents attached to a Trojan horse is expended when you attach it to the virus, not when the program activates: it remains expended until you cancel the virus. If you are diving multiple eligible targets, you can download a copy of the virus to each target simultaneously with a single move action. You can also upload the virus to multiple targets at different times; however, when the virus is activated it will only affect as many targets (chosen when the virus activates) as you could normally affect with the attached talent (modified by any other talents or feats that affect targeting), and it affects all these targets at the same time, regardless of the talent's normal range. You can affect multiple targets at once with feats. Range-based feats (like Elite Hacker) are still limited by their range, but Viral Propagation is not.

**Advanced Versions:** Advanced versions allow more talents to be implanted.

Version	Price	DC	ProgDC	Effect
2	9,000	29	23	3 talents
3	14,000	31	25	4 talents
4	20,000	33	27	5 talents





# EIGHT: ANTAGONISTS

In the future, regardless of the environment or the motivation, the only true enemy is man. Mutants and aliens from another dimension have not invaded to unite the masses behind a common foe. Opponents are varied and committed.

In the future, regardless of the environment or the motivation, the only true enemy is man. Mutants and aliens from another dimension have not invaded to unite the masses behind a common foe. Opponents are varied and committed.

**Reactive Awareness (RA):** Because monsters can be made aware of hack attacks, their Reactive Awareness is listed with the Perception bonus for ease of reference.

## ADVERSARIES

The following list of creatures can be used to portray insurgents, thugs, mercenaries, gangsters, and any other number of opponents. These rules have been streamlined in order to allow a wide range of enemies. Although considered generic, the term ‘adversary’ only refers to opponents with the adversary traits listed below, not other enemy units in the encounter.

Any creature can technically be given an adversary ability. Although possible, it is not recommended that you have two different groups of adversaries in an encounter, though you can mix adversaries with non-adversaries, like special elite units.

## ADVERSARY TRAITS

When building an encounter involving common adversaries, choose one of the following special rules below. All adversaries involved in the encounter gain this rule.

### DRONE

Drones are built or are gathered in massive numbers, designed to overwhelm opponents in enormity rather than capabilities. Certain losses in combat are expected.

**More Than Expected:** Each time two drones are killed in an encounter, place an identical drone adversary anywhere within 50 feet (ten squares) of a fallen drone that is not in line of sight of a player character. Do not adjust experience. You can only apply the drone template to a creature with the minion ability.

### FANATIC

Fanatics believe absolutely in their chosen path. They will risk everything, including their lives, for the completion of the task they place before themselves. They are often, but not always, religious zealots.

**For the Cause:** A fanatic gains a +2 bonus to all saving throws. In addition, he gains the *martyrdom* ability.

**Martyrdom:** Once in a fanatic’s life, the fanatic ignores the first hit that would reduce him to zero hit points or lower.

## GUERRILLA

Guerillas avoid presenting themselves as a target. They are often underequipped and undermanned, offsetting that deficiency with stealth. They will prefer quick attacks and maneuverability over straight open gunplay.

**Dirty Fighter:** The guerilla inflicts +2 extra damage against targets denied their Dex bonus to AC, targets the guerilla is flanking, and against opportunity attacks the guerilla makes. In addition, the guerilla gains a +2 bonus to Reflex saves.

## HIVE

A hive shares one mind or has many minds synchronized to operate as one in the combat arena. Although technically possible with organic brains, this is seen almost exclusively with robots. Every hive unit knows the location of all other hive units.

**We Are One:** A hive can sacrifice its move action to give another hive a move action. Hives cannot receive more than two move actions per round. A hive can replace two move actions with one standard action.

## IRONCLAD

Occasionally, an opponent may not be particularly well trained but may be particularly well funded. They may have better weapons and better armor because of the economy of their government or because of their position in the army, despite deficiencies in other fields.

**Tough Man:** An ironclad has a hardness value (or a bonus to its hardness) based on its CR.

*Hardness:*

CR 1 to 6: +3

CR 7 to 13: +4

CR 14 to 20: +5

CR 21 to 25: +6

## MOB

Mobs supply courage and strength through numbers. A mob is populated by underequipped, untrained individuals and must offset that by overwhelming their foes. They are often civilians.

**Group Confidence:** If mob creatures outnumber their opponents by 2-to-1, each mob creature gains +2 bonus to damage rolls.

**In Numbers:** Mob creatures gain an additional +1 to flanking bonuses granted when flanking with another creature with the mob template.

## REGIMENTED UNIT

Regimented units work as a team and must deploy in numbers in an encounter to be effective. On their own, they are useless. Unlike a mob, however, these forces have undergone training to work together, and as such are not known for acts of stupidity, like breaking from a line.

**Reliable Backup:** The regimented unit gains a +2 enhancement bonus to AC while adjacent to another allied regimented unit. The regimented unit gains the *combat drill* ability.

**Combat Drill:** When a regimented creature moves, it can pull another regimented creature up to 15 feet with him. This pulled movement does not provoke opportunity attacks.

## TRAINED

After years in some form of military, these adversaries know to maximize their effectiveness when with others equally trained. Unlike a regimented unit, these are closer to pure soldiers and do not have to be linked arm-and-arm to be effective.

**Encouraging Reaction:** When a trained adversary scores a critical threat, one other allied trained adversary in line of sight gains a standard action in the same turn.

**Against the Fallen:** When an allied trained adversary is killed, gain a +1 enhancement bonus with your next attack roll.

**Note on Adversaries:** The listings below are intentionally generic with weapon assignments that are easily adjustable to cater to your encounter. Feel free to swap the descriptions of weapons to suit your needs. Weapon damage does not change.

### ILL-EQUIPPED COMBATANT CR 1

XP 100

N Medium humanoid adversary

Initiative +3

Init +0; Senses Normal; Perception +4 (RA 14)

---

#### DEFENSE

AC 19, touch 13, flat-footed 14 (+4 armor, +3 Dex, +2 minion)

Firewall 16

hp 14 (2d8+2) See Minion

Fort +6, Ref +6, Will +4

---

#### OFFENSE

Speed 30 ft.

Melee hatchet +3 (1d8+3/×3)

Ranged (*Range 60 ft.*) pistol +5 (1d6+3/×3)

---

#### STATISTICS

Str 15, Dex 16, Con 13, Int 8, Wis 11, Cha 8

Base Atk +1; CMB +3; CMD 16

Feats Power Attack

Skills Intimidate +3, Perception +4

Languages Any

---

#### ECOLOGY

Treasure NPC Gear (force body vest, hatchet, pistol with 50 rounds)

---

#### SPECIAL ABILITIES

---

**Minion:** If the ill-equipped combatant takes damage in a single hit equal or greater than it's hit dice + it's Con modifier (3), it dies. As a result, the corpsman has reduced experience and increased defenses.

## CHAIN BRAWLER CRI

XP 400

N Medium humanoid adversary

Init +0; Senses Normal; Perception +4 (RA 14)

### DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

Firewall 15

hp 14 (2d8+2)

Fort +4, Ref +3, Will +3

### OFFENSE

Speed 30 ft., swim 15 ft.

**Melee** Length of Chain +2 (1d6+1), +3 damage against prone targets. The chain brawler can choose to knock the target prone instead of inflicting damage.

**Ranged** rifle +1 (1d8+1)

### STATISTICS

Str 13, Dex 14, Con 13, Int 9, Wis 13, Cha 10

Base Atk +1; CMB +2; CMD 14

Feats Power Attack

Skills Acrobatics +4, Perception +3, Swim +8, Vehicle Operation +4

Languages any

### ECOLOGY

**Treasure** NPC Gear (aramid combat suit, length of chain, rifle with 50 rounds)

## MAN WITH PIPE WRENCH CR 2

XP 600

N Medium humanoid adversary

Init +2; Senses Normal; Perception +8 (RA 18)

### DEFENSE

AC 14, touch 11, flat-footed 12; (+2 Dex, +2 armor)

Firewall 18

hp 19 (3d8+6)

Fort +5, Ref +6, Will +4

### OFFENSE

Speed 30 ft., climb 30 ft.

**Melee** pipe wrench (2 attack) +4 (1d6+2)

**Ranged** (Range 100 ft.) rifle +4 (1d8+1)

Space 5 ft.; Reach 5 ft.

### STATISTICS

Str 15, Dex 15, Con 14, Int 2, Wis 12, Cha 7

Base Atk +3; CMB +5; CMD 17

Feats Great Fortitude, Skill Focus (Perception)

Skills Acrobatics +6, Climb +14, Perception +8

Languages any

### ECOLOGY

**Treasure** NPC Gear (leather armor, length of chain, rifle with 50 rounds)

## PHALLIC COMPENSATOR CR 2

XP 600

N Medium humanoid adversary

Init -1; Senses Normal; Perception +6 (RA 16)

### DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 22 (3d8+9)

Fort +5, Ref +4, Will +3

### OFFENSE

Speed 30 ft.

**Melee** slam +6 (1d4+3),

**Ranged** (Range 60 ft.) pistol +7 (1d6+1)

**Special Attacks**

*Grenadier*

### STATISTICS

Str 15, Dex 15, Con 14, Int 8, Wis 11, Cha 10

Base Atk +3; CMB +5; CMD 17

Feats Toughness, Weapon Focus (pistol)

Skills Acrobatics +2, Computer Use +3, Perception, +8, Vehicle Operation +3

Languages Any

SQ Grenadier

Languages any

### ECOLOGY

**Treasure** NPC Gear (leather armor, pistol, grenade launcher with 10 grenades)

### SPECIAL ABILITIES

**Grenadier (Ex):** The phallic compensator can take a full round action to make a grenade launcher attack. Target a 10 foot radius within 75 feet. Targets within must make a DC 15 Ref save or take 1d8+4 damage (save half)



**KNIFE MAN****CR 3**

XP 200

N Medium humanoid adversary

Init +6; Senses Normal; Perception +0 (RA 10)

**DEFENSE**

AC 19 touch 13, flat-footed 14 (+4 armor, +3 Dex, +2 minion)

Firewall 20

hp 25 (3d8+12) See Minion

Fort +12, Ref +9, Will +7

**OFFENSE**

Speed 30 ft.

Melee Assorted knives +6 (1d4+2/19-20)

Range Handgun (Range 60 ft.) +7 (1d6+2)

**STATISTICS**

Str 14, Dex 15, Con 18, Int 10, Wis 10, Cha 16

Base Atk +3; CMB +5; CMD 17

Feats Improved Initiative, Weapon Finesse

Skills Perception +0, Stealth +9, Vehicle Operation +3

Languages Any

SQ Knife Use

Languages any

**ECOLOGY**

Treasure NPC Gear (leather armor, pistol, six knives)

**SPECIAL ABILITIES**

**Knife Use (Ex):** The Knife Man as a full round action can make two *assorted knives* attacks. The Knife Man gains an additional +1 to flanking bonuses

**Minion:** If the knife man takes damage in a single hit equal or greater than it's hit dice + it's Con modifier (7), it dies. As a result, the knife man has reduced experience and increased defenses.

**BELL TOWER BASTARD****CR 3**

XP 800

N Medium humanoid adversary

Init +6; Senses Normal; Perception +10 (RA 20)

**DEFENSE**

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

Firewall 20

hp 28 (4d8+12)

Fort +5, Ref +6, Will +9

**OFFENSE**

Speed 30 ft.

Melee Combat knife +4 (1d4+2/19-20)

Ranged (Range 120 ft.) Sniper Rifle +8 (1d8+3)

**STATISTICS**

Str 10, Dex 16, Con 16, Int 10, Wis 16, Cha 16

Base Atk +4; CMB +4; CMD 17

Feats Improved Initiative, Weapon Focus (sniper)

Skills Computer Use +8, Demotions +7, Perception +10, Stealth +10

Languages Any

SQ Boom-Headshot

Languages any

**ECOLOGY**

Treasure NPC Gear (leather armor, pistol, sniper rifle with 50 rounds)

**SPECIAL ABILITIES**

**Boom-Headshot (Ex):** The bell tower bastard can take a full around action to make a *sniper rifle* attack against a target at least 50 ft. away. If he does, the damage increases to 2d8+3 and a hit target is staggered for one round.





**QUALIFIED COMBATANT CR 3**

XP 800

N Medium humanoid adversary

Init +6; Senses Normal; Perception +9 (RA 17)

**DEFENSE**

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

Firewall 18

hp 28 (4d8+12)

Fort +8, Ref +8, Will +7

**OFFENSE**

Speed 30 ft.

Melee Combat knife +7 (1d4+2/19-20)

Ranged (Range 100 ft.) Rifle +7 (1d8+3)

**STATISTICS**

Str 10, Dex 16, Con 16, Int 10, Wis 13, Cha 16

Base Atk +4; CMB +4; CMD 17

Feats Improved Initiative, Weapon Focus (rifle), Weapon Finesse

Skills Acrobatics +6, Perception +9, Vehicle Operation +5

Languages Any

SQ Full Burst

Languages any

**ECOLOGY**

Treasure NPC Gear (leather armor, pistol, rifle with 100 rounds)

**SPECIAL ABILITIES**

**Full Burst (Ex):** The Qualified Combatant can take a full around action to make a *rifle* attack against a target. If he does, the damage increases to 2d8+3. The qualified combatant is staggered for one round.

**GANG FILLER CR 4**

N Medium humanoid adversary XP 1,200

Init +3; Senses Normal; Perception +6 (RA 16)

**DEFENSE**

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

Firewall 17

hp 40 (5d8+10)

Fort +6, Ref +6, Will +5

**OFFENSE**

Speed 30 ft.

Melee Brass Knuckles/Kubaton +8 (1d6+6/x3)

Ranged (Range 80) rifle +10 (1d8+6). A hit target is pushed 5 feet (1 square). If the target cannot be pushed, it takes 2 extra damage.

**STATISTICS**

Str 16, Dex 16, Con 15, Int 7, Wis 10, Cha 8

Base Atk +5; CMB +6; CMD 21

Feats Great Fortitude, Power Attack, Weapon Focus (brass knuckles kubaton)

Skills Intimidate +5, Perception +6, Stealth +2, Survival +6, Vehicle Operation +4

**ECOLOGY**

Treasure NPC Gear (leather armor, pistol, rifle with 100 rounds)

**CELL LIEUTENANT CR 4**

XP 1,200

N Medium humanoid adversary

Init +2; Senses Normal; Perception +9 (RA 19)

**DEFENSE**

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 Dodge)

Firewall 18

hp 42 (7d8+7)

Fort +5, Ref +7, Will +6

**OFFENSE**

Speed 30 ft.

Ranged (Range 20) shotgun +7 (1d8+2); +3 damage to targets 10 feet or closer. Beyond the first range increment, it only does half damage. A critical hit knocks opponents prone.

Special Attacks Enough Screwing Around

**STATISTICS**

Str 12, Dex 15, Con 12, Int 16, Wis 12, Cha 16

Base Atk +4; CMB +5; CMD 17

Feats Dodge, Alertness, Great Fortitude, Weapon Focus (shotgun)

Skills Bluff +10, Climb +11, Computer Use +5, Demolitions +3 Intimidate +10, Knowledge (History) +9, Sense Motive +7, Vehicle Operation +7

Languages any

**ECOLOGY**

Treasure standard (ballistics armor, shotgun)

**SPECIAL ABILITIES**

**Enough Screwing Around (Ex):** The cell lieutenant can make a move action and select one ally in 20 feet to make a single ranged attack. The cell lieutenant can take a full round action and all allies in ten feet can make a single ranged attack.

**Redeployment (Ex):** As a swift action, the cell lieutenant can use a swift action and move one ally within 25 feet up to 15 feet. This movement does not provoke opportunity attacks.

**AMMO WASTER****CR 5**

XP 600

N Medium humanoid adversary

Init +3; Senses Normal; Perception +9 (RA 19)

**DEFENSE**

AC 23, touch 13, flat-footed 13 (+7 armor, +3 Dex, +1

Dodge, +2 minion)

Firewall 20

hp 54 (7d8+14), See Minion

Fort +9, Ref +8, Will +6

**OFFENSE**

Speed 30 ft.

Ranged (Range 30) SMG +12/+7 (1d6+3) plus wild spray

Special Attacks Wild Spray

**STATISTICS**

Str 12, Dex 16, Con 14, Int 12, Wis 12, Cha 13

Base Atk +5; CMB +8; CMD 19

Feats Dodge, Alertness, Great Fortitude, Recoil Absorption, Weapon Focus (SMG)

Skills Climb +9, Perception +9, Swim +6, Vehicle Operation +7,

Languages any

**ECOLOGY**

Treasure standard (aramid combat suit, SMG)

**SPECIAL ABILITIES**

**Minion:** If the ammo waster takes damage in a single hit equal or greater than it's hit dice + Con modifier (9), it dies. As a result, the ammo waster has reduced experience and increased defenses.

**Wild Spray (Ex):** If the ammo waster hits with his SMG, he can use a move action to make another attack again any enemy within 15 feet of the original target.

**MACHINE GUN MENACE****CR 5**

N Medium humanoid adversary XP 1600

Init +3; Senses Normal; Perception +9 (RA 19)

**DEFENSE**

AC 19, touch 13, flat-footed 13 (+6 armor, +3 Dex)

Firewall 20

hp 54 (7d8+7)

Fort +7, Ref +6, Will +4

**OFFENSE**

Speed 30 ft.

Ranged (Range 80) SMG +8 (2d6+3)

Special Attacks Bring Down the Rain

**STATISTICS**

Str 12, Dex 16, Con 14, Int 12, Wis 12, Cha 13

Base Atk +5; CMB +6; CMD 19

Feats Alertness, Deadly Aim, Great Fortitude, Recoil Absorption, Weapon Focus (HMG)

Skills Climb +9, Perception +9, Swim +6, Vehicle Operation +7

Languages any

**ECOLOGY**

Treasure standard (aramid combat suit, HMG)

**SPECIAL ABILITIES**

**Bring Down the Rain (Ex):** The machine gun menace can take a full round action to make an HMG attack against each target in a 10 foot radius within the weapon's range.



**WATCHER IN THE CROWD** CR5

XP 1600

N Medium humanoid adversary

Init +7; Senses Normal; Perception +11 (RA 21)

**DEFENSE**

AC 19, touch 13, flat-footed 13 (+6 armor, +3 Dex)

Firewall 21

hp 54 (7d8+7)

Fort +8, Ref +6, Will +4

**OFFENSE**

Speed 30 ft.

**Melee** concealed knife +14/+9 (1d6+3) and a target is either dazed for 1 round or suffer an additional 5 damage.**Ranged** (Range 40) Pistol +10 (1d6+3)**STATISTICS**

Str 12, Dex 16, Con 12, Int 12, Wis 16, Cha 14

Base Atk +7; CMB +8; CMD 21

**Feats** Alertness, Weapon Finesse, Improved Initiative, Weapon Focus (HMG)**Skills** Bluff +10, Climb +9, Intimidate +4, Perception +11, Stealth +11**Languages** any**ECOLOGY****Treasure** standard (aramid combat suit +2, pistol, concealed knife)**SPECIAL ABILITIES****A Looker (Ex):** Until the watcher in the crowd hits with his *concealed knife*, he gains a +3 bonus to AC, saving throws and to Bluff and Intimidate skill checks.**Slip Out (Ex):** As a move action, the watcher in the crowd can move 20 feet without prompting an opportunity attack. It also gains a +1 bonus to AC until beginning of its next turn.**FLESH FORTRESS** CR6

N Medium humanoid adversary XP 2,400

Init +3; Senses Normal; Perception +9 (RA 19)

**DEFENSE**

AC 21, touch 15, flat-footed 16; (+6 armor, +4 Dex, +1 dodge)

Firewall 22

hp 81 (9d8+36)

Fort +8, Ref +6, Will +5

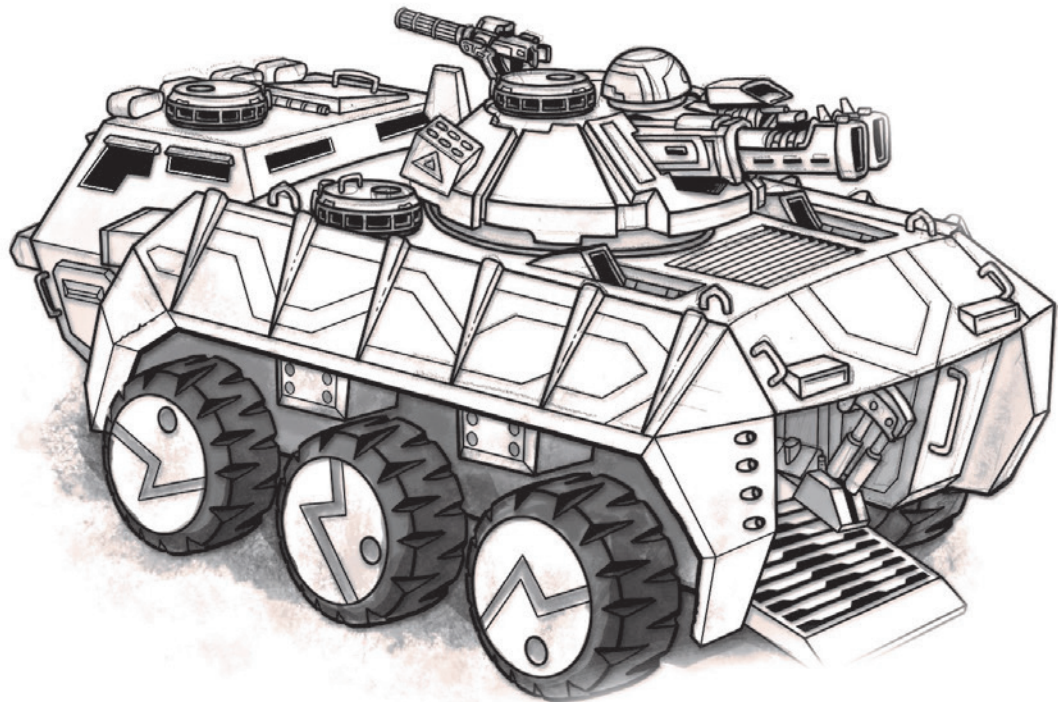
**OFFENSE**

Speed 30 ft.

**Melee** Lead Pipe +11 (1d6+2); a hit target is dazed for 1 round.**Ranged** (Range 80) assault rifle +11/+6 (2d6+3)**STATISTICS**

Str 14, Dex 16, Con 18, Int 12, Wis 10, Cha 11

Base Atk +9; CMB +11; CMD 23

**Feats** Improved Initiative, Crossfire, Dodge, Recoil Absorption, Weapon proficiency**Skills** Climb +11, Perception +9, Stealth +8, Survival +5, Swim +7, Vehicle Operation +4**Languages** Any**ECOLOGY****Treasure** standard (aramid combat suit +2, lead pipe, assault rifle)**SPECIAL ABILITIES****Hulking (Ex):** The flesh fortress can use a full-round action and recover from any of the following conditions: Confused, dazed, dazzled, exhausted, fascinated, shaken, or staggered.

**PROXIMITY THREAT****CR 7**

XP 1,200

N Medium humanoid adversary

Init +4; Senses normal; Perception +12 (RA 22)

**DEFENSE**

AC 23, touch 15, flat-footed 16; (+6 armor, +4 Dex, +1 Dodge, +2 Minion)

Firewall 22

hp 80 (10d8+30) see Minion

Fort +9, Ref +10, Will +7

**OFFENSE**

Speed 30 ft.

Ranged (Range 20) auto shotgun +15/+9 (1d10+4); hit targets are knocked prone.

Special Attacks sprint shot

**STATISTICS**

Str 12, Dex 18, Con 16, Int 12, Wis 12, Cha 11

Base Atk +10; CMB +14; CMD 25

Feats Agile Maneuvers, Crossfire, Dodge, Recoil Absorption, Weapon Proficiencies

Skills Acrobatics +8, Climb +11, Demolitions +4, Perception +12, Stealth +8, Swim +10

Languages Any

**ECOLOGY**

Treasure standard (aramid combat suit +2, auto-shotgun)

**SPECIAL ABILITIES**

**Minion (Ex):** If the proximity threat takes damage in a single hit equal or greater than its hit dice + its Con modifier (13), it dies. As a result, the ammo waster has reduced experience and increased defenses.

**Sprint Shot (Ex):** As a full round action, the proximity target can move up to 20 feet without provoking an opportunity attack and make a full round attack with his auto-shotgun.

**FORCE COMMANDER****CR 7**

XP 3,200

N Medium humanoid adversary

Init +3; Senses normal; Perception +13 (RA 23)

**DEFENSE**

AC 21, touch 15, flat-footed 16; (+6 armor, +4 Dex, +1 Dodge)

Firewall 23

hp 90 (10d8+30)

Fort +8, Ref +8, Will +10

**OFFENSE**

Speed 30 ft.

Ranged (Range 50) machine pistol +13/+9 (1d6+3), see Empty the Clip

**STATISTICS**

Str 10, Dex 16, Con 16, Int 18, Wis 16, Cha 14

Base Atk +10; CMB +14; CMD 25

Feats Agile Maneuvers, Crossfire, Dodge, Recoil Absorption, Weapon Proficiencies

Skills Bluff +10, Computer Use +11, Demolition +10, Engineer +9, Escape Artist +6, Intimidate +8, Perception +13, Sense Motive +9, Vehicle Operation +10

Languages Any

**ECOLOGY**

Treasure standard (aramid combat suit +2, machine pistol)

**SPECIAL ABILITIES**

**Sleep when you're dead (Ex):** When an allied unit within 20 feet of the force commander suffers a critical hit or is to 0 hit points or fewer, it gains a standard action it can use as an immediate action. If at 0 hit points or lower, the target drops after the attack.

**Empty the Clip (Ex):** If the force commander hits with its first attack with its machine pistol using a full-round attack, it can make another machine pistol attack at its highest attack bonus. This repeats until the force commander misses or hits 4 times.

**Intimidating Son of a Bitch (Ex):** Once per round, the force commander can force an opponent to reroll an attack and take the lower result against himself or any ally within 20 feet of him.

**ADVANCED COMBATANT CR 8**

XP 1,600

N Medium humanoid adversary

**Init** +4; **Senses** normal; **Perception** +7 (RA 17)**DEFENSE****AC** 26, **touch** 17, **flat-footed** 21; (+7 armor, +4 Dex, +1 Dodge, +2 natural, +2 minion)**Firewall** 21**hp** 84 (12d8+24) see Minion**Fort** +10, **Ref** +9, **Will** +9**OFFENSE****Speed** 30 ft.**Ranged** (Range 100) bullpup rifle +11/+6 (1d8+4, 19-20/x3)**Special Attacks** snap-shot**STATISTICS****Str** 14, **Dex** 18, **Con** 14, **Int** 13, **Wis** 14, **Cha** 14**Base Atk** +12; **CMB** +16; **CMD** 28**Feats** Agile Maneuvers, Crossfire, Dodge, Recoil Absorption, Weapon Proficiencies**Skills** Acrobatics +9, Bluff +10, Computer Use +4, Demolitions +6, Perception +7, Swim +8, Vehicle Operation +10**Languages** Any**ECOLOGY****Treasure** standard (aramid combat suit +3, bullpup rifle)**SPECIAL ABILITIES**

**Minion (Ex):** If the proximity threat takes damage in a single hit equal or greater than its hit dice + its Con modifier (14), it dies. As a result, the advanced combatant has reduced experience and increased defenses.

**Snap-Shot (Ex):** The advanced combatant can make a single bullpup rifle attack as a swift action at its highest BAB.

**PYROPHILIAC CR 8**

XP 4,800

N Medium humanoid adversary

**Init** +4; **Senses** normal; **Perception** +6 (RA 16)**DEFENSE****AC** 24, **touch** 23, **flat-footed** 11; (+9 armor, +1 Dex, +4 natural)**Firewall** 21**hp** 84 (12d8+24)**Fort** +6, **Ref** +6, **Will** +6**OFFENSE****Speed** 30 ft.**Ranged** pistol (Range 50) +16/+11 (1d6+4)**Special Attacks** Flamethrower, Flame Orgasm**STATISTICS****Str** 16, **Dex** 18, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +12; **CMB** +16; **CMD** 29**Feats** Agile Maneuvers, Firearm Expertise, Nimble Moves, Recoil Absorption, Weapon Proficiencies**Skills** Acrobatics +12, Computer Use +4, Demolitions +6, Perception +6**Languages** Any**ECOLOGY****Treasure** standard (tactical body armor +2, flamethrower)**SPECIAL ABILITIES**

**Smoke 'Em If You Got 'Em (Ex):** Any adjacent enemy to the pyrophiliac when the pyrophiliac uses his *flame thrower*, or *flame strafe* attack suffers 5 fire damage.

**Flame Thrower (Ex):** As a full round attack, the pyrophiliac can make a flamethrower attack, targeting all creatures in a 30-foot cone. Affected targets make a DC 22 Reflex save (save half) or suffer 2d6+6 damage. Targets that fail the save take 1d6+6 the following round as well.

**Flame Orgasm (Ex):** As a full round attack, the pyrophiliac can make a flame orgasm attack, targeting all creatures in a 50-foot line. Affected targets make a DC 22 Reflex save (save half) or suffer 4d6+6 damage. Targets that fail the save take 2d6+6 the following round as well.

**OUT OF PLACE KUNG-FU GUY****CR 10**

XP 3,200

N Medium humanoid adversary

Init +3; Senses normal; Perception +10 (RA 20)

**DEFENSE**

AC 26, touch 13, flat-footed 20; (+6 armor, +3 Dex, +5 natural, +2 minion)

Firewall 26

hp 120 (15d8+30) see Minion

Fort +10, Ref +10, Will +7

**OFFENSE**

Speed 35 ft.

Melee slam +19/+13/+7 (1d6+6)

Ranged (Range 50) pistol +18/+12/+6 (1d6+3)

Special Attacks Once Chance Hit

**STATISTICS**

Str 18, Dex 16, Con 14, Int 12, Wis 10, Cha 10

Base Atk +15; CMB +19; CMD 27

Feats Dodge, Run, Unarmed Strike, Weapon Focus, Weapon Proficiencies, Weapon Specialization (Unarmed)

Skills Acrobatics +13, Climb +9, Computer Use +7, Perception +10

Languages Any

**ECOLOGY**

Treasure standard (force body vest +2)

**SPECIAL ABILITIES**

**Minion:** If out of place kung-fu guy takes damage in a single hit equal or greater than it's hit dice + Con modifier (17), it dies. As a result, the out of place kung-fu guy has reduced experience and increased defenses.

**Once Chance Hit (Ex):** If the out of place kung-fu guy hits with his first attack of a full round action, he inflicts maximum damage.

**Headstrong (Ex):** If the out of place kung-fu guy only takes a five foot step on his turn, he gains a +2 bonus to AC and Reflex saves until the beginning of his next turn.

**LAND WHALE****CR 12**

XP 19,200

N Medium humanoid adversary

Init +3; Senses normal; Perception +13 (RA 23)

**DEFENSE**

AC 26, touch 13, flat-footed 20; (armor +9, Dex +1, natural)

Firewall 26

hp 170 (17d8+85)

Fort +13, Ref +10, Will +9

DR 3/-

**OFFENSE**

Speed 30 ft.

Melee slam +19/+13/+7 (1d4+2)

Ranged (Range 100) autocannon +21/+15/+9 (3d6+4)

Special Attacks Sweep the Enemy

**STATISTICS**

Str 14, Dex 18, Con 20, Int 12, Wis 12, Cha 10

Base Atk +17; CMB +19; CMD 33

Feats Ammunition Efficiency, Burst Fire, Crossfire, Improved Crossfire, Recoil Absorption, Weapon Proficiencies

Skills Acrobatics +14, Climb +7, Computer Use +5, Demolitions +7, Intimidate +4, Perception +13, Survival +11

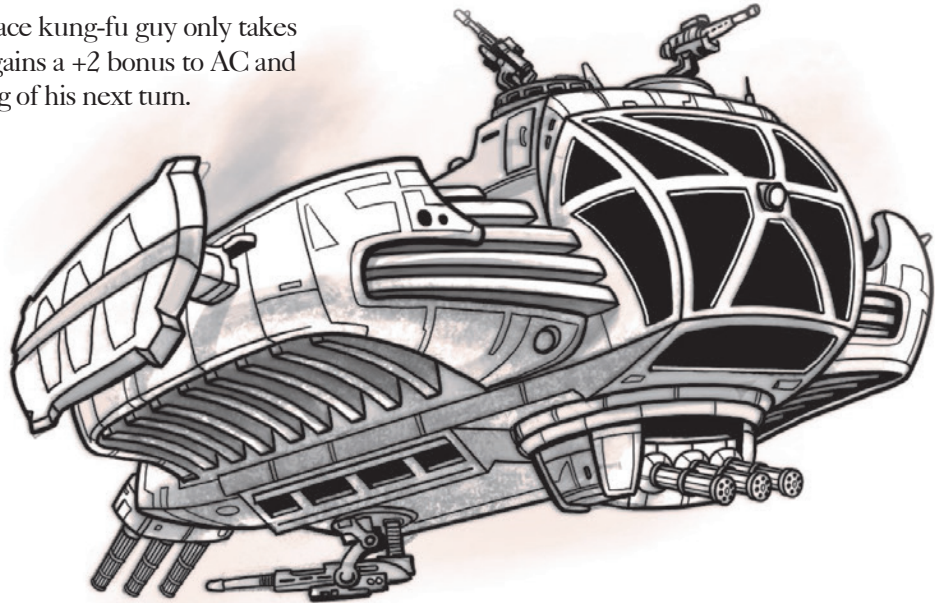
Languages Any

**ECOLOGY**

Treasure standard (tactical body armor +2, autocannon)

**SPECIAL ABILITIES**

**Sweep the Enemy (Ex):** As a full round action, the land whale can make a single autocannon attack to all targets in a 20 foot radius circle within weapon range. All hit targets are dazed for one round.



**SERIOUSLY, KATANA****CR 14**

XP 12,800

N Medium humanoid adversary

Init +5; Senses normal; Perception +19 (RA 29)

**DEFENSE**

AC 31, touch 16, flat-footed 27; (+7 armor, +4 Dex, +8 natural, +2 Minion)

Firewall 30

hp 140 (20d8+60) see Minion

Fort +12, Ref +14, Will +10

**OFFENSE**

Speed 35 ft.

Melee katana, seriously +27/+22/+16/+10 (1d8+5)

**STATISTICS**

Str 14, Dex 20, Con 16, Int 12, Wis 12, Cha 10

Base Atk +20; CMB +25; CMD 37

Feats Agile Maneuvers, Combat Reflexes, Critical Focus, Weapon Finesse, Weapon Focus (Katana), Weapon Specialization, Weapon Proficiencies

Skills Acrobatics +20, Climb +12, Computer Use +11, Demolitions +9, Perception +19

Languages Any

**ECOLOGY**

Treasure standard (force body vest +3, katana)

**SPECIAL ABILITIES**

**Minion:** If seriously, katana takes damage in a single hit equal or greater than it's hit dice + Con modifier (23), it dies. As a result, the out of place kung-fu guy has reduced experience and increased defenses.

**FORMIDABLE OPPONENT****CR 15**

XP 51,200

N Medium humanoid adversary

Init +6; Senses normal; Perception +21 (RA 31)

**DEFENSE**

AC 30, touch 14, flat-footed 26 (+11 armor, +3 Dex, +1 dodge, +5 natural)

Firewall 30

hp 198 (22d8+88)

Fort +15 Ref +19, Will +9

**OFFENSE**

Speed 30 ft.

Melee rifle butt +29/+23/+17 (1d8+7), see Rifle Butt

Ranged (range 100) +3 customized rifle +31/+25/+19 (2d6+10/19-20)

**STATISTICS**

Str 20, Dex 22, Con 18, Int 14, Wis 14, Cha 14

Base Atk +22; CMB +27; CMD 42

Feats Alertness, Crossfire, Dodge, Firearm Expertise, Fully Automatic Adept, Gun-Something-Something, Improved Crossfire, Proper Firing Position, Recoil Absorption, Weapon Focus (rifle), Weapon Proficiencies

Skills Acrobatics +21, Perception +21, Demolitions +17, Escape Artist +19, Stealth +19, Vehicle Operation +21

Languages Any

**ECOLOGY**

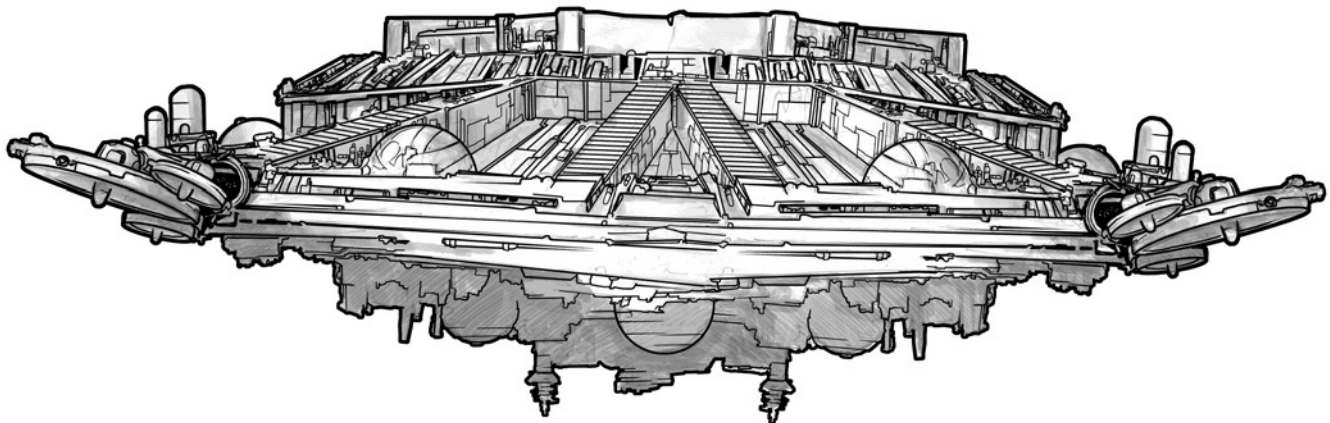
Treasure standard (+3 aramid combat suit, +3 caseless rifle)

**SPECIAL ABILITIES**

**Called Shot (Ex):** As a move action, the formidable opponent can make a called shot. If he does, the critical threat range of his weapon increases to 16-20/x3

**Head Shot (Ex):** Three times per day, the formidable opponent can confirm a critical hit without needing to roll.

**Rifle Butt (Ex):** A target with the rifle butt is pushed one square, and the formidable opponent can make a customized rifle attack as a free action against the pushed target.



**BIG BOSS****CR 16**

XP 76,800

N Medium humanoid adversary

Init +10; Senses normal; Perception +21 (RA 31)

**DEFENSE**

AC 31, touch 15, flat-footed 26 (+13 armor, +5 Dex, +1 dodge, +2 natural)

Firewall 32

hp 240 (24d8+120)

Fort +16 Ref +20, Will +10

**OFFENSE**

Speed 30 ft.

Melee groovy gauntlet +34/+28/+22 (3d8+8); hit targets are knocked prone.

Ranged (range 100) street howitzer +34/+28/+22 (2d10+8)

**Special Attack**

Grenade Bandolier

**STATISTICS**

Str 22, Dex 22, Con 20, Int 16, Wis 14, Cha 16

Base Atk +24; CMB +30; CMD 46

Feats Alertness, Crossfire, Dodge, Firearm Expertise, Fully Automatic Adept, Gun-Something-Something, Improved Initiative, Proper Firing Position, Recoil Absorption, Weapon Focus (rifle), Weapon Proficiencies

Skills Acrobatics +29, Bluff +15, Perception +27, Demolitions +13, Intimidate +18, Sense Motive +22, Vehicle Operation +21

Languages Any

**ECOLOGY**

Treasure standard (+4 nanotech armor, +3 coilgun)

**SPECIAL ABILITIES****Health Bar (Ex):** At the start of its turn, if the big boss has over 10 hit points, he regains 5 hit points.**Grenade Bandolier (Ex):** The big boss has 10 grenades. As a standard action, he can throw one up to 50 feet away (10 squares). All creatures within a 10 foot radius must make a DC30 Ref save or take 3d10+3 damage (save half)**Second Phase (Ex):** When the big boss is reduced to 0 hit points or lower, he regains 150 hit points and he gains a +2 permanent boost to his AC.**Weak Spot (Ex):** If an enemy to the big boss scores a critical hit on him, the big boss suffers an additional 10 points of damage.**DOUBLE-Y CHROMEY****CR 19**

XP 76,800

N Medium humanoid adversary

Init +10; Senses normal; Perception +29 (RA 39)

**DEFENSE**

AC 37, touch 15, flat-footed 26 (+13 armor, +5 Dex, +1 dodge, +6 natural, +2 Minion)

Firewall 37

hp 450 (30d8+300) Fort +21 Ref +19, Will +18

**OFFENSE**

Speed 30 ft.

Melee rifle butt +40/+34/+28/+22 (1d8+7)

Ranged (range 100) hammer shot +40/+34/+28/+22 (1d10+8), hit targets are dazed for one turn.

**STATISTICS**

Str 22, Dex 22, Con 24, Int 16, Wis 14, Cha 16

Base Atk +30; CMB +36; CMD 52

Feats Alertness, Crossfire, Dodge, Firearm Expertise, Fully Automatic Adept, Gun-Something-Something, Improved Crossfire, Improved Initiative, Master Crossfire, Proper Firing Position, Recoil Absorption, Weapon Focus (rifle), Weapon Proficiencies

Skills Acrobatics +31, Bluff +15, Perception +29, Demolitions +13, Intimidate +18, Sense Motive +22, Vehicle Operation +21

Languages Any

**ECOLOGY**

Treasure standard (+4 nanotech armor, +4 caseless rifle)

**SPECIAL ABILITIES****Minion:** If the double-y chromeY takes damage in a single hit equal or greater than it's hit dice + Con modifier (40), it dies. As a result, the double-y chromeY has reduced experience and increased defenses.**Resilient Biology (Ex):** Once per day, when the double-y chromeY suffers a critical hit, the attack is considered a miss.



# POWERED ARMOR

Any augmented motive system that employs articulation can be classed as power armor. Also called a power slave and a combat suit, these receive input from an implanted user without the need for prosthesis or a neural implant.

## EMPEROR

The emperor was built as an anti-tank vehicle, able to shift navigating dense urban environments to gaining a high ground through its jet system. Synthetic muscle fibers make the emperor resemble some skinless monster. When given the opportunity, the emperor avoids open fields because of its vulnerability to small arms fire.

### EMPEROR

CR 9

XP 6,400

N Huge humanoid

Init 0; Senses darkvision 60 ft.; Perception +16 (RA 26)

#### DEFENSE

AC 22, touch 8, flat-footed 21, (+14 natural, -2 size)

hp 136 (13d10+65)

Fort +13, Ref +3, Will +8

Firewall 23

DR 10/—

#### OFFENSE

Speed 30 ft., fly 80 ft.

Melee 2 slams +21 (2d10+10); hit targets are knocked prone.

Ranged (range 100) railgun +17/+11 (2d6+5), machine gun +17/+11 (1d8+5), see alpha strike

Special Attacks alpha strike, swift machine gun

Space 15 ft.; Reach 15 ft.

Special Attacks alpha strike, swift machine gun

#### STATISTICS

Str 30, Dex 10, Con 21, Int 8, Wis 11, Cha 11

Base Atk +13; CMB +25; CMD 34

Feats Awesome Blow, Crossfire, Firearm Expertise, Fully Automatic Adept, Greater Overrun, Improved Overrun, Improved Sunder, Weapon Focus (Railgun)

Skills Acrobatics +14, Appraise +10, Climb +25, Intimidate +11, Perception +16, Stealth +7

Languages Any

#### ECOLOGY

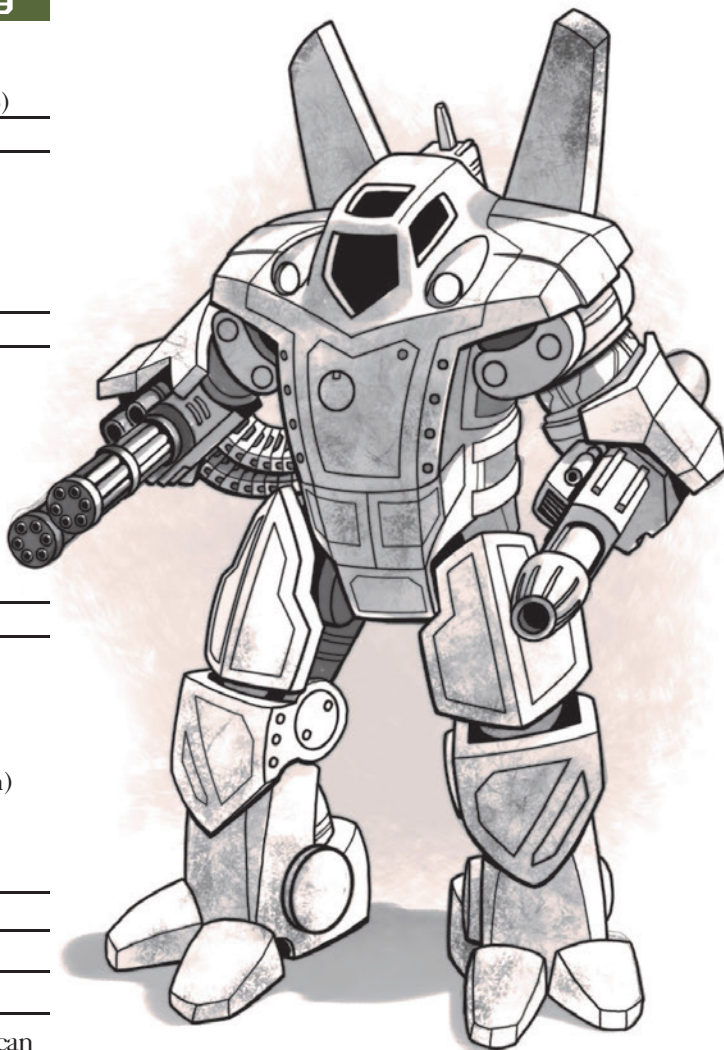
Treasure none (weapons inbuilt)

#### SPECIAL ABILITIES

**Alpha Strike (Ex):** As a full round action, the emperor can fly up to 80 ft. and make 3 *railgun* attacks at its full BAB. After using *alpha strike*, the emperor cannot use it again for 4 rounds.

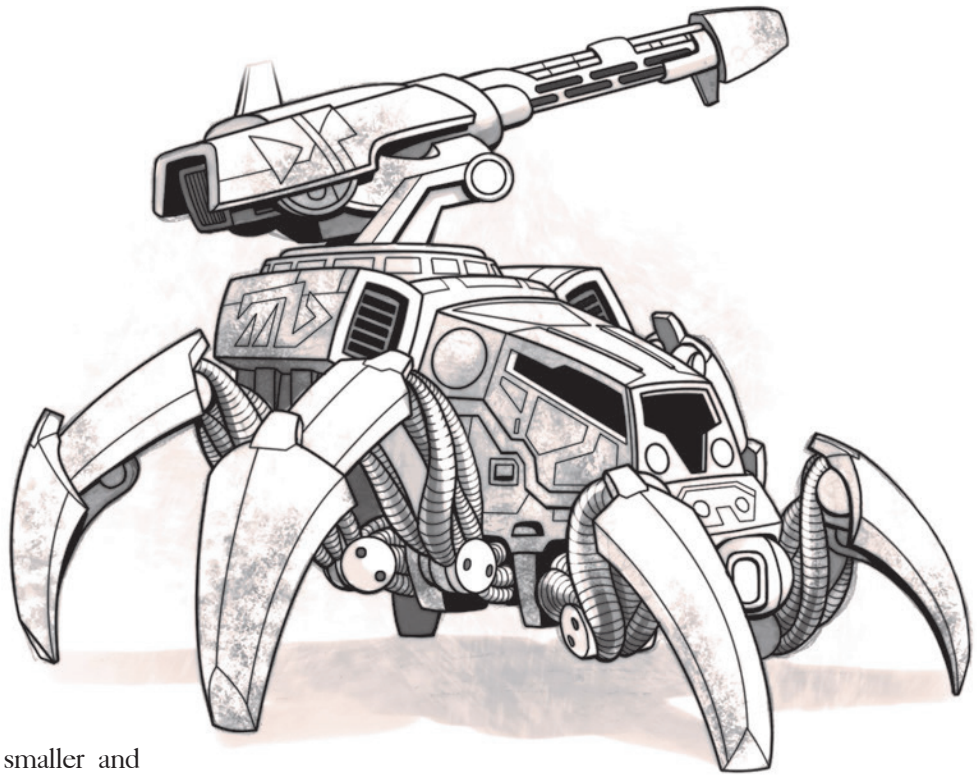
**Swift Machine Gun (Ex):** As a swift action, the emperor can make a single machine gun attack at its highest BAB. This is not considered a use of the machine gun that turn and the emperor can still use it as part of a full-round attack.

**Ablative Armor (Ex):** When the emperor's hit points drop below zero, its DR is reduced to 0, its ground and fly speed increases by 5 feet, and the emperor is healed to full hit points. This ability does no work if the emperor has no DR.



# HOSTILE ARMORED RESPONSE MECH – HARM

It was the intention of the HARM's designers to play on the old saying of "stay out of harm's way." Such is true about this intimidating machine. The HARM is a multi-ped urban assault craft that blurs the line between powered armor and tank. It requires a single user that occupies its control "coffin". Unlike most armors, the controller's appendages don't leave this area. The HARM is also not humanoid, resembling more of an ant or even a scorpion. Despite resembling multi-ped tanks, the HARM is smaller and design to move into areas larger vehicles cannot enter.



## HARM

CR 13

XP 25,600

N Huge construct

Init -1; Senses darkvision 60 ft., low-light vision;

Perception +27 (RA 37)

### DEFENSE

AC 28, touch 8, flat-footed 28 (-1 Dex, +21 natural, -2 size)

hp 129 (18d10+30)

Fort +6, Ref +5, Will +6

Firewall 29

DR 10/--; Immune construct traits

### OFFENSE

Speed 40 ft.

Melee 2 piton legs +28 (2d10+16/19-20); see *piton push*

Ranged (range 200) electronic pulse rifle turret +20/+15/+10 (1d8+18/x3)

Special Attacks perimeter sweep

Space 10 ft.; Reach 10 ft.

Special Attacks air mortar, artillery role, perimeter sweep

### STATISTICS

Str 32, Dex 9, Con —, Int —, Wis 11, Cha --

Base Atk +18; CMB +30; CMD 39

Languages Any

### ECOLOGY

Treasure none (weapons inbuilt)

### SPECIAL ABILITIES

**Air Mortar (Ex):** As a full round action, HARM can make an *air mortar* attack with its electronic pulse rifle. Target a 30-foot radius area within 150 feet. Targets must make a DC 19 Reflex save or take 3d10+10 damage (save half). Targets affected are knocked prone.

**Artillery Role (Ex):** If HARM hits with its first electronic pulse rifle turret attack, it may make a second at its full BAB. The HARM can only use *artillery role* once per round.

**Construct:** As a vehicle, HARM is immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). It cannot be subjected to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.

**Deployment (Ex):** HARM can activate or deactivate *deployment* as a move action. HARM cannot move or be moved until it deactivates deployment. Its AC increases to 31 but its Reflex drops to +0. HARM can no longer make *piton leg* or *perimeter sweep* attacks.

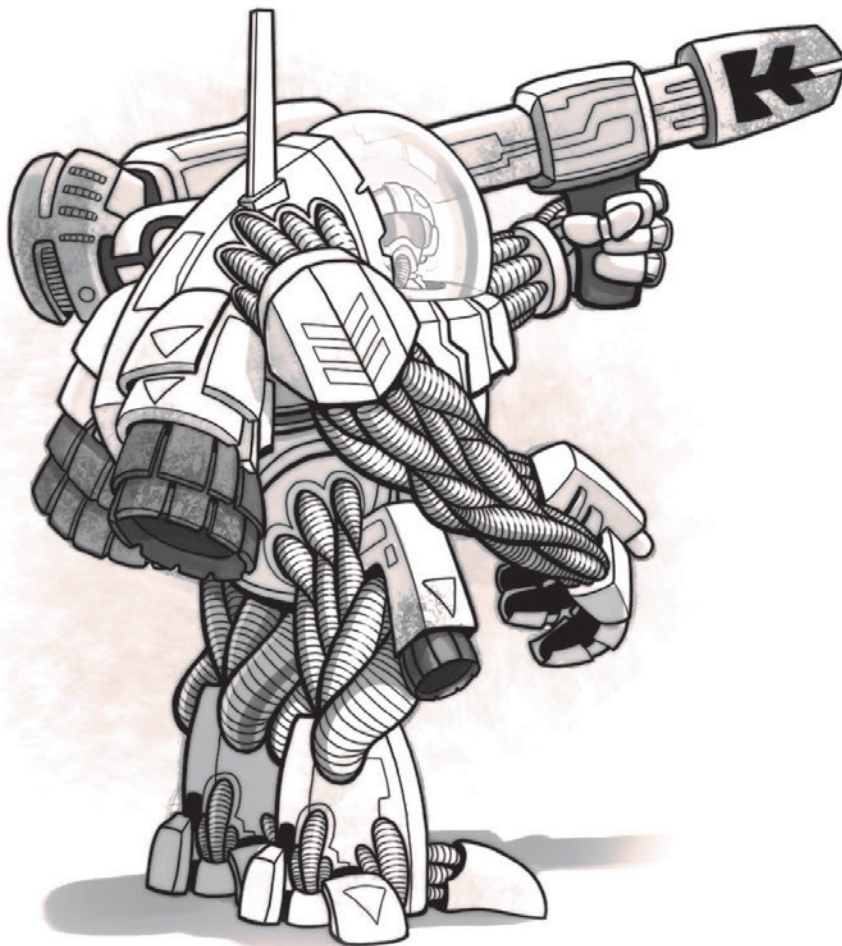
**Fortified Platform (Ex):** The HARM cannot be knocked prone or subject to forced movement.

**Perimeter Sweep (Ex):** As a full-round action, the HARM can make a single piton leg attack at its highest BAB to each enemy target within reach.

**Piton Push (Ex):** Targets hit by HARM's piton legs are pushed 15 feet (3 squares) and knocked prone.

# MINOTAUR BATTLE ARMOR

This hefty armor is often compared to an oversized football player. It was designed originally as a front-line attack unit, specialized in breaching enemy strongholds. It has also been seen used in law enforcement, where its main cannon is replaced with another hefty gauntlet.



## MINOTAUR

CR 5

XP 1,600

N Large construct

Init -1; Senses darkvision 60 ft., low-light vision;

Perception +7 (RA 17)

### DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)

hp 53 (6d10+20)

Fort +2, Ref +2, Will +2

Firewall 20

DR 5/-; Immune construct traits

### OFFENSE

Speed 20 ft.

Melee 2 slams +9 (1d6+3)

Ranged (range 200) 120mm Cannon +6 (2d6+6)

Special Attacks eruption, iron onslaught

### STATISTICS

Str 16, Dex 10, Con 10 Int 10, Wis 11, Cha 10

Base Atk +6; CMB +9; CMD 19

Feats Firearm Expertise, Point Blank Shot, Weapon Focus (Cannon)

Skills Climb +8, Engineer +1, Perception +7

Languages Any

### ECOLOGY

Treasure none (weapons inbuilt)

### SPECIAL ABILITIES

**Minotaur Rush (Ex):** The minotaur does not grant flanking bonuses. When the minotaur moves, it ignores difficult terrain. The minotaur cannot be knocked prone.

**Iron Onslaught (Ex):** As a full-round action, the minotaur can move up to 40 feet (8 squares), and then make a *slam* attack against each enemy in reach during this movement. On a hit, the target is knocked prone. The minotaur can only attack each target once.

**Eruption (Ex):** Once per day, once the minotaur has been reduced to below 30 hit points, the minotaur immediately stands up if prone and recovers from all conditions it suffers from. The minotaur then makes an *iron onslaught* attack as an immediate action.

# JAGANNATH

The Jagannath is not a powered armor as such, since it has no organic controller. Although it originally began as an augmented suit, it was proven to be too complicated and cumbersome to contain an operator. Instead, it was outfitted with an advanced artificial intelligence. Alas, most of the AIs used had flaws in their insulation system, rendering the armor susceptible to moisture and humidity. If contaminated, the jagannath develops the unfortunate tendency to become unstable and act independently of its programming.

## JAGANNATH

CR 16

XP 76,800

N Large construct

Init -1; Senses blindsight 60 ft., low-light vision;

Perception +23 (RA 33)

### DEFENSE

AC 32, touch 11, flat-footed 30 (+2 Dex, +21 natural, -1 size)

hp 210 (21d10+84)

Fort +20, Ref +14, Will +14

DR 10/-; Immune construct traits

### OFFENSE

Speed 30 ft.

Melee 2 slams +31 (2d10+16/19-20 and grab)

Range (range 100) nuclear caster +26/+21/+16 (3d6+13),  
see *lingering damage*

Space 10 ft.; Reach 10 ft.

Special Attacks caster surge, constrict (3d10+16), direct kill

### STATISTICS

Str 32, Dex 14, Con 18, Int 12, Wis 14, Cha 8

Base Atk +21; CMB +32; CMD 44

Feats Awesome Blow, Cleave, Crossfire, Firearm Expertise, Greater Weapon Focus (Caster), Improved Bull Rush, Improved Crossfire, Point Blank Shot, Power Attack, Run, Weapon Focus (Caster)

Skills Acrobatics +17, Climb +21, Perception +23, Stealth +19

Languages any

### ECOLOGY

Treasure none

### SPECIAL ABILITIES

**Caster Surge (Ex):** As a full round action, the jagannath can make a caster surge attack. It targets a 20 foot radius area within 200 feet. Targets must make a DC 28 Ref save or take 4d8+8 damage (save half). All targets that take damage are also affected by *lingering damage*.

**Grab (Ex):** If the jagannath inflicts damage with its slam attack, it can also attempt a grapple the same target as a free action without provoking an attack of opportunity. A successful hold does not deal any extra damage. Each successful grapple check it makes during successive

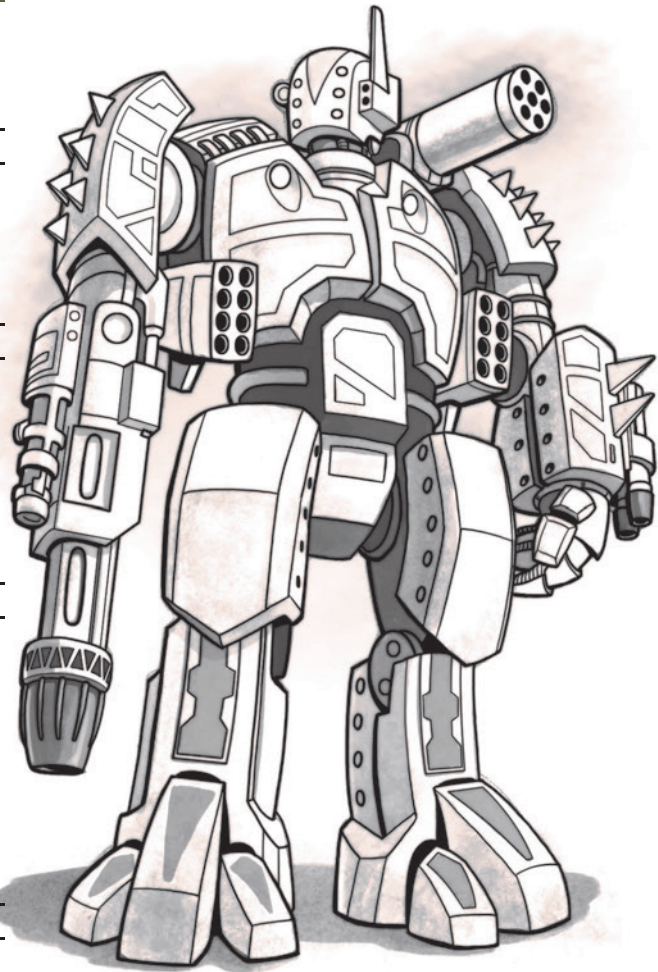
rounds automatically deals slam damage. The jagannath receives a +4 bonus on combat maneuver checks made to start and maintain a grapple.

**Lingering Damage (Ex):** Any target hit with the nuclear caster takes half damage the following turn. Multiple hits on the same target are added together the following turn.

**Nano Reconstruction (Ex):** As a swift action, the jagannath can regain 10 hit points. This is not regeneration.

**Topographical Analysis (Ex):** As a swift action, the jagannath gains a +2 bonus to attack rolls and can ignore difficult terrain until the start of the jagannath's next turn.

**Phase Shield (Ex):** As a swift action, the jagannath gains a +2 bonus to AC and to all saving throws until the start of the jagannath's next turn. It can also take a five-foot step.



# ROBOTICS

Robots can be automated or remote controlled. The vast majority of these machines do not resemble any creature on the planet, especially human, being designed chiefly for efficiency rather than appearance. Various companies sell these models to private contractors, mercenaries, governments, and even rival corporations. One can find these items on the black market, assembled from stolen plans and used parts.

## LISTINGS

Robots resemble monsters except for several noted additions. For one, they are not listed with half level bonuses as this value changes if the machine is operating on its own or remotely.

**Reactive Awareness:** Most robots don't have Reactive Awareness available to detect hacks (some have it listed). If you are controlling a robot, utilize your Reactive Awareness. If a robot detects an intruder, it informs its controller as a free action.

**Control Bonus:** This is the bonus to all applicable values that apply level bonuses to (attack rolls, AC, skill checks, etc). If you are remote controlling the machine directly, you add your control bonus (1/2 level) instead of the robot's. This level bonus is not reflective of the robots actual level (which will be higher). The value indicated by "[ ]" expresses the control bonus added in to its relevant

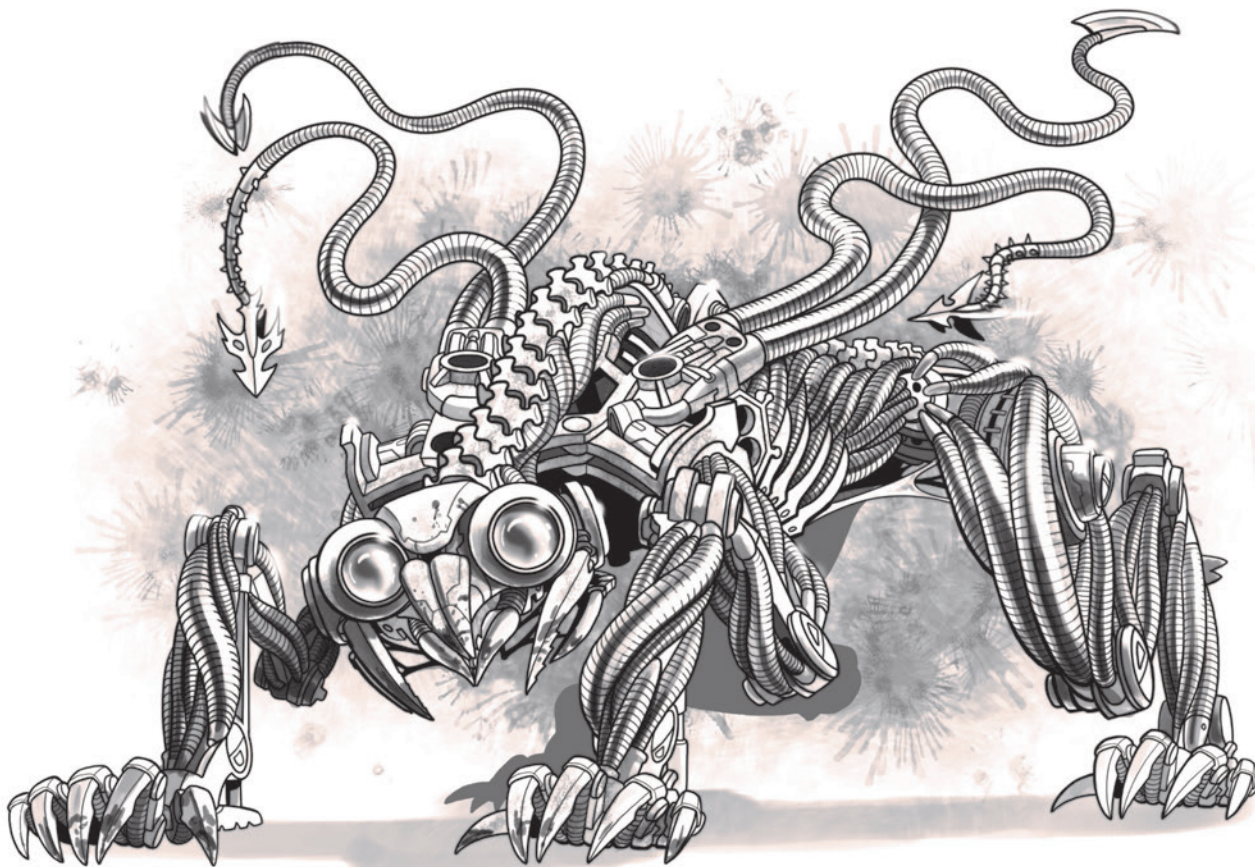
entry (if it has a control bonus). Robots also have a maximum bonus which can be applied through a user's control bonus.

**Hit Points:** This value does not increase and cannot be modified. Robots reduced to zero hit points are not destroyed, merely disabled until repaired. An opponent can render a robot destroyed by inflicting damage that reduces its current hit points to its HP value expressed as a negative number.

**Initiative:** Robots use their own initiative unless they are being controlled remotely.

**Skills/Feats:** If a robot has skills or feats, it can use them (most don't other than Perception). If you are controlling a robot, you can use your skills and feats granted the machine is able to use them (you can't climb if you have no limbs).

**Upgradeable:** Some robots require additional parts to be effective, i.e. weapons. You must acquire these weapons separately.



## BOX HOUSE DROID

The traditional house droid was not the first mass-marketed robot ever sold to consumers, but it was the most well known. Old models rolled on treads or three spherical wheels and had a single arm for articulation. It could answer doors, do laundry, and cook meals. It was literally a box, with little style or thought into a pleasing design. Despite none of the modern models being box-shaped, the term still applies. The majority of newer models are built with feng shui in mind and are far more consumer-friendly. Where these robots are installed, automated locks allow it to move between rooms and open doors without having to lift a finger. Few models sport legs and most use a gyroscopic balanced wheel system them which allows them to climb without needing legs.

### BOX HOUSE DROID

CR 1

XP 400

N Small construct

Control Bonus: +0; Max +7

Init +0; Senses Normal; Perception +0 [+1] (RA 10 [11])

#### DEFENSE

AC 13 [13], touch 12, flat-footed 10

Firewall 14 [14]

hp 12 (2d10)

Fort +0 [+0], Ref +2 [+2], Will +0 [+0]

Immune construct traits

#### OFFENSE

Speed 30 ft.

Melee poke +2 [+2] (1 damage)

#### STATISTICS

Str 10, Dex 14, Con --, Int --, Wis 10, Cha 1

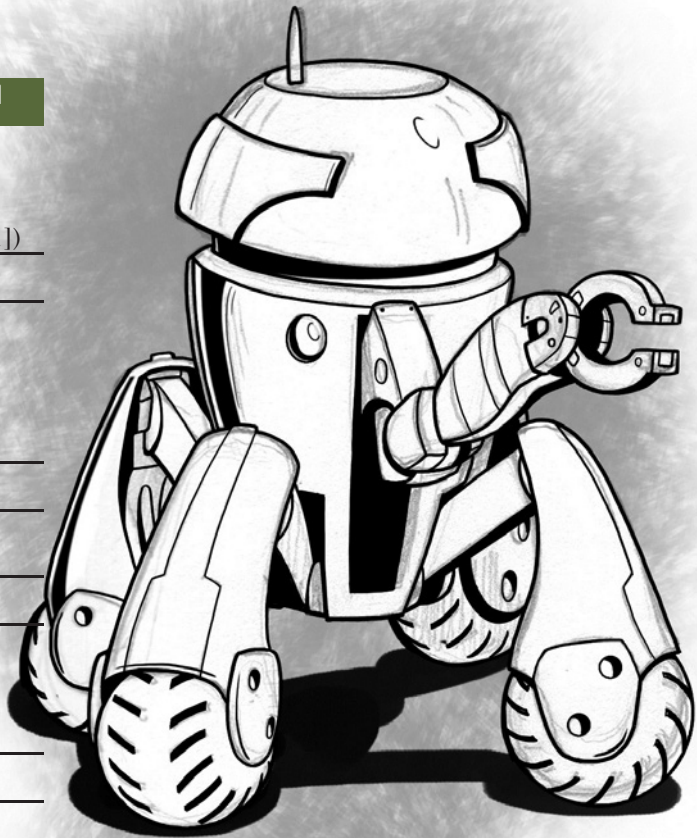
Base Atk +2 [+2]; CMB +2 [+2]; CMD 16 [16]

Skills Perception +1; Racial Modifiers +1 Perception

Languages none

#### ECOLOGY

Treasure none



## BOX HOUSE DROID LORE

A character knows the following information with a successful Engineer check.

**DC20:** There has never been a case of house droid homicide in the history of home robots. Not once has a robot ever taken the life of its owner. However, there was one incident in Argentina where a Phyrine Markoph model failed to inform emergency services when its owner suffered a major heart attack. Another incident in Denmark involved a similar Markoph that locked all the house doors when an electrical fault sparked a fire, killing a family of three. Phyrine insists these incidents are unrelated.

# BUZZ-BOT

Built from a dozen different companies, the buzz-bot is the umbrella name for all automated flying craft. The model most people think of is the KBT 22A Nyguyem with its signature central fanjet and sensor whiskers.

## BUZZ-BOT SMALL

CR 3

XP 800

N Small construct

Control Bonus: +1; Max +7

Init +7; Senses low-light vision; Perception +2 [+3] (RA 10 [13])

### DEFENSE

AC 16 [17], touch 16 [17], flat-footed 16 [17]

Firewall 17 [18]

hp 24 (4d10)

Fort +0 [+0], Ref +6 [+7], Will +0 [+1]

DR 1/—; Immune construct traits

### OFFENSE

Speed —, fly 120 ft. (good)

Range weapon turret +11 [+12] (refer to weapon)

### STATISTICS

Str 8, Dex 24, Con —, Int —, Wis 10, Cha 1

Base Atk +3 [+4]; CMB +3 [+4]; CMD 20 [21]

Feats Flyby Attack, Hover

Skills Perception +2 [+3]; Racial Modifiers +3 Perception

Languages none

### ECOLOGY

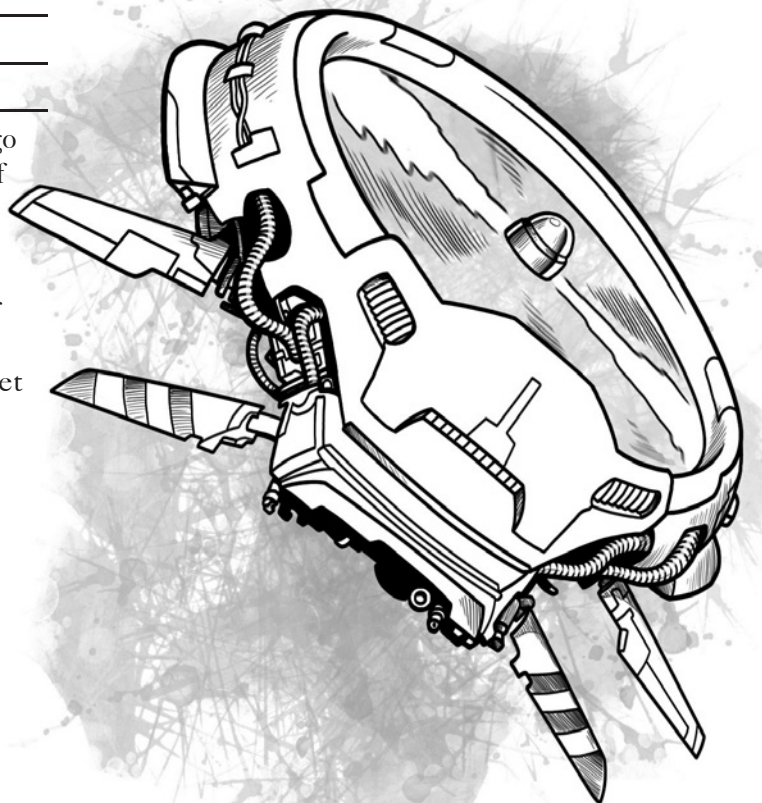
Treasure none

### SPECIAL ABILITIES

**Capacity (Ex):** The small buzz-bot has a single cargo space where it can hold one cubic foot (or 5 lbs) of cargo (or explosives).

**Eyes in the Air (Ex):** The buzz-bot transmits all visual and auditory input to its controller. The controller can make a Perception check instead of the robot but suffers a -3 penalty to the roll.

**Upgradeable (Ex):** The buzz-bot has a weapon turret in which you can install a one-handed small arm and up to three additional clips



**BUZZ-BOT, LARGE****CR 10**

XP 9,600

N Large construct

Control Bonus: +5; Max +15

Init +4; Senses low-light vision; Perception +5 [+10] (RA 15 [20])

**DEFENSE**

AC 22 [27], touch 8 [14], flat-footed 18 [23]

Firewall 22 [27]

hp 108 (13d10+30)

Fort +0 [+5], Ref +4 [+9], Will +0 [+5]

DR 5/—; Immune construct traits

**OFFENSE**

Speed —, fly 120 ft. (good)

Range weapon turret +12/+12 [+17/+17] (refer to weapon)

Space 15 ft.; Reach 0 ft.

**STATISTICS**

Str 8, Dex 18, Con —, Int —, Wis 10, Cha 1

Base Atk +8 [+13]; CMB +7 [+12]; CMD 11 [16]

Feats Flyby Attack, Hover

Skills Perception +5 [+10]; Racial Modifiers +10 Perception

Languages none

**ECOLOGY**

Treasure none

**SPECIAL ABILITIES**

**Capacity (Ex):** The large buzz-bot has a crew module where it can hold up to 2 people or 400 lbs of cargo (or explosives). It does not have manual controls.

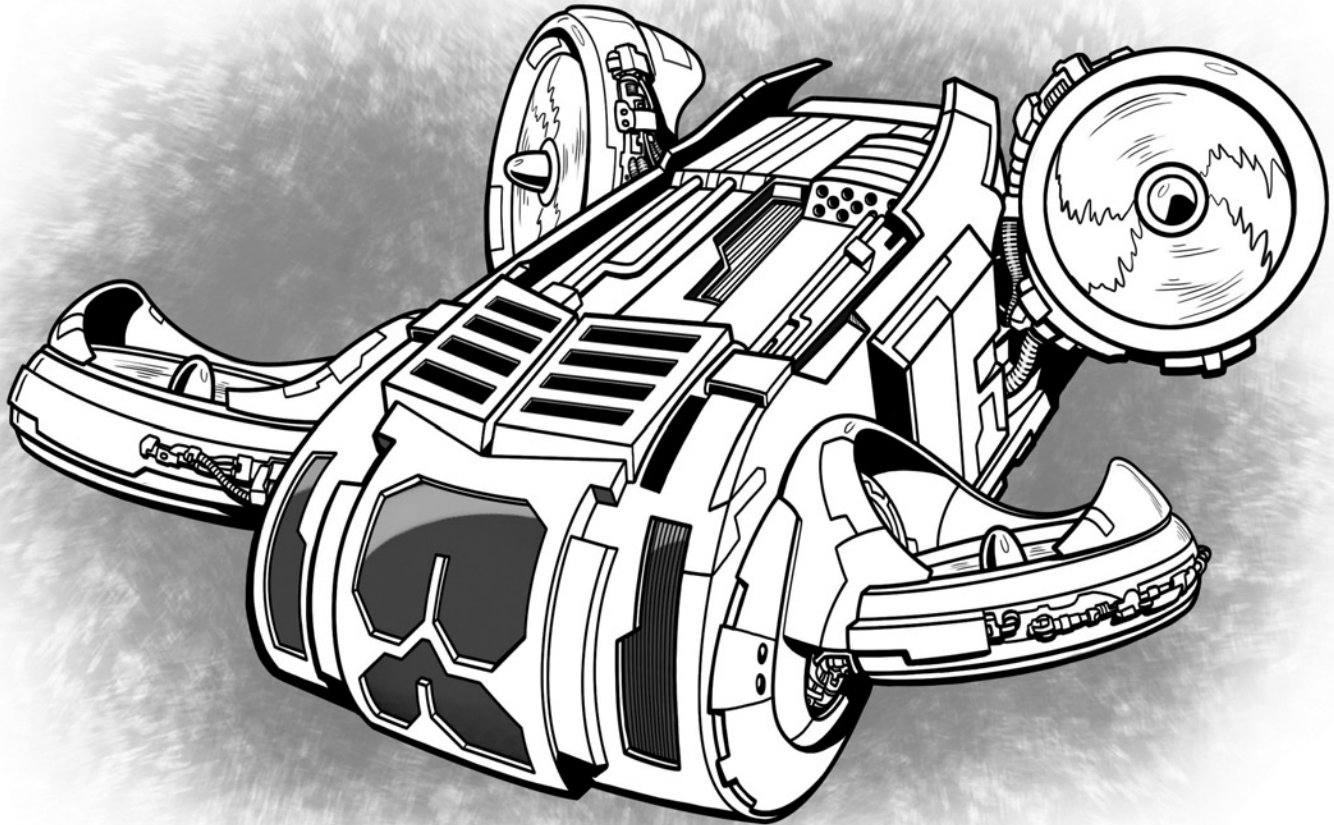
**Eyes in the Air (Ex):** The buzz-bot transmits all visual and auditory input to its controller.

**Upgradeable (Ex):** The buzz-bot has a weapon turret in which you can install a two-handed small arm and up to three additional clips

**BUZZ-BOT LORE**

A character knows the following information with a successful Knowledge (History) check.

**DC20:** Buzz bots were the first mass-produced automated robots ever adorned with weaponry with the purpose to cause bodily harm to a human being. The first deployment in urban pacification during the 2028 Olympics was met with harsh protest. Two weeks into operation, they claimed their first kill. Despite the death being warranted at the time, outcry forced them off the shelves, were they remained for twenty years before being re-released, this time to virtually no objection. The original sixty-year-old initial run models can still be found in operation today.





# DRUM DRONE

A barrel with four legs and guns makes the drum drone one of the most primitive robots still in mass production today. With an original design dating back nearly a hundred years, the drum drone remains popular with corporate security. A lesser-known larger model is currently being distributed in limited numbers.

## DRUM DRONE

CR 8

XP 4,800

N Small Construct

Control Bonus +4; Max +11

Init +2; Senses low-light vision; Perception +6 [+10] (RA 16 [20])

### DEFENSE

AC 19 [23], touch 8 [12], flat-footed 17 [21]

Firewall 19 [24]

hp 60 (10d10)

Fort +1 [+5], Ref +2 [+6], Will +2 [+6]

DR 5/--; Immune construct traits

### OFFENSE

Speed 40 ft., climb 20 ft.

Range weapon turret +8/+8 [+12/+12] (refer to weapon)

### STATISTICS

Str 14, Dex 14, Con --, Int --, Wis 14, Cha 12

Base Atk +6 [+10]; CMB +8 [+12]; CMD 21 [29]

Skills Perception +6 [+10]; Racial Modifiers +8 Perception

Languages none

### ECOLOGY

Treasure none

### SPECIAL ABILITIES

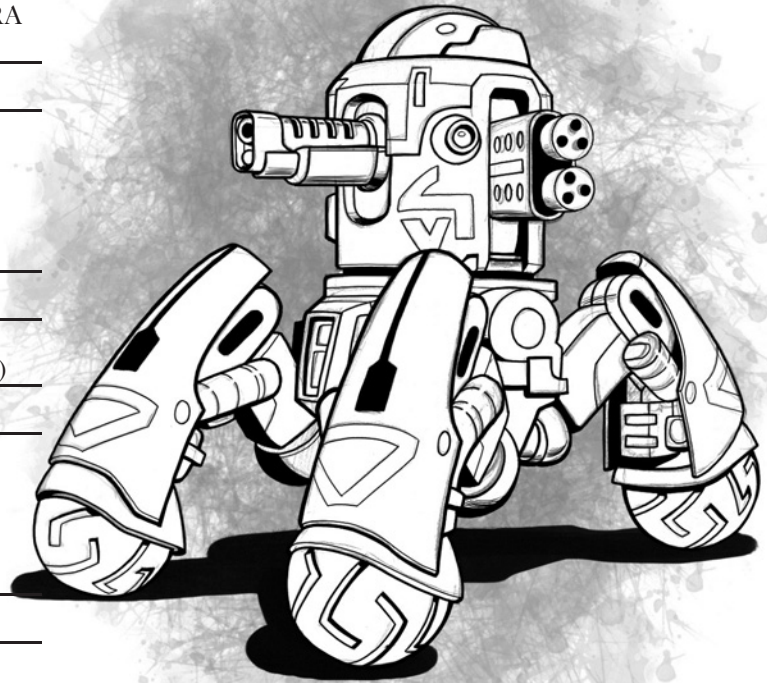
**Turret (Ex):** The drum-drone has a weapon turret in which you can install a two-handed small arm.

**Pinning Fire (Ex):** Any target the drum drone hits with its ranged attack cannot move any closer to the drum drone on its turn.

## DRUM DRONE LORE

A character knows the following information with a successful Engineer check.

**DC20:** The initial prototypes are the oldest robots still in operation. These initial models had a tendency to overheat if left on after their recommended 12-hour shift and pop their chips off their motherboard. This led to some odd behavior for older models.



## FELTERNATIONAL DEFENSE ROBOTS

Felternational dove into the robotic field with a limited production line of defense robots. These eventually sold so well, they expanded into their own division, despite only building two models. The Class B Armored Defender (B-AD) is a small sphere that can roll across the ground and open to deploy arms, legs and guns. The more well-known bodyguard series is a common sight escorting business executives

## FELTERNATIONAL CLASS B ARMORED DEFENDER CR 9

XP 2,400

N Small Construct

Control Bonus +5, Max +11

Init +2; Senses darkvision 120 ft.; Perception +6 [+11]

(RA 16 [21])

### DEFENSE

AC 20 [25], touch 7 [12], flat-footed 19 [23]

Firewall 19 [24]

hp 80 (12d10+10)

Fort +0 [+5], Ref +2 [+7], Will +2 [+7]

DR 10/—; Immune construct traits

### OFFENSE

Speed 40 ft.

Ranged (range 80) SMG +9/+9 [+14/+14] (2d6+4)

Special Attacks SMG Burst

### STATISTICS

Str 12, Dex 14, Con —, Int —, Wis 14, Cha 1

Base Atk +7 [+12]; CMB +8 [+13]; CMD 20 [25]

Skills Perception +6 [+11]; Racial Modifiers +9

Perception

Languages none

### ECOLOGY

Treasure none

### SPECIAL ABILITIES

**Class Link (Ex):** Up to two B-AD can be operated from the same remote and can be activated on the same action.

**Minion:** If the Class B takes damage in a single hit equal or greater than it's hit dice + Con modifier (13), it dies. As a result, the Class B has reduced experience and increased defenses.

**Robotic Resilience (Ex):** The B-AD is not destroyed until it is reduced to -100 hit points.

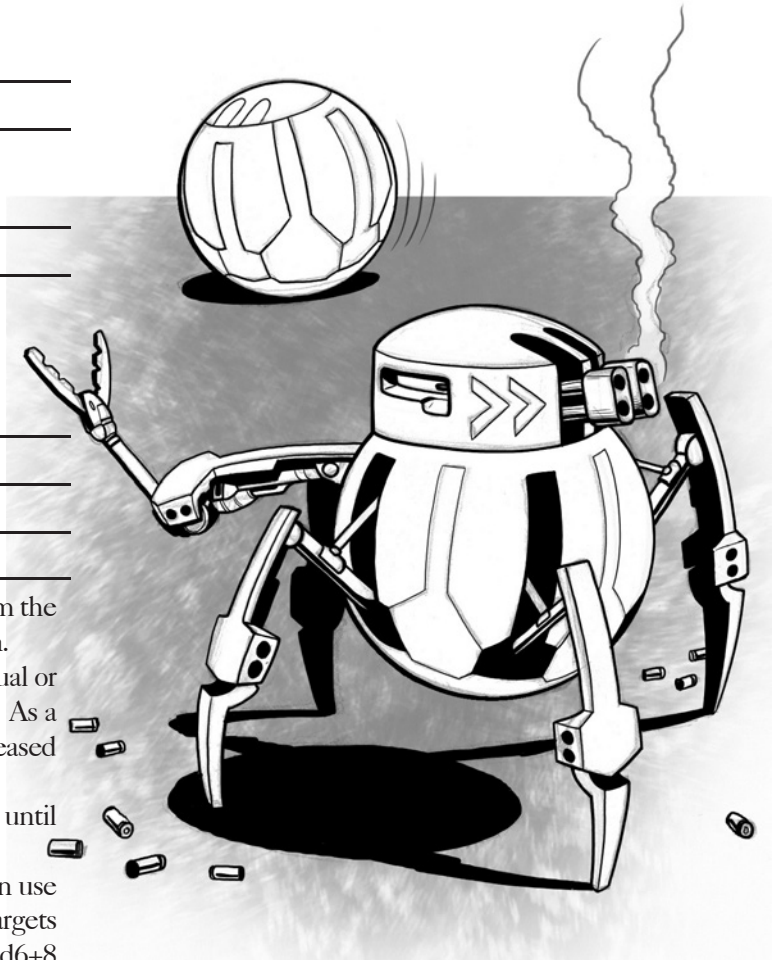
**SMG Burst (Ex):** As a full round action, the Class B can use its SMG to target a 10 foot radius within 80 feet. Targets affects must make a DC 16 [21] Ref save or take 4d6+8 damage (save half).

## FELTERNATIONAL DEFENSE ROBOT LORE

A character knows the following information with a successful Engineer check.

**DC20:** The B-ROD spherical mode does nothing for its effectiveness in combat and was only implemented for aesthetic reasons and to aid in shipping. It does not go any faster in this mode. The XR-O has been nicknamed "Woody" in reference to Woody Woodpecker. Since most XR-Os look identical, they are often elaborately colored to distinguish them. It is one of the most recognizable examples of a humanoid but not human-looking robot and as such is often the poster-robot for the entire industry. Later models, though maintaining the same visual design,

contained more advanced brains with several even able to carry conversations with their wards. Some owners have kept their XR-Os for decades and swear their models exhibit traits beyond its programming, even to the extent of personality quirks.



## FELTERNATIONAL XR-O BODYGUARD ANDROID CR 14

XP 38,400

N Medium Construct

Control Bonus +7; Max +12

Init +11; Senses darkvision 60 ft., Perception +11 [+19]  
(RA 21 [29])

### DEFENSE

AC 22 [29], touch 10 [17], flat-footed 15 [22]

Firewall 23 [30]

hp 163 (19d10+49)

Fort +2 [+9], Ref +7 [+14], Will +5 [+12]

DR 10/—; Immune construct traits

### OFFENSE

Speed 35 ft.

Melee slam +22/+17/+12/+7 [+29/+24/+19/+14] (2d6+10  
plus the target is pushed back 5 feet)

Ranged pistol (range 80) +19/+14/+9/+4 [+26/+21/+16/  
+11] (2d6+7 + *paroxysmal fingers*)

### STATISTICS

Str 30, Dex 24, Con —, Int 10, Wis 16, Cha 6

Base Atk +12 [+19]; CMB +22 [+29]; CMD 51

Feats Alertness, Athletic, Crossfire, Discharge Burn,  
Great Fortitude, Improved Critical (pistol), Improved  
Initiative, Iron Will, Toughness, Weapon Proficiencies

Skills Acrobatics +8 [+15] Climb +13 [+20], Perception  
+11 [+19], Sense Motive +8 [+13], Swim +5 [+12]

Languages any

### ECOLOGY

Treasure none

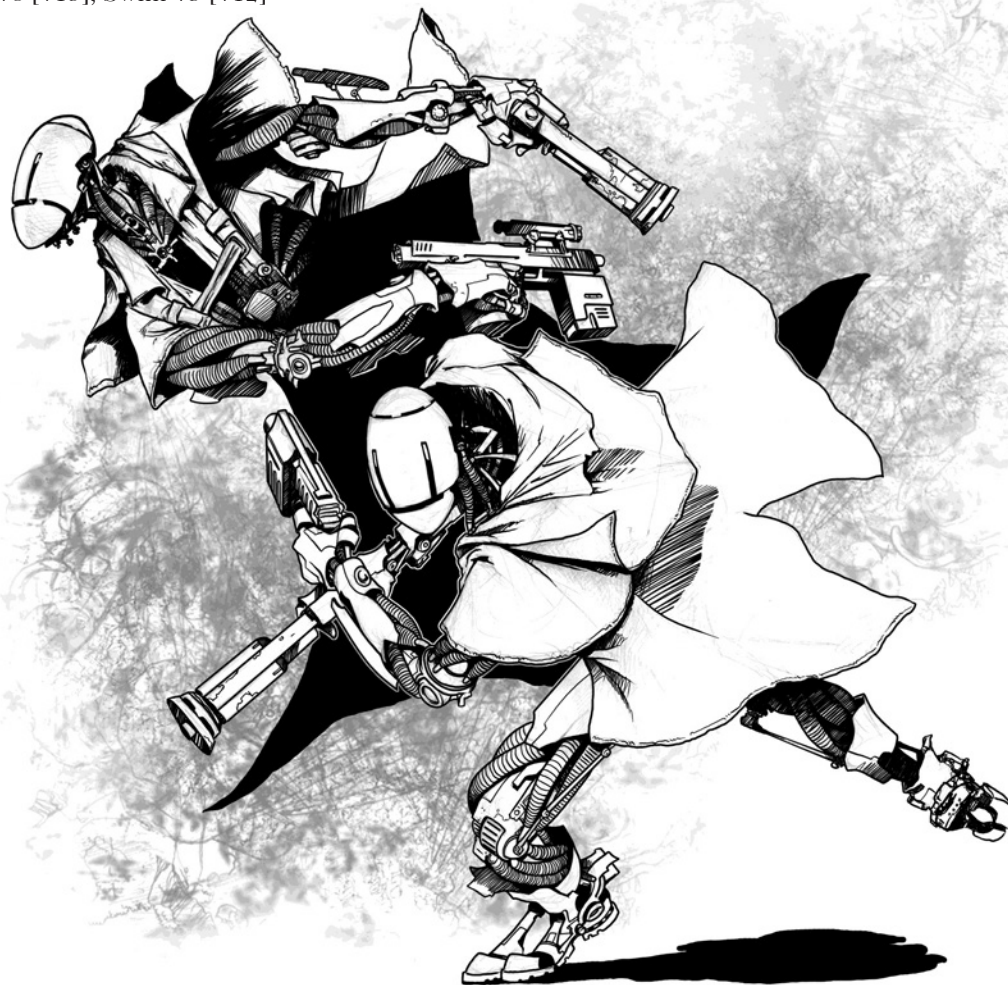
### SPECIAL ABILITIES

**Paroxysmal Fingers (Ex):** If the XR-O hits the same target with three pistol attacks, the third is a critical hit.

**Weapon Proficiencies (Ex):** Even though the XR-O is equipped with a synchronous pistol which only functions in its hand, it has the programming to wield any weapon it can hold.

**Programmed Protector (Ex):** As a swift action, the XR-O can target one ally in an adjacent square. Both the bodyguard android and the target both share the android's AC and Reflex save. Any damage from successful attacks on either target is taken by the bodyguard android. The only way for the target to take direct damage is for either the target or the bodyguard android to move out of an adjacent square. Fortitude and Will defense is not protected. The bodyguard android's defense includes area attacks. A critical hit always hits the ally.

**To Safety (Ex):** As a move action, the bodyguard can move 20 feet and pull an adjacent ally with it. This movement does not provoke an opportunity attack.



# KAARIS COMPANION LINE

The KAARIS reputation for quality is world renown. Their patented SynSkin is considered the most realistic imitator of human flesh in the world. Before they moved into the prosthetic field, they perfected their technique on a line of companion robots. Sixty years later, they are still improving upon the original. The current evolution of the basic model, KCA-SSS, is available in three models (Samantha, Serena, and Shane) and after five years on the market, the waiting list is still twelve months.

On the other end of the spectrum, the exotic and expensive Full Service Protector, available in Jessica and James models, is less seen and considered the prize possession of those that can afford them. The limited edition successor of this model, the FSP-2X, fetches a price range in the millions.

## KAARIS KCA-SSS

CR 10

XP 9,600

N Medium Construct

Control Bonus +5; Max +11

Init +12; Senses darkvision 60 ft., Perception +15 [+20]  
(RA 25 [35])

### DEFENSE

AC 21 [26], touch 17 [22], flat-footed 8 [13]

Firewall 23 [28]

hp 98 (13d10+20)

Fort +2 [+7], Ref +12 [+17], Will +2 [+7]

DR 2/—; Immune construct traits

### OFFENSE

Speed 30 ft.

Melee slam +25 /+25 (1d8+12)

### STATISTICS

Base Atk +13; CMB +20 [+25]; CMD 30 [35]

Str 16, Dex 34, Con —, Int 10, Wis 14, Cha 14

Feats Agile Maneuvers, Alertness, Dodge, Great

Fortitude, Skill Focus (Perception), Skill Focus (Sense Motive), Weapon Finesse

Skills Bluff +2 [+7], Diplomacy 2 [+7], Perception +15 [+20], Sense Motive +11 [+16]

Languages any

### ECOLOGY

Treasure none

### SPECIAL ABILITIES



**Observant Companion (Ex):** If the KCA takes a standard action to study an opponent, it gains an additional +2 bonus to all attribute checks, skill checks, and attack rolls. This only works against opponents with an Intelligence higher than 5.

**Striking Appearance (Ex):** If a target is within 10 squares (50 feet) and is visible to the KCA, the KCA gains a +2 to any Diplomacy or Bluff checks against that target

## KAARIS FULL SERVICE PROTECTOR

CR 18

XP 153,600

N Medium Construct

Control Bonus +9; Max +15

Init +14; Senses all-around vision, darkvision 120 ft., low-light vision; Perception +16 [+25] (RA 26 [36])

### DEFENSE

AC 27 [36], touch 16 [25], flat-footed 12 [21]

Firewall 29 [38]

hp 195 (25d10+40)

Fort +2 [+11], Ref +17 [+26], Will +5 [+20]

DR 10/—; Immune construct traits

### OFFENSE

Speed 40 ft.

Melee hindering slam +32/+32 [+41/+41] (2d6+15); hit targets are knocked prone

Ranged concealed shotgun (range 20) +31 [+40] (2d8+15); see *concealed shotgun*

Special Attacks crippling sweep

### STATISTICS

Str 22, Dex 40, Con --, Int 16, Wis 16, Cha 26

Base Atk +16 [+25]; CMB +40; CMD 56

Feats Acrobatic, Agile Maneuvers, Alertness, Combat Expertise, Combat Reflexes, Critical Focus, Deft Hands, Improved Initiative, Skill Focus (Sense Motive), Stand Still, Toughness, Weapon Finesse, Weapon Focus (Slam)

Skills Acrobatics +28 [+37], Bluff +5 [+13], Climb +0 [+9], Disguise +5 [+14], Perception +16 [+25], Sense Motive +12 [+21]

Languages any

### ECOLOGY

Treasure none

### SPECIAL ABILITIES

**Concealed Shotgun (Ex):** The concealed shotgun inflicts +5 damage if fired at 10 feet or closer. At long range, it only delivers half damage. On a critical hit, the target is knocked prone.

**Crippling Sweep (Ex):** As a full-round action, the FSP can make a *hindering slam* attack against every target in reach.

**Deployed Mode (Ex):** As a move action, the FSP can activate deployed mode. In this mode, the FSP gains a +2 bonus to Dex and Str-based skill checks, saving

throws, and attack rolls, all defense values, and a +3 bonus to Perception skill checks, but it also suffers a -10 penalty to all Charisma-based skill checks.

**Programmed Protector (Ex):** As a swift action, the FSP can target one ally in an adjacent square. Both the FSP and the target both share the FSP's AC and Reflex save. Any damage from successful attacks on either target is taken by the FSP. The only way for the target to take direct damage is for either the target or the FSP to move out of an adjacent square. Fortitude and Will defense is not protected. The FSP defense includes area attacks. A critical hit always hits the ally.

## KAARIS COMPANION LORE

A character knows the following information with a successful Knowledge (History) check.

**DC20:** Kaaris droids are the only robots on the market that require mandatory markings of identity (like virtuants), which can often confuse someone whether they are looking at a Kaaris companion or a much more advanced virtuant. Only the patterns of markings can distinguish them.

**DC25:** Kaaris base-models have no spark of personality. Despite their programmed affection and simulated emotional responses, they are still artificial and exhibit communication gaps when a conversation they are engaged in veers off the predicted path. To acknowledge the cliché, Kaaris androids are susceptible to illogical statements and unpredictable behavior.

# KBT CALGAR

The original Calgar was a manufacturing robot called the Cato employed primarily in high-altitude construction. The follow-up Calgar is effectively a modified variant of that original design—a heavy lifter with virtually unmatched upper-arm strength.

industrial robots were outfitted with a new operating system derived from the Calgar, which itself is based partially on the illegally modified OS used in the banned Cato combat model.

## KBT CALGAR

CR 7

XP 3,200

N Medium Construct

Control Bonus +4, Max +8

Init -1; Senses darkvision 60 ft.; Perception +0 [+7] (RA 10 [17])

### DEFENSE

AC 18 [22], touch 5 [9], flat-footed 18 [22]

Firewall 19 [23]

hp 74 (9d10+20)

Fort +2, Ref +0, Will +2

DR 5/—; Immune construct traits

### OFFENSE

Speed 35 ft.

Melee 2 *crushing fists* +14/+14 [+18/+18] (2d8+9 plus *grab*)

### STATISTICS

Str 28, Dex 8, Con —, Int —, Wis 10, Cha 1

Base Atk +5 [+9]; CMB +14 [+18] (+18 [+22] grapple);

CMD 23 [27]

Skills Perception +3 [+7]; Racial Modifiers +7

Perception

Languages none

### ECOLOGY

Treasure none

### SPECIAL ABILITIES

**Cavity (Ex):** The Calgar has a built in cockpit.

While inside, it provides cover but you have no reach.

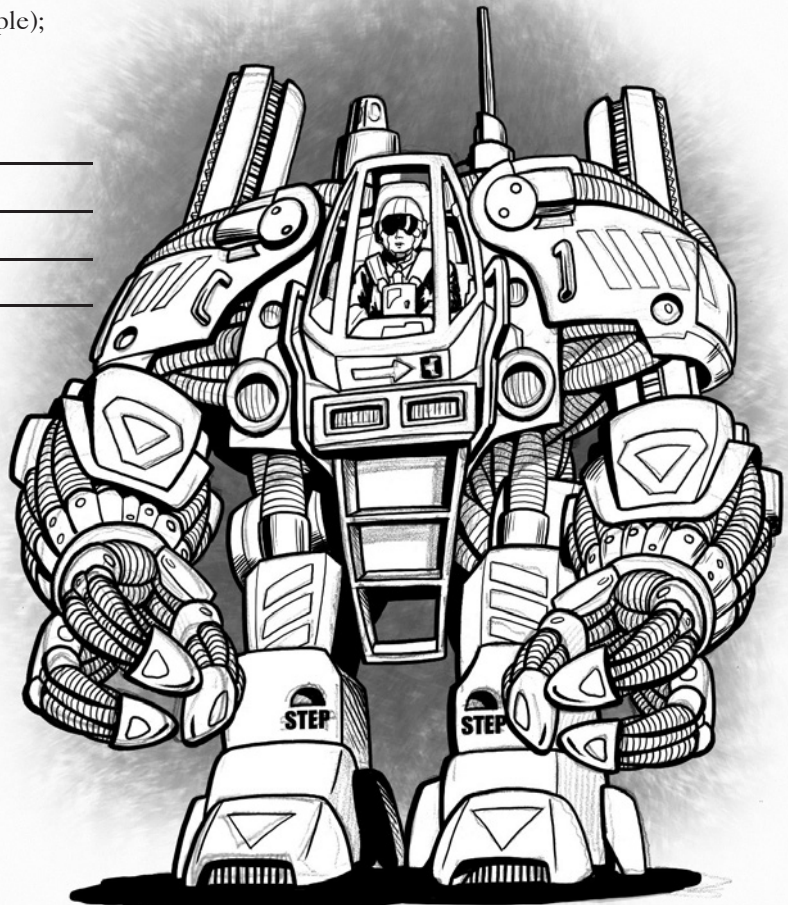
**Tremendous Strength (Ex):** If the calgar hits an enemy that it is grappling, the enemy suffers an additional 1d6 damage.

**Pressure Rush (Ex):** As move action, the calgar can move 20 feet without provoking an opportunity attack.

## KBT CALGAR LORE

A character knows the following information with a successful Knowledge (History) check.

**DC20:** The first calgars were illegal modifications of the Cato used in underground robot fighting. KBT secured one and reverse engineered it in order to make the production model currently being used in military and law enforcement channels. In 2085, all KBT



# MAT WRATHE

The MAT WRATHE is a beetle-shaped robot employed in clandestine operations. Derived from a failed classified American espionage program, the MAT WRATHE has seen extensive duty in special weapons law enforcement teams.

## MAT WRATHE

CR 5

XP 1,600

N Small Construct

Control Bonus +3, Max +7

Init +5; Senses darkvision 60 ft., low-light vision;

Perception +0 [+9] (RA 10 [19])

### DEFENSE

AC 16 [19], touch 12 [15], flat-footed 11 [14]

Firewall 17 [20]

hp 46 (6d10+10)

Fort +0 [+3], Ref +5 [+8], Will +2 [+5]

DR 3/--; Immune construct traits

### OFFENSE

Speed 40 ft.

Melee injector +8 [+11] (1d6+3 plus *applied virulence*)

Ranged dart rifle (range 30) +8 [+11] (1d6 +50 damage plus *applied virulence*)

Special Attacks *applied virulence*

### STATISTICS

Str 10, Dex 20, Con —, Int —, Wis 14, Cha 1

Base Atk +3 [+6]; CMB +3 [+6]; CMD 13 [16]

Feats Weapon Finesse

Skills Perception +6 [+9], Stealth +7 [+10]; Racial

Modifiers +5 Perception, +5 Stealth

Languages none

### ECOLOGY

Treasure none

### SPECIAL ABILITIES

**Applied Virulence (Ex):** If an enemy suffers damage from a MAT WRATHE, then apply one of the following effects.

- The enemy must make a DC 14 [17] Fort save or be sickened for one hour.
- The enemy is dazed for 1 round
- The enemy suffers an additional 2d4 damage.

**Reactive Camouflage (Ex):** The MAT WRATHE can use a standard action to become invisible until the end of its next turn. If it attacks an enemy, it immediately becomes visible.

**Variation:** The MAT Wraith is also available in a Tiny model. This variant only has 36 hit points, but has a fly of 40 instead of a move of 40. It has no ground speed. It also has no ranged dart weapon and cannot go invisible. All every statistics are the same (including cost).

# MAT WRATHE LORE

A character knows the following information with a successful Knowledge (Sciences) check.

**DC20:** The initial WRATHE prototype was built from the nanoscale, assembly certain components being designed from the atom up. Modern engineering has allowed this step to be automated, but the technology involved in its construction is extremely advanced. Attempts to reverse engineer this technology from captured WRATHEs have not proven successful and rivals are still searching for the MAT classified WRATHE construction facility



## DEFENSE PLATFORMS

Walking mobile weapon systems, defense platforms are related to modern day armored vehicles and multi-ped tanks, except that they have a completely automated control system. Although many examples of modern warfare use automation as a backup, defense platforms come equipped with a manual interface only in case of emergency and even then, all they can do is shut the system down or input basic motor controls.

### MOBILE PLATFORM

CR 4

XP 1,200

N Medium Construct

Control Bonus +2, Max +7

Init +3; Senses darkvision 60 ft.; Perception +4 [+6] (RA 14 [16])

#### DEFENSE

AC 18 [20], touch 11 [13], flat-footed 15 [17]

Firewall 21

hp 45 (5d10+20)

Fort +0 [+2], Ref +3 [+6], Will +2 [+4]

DR 2/—; Immune construct traits

#### OFFENSE

Speed 20 ft.

Ranged weapon turret +6 [+8] (per weapon damage +3)

#### STATISTICS

Str 16, Dex 16, Con --, Int --, Wis 14, Cha 1

Base Atk +3 [+5]; CMB +6 [+8]; CMD 19 [21]

Feats

Skills Perception +4 [+6]; Racial Modifiers +4 Perception

Languages none

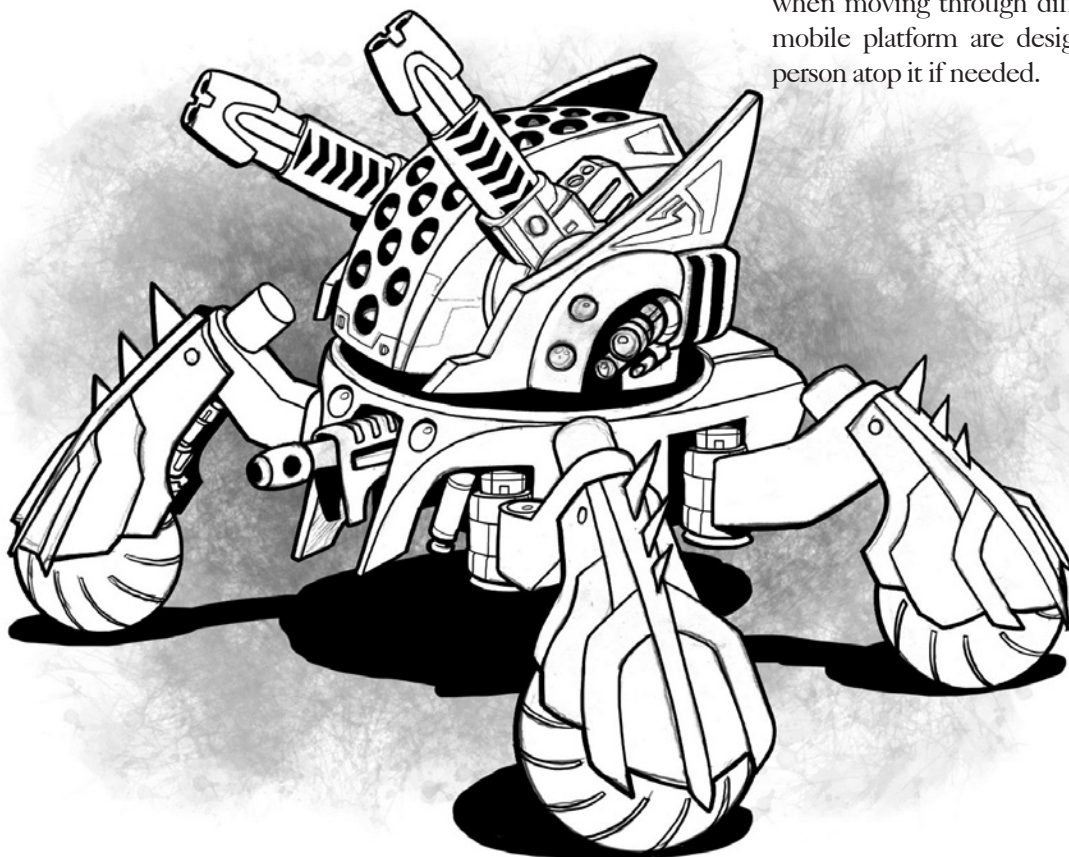
#### ECOLOGY

Treasure none

#### SPECIAL ABILITIES

**Turret:** The platform has a weapon turret in which you can install a two-handed small arm.

**Sturdy Legs (Ex):** The mobile platform does not reduce its speed based on encumbrance and its speed is not reduced when moving through difficult terrain. Variations of the mobile platform are designed so they can support one person atop it if needed.





## STRONGPOINT PLATFORM CR 17

XP 102,400

N Huge construct

Control Bonus +8, Max +14

Init +5; Senses darkvision 120 ft., low-light vision;

Perception +11 [+19] (RA 21 [29])

### DEFENSE

AC 23 [31], touch 6 [14], flat-footed 18 [26]

Firewall 24 [32]

hp 178 (23d10+40)

Fort +0 [+8], Ref +5 [+13], Will +2 [+10]

DR 10/—; Immune construct traits

### OFFENSE

Speed 30 ft.

Space 20 ft.; Reach 0 ft.

Ranged weapon turret +20 [+28] (per weapon damage +5)

Special Attacks perimeter fire

### STATISTICS

Str 20, Dex 20, Con --, Int --, Wis 14, Cha 1

Base Atk +15 [+23]; CMB +20 [+28]; CMD 35 [43]

Skills Perception +11 [+19]; Racial Modifiers +17

Perception

Languages none

### ECOLOGY

Treasure none

### SPECIAL ABILITIES

**Cargo Space:** The platform can carry 500 lbs of gear or carry up to 2 passengers.

**Perimeter Fire (Ex):** As a full round action, the defense platform can make one weapon turret attack for each weapon installed.

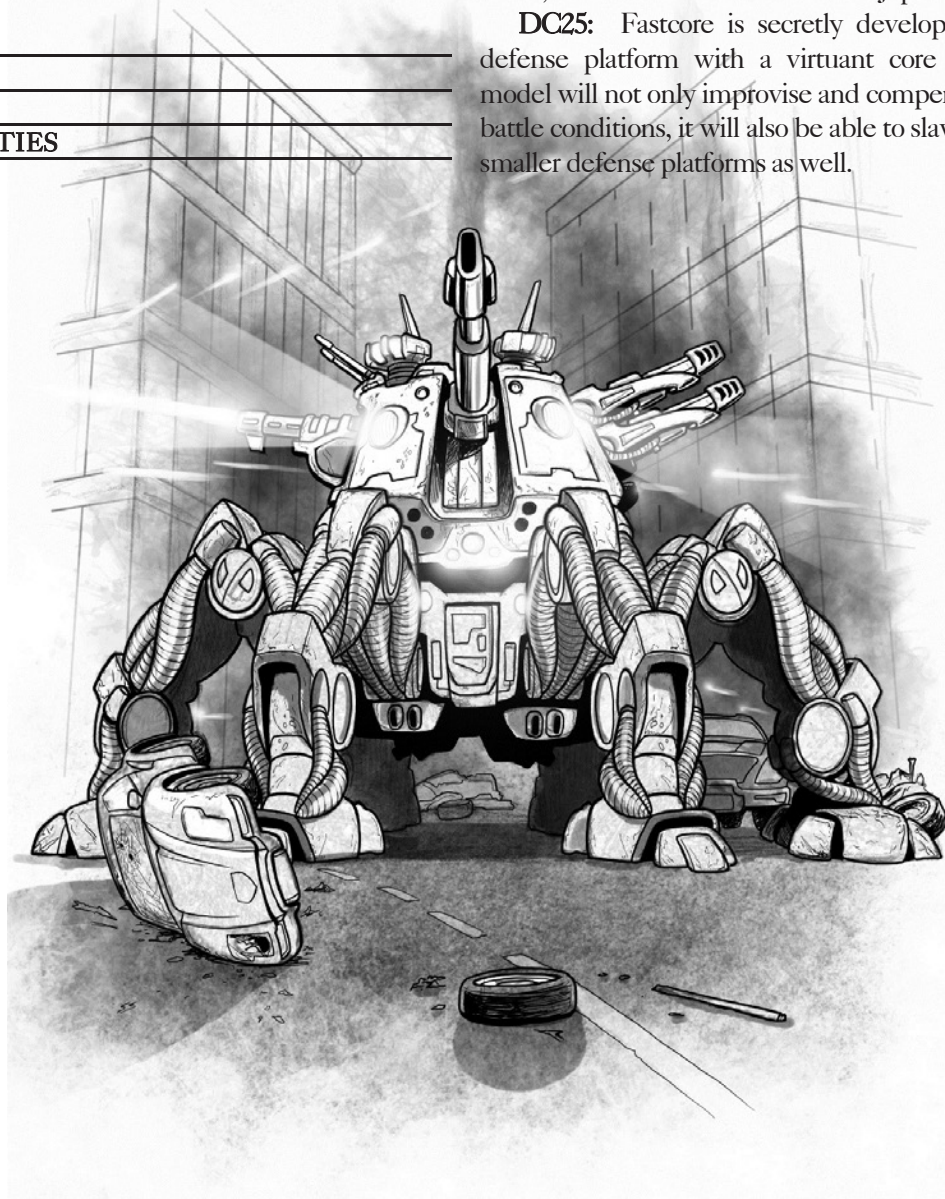
**Turret:** Platforms have a weapon turret in which you can install two two-handed small arms and a heavy weapon or one super heavy weapon.

## DEFENSE PLATFORM LORE

A character knows the following information with a successful Knowledge (History) check.

**DC20:** The initial concept of the defense platform was to create an intelligent “think-tank” that could operate on its own to enhance ground operations without placing additional soldiers in harm’s way. After initial prototypes proved successful, further models hit the wall of outcry bluntly, delaying their production for nearly thirty years. The final designs are a shadow of their previous potential. Rumors claim of few of these original prototypes are still intact, mothballed in American and Japanese warehouses.

**DC25:** Fastcore is secretly developing a heavy-class defense platform with a virtuant core processor. This model will not only improvise and compensate for changing battle conditions, it will also be able to slave remote a dozen smaller defense platforms as well.



# OPERATOR DROID

Available in Alice, Alfred, and Alex models, the operator series, produced by KBT, Phyrine, Rourke, MAT, and a half dozen smaller companies, are some of the most common androids in the business. They are also the only androids offered at volume discounts. Although they look human, they have inferior emotional range and only limited improvisational skills. They are not anatomically correct and are offered in permanent business suits, although with a wide variety of colors.

## OPERATOR DROID

CR 6

XP 2,400

N Medium Construct

Control Bonus +3, Max +10

Init +0; Senses normal; Perception +11 [+14] (RA 21 [24])

### DEFENSE

AC 14 [17], touch 7 [10], flat-footed 14 [17]

Firewall 18 [21]

hp 68 (8d10+20)

Fort +0 [+3], Ref +0 [+3], Will +2 [+5]

Immune construct traits

### OFFENSE

Speed 30 ft.

Melee slam +7 [+10] (1d6)

### STATISTICS

Str 10, Dex 10, Con --, Int 16, Wis 14, Cha 6

Base Atk +5 [+8]; CMB +5 [+8]; CMD 15 [18]

Feats Skill Focus (Computer Use), Skill Focus (Engineer), Skill Focus (Heal)

Skills Computer Use +14 [+17], Engineer +13 [+16], Heal +7 [+11], Perception +11 [+14], Sciences +7 [+10];

Racial Modifiers +5 Computer use, +4 Engineer, +6 Perception

Languages Any

### ECOLOGY

Treasure none

### SPECIAL ABILITIES

**Agent Status (Ex):** The operator droid can be used as a router for hacking by its controller. The droid appears to be the source of any hacks until its system is breached. Enemies backhacking and/or tracing must locate the operator droid and break through its defense before moving on.

**Primary Function (Ex):** Once a day, the operator droid can gain a +15 insight bonus to its next Computer Use, Engineering, or Heal skill check.

**Slave Firewall (Ex):** As a swift action, the operator droid selects one adjacent ally to gain a +1 insight bonus to their firewall defense. This effect lasts one round.

# OPERATOR DROID LORE

A character knows the following information with a successful Knowledge (History) check.

**DC20:** It is a lesser-known fact that the largest computer servers in the world like MCP, SIM, and Echelon all have operator droids slaved in series. This was hastily put into effect to offset the surge in SEED users on the planet. Echelon is rumored to have a thousand Alice droids in an office-building working together to take some of the stress off the primary server.



# ROURKE SOLO ADVANCE DROID

Rourke's heavy hitter is this giant meant as a smaller alternative to Fastcore heavy assault TED-902. They offered it at a much lower price with the promise that, unlike the TED-902, the SAD is much more effective in urban pacification. Despite this promise, the SAD seldom saw civilian use and is an exclusive military model where it is deployed alongside ground teams.

## ROURKE SAD

CR 5

XP 4,800

N Large Construct

Control Bonus +2, Max +7

Init +2; Senses darkvision 60 ft.; Perception +5 [+7] (RA 15 [17])

### DEFENSE

AC 18 [20], touch 10 [12], flat-footed 16 [18]

Firewall 20[22]

hp 66 (6d10+30)

Fort +0 [+2], Ref +2 [+4], Will +2 [+4]

Immune construct traits

### OFFENSE

Speed 40 ft.

Ranged (range 80) SMG +12/+12 [+14/+14] (2d6+4)

Special Attacks *grenade launcher*

### STATISTICS

Str 20, Dex 14, Con --, Int --, Wis 14, Cha 1

Base Atk +10 [+12]; CMB +11 [+13]; CMD 27 [29]

Skills Perception +5 [+7]; Racial Modifiers +5 Perception

Languages none

### ECOLOGY

Treasure none

### SPECIAL ABILITIES

**Dig them out (Ex):** The SAD makes two Grenade Launcher attacks. Any target which fails its save by either attack is dazed until the end of the SAD's next turn. Any target which fails its save against both attacks is stunned until the end of the SAD's next turn. After using dig them out, the SAD cannot use it again for 2d4 rounds.

**Grenade Launcher (Ex):** As a full round action, the SAD can target a 10 foot radius area within 100 feet. All creatures affected must make a DC 15 [17] Ref save or take 5d6 damage (save half).

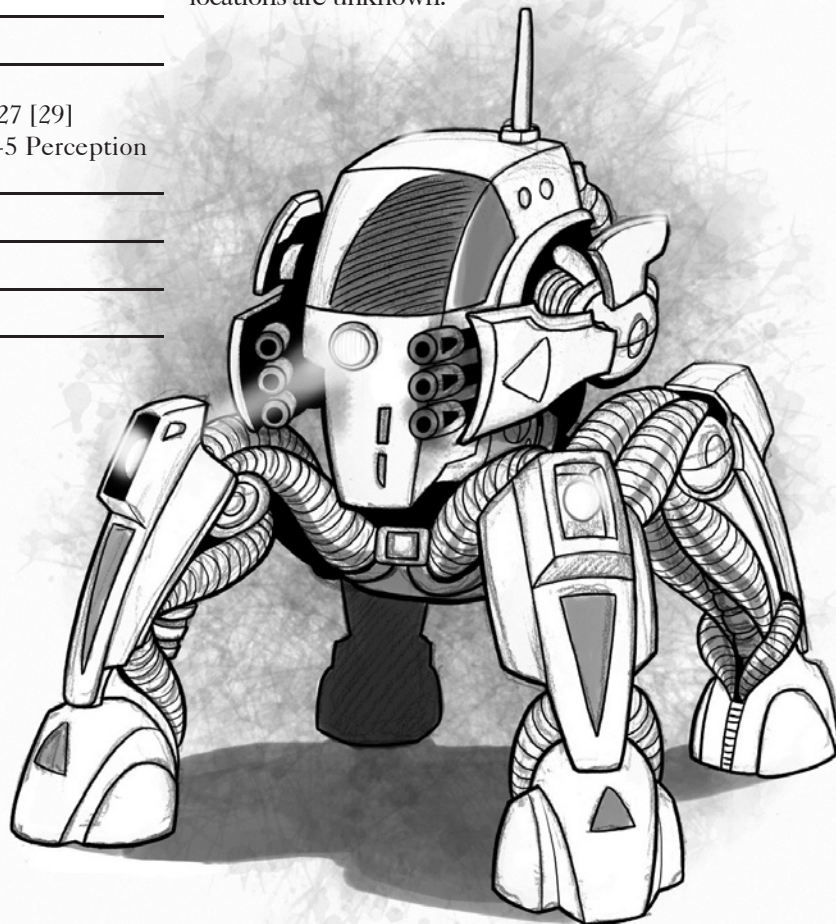
**Onslaught (Ex):** The SAD cannot be pushed or tripped

**Redundant Systems Purged, SAD online (Ex):** Once a day, when the SAD is reduced to 0 hit points, it heals hit points equal to half its total hit point value as an immediate action. It also stands up as a free action on its turn.

## ROURKE SAD LORE

A character knows the following information with a successful History check.

**DC20:** Originally designed as a prosthetic for a human brain, the SAD was pulled when its prototype was deemed too inhuman and thus too damaging to any psyche implanted. At least six were constructed in this configuration and although they have all been sold, their locations are unknown.



XP 9,600

N Huge construct

Control Bonus +5, Max +11

Init +3; Senses darkvision 60 ft., low-light vision, blindsense 60 ft.;

Perception +5 [+10] (RA 15 [20])

**DEFENSE**

AC 19 [24], touch 6 [11], flat-footed 18 [23]

Firewall 21 [26]

hp 118 (13d10+40)

Fort +3 [+8], Ref +4 [+9], Will +1 [+6]

Immune construct traits

**OFFENSE**

Speed 30 ft.

Melee 2 slams +15 [20] (2d10+7)

Space 15 ft.; Reach 10 ft.

Special Attacks rotary cannon, trample

**STATISTICS**

Str 24, Dex 16, Con —, Int —, Wis 10, Cha 1

Base Atk +8 [+13]; CMB +15 [+20]; CMD 28 [33]

Skills Perception +5 [+10]; Racial Modifiers +10

Perception

Languages none

**ECOLOGY**

Treasure none

**SPECIAL ABILITIES**

**The Bigger They Are (Ex):** If TED-902 is knocked prone, it requires a full round action to stand back up.

**Rotary Cannon (Ex):** As a standard action, the TED-902 can unleash a burst from its rotary cannon, targeting a 10 foot radius within 100 feet. Each target affected must make a DC 15 [20] Ref save or take 6d8 damage (save half).

**Trample (Ex):** As a full round action, the TED-902 can charge 30 feet (without provoking opportunity attacks) and make one slam attack against each enemy within its reach along the trample path.

**Attack Barrier (Ex):** If an enemy fails to break through TED-902's firewall, as an immediate action, triggering target suffers 1d10 +6 damage and is dazed until the beginning of TED-902's next turn.

**Authorized To Use Physical Force (Ex):** Once per day, if the TED-902 is reduced to below half its hit points, it uses its *trample* attack as an immediate

action. At the end of the trample, all enemies hit by the trample are stunned until the beginning of the TED-902's next turn.

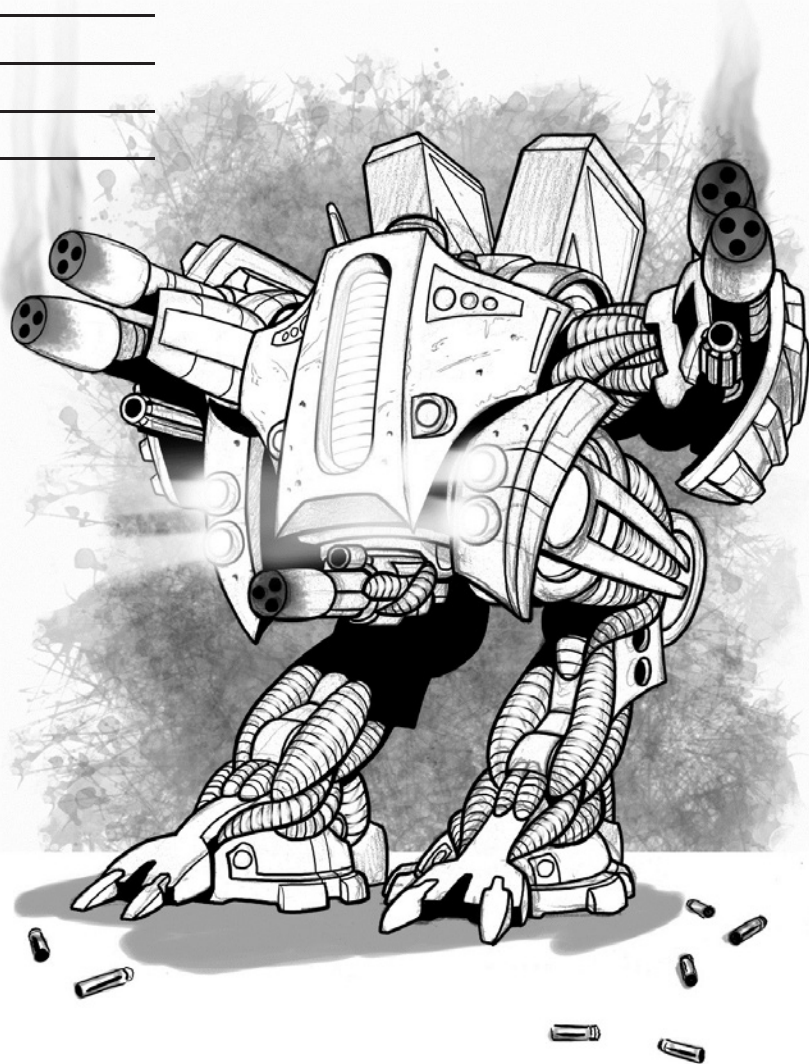
**FASTCORE TED-902**

One of the largest military robots on the market, the TED emerged from Fastcore's concept division and was originally never meant for production, only as proof that the era of the giant robot had already arrived. When it was shown to be actually effective, it was put into limited production and sold mostly to the American military.

**TED-902 LORE**

A character knows the following information with a successful Knowledge (History) check.

**DC25:** A rumor held that Fastcore was developing a wetware computer for the TED-902 core processor. This involves programming cloned human brain tissue with direct instructions. This was in development for years and was finally pulled in 2075, though no official reason was given other than cost development.



# T.A.R.A. - TACTICAL AUTOMATED ROBOTIC ASSASSIN

Tara is human shape but not an android. To offer the model increased maneuverability the limitations of humanoid physiology were discarded. It can turn its torso a full 360 degrees and walk as easily on four legs as two. It has no front or back, its limbs can dislocate and adjust themselves into nearly any configuration. Only three TARAs have ever been constructed individually by a small division of Kavis Alpha. More are on the way.

## TARA

CR 16

XP 25,600

N Medium Construct

Control Bonus +8, Max +14

Init ; Senses darkvision 120 ft., low-light vision;

Perception +12 [+20] (RA 22 [30])

### DEFENSE

AC 27 [35], touch 13 [21], flat-footed 16 [24]

Firewall 25 [33]

hp 146 (21d10+20)

Fort +2 [+10], Ref +11 [+19], Will +2 [+10]

Immune construct traits

### OFFENSE

Speed 35 ft. (see inhuman capacity)

Melee 2 slams +20 [+28] (1d10+11/19–20), see *interlude*,  
1 concealed blade +20 [+28] (2d10+11)

Special Attacks *tension lunge*, *twist attack*

### STATISTICS

Str 12, Dex 32, Con —, Int 10, Wis 14, Cha 1

Base Atk +13 [+21]; CMB +32; CMD 43 (cannot be tripped)

Feats Acrobatic, Agile Maneuvers, Alertness, Athletic, Combat Reflexes, Dodge, Great Fortitude, Weapon Finesse

Skills Acrobatic +19 [+27], Climb -5 [+3], Computer Use -4 [+4], Escape Artist +13 [+21], Fly +5 [+13], Perception +12 [+20], Sense Motive -4 [+4], Stealth +17 [+25]; Racial Modifiers +16 Perception

Languages none

### ECOLOGY

Treasure none

### SPECIAL ABILITIES

**Inhuman Capacity (Ex):** TARA's speed cannot be reduced by any means, including when balancing, climbing, or crawling. She can run in every state. Standing up from prone takes a free action.

**Interlude (Ex):** Any target hit by TARA's slam attack can either be pushed back 5 feet or knocked prone. If the target cannot be pushed because of an obstruction, the target takes an additional 5 points of damage. If the target

is knocked prone, Tara can move into the same square as the prone target

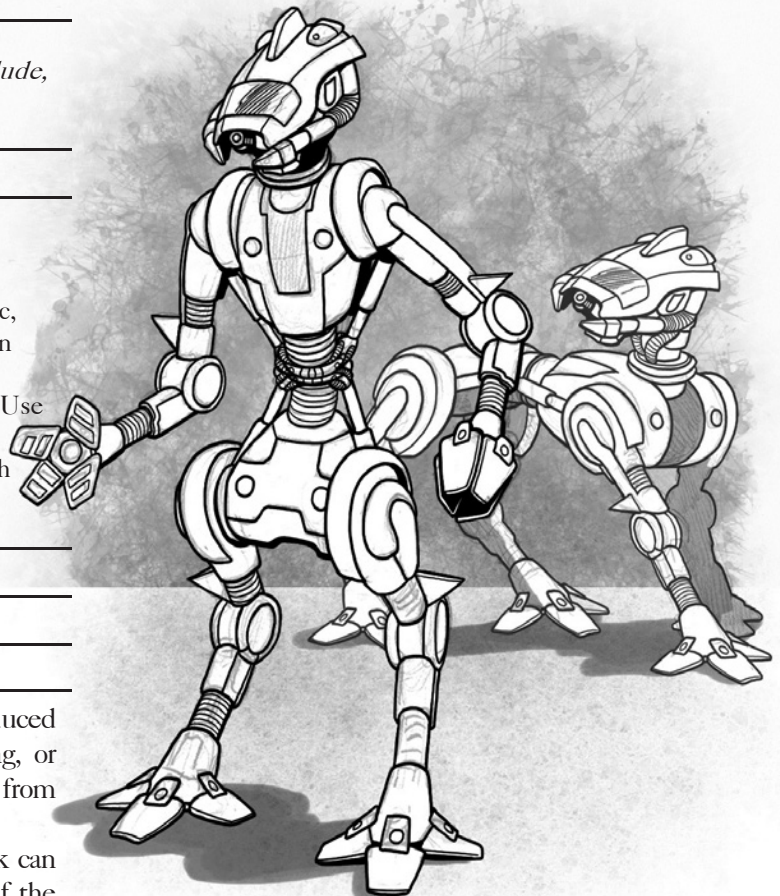
**Twist Attack (Ex):** As a full-round action, TARA can make a single concealed blade or slam attack against each target in reach.

**Tension Lunge (Ex):** As a full round action, TARA can leap 50 feet and make a single slam or concealed blade attack. This movement does not provoke attacks of opportunity.

## TARA LORE

A character knows the following information with a successful History check.

**DC20:** TARA's AI was trained similar to a virtuant, though not nearly as complicated. Instead of programming, TARA is implanted with memories of personal training by martial arts and weapon experts. It also has base non-violent software for use in search and rescue. Initial prototypes were vulnerably to moisture, a flaw fixed in the later models. One TARA works in space with UNSA, another was purchased by the JSDF. The third was purchased by an unknown third party. A fourth and fifth are expected this year.



# XIX CYBER-DOG

XIX's Cyber Dogs are the single most successful robot. Every year newer models are made available to resemble organic dog breeds. The initial models had chrome skin. Later variants could perfectly replicate most breeds, though all larger animals. When going aggressive, their razor teeth make their identity obvious.

They have little emotional range and though they can do tricks and show some affection, and even though they can be programmed with hundreds of friend/foe signatures, they have no eccentricities and cannot replicate the wide range of emotions a dog actually has.

## XIX CYBER DOG

CR 1

XP 400

N Small Construct

Control Bonus +0, Max +4

Init +0; Senses darkvision 60 ft.; Perception +2 (RA 12)

### DEFENSE

AC 14, touch 12, flat-footed 12

Firewall 17

hp 22 (2d10+10)

Fort +0, Ref +2, Will +1

Immune construct traits

### OFFENSE

Speed 40 ft.

Melee 2 claws +4 (1d6+2), bite +4 (1d4+2)

Special Attacks *piezo bark, leap*

### STATISTICS

Str 15, Dex 14, Con --, Int --, Wis 12, Cha 1

Base Atk +2; CMB +4; CMD 14

Skills Acrobatics +6, Perception +2; Racial Modifiers +4  
Acrobatics, +1 Perception

Languages none

### ECOLOGY

Treasure none

### SPECIAL ABILITIES

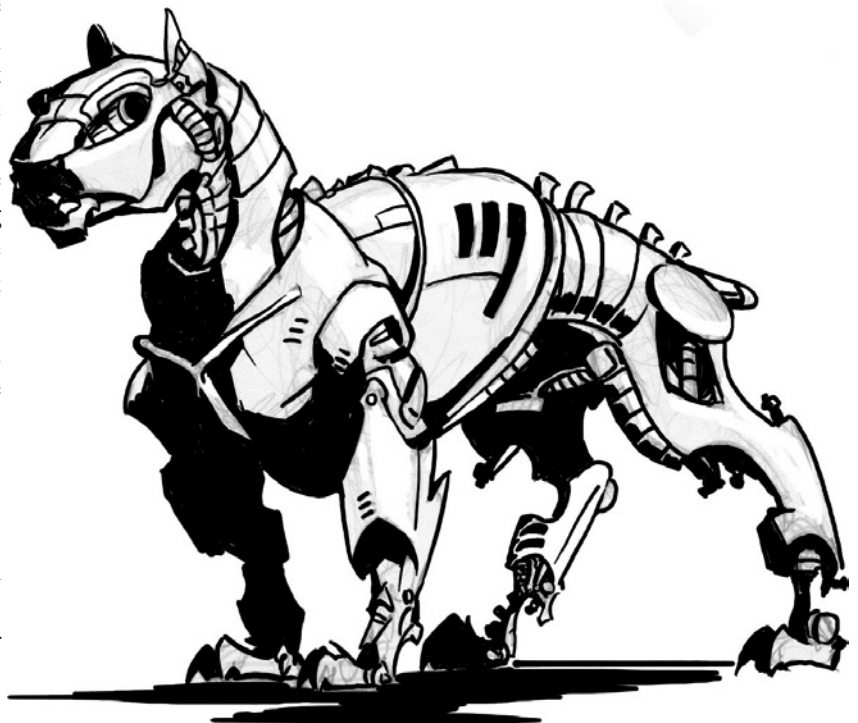
**Piezo Bark (Ex):** As a standard action, the cyber dog can emit a high pitched scream in a 30-foot cone. Creatures in the cone must make a DC15 Fort save or be dazed for one round

**Leap (Ex):** As a full round action, the cyberdog can leap up to 40 feet, ignoring attacks of opportunity. At the end of the leap, it can make a single bite attack. A hit target is knocked prone and the cyberbod lands in the target's square. It may then immediately follow up with another bite attack.

## XIX CYBER DOG LORE

A character knows the following information with a successful Engineer check.

**DC20:** Cyber dogs are only effective for protection and cannot replace an actual dog.



# PROSTHETICS

Prosthetics have human brains so are not considered robotic.

## MAT DIVERSE TACTICAL SYSTEM

The MAT DTS was the company's first foray into prosthetic combat suits with no intention of replicating human skin. The DTS only applies synthetic flesh to hands and the head, plating the rest in carbon Kevlar. Although the DTS is no longer in production, over 5000 units were sold before the MAT diverted into organic replication with their popular Combat Class prosthetics.

### MAT DTS

CR 4

XP 1,200

N Medium Human

Init +7; Senses low-light vision, darkvision 60 ft.;

Perception +13 (RA 23)

#### DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

Firewall 18

hp 35 (5d8+10)

Fort +4, Ref +8, Will +6

Immune Disease, Poison

#### OFFENSE

Speed 30 ft.

Melee 2 combat knife attacks +8 (1d6+3) OR 1 garrote attack +8 (1d4+3/17-20 x3 plus grab)

Range silenced handgun (range 50) +8 (1d6+3)

Special Attacks follow up

#### STATISTICS

Str 16, Dex 16, Con 15, Int 8, Wis 12, Cha 12

Base Atk +5; CMB +8 (+10 grapple); CMD 21

Feats Alertness, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Weapon Finesse

Skills Acrobatics +15, Escape Artist +15, Perception +13, Sense Motive +13, Stealth +15, Swim +7

Languages any

#### ECOLOGY

Environment any

Treasure npc equipment

#### SPECIAL ABILITIES

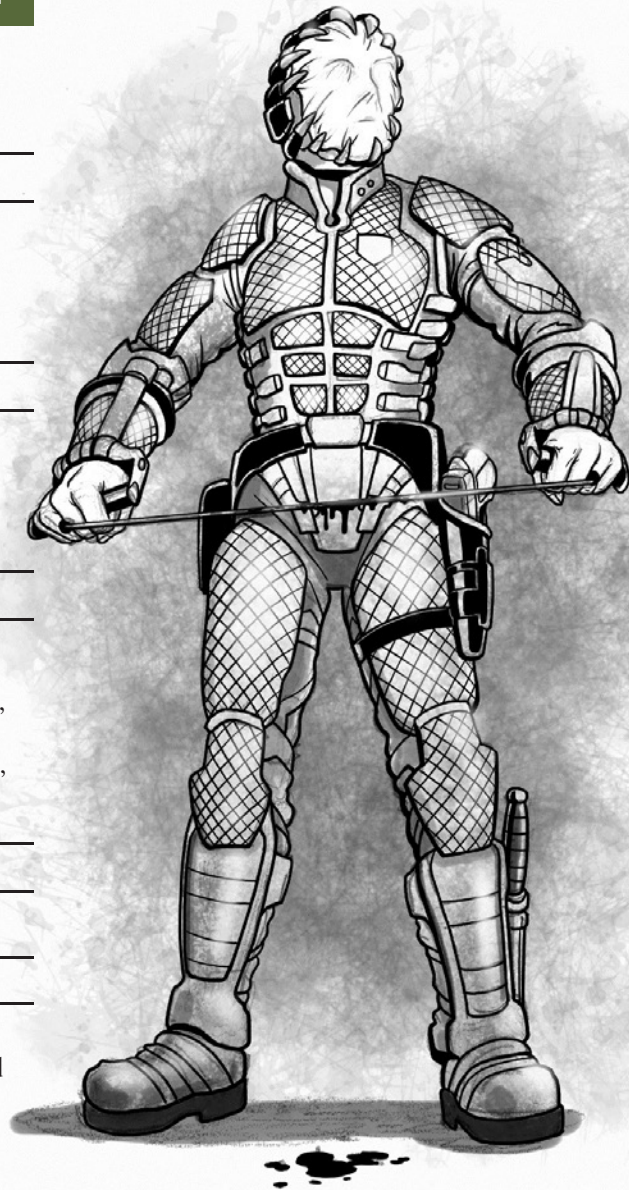
**Follow Up (Ex):** If the DTS uses the garrote attack against a target it has in a grapple, damage inflicted is doubled

### MAT DTS LORE

A character knows the following information with a successful Knowledge (Sciences) check.

**DC20:** The MAT DTS models were the first to be rigorously tested for psychological side effects from long

term implantation in non-organic looking cyberbodies. It was the results of these findings which led MAT to move into the human-looking Combat Class bodies and the DTS was summarily discontinued soon after. Mat never revealed the details of the report and rival Rourke never reported issues despite this.



# PHYRINE OCULUS

Beyond its ridiculous name, the oculus remains the only major military model produced by Phyrine. They were asked to develop it by the Russian government, even though Phyrine would eventually sell identical variants to other countries five years later. The oculus is a dedicated long-range sniper prosthetic, able to tap into satellites to spot distance targets. Its visor is non-removable and “opens” when in use.

## PHYRINE OCULUS

CR 10

XP 9,600

N Medium Humanoid

Init +11; Senses darkvision 200 ft., blindsense 200 ft.; Perception +25 (RA 35)

### DEFENSE

AC 24, touch 17, flat-footed 17 (+7 Dex, +7 natural)

Firewall 23

hp 127 (15d8+60)

Fort +9, Ref +12, Will +8

### OFFENSE

Speed 30 ft.

Melee slam +11 (1d4)

Range *sniper-rifle* (range 200 ft.) +18 (2d6+8, and hit targets are stunned for 1 round)

Special Attacks *breathe fire breathe*

### STATISTICS

Str 10, Dex 25, Con 18, Int 12, Wis 16, Cha 11

Base Atk +11; CMB +11; CMD 28

Feats Deadly Aim, Deflecting Shot, Firearm Expertise, Improved Initiative, Lightning Reflex, Sniper Eyes, Stealthy

Skills Acrobatics +17, Computer Use +5, Disable Device +12, Escape Artist +12, Perception +25, Stealth +24;

Racial Modifiers +8 Perception, +5 Stealth

Languages Any

### ECOLOGY

Environment any

Treasure standard

### SPECIAL ABILITIES

**To Ground (Ex):** If the Oculus makes a stealth check after making a ranged attack, he suffers no penalties.

**Breathe, Fire, Breathe (Ex):** As a fully round action, the Oculus makes two Sniper-Rifle attacks, but hit targets are not stunned

# PHYRINE OCULUS LORE

A character knows the following information with a successful Knowledge (History) check.

**DC20:** Only ten models produced by Phyrine were ever sold, mostly to the Russians. The mass production model was not a huge seller either. However, all the Russian-sold models are all still being used by their original owners. None of them has retired. One model has been in service for 35 years, displaying Phyrine’s quality.





# ROURKE MAN-PLUS LINE

Despite the chorus of disapproval around non-organic looking human prosthetics, there remains a small demand for them, especially in military applications. Rourke is one of the few companies producing models for that limited niche. The forced entry and tuff-man cyberbodies are openly sold to any country or mercenary unit, though the carefully monitors each sale.

## ROURKE FORCED ENTRY CYBERBODY

CR 2

XP 600

N Medium Humanoid

Init -1; Senses low-light vision; Perception +2 (RA 12)

### DEFENSE

AC 17, touch 12, flat-footed 14 (+5 natural, +2 Dex)

Firewall 17

hp 22 (3d8+9)

Fort +5, Ref +0, Will +1

### OFFENSE

Speed 30 ft.

Melee 2 reinforced hands/feet +5/+5 (1d8+3 and hit targets and knocked prone)

Range assault rifle (range 50) +4 (1d10+3)

Special Attacks *storm the gates*

### STATISTICS

Str 15, Dex 14, Con 14, Int 10, Wis 11, Cha 10

Base Atk +2; CMB +4; CMD 16

Feats Burst Fire, Crossfire

Skills Acrobatics +4, Perception +2

Languages any

### ECOLOGY

Environment any

Treasure NPC gear

### SPECIAL ABILITIES

**Storm the Gates (Ex):** As a full-round action, the FEC makes two *assault rifle* attacks against one creature. If the creature is still alive, the FEC may initiate a charge.

**Morphine Injection (Ex):** Once per day, as a full round action, the FEC regains 17 hit points and +2 bonus to melee damage rolls for 5 minutes.



## ROURKE TUFF-MAN CYBERBODY CR 6

XP 2,400

N Medium Humanoid

Init +3; Senses low-light vision; Perception +8 (RA 18)

### DEFENSE

AC 21, touch 17, flat-footed 14 (+7 Dex, +4 natural)

Firewall 20

hp 108 (9d8+63)

Fort +9, Ref +9, Will +4

DR 5/—

### OFFENSE

Speed 30 ft.

Melee slam +11 (1d4+4)

Ranged minigun (range 80) +14 (2d8+7, and the target is pushed 5 feet)

Special Attacks storm spray

### STATISTICS

Str 18, Dex 24, Con 24, Int 10, Wis 14, Cha 10

Base Atk +7; CMB +11; CMD 28

Feats Crossfire, Firearm Expertise, Recoil Absorption

Skills Acrobatics +10, Perception +8, Survival, +5

Languages Any

### ECOLOGY

Environment any

Treasure NPC gear

### SPECIAL ABILITIES

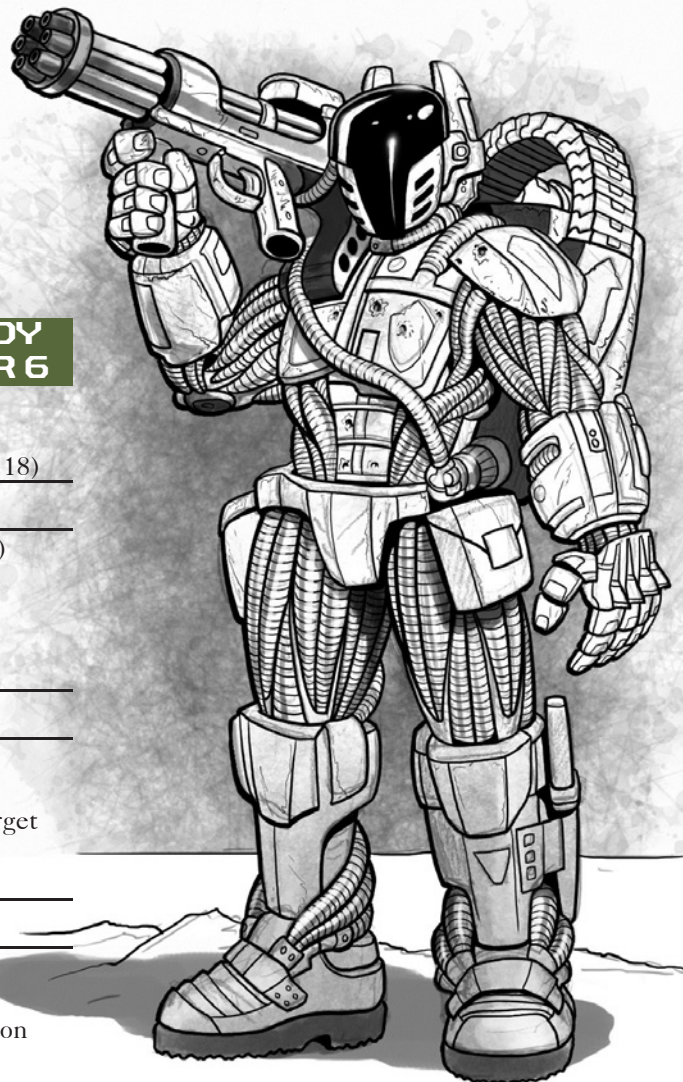
**Storm Spray (Ex):** As a full-round action, the tuff-man can make a minigun attack against three creatures which all must be adjacent to one another.

**About Damn Time (Ex):** If an ally is killed, the tuff-man makes a minigun attack as an immediate action.

## ROURKE MAN-PLUS LORE

A character knows the following information with a successful Knowledge (History) check.

**DC20:** Neither the Tuff-Man and the Forced Entry cyberbodies have ever reported an issue of cyber-psychosis (a psychological detachment caused by inhuman cybernetic augmentation) but the majority of the sales have come from agencies and groups which do not publically report on any of their activities. As a result, there is little buyer feedback on these models. It is believed nearly 45% of all Rourke cyberbodies are sold to non-government organizations.



# XIX INTERNAL SUPER-SYSTEM

The ISS is an extreme-class cyberbody which was never announced by XIX. It simply appeared one day in an underground fighting tournament with a claim of its owner that it was bought "as-is". With only one articulate hand and a misshapen torso, the ISS is an unpleasant product to look at.

## XIX ISS

CR 8

XP 4,800

NE Medium Humanoid

**Init** ; Senses low-light vision; **Perception** +12

### DEFENSE

**AC** 27, **touch** 10, **flat-footed** 27 (+27 natural)

**hp** 114 (12d8+60)

**Fort** +13, **Ref** +3, **Will** +10

### OFFENSE

**Speed** 35 ft.

**Melee** scissor-clamp +18 (2d6+9/19–20 plus grab), buzz-saw attachment +17/+17 (4d6+9)

**Special Attacks** eradicate

### STATISTICS

**Str** 29, **Dex** 10, **Con** 21, **Int** 12, **Wis** 16, **Cha** 13

**Base Atk** +10; **CMB** +19; **CMD** 29

**Feats** Cleave, Combat Expertise, Power Attack, Weapon Focus (scissor-clamp)

**Skills** Acrobatics +8, Climb +17, Escape Artist +8, Perception +11, Stealth +4

**Languages** any

### ECOLOGY

**Environment** any

**Treasure** NPC gear

### SPECIAL ABILITIES

**Is That Seriously a Chainsaw? (Ex):** When the ISS misses an enemy with either of its melee weapons by 2 or less, the target is dazzled for one round

**Eradicate (Ex):** As a full-round action, the ISS can make a single scissor-clamp attack. It can't attempt a grab but a hit doubles damage.

**Second Wind (Ex):** If the ISS is reduced below 60 hit points, it gains a +2 bonus to all saving throws and a +2 bonus to AC.

## XIX ISS LORE

A character knows the following information with a successful Knowledge (History) check.

**DC20:** Just to be perfectly clear, the ISS is illegal. XIX does not even admit they produce the model. Because of the freedoms offered by Japan, XIX has never faced charges over the ISS and XIX's official stance is that they do not produce any variation of the ISS any longer, a fact that has

been verified. This has not stopped them being a common occurrence in many underground fighting tournaments.



# UNIQUE OPPONENTS

These are one-of-a-kind opponents, which should conclude an important adventure or show up as recurring threats through a campaign.

## LEGION

Legion appears as a group of highly coordinated hackers that are able to synchronize their attacks when attacking a system. They have the same training and the same physical discipline. They are able to start and finish each other's thoughts. It is believed they have no loyalty and no morality in their actions.

### LEGION

CR 10

XP 4,800

CN Medium Humanoid

Init +11; Senses darkvision 60 ft., low-light vision;

Perception +18 (RA 28)

#### DEFENSE

AC 22, touch 17, flat-footed 15 (+7 Dex, +5 natural)

Firewall 23/23 (custom compression)

hp 88 (10d8+40); See Mirror Archetype

Fort +12, Ref +12, Will +11

#### OFFENSE

Speed 35 ft.

Melee systema +15 (2d8+5, and the target is dazed for 1 round.)

Ranged assault rifle (Range 80) +16 (2d6+7)

Hack Cybernetic Hemorrhage (GIA, neural) DC 18 Will save or the target suffers 5 bleed damage.

Hack SEED Reverberation (GIA, neural) DC 16 Will save or the target is confused for 1d4 rounds

Hack Bilateral Sync (GIA, move action) +13 vs. Firewall (breach one of the target's firewalls).

Hack Sensory Coordination Breach (GIA, move action) DC 18 Will save or the target is staggered for 1d4 rounds.

Special Attacks conjunct assault

#### STATISTICS

Str 20, Dex 24, Con 19, Int 20, Wis 18, Cha 12

Base Atk +9; CMB +14; CMD 31

Feats Competent Hacker, Custom Compression, Improved Initiative, Multi-Tasker, Weapon Focus (assault rifle)

Skills Acrobatics +15, Bluff +11, Computer Use +19, Diplomacy +9, Engineer +14, Escape Artist +13, Perception +18, Sciences +10, Sense Motive +10;

Racial Modifier +4 Computer Use, +4 Perception

Languages All

#### ECOLOGY

Environment any

Treasure NPC gear

#### SPECIAL ABILITIES

**Communal Fortress (Ex):** A legion mirror gains a bonus to saves versus hacks equal to the number of mirrors functioning.

**Cybermancy (Ex):** Legion emanates a 50 foot radius of cybermancy centered on it. At the beginning of Legion's turn, each unconscious or dead ally with a SEED is restored to half hit points, and is under direct control of Legion for up to one hour. Targets are only destroyed at negative their Constitution value.

**Mirror Archetype:** Legion differs from standard creatures. Legion consists of five mirrors, each with identical statistics. Each mirror activates on Legion's initiative check, in any order. At the beginning of legion's turn, one mirror is designated the archetype, and may use special abilities. The archetype may be a different mirror each turn. If the archetype is killed, another mirror may still be designated the archetype on legion's next turn. Each mirror has access to the same number of physical attacks

**Conjunct Assault (Ex):** If a Legion mirror is hit by any attack, one mirror that was not hit by the attack may immediately make an *assault rifle* attack against the target as an immediate action.

## LEGION LORE

A character knows the following information with a successful Knowledge (History) check.

**DC25:** Legion is gestalt AI with linked synthetic brains. It was originally built by Baal Electronics as a proposal to the military to create armies of brainless cyberbodies all remotely controlled by a single SEED-equipped human. Unfortunately, the project never got past the testing stages and Legion remains the only functional byproduct of that project. No one knows who Legion works for and how it was able to escape from the project.

# NAOMI MUDABWE

Naomi is the owner and commander of the Ikoro mercenary company (also called The Rainmakers), stationed and operating out of Africa. They have committed to several operations out of the region but their main focus is protecting oil shipments between bastions and the docks. She has personally seen more combat than any other human currently alive and she is not even 40. Despite claims to the contrary, she is not a prosthetic, though the majority of her personnel are. The Rainmakers are one of the most well equipped mercenary companies in the world.

## NAOMI MUDABWE

CR 4

XP 1,200

LN Medium Humanoid

Init +3; Senses normal; Perception +9 (RA 19)

### DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

Firewall 20

hp 39 (6d8+12)

Fort +4, Ref +9, Will +5

Firewall 21

### OFFENSE

Speed 30 ft.

Melee machete +7 (1d6+1/19–20)

Ranged Uzi (range 40) +9 (1d6+4)

Special Attacks *not in vain, show of force, subtlety & guile, uzi full auto*

### STATISTICS

Str 12, Dex 16, Con 14, Int 18, Wis 16, Cha 18

Base Atk +6; CMB +7; CMD 20

Feats Burst Fire, Crossfire, Skill Focus (Diplomacy)

Skills Bluff +9, Computer Use +10, Diplomacy +13, Intimidate +10, Perception +9, Sense Motive +7, Stealth +8,

Languages English, Swazi, Arabic, Swahili

### ECOLOGY

Environment any

Treasure NPC gear

### SPECIAL ABILITIES

**Not in Vain (Ex):** If Naomi is hit with an direct attack (not an area effect), and if there is an ally within 5 feet of Naomi, said ally takes the full damage and effects instead of Naomi.

**Show of Force (Ex):** As a move action, Naomi can select one ally within 20 feet to make a single ranged attack. As a full-round action, all allies within ten feet can make a single ranged attack. If Naomi uses the full-round action variation of *show of force*, she cannot use it again on her following turn.

**Subtlety and Guile (Ex):** Once a day, if Naomi hits with her machete against an opponent she is flanking (or if the target is denied its Dex bonus to AC), the opponent

suffers quadruple damage (4d6+4). If the target is brought under 10 hit points, it drops to 0 hit points.

**Uzi Full Auto (Ex):** As a full-round action, Naomi can make three uzi attacks against a single target.

## NAOMI MUDABWE LORE

A character knows the following information with a successful Knowledge (History) check (Region—Africa).

**DC20:** Naomi is actually British, with both parents being native born in London. Her mother's lineage tracks back to the Kenya while her father tracks back to South Africa, but both considered themselves English when they shifted their family to Nairobi as part of the UN embassy mission there. She did not inherit the Ikoro company. She formed it from contacts she made across the continent in her family's travels. When they were murdered (reasons unknown), she remained and formed her company. She has not left the continent since.

# NIKOLAI APOSTALOV

A cell commander for Concord. Nikolai is rumored to be one of the ten founders and if so, would be the only one identified. He is spotted once every five years and his last known location was in Beirut.

## NIKOLAI APOSTALOV

CR 9

XP 4,800

NE Medium Humanoid

Init +4; Senses normal; Perception +12 (RA 22)

### DEFENSE

AC 24, touch 13, flat-footed 21 (+3 Dex, +11 armor)

Firewall 24

hp 84 (10d8+40)

Fort +10, Ref +10, Will +7

### OFFENSE

Speed 30 ft.

Melee straight razor +13/+8 (1d4+3/x3 plus 1d4 bleed damage),

Ranged assault rifle (range 70) +13/+8 (1d8+3 damage)

Special Attacks *no compromise, no retreat*

### STATISTICS

Str 16, Dex 16, Con 18, Int 14, Wis 16, Cha 16

Base Atk +10; CMB +11; CMD 22

Feats Critical Focus (straight razor), Dodge, Improved Critical (straight razor), Improved Initiative, Mobility

Skills Bluff +8, Computer Use +5, Engineer +5, Escape Artist +8, Intimidate +10, Perception +12, Sense Motive +8, Survival +6

Languages Chinese, English, Russian

### ECOLOGY

Environment any

Treasure NPC gear

### SPECIAL ABILITIES

**No Compromise, No Retreat (Ex):** As a standard action on Nikolai's turn, all allies within 20 feet of Nikolai can either make a single ranged attack or charge the nearest enemy. This is not considered an immediate action on an ally's turns. All allies gain +2 bonus to melee damage rolls until the end of Nikolai's next turn. Once using *no compromise, no retreat*, it cannot be used again for 4 rounds.

**Cat and Mouse (Ex):** If an enemy in line of sight of Nikolai moves, Nikolai may move up to his speed as an immediate action.

**Bulletproof (Ex):** Once per day, if Nikolai is reduced to 0 hit points, as an immediate action, he is healed up to half his hit points and he can stand as a free action.



# ORGANICALLY GRAFTED REINFORCED ENDOSKELETON

OGRE is a monstrous prosthetic human lumbering into battle in a huge super-modified combat body. No one knows who he works for, and opponents that have encountered him swear he must be open to hire for any mission, for any side. Testimonies have claimed to see him fight for one side of a conflict and then fight for the opposition a week later as they were able to meet the higher price after his previous contract expired. Among many that know of OGRE, he is best described as simply being "unstoppable" and that the price paid to take him down is far too much for any opposition. The best anyone can do is attempt survive him.

## OGRE

CR 12

XP 12,800

NE Large Humanoid

Init +1; Senses low-light vision, darkvision 120 ft.;

Perception +19 (RA 29)

### DEFENSE

AC 25, touch 14, flat-footed 21 (+5 Dex, +11 natural, -1 size)

Firewall 25

hp 168 (16d8+96)

Fort +16, Ref +11, Will +10

DR 10/--

Defense Qualities cybernetic leviathan

### OFFENSE

Speed 30 ft.

Melee 2 slams +27 (3d6+12, and target is knocked prone)

Ranged autocannon (range 80 ft.) +23/+18/+13 (2d10+5)

Space 10 ft.; Reach 10 ft.

Special Attacks *spin the drum dry*

### STATISTICS

Str 35, Dex 20, Con 23, Int 10, Wis 16, Cha 6

Base Atk +15; CMB +27; CMD 42

Feats Awesome Blow, Burst Fire, Crossfire, Improved Bull Rush, Improved Overrun, Power Attack, Recoil Absorption, Vital Strike

Skills Climb +28, Perception +19

Languages English, Japanese

### ECOLOGY

Environment any

Treasure NPC gear

### SPECIAL ABILITIES

**Cybernetic Leviathan (Ex):** OGRE cannot be affected by any fear effects. He cannot be dazzled, exhausted, fascinated, fatigued, frightened, panicked, shaken or sickened. OGRE also ignores difficult terrain.

**Spin the Drum Dry (Ex):** As a full-round action, OGRE can make five autocannon attacks against a single target at the highest attack bonus. After spin the drum dry, the autocannon cannot be used again for 10 rounds.

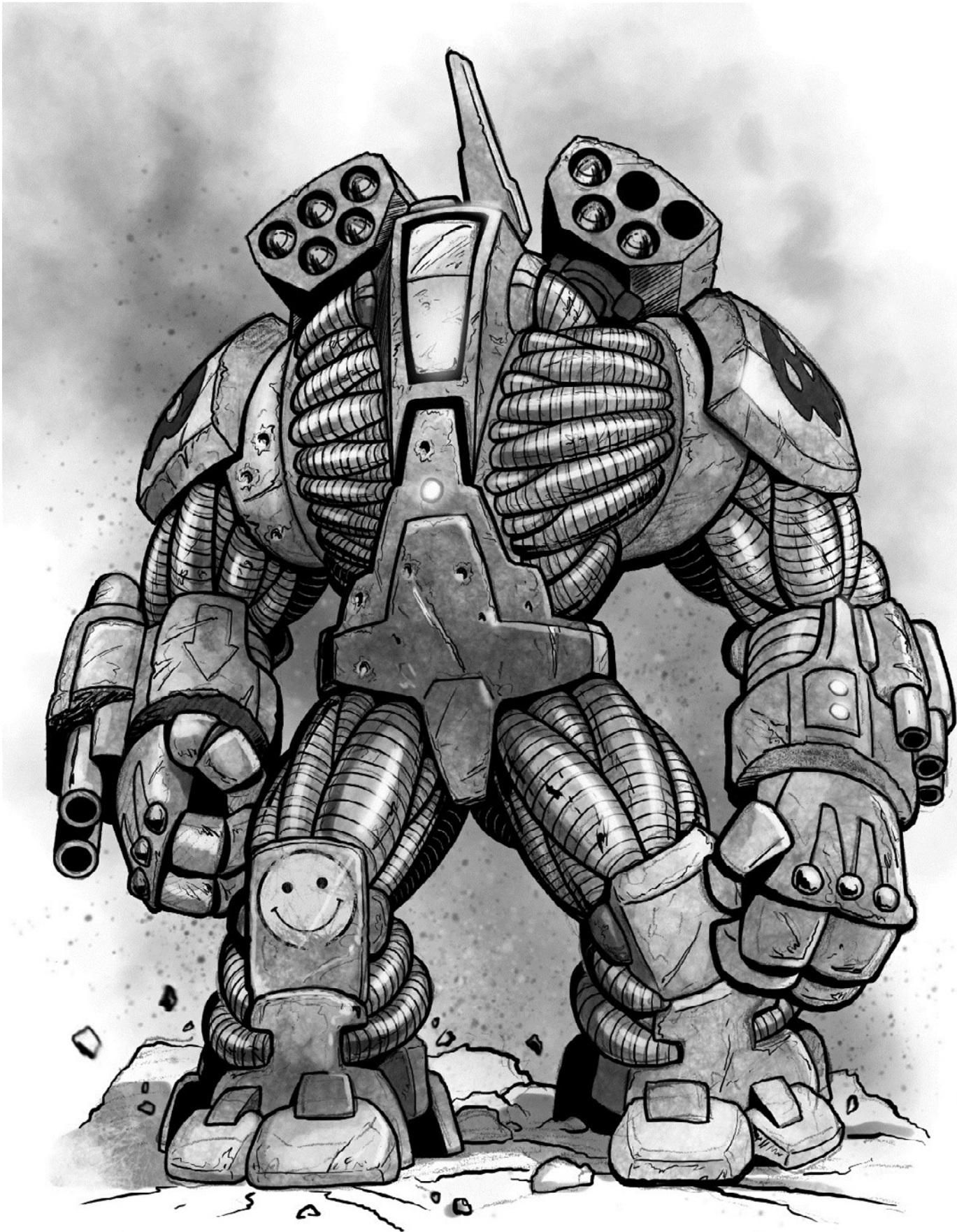
**Amphetamine Booster (Ex):** Once the OGRE is reduced below 80 hit points, it removes all harmful effects, is healed back to maximum, and gains a +5 bonus to speed for the next ten minutes.

**Memory Dump (Ex):** Ever 4 rounds, at the beginning of OGRE's round, he can remove one condition

## OGRE LORE

A character knows the following information with a successful History check.

**DC25:** Shocking as it is, OGRE has some sense of honor. He may be a sociopathic warmonger, but he does avoid killing noncombatants, provided that they have never fired on him first (and he has a good memory). He always keeps his word so seldom offers it. He has been compared to a "living devil", the "grim reaper" and simply the "unstoppable evil." His prosthetic body is wholly inhuman. It is believed OGRE is at least 20 years old but no one knows how old the mind is inside.





# SHEIRO AOKI

Few people believe Aoki actually exists. A web comic trumpeting his adventures appeared around the same time the rumors started floating about such a prosthetic. His existence was written off as boyhood fancies or better still, a convincing costume with no effective abilities. The idea of such an agile and nimble assassin prosthetic is almost too ridiculous to believe.

## SHEIRO AOKI

CR 11

XP 12,800

CN Medium Humanoid

Init +1; Senses darkvision 120 ft.; Perception +20 (RA 30)

### DEFENSE

AC 25, touch 20, flat-footed 15 (+10 Dex, +5 natural)

Firewall 25

hp 154 (16d8+80)

Fort +16, Ref +6, Will +10

### OFFENSE

Speed 40 ft.

Melee *ninja-to* +26/+26/+21/+21 (2d6+10 damage, and the target is staggered for 1 round)

Ranged concealable autoloader (range 80) +26/+21 (2d6+10 damage)

Space 15 ft.; Reach 15 ft.

Special Attacks *blade shift, inertial improbability*

### STATISTICS

Str 20, Dex 30, Con 20, Int 16, Wis 18, Cha 10

Base Atk +16; CMB +26; CMD 41

Feats Agile Maneuver, Combat Expertise, Spring Attack, Whirlwind Attack, Weapon Finesse, Dodge, Mobility, Lightning Reflexes

Skills Acrobatics +26, Climb +10, Computer Use +10, Escape Artist +26, Perception +20, Ride +13, Sleight of Hand +19, Survival +9, Swim +10

Languages English, Japanese, French, German

### ECOLOGY

Environment any

Treasure NPC gear

### SPECIAL ABILITIES

**Blade Shift (Ex):** As a move action, Sheiro can move up to 40 feet and makes one *ninja to* attack. This movement does not provoke attacks of opportunity.

**Inertial Improbability (Ex):** As a swift action, sheiro may select one target within 50 feet. The target is denied its Dex bonus to AC until the end of Sheiro's next turn.

**Contingent Camouflage (Ex):** Whenever Sheiro suffers a critical hit or is reduced below 80 hit points, he becomes invisible until the end of his next turn.

## SHEIRO AOKI TACTICS

Sheiro Aoki will always attack from stealth where possible. He will deal viciously and effectively with the most

dangerous target (generally a hacker if Aoki knows the targets capabilities), expending his action point immediately.

## SHEIRO AOKI LORE

A character knows the following information with a successful Knowledge (History) check.

**DC25:** Sheiro Aoki is a custom-created prosthetic with no markings of a designer or any clue of the identity of the mind within it. It is neither a modified model nor a prototype. There is nothing else like it in the world and there might never be again. The current theory is that Aoki is actually rather young and the prosthetic was built by a father with unmatched skill in cybernetics. Another theory claims Aoki is the code-name for a secret government project that has escaped to operate independently. The prosthetic seldom talks so little could be gleaned from owner. Aoki cannot be hired out so no one is sure how he chooses his targets and why.

## SERVERS

Servers are massive computer systems that run corporations, government installations, and networks. They have different levels of security, from basic firewalls, to deadly attack shields. Some are simply memory storage devices while others control the military of small nations. Servers are unlike traditional opponents in many ways. They do not move, they cannot employ physical attacks, and they are not sentient.

**Level:** Servers have multiple layers with often different levels. Hackers should be wary of some larger systems, as the deeper layers may be too much for them to handle. Levels are listed from lowest level to highest.

**Hit Points:** A server has the listed number of hit points per layer. If a server has ten hit points listed and three layers, then a character must do ten damage to take down the first layer, ten damage to take down the second layer, and ten damage to take down the third layer. Taking one layer only results in that one layer going down, not any of the others, and layers cannot be attacked out of sequence. Reducing a server to below 0 hit points shuts down its systems and closes off its memory until the server can be repaired. A hacker cannot gain control of any part of a layer after it has been reduced to below 0 hit points. The server also loses control of that layer, including all memory and systems, but not attack and defense abilities.

**Experience:** Experience is listed per layer and the player receives the experience not for defeating the server but by achieving a goal the player had in mind. The player must have a clear idea what their plan was. If they fail, they receive nothing. So they may crack the firewall of a layer but if they do not extract the information they went in for, it

is considered a failure. In addition, you only receive the full experience for your initial break in of a specific server.

**Reactive Awareness:** This is the value a player needs to beat to avoid being detected. This value -10 can be used for active Perception as well as all Computer Use skill checks.

**Layers:** Each server has between one to three layers. Each layer of a server may contain a series of abilities, memories and systems. The layers are organized from lowest level, to highest level. A server layer may use the abilities, systems and memories from any layer of a lower level than it, but not from any layers the hack is not trying to crack

**Layer Statistics:** Each layer of a server has its own statistics. When a server layer is breached, abilities from that layer and all currently broken layers are available to be used. However, only use the layer statistics of the one being attacked.

(e.g.: If an attack has broken through layer 1 and is trying to hack layer 2, the server uses the layer statistics from layer 2 and can use any abilities from layers 1 or 2 (but not layer 3). If layer 2 is breached, the server can still not use the layer 3 statistics or abilities until the hacker targets layer 3.)

Layer statistics include attack bonuses, skill bonuses, AC, saves, and DCs. LS refers to the relevant layer statistic.

**Components:** Components are elements of a server. These are the goals of hackers, the purpose of the dive. They are divided into three subcategories, systems, memories, and hardware.

**Systems:** Systems are functions that a specific server layer is responsible for. A player may hijack these systems and use them to her own advantage. Each system has a Computer Use skill DC that a character must overcome before that character can use the system.

**Memories:** Memories are like systems except they are not elements the machine has control over but memories the server is storing. Like systems, these have a Computer Use skill DC.

**Hardware:** This lists devices and machines directly tied into the layer. A player can only hijack these systems if they have the correct hack in their profile. As a result, there is no skill DC.

**Gain the GIA:** All servers have ways to gain a target's GIA. They have both back-hack and firewall attacks. These operate the same as character-based abilities and/or hacks. The server gains the target's GIA (not their physical location) with a back-hack for 1 round. The server is not in a dive unless it breaches the firewall. If the character has a GIAS (GIA Scrambler) and the server hits, it must make a Computer Use skill check against the GIAS's ProgDC or fail in the hit. This takes no additional action. The server gains only one attempt against the ProgDC per ability use.

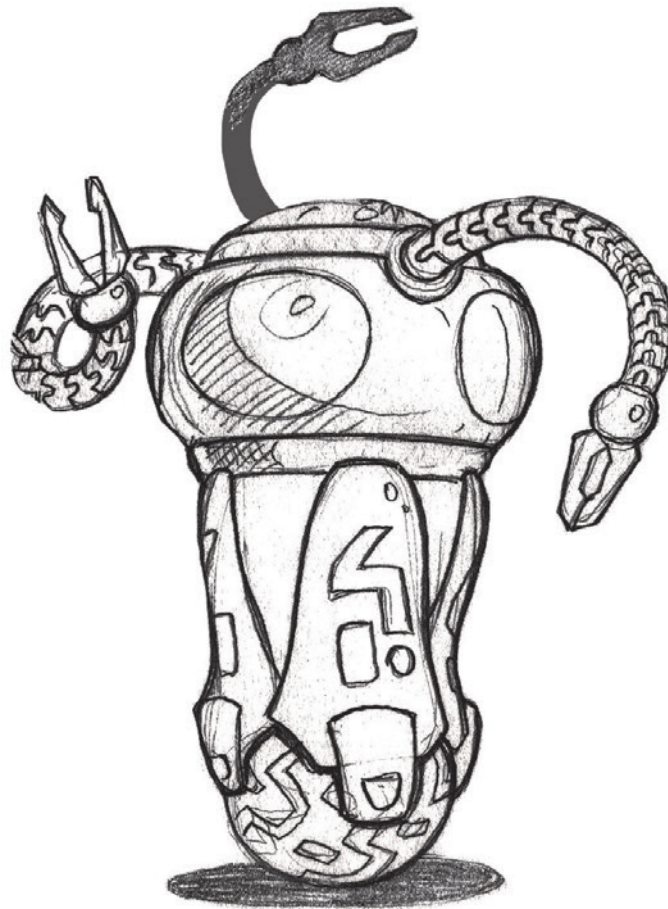
## CREATING YOUR OWN SERVERS

How NeuroSpasta creates servers is rather easy and since there could be hundreds of different combinations of abilities, a GM will be forced to create his own for various challenges throughout the campaign. Here is a guide to making your own servers.

**Layer Statistics:** These values are simply the normal bonuses for the opponent.

**Defense Values/Saves:** When calculating these numbers, remember that AC as well as Reflex saves are nonexistent. Firewall is based off of AC so constructing the server Firewall is the same value as if the server had an AC.

**Skills:** Just like any other skill, servers are all trained in both Computer Use and Perception. Adding their (usually) high Intelligence into account gives them substantial bonuses in these fields.



# AIR TRAFFIC CONTROL SYSTEM [ATCS]

This is the standard air traffic control system used by most major international airports, including Archon's Freeport. The ATCS contains numerous redundancies, including human, but the primary sever still contains several vulnerabilities few people know about it.

## AIR TRAFFIC CONTROL SYSTEM [ATCS] CR 3, 5, 10

**Server** XP 200, 400, 2,400  
**Initiative** +0  
 HP 30

## AIR TRAFFIC CONTROL SYSTEM [ATCS]

Layer 1 CR 3

### LAYER STATISTICS

**Firewall Attack** +6 **Perception** +6; RA 16  
**Computer Use** +6 **Will DC** 14  
**Fortitude** +3, **Reflex** --, **Will** +6; **Firewall** 15

### ABILITIES

#### Exhaust

*Action:* Standard

*Attack:* Will save

*Fail:* The target is dazed for 2d4 rounds. Must be in a dive.

#### Seedpush

*Action:* Move

*Attack:* Firewall

*Hit:* The target's firewall is breached. The server is in a dive.

#### Guardian Subroutine

*Action:* Move

*Requirement:* The ATCS detects a hack (by a hacker failing to beat the server's RA)

*Attack:* Will save

*Fail:* The ATCS learns the target's GIA.

### COMPONENTS

#### Aeronautic Erudition (DC 20) \* Memory

A character learns the following information: The exact arrival and departure times of all aircraft interacting with the ATCS, including all private, military and commercial flights. In addition, the character knows the exact location of all aircraft en route to or from the airport containing the ATCS. The character can also find crew and passenger listings for one specific flight.

#### Close Circuit Security Surveillance \* Hardware

Most airports have dozens if not hundreds of cameras located about the facility. They are tied into the same server for protection.

## AIR TRAFFIC CONTROL SYSTEM [ATCS]

Layer 2

CR 5

### LAYER STATISTICS

**Firewall Attack** +10 **Perception** +10; RA 20

**Computer Use** +10 **Will DC** 15

**Fort** +5, **Ref** --, **Will** +8; **Firewall** 18

### ABILITIES

#### Sigstop

*Action:* Standard

*Attack:* Will Save

*Fail:* 1d6+6 damage, and the target is stunned for 1d4 rounds. Must be in a dive.

### COMPONENTS

#### Aviation Calibration (DC 20) \* System

A character is able to change flight registries and delay or hasten the departure or arrival times of private aircraft.

#### Metal Detectors, X-Ray Machines, and Explosive Detection Devices \* Hardware

These are placed behind the server firewall for security reasons. They can be deactivated or made to offer a false reading. These machines are still viewed by human observers.

## AIR TRAFFIC CONTROL SYSTEM [ATCS]

Layer 3

CR 10

### LAYER STATISTICS

**Firewall Attack** +17 **Perception** +18; RA 28

**Computer Use** +18 **Will DC** 18

**Fort** +10, **Ref** --, **Will** +13; **Firewall** 27

### ABILITIES

#### Socket Failure

*Action:* Standard

*Effect:* ACTS makes one *seedpush* attack against each detected enemy. If these attacks breach the target's firewall, the target suffers 3d10 damage and is stunned for 1d4 rounds.

### COMPONENTS

#### Navigation Authority (DC 26) \* System

A character is able to delay or hasten the departure or arrival times of all aircraft tied to the ACTS, in addition, the character may change flight schedules and aircraft arrival locations.

**Str** --, **Dex** --, **Con** --, **Int** 20, **Wis** 17, **Cha** 8

# ARCHON NEWS NETWORK

This entry can be modified for any global news network as there are dozens across the world. They would use different protocols but one would not be particularly more difficult than another.

## ARCHON NEWS NETWORK [ANN] CR 4, 8

Server XP 300, 1,200  
Initiative +0  
HP 40

## ARCHON NEWS NETWORK [ANN]

Layer 1 CR 4

### LAYER STATISTICS

Firewall Attack +8 Perception +12; RA 22  
Computer Use +12 Will DC 14  
Fort +4, Ref --, Will +7; Firewall 17

### ABILITIES

#### I'm Sorry, That Directory Is Forbidden

Action: Move

Attack: Firewall

Hit: The target is paralyzed until the beginning of ANN's next turn. The target's firewall is breached.

#### Packet Reversal

Action: Move

Attack: Will save

Fail: The target is blinded and stunned for 1d4 rounds (roll each). Must be in a dive. After using packet reversal, it cannot be used again for 1d4 rounds.

#### Guardian Subroutine

Action: Swift

Requirement: A hack is detected (by a hacker failing to beat the server's RA).

Attack: Will save, does not require a breached firewall

Fail: ANN gains the target's GIA.

### COMPONENTS

#### Information Upheaval (DC 22) \* Memory

A character knows the following information: All current and submitted stories in the ANN, as well as any past stories in the last eighteen months. Any information retrieval prior to eighteen months ago requires another DC 19 Computer Use skill check.

## ARCHON NEWS NETWORK [ANN]

Layer 2 CR 8

### LAYER STATISTICS

Firewall Attack +15 Perception +17; RA 27  
Computer Use +17 Will DC 17  
Fort +7, Ref --, Will +11; Firewall 21

### ABILITIES

#### Counter Block

Action: Standard

Attack: Will save

Hit: The target is rendered unconscious for 1d4 hours.

### COMPONENTS

#### Illumination (DC 23) \* System

The character may change the contents of any story or broadcast from ANN. If the story being played live, the DC is increased to 33. This involves text and teleprompters only.

#### Hardware

News Cameras: Most of these are remote now and do not have direct human control. They can be moved and visually hijacked.

Teleprompter: See Illumination

Independent Radio Network: Aircraft and reporters in the field often employ a secured radio link which circumvents the cellular/satellite matrix.

Str --, Dex --, Con --, Int 18, Wis 20, Cha 14



# AUTOMATRIX

The automatrix is a common system found in most major cities across the world. Not only does it coordinate roadworks, it also operates all traffic lights and controls automated vehicles. It monitors traffic cameras, calculates congestion, and alters traffic density to prevent delays. It can track every open vehicle running under its network.

## AUTOMATRIX [AM] CR 3, 6, 10

**Server** XP 200, 600, 2400  
**Initiative** +0  
**HP** 30

## AUTOMATRIX [AM]

**Layer 1** CR 3

### LAYER STATISTICS

**Firewall Attack** +6      **Perception** +11; RA 21  
**Computer Use** +11      **Will DC** 13  
**Fort** +3, **Ref** --, **Will** +6; **Firewall** 15

### ABILITIES

#### Increased Deterrent

*Action:* Standard

*Attack:* Firewall

*Hit:* 1 damage, and the target is dazed for 1d4 rounds.

The target's firewall is breached.

#### Target Blocker

*Action:* Standard

*Attack:* Will save

*Fail:* The AM gains a +2 bonus to Firewall and Will saves until the beginning of its next turn. After using target blocker, it cannot be used again for 1d4 rounds. Must be in a dive.

#### Guardian Subroutine

*Action:* Swift

*Requirement:* A hack is detected (by a hacker failing to beat the server's RA).

*Attack:* Will save

*Fail:* The automatrix gains the target's GIA.

### COMPONENTS

#### Vehicular Determination (DC 19) \* Memory

A character knows the following information: The data logs of which intersections a specific car has passed in the last six hours and if it has any traffic violations on record. You can also tap into the visual history of traffic cameras up to 24 hours.

#### Traffic Cameras \* Hardware

You can hijack any traffic cameras in a city block. You can zoom and alter their angle.

## AUTOMATRIX [AM]

**Layer 2** CR 6

### LAYER STATISTICS

**Firewall Attack** +11      **Perception** +16; RA 26  
**Computer Use** +16      **Will DC** 15  
**Fortitude** 6, **Ref** --, **Will** +9, **Firewall** 19

### ABILITIES

#### Scare Tactics

*Action:* Move

*Effect:* Make two *increased deterrent* attacks. AM informs each target that it is hacking them.

### COMPONENTS

#### Traffic Lights \* Hardware

You can hijack the traffic lights at one location. Each round you remain behind layer 2's firewall, you can hijack another intersection. This includes all lights including pedestrian walks.

## AUTOMATRIX [AM]

**Layer 3** CR 10

### LAYER STATISTICS

**Firewall Attack** +17      **Perception** +20; RA 30  
**Computer Use** +20      **Will DC** 18  
**Fortitude** +9, **Ref** --, **Will** +13, **Firewall** 24

### ABILITIES

#### Final Deterrent

*Action:* Standard

*Attack:* Will save

*Hit:* 1d10 +7 damage, and the target is stunned until the beginning of AM's next turn. Must be in a dive.

### COMPONENTS

#### Roadworks (DC 25) \* System

The character may call on and off staff roadworks. They may be given orders, but all staff are human so they may not obey contradictory or nonsensical orders.

#### Autodrive \* Hardware

The character may hijack of any vehicles at one intersection, or up to 12 vehicles that cannot be more than 10 squares apart from one another. These vehicles must be on autodrive and control is given back to the driver if autodrive is turned off manually.

**Str** --, **Dex** --, **Con** --, **Int** 20, **Wis** 17, **Cha** 8

# CELLULAR/SATELLITE MATRIX

The CSM is an international network of not one but hundreds of independent servers with their own firewalls and protocols. Breaking one does not equate breaking another. They monitor and secure not only all vocal communication but all internet traffic as well, including information exchange and power supply for SEEDs. Because of SEED software security, cracking into the server only allows you to tap into phone conversations and not SEEDs themselves

## CELLULAR / SATELLITE MATRIX [CSM] CR 5, 10

**Server** XP 400, 2,400  
**Initiative** +0  
**HP** 50

## CELLULAR / SATELLITE MATRIX [CSM]

**Layer 1** CR 5

### LAYER STATISTICS

**Firewall Attack** +10 **Perception** +13; RA 23  
**Computer Use** +13 **Will DC:** 15  
**Fortitude** +4, **Ref --**, **Will** +8, **Firewall** 18

### ABILITIES

#### In Depth Analyzing

*Action:* Standard

*Attack:* Will save

*Fail:* The target grants the CSM a +2 bonus to all attack rolls and all CSM DCs increase by +2. This lasts for 1 hour. In addition, CSM learns the physical location of the target (unless there is a blocker or a surrogate is used). Must be in a dive. After using *in depth analyzing*, it cannot be used again for 5 rounds.

#### Invalid\_Owner\_1307

*Action:* Move

*Attack:* Firewall

*Hit:* The target's firewall is breached. The server is in a dive.

#### Guardian Subroutine

*Action:* Move

*Requirement:* A hack is detected (by a hacker failing to beat the server's RA).

*Attack:* Will save

*Hit:* The CSM learns the target's GIA.

### COMPONENTS

#### Call Display (DC 20) \* Memory

A character learns the following: All conversations taking place over the CSM and the names of their participants, but neither their GIA nor their physical location.

#### Cellular Recall (DC 21) \* System

A character may eavesdrop on one conversation taking place over the CSM

## CELLULAR / SATELLITE MATRIX [CSM]

**Layer 2** CR 10

### LAYER STATISTICS

**Firewall Attack** +15 **Perception** +16; RA 26  
**Computer Use** +16 **Will DC** 19  
**Fortitude** +9, **Ref --**, **Will** +12, **Firewall** 24

### ABILITIES

#### SEED Bio-rupture

*Action:* Standard

*Attack:* Will save

*Fail:* 1d8 +5 damage, and the target is sickened for 1d4 rounds. Must be in a dive.

#### The Authorities Have Been Contacted

*Action:* Standard

*Attack:* Will save

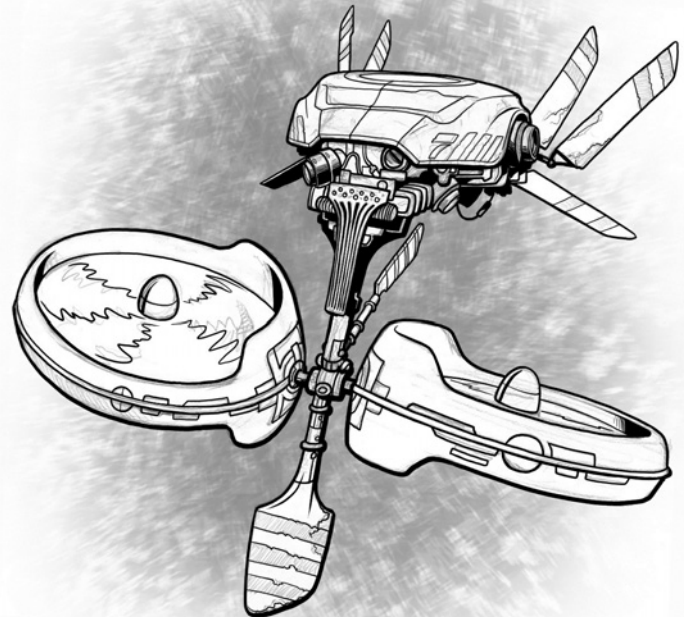
*Fail:* The location and GIA's are immediately forwarded to the proper authority nearest to the target. Must be in a dive.

### COMPONENTS

#### It's For You (DC 24) \* Memory

A character learns the following: The GIA of one non-paranoid target anywhere in the country that is currently involved in a cellular conversation. This lasts for 5 minutes.

**Str --**, **Dex --**, **Con --**, **Int 18**, **Wis 16**, **Cha 6**



# CORPORATE HQ SERVER

This is the standard server for a major company. Many smaller corporations may only have one or two layers while others may be even harder than the one listed here.

## CORPORATE HQ PRIMARY SERVER CR 5, 13, 20

Server XP 400, 4,800, 76,800  
Initiative +1  
HP 50

## CORPORATE HQ PRIMARY SERVER

Layer 1 CR 5

### LAYER STATISTICS

Firewall Attack +9 Perception +12; RA 22  
Computer Use +12 Will DC 15  
Fortitude +4, Ref --, Will +8, Firewall 18

### ABILITIES

#### Policy Injection

Action: Move

Attack: Firewall

Hit: 1 damage, and the target is stunned until the beginning of Corporate HQ Primary Server's next turn. The target's firewall is breached.

#### Reactive Secure Host

Action: Move

Effect: The Corporate HQ Primary Server gains +1 to all defenses, saving throws, and gains a +2 bonus to all attacks until the end of its next turn. After using *reactive secure host*, it cannot be used again for 4 rounds.

#### Guardian Subroutine

Action: Swift

Requirement: A hack is detected (by a hacker failing to beat the server's RA).

Attack: Will save; not required to be in a dive.

Fail: Corporate HQ Primary Server gains the target's GIA.

### COMPONENTS

#### Corporate Dictation (DC 20) \* Memory

A character learns one of the following: the location of all security systems within the Corporate HQ building, how many personnel are on staff on a given day and where they are located, or the physical blueprints of the building itself.

## CORPORATE HQ PRIMARY SERVER

Layer 2 CR 13

### LAYER STATISTICS

Firewall Attack +21 Perception +19; RA 29  
Computer Use +19 Will DC 20  
Fortitude +12, Ref --, Will +16, Firewall 28

### ABILITIES

#### Too Many Ports, Aborting Processes

Action: Standard

Effect: The Corporate HQ Primary Server deals 3d10 damage to each enemy it is aware of that has breached its firewall. The Corporate HQ Primary Server's firewalls immediately come back online. After using *too many ports, aborting processes*, it cannot be used again for 1 minute.

### COMPONENTS

#### Push the Envelope (DC 28) \* System

The character may change any document that resides within the database

#### Security Systems \* Hardware

Cameras and checkpoint gates are run off of this server. Cameras can be moved but many are still tacked by a human observer.

## CORPORATE HQ PRIMARY SERVER

Layer 3 CR 20

### LAYER STATISTICS

Firewall Attack: +35 Perception +28; RA 38  
Computer Use +28 Will DC 27  
Fortitude +17, Ref --, Will +22, Firewall 36

### ABILITIES

#### Invalid SEED Argument

Action: Standard

Attack: Will save

Fail: 2d8+10 damage, and the target is helpless until the end of Corporate HQ Primary Servers next turn. After using *invalid SEED argument*, it cannot be used again for 5 rounds.

### COMPONENTS

#### Dirty Little Secrets (DC 35) \* Memory

The character learns the following: one internal document or discrepancy directly contradicting public company policy, or one agreement with organizations tied to organized crime.

Str --, Dex --, Con --, Int 24, Wis 18, Cha 16

# ECHELON

The United States held the distinction of operating the largest security server in the world until MCP and SIM emerged onto the scene. It is still considered one of the most dangerous networks on the planet to hack. It is a military class system which doesn't play nice with intruders. Several years ago, a battalion of Alice androids were linked in series to increase Echelon's power but this still pales in comparison to the other two servers. Echelon is one of the few servers on the planet allowed to initiate lethal countermeasures against attackers. To date, the system has never accidentally killed a target, though technically, it has the power to kill any target it has the GIA for. This is not public knowledge.

## ECHELON CR 10, 15, 20

**Server** XP 2,400, 12,800, 76,800  
**Initiative** +2  
**HP** 85

## ECHELON

**Layer 1** CR 10

### LAYER STATISTICS

**Firewall Attack** +18    **Perception** +20; RA 30  
**Computer Use** +20    **Will** DC 19  
**Fortitude** +9, **Reflex** --, **Will** +13, **Firewall** 25

### ABILITIES

#### Provider Refraction

*Action:* Standard

*Attack:* Will save

*Fail:* 2d8+5 damage, and the target is dazzled until the beginning of Echelon's next turn. After using provider refraction, it cannot be used again for 4 rounds. Must be in a dive.

#### Ultimatum

*Action:* Swift

*Attack:* Firewall

*Hit:* 1d8+5 damage, and the target's firewall is breached.

#### Guardian Subroutine

*Action:* Swift

*Requirement:* A hack is detected (by a hacker failing to beat the server's RA).

*Attack:* Will save

*Fail:* 1d6 +5 damage, and Echelon gains the target's GIA.

### COMPONENTS

#### Hear No Evil (DC 20) \* Memory

A character may monitor the online traffic coming from a single building or, alternatively, they may monitor the uploads and downloads from an individual whose GIA the character knows.

## ECHELON

**Layer 2** CR 15

### LAYER STATISTICS

**Firewall Attack** +24    **Perception** +27; RA 37  
**Computer Use** +27    **Will** DC 23  
**Fortitude** +13, **Reflex** --, **Will** +18, **Firewall** 31

### ABILITIES

#### Policy Error

*Action:* Standard

*Attack:* Will save

*Fail:* 1d10+5 damage. Until the beginning of Echelon's next turn, when Echelon needs to make a Will save against the target's attack, the server rolls twice and takes the higher result.

### COMPONENTS

#### Cryptonomicon (DC 32) \* Memory

The character has access to one of the premier code-cracking software sets on the planet. Each DC 32 computer use skill check grants the character a +15 bonus to all attempts at breaking one specific code.

## ECHELON

**Layer 3** CR 20

### LAYER STATISTICS

**Firewall Attack** +30    **Perception** +28; RA 38  
**Computer Use** +28    **Will** DC 27  
**Fortitude** +17, **Reflex** --, **Will** +22, **Firewall** 36

### ABILITIES

#### Deadly Force Authorized

*Action:* Standard

*Attack:* Will save

*Fail:* The target is reduced to -1 hit points. Must be in a dive. After using deadly force authorized, it cannot be used again for 4 rounds.

### COMPONENTS

#### No Evil (DC 36) \* System

The character may access Echelon's satellite imaging to view any one area that the satellite is currently watching. If the character wants to look at another area of the planet, they must make another DC 36 Computer Use skill check for each fifty kilometers they want to move the focus.

#### Spy Games (DC 37) \* System

The character may delete any one record in the Echelon database, or may create false records in the database.

The character may instead remove all Echelon knowledge of any single cryptographic code.

**Str** --, **Dex** --, **Con** --, **Int** 28, **Wis** 28, **Cha** 10



## I/O EDEN MCP

The MCP, named after a famous film computer, does not stand for anything other than its homage. Many hackers take it for granted because of this, foolishly unaware that the MCP is the single most powerful computer on the planet. Since it was designed by ex-hackers, it allows some room to test the waters of those trying to crack it (recording their efforts all the while to improve its own security). However, it takes genuine breaches in security very seriously.

### I/O EDEN MCP CR 1, 20, 25

**Server** XP 100, 76,800, 410,000  
**Initiative** +3  
**HP** 80

### I/O EDEN MCP

**Layer 1** CR 1

#### LAYER STATISTICS

**Firewall Attack** +3      **Perception** +5; RA 15 (+5)  
**Computer Use** +5      **Will** DC 12  
**Fortitude** +1, **Reflex** --, **Will** +3, **Firewall** 13

#### ABILITIES

##### Slap In The Face

*Action:* Swift

*Attack:* Firewall

*Hit:* The target is welcomed to I/O Eden MCP, a worker's paradise. The target's firewall is breached. The target is also forwarded a job application.

##### Guardian Subroutine

*Action:* Swift

*Requirement:* A hack is detected (by a hacker failing to beat the server's RA).

*Attack:* Will save

*Fail:* The target is stunned for 1d4 rounds. I/O Eden MCP gains the target's GIA.

#### COMPONENTS

##### The Hell? (DC 15) \* Memory

The character may extract detailed information about the dietary habits of any one aquatic mammal and its mating habits.

## I/O EDEN MCP

**Layer 2** CR 20

#### LAYER STATISTICS

**Firewall Attack** +30      **Perception** +28; RA 38  
**Computer Use** +28      **Will** DC 27  
**Fortitude** +17, **Reflex** --, **Will** +22, **Firewall** 36

#### ABILITIES

##### Alt F4

*Action:* Swift

*Attack:* Firewall

*Hit:* The target is paralyzed for 1d4 rounds, blinded for 1d4 rounds and deafened for 1d4 rounds. The target's firewall is breached. For 5 minutes, the target hears a computer error ding once per second.

##### Relativity

*Action:* Swift

*Attack:* Will save

*Fail:* The target is confused for 1d4 rounds. Must be in a dive

#### COMPONENTS

##### The Word (DC 35) \* Memory

The character may extract detailed information about any single organization on the planet, including personnel, payroll, criminal records and locations.

## I/O EDEN MCP

**Layer 3** CR 25

#### LAYER STATISTICS

**Firewall Attack** +34      **Perception** +36; RA 46  
**Computer Use** +35      **Will** DC 32  
**Fortitude** +20, **Reflex** --, **Will** +27, **Firewall** 42

#### ABILITIES

##### 404

*Action:* Standard

*Attack:* Will save

*Fail:* The target is helpless for 5 minutes. The words, "Have a nice day" and a smiley face are superimposed over the target's vision. After using 404, the server cannot use it again for 5 rounds.

##### Coexistence Suppress

*Action:* Standard

*Attack:* Will save

*Fail:* The target suffers the effect of a *dominate person* spell for one minute. The server controls the actions of the target unless the target is forced into paranoid mode. Unlike the spell, the server can issue a self-destructive order, which it will do if it sees no other option.

#### COMPONENTS

##### The Hand (DC 40) \* System

The character may alter one specific piece of information in the datahaven's database.

Str --, Dex --, Con --, Int 30, Wis 28, Cha 14

# POWER CONTROL GRID

Each city has its own Power Control Grid. Some may be easier than others. Larger cities, like Archon, may have much more difficult systems to crack while a town in a third world country (that has electricity) would be a walk in the park. The following PCG represents an above average opponent.

## POWER CONTROL GRID

CR 1, 8, 15

Server XP 100, 1,200, 12,800  
Initiative +0  
HP 20

## POWER CONTROL GRID

Layer 1 CR 1

### LAYER STATISTICS

Firewall Attack +3 Perception +5, RA 15  
Computer Use +5 Will DC 12  
Fortitude +1, Reflex --, Will +4, Firewall 14

### ABILITIES

#### Incorrect Format

Action: Standard

Attack: Firewall

Hit: The target's firewall is breached.

#### Localized Shutdown

Action: Standard

Attack: Will save

Hit: The target misses the next power with the hack keyword it uses against the Power Control Grid.

#### Guardian Subroutine

Action: Swift

Requirement: A hack is detected (by a hacker failing to beat the server's RA).

Attack: Will save; not required to be in a dive.

Hit: The Power Control Grid gains the target's GIA.

### COMPONENTS

#### Work The Grid (DC 19) \* Memory

A character knows the following information: The power usage in all areas controlled by the Power Control Grid and the power layouts of individual buildings whose power is controlled by the Power Control Grid.

## POWER CONTROL GRID

Layer 2 CR 10

### LAYER STATISTICS

Firewall Attack +17 Perception +20; RA 30  
Computer Use +20 Will DC 19  
Fortitude +9, Reflex --, Will +13, Firewall 24

### ABILITIES

#### Cease All Activity

Action: Standard

Attack: Will save

Fail: The target is stunned until the beginning of Power Control Grid's next turn. The target's GIA is broadcasted to the local authorities by the Power Control Grid.

### COMPONENTS

#### Blown A Fuse (DC 25) \* System

The character may shut down all power controlled by Power Control grid in one building for the rest of the encounter (or 5 minutes).

## POWER CONTROL GRID

Layer 3 CR 20

### LAYER STATISTICS

Firewall Attack +30 Perception +30; RA 40  
Computer Use +30 Will DC 27  
Fortitude +17, Reflex --, Will +22, Firewall 34

### ABILITIES

#### Invalid Authority, Terminating Connection

Action: Standard

Attack: Will save

Hit: 5d10 damage, 5 points of bleed damage, and the target is stunned until the beginning of Power Control Grid's next turn. Power Control Grid's firewall is reactivated immediately. After using *invalid authority*, *terminating connection*, it cannot be used again for 5 rounds.

### COMPONENTS

#### Blackout (DC 35) \* System

The character may shut down all power controlled by Power Control Grid in as small or as large an area as desired for the rest of the encounter (or up to an hour).

Str --, Dex --, Con --, Int 25, Wis 22, Cha 10

# SAMAZ INDEPENDENT MONITOR

All traffic to and from Archon is tagged and tracked by SIM. It does not handle the duties of the CSM or Automatrix, but oversees them, tagging any items that may risk national security. It also monitors all digital traffic and functions as a firewall for all UN and embassy buildings.

## SIM

CR 17, 19, 22

Server XP 25,600, 51,200, 153,750  
Initiative +2  
HP 80

## SIM

Layer 1 CR 17

### LAYER STATISTICS

Firewall Attack +27 Perception +27; RA 37  
Computer Use +27 Will DC 24  
Fortitude +15, Reflex --, Will +20, Firewall 32

### ABILITIES

#### SIM Says No.

Action: Swift

Attack: Firewall

Hit: 1 damage, and the target's firewall is breached. The target is informed that what it is doing is a crime in accordance with UN charters.

#### Connection Collapse

Action: Swift

Attack: Will save; must be in a dive.

Fail: The target is immediately disconnected from the server and forced into paranoid mode.

Pass: SIM's firewall immediately comes online.

Note: After using *connection collapse*, it cannot be used again for 4 rounds.

#### Guardian Subroutine

Action: Swift

Requirement: A hack is detected (by a hacker failing to beat the server's RA).

Attack: Will save

Hit: The target is dazzled for 1d4 rounds, and SIM gains the target's GIA.

### COMPONENTS

#### Archon Proper (DC 19) \* Memory

A character knows the following information: Detailed information on staff currently employed in a specific embassy within Archon, or blueprint designs for any building within the borders of Archon.

## SIM

Layer 2 CR 19

### LAYER STATISTICS

Firewall Attack +29 Perception +29; RA 39  
Computer Use +29 Will DC 26  
Fortitude +17, Reflex --, Will +21, Firewall 35

### ABILITIES

#### Internal Negotiations

Action: Standard

Attack: Will save

Fail: The target goes into paranoid mode and is confused for 1d4 rounds. After using *internal negotiation*, it cannot be used again for 4 rounds.

### COMPONENTS

#### Personnel Extractions (DC 31) \* Memory

The character learns the following: The location of individual Archon staff and diplomats in Archon in real-time, or the location and detailed information of all deployed DPS, UNPK, PPA and UNSDF personnel.

## SIM

Layer 3 CR 22

### LAYER STATISTICS

Firewall Attack +32 Perception +33; RA 43  
Computer Use +33 Will DC 29  
Fortitude +19, Reflex --, Will +24, Firewall 38

### ABILITIES

#### Enough

Action: Standard

Attack: Will save

Fail: The target is helpless and nauseated for the rest of the day. After using *enough*, it cannot be used again for 4 rounds.

### COMPONENTS

#### International Revelations (DC 36) \* Memory

The character learns the following: Any information traffic moving through any single embassy, public, or private and the contents of that information.

#### Impose Crisis (DC 37) \* System

The character may alter any one record in the SIM's database, or deploy the DPS to a single location.

Str --, Dex --, Con --, Int 29, Wis 23, Cha 12





## NINE: SETTING

**T**he turn of the 21<sup>st</sup> century was full of apocalyptic fears: the belief that some incident, be it a war, a calamity from the heavens, or merely overpopulation, resource depletion, and environmental collapse. In the end, none of these came to pass, at least not to the extent that the doomsayers foretold. In the end, it was not one single cataclysmic event, but dozens of smaller ones that spelled the end of the old world order and the dawning of the dream of Archon.

*"The nation of Archon is the worst run example of a government I have seen with the notable exception of all the others..."*

Franklin Bartel  
Political Analyst

### THE BUBBLE

The history of technological development reveals two currents in human thought: the first, that progress is a thing to be desired; the second, that if it ain't broke, don't fix it. Unfortunately for many innovators, while most individuals seem to favor the former, populations are governed by the latter. Technological developments are constantly hampered by concerns over cost-effectiveness, sabotage by existing organizations that see the new development as a

threat to their power, or (most often) mere scaremongering by uninformed masses. The same thinking that prevented genetically modified wheat from severely reducing the world's food shortage problem in the early 21<sup>st</sup> century likewise set back the development of nanotechnology by decades.

*"No one knew how bad it was going to get. The optimists couldn't believe it and the pessimists weren't actually expecting it."*

Naheel Parmar  
Nanolutions CEO

The first self-replicating nanomachine was constructed by Honshu's Micron Technologies in 2039. Unfortunately, a minor industrial accident that caused three deaths – far less severe than the incident could have been had the company not been prepared – was blown out of proportion by the media, resulting in MicroTech going bankrupt and its patents being released to countless nanotech startups. Lack of expertise on the part of these new companies combined with lingering paranoia over what the media termed the 'Honshu Nanotech Incident' meant that the technology completely failed to take off and remained mired in bureaucratic hurdles for decades. The heavy investment in a failed industry caused a minor recession,

which doubtless contributed to the greater troubles to come.

## THE WAKE-UP

The buzzword of ‘global warming’, bandied about by biased politicians and barely-informed activists since the end of the 20<sup>th</sup> century, was the battleground for both those in opposition to and in favor of industrial development. Each side was convinced that giving in to the other would result in the end of the world as they knew it. In the end, they were both right... and both wrong.

*“The ‘Carbon Collapse’ was the ultimate bubble—an environmental, economic, and social breakdown no one saw coming—but which we all knew was going to happen.”*

James Ho  
The Pacific Observer

By the end of the century it had become obvious that humanity’s dependence on primordial sludge as a fuel source couldn’t last, and as it was in the best interests of the oil companies to ensure that they still had clout when the petroleum ran out, they began heavily pushing the new and not remotely cost-effective technology of hydrogen fuel cells. Unfortunately, the lack of standardization and the monopolistic business practices of the conglomerates prevented the technology from ever becoming affordable to the consumer, actually increased the use of gasoline, and eventually (after a sharp spike in global temperature in 2045 that raised sea levels drastically in the space of two years) caused the economic and ecological event that came to be known as the Carbon Collapse. Over the next ten years, over a billion lives were lost, the world’s oil and automotive industries were all but crippled, and several major world currencies had been almost completely destabilized.

## A CONTINENT SHATTERED

Africa never really recovered from its colonial history. The power vacuums left in the wake of the collapse of the European and Middle Eastern empires in the 20<sup>th</sup> century left a continent full of feuding warlords, ravaged by poverty, crop failure, disease, and woefully naïve charities. While day-to-day life for the average person in the urban areas differed little from that of the average first-world city dweller, the threat of violence both external and internal was always on the horizon.

The Carbon Collapse merely made an already bubbling kettle boil over. The rise in sea level barely affected the continent, but the discovery of oil in several contested

central territories led to the disintegration of several nations and provoked a free-for-all war, fueled by greedy oil companies and foreign mercenaries. The more powerful warlords consolidated their power bases in fortified city-states and continued to build up enormous military power, and the rest of the world, still reeling from the Collapse, was powerless to intervene.

## EQUALIZATION

The Carbon Collapse spelled the end of the dominion of the US dollar, but not (as some experts predicted) its descent into total irrelevance. Though attempts were made by the European Union to bolster the value of the euro, its dependence on the German automotive industry (which had only partly weathered the HFC/oil crisis) and the development of strong economic alliances between the industrial nations of Asia and the Middle East left the world financial markets with four roughly comparable trading currencies: the dollar, the euro, the khaleeji (the relatively new currency of the Pan-Arabian Coalition) and the AMU (not really a currency, but an economic unit leveraging the collective buying power of thirteen Asian nations). The euro, as a comparatively neutral currency, is presently the preferred unit of international trade and remains the official currency of the United Nations territories.

*“Dot-coms, the mortgage crisis, the Carbon Collapse... will we learn? Of course we do, but bubbles burst. We burst them. It’s in our nature. No one blows a bubble intent on letting it deflate.”*

Ben Jazerbowski  
Wall Street Weekly

The expansion of economic alliances had a side-effect of increased political stability in those nations’ territories. The power of money prompted at least a token reconciliation to the long-standing bad blood between Japan, China, and Korea. The United Nations’ decision to finally take a stand and impose peace between Israel and its neighbors by force in the wake of the 10-Day War in 2055 enabled the region to propel itself to the forefront of global consciousness, and Islamic fundamentalist violence all but disappeared in the wake of the forming of the Pan-Arabian Coalition shortly thereafter. The UN itself, no longer bound by its dependence on the US and UK for the majority of its economic and military clout, swiftly lost its reputation for being toothless. Though the United States would remain a significant player on the world stage, the UN was able to finally usurp the place that it had been intended to occupy since its inception: that of the world’s arbiter.

## A NEW WORLD ORDER

Though the United Nations had masterminded the Jericho Accords that ended the 10-Day War, most felt that internal reform was needed before it could properly exert its newfound clout. Though it faced severe opposition from several of the UN's more powerful member nations (including the United States, which briefly resigned from the UN over it) as well as several major compromises, the legislation known as the United Nations Aggregate Reform Amendment (UN-ARMA) was eventually pushed through. The bill restructured the UN, expanded the number of nations on the Security Council and gave increased power to the member states, as well as authorizing the United Nations to act as the government in regions not claimed by any recognized state or in which the local government was deemed insufficient or illegitimate by the council. Within the United Nations Administered Zones, UN law would rule, turning it from an advisory organization into a fully-fledged government.

Needless to say, not everyone was pleased with this arrangement.

## THE RETURN OF OPTIMISM

In the wake of so much change, conservatism lost out to necessity. The world needed progress to recover, and before progress must come a re-envisioning of priorities. Many old prejudices were abandoned, most significant

among these being the paranoia over nanotechnology, which soon became one of the most, if not the most dominant industries in the world. America's policy of 'our way or the highway' when dealing with the UN came to an end after the US' withdrawal from the council sparked the worst and most rapid recession in the nation's history. After the next election, the US reinstated their UN mission and threw as much of their economy as they could muster behind the organization, vowing to let idealism rather than ideology dictate all their dealings henceforth. Other nations made similar pledges. Internally, it took some time for each of the new superpowers to clear away remnants of the old order, and to this day none have been completely successful. Conservative and fundamentalist elements still exist in corners of the world, but they no longer have as much power to hold the peoples' hearts and minds as once they did.

Popular culture was changing too. The development of the SEED resulted in an unprecedented level of cultural interconnectivity, as well as some thorny philosophical questions about the nature of individuality if a person's memories could easily be transferred electronically and relived by someone else. While most major religions dealt with the problem by simply ignoring it, the entertainment industries went to town with the concept, producing so many films, novels, dramas, and sensory events depicting a world on the cusp of cybertopia that the innovators felt they had to live up to everyone's expectations. In less than a single generation, the term 'science fiction' had ceased to have a significant meaning anymore.

## THE DREAM OF ARCHON

The UN relocated temporarily to Montreal when the US' withdrawal made it *non grata* within American territory, and even after the contrite return a few years later, it no longer seemed appropriate to house the organ of world government within the sovereign boundaries of any single nation. Fortunately, a solution was close at hand. Shortly after the foundation of PAC, Qatar and Bahrain began designing the largest land reclamation project in world history, an artificial island designed to be the capital of the PAC. Cost overruns and budget mismanagement caused



investors to back out and the island project was threatened with collapse. With the island itself nearly completed, the PAC delegation came forward with a proposal. PAC would donate the island to the UN on two conditions: that the UN complete the development of the island's infrastructure, and that it would revert back to its original owners in the event that the UN ever vacated the island.

*"Dante passes through the gate of hell, which bears an inscription which reads 'Lasciate ogne speranza, voi ch'intrate' or 'Abandon all hope, ye who enter here.' Someone spray painted that on the sign to Archon one evening. It started a trend that continues to this day. Ten years and they still haven't been caught."*

Elliandro Goddard  
Patterns of Modern Chaos

In any other age, such a bold project would never have been passed, but the proposal was accepted and designs were put in order to construct an autonomous United Nations city, a project that was to take thirty years to complete.

## ROADS TO NOWHERE

The project was dubbed the Special Administrative Municipal Autonomous Zone (SAMAZ). Officially it remained part of PAC until the construction of the city was complete, and was overseen primarily by PAC engineers and architects – unsurprisingly, given the Middle East's reputation for constructing unbelievable architectural marvels. The name of the city was only a designation and the search began to find a new title for this united city of the future. What was thought to only take a few months ended up taking fifteen years. The number of rejected names was so high, the city eventually was saddled with an unfortunate nickname, Nowhere. By the time the official name of "Archon" was settled on, the nickname was so firmly entrenched that it persists to this day.

After the four major access roads and tunnels were connected, the island was landscaped. Although considered a single island, the landmass was divided by water into four distinct districts. These included Archon Actual Authority (A3), Archon International (Freeport), United Residential Territory-1 (URT-1) and the UNWP—a wildlife and nature park. The latter was never finished and was eventually converted into a temporary Refugee zone when evacuating UN or other personnel from contested or conflict zones.

## CHAOS AND CONTROVERSY

Even before the city was half completed, it became a target for hundreds of splinter factions, fundamentalists, and anarchists who finally had a united focus for their attention. After the fourth suicide attack on a SAMAZ construction yard, security was considered too light and too under-equipped to deal with ongoing threats. In response, the Office of Internal Oversight formed the Internal Security Authority (ISA) to handle all protection and law enforcement within the city. This was not looked on favorably by other countries, since the ISA was answerable only to the OIO which in turn was answerable only to the security council, creating fears that the new utopia would, in fact, become a police state. The increase in security, both physical and virtual (with an unprecedented number of electronic security devices being physically implanted into the city itself) was matched only by the fervor of those seeking to undermine it.

This escalation finally exploded on September 21st, 2070 in the Oman Complex Attack, which cost 250 lives and shut down the facilities where most of the city's components were being manufactured for three days. After this, security was once more increased, and a colossal supercomputer (SIM) was installed to monitor all digital traffic flowing in and out of SAMAZ.

## INFORMATION PARADISE

As the city grew, so did the world around. The crisis in Africa hadn't settled. Tensions in the newly formed IAZ between Palestine and Israel were increasing. The sudden fear of an information collapse was looming. With so many people installing SEEDs and recording memories, experts feared more and powerful cybernetic and information attacks on the global system. In an attempt to create an information refuge, several independent billionaires unified to construct I/O Eden—a data haven that would not only protect the networks of the world from attack, but also be a salvation for all free knowledge. Sitting in international waters, I/O Eden had no affiliation with any country and had enough money to hire a sizeable mercenary force to keep their interests safe – not to mention the support of millions of anonymous 'divers' whose combined technological might could annihilate any single nation's telepresence in a matter of minutes.

*"Information wants to be free. Sometimes it needs a little help."*

Anonymous



## MODERN VIEWS

In 2076, SAMAZ was officially given the name Archon. Within two years, the tower built over the UNGA hall gained the prominence as the tallest building in the world. On May 3rd, 2081 Archon officially opened its gates to the world. Over the next ten years, the four million initial residents grew to twenty, and embassies from every nation took up their places within the city. Controversy broke out over the jurisdiction of the ISA and the limits of United Nations sovereignty, until Canadian representatives proposed a civilian-based law enforcement group to replace the ISA within Archon's borders. UNAPOL would serve as the law enforcement agency within the city, but their authority would not extend to the embassies and their sphere of influence would be limited to the Archon islands, save for Freeport, which operated its own security due to its special administrative status. It was also proposed that counterterrorism, cybercrime, or any illegal activity that involved the embassies would be placed under the jurisdiction of a separate group answerable to a representative of the General Assembly, with the power to operate in all UN Administered Zones. This agency was to be called the Division of Public Safety (DPS). Though seen as necessary to prevent the conflicts of national sovereignty from descending into anarchy, the DPS proved to be deeply unpopular with the member nations, many of the more prominent (such as China and Russia) refusing to recognize the authority of DPS operatives unless under the command of a natural citizen of their own nation. The DPS itself frequently comes into conflict with the ISA, which despite having no more authority within Archon, retains its authority in the other Administered Zones – an authority that overlaps with the DPS.

## THE WORLD THAT IS

On the surface, it looks as if all of humanity's dreams for the future are on the verge of being realized. While we still don't have flying cars, the omnipresence of virtual reality and computer automation means we don't need them anymore. Most major governments are no longer run on the profit principle and a stable regulatory body exists to ensure peaceful relations. No single currency can rule the world market again. Best of all, the boundaries of the mortal body have been completely transcended.

*"The troubles that have preceded this modern age are merely the birth pangs of utopia. We look to the future, and it is a bright one."*

Archon residents'  
information brochure

*"Bullshit."*

Margin note

But humans have never been satisfied with paradise. Beneath the surface, the same insecurities, primal fears, prejudices and irrational dogmas continue to simmer, and threaten daily to boil over and turn the dream of Archon into a nightmare – from which, this time, we might not wake.

## THE CITY

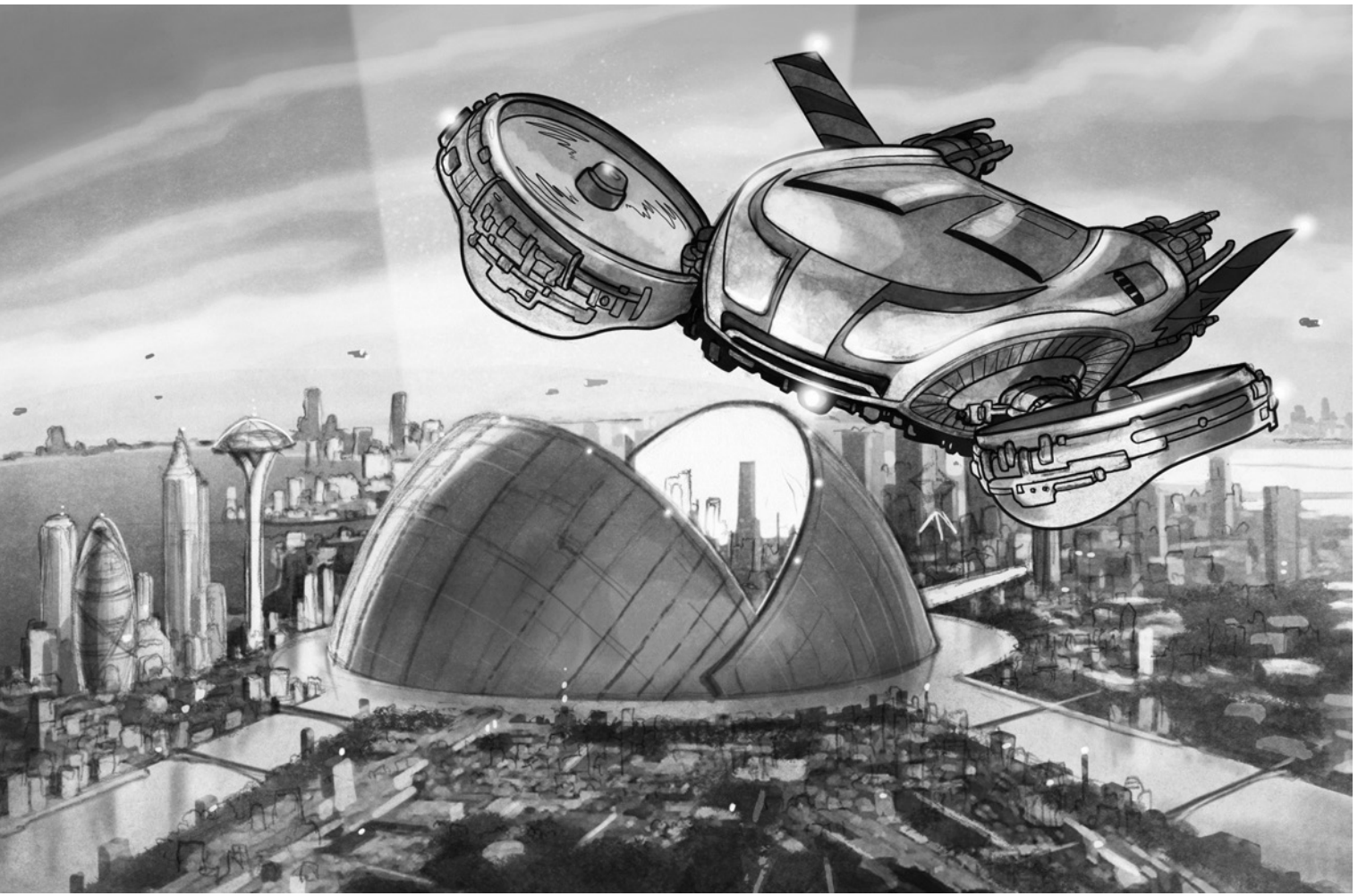
Archon is an autonomous, sovereign city-state run by the United Nations as its world headquarters. Its full title is "Special Administrative Municipal Autonomous Zone-Archon" (SAMAZ-A). It occupies a man-made island in the Persian Gulf between Qatar and Bahrain. By its completion, Archon was the largest member of a family of regionally designated administered zones (AZs). The Zones were effective UN embassies with no sovereign claim by any country and controlled exclusively by the UN and enforced by UN personnel. These locations included Peace Square in Hague, International Square in New York, Ark One on LS (Lunar Station) Clavius, WHO HQ in Geneva, Vienna International Center in Austria (UNO City), UNON in Nairobi, the IAZ in the Middle East, and I/O Eden located south of India.

## THE ISLANDS

Archon is separated by water channels into four distinct segments, each with its own status but all part of the sovereignty of SAMAZ.

**Archon International ("Freeport"):** The first island completed was the massive international airport and sea dock known as Archon International, but which soon became known simply as "Freeport." It is one of the largest of its kind in the world with its own police force (subject to DPS oversight), monorail, and diplomatic status. The special economic status of Freeport doesn't extend to the rest of the territory and most large corporate chains host branches in Freeport rather than Archon proper. The avant-garde and revolutionary architect Jean Baptiste Chirac imagined a monstrous sea serpent as the basis for his design and from the air and even when approaching from the bridge in Archon, the airport resembles a gigantic kraken, with its colossal tentacles reaching out to connect to aircraft. The top shell appears to breathe as it raises and lowers depending on the time of day to maintain internal pressure of the facility.

**Archon Actual Authority ("A3" or "Archon Actual"):** A3 is the main island of Archon. It consists of the main city, various smaller districts, stadiums, apartment blocks and condominiums along with embassy city (home of over 150 embassies) and the financial district. It also holds the majority of the diplomatic accommodations and the UN Headquarters. When one thinks of the famed skyline of Archon, they imagine Archon Actual. The most famous



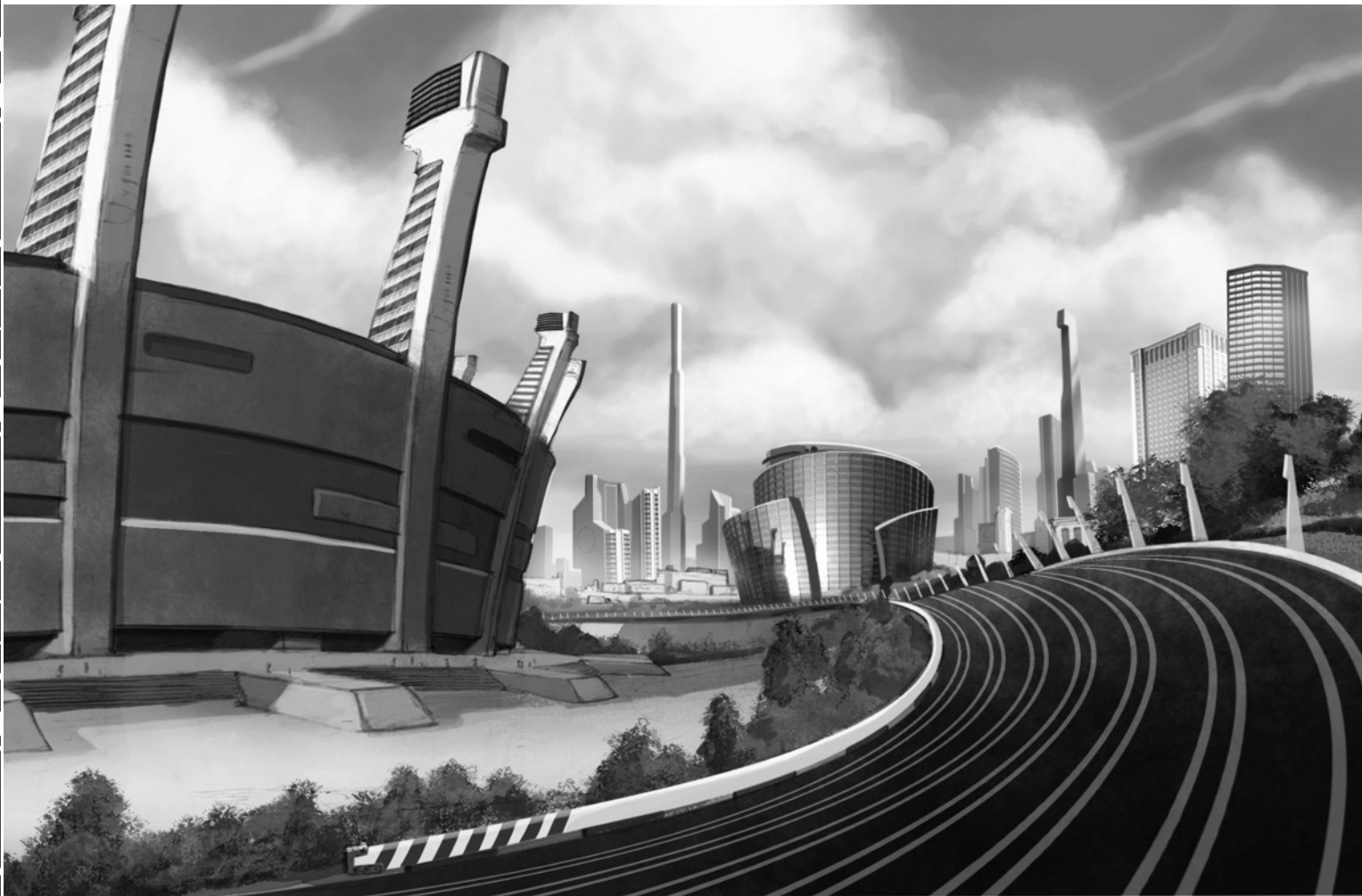
buildings here include the International Commerce Towers and United Tower One—the largest free standing structure in the world. The streets are straight and easy to navigate. Buildings interlink like perfect puzzle pieces. Archon displays three primary colors through its design motif, white, green, and blue. White comes from the common color of all the buildings in the city. Blue comes from the UN designated color which tops all UN organ headquarters; and green from the huge environmental approach to keep the city clean and clear. Buildings are topped with gardens. Real trees run along all the roads. Any flat open areas are landscaped and planted with various greenery.

**United Residential Territory (“URT” or “Loka”):** Apartments and condominiums are linked in the center of an expanding urban development of spacious and luxurious homes. The island, the smallest of the four, contains less than 5% of the state's population. Along with dignitaries and most members of the General Assembly, celebrities, business owners, and expatriate national leaders make their home here. With low property tax and virtually no sales tax, Loka is a haven for those seeking escape from the regulations of normal paranoid countries. URT also has zero crime.

**SAR 1—Refugee Zone (“REZ”):** The second largest island, the REZ began as a wildlife preserve and park with various resort spots to cater to the ultra rich. Before completion, the UN was forced to evacuate personnel from a peacekeeping mission at the bastion of Kisangani. Nearly 1500 people were taken to the newly formed city as no nearby African nations would accept them. Eventually, the zone would come to house defectors, escapees, political dissidents, unlicensed immigrants, and expatriates. These outcasts and undesirables seek out Archon, a politically neutral state with no extradition policy. In some cases, residents have applied for visas and have been granted employment in the city. Other than that, residents are not permitted to leave the island except the way they arrived. It is governed independently as a Special Administrative Region to Archon and has a unitary authority which only answers to the Chief Executive of Archon. Four million people currently live in the REZ.

## CONNECTIONS & TRANSPORTATION

Two eight-lane bridges connect Archon to Bahrain and Qatar with one six-lane tunnel connecting Archon to Qatar. Two subterranean metro lines run to both Qatar and



Bahrain. These all fall under the authority of Archon though the PAC claims jurisdiction twenty kilometers from their coast. Only public transit and vehicles slaved to Archon's automatrix are permitted to enter the tunnel. All connections link to Archon Actual save for one bridge which links to Freeport. The tunnel opens into central Archon. The Mass Gravity Transits (MGT) that connect to Bahrain and Qatar also link with an extravagant elevated network which snakes through the city. The island composition prevented a complicated underground rail, though an express system, the Principal Express Transit (PET)--a silent and extremely fast underground rail with increased security--runs from Freeport to Paxis Square and from Paxis to the URT. Freeport, one of the largest airports on the planet, also operates its own rail system, the AFR (Archon Freeport Rail). The speed limit on the bridges and tunnels is an impressive 120 kph, 140 kph if the vehicle is in autodrive.

While in the city, the global green shift has prevented the inclusion of petrol filling stations in mass numbers. Archon has only three petrol fueling stations in its territory, and no facilities at all for hydrogen fuel cells, with electric vehicles being preferred. Gasoline and diesel vehicles are not permitted in certain areas of the city, including the tunnel,

and the automatrix will automatically divert such vehicles from these locations.

## LAYOUT

Archon Actual is broken up into seven districts. Although there's a distinction in design, overall the city looks homogenous. It expands from its core with radial streets intersected by avenues. The core is dominated by UT-1, or United Tower 1, at the center of United Plaza.

The main city features multiple layers of transportation. Layer 1 comprises of all ground transport. Layer 2 involves whisper aircraft, namely the dirigibles that are a common site on postcards and photographs, supplied exclusively by Skyways International. Along and above them are VERTOL fanjets including executive aircraft and law enforcement vehicles, the latter being the only aircraft permitted at all altitudes through Archon.

There is no separation of ethnic groups except where the diplomatic missions are concerned. Religion is present but strictly regulated, with places of worship receiving no tax exempt status as in other nations. Every major religion has some presence within the city. Community events are limited and any ethnic or religious disturbance of any sort is prosecuted as a hate crime by the DPS (thus, even the

embassies of the few nations that still practice class discrimination are forced to moderate their behavior, at least within the city).

**United District:** United District, also called United City, houses both United Plaza and the UN Headquarters, pierced by the United Tower, the tallest skyscraper in the world at 1795 meters, 95 meters taller than the previous record holder. UT-1 is the signature landmark of the entire city—a single towering spike dwarfing the skyscrapers around it. There is an observation post 20 meters from the peak. UT-1 is located at the center of United Plaza, where the Secretariat Building and DO-1 through 4 (Diplomatic Office) are also located. The Secretariat Building (TSB) is one of the largest buildings in the world at 125 floors. This block is saturated with artwork, sculptures, and gardens. Nearly every roof is topped with photovoltaic cells, prevalent throughout the entire city. These supply most of the energy used to power streetlights, fountains and other cosmetic appliances, with three nuclear reactors built deep underground supplying the city's main infrastructure.

A block away from United Plaza is Paxis Square. It matches the style of United Plaza and houses the global headquarters of both the ICJ and the ICC, separated between them by the recently built command center of the Division of Public Safety. One building in Paxis Square most people forget is the singular INTERPOL National Central Bureau office, located across from UNAPOL HQ. Both Paxis and United Plaza feature the blue accents dominant with all UN buildings in Archon. Other noteworthy locations in the core include the WHO Middle Eastern Regional Office and UNICEF, both positioned between Paxis and United Plaza.

**Financial District:** The dominant region of the Financial District is the International Commerce Square, where the third and fourth largest office buildings in the world sit (the International Commerce Towers ICT-1 and ICT-2—110 floors each). The World Bank HQ is no longer affiliated with the United States, being reformed under UN authority.

Another location is the diamond-shaped IMF building. The IMF, or International Monetary Fund, moved their HQ to Archon, though they still have an office in Washington DC.

**Education District:** The education district, once only comprising of the United University of Archon, has since expanded to include several other schools as well as science and research establishments. Archon's education system is run via UNIS—United Nations International Schools. The UNIS-District (UNISD) located here coordinates all 10 UNIS schools in Archon (numbered UNIS-1 through UNIS-10). Six of the UN International Schools are located in Archon with four in the URT. These schools cover all primary, secondary, and undergraduate education levels and cater to most academic specializations.

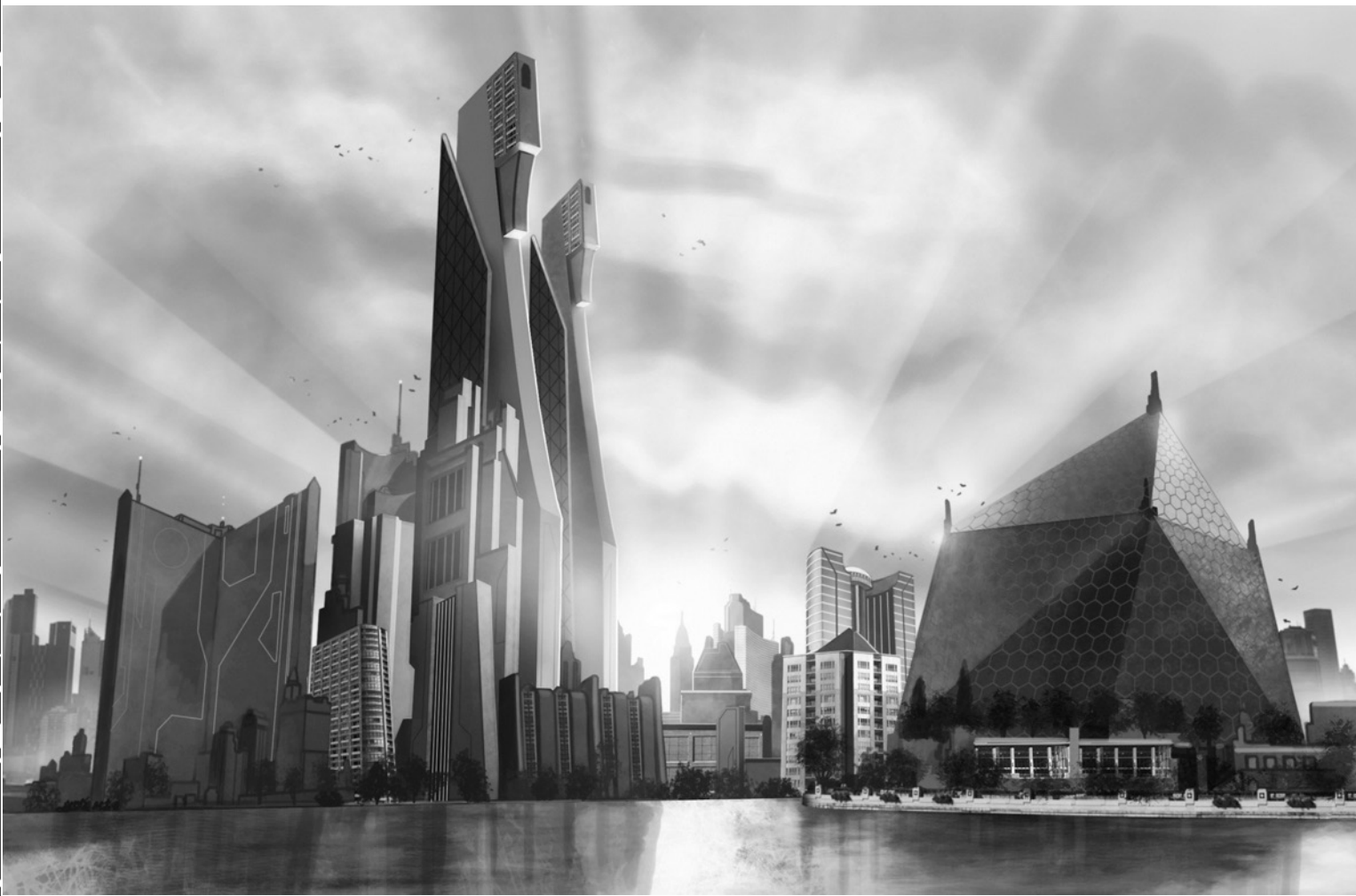
The largest section of the Education District is occupied by the United University of Archon (UUA)—A major educational center and one of two UN locations granted by the UN to bestow degrees at Masters and Doctoral levels (the other being the University for Peace in Costa Rica). Unlike UPEACE, the UUA is under the blanket of the UNGA and is subject to UN regulations. It still has its own council and its president has a seat in the General Assembly as an observer. The UUA is fully recognized in the world scene. Because of its location in Archon, the UUA accepts applicants from any citizen of UNGA nations. The UUA operates a Model UN every two years for both post secondary and elementary students.

Also located in the Education District is the FAO (Food & Agriculture Organization) scientific branch, where they are employing nanotechnology and genetic engineering to improve current crops in the attempt to stave the massive food shortages occurring worldwide. This building is constantly placed on yellow alert by the DPS due to the threat of terrorist attack (the previous FAO headquarters in Rome was destroyed by anti-genemodding radicals).

**Embassy District / City:** Embassy City, as the name implies, houses the 156 embassies currently in Archon, representing nearly every nation of the UN (although the United States holds one of the embassy lots, they have yet to officially occupy it). Permanent members of the Security Council were given first choice and selected the larger facilities. The embassies are all segregated with high walls and advanced security systems, making the city resemble a checkerboard from the sky. There is no correlation between global position and embassy location. Canada is between India and China, which is across the street from the United Kingdom. Japan is next to where the United States would be, which is next to Australia.

The buildings cannot see one another save for their flags, flapping proudly from above the barricades. All digital lines lead directly to SIM: a transmission between neighboring embassies must circumnavigate the entire city to get to its destination, and any attempt to tap the line would be instantly detected by the central register. Each embassy has aerial access via roof landing. Street access generally eschews high-security gates in favor of a single manned gate with a high-tech but unobtrusive and non-invasive security system. To gain access via vehicle involves driving through a chicane—an impediment every embassy is equipped with, making it impossible for a vehicle to rush a gate.

**Olympic District:** There are four stadiums capable of a variety of different sporting events, from football, to polo, to baseball. Two are enclosed and built with a climate control system. Smaller centers are open for casual recreation and a variety of smaller sports. Because of the ethnic diversity of Archon, this district sees constant influx. Every week, a completely different sport has taken over. Money earned



from these events go to the overall budget of the UN and not directly to Archon.

The most impressive feat of the Olympic district is the Formula 1 race track that snakes through and around the four major stadiums. The Grand Prix of Archon finally found itself on the 8th leg of the FIA schedule in 2078 and has remained on list since. It entertains nearly 350,000 people over the three-day event.

**Leisure District:** With shopping and recreation centers, millions of tourists arrive in Archon every year and never travel outside the Leisure district. Along with virtual cafes and movie theatres, the leisure district maintains three 18-hole golf courses, four waterparks (including a submarine ride), and the immense six-level United Mall, packed floor to ceiling with local and international stores (though very few big chains). The United Mall is the only shopping center in Archon with lax business tax, leaving this mall the only location in Archon to purchase certain goods (for instance, it is the only location in Archon with car dealerships).

United Mall occupies the majority of the Leisure District though it also has a lively night club circuit with karaoke bars and simulation spas.

**Government District:** The government district is separated from the UN as it only deals with the internal

affairs of Archon. It coordinates all communication with Administrated Zones across the world as well as serving as the Archon branch of the UNPK. The pyramid-shaped Civil Service Authority building is the most recognizable location in the district. It houses the thirteen members of the Executive Council with the Chief Executive at the head. This entire system is separate from the Courts. Also located here is the plain looking Municipal Zone Police aerial division and precinct, which is part of UNAPOL. The P3 and UNPK forces stationed at and around Archon are coordinated by the local office—a rather unimpressive building in the shadow of the 30 story tall white pyramid.

## LIFE IN THE CITY

Archon is seen as a utopia by its residents. Every day, new citizens renounce their heritage and embrace a nation with no history of its own. Archon has no traditions, no fundamental values other than the goal of world peace. It has no alliances or affiliations with any country. It has no extradition agreements. It is a legion of many minds but singular in spirit. Its residents are passionate about that independence and the values the city was built upon. The people are known to be open and friendly with little care for ethnic or religious differences. The majority of these new thinkers look upon Embassy city with some disdain, as it

represents the paranoid views of aging nations that keep society back rather than letting it progress.

There are quite a few in Archon that believe the city should be the center of a world parliament and that all nations should serve under its umbrella. Some would even go further to desire an erasure of old borders. This is, understandably, unpopular with conservative and nationalist elements elsewhere in the world, but also with anarchist groups who consider the 'freedom' promised by Archon to be an illusion meant to inspire conformity.

Critics have attacked Archon for its "big brother" mentality, with cameras on every corner and along every street. The city even constructed one of the largest computer systems in the world, SIM, to analyze and filter all communication coming in and out of the city. Corporations have condemned the city because its strict regulation of the private sector prevents corporate interests from subsuming those of their customers.

The official language is English but polylingualism is the norm rather than the exception, with most residents being fluent in at least two languages and conversant with three or more. No individual continent represents more than a quarter of the total population, with people of Asian and Middle Eastern heritage forming the largest demographics. There is also a large population of cybernetically enhanced and prosthetic people, the largest ratio outside of Japan. The city also has one of the largest populations of robots. 20% of the UN Secretariat is comprised of androids, mostly in the translation division. There is such a saturation of different races and peoples, the concept of racism is never considered, and when it occurs it is swiftly and efficiently stamped out by the DPS. 90% of crime in Archon is committed by recent arrivals and tourists.

Vice is minimal to nonexistent: smoking (either of tobacco or more exotic substances) is banned in all public places and cigarettes are not available for sale anywhere within Archon Actual. Alcohol is tightly regulated in public, and modern automotive technology renders drunk driving impossible. The sex trade is officially illegal, although android and prosthetic prostitution still exists (technically classified merely as pornography by the law and thus subject to regulation rather than prohibition). The existence of nearby Chasmose undercuts the local market for forbidden pleasures, and so the MZP are rarely called upon to deal with such things except when idiots try to sneak something past customs.

Archon relies heavily on UN support to survive. As it has no agricultural support infrastructure and produces no exports, new income only stems from tourism and from limited taxation (as much as 40% for corporations, but usually less than 10% for personal income and property taxes). Sales and service taxes are nonexistent.

## **INTERNAL ORGANIZATIONS**

**UNPK:** The UNPK, or UN Peacekeeping force, deals strictly with international concerns. They are not tasked with defending Archon and have no jurisdiction within the city. They can't even be called by executive order for military action within the city, only for humanitarian aid. Their numbers have ballooned since the previous century and now have their own military bases staffed with dedicated UNPK personnel rather than assigned military on loan from other charter nations (although three quarters of the force is still made up of the latter). Citizens can directly join the UNPK force and undergo training and assignment without allegiance to one country's military. The UN Peacekeeping Force opened its first military base on Archon in an exclusive zone. Five more UN Bases have been built around the world, staffed by permanent UN PK personnel. These personnel account for the 20,000 exclusive UNPK armed forces.

**The PPA—Perimeter Patrol Authority:** This force is tasked with defending the interests of Archon. They are considered a border patrol organization. They operate the bridge gates, man the bulkhead, and operate security for Freeport. They are classed as a military group, which has stirred some controversy. They also function as the coast guard and regularly patrol the waters between Archon, Bahrain, Qatar, and Chasmose.

**The UNSDF—The United Nations Self Defense Force.** A division of the UNPK force that was separated and given authority to deal with scaled aggression towards Archon and to any Administered Zones, the UNSDF are an elite force fully equipped with the latest in military hardware to deal with any act of aggression. They can be called into the city to deal with military threats but only under direct orders from the Chief Executive under a state of direct threat or extreme emergency. They operate a military base in Freeport. They share no authority or personnel with the UNPK.

**Office of Internal Oversight:** Dating from the previous century, the OIO is an internal affairs agency for the UN. Originally formed to maintain efficiency, it later expanded to oversee Archon during its construction phase. It expanded again to maintain order of the various organizations located within Archon. Considering the PAC security underequipped and undertrained, the OIO formed the Internal Security Authority, or ISA, to assist and eventually replace this security force. Because the OIO was founded under guidance of the Security Council and was staffed by military personnel from those countries, mostly American and British, the ISA was considered a military organization and eventually demoted exclusively to security



**Civil Service Authority (CSA):** Even though A3 is broken into seven districts, the entirety of Archon is segregated further into thirteen municipalities. Each division has all its city-based civilian and government operations shunted through one individual, the CSA (a democratically elected civilian post). A fourteenth post is reserved for the Chief Executive. The executive has an observer seat in the UNGA and has civil authority over the PPA and the UNSDF, but not the UNPK. It should be noted that neither SAR-1 nor Freeport has a CSA. By mandate, the Chief Executive and the UN President cannot be the same person, though the Executive does hold provisional authority should the President not be able to administrate his/her position (and vice-versa).

**United National Police—UNAPOL:** Also known as the Municipal Zone Police or MZP, UNAPOL was formed as a self administrated law enforcement agency. This agency comprises of the majority of Archon law enforcement, outnumbering INTERPOL, ISA, and DPS agents combined. They handle any crime not designated as terrorist acts or crimes that threaten national security. They do not have special authorization from the UN so have no jurisdiction within embassies, Freeport, or inside any Zones outside of Archon. The MZP often must relinquish authority to the DPS in such situations. MZP have a heavy support response division and can be seconded to the DPS in crisis situations, so long as this does not require them to

breach sovereign territory. The REZ and Freeport are locally policed by their own security forces.

**Internal Security Authority—ISA:** During the city's original construction, the authority of Internal Oversight was tasked with maintaining efficiency and running security, which resulted in the formation of the ISA. When Archon neared completion, fears of becoming a police state forced the ISA into only handling personal security, though a loophole in their charter still allows them jurisdiction to handle internal matters in other zones. The ISA can still be seen escorting diplomats and running security at gatherings. They are allowed to be armed but not to make arrests or enter foreign territory.

**Division of Public Safety—DPS:** After downgrading the ISA, the UNGA then turned to INTERPOL considering the matter of international authority. As INTERPOL usually only coordinates efforts between police forces and does not maintain much of a force of its own, this eventually shifted to the formation of the

civilian commanded DPS, which has crossed swords with ISA on numerous occasions.

## THE DIVISION OF PUBLIC SAFETY

The DPS is a counter-terrorism unit trained to deal with threats to national security in Archon. They are granted power under the Special Executive Authority, a UN appointed position that deals with threats to state health, with no oversight. The DPS is neither part of civilian law enforcement nor part of the military. They have their own structure and share no personnel with any military branch. The majority of DPS personnel are permanent transfers from the PPA, the UNPK, the UNSDF, or from Law Enforcement, with a small percentage being brought in from other organizations.

### CURRENT STAFF

**Richard Heppner** – Special Executive Authority, DPS

**Ariel Alpha** – Onsite Virtuant

**Scott Smith** – DPS Senior Technician

**Po-Yi Liu** – Alpha Field Team

**Nikol Chernenkov** – Alpha Field Team

**Faaris Valco** – Alpha Field Team

**William Owen** – Alpha Field Team

The DPS was formed under the umbrella of the Secretary-General. The Special Executive Authority is not a member of the Secretariat and does not have to inform the Secretary-General of operations unless specifically asked. This has upset certain countries in the Security Council that insisted the DPS be placed under control of the Security Council—an objection that was overruled in General Assembly as the DPS has no authority outside of United Nations international territories and cannot be used by the Security Council. The DPS's charter was worded specifically to stretch its authority to every section of Archon.

The DPS was formed secretly in 2086 and permitted a provisional staff of four. It would be six years before their numbers were increased to twelve and their existence made public. The members were a group of highly vetted representatives of international elite from various fields of expertise. The original team included Po-Yi Liu from the Chinese army, Nikol Chernenkov from Spetsnaz, Faaris Valco from the Iraq military, and William Owen, a British ex-MI6 officer working for INTERPOL. Most of the remaining members were pulled from the MZP or UNPK. Any military authority they might have had was terminated and their enlistment revoked.

The United States objected to the DPS and cited its existence as the primary reason for the lack of a US embassy in Archon. When, in 2090, the assigned SEA fell to an American, Richard Heppner, US policy had coincidentally shifted and the US embassy began development. Other nations, like China and Russia, only permit entry of DPS personnel if they have citizenship in their respective countries, a condition to which the DPS has generally adhered while officially stating that should the need arise, they will do their duty regardless of national policies.

The DPS facility was built in Paxis Square and features a large population of robotic personnel, with a resident virtuant (Ariel Alpha). Despite the impressive size of the building and the number of organic and inorganic staff, the field team still sits at twelve. Although the DPS is not forced to carry an international profile, staff nationality is taken into account and no two members of the DPS field team are from the same country.

*"The Division of Public Safety shall have complete authority over law enforcement within regions designated as an international territory by the United Nation. This supersedes any sovereignty or claims by other nations. This authority can only be overridden by the secretary general or by majority UNGA vote."*

Special Executive Authority Press Release

The International Criminal Court deals with any crimes the DPS takes on but not arrests made by regular Law Enforcement (a local court is responsible for that). This is because of the DPS's charter, granting them jurisdiction over embassy territory in Archon so any arrests they make must be tried under the ICC. The ICC was given universal jurisdiction in Archon and all UN Administered Zones after the USA failed to defeat the proposition.

The DPS responds to any act of aggression against any Administered Zones and Archon specifically that is classed as a terrorist act, cybercrime, or any crime with questionable jurisdiction. General Assembly sessions automatically place the DPS and ISA on general alert yellow for the duration of the session, regardless of any threats placed. Personnel from both organizations must be on hand during the proceedings. To date, no DPS field operative has ever been killed in the line of duty.

## **THE NEW** **CONSCIOUSNESS**

Archon is not only a new government, but a new mindset. It is considered by proponents and critics alike as the catalyst for the slow elimination of ethnic groups and traditional values. This is due not only to the city's policies, but to its level of technological advancement and the consequent effect on its population. Archon is not alone in this trend, though it is considered the trailblazer: other progressive municipalities like Tokyo, Berlin and Brasilia, although decades ahead of most of the planet in their technological infrastructure, still pale compared to Archon. The most significant example of this ubiquity is the SEED, prevalent in 99% of the working population of Archon, more so than any other region on Earth. Archon also has the largest ratio of prosthetics and virtuants (though Japan still prides itself as the largest manufacturer and operator of robots). With no history to call its own, Archon became the refuge of millions seeking a new life or wanting (for reasons savory or otherwise) to escape their old one. With greater advances in cybernetics and in the potential of the SEED, the mindsets of the residents of Archon began to expand as well, in contrast to much of the rest of the world. This included their concepts of free will, consumerism, self-identity, and the definition of what makes one human.

## **THE MEMORY FLOOD**

When the SEED prototype was revealed, it was touted as the greatest single advancement of mankind since the internet. Before, internet users were limited to sharing clumsily worded blogs or ineffectual data bursts of 140 characters. More devoted supporters would upload and share video and music files across massive social networking sites. With the SEED, such archaic social circles became





would stop living their own lives in favor of others. When a brilliant programmer by the name of Akira Okuda developed the TCA protocol, which compressed real-time memory replay to one-fifth normal, not only could people experience other peoples' lives without substantially impeding their own, but the potential for obsessive reliving of one's own memories grew.

## THE ECONOMY OF VIRTUALITY

Beyond entertainment and social networking, the SEED resulted in an upsurge of professional competence. The ability to conduct job training in one-fifth the time resulted in a glut of qualified workers. In some cases this was a great advantage – particularly the ability to become a neurosurgeon in three to five years instead of fourteen – but in other cases it merely resulted in a resurgence of the problem faced by recent college graduates in the early 21st century.

The drawback with recorded memory is a complete

obsolete. Not only could users could make phone calls and surf the net without ever requiring awkward mechanical peripherals, but every brain became a hub of social interaction, with no limit on which human senses could be conveyed.

With a free and virtually unlimited storehouse of data, the amount of uploadable information skyrocketed. "Memory-swaps" superseded traditional video and music sharing sites as people began uploading their experiences to such an extent that even mundane things like the taste of a hamburger or the memory of a cheap romance novel found demand. Some users began uploading every single moment of their lives in some insane drive for immortality, and shockingly, others would download them. Certain psychoanalysts documented a variation of the *hikikomori* phenomenon in which people

lack of control over the experience. The user becomes dissociated from their own identity and has no influence over his or her actions, even to the point of being unable stop actions that go against their own moral fortitude. Psychologists began to document increasing incidents of identity disorders and mental breakdowns due to the inability to reconcile their own experiences and those of others. Those addicted to these experiences have been called "Proxiphiles", "Loose Strings", and sometimes just "Zeros".

From 'proms' (proxy memories), it was only a short step before the technology enabled the creation of 'syms' (synthetic memories), edited or completely virtual experiences. The entertainment industry jumped on the technology; instead of clumsy and unrealistic holograms, gamers could experience an artificial environment using

direct sensory input. The advertising industry was similarly thrilled, as companies started developing passive spam simulations, which created advertisements in one's visual field upon entering certain areas. For the virtual adventurer on a budget, limited-interaction virtual recreation environments could be projected into hanger-sized sets with little more than a few boxes, a handful of buildings, and rows of artificial plants. Total immersion, a far more expensive option, disengages the subject's motor functions entirely. In these sceneries, there is no limit on the extremity of the event. Total immersion allows the use of time compression, permitting hours or even days of gameplay in compressed time. However, realistic simulations were and still are extremely difficult to produce, preventing the home consumer from fabricating illusions on the fly.

The newest craze to hit the digital age are V/P Sites (Virtual/Physical), real locations that allow the mingling of virtual and physical individuals: an internet hardpoint, a wireless hotspot and some special software are all a café, office, school or park needs to enable a co-digital environment. Archon has the highest number of V/P Sites (Virtual / Physical) in the world. It has been estimated that nearly 500,000 people telepresence into Archon from outside the city every day, in addition to widespread internal usage.

## DEFINING THE INDIVIDUAL

In the modern world it is easy to download a lifetime of memories that are not your own. What defines a human being if it isn't memory? A personality is not only shaped by genes but also by life events. With the ability for a person to represent themselves with a customized digital avatar instead of in person, or even to discard the body they were born with in favor of a cyber-prosthetic, a person's heredity and heritage need not even be part of their identity: so what exactly is it that makes you you?

Alarmists feared a growing insanity was building, as a civilization with no heritage or ethnic traditions would surely turn to anarchy. Fanatics from nearly every religion accuse those discarding their flesh as renouncing God and dozens of prosthetics fall to hate crimes every year. However, prosthetics can still be defined as human since they possess an organic brain: one wedged in an artificial body filled with synthetic and surrogate memories, but a human brain none the less.

Then there are the virtuants.

Virtuants are created in a simulation, a personality seed grown from conceptual infancy using artificial and surrogate memories to craft a true artificial intelligence intended for a specific purpose. They learn and grow, and perform the tasks for which they were commissioned not because they are hard-coded to do so, but because they *want* to from the bottom of their metaphorical hearts. Virtuants use human-

based prosthetic bodies which are indistinguishable from those used by organic brains (though a mandatory visible marking allows others to distinguish them). They also have true personalities, not a series of programmed responses. Unlike not a few organic humans living through the memories of others and producing nothing with their intellect, virtuants strive to earn their place. Yet society refuses to accept them. Despite their worth to society, they are barely recognized as sentient beings and have no individual rights.

As this new consciousness grows and expands, newer extremes have emerged: humans with no body, wired directly into a networked computer system; or humans that have implanted so many of their memories into digital storage, they've been able to swap out more and more of their own organic brain. If a human is able to transfer his or her intellect to a machine, would that intelligence have rights? What would define it as being human? In addition, it has been theorized that a cloned human brain with cybernetic implants could be 'possessed' by a virtuant personality. Would that be considered human? As the progressive side of humanity pushes further into the future, the disparity between them and traditionalists widens. Conservative segments of the population grow more fearful and fanatical, the ideological divide threatening to tear certain countries apart. Archon is seen as the flagship of this new self-identity and the center point where like-minded individuals congregate.

## LANGUAGES


Languages number in the hundreds across the planet. Most people are at least conversationally fluent in one or two and know a smattering of words in a handful of others. Due to its exceptional diversity, most residents of Archon know at least two languages like a native speaker, often more. The official language of Archon is English, and all permanent residents (including UN personnel) are required to pass certification in it. Most UN business is still conducted through translation services, but all official documents are now written in English.

**Primary Tier Languages:** These languages are so common that a character with the Linguist feat can choose two of them as a single language choice (but only once each time the feat is taken). Arabic, Chinese (Mandarin dialect), English, French, Russian, Spanish.

**Second Tier Languages:** These are common languages, but less often used within Archon. Each language counts as a single choice for purposes of the Linguist feat.

Chinese (Cantonese dialect), Czech, Croatian, Dutch, Farsi, German, Greek, Italian, Japanese, Korean, Latin, Portuguese, Punjabi, Swahili, Swedish, Turkish.

**Third Tier Languages:** Any other language or dialect not listed above does not often come up in gameplay. A



character from a region that uses one of these languages gains their native dialect for free at character creation in addition to any other granted languages. Other languages in this tier count as one choice for purposes of the Linguist feat.

## **RELIGION**

All the religions of the world present a century ago are still around by the end of the 21st century, though substantially reduced, especially in industrialized nations. Agnosticism and atheism, though still on the rise, has been passed by a growing number of disenfranchised followers of faith that choose to no longer practice the dogmatic rules of their religion. Unfortunately, among the devout, the number of fundamentalist views is still strong. Though their numbers are ever decreasing, fundamentalists are maintaining a large ratio of the faithful. Two major upsets in the religious landscape have occurred in the past few decades.

The first was the collapse of the Islamic militant movement that had usurped the faith and painted a dim picture of the religion in the eyes of the global community. Nearly every terrorist cell from Palestine to Iran had been routed. The only last holdovers of resistance occur in areas of North Africa, well away from the industrialized and modernized empires of the Middle East. Many of the monarchies in the Middle East have withdrawn from direct control and surrendered to a parliament.

The other breakdown occurred in America with the rejection of fundamentalist evangelical Christianity. This was a slower process and much less dramatic. Public favor for these views diminished rapidly as political parties endorsed by these fundamental groups drove the value of the American dollar down and increased the debt load on later generations. With the diminishing of the neo-conservative movement, many of these loud and devout voices fell silent, as their primary allies lost favor in the American government.

Religion was no longer hijacking the elections of major superpowers.

## **OUTLYING REGIONS**

**Pan-Arabian Coalition:** The PAC founding members surround Archon on all sides, with its closest neighbors being Bahrain, Qatar, and the United Arab Emirates. The nations that formed PAC emerged from the Carbon Collapse far stronger than they were before, having long realized that oil would not be a limitless resource and shifting their economic priorities to technological development, real estate and tourism, allowing them to overtake nations with less foresight, like Saudi Arabia, when the Collapse wrecked most of the oil market.

Well before these nations restructured their business model, they had already undergone a massive progressive shift away from conservative and fundamentalist views. Contrary to the belief of certain westerners, Islam is not an inherently conservative or repressive faith, and the factions that dominated the PAC members have traditionally been more progressive than their more outspoken neighbors. Nations like the UK and the United States openly objected to the formation of the PAC, not on ideological grounds, but because of the introduction of the khaleeji as a united currency to compete in the world market.

**Non PAC Members:** The only non-PAC member in the immediate region, Iran, has flip-flopped from reactionary fundamentalism to progressive liberalism several times over its history, and is currently in a prosperous enlightened phase, with the conservative old guard having been gradually, if rockily, replaced by the more forward-thinking younger generation shortly before the Carbon Collapse: determination not to repeat past ideological mistakes has kept it on this road, and while the country is still considered a bastion of traditional Islam, it is no longer a totalitarian state held in the grip of demagoguery. Likewise, Afghanistan has discarded its more medieval cultural remnants, although it remains less prosperous than its neighbors. India suffered a massive influx of refugees from Bangladesh fleeing the rising sea levels of the Carbon Collapse, and the political instability resulted nearly led to nuclear war with Pakistan until the UN agreed to sponsor relocation efforts, allowing many of the refugees to resettle in willing nations such as Australia and Canada. The refugee problem in India is still a severe concern, especially for Archon, as India refuses to process further people and instead ships them off to the REZ, which is coming close to breaking point as the UN is increasingly finding fewer nations willing to house the excess populace.

**Chasmose:** The purpose of Chasmose might have been noble at one point, but it has since turned into an eyesore in a relatively peaceful region. Chasmose started life as an oil derrick which was purchased by the wealthy eccentric, Robert Clamp. He planted housings and claimed it as a micronation. He did little with it except live on it for ten years until he opened his doors to create a free economic zone with no oversight: anything can be sold without risk of prosecution. Chasmose would cater to any vice and any product. Clamp sold real estate by the square inch and made millions off the facility.

Chasmose mixes national waters with Archon and the UN has accused Clamp of various violations of international policy and law. In 2085, Clamp left the micronation to visit a dying family member in the Netherlands. On a stopover in Turkey, he was arrested and charged with fifteen counts under ICC law. He committed suicide before sentencing. His son, William, took over the estate and has never left the island. Since taking over, William has increased security

and expanded the facility by another five thousand square feet, adding a medical wing and housing for 500 people. Clamp claims alliances with several nations and is believed Chasmore acts as a broker for several larger corporations and governments.

**I/O Eden:** This island south of India was purchased by wealthy entrepreneurs and has no affiliation with any government. It is privately run by its oligarchy as a data haven. All residents are employees of the island's single firm, the Data Liberation Commission. The DLC is not a corporation but an organization funded by a cabal of wealthy international IT companies with the express purpose of maintaining the free flow of information. Although criticized as a "rich boy's playground" and an "experiment in anarchy", I/O Eden has been a breeding ground for the most advanced achievements in information technology. There is no denying that it is also the jumping point for a number of cyber-terrorist acts, being called "Hacker Heaven" by many online publications. In order to smooth relations with the UN, I/O Eden asked for an observer seat within the UNGA in exchange for declaring the island a United Nations Administered Zone, placing it under the jurisdiction of the DPS and ISA and forcing the residents to conform to ICC law. The UN, however, cannot impose sanctions upon I/O Eden as it is classed as a micronation and is not recognized by the Assembly. Also, it has been noted that cyber traffic originating elsewhere and which merely passes through I/O Eden's systems is not subject to UN law.

I/O Eden's population is comprised almost entirely of engineers and computer specialists with only a few maintenance workers (most of the repair systems are automated) and a small internal security force that matches or even surpasses the permanent forces around Archon. The island is equipped with the single largest computer network in the world, MCP, and although specifics have never been released, it is estimated to be larger than Archon's SIM.

**The Rest of the World:** On the whole, the world has not actually changed much since the early 21<sup>st</sup> century. Many of the smaller nations have suffered significant fallout from the Carbon Collapse: the worst is Africa, where the ongoing war over oil resources has resulted in most of the less stable nations collapsing into warring city-states. The rise in sea levels devastated the Caribbean and Oceanian archipelagos, but the rise was gradual enough that most major nations were able to compensate for it. The United States no longer dominates world politics and economy (though still quite powerful) and Canada does not live quite so much in its southern cousin's shadow. Europe's economy has stabilized somewhat and is no longer dependent on the manufacturing industry of Germany for solvency. East Asia has been considerably more cooperative than it once was, although for some the polite words still mask simmering

centuries-old resentment. There are more world superpowers than there used to be, and the standard for becoming one is lowered. On the whole, the world is a more stable, secure place than it was at the dawn of the 21<sup>st</sup> century. Then again, that might just be a façade.

**Space:** Space investment was seen as another huge bubble along with micronization and cyberization, where trillions of dollars were shunted to a growing technology. Lunar colonies are now past self-sufficiency and are no longer a money sink for governments and corporations. The United Nations Space Agency (UNSA) is a committee under the General Assembly that oversees international interests in space. Eventually, the lunar colonies grew so large that a second committee (the United Lunar Initiative) was formed to govern all the lunar stations—except Moonbase Tycho, which started as a corporate mining outpost and was eventually overtaken by the Lunar Freedom Alliance and declared itself an independent nation, though it has yet to be recognized by the UN and the American government still lays claim to it. Mars Post Ares is still governed by United Nations Space Authority. Despite attempts to extend the ISA or DPS into space under the umbrella of UNSA, law enforcement in space is still under the authority of INTERPOL. The only exception is Ark 1 in the lunar Clavius formation, which is a United Nation Administered Zone. Attempts to form an International Law Enforcement group solely for space have never found popularity. If an International Space Police Force is formed, it would most likely be part of INTERPOL and not be associated with the UN.

## **CORPORATIONS**

Although the modern future has not become a corporate megatopia as some alarmists and fiction writers feared, they still exert substantial control over world affairs. This is truer in underdeveloped nations, easy targets for manipulation and exploitation. The larger the nation, the more intricate the conspiracy woven through the fabric of government to ensure the influence of the conglomerate, though recent international treaties have cut many of these threads. The financial collapses of the previous decades as well as the fingerpointing and backstabbing which occurred during and after the Carbon Collapse reduced the corporate influence. Modern corporations continue to sacrifice the greater good for the bottom line. Conspiracy theorists have accused the largest conglomerates of working in conjunction to render the entire population submissive using the same technology the public freely buys: one throw of a switch and the human race becomes subservient to the will of corporate bureaucracy. Corporate PR is quick to point out how ridiculous this sounds.



## **AMERICAN PLYMOUTH ROCK INCORPORATED MINING ENCLAVE [PRIME]**

The American Plymouth Rock Incorporated Mining Enclave went bankrupt from stock manipulation in 2069. In their wake, the Lunar Freedom Alliance took control of PRIME's principle mining colony, Moonbase Tycho. It is the only independent off-world colony, despite claims by the United States of ownership. In 2090, backed by funds from the US National Bank, PRIME reemerged, owned in part by the US government. They re-affirmed claims on Moonbase Tycho with plans on retaking the settlement. Currently, PRIME is attempting to procure a security company willing to take on the contract for lunar service.

## **BAAL ELECTRONICS**

A recent company, Baal managed to move into a larger market by stepping into the shoes of an ancestor fresh in the grave. After the CyRev bankruptcy, Baal Electronics purchased the name in hopes of gaining a foothold in a crowding market. The tactic succeeded and most consumers are unaware the CyRev of today is not the CyRev that pioneered the technology half the planet uses. Baal uses the "Spider" brand for their line of SEEDs, a copyright also purchased from CyRev. One unusual anecdote is that even though Baal purchased the CyRev name, they couldn't acquire the expanded name Cybernetic Revolution, which is owned by the estate of the deceased Nebur Shakrah, the principle programmer at CyRev.

## **BRADBURY AMALGAMATED [BradAm]**

The misguided attempts to salvage the auto industry gave rise to several smaller companies with progressive ideas. The most well known and largest of these was a garage-based company founded by Joseph Bradbury of Toronto, Canada. Sixty years after his initial design, Bradbury's legacy is now the largest manufacturer of electric cars in North America. The BradAm "Bradbox" is the highest selling city-based electric car in the Western hemisphere. Nearly 55% of all vehicles in Archon are BradAm vehicles. What is less known is BradAm's military ventures, as most every military vehicle running on pure electric uses the patented BradAm IAM1 Phased-Torque Electric Motor. They also recently won a contract to supply their latest IAM2 PTEM Omega to the next generation of powersuits for FastCore. Bradbury Amalgamated HQ is still located in Toronto with regional offices in Archon, London, Singapore, and Detroit.

## **C-MAX**

A smaller company, C-MAX (the name is meant to be evocative, not an acronym), produce a handful of cybernetics including the Reinforced Nanocarbon Skeleton. Primarily, they produce carbon nanotubes in space craft construction and have recently won a bid to design the prototype of the first space elevator, a project still 20 years away.

## **CENSTEM MEDICAL INSTITUTE**

Although not technically a company, CenStem receives nearly 100% of its funding from Kavis Alpha and every member of the institute owns stock options with the company. Kavis Alpha also owns the land in Los Angeles where the institute is located. They were and still are one of the leading groups in the research and development of medical nanites, or neubots. One of its leading scientists, Dr. Rudolph Stapp, coined the term *neubotics* still in use today. The majority of neural implants follow CenStem protocols.

## **CHIMERA BIOENGINEERING**

Chimera Biogineering, or simply Chimera, stopped constructing full cyberbodies in the 70s and diverted to only producing augmentation. They pioneered Nueskin which put them in the public eye, even though most of their sales come from the sales of organic cloned organs. Chimera is still trying to cover a controversy forty years ago when it was discovered they were breeding pigs to carry the genetically engineered human organs. Animal rights groups blew the whistle and Chimera nearly went bankrupt until they discovered a way to produce cloned organs in suspension.

Outside of the organic market, Chimera has also made enhanced cyber-organs like the KND Lung and Flash Caps.

## **CONSOLIDATED NANOTECH [CONTECH]**

Also called CNT, Consolidated Nanotech is an American military contractor co-owned by Lockheed that was specifically founded to construct military grade technology gleaned from the micronization boom. The original Lockheed division had the money but not the knowledge, resulting in a merger with three smaller companies pioneering in the field. They were also nearing bankruptcy from the micronization bubble. Unlike Military Applied Technologies (MAT), Contech pushed for external devices like power augmentation over internal cybernetics. With such an exclusive direction, CNT presumed market dominance. For a while, the THOR line was the only model of powered armor worth mentioning until Fastcore appeared with their ARMOR series. With FastCore's pace, CNT's designs are frequently being bested on the market and it is predicted Contech will no longer be able to compete in this narrow field.

## **CYBER-SOFT CYBERBIOTICS**

Not to be out-placed by the blossoming cybernetics market, a well known software company from Washington State began developing competitive software for the next generation of computers—the cybernetic implant. They formed Cyber-Soft as a separate entity to deal with the challenge. They found themselves five years behind the leaders, which at the time was Cy-Rev. It has been accused that Baal Electronics, Cyber-Soft, and Kheiron Biotechnologies were in collusion to break CyRev's monopoly in order to ransack its corpse. Baal got the name, KBT got the technology, and Cyber-Soft got the programming. Cyber-Soft was able to leapfrog competition by ten years with the acquisition of the GNOSIS protocol. They sold the 2.1 update compatible with all KBT's SEEDs and soon after, the Cyber-Soft GNOSIS was the solitary operating system for all cybernetic implants. In an act of rebellion, disgruntled employees from CyRev released the rival NOMAD protocol as open source, a competitive but niche system which did not seriously impact the sales of GNOSIS 2.1. Since then, Cyber-Soft has been the leader in GNOSIS applications and update software. Despite the original protocol being nearly forty years old, there has yet to be a version to rival 2.1. A 3.0 released in 2080 was met with horrendous reviews and another attempt at 3.5 nearly bankrupted the company. In 2090, they re-released and updated the 2.1 software and called it "2.1 Redux". It reverted to the original presentation with only a beefier security system and the capacity to handle flash memories larger than 6 hours.

## **CYREV GROUP**

Cybernetic Revolutions was a minuscule company of twelve doctors and engineers obsessed with incorporating cybernetic implants directly into the human brain utilizing the new generation of nuebotics that had exploded recently onto the market. The group was populated by the greatest minds in the industry, all division heads and corporate presidents of their resident companies before the micronization bubble had caused them to collapse. It was led by its youngest member, 22 year old Nebur Shakrah, a university graduate at 13 and triple PhD holder. Shakrah already had the basics of his "Spider" on paper before forming the group. He had both government and corporate grants to develop the system. He also single handedly constructed 90% of the original GNOSIS 1.0 software. When their Spider prototype burst onto the scene, it was the revolution they had hoped for. Alas, few at CyRev would reap the dividends. It was later theorized that an ex-employee of CyRev had stolen vital documents and sold them to KBT. An epic and historic legal battle followed when Kheiron Biotechnologies announced the production of their SEED line. Within a few years, CyRev was bankrupt and forced to sell its patents and name. It was peeled apart like a fallen animal. It was not a total loss. Every single employee of CyRev found work elsewhere among competition, all except Nebur Shakrah, who fell into obscurity and was seldom seen, taking on minor commissions through the years, never achieving any of the repute he had acquired from the days at CyRev. It's suspected he was the creator of the competing NOMAD open-source system migrating through the world.

## **EQUINO**

A Canadian company, Equino constructed exotic automobiles and aircraft until they received worldwide acclaim for their Aurora-Advanced Augmented power suit.

## **FASTCORE**

The public name for Tycho-Inishi Advanced Machine and Industry, FastCore emerged from a merger of smaller divisions within auto manufacturers Toyota and Mitsubishi. What was thought to be a company to construct automobiles evolved into a line of innovative powered suits and robots years ahead of competition. They insist their designs are civilian in purpose, which has not stopped their presence not only in the JSDF, but in law enforcement. Soon after, their famous ARMOR line found distribution to different governments and organizations across the world. Contech, their primary rival in augmented suit construction, tried to halt FastCore's sale of advanced technology to governments outside of the US. FastCore still refuses to halt this practice, though it does claim it keeps its sale exclusive to UN Security Council nations.

## FELTERNATIONAL

Felternational is a Norwegian robotics company that constructs robots and advanced cyberbodies. Although their bodyguards are a popular purchase, Felternational only has the facilities to produce thirty such models a year, resulting in a five-year backlog. They plan on expanding their facility in the future.

## FROST INCORPORATED

Originally founded to construct space engines (and became a household name when they marketed the very first space yacht for private sale), Frost has recently expanded to offer a select few cybernetic upgrades for their customers looking for the highest quality of merchandise. Frost mostly purchases other companies' models and upgrades them as their label. Frost holds the distinction of being the only corporation with their world headquarters on the Moon.

## GAMMATECH

GammaTech is a multi-faceted cybernetics company out of Australia that initially tried to carve a chunk out of the SEED market with their rival Buunta line. Despite or in spite of its peculiar name, the Buunta never caught on and only owns a miniscule portion of the global SEED market. In hopes of increasing their image, they expanded into other areas, most notably the prosthetic body market where their Corporate Security Shell found success. Little else they did has ever made a substantial impact.

## iMIND

The most successful SEED other than the name brand from KBT is from iMind. iMind holds the distinction of having the most advanced and popular SEED on the market which is not derived from a CyRev design. The iMind Alpha is the 3rd best selling SEED in the world after KBT's Ultimate Surfer and Full Play models. Other than their SEEDs and firewalls, iMind makes no other attempts to break into any other industries. They believe that if they hadn't tested their SEED as diligently as they did, they could have beaten KBT's model by six months.

## JAGGERMASTER

The modern Jaggermaster is a shadow of its former glory. Nearly every board member was jailed for fraudulently inflating their stock with promises of a second neubotic revolution with their Picotech line. When this proved to be a false claim, Jaggermaster had lost hundreds of millions of dollars. Still trying to slowly repay their fines, Jaggermaster sells reliable prosthetic upgrades, which they will be doing for decades until their debt is cleared.

## KAARIS ROBOTICS

Originally founded in Northern California, Kaaris eventually merged with Korean electronics giant Lucky Star and shifted their headquarters to Seoul. Since then, they have been the largest supplier of house and companion robots in the world. With breakthroughs in synthetic skin technology, the Kaaris KCA-SSS and Full Service Protector lines have blurred the line between organic and mechanical machines. These companion robots have come under criticism, especially from groups accusing Kaaris of promoting sexism and the dehumanization of women (95% of all Kaaris robots are designed with a female appearance), accusations which only increased when Kaaris began offering virtuant variations of their companion series, guaranteeing the most realistic companion to rival models from any competitor. With virtuant civil rights still nonexistent, the production of this model has not stopped. All companion virtuant servers are run from a single building controlled by Kaaris in Seoul.

## KAVIS ALPHA

Kavis Alpha was one of only two companies to have survived the micronization bubble and only did so due to their successful cloning industry. Sales still have not properly explained their success since the collapse. Kavis survived from a promise they are close to fulfilling. They are the leading company in cloned organs but accomplish this by not growing them in genetically similar animals but by growing a husk—a genetic copy of the subject without a mind or most organs. This is an unpleasant thing to see in person so Kavis keeps their laboratories under strict security. Kavis believes it is close to cloning an entire human body with a blank mind at adulthood which can swap brains with the original, circumventing prosthetics altogether, but this research has yet to produce positive results. Corpse Remotes and cyberbrains have proved successful and some millionaires that have immortalized themselves in prosthetic bodies also own an organic copy of themselves in case they desire children. Despite the obvious controversy, Kavis's progress in this fringe technology has yet to be stopped.

## KENBACHI CYBER INDUSTRIES

The largest cybernetics and robots company in Japan, Kenbachi Cyber Industries (KCI) surpassed Honda Robotics ten years ago in the sales of prosthetics and androids with the release of their human-like Alice operator droid. They also filled a niche in the industry with a variety of robotic upgrades. KCI Robots occupy over 65% of the world's market. They found popularity with their Miranda division and through that label, KCI marketed the most successful prosthetic bodies in the world, the FP-1 and the PB-1.

## **KHEIRON BIOTECHNOLOGIES**

The business practices of Kheiron Biotechnologies (KBT) have been questionable since the day they were formed, only weeks after the dust settled from the micronization market collapse. KBT's board members, themselves shrouded in mystery, purchased impressive facilities from bankrupt nuebot and cybernetic companies across America. They employed many of the staff that had pioneered the technology. The technology they couldn't develop on their own, they attempted to mimic. That which they couldn't mimic, they suppressed. This started when they released the SEED, virtually identical to CyRev's Spider. The SEED became the brandname of all synaptic internet interfaces (a trend which, unlike other companies that have fought to maintain trademarks against generalization, KBT made no attempt to prevent) and the model which all others were compared to. This dominance allowed KBT to move onto other related fields quickly. They began to license their own firewalls to go along with nearly a hundred different variations of their SEED. Today, KBT remains the foremost developer of SEED and SEED-related technology.

## **LAZARUS BIOLOGICAL**

The largest non-military cybernetics company in Germany, Lazarus made their mark with cybernetic upgrades. They offer few prosthetic bodies and these models are considered inferior when compared to MAT's or Phyrine's offerings. Their best selling upgrades revolve around ocular implants. Both their Powerzoom and Eyeshine models are extremely popular even though they are sold mostly through military channels. Lazarus still insists this is not exclusive but admits that the sales of their ocular implants are less popular in civilian circles.

## **MILITARY APPLIED TECHNOLOGIES**

The largest American robotics and cybernetics company by a significant margin is MAT. The first company in the world to release military-grade prosthetic bodies, MAT continued to be the forerunner in the melding of cybernetics and nanotechnology in military applications. Their popularity stems from their insentience that their products not reduce the living quality of their users. Unlike other companies like Rourke Industries, MAT hardware is often invisible, allowing users to retire, go on vacation—anything that normal people can do without having to replace their prosthetic body or remove any of their upgrades. From the Combat Class prosthetics to their series of combat-applicable upgrades, MAT has yet to be seriously challenged in their position as the leader of cybernetic military technology. This has not been met with worldwide applause, however. Public outcry followed when it was released that MAT was the designer of both

the 1G Brain Blocker and the Cybertronic Rendition, two devices that directly affect a subject's SEED externally and forcefully. MAT was able to temper that criticism with the release of their REPRINT—a popular product which became the most popular cybernetic device in their lineup outside of military channels. MAT has directly accused Rourke Industries of corporate espionage with their flesh covered concealable weapon upgrades, something MAT was developing and later scrapped upon the release of Rourke's identical model.

## **NANOLUTIONS**

Nanolutions holds the distinction of being the oldest micronization company on the market. They have repeatedly refused mergers with other companies like KBT and Phyrine. Nanolutions does not market their own models of cybernetics or upgrades but instead constructs parts other companies use in their products. Almost guaranteed, if someone owns a prosthetic body, there is at least one part from Nanolutions. The general staff are all veterans of the industry with little new blood being introduced over the years. There is remarkable employee retention at Nanolutions and they are the highest paid in the industry. One interesting anecdote, Nebur Shakrah had said that Nanolutions was one of the few cybernetic companies he respected. Every member of Nanolutions employs the NOMAD operating system, not the common GNOSIS used throughout the rest of the world.

## **NEO-NUEBOT-CYBERTECH**

Neo-Nuebot-Cybertech lost significant money in backing CyRev's Spider over KBT's SEED. They have still managed to remain on the scene while others have collapsed. They are still the largest cybernetics company based exclusively in the Middle East, having their sole headquarters out of the UAR.

## **OKIDO GENERATION STUDIOUS**

The leading virtuant development lab, OGS was not the first such corporation, but they have grown to be the largest. Okido Generation Studios are able to produce a fully trained virtuant from commission to maturity in four months, two months faster than the second leading facility. With six active training servers, OGS is able to release a model every month. They also have a seventh smaller retrainer for recycled models. OGS virtuants are known for always possessing some form psychological quirk. This is an intentional implantation placed by the virtuant's creator. Unlike other virtuant studios, OGS assigns a single supervisor to oversee each virtuant with no other obligations until that virtuant is released. This "parent" controls all virtual experiences and personality programming, able to modify the virtuant in subtle ways to insert idiosyncrasies





and behavioral quirks. Although some customers object to these eccentricities, it doesn't change the fact that OGS virtuants are the most human-acting models on the planet. They are considered the most stable and are known to exhibit personal motivations for superior job fulfillment, even several generations past their original design objective.

Ariel Alpha is an OGS virtuant.

## PHYRINE BIOMECHANICS

After failing to acquire distribution rights to the CyRev Spider upon its release, and with the dominance of the SEED from Kheiron, Phyrine Biomechanics moved away from neural implants and shifted back to cybernetic upgrades. There is no field into which they have not gotten their fingers. Their world headquarters is still located in San Diego. This building is famous for having the most complicated security system in the world. Few people have ever seen the top ten floors of this black obelisk. Employees are run through a convoluted security checkpoint system every time they enter and leave. They are also not permitted to leave for break or lunch and must all submit to firewall keys when hired. On the bright side, Phyrine technology has never been stolen by a rival corporation.

## RENERVE

ReNerve committed themselves completely in the field of movement, designing only legs and leg augmentations. They are the industry leaders. They are a common sponsor at the Cyberlympics and are one of the most well known sports-based cybernetic companies in the world.

## ROURKE INDUSTRIES

When Adam Rourke wanted to carve out a name for himself in the cybernetic market, he decided to throw subtlety out the window. Being an advent follower of mixed martial arts, Rourke dedicated his business model towards the aim of "Making People Better" (the company slogan). Rourke has garnered some respect in the field. His son, Mathew, continued the company's direction after Adam's retirement. What started off with Powerfists and Shock Capacitors moved onto Rourke's own line of prosthetic bodies. Rourke continues to be a passionate supporter of martial arts competition and the company's name has been under nearly every major combat-based sports event of the past twenty years.

Rourke has also earned substantial controversy over the years. This includes being accused of corporate espionage and subjected to an FBI raid when it was suspected Rourke was illegally selling modifications to users outside of sporting and military channels.

## **SKYWAYS INTERNATIONAL**

The concept of lighter than air travel became popular again with the global push for environmentally friendly modes of transportation. In massive cities like Archon, the usefulness of these aircraft was obvious. Skyways, initially unable to meet demand, is now able to produce thirty airships a year to buyers. The sight of airships drifting through a city, once the dream of science-fiction authors, is now a common occurrence in Tokyo, Shanghai, Los Angeles, and Hong Kong. Nowhere else is this visual more dramatic or more prevalent than in Archon.

## **TECHNOX**

The bizarre spelling of its name aside, TecHnoX emerged from a failed attempt by Sony to get into the cybernetic industry. The staff eventually departed to form their own company, based out of Hong Kong. They are the makers of dozens of neural implants, from sensory amplification to skill progs, the latter their most successful line by far. The announcement of the skill prog was met with overwhelming positive response. It has since become their most popular implant, the poster product for the company. It was called the greatest invention of the year and the most important achievement since the original SEED. Despite rumors of complications and implant rejection, the skill prog is still one of the most successful implants in the world.

## **WALL ELECTRONICS**

A small division of a much larger American retail chain, WALL Electronics have only recently entered into the cybernetic field with their DEN line of SEEDs. Though unable to corner the market like they had hoped, they've managed to stay afloat amongst stiff competition. WALL is another commonly advertised company at the Cyberlympics.

## **XIX**


Pronounced "Kiks", this Japanese company has garnered considerable notoriety in the past twenty years from their unusual line of cybernetic upgrades. It grew from the demands of underground open cybernetic fighting, an extremely popular sport in Japan that moved into the United States when it became legal in 2080. Since then, XIX was able to expand into the local market, taking their prohibited parts into open sale. They were not well received. Upgrades like shock fists, bearclaws and concealable weapon mounts were banned in nearly every country despite their use within these competitions. XIX was able to later expand with more civil products like detachable limbs and their patented weight management system. Recently, they introduced a series of military grade prosthetic bodies, though these do not blend well in the public.

## **THREATS** **CONCORD**

More like a dozen disconnect cells with similar interests than a united organization, Concord grew from an internet blogging site to a global terrorist group in under ten years. The initial goals of the website were to resist the encroachment of world order. Although populated mostly by conspiracy theorists, a few intelligent and charismatic individuals began to emerge preaching a positive future that endorsed anarchy. Concord, which is also the name of the core group of ten founders which have never been caught, are able to work independently without unified leadership with no direct communication. The ten founders are assumed to be always on the move, shifting from cell to cell, handing instructions directly to avoid a trace. Concord endorses a future without a unified government, a world consisting not of a hundred countries, but of thousands of smaller enclaves with no treaties other than trade agreements. They seek an abolition of all military treaties and organizations. They oppose G9, ASEAN, and most importantly, the United Nations. The UN has classed them as an anarchist terrorist group and it is believed one cell operates as close as Qatar. Unlike other anarchist groups, Concord does not denounce the use of technology and has become one of the most dangerous organizations because of their arsenal and the skill of their hackers.

## **TRUE BIRTH COALITION** **[TBC]**

The slow elimination of the ethnic groups and national sovereignty was not taken lightly by some. A few blamed this social change solely upon those that used technology to augment themselves. This began with cybernetic implants and moved onto the moderately cyberized and full prosthetics. The TBC have an especially pronounced loathing for robots, especially androids and virtuants. The TBC is an internet movement with followers in nearly every corner of the planet. They organize protests and demonstrations involving the burning of non-functional and functional robots, especially androids. The images of crucified robots hanging from the buildings of robotic companies marked an increase of aggressive tactics. It is believed only a small percentage of the TBC endorse such practices but they have amplified further to include the firebombing of factories and the assassination of leading scientists and engineers in the field. The TBC movement has reached high levels of government with several city mayors standing on the shoulders of the TBC doctrine. This is especially common in rural communities where jobs have been taken away by automation. Although the TBC claims to destroy a thousand robots a year in protest, it is the few android executions that have gained them such



notoriety. Many European countries have classed the TBC as a terrorist organization and any events organized by them are classed as unlawful and dispersed. The only location on Earth where they are given free reign is in the United States, where the TBC have found sanctuary in several states. Despite attempts by the US government to suppress this movement, especially its violent branches, it has yet to be seriously implemented. The UN, in 2090, implemented policy declaring the TBC a criminal organization and that even claiming to be a member of the group can be grounds for an arrest. Most countries don't enforce this policy.

Members of the TBC have no cybernetic implants whatsoever, not even SEEDs. They refuse to be cyberized, even when faced with a crippling injury. Rumor has their world wide membership listing at over 30,000, making them the largest criminal organization in the world.

## **CHRISTIAN LIBERATION**

An alliance of evangelical churches and lobby groups in the United States, the Christian Liberation moved well beyond what was normally accepted by the church. Eventually, the political weight of the CL collapsed with the onset of increased tolerance and globalization, forcing the organization away from the former role into the fanatical group it is today. The Christian Liberation objects to all manners of tampering with God's design. They have picketed in front of cloning facilities, attacked known nugenics, and have even been known to kidnap and surgically remove synthetic limbs from prosthetics. These few situations are considered extreme, even to most of their members. Most simply resort to non-violent protests but unlike the True-Birth Coalition, the Christian Liberation Front still carries substantial political weight, even to the point of forcing several American states into enacting laws prohibiting cloned organs and nugenic creation. Despite similar views, the CL and TBC have never forged an alliance. The CL dislikes the UN but not because of national pride: they believe the UN is godless because of their support of cyberization and other issues fundamentalists groups have complained about for decades.

## **IKORO SECURITY COMPANY / THE RAINMAKERS**

Founded by Naomi Mudabwe in 2065, Ikoro was originally licensed by the bastion of Kinshasa for security detail for their oil shipments. As their population increased, they expanded to nearly a dozen other bastions across the continent. They only received their first American contract in 2080 when they assisted US military operations in an attack upon a Concord terrorist cell hiding out in Niamey. They were later employed by the US Army in similar operations outside of Africa, which marked Ikoro's first operation outside of that continent. They accepted

missions in South America, Eastern Asia, and even on American soil to help with security at the 2088 Olympics in Austin, Texas. By 2090, they became the second largest security company in the world. More than 70% of all active personnel, including Mudabwe, still function within Africa though more than half of their operations are outside the realm of oil escort. They have snaked their way into politics and law enforcement, assigned to supplement, train, and even replace existing civilian and military authorities in many surviving nations and bastions.

Since 2089, Ikoro was given another name, the Rainmakers, a term used now to refer to any armed members of Ikoro operating outside of Africa. Many people believe the Rainmakers and Ikoro are different entities and although not technically correct, there is some credence to that belief. Members of the Rainmakers never operate within Africa though Mudabwe works all over the world, her officers and captains are permanently assigned to specific regions. Because Mudabwe considers herself a field operative, she relegates the bureaucracy to a handful of individuals she seldom monitors. Many critics have asked why the organization endorses the two different names unless the reputation of one was in question. Accusations of corruption abound and the praise and condemnation of this organization depends on which part of the planet you are standing in.

## **LUPUS KANTI**

After Ikoro, the largest public military provider is the government sanctioned Lupus Kanti, based out of Russia. This military contractor split the standing Russian military nearly in half, instantly creating the largest independent military group in the world. The Russian government claims LK is independent, but the contractor is operated by Russian military personnel and the head of LK, Viktor Koski, was the Russian Prime Minister until 2069. LK's current employee roster rivals that of all American PMC's combined. They license their services to every Security Council member and have been seen alongside United States military and Indian armed forces, the latter which have strained Russian-Pakistan relations. LK and Ikoro are corporate rivals, making their conflicts in Africa the first official "corporate war". The Battle of Boma in 2085 had no government military involvement and was fought entirely by rival battalions of Ikoro and Lupus Kanti.

Technically, LK has more trained personnel than Ikoro unless taking into account unauthorized adolescent guerillas, but is technologically inferior, still employing 20 year old Russian military hardware.

## FREE AMALGAMATED MILITARY [FAMILI] / THE JUNKERS

Having gone through numerous name changes in the past hundred years, Free Amalgamated Military, or The Family as they are called, is the latest iteration of the largest American private military company. Internationally nicknamed "The Junkers" (a derogatory term the Family despises) this military contractor is the third largest in the world. The Family does hold the distinction of being most advanced. Because of their side-by-side deployment alongside American military, the Family holds the exclusive contract to employ weapons usually prohibited by UN Security Council mandate. This includes rail and plasma weapons as well as powered armor. When they take the field, the Junkers often hold technological superiority. As a condition, their weapons and mechanized forces are tagged by GPS to prevent their deployment or migration into unauthorized territory. The mechanized units are also designed to self destruct from satellite command if ever disabled in a conflict zone.

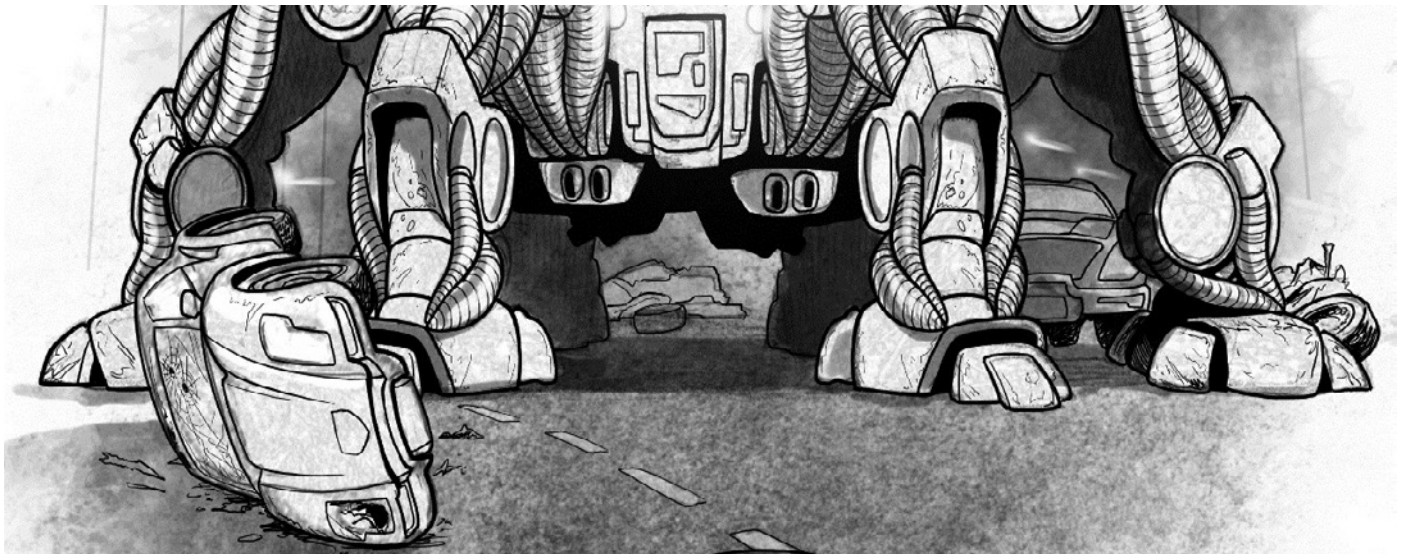
Currently, the Family operates alongside American military in a half dozen locations across the world. Distinguish between PMC personnel and government military is difficult. Out of these deployments, the Family's most controversial operation involved their assistance of Ethiopia's military in their taking of Somalia in 2055 and Sudan in 2060. Their involvement in the conflict advocated the theory that the East African War was a religious conflict since it was no secret that the Family's internal policy is based around conservative Christian ideology. In 2062, the UNSC, against the United States wishes, forced the Family out of Africa. It is thought this vacancy is what led to the formation of both Lupus Kanti and Ikoro. Today, the Family is still prohibited from operating inside Africa, though they have found contracts in other regions.

## EASTERN STATES PARA-MILITARY AUTHORITY [ESPA]

A smaller military organization, the Eastern States Para-military Authority (or ESPA) was formed out of a demand for international opposition to the encroachment of private military corporations in Africa. ESPA operates from its headquarters in Ethiopia with smaller bases scattered across the entire eastern seaboard of Africa. It's no secret, though not publicly acknowledged, that ESPA receives the vast majority of its weapons and funding from Chinese investors. By 2090, ESPA military accounts for more than 65% of Ethiopian armed forces, flaunting technology superior to the standing military. ESPA is responsible for counter-insurgency as well as defending threats to the nation's exports. Their position in authority places them higher than anyone in the standard army, meaning ESPA can assume control over any East African military force nearby. Recently, ESPA members have been found in India and as far east as China.

## PAC-PMC

Even though united through free trade and an amalgamated currency, the Pan-Arabian Coalition does not operate a cohesive military. In 2056, it was decided that a single integrated force would be formed to handle security and address threats to the countries of the PAC, especially when that threat endangers the entire alliance. The PAC-PMC was placed in charge of security of the manufactured island fated later to become Archon, though with less than favorable results. PAC-PMC operates bases in every PAC member. The organization suffers from accusations of corruption and the ranking authority often quarrel with members of the DPS. This is more evident on the borders between Archon and PAC, where indistinct sovereign claims along bridges and tunnels have resulted in unneeded tension between the two organizations.





# TEN: ADVENTURING

**P**layer characters are members of the Division of Public Safety (DPS). This offers the widest range of adventures and allows the players to change locations and flaunt the firepower and authority they all wish to. A game that goes against this assumption will have to justify their purpose and motivation to take up arms, not to mention the difficulties involved in carrying weapons in a place with tight gun control laws and ubiquitous security. Being part of the DPS, characters have justification to move across Archon and even the entire world. They can impose authority and brandish weapons in public without fear of reprisal from the locals...at least in some areas of the world.

## THE PARABLE

On the surface, it may appear that creating an adventure with such a detailed, modern-inspired setting would be difficult. How could a pen & paper game session live up to the energy of a best-selling novel or a Hollywood film? In order to move into a proper train of thought, a GM should consider the following:

**It is Not Science Fiction:** You can always apply fantastic elements later, but if you want to create a realistic storyline to an adventure, don't try to dive into cyberpunk or other futuristic tales for inspiration. Pool from modern techno- and spy-thrillers. Beyond the obvious adaptations of

Fleming, Ludlum, and Clancy, consider these movies when structuring your campaign: *Body of Lies*, *In the Line of Fire*, *The International*, *The Interpreter*, *The Kingdom*, *Munich*, *Ronin*, *Syriana*, and *Taken*.

**It is Science Fiction:** When gathering ideas that speculated on what could be, you don't need to move into the fantastic. Of course, you could include an alien invasion or demons from a chaos gate, but this setting focuses on humans finding out what makes a person human. Appropriate sci-fi inspiration includes the following: *Appleseed/Ghost in the Shell* (which inspire many of the transhuman/cyberpunk elements of the setting), *Children of Men*, *Chrysalis*, *Strange Days*, and *Patlabor* (the latter providing an inspiration for the adventure which follows at the end of this chapter).

**The Modern World:** The greatest inspiration of all comes from the current news channels and websites. *NeuroSpasta* can only touch upon the most basic elements of the political labyrinth that covers the globe. Most nations haven't changed. Take any headline and turn it into a plot thread. Recreate events that occurred in the past and shift them into the future.

## FILLING THE BILL

One cannot create a good campaign without good characters. In order to offer the greatest potential of story and conflict, consider these options:

**Ethnicity:** DPS teams are multinational and from wildly differing backgrounds. Ideally, no two characters should be from the same country or have the same lifepath. Nearly everyone in Archon speaks English, but there should be a diversity of other languages as well. No single character should have the monopoly on interactions with the world beyond Archon.

**Singularity:** Diversity extends even beyond nationality. Virtuants are still rare in the setting, so there should not be a surfeit of virtuant PCs. Likewise, while prosthetics and nugenics are not rare, they aren't common either. Because characters are likely to use squad tactics reminiscent of modern thrillers in play, a variety of character classes is also to be encouraged.

**Level of Violence:** The kinds of characters the party creates should indicate the kind of game they are interested in. A group comprised of heavies, gunslingers, men-at-arms, and snipers will have little interest in political intrigue or hacking. Likewise, a focus on strategic or non-combat classes indicates less of an interest in gunslinging gorefests. Ideally, the party will consist of a mix of characters, but if it doesn't, be sure to adjust adventure plans accordingly: nothing is less interesting than when the GM and the players aren't playing the same game.

**Non Player Characters:** Since the average player group is four to six players, a GM should fill any lacking specializations with NPCs. These are not companion characters but support personnel in the DPS facility that contribute if the players lack certain expertise. Take heed that the players do not end up viewing these NPCs as expendable resources, however.

## THIS WEEK

Each episode in your campaign should involve a hook, one or several set pieces, and a climax. This episode may take several days to play itself out but in order to make the game challenging and to aid in game balance, the GM is suggested to implement the following rule: Despite whatever rests the player takes or any time that passes, daily powers and effects that are renewed with an extended rest do no reset until after the conclusion of the episode. This includes all attack and utility daily powers, healing surges, and hit point recovery. On the other hand, action points also do not reset until the episode is over and thus can be stockpiled (although still, only one can be used per encounter). The GM may make an exception if the episode is particularly brutal. Episodes also can run multiple game sessions as well as several days in-game.

## HOOK

The hook is this episode's reason for adventure. It can be a stand-alone story or part of a much larger campaign arc. If running one extra long story, break up the episodes realistically where the characters can take pause and contemplate recent events. Even the most hell-bent action movies have dramatic moments where the heroes can rest. The hook sets the tone for that episode and provides encouragement for the players to attend, as well as the characters to want to solve the crisis. In *NeuroSpasta*, the hook doesn't need to be an exploding car, only a mystery or an event to set the game in motion. The characters need not even be present for the hook, learning of their mission from a briefing.

What follows afterward depends on the course of events and the actions of the characters. With so many options available to a character, a GM should be open to new ideas when they are presented.

## WHAT THE GROUP CAN THROW

There are several other advantages to being part of the DPS which may outweigh the restrictions of being part of a government agency. For one, they gain access to certain systems outsiders require muscle or money to acquire. Because of their authority, the DPS also have access to certain systems without needing to hack, pay-off, or attack someone. With servers, players gain access to the following memories and systems:

- Air Traffic Control System, Layer 1
- Cellular Satellite Matrix, Layer 1
- Power Control Grid—all United Nations International Territories, Layer 1
- Automatrix, all United Nations International Territories, Layer 1 & Layer 2

## THE WORLD

*NeuroSpasta* reaches beyond just Archon, and the city itself is a massive spread of varying environments from a futuristic city of green grass and white buildings to a dense dilapidated urban sprawl. The four islands of the city provide more than enough locations to keep storytellers interested. The group doesn't need to be confined to one area and you are encouraged to cross as many bridges and borders as you can. Every language is spoken in Archon and every culture represented. Beyond the periphery of the island, the rest of the world awaits. If part of the DPS, characters have legal authority and jurisdiction over any area classed as a United Nations International Territory. This includes locations in the Netherlands, Nairobi, and New York. Even further, there are contested regions claimed as UN territory in order to settle local disputes. The most well

known of these is the IAZ, which encompasses all of Jerusalem and its outlining villages. This book is unable to explore all the regions in detail and to do so would not do the flavor of these areas justice. These regions also have their own authority and customs, creating opportunities for role playing, especially if any of the characters originate from said location. Wikipedia is your ally. When setting up a location, whether in Archon or abroad, don't be too vague: choose a specific locale as the focus of the action, preferably one with lots of interesting terrain just in case a gunfight breaks out and the characters need to dive for cover.

## THE MEAT

Even non-combat classes can fire a gun. Hackers can tap into opponent brains. The specifics of the battle leads into a specific aspect of modern/sci-fi gaming compared to several fantasy games.

In fantasy games, it's somewhat typical to attack several large monsters through the course of an adventure. In a game like *NeuroSpasta*, battling against a giant robot every week strains an already enervated credibility. In many modern games, enemies are numerous and weak, reserving the powerful opponent for the finale. Although you can avoid this pattern and throw down difficult encounters consisting of small groups of enemies, there is the possibility, with 4th Edition, to create encounters with many opponents through the use of minions. The problem is that minions are designed to flesh out an encounter already populated by larger monsters. Minions by themselves are generally poor substitutes for 'real' opponents, unless steps are taken to force both sides to maximize the terrain. One solution to this dilemma is the following rule:

**Minion Mass:** If more than half the total XP budget of the encounter is taken up by minions, double the number of minions and halve the XP reward of each individual minion.

## CLIMAX

The climax ends the episode but not necessarily the story point the episode revolved around, nor does it always solve the hook which started it. It may only be a resolution to the immediate conflict or end one chapter of many more to come. It is important to note this need not be an encounter where blood is spilled. It may simply be a plot point or a conflict of words instead of bullets. One thing to consider is that while the player characters are exceptional individuals, they are not superhuman and are likely to suffer from battle fatigue or emotional trauma if forced to deal with too-frequent gunfights or the loss of civilians. Further, it forces one to question the safety and success of Archon if terrorists are blowing up cars and hijacking buses every week. You can solve this by first moving out of Archon occasionally and

by also introducing challenges that don't necessarily need to be solved through the barrel of a gun.

## SET PIECES

And sometimes you just want action. *NeuroSpasta* can be about plot, or it can be about gunplay. Occasionally, a group may find itself involved in a life or death struggle including several encounters back to back. These action "set pieces" usually occupy a single session. Set pieces are not episodes but can often be the hook or climax of one. You can also extend the sequence of events and expand a set piece into an entire episode. This can be especially helpful after an adventure with little to no gunplay. The useful thing about set pieces is variety. You can use the same map in several different ways.

Here are only a few examples.

### SPI – THE RUINED CITY

Unlike the urban city map, the ruined city map is a congested powder keg. The characters have found themselves (intentionally or accidentally) in a confined city block with little room to maneuver and enemies, real or imagined, hiding in every corner.

**Area A - Tower:** This is a bell or clock tower seven floors high. It is the highest location on the map. Entering from the east takes one right to the stairs. The outlook is only two squares wide. The ledge grants cover against all attacks. From this altitude, characters from this location have clear line of sight to any target on the map not in a building. Targets in buildings may have normal or superior cover depending on each situation. For example, targets in Area B can be attacked as there is no roof but the southern walls are intact, offering cover depending on how close targets are to the wall.

*Hardness:* 5

*Hit Points:* 100 and the building collapses. Those on the top floor fall 70 feet to the ground.

**Area B - Gutted:** This building has taken a shell or has suffered a bomb detonation. The southern and western walls are still intact but the roof and most of the north and eastern walls have collapsed. Although there are no functional stairs, characters can still climb to the second and third levels. Level 3 has a concrete barrier, offering cover from Area A (the tower). Vehicles attempting to escape by driving through this building (around the bus in Area E) will find themselves stuck for up to 10 rounds (or until cleared).

*Hardness:* 5

*Hit Points:* Doing 50 damage to any functional walls (south or west) will bring the second and third levels down like a pancake (10 foot and 20 foot drop respectfully). Creatures within suffer must make a DC20 Ref save or suffer 3d6 damage.



**Area C – Blockade:** Three vehicles are blocking the road to the west. They are placed in such a way that ramming any of them would be futile (as the vehicle behind is too large to be moved when struck by the other two). This assumes players are not driving a tank, as that will be able to smash through pretty much anything.

The vehicles might drive into position to block the way, starting the encounter, or they might have been there to begin with. The vehicles don't have accessible keys and cannot be easily moved. Vehicles can grant cover.

*Hardness:* 5

*Hit Points:* 40 for each vehicle but destroying one does not remove the obstruction. If destroyed, the vehicle bursts into flame, immediately inflicting 2d6 damage to every target that moves within 5 feet of the vehicle occupies. This lasts until the end of the set piece.

**Area D – Impossible:** A hastily erected obstruction occupies this entire road, end to end. Half of it is stacked garbage and the other half is larger chunks of debris that have been covered in gasoline and lit on fire. Rushing this barricade is useless. It cannot be destroyed and absorbs all damage inflicted. The fire inflicts 2d6 damage to every

target within 5 feet of the fire. This effect lasts for the entire set piece's duration.

**Area E – Bus:** A large, weathered, and aged city bus has been wedged across this street, operating as a barricade similar to Area C. It is still intact and functional but is even more difficult to move than the trucks in Area C. Targets can have up to superior cover from anything on the other side. The top of the bus is 10 feet up, allowing cover against opponents at ground level.

*Hardness:* 5

*Hit Points:* 60. If it is destroyed, it explodes. The fire inflicts 2d6 damage to every target that moves within 5 feet of the vehicle. This lasts for the entire set piece's duration. Destroying the bus does not remove the obstruction.

**Area F – Café:** This tiny café has been gutted from weapon fire. The door to the south has broken down and there's a large gap to the sky above. The stairs have collapsed, forcing characters to climb to the roof on level 2. On the other hand, the moderate walls to the west and south offer cover. From the roof, characters have view of the road and to the roof of the building in Area G. They also have cover against every attack except from those originating in Area L.





*Hardness:* 5

*Hit Points:* 100 as this building is fairly well made. If someone really wants to punish it, the southern and western walls can collapse (50 each) but this still won't bring down the roof. Reducing the entire structure to 0 hit points will bring the roof down (10 foot and 20 foot drop respectfully). Creatures on the upper level must make a DC20 Ref save or suffer 2d6 damage.

**Area G – Undamaged:** This small house has managed to escape damage. It has three rooms, including a bathroom and kitchen. A set of stairs lead to the roof. Regardless of the application of the set piece, characters will find a family in here (father, mother, and daughter). The roof grants cover against every attack except from those from the roof in Area L. There are few windows on the lower level, and the flaming car in front blocks line of sight to the south.

*Hardness:* 5 for inner walls, 2 for outer walls.

*Hit Points:* 100 and reducing the entire structure to 0 hit points will bring the roof down (10 foot drop). Creatures within must make a DC20 Ref save or suffer 2d6 damage. The family members are non-combatants and if caught in the collapse, they will die.

**Area H – Drop:** This house is very similar to the one in Area G except that this one was not as lucky. Building decay or an explosive has brought down the center of the roof. There are still three rooms but the house is abandoned. Roof access is still available via a ladder. The roof grants cover from every opponent.

*Hardness:* 5 for outer walls, 2 for inner walls.

*Hit Points:* 100 and reducing the entire structure to 0 hit points will bring the roof down (10 foot and 20 foot drop respectfully). Creatures within must make a DC20 Ref save or suffer 2d6 damage.

**Area I – Not Much:** This building has been completely destroyed. A set of stairs leads up to a second floor, except that the second floor is gone save for a small patch by the south. Luckily, all four walls are still standing, granting cover to those behind. However, it doesn't take much to bring one of these walls down. The real threat comes from the roof in Area J, which has clear line of sight to anyone not against the southern wall.

*Hardness:* 5 for outer walls, 2 for inner walls.

*Hit Points:* 40 for each wall and it collapses.

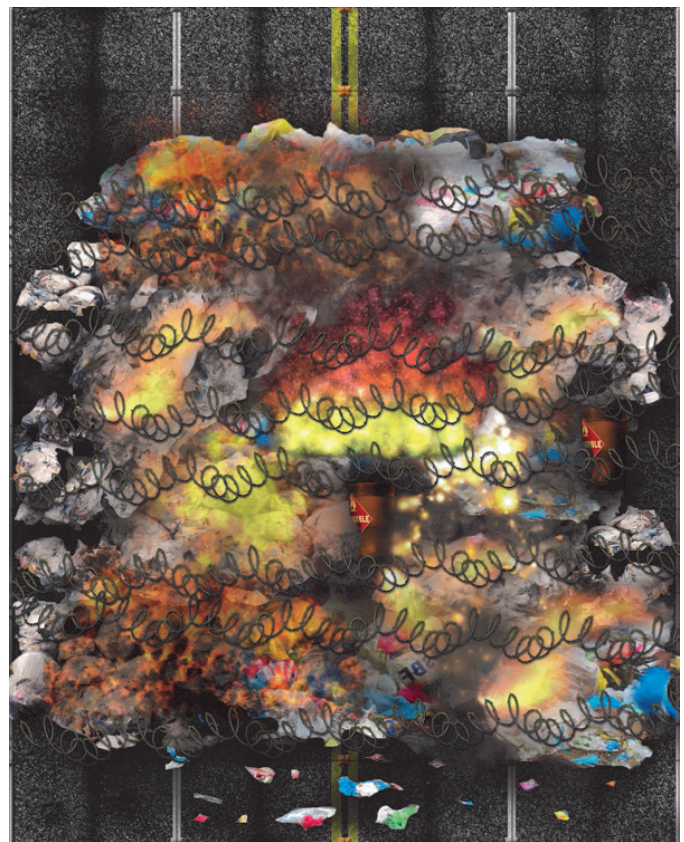
**Area J – Looming:** This area is on the southern edge of the combat area, so it's not detailed on its lower level. Its top level, 30 feet up, has clear line of sight to the entire road except from areas blocked by the building in Area K. It grants cover against attacks except from those in the tower in Area A (unless a character moves right against the ledge barrier).

*Hardness:* 5

*Hit Points:* 150 as this building is virtually intact. Destroying this building will cause it to collapse.

Creatures within must make a DC20 Ref save or suffer 3d6 damage. Those on the roof, fall 30 feet.

**Area K – Office:** The largest building in the block, this area has only one functional floor, as both the stairs and



elevator shaft have collapsed. The building is intact with thick concrete walls.

**K1 – Restaurant:** There are tables and a bar in the southeast corner. The windows are large and don't offer much for concealment.

**K2 – Kitchen:** This area is well-stocked with a functional fridge. Characters can find various kitchen implements from knives to stand mixers.

**K3 – Women's Restroom:** The water flows and the toilets flush.

**K4 – Men's Restroom:** The water does not flow and the toilets do not flush.

**K5& K6 – Hallway:** Broken windows supply access points but not much of a firing angle. Buildings in Area I and Area J block line of sight.

**K7 – Conference Room:** Scattered tables and chairs can be used as cover or stacked to form a barricade in a pinch. A rear door provides access.

**K8 – Storage:** Characters will find food for days. There are hundreds of cans and cartons of various non-perishables.

**Hardness:** 5 for outer walls, 2 for inner walls.

**Hit Points:** 500. This building cannot be hurt by small arms fire.

**Area L – Looming 2:** This area is on the northern edge of the combat area, so it is not detailed on its lower level. Its top level, 30 feet up, has clear line of sight to the entire road except from areas immediately in front of the buildings in Areas F, G, and H. It grants cover from all attacks except from those in the tower in Area A.

**Hardness:** 5

**Hit Points:** 150 as this building is virtually intact. Destroying this building will cause it to collapse.

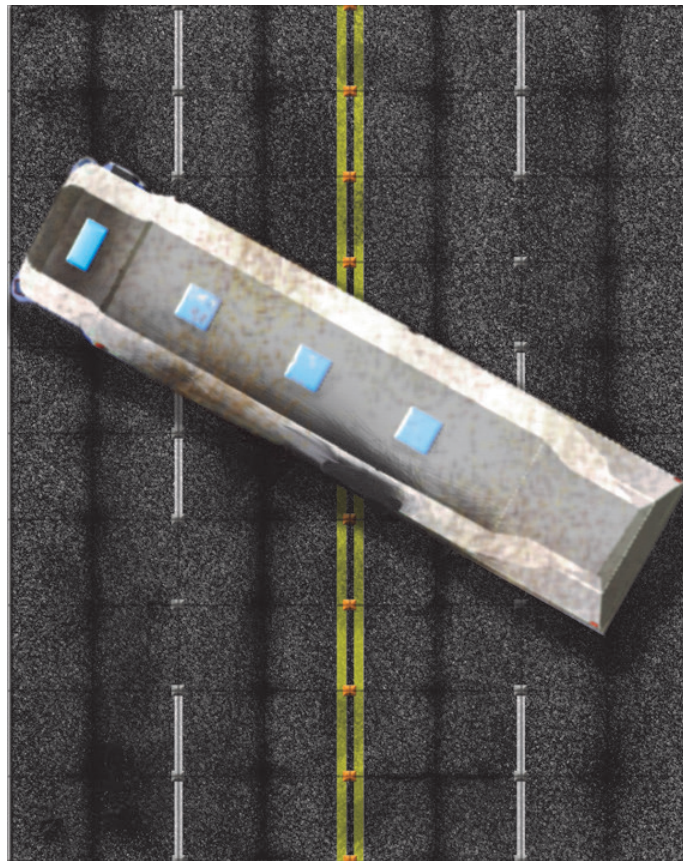
Creatures within must make a DC20 Ref save or suffer 3d6 damage. Those on the roof fall 30 feet.

**Area M – Bunker:** This building has been fortified by sandbags and garbage. It used to be a remarkable structure, but the entire front window, once a glass curtain wall, has since shattered, opening this side of the building. A concrete hedge still grants cover. It has a second floor roof with no protective walls, granting cover against attacks from ground level.

**Hardness:** 10 for outer walls, 2 for inner walls.

**Hit Points:** 100 as this building is fairly well made. Reducing the entire structure to 0 hit points will bring the roof down (10 foot drop). Creatures within must make a DC20 Ref save or suffer 2d6 damage.

**Area N – Street:** The street is wide and vulnerable. Two vehicles are on fire, immediately inflicting 2d6 damage to every creature that moves through or enters a square the vehicle occupies and for every adjacent square. This effect lasts for the set piece's entire duration. One vehicle is overturned but not on fire while another is functional near the eastern edge. Undamaged vehicles can be destroyed or even operated.



**Hardness:** 5

**Hit Points:** 30 for each vehicle but destroying one does not remove the obstruction. If destroyed, the vehicle bursts into flame, immediately inflicting 2d6 damage to every creature that moves within 5 feet of the vehicle occupies and for every adjacent square until the end of the encounter.

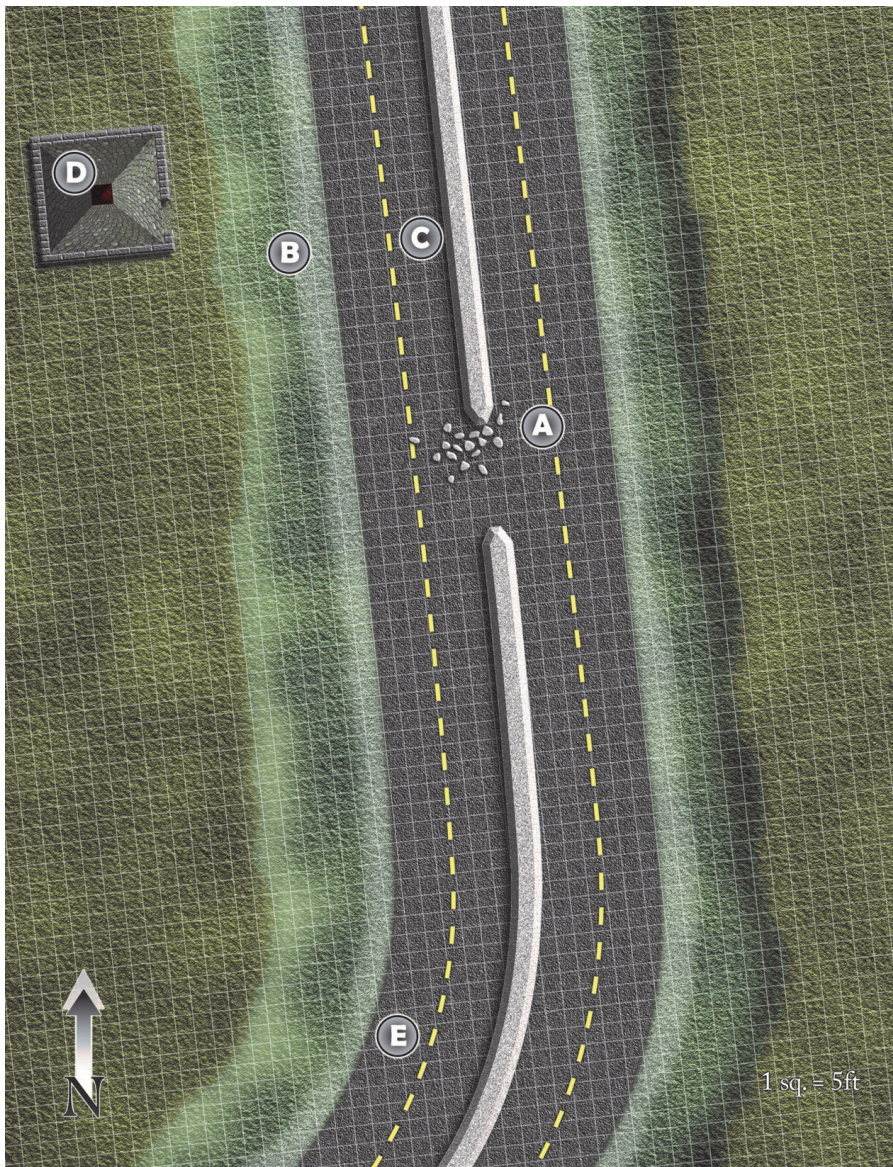
**Area O – Intersection:** A turkey-shoot, this area is open and dangerous. There are no obstructions. Vehicles stopped here are sitting ducks, taking fire from all directions.

## SP2 – THE HIGHWAY

This long stretch of road can either be congested or empty. It features a small bend, concrete dividers and a nearby abandoned house. The road is elevated on a verge. In a pinch, this road can be redrawn as a bridge. Simply state that at the border of the verge and shoulder is a 200-foot drop.

**Area A – Jersey Wall:** Crash barriers and water-filled barrels protect this opening in the jersey wall. The wall is three feet high and grants cover to anyone using it. The barrels are not as effective. Tanks are the only vehicles that can cross the wall, forcing others into the one solitary opening. The barrier is difficult terrain for all creatures.

**Hardness:** 20 for the wall, 2 for each barrel.



**Area D – House:** There is a single house in this wide-open area. It has two floors and is high enough that the roof has line of sight to anyone on the road. The ledge wall grants cover. Unfortunately, the house is not very well built.

*Hardness:* 5 for outer walls, 2 for inner walls.

*Hit Points:* 100 and reducing the entire structure to 0 hit points will bring the roof down (10-foot drop). Creatures within must make a DC20 Ref save or suffer 2d6 damage.

**Area E – Barrier:** An old-fashioned steel barrier prevents cars from going off the road. It grants cover the same as the jersey wall.

*Hardness:* 10, 15 if struck by a vehicle

*Hit Points:* 10 for each square of wall.

## SP3 – OFFICE BUILDING

The office map is of any floor of any building the characters may find themselves in. Unlike other maps, the main walls here are all alike. Squares with furniture are considered difficult terrain and grant cover or concealment if the character is in an adjacent square. Doors are locked but weak.

**Doors:** All interior doors have a hardness of 2 and 10 hit points. Being behind one grants cover.

**Furniture:** Tables and chairs have a hardness of 3 and 8 hit points. Being behind one grants cover, but only to adjacent squares.

**Walls:** Outer walls have 5 hardness and 20 hit points per square. Inner walls have 5 hardness and 10 hit points per square.

**Electronics:** Several offices may have computers or other electronic devices. If used as cover and shot, the electronic device is instantly destroyed and rendered useless.

**Flammable:** Most furniture is flammable and if lit on fire will do 2d6 damage within 5 feet. The fire lasts until the end of the encounter and may also ignite adjacent items.

**Area A – Reception:** The counter grants cover. This entrance assumes a ground level entrance. If not, then this area can lead from the elevators.

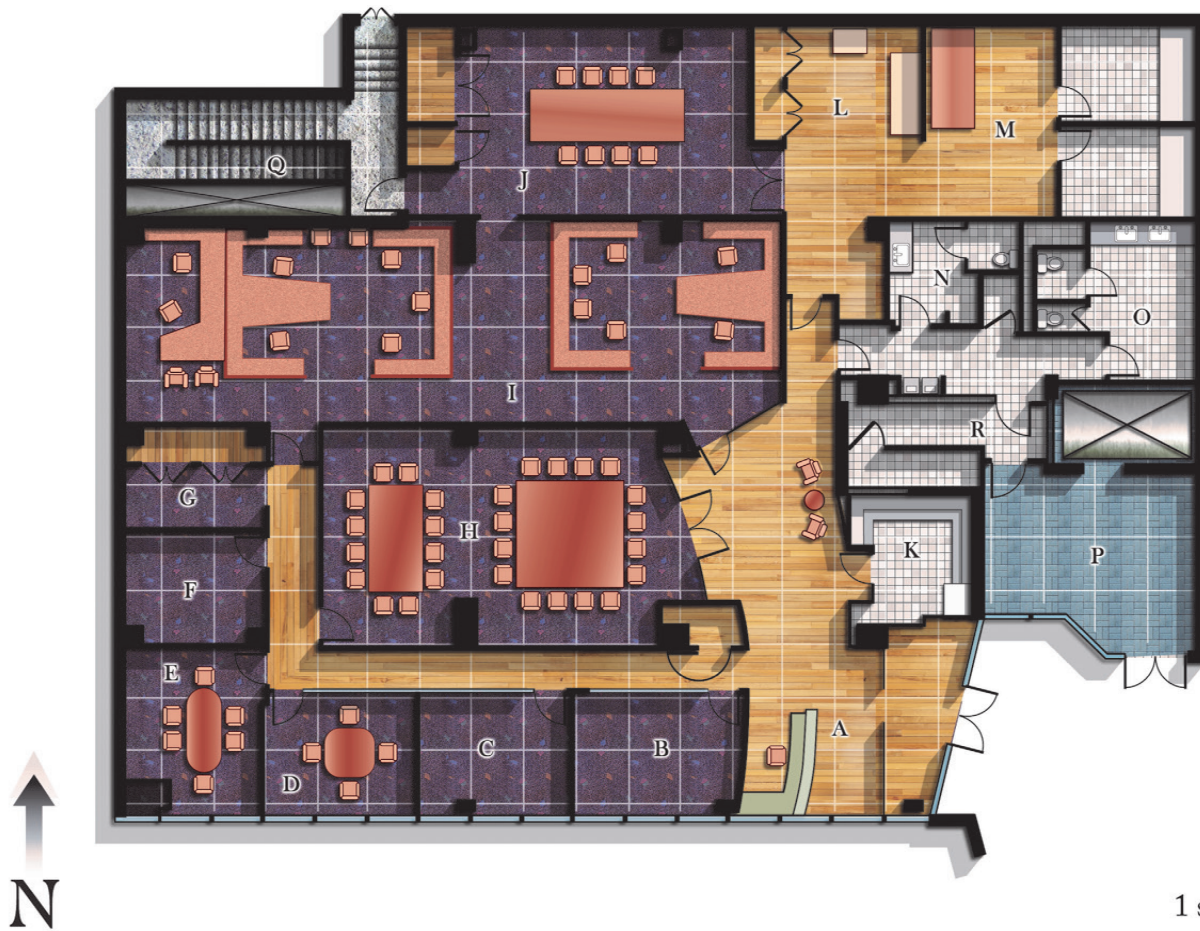
**Areas B – F – Offices:** The offices are filled with furniture and electronics.

**Area G – Service:** This area includes storage as well as photocopiers. It is very confined.

*Hit Points:* 30 for each square of wall, 10 for each barrel. Destroying a barrier allows ground vehicles to cross but it is still considered difficult terrain.

**Area B – Verge:** The road is seven feet above the ground. The verge is the patch of manufactured land the road is built upon. Those at the base of the road have basic cover from attacks on the road. The same is true for prone targets at the road's edge. Vehicles driving off the road must make a DC20 control roll check. If a vehicle is travelling faster than double its speed, it must make a DC25 control roll check. Failing by 10 or more results in a roll.

**Area C – Highway:** This is a major road between two locations. The tarmac is in good condition and features a center jersey wall, two lanes and a ten-foot hard shoulder. Other than the jersey wall, the highway is extremely vulnerable. There are no vehicles on the map by default, allowing the GM to place any obstacles along the way. This can include moving and stopped traffic as well as barricades and wrecks.



1 sq. = 5ft

**Area H – Conference:** The conference room has a paper-thin divider separating the two tables. The southern wall is also removable. These walls are thinner (hardness 2 and 10 hit points).

**Area I – Cubicles:** The cubicles have short walls granting concealment but have no hardness or hit points. They can be pushed aside with a DC20 Strength check. A bull rush by a target with Strength of 22 or more can ignore squares occupied by cubical walls.

**Area J – Conference:** Another conference room, though much smaller than the one in Area H.

**Area K – Kitchen:** This may be stocked with food. Various implements including knives and pans can be found here. There is a fridge and a microwave but no stove. Most of the food is non-perishable.

**Area L & M – Various:** These are miscellaneous rooms with desk and tables. One might be a lunchroom while another could be computer terminal room. Two storage closets lay east of Area M.

**Area N & O – Washrooms:** Both fully functional.

**Area P – Terrace:** This open area can serve as an access point or an escape route. This can be especially useful with encounters where the set piece is located several floors off

the ground. There is a thick transparency around the eastern and southern walls.

*Hardness:* 10 for every 2 squares of glass.

*Hit Points:* 5 and the transparency shatters.

**Area Q & R – Stairs:** These areas can be ignored depending on where the set piece is located.

## SP4 – RURAL

Much smaller than the city map, this set piece is designed for engagements where characters must move between rooms and houses. Action scenes can take place inside a specific room and move slowly into the street or start outside and work in. Characters may also be held up inside one house, pinned from outside opponents.

**Area 1 & 2 – Houses:** These houses can be lived in or not. You can populate them with a TV or kitchen appliances. If there is furniture, it may be used as cover. Tables and chairs have a hardness of 4 and 10 hit points. Being behind one grants cover but only if the character is in an adjacent square.

*Hardness:* 5 for outer walls, 2 for inner walls.

*Hit Points:* 100 and reducing the entire structure to 0 hit points will bring the roof down (10-foot drop). Creatures within must make a DC20 Ref save or suffer 2d6 damage.



**Area 3 – Road:** The road here is two lanes with a single line. It features extra wide shoulders for parking. The vehicles here may be functional or not. They are all simple sedans. No sports cars or armored transports. Being behind or in one grants cover.

*Hardness:* 5

*Hit Points:* 20 for each vehicle but destroying one does not remove the obstruction. If destroyed, the vehicle bursts into flame, immediately inflicting 2d6 damage to every creature within 5 feet until the end of the set piece.

**Area 4 – Building:** This larger structure would obviously be the center point of the encounter. Characters need either to break in or break out safely.

Each area can be filled with furniture and people, depending on the building's purpose. If an office building, it may be better to use the office map instead.

Tables and chairs have a hardness of 4 and 10 hit points, and only grant cover to adjacent creatures.

*Hardness:* 5 for outer walls, 2 for inner walls.

*Hit Points:* 100 and reducing the entire structure to 0 hit points will bring the roof down (10-foot drop). Creatures within must make a DC20 Ref save or suffer 3d6 damage.

## SP5 -- COMPOUND

Deep in the wilderness, or just a few blocks out of town, lays this secluded building. There is an open plain, surrounded on all sides by forest. More than likely, the characters will be forced to raid the compound, assassinate

or rescue someone inside, and make their escape. Vehicles have been placed which can be stolen or destroyed.

**Tents:** These covered areas block line of sight from above. Other than that, they grant no cover from ground fire unless barricades are placed.

**Vehicles:** The vehicles are basic sedans, but they can be replaced with armed vehicles to fight against or steal. If basic sedans, they follow the same rules as other vehicles.

*Hardness:* 5

*Hit Points:* 20 for each vehicle but destroying one does not remove the obstruction. If destroyed, the vehicle bursts into flame, immediately inflicting 2d6 damage to every creature within 5 feet until the end of the set piece.

**Compound:** The main facility is broken up into three rooms, two entrances, and an outside set of stairs leading to a flat roof. This roof doubles as a helicopter landing pad. There is no other protection on this roof but prone characters are granted cover against ground attacks. The compound has weak inner walls, so if on a rescue, take precautions.

*Hardness:* 4 for outer walls, 2 for inner walls.

*Hit Points:* 200 and reducing the entire structure to 0 hit points will bring the roof down (10-foot drop). Creatures within must make a DC20 Ref save or suffer 3d6 damage. If the helicopter is on the roof, it crashes and explodes, resulting in a second DC20 Ref save or suffer 4d6 damage. The building is also on fire. A creature moving within 5 feet suffers 2d6 fire damage.



## APPLICATIONS

The following are generic plot events that can be woven in your adventures. Each one can be tailored to suit your needs.

**Landscape:** The map this application employs.

**Objective:** The purpose behind the adventure.

**Setup:** How to organize the map to begin the first encounter.

**Encounters:** Specific combat and non-combat encounters as they occur.

## HOW LONG TO WAIT

**Level:** 6

**Landscape:** SP2-Highway

**Objective:** The characters find themselves in the middle of a long and empty road. They have been waiting for hours for the passing of a convoy they will need to strike. There is something or someone they need to acquire. The road is isolated. The group must strike fast and safely retrieve the objective from opposing forces.

**Setup:** The characters have unlimited time in order to prepare for the ambush. They may not know which vehicle contains the precious cargo. There is a house nearby the group may take possession of. The enemy convoy consists of three sport utility vehicles, fully crewed. The players need to prevent the vehicles from driving away without damaging the target vehicle.

## ENCOUNTERS

**Initial Strike:** The characters initiate the start of an encounter by striking first. They are granted a surprise round. To add to this, enemy units must take move actions to exit disabled or destroyed vehicles. Because of this preliminary attack (probably accompanied by explosives), the initial encounter is a powerful one. A DC20 Perception check is required to notice the last vehicle sagging on its rear suspension.

*XP 4,800*

*Lead Vehicle*

*8 qualified combatants with the regimented unit trait*

*Middle Vehicle*

*3 flesh fortresses with the regimented unit trait*

*3 qualified combatants with the regimented unit trait*

*1 machine gun menace with the regimented unit trait*

*1 cell lieutenant with the regimented unit trait*

*Trailing Vehicle*

*<Encounter 2>*

The characters may take notice that no one is emerging from the rear vehicle. The target of the assault is located in this vehicle.

The vehicle will attempt to get away if it can. It must be disabled or it will escape.

SUV



*Maneuver*-2

*Speed*5

*AC*18 (with driver Dexterity)

*Hardness* 10 (with reinforced plating)

*Hit Points* 20

*Size* Large

The vehicle can be disabled by appropriate powers or by reducing its hit points to zero. It is still not destroyed until reaching its negative hit point value.

Even though the encounter ends, and players may reset powers and spend healing surges, the second encounter actually occurs immediately after.

**A Final Hazard:** The final vehicle tears itself apart.

*XP* 3200

*2 minotaur battle armors*

After the minotaurs have been destroyed, the cargo can be retrieved.

## NOT A GOOD PLACE FOR AN AMBUSH

**Level:** 10

**Landscape:** SP1-The Ruined City

**Objective:** The characters are escorting a caravan through a war-torn city. These could be refugees, supplies, or oil tankers. Mercenaries have staged an ambush. The characters must fend off the attackers and find a way out of the ambush. This application is for a TL3 campaign.

**Setup:** Don't place the map until the encounter begins. Let the caravan approach the intersection when three trucks drive up to block the road. The garbage barricade is already in place. If the group attempts to turn south, the bus will arrive; otherwise, the bus will block the road one turn later. The caravan will be clumsy to turn around. The drivers may be NPCs.

## ENCOUNTERS

**Ambush:** The caravan is forced to stop and enemy units emerge from opposing vehicles. These opponents are not untrained peons.

XP 19,200

10 advanced combatants with the trained trait  
1 force commander with the trained trait  
1 Emperor  
1 pyrophiliac

Two advanced combatants can be found in each vehicle (with 4 in the bus). The force commander is hiding in Area M, behind cover. The emperor will literally tear itself from inside the bus on round 2. The caravan will be stopped if it attempts a ram any blockade. If the players make an earnest attempt to drive backwards or turn around, another vehicle will drive up behind them to stop their escape. Even though the encounter ends, and players may reset powers and spend healing surges, the second encounter occurs immediately after.

**Escalation:** With the initial attack proving unsuccessful, the mercs will have to double their efforts.

XP 19,200

3 Land Whales  
1 Emperor

Even though the encounter ends, and players may reset powers and spend healing surges, the third encounter actually occurs immediately after.

**No More Play:** Eventually, the players should be able to turn or reverse from the ambush. When that happens, the finale encounter will emerge from Area N.

Level 11 (XP 12,800)

OGRE

OGRE ensures the job succeeds. He will force vehicles off the road that attempt to rush past him.

## NEGOTIATIONS ARE FAILING

**Level:** 4

**Landscape:** SP2-Office Building

**Objective:** Terrorists have secured hostages on the tenth floor of an office building. They have issued demands that cannot be met. For reasons which are clear (and varied), the players are the only hope to settle the situation without further innocent loss of life.

**Setup:** Obviously, a very specific motivation would be needed for the terrorists. If this is politically motivated, there are hundreds of possibilities. Regardless, the player characters are the ones to call. The characters will need to infiltrate and determine enemy strength before formulating a plan. Do not place enemy forces until character locate them. This set piece only has one encounter.

## ENCOUNTERS

**Insertion:** Enemy units are scattered throughout the level. They have taken precautions and deactivated the cameras, as well as shut down the elevators and locked off both flights of stairs. They are fanatical terrorists but are untrained. They are not all on active watch. If the main group in area H is alerted to the raid, they will start executing hostages. There are ten civilian minions kneeling and being used as cover. Enemies will alert others with a swift action if they see a character or witness an ally being shot or killed. If alerted, make a save at the beginning of the terrorists' next turn. Upon a failure, they will execute one hostage. On their second turn after failing, they will kill two more, then two on the third turn, and so on.

XP 2,400

23 qualified combatants with the fanatic trait  
1 force commander

This is the breakdown of enemy placement:

2 in Area A  
1 in each office from Area B, C, D, and E  
1 in Area G  
6 in Area H  
4 in Area I  
2 in Area J  
2 in Area K  
1 in Area N  
4 on the terrace in Area P

The terrorist leader is in Area H but will not directly kill a hostage. In a raid, he will attempt an escape with a hostage in tow.

The opposition does not expect an attack nor do they have a ready action prepared. Opponents will be surprised if characters make successful Stealth checks (at least until an alert is issued). The south wall of Area H can be destroyed with ease.

Once it becomes clear a raid is happening, the remaining terrorists will swarm into Area H.

## SEARCH, RESCUE, PROTECT, SURVIVE

**Level:** 5

**Landscape:** SP1-The Ruined City

**Objective:** An aircraft has crashed in an urban wasteland. This could be a combat vehicle which as has been brought down by enemy fire. The characters are the only ones available to render assistance. They must fight their way to the crash site, secure it, and hold out until help arrives.

**Setup:** The wreck is a large object placed in the middle of the intersection in Area O. Characters enter from the



eastern side of the map. If they try to airdrop, numerous of enemies will emerge, forcing the aircraft to set down a block away.

## ENCOUNTERS

**Initial Ambush:** When the group passes the flaming car in Area N, the opposition strikes.

*XP 3,200*

*31 x qualified combatants with the guerrilla trait.*

• *This encounter awards less XP considering not all qualified combatants are placed on the map at once.*

Place enemy units in Area F, G, H, and I, firing from windows and rooftops. Place a few behind non-flaming vehicles. If the group takes cover in Area K, several enemies will emerge as the players enter, firing on readied actions. No more than two qualified combatants will emerge from cover to get a closer shot. The remainder will continue to be cautious.

Do not put all enemy forces on the table. Only place ones that fire at the group or ones the players have line of sight on. If the party fights on, introduce more enemies as combat migrates towards the wreck. After 31 opponents are defeated, the enemy retreats, ending the encounter.

**Defending Exposed:** The characters reach the crash. The default for the application has the party finding two survivors: one pilot, and one VIP. If part of a larger story-arc, perhaps the VIP contains vital information. The pilot is pinned and requires five to ten minutes of cutting to remove him (depending on party resources). A crowd of rebels emerge, sweeping into the street. They don't bother with cover. Hidden among them are three larger opponents.

*XP 3,200*

*3 machine gun menaces with the mob trait.*

*36 ammo wasters with the mob trait.*

- Remember, the mob trait applies to all adversaries in the encounter (numbering 39), regardless of name.
- Only the units on the battlefield count towards the mob's special ability.
- This encounter award less XP considering not all ammo wasters are placed on the map at once

Place 10 enemy units on the map around areas C, D, and E. Opponents seldom take cover. On the next enemy turn, place 10 more and on the following turn, place the remaining 16. Each time, insert one machine gun menace within the crowd.

A DC25 Perception check will locate the larger opponent. The crowd is actually much larger but when the required number of enemies has been defeated, the others will flee until the evening. This ends the encounter.

**The Elite Threat:** The survivors have been freed but it is far too dangerous to walk them through the street. The players may attempt to cross the road or wait for ground transport. The sun will set, limiting non-enhanced vision to 20 squares. During sunset, or if the players attempt to race back to the aircraft, an elite mercenary team will intervene.

*XP 3,200*

*1 force commander with the trained trait.*

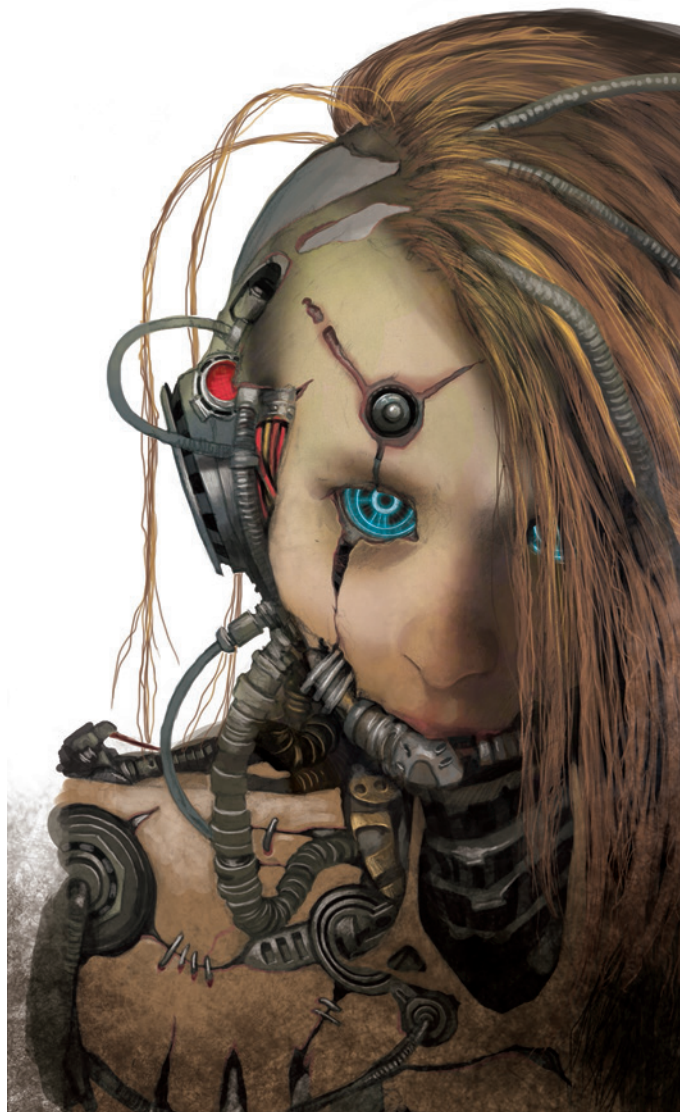
*1 bell tower bastard with the trained trait.*

*2 flesh fortresses with the trained trait.*

*4 qualified combatants with the trained trait.*

These opponents will not immediately exit from cover. They will begin from Area M. The bell tower bastard will not move from his position in Area A. If the sniper is the last opponent, he will not wait for the players to converge. He will make his escape using Stealth to the roof in Area J. There, he will wait and enter the final encounter at full hit points. He can be hunted down separately.

**Help or Escape:** Regardless if the group is escaping to the aircraft or waiting for an armored carrier, the



mercenary's commander will emerge as the player characters attempt their escape.

*XP 4,800*

*1 minotaur battle armor or 1 force commander with the guerrilla trait.*

*26 x qualified combatants with the guerrilla trait.*

*1 bell tower bastard (if still alive)*

The players need not kill every opponent. If they make it out of the map, the set piece is over.

## SMASH AND DASH

**Level:** 6

**Landscape:** SP5-Compound

**Objective:** The characters are tasked to infiltrate an enemy compound and steal or kill a specific target.

**Setup:** Enemies are patrolling the compound but can be surprised if approached using Stealth. Feel free to replace the vehicles with transport trucks or SUVs. The characters will be able to keep their distance and monitor targets throughout the map, enabling their awareness of enemy locations outside the main building.

## ENCOUNTERS

**Raid:** The characters may attack from any direction but the greater distance contains fewer opponents

*XP 6,400*

*1 force commander with the guerilla trait*

*21 qualified combatants with the guerilla trait*

Place 10 qualified combatants on the eastern side of the compound, near the forest. Place 5 on the western side. The remaining 6 and force commander are inside the building. Obviously, when the gunfire breaks out, alerts will sound (swift action for an alert opponent) and bring the other adversaries.

**Getaway:** When the characters locate their objective, the sound of three vehicles will be heard outside. Three more SUVs have arrived and enemy units have begun to file out.

*XP 4,800*

*10 qualified combatants with the guerilla trait*

*1 pyrophiliac with the guerilla trait*

*2 flesh fortress with the guerilla trait*

The characters will have cover inside the compound while the enemies outside will only have the vehicles' (and not all of them will benefit from such cover).

## STREET SWEEPER

**Level:** 4

**Landscape:** SP4-Rural

**Objective:** An opposing force has infiltrated this small town. Characters must work through the town, clearing out opposition.

**Setup:** This bizarre application involves one large encounter the characters move through. Place enemies as they become visible to the characters. Choose a random insertion point for the party.

## ENCOUNTERS

**Cleanse:** Enemies out of sight only appear as the characters move in close. Each player character has an awareness range of close burst 10, with enemies appearing the moment the characters move into the area. They must appear from behind cover. Perception checks may be used to increase the visible range to close burst 20.

*XP 4,000*

*36 gang fillers with the drone trait*

*2 cell lieutenants with the trained trait*

• *The cell lieutenants treat the gang fillers as trained allies for purposes of their adversary trait*

The gang fillers are robots—automated drones under control by an unknown third party. Place down up to 10 gang fillers within 15 squares of the player group. As the characters move between and through buildings, place more opponents on the table, adding in a cell lieutenant for every 10 opponents killed.

## VULNERABLE LOCATION

**Level:** 2

**Landscape:** SP2-Highway

**Objective:** The characters are travelling across a bridge when enemy vehicles block the road ahead and behind. At the same time, an aircraft rises to eliminate the characters.

**Setup:** The highway is now a bridge, running end to end of the map. There is now a railing between the shoulder and the verge as well as the shoulder and the road. It grants cover (hardness 10, 10 hit points per square).

Two SUVs block the north side of the map, one in each lane. The same happens at the south edge.

## ENCOUNTERS

**Holding Ground:** Enemies appear from both sides of the bridge, utilizing cover from vehicles. They will not move from cover unless forced to.

*XP 3,000*



*28 men with pipe wrenches with the trained trait*  
*1 phallic compensator with the trained trait*

Check line of sight since both sides will most likely not have line of sight on a single character. Also check ranges as both sides may suffer from attack penalties. The vehicles are large and hard to move but moving closer to one side will force the enemies from the opposite side to move from cover to converge.

The characters may reset powers and spend healing surges, and the second encounter occurs immediately after.

**High Ground:** Just before it seems the players may be able to make their escape, an aircraft full of enemy reinforcements arrive.

*XP 5,400*

*2 bell tower bastards with the trained trait*  
*1 qualified combatant with the trained trait*  
*1 man with pipe wrench with the trained trait*  
*1 flesh fortress with the trained trait*

The transport plane closes in to drop off the flesh fortress and the man with pipe wrench. The plane will then remain ten squares out from the bridge, where the bell tower bastards will fire from their secured position. The transport grants cover. The characters may try to take down the transport but it will be hard (and unnecessary). Taking out the snipers inside will be easier.

### **Tilt-Jet Transport**

*Maneuver 4*

*Speed 6*

*AC 18 (with driver Dexterity)*

*Hardness 25 (with reinforced plating)*

*Hit Points 30*

*Size gargantuan*

When the opposition is killed, the tilt-jet will make its escape.

## WHERE THE HEART IS

**Level:** 7

**Landscape:** SP2-Office Building

**Objective:** The player characters have finally crossed the wrong opponent. This foe has hired a mercenary team to remove their threat once and for all. Perhaps, as an alternative, these attackers seek something and have arrived to take or destroy it. Characters must survive consecutive encounters as enemies converge on home turf.

**Setup:** This is the character's base of operations (or it is the location the characters are at currently when the ambush occurs). There are civilians that may (and probably will) get caught in the crossfire. The characters may be undergoing a briefing when the attack occurs. They are not prepared for the attack when it begins so it is doubtful they are armed.

### ENCOUNTERS

**Principle Assault:** The initial attack comes way of an incursion through the southern windows. Place a dozen civilian ill-equipped combatants with the mob trait around the office. These must be targeted in order to be killed. Two tilt-jet transports in stealth mode have positioned themselves above the building.

*XP 9,600*

*10 advanced combatants with the regimented trait*

*2 flesh fortress with the regimented trait*

*2 machine gun menaces with the regimented trait*

Place 2 advanced combatants in Area A through E as they smash through windows. One flesh fortress will arrive in Area A with another in Area B. The machine gun menaces will fly into Areas C and D. They will immediately start killing all minions in line of sight, gaining the characters' attention. This is the initial strike force. Even though the encounter ends, and players may reset powers and spend healing surges, the second encounter occurs immediately after.

**Fire Team:** The secondary team, the main force, having used the principle attack in order to get into position, makes their move.

*XP 12,800*

*2 Land Whale*

*8 advanced combatants with the trained trait*

The second team all arrives in Area P. They approach by stealth, if possible, then attack targets in Area I as the players search the fallen members of the initial strike. Even though the encounter ends, and players may reset powers and spend healing surges, the third encounter actually occurs immediately after.

**Insurance Policy:** In typical boss-fight fashion, the enemy commander, controlling all the robots from the aircraft, crashes his most expensive acquisition through the walls into Area J.

*XP 12,000*

*1 Force Commander*

*2 Emperors*

The emperors plow through walls, stepping over chairs. Make sure you indicate which areas have been destroyed to aid in player maneuvers and line of sight.

## WITHOUT A SHOT

**Level:** 2

**Landscape:** SP2-Office Building

**Objective:** The players must infiltrate a secured building and retrieve a person or vital piece of data contained in a flash drive. Unlike other set pieces, this single encounter is far too powerful for this level. The players must infiltrate and use stealth.

**Setup:** The entry points are in Area A, E, Q, or R. The destination should be on the opposite wall (Area E, G, or M). Characters can only locate opponents via cameras or Perception.

A good idea would be to include a skill challenge using Computer Use to hijack cameras or deactivate security measures.

### ENCOUNTERS

**Infiltration:** The characters insert into their starting location and must use stealth in order to reach their goal. Remember, the characters need to escape as well.

*XP 2,000*

*6 qualified combatants with the trained trait*

*8 gang fillers with the trained trait*

Don't differentiate between qualified combatants and gang fillers. Place the figures randomly around the map. At the start of the enemy's turn, have them wander and move about the facility. Killing or submission is acceptable but if an opponent has a swift action to alert others, the entire level of enemies will converge to the characters' positions. If a character attempts a full combat encounter without stealth, add additional enemies and put the party through a meat grinder.



# ELEVEN: DREAMS OF MAN

**T**he following adventure assumes the players are members of the DPS. It is designed for 4 to 5 players with an average level of 1. No matter how many days pass in-game, the party cannot benefit from extended rests until the end of the adventure.

## ADVENTURE SUMMARY

The players are members of the Division of Public Safety. On the morning of an otherwise average day, an orange van is spotted inside the perimeter of the Iranian embassy, mere meters from its main entrance. Before DPS can properly react to the situation, it explodes, taking out half the building and killing two people. The DPS takes control and investigates the detonation, quickly determining that the explosion was caused by a supersonic missile, not a bomb in the vehicle. The van was only a target.

The characters investigate a possible infiltration of prohibited weapons past the Perimeter Patrol Authority, leading them to stolen vans (like the one used in the explosion) from the Israeli embassy. This tracks back to the assistant superintendent of the garage of the Israeli embassy. Investigating his apartment in Loka leads to a

possible source of the missile's origin, the top of Kheiron Biotechnology's unfinished corporate headquarters.

At KBT, the DPS discover that the chief of security has had his brain swapped and the impersonator is the leader of a group of terrorists that have infiltrated the unfinished upper levels. After defeating them, the DPS discover an incomplete launching facility for the missile.

This could mean the terrorists at KBT might either be a misdirection or part of a larger conspiracy. At the same time, the DPS receive an anonymous video showing the missile and its trajectory, including its launching point—that of an American cloaked stealth fighter. Contacting the US Embassy, the DPS is stonewalled but given clues by a clever diplomat that not only was the plane stolen but its escaped pilot was picked up offshore and is held inside that very same building.

The DPS, instead of causing an international incident, decide to infiltrate the US Embassy and capture the pilot for investigation. In the end, the pilot is discovered to be yet another pawn, like the terrorists at KBT, like the Israeli superintendent, in a master plan laid down by a still unseen greater threat.

## PLAYER BEGINNING

One of the most important moments in a campaign's first session is player introduction. One option is to have all the

players already members of the Division of Public Safety, with shared experiences they can recollect jovially over drinks. This is useful to get into the action as soon as possible but is usually only successful with players already aware of each other and the setting. The other option is to introduce the players as new members of the Alpha team. They can associate themselves with any of the NPCs, including the Special Executive Authority (SEA) in charge of the DPS, Richard Heppner. You can also split this up by having several players already in the DPS welcoming a handful of new recruits. The DPS does not hire rookies so the newcomers would have a reputation which precedes them. If so, feel free to introduce the group slowly as each of them enters the city for the first time...

*You emerge from the tunnel and are struck by the gleaming white walls of the majestic city of Archon. The trees are real and escort you from the tunnel entrance to the highway. The cars are electric and quiet. With the window down, all you hear is the gentle whine of battery turbines and the rushing wind by your ears. The air is warm but clean, with not a whiff of pollution or other unwanted smells. You look ahead and catch the blue-tipped towers of United Square, the seat of the United Nations. The sun is split by the dagger of United Tower-One, the tallest structure ever built by man. Its broad shadow rises to capture you, paving your path to your destination. Soon, you exit the automated freeway and enter Paxis, still under the benign gaze of the ivory spire. In the square sits your new home, the headquarters of the DPS—the Division of Public Safety—the most powerful and controversial law enforcement agency in the history of the planet.*

...Otherwise, you can jump straight into the first encounter.

## EVENT 1 THE THREAT

With the morning comes all the rituals of breakfasts, showers, recharges, and emails. Amongst the dozens of messages the players filter through (mostly spam), they each receive the same message:

**From:** No Name (XXXXXXX@Archon.net)  
**To:** Division Public Safety -- <Insert character name>  
**Subject:** The Order of the Dreams of Man

Cleanse the old ways. Forget heritage. Erase traditions. For the species to reach its potential, the fanatics imposing yesterday onto tomorrow must be removed. No plague wrought by any holy book will satisfy the fundamentals. This is not a war of nations, but against the nature of our species. We remain humble and will help shepherd the misguided to the cause. We are the allies of Archon, despite whatever wounds we are forced to inflict. For this, we warn our friends. The first marker begins today.

Order of the Dreams of Man

When the players reach DPS HQ, they quickly learn from any resident NPC (like if Ariel Alpha or Scott Smith are included in the party) that they too have received the message as did the building's general mailbox.

This could be just an empty threat but for the email to be sent specifically to all the members of the DPS does raise a few alarms. The message appears cryptic and doesn't explain much. No member of the team has heard of the "Order of the Dreams of Man". If they are a terrorist group, they are new.

**Knowledge (History) (DC20):** It was not recent history. In fact, the quote itself, if memory recalls, is slightly distorted from where you read it, which would explain why you're having problems locating the specific reference. It was an old book. A second success brings to surface the memory that it was a quote by Henry Brooks Adams. Henry Brooks Adams was the younger brother of John Quincy Adams, and a historian. This enables the Computer Use option below. A result of 25 on this check renders the entire challenge a success.

**Computer Use (DC20):** The book in question was called A Letter to American Teachers of History, which dealt with applying the second law of thermodynamics and the process of entropy to a geopolitical scope.

**2nd Computer Use (DC20):** "Chaos was the law of nature. Order was the dream of man." That was the Henry Brooks Adams quote. Adams believed that nations would eventually move towards equilibrium and that militaristic nations were detrimental to this theory. The idea being that chaos between nations was against their natural purpose. Beyond that, any connection to terrorism is highly dubious.

## EVENT 2 THE ACT

Shortly before the morning settles and after the players figure out the source of the quote (if they did), a message will be transmitted to the DPS. This can be directed to a specific character or to Ariel Alpha if she is present. You can also bring it via SEA Heppner. It is from SIM (The Samaz Independent Monitor). The message is a relay from the Embassy District. An orange unmarked van has been spotted parked outside the Iranian embassy.

The DPS will be mobilized as the embassy is being evacuated. The van is a featureless hybrid-electric which shows no signs of exterior modification other than the obvious aftermarket paint. The characters may exert their authority over the situation. If someone attempts a thermal scan, it will detect the radiating heat of the engine and nothing else. Magnetic resonance picks up three crates inside. It's encased with a lead-carbide skin, preventing an interior scan. The suspension looks unmodified and shows no significant sag. A crowd gathers outside as people are still being evacuated.

**Demolitions (DC20):** It feels unlikely that there is an explosive in the van. Terrorists never bother to beef the suspension and any significant bomb should weigh down the rear axle. If the vehicle was a bomb, and if the driver was smart enough to get past security, why didn't he just rush into the entrance the collapse the entire building?

**Perception (DC20):** There are cameras located everywhere in Embassy city. This location is no exception. The guard would also have a record of the vehicle's entrance into the embassy. Cameras show the vehicle approaching the main gate and passing through without incident. Close inspection also reveals there was no one driving the van and no one exited it. Possibly a remote control?

**Sense Motive (DC20):** The embassy guards don't remember the van entering the embassy. There is no suspicion with either guard of an ulterior motive. The guards are supposed to be in paranoid mode when on duty, but perhaps they were hacked before going on duty with a delayed-action virus. These two guards have significant firewalls, meaning that if they were hacked, it was done by an expert.

A bomb is obviously suspected but the characters should not act too brave in approaching the vehicle. The Iranian embassy is apprehensive to allow any personnel other than themselves and DPS members into their territory. Regardless of the situation and the precautions

taken, the moment any PC, NPC, or remote control robot is sent to directly investigate the vehicle, it explodes...

*The detonation which follows cracks the walls of the embassy perimeter, throws debris into every camera and every face, and knocks over anything with less than four legs. The front of the embassy collapses into a deep crater which immediately begins to fill with water from a broken pipe. An inferno swells and coughs to the sky. Every window for three blocks has shattered.*

The players are unhurt in the explosion but are knocked down and have a pronounced ringing in their ears which may take a few hours to pass (-2 to Perception for the next hour).

What follows are a series of intermixing news broadcasts to help offer exposition as the game transitions into the investigation of the explosion. If you are able to offer different accents to the various broadcasts, feel free.

*At 7:30 am local time, Archon was struck with its first official successful terrorist strike. The explosion occurred in front of the Iranian embassy...*

*...Until now, local authorities and the DPS have been able to prevent such threats. We have two confirmed fatalities, 20 injured. It is now 8:30 am local time, and the entire area has been sealed by local police while the Division of Public Safety...*

*...Nearly fifty Unus Mentis users have uploaded their experiences in the past hour. Despite this, there appear no new leads. The DPS have refused to release any information regarding the progress of the investigation. The time is now 9:00...*

*...We do have reports coming from personnel on sight that the vehicle was an orange or red-unmarked van. We still have no information how it got past security and past a triple detection system. The DPS is still refusing to comment...*

*...Some witnesses claim hearing a loud clap seconds before the explosion but no other explosives have been detected...*

*...This could mark the end of the honeymoon around Archon...*

## EVENT 3 THE INVESTIGATION

**Perception (DC20):** You may include the interview above with the guards if not already done. It will confirm that they had been hacked. If successful, a Computer Use check can follow. If you already succeeded above, you can go right to Computer Use or Diplomacy. A separate success from a character fishing through the crater will remove a fragment of the van's roof. A car bomb should blow the vehicle outward: if the character who succeeds at this check is also trained in Demolitions, they automatically succeed at the below Demolitions check.

**Computer Use (DC20):** There is no trace of a virus in the guards but that doesn't mean there wasn't one. According to the logfile on their SEEDs, the guards went paranoid one hour before their shift, which began at 6:00 am. They had remained off paranoid since leaving the embassy at 5:00 pm yesterday evening. This breach could have occurred at any time.

**Diplomacy (DC20):** After interviewing the guards, it is possible they were hacked together at a karaoke bar but there is an equal chance they were struck at separate times.

**Demolitions (DC20):** The explosion pushed down and to the sides. Fragments of the axles were sent out to outer walls. What is alarming is that the roof of the van is buried in the flooded crater instead of being blown out which is what you would expect to see from a car bomb. This is indicative of an external blast. If such an explosion pushed the van into the crater, then it occurs mere inches above the vehicle, not inside it. This was an airburst.

This was an exquisitely carried out attack planned by experts. It is one thing to drive a vehicle through a barricade. It's another to hack guards, drive a vehicle into embassy and then use it as marker for a missile attack, all while leaving no apparent traces.

A reporter for a Middle Eastern satellite news channel, Elina Clarke beckons members of the DPS. *"Excuse me? Excuse me? You DPS? Elina Clarke, JSC: care to comment on the progress of the investigation? Are there any leads you care to share?"*

Regardless of the character's response (though her elevation may change), she responds, *"Will you comment on the flash memory videos being posted on share sites and I-news?"*

She plays a slow-motion clip of the explosion. The target of interest is only barely visible when greatly slowed down and even then, it is pixilated. The missile is moving



at supersonic speed and even with the advances of digital imagery, not much can be gleaned.

**Computer Use (DC20):** The digital enhancement is successful but the end result is still underwhelming. The missile is not large but is moving at Mach 2.1. It is not a cruise missile, so its range is limited. This success allows the Engineer roll.

**Perception (DC20):** Neither you nor any of the eye witnesses claim to see a contrail for the missile. Tracking possible chemical evidence reveals the missile came from the business district but that path grows cold after only a few blocks.

**Engineer (DC20):** Given all the evidence you have seen from enhanced image, you are able to reduce the number of missiles types down to five, all from various countries ranging from Israel to America. Two of them are from base/vehicle launchers (SSM), one is a surface to surface





## EVENT 4 THE DIVERSION

The Perimeter Patrol Authority (PPA) HQ is located near the lengthy bridge to Qatar. If the characters pursue this story point, they are met at the PPA by Lieutenant William Fargus. He confirms, when asked, that a vehicle was stopped two days ago attempting to bring in two flagged chemicals which could possibly form an explosive. The explosive required for these missiles do contain these two chemicals but there are thirty-three other components as well. Four of them can be found in Archon though their acquisition would have raised flags. Even if they were able to produce the explosives and propellant locally, they would still require a half dozen other components which are strictly regulated. This is assuming the terrorists are inside the city and had a chemist with them willing and with the knowhow to combine them.

Fargus also reports that the vehicle was impounded by the ISA. If the players are not yet aware, the ISA, or Internal Security Authority, was the law enforcement agency in Archon before the formation of the DPS. The ISA lost nearly all of their political weight and have been reduced to VIP security. Unfortunately, many of the Archon organizations are still utilizing dated policies. The ISA can still enforce certain laws but cannot issue an arrest. After the ISA confiscated the van, Fargus and the PPA considered the matter dropped, which is why they never bothered informing the DPS. Considering the confiscated vehicle and chemicals were caught at the bridge from Qatar, there were no issues over sovereignty; no embassies were violated and the ISA considered the matter settled.

The van had a driver, whom the ISA handed over to UNAPOL (United NAtion's POLice). The driver was a Canadian expatriate living in Greece, Michael Bishop. He's still in custody with UNAPOL. UNAPOL is back at Paxis Square.

From this, the players can split up or investigate both leads separately. One takes the group to UNAPOL to investigate the driver. The other leads to the ISA and the vehicle.

### BISHOP

Bishop is facing charges for attempting to smuggle in hazardous chemicals but has outstanding warrants for conspiracy to commit murder in Montreal so is waiting to be deported, where Canada is going to arraign him on both charges. He is twenty-eight years old, a large man but not fat, with perfectly straight black hair that looks obviously cared for and maintained. He has a t-shirt with a parrot on it. The only thing found with him are the transfer papers he

destroyer missile (SSM), one is air-to-surface missile (ASM) and the last is a portable missile launcher.

**Success:** Knowing everything now, it is unlikely to be a sea to surface missile due to limitations of range. It is also unlikely to be the portable missile launcher as the amount of damage also doesn't match.

**Failure:** The same information is revealed, but requires an all-nighter poring over hundreds of video clips. Each character must make a DC 20 Endurance check or lose one healing surge.

This leaves an aircraft launcher or a large base launcher. Air Traffic Control reveals no invasion of Archon airspace at any point during the incident.

**Engineer (DC20):** If a firing system was brought in pieces, if done right, it could be smuggled with ease. The Israel and American base launchers both have the capacity of being smuggled with virtually no trace save for the launch tubes themselves. Those could be constructed on site if one were so committed. It would be a Frankenstein creation but it would work. The major issue would be the missiles. Although electronics can be smuggled, the chemicals for explosives and propellant are strictly regulated and cannot be smuggled in without proper permits. Perhaps checking the Perimeter Patrol Authority (PPA) about possible attempts to smuggle in any of these chemicals will turn up some leads.

attempted to use to enter Archon. He is tight lipped about this reasons and his lawyer is insisting he remain quiet until his deportation.

**Diplomacy / Intimidate (DC20):** Bishop can be eventually coerced to say:

*"The gears of any machine must work in perfect harmony. Chip a tooth, split a belt, and everything grinds to a halt. The machine breaks. The one you seek works flawlessly. Do you actually think I was ever part of the machine? Or if I was...then I am doing precisely what I was designed to do..."*  
*"I am only saying that the greater the machine, the more parts, the greater chance for failure...which is why everything must be controlled, everything must be perfect. You can't allow one broken gear to fail, unless it was meant to...or...unless you have a failsafe."*

Nothing else will bring forth enlightenment, not even if Bishop is hacked (note that if the hack is detected, the evidence against Bishop will be considered tainted and he will be acquitted at trial: the GM may wish to follow up on this in later adventures). If his memories are scoured, there is no connection anywhere between any terrorism and the attempted smuggling. There isn't even any information as to why he was even transporting them. Either he didn't know what he was doing or the memories have been removed.

**Perception (DC15):** Looking at the forged papers Bishop used, a good thorough check shows that whoever forged the papers were really lazy. Anyone worth their salt should have noticed their forgery. Considering the degree of professionalism exhibited in the case so far, this should raise eyebrows.

## THE VEHICLE

The van is an electric built by a Korean manufacturer. It is the same model as the van that blew up outside the Iranian embassy. Unfortunately, there are hundreds of them around town. The bright orange paint job on this one looks aftermarket. The VIN has been removed and its GPS memory blanked. Attempts to track down missing vehicles reveal several.

**Engineer/Perception (DC20):** The DPS facility has ultrasonic imagery which can reveal details from under paint. If done so, the character brings up an embassy logo, connecting it with a cargo van licensed by the diplomatic mission of Israel.

If the characters investigate the Israeli embassy, they are permitted access without obstruction, given the political ramifications if the embassy is connected with the Iranian bombing, provided the DPS not reveal publically where the investigation has lead.

The vehicle depot superintendent for the Israeli embassy, Robert Jessup, swears that no vehicles were stolen under his watch. However, when he personally investigates his garage, he notices three cargo vans of the twelve missing. This is in conflict with his transition log. According to inventory, these three vehicles are present. Two were retrofitted as airport shuttles. The superintendent offers the log to the DPS gratis.

The last person to sign out those vans was the depot assistant superintendent, Nathan Gelgood. Jessup informs the DPS that Gelgood missed his last shift. His address is a condo in Loka, the executive island of Archon.

## LOKA

*You pass over the network of high-class housings of Loka, bisected by gardens and wide open parks. Built as the primary housing district for embassy employees and visiting dignitaries, it migrated into a tax shelter for foreign business owners, using Loka as their home away from encroaching law enforcement and rising regulation. Billionaires and celebrities now account for more landowners in loka than its originally intended population, reflected every day by the rocketing housing costs. Each condominium, each mansion, is estranged from its neighbors by an alienation of white walls, polished electric fencing and spreads of tended genetically engineered, perfectly permanent emerald grass. As martian to Archon as the capital is to the rest of the world, it demands its own economic status and law enforcement. If it wasn't for the DPS charter, you wouldn't have even been allowed to enter. Your destination is near the central spires—a forest of 50-floor apartment buildings encircled by increasingly shorter brethren. Gelgood's 20 million euro apartment sits on the western side of the 45th floor.*

This building is still populated and the ostentatious residents may take offense if the DPS force their way in with bravado and intimidation. The characters should be made aware of the financial weight every citizen on this island can throw. The door log indicates Gelgood last passed through the triple gate security system 6 hours before the Iranian embassy attack. His apartment is understandably locked and the building owner, Elaine Crosby, can't seem to unlock the thick steel door with her master code-key. A DC25 Strength check will break the

door locks. A character with the Juggernaut ladder and the "I'm The Juggernaut" power may activate it to blow the door right from its hinges. There is no wireless access to the door but a character with a Wireless Access Port may attempt a DC20 Engineer or Thievery to wire the device up. After that, it is a DC25 Computer Use skill check to hack the door (it has no firewall since it has no wireless access).

The group finds the place in shambles. There is a pair of external memory devices amongst the garbage and electronic parts. Most of these parts are pieces of model airplanes, an obvious hobby of Gelgood's. One half-finished craft has a built in camera. Open paints are scattered everywhere. Some colors have spilled over construction paper tossed across the floor.

**Perception (DC20):** The character notices that the construction paper and paints are organized on the floor in a very precise and specific pattern. As the character steps back and looks the total image, he notices the obvious likeness of a crucifix made of gears. The red paint was used for blood, which pours through the mechanism.

The DPS can hack into the external memories.

**External Memory 1:** Firewall 17; Computer Use DC 19: This one has various life experiences. Gelgood is 45 years old and has only the last two years of various memories downloaded. Nothing stands out as particularly damning but he can choose which memories he wishes to download into this unit. One is a vacation in Greece which he took by himself. Another is a memory of the funeral of his Mother who died of cancer, having refused nano-regenerative treatment on the basis of her religion. A simple cross-check with his record shows that Gelgood stopped attending church after that. He has another memory of him accepting to job at the embassy, having been exceptionally qualified for the position. There is no indication any of these memories have been fabricated or modified but there are significant gaps (as to be expected). There are no memories of the past two weeks.

**External Memory 2:** Firewall 20; Computer Use 20; Power (immediate reaction) – if the attacker fails to breach the firewall, he suffers 1d6+2 damage. This memory is obviously highly secured. After it is breached, the DPS finds blueprints and a security map for the corporate headquarters of Kheiron Biotechnologies, which is located in the center of Archon Actual. The building is still under construction and the top fifteen floors (of 95 floors) are still unfinished, which Gelgood has focused on. Kheiron Biotechnologies has only recently taken

possession of the lot, after tearing down the old unfinished CyRev building before it.

If the player characters are unable to break into the memory units themselves, they can take them back to headquarters and let the supercomputers do the work, but this will take time (and they won't get any XP for it).

## EVENT 5 THE MAIL

It would initially appear as nothing, but one of the players will receive an email. In order make it appear unimportant, it can arrive in the morning along with a variety of spam emails typically expected. If any of the characters are new the DPS, then select one of them to receive the email\*, otherwise, choose the most senior member (if there is one). Regardless of to whom it appears, it should arrive before the DPS head to KBT.

**FROM:** "A Fan"  
**SUBJECT:** A Token  
For your enjoyment and consideration...

[www.A3Tours.com/freetrial/1468A<character's first name>](http://www.A3Tours.com/freetrial/1468A<character's first name>)

The link directs the player to a website with a 90 minute video attached. It's a website offering tours throughout Archon for reasonable rates and the video showcases the various tour packages available. The email shows up at an inopportune time and the character should hold it off until later.

**Author's Note:** This is the "mild" approach to this email. The much preferred alternative (and the one I selected with my group) was an email with a slightly different website address...

[www.AsianAssesofArchon.com/freetrial/1468A<character's first name>](http://www.AsianAssesofArchon.com/freetrial/1468A<character's first name>)

...and the video is definitely NSFW.

## EVENT 6 KBT

Knowing perfectly well that there could be a major security issue involved with KBT, the characters are asked to prepare for a Delta load out (8 Load Point for a 5-man team, 7 for a 4-man team).



*The headquarters of Kheiron BioTechnologies is a monstrous monolith covered in a checkerboard of tinted blue windows and photovoltaic panels stretching past its neighbors to scrape the first stratum of clouds, though still humbled in the shadow of UT-1. The iron-gilded stone supports at ground level lend themselves to some Orwellian vision only slightly alleviated by two story tall glass shutters which slide open quickly and effortlessly to your approach.*

Yes, subtlety and diplomacy should be paramount. Just because KBT may be infiltrated does not mean the entire building should be considered opposition. KBT is extremely influential with substantial investment in the development and sustainability of Archon. Talkers should be leading the party as they enter the complex.

The bottom fifty floors are populated by KBT personnel though the board of executives won't arrive until next fall, still operating from their old HQ in Copenhagen. The chief of security is a prosthetic named William Ridley who greets/confronts the DPS personnel as they enter (depending on the bravado or pomposity of the DPS personnel). He wears a business suit and carries a rather wide briefcase with him ("*Security documents and access codes I am required to keep with me at all times*").

Ridley insists that there have been no security breaches of any kind since he took charge of the facility fourteen months ago. He says that a virtuant system is being installed next week but until then, he slaves most of the buildings security through his own SEED. He will refuse access to any secure portion of the building until authorized by the board. There are already secure locations including clean rooms which are prohibited. The top floors are where the most advanced equipment is being installed and thus, they are also forbidden.

**Diplomacy (DC15) / Intimidate (DC20):** Ridley finally permits them access to the upper floor, though under official protest (though not physical protest). He will insist on escorting them personally to the unfinished floors.

This is not Ridley, but is in fact Gelgood. He and his group kidnapped Ridley and swapped brains so Ridley could circumvent the security system. But they would have had to have kept Ridley's brain for the security checkpoints. Ridley's brain is still alive in Gelgood briefcase (a BrainBox). Gelgood/Ridley is actually taking them to the level below where his group is organizing. Gelgood, through Ridley's brain, has control of the security robots and is planning an ambush on this unfinished level. If the PCs fail the Diplomacy or Intimidate checks, then Gelgood/Ridley endeavors to steer them out of the facility but somehow

contrives to drop his elevator passkey where they can find it. Either way, the encounter proceeds.

## LEVEL 2 ENCOUNTER

XP 1,200

*10 Ill-Equipped Combatants - Hive template.*  
*3 Phallic Compensators - Hive template*

The minion security robots roll on treads and are armed with a baton and a shock pistol set to its maximum setting. The artillery units are larger corporate variants of military combat model attack droids. They emerge from distant locations and use the hallways as cover to close distance.

Gelgood/Ridley ducks and finds cover but when the battle goes badly for the robots, he will attack from behind on their highest initiative count.

Gelgood/Ridley is a Qualified Combatant with the Hive template (his Firewall is 20 instead of 17). His weapons were hidden in cybernetic spaces and under his clothes.

After combat is resolved (regardless of Gelgood/Ridley's condition), the characters are allowed a short rest before Gelgood's ace in the hole steps from a security gateway.

## LEVEL 3 ENCOUNTER

XP 4,800

*1 Rourke SAD*

Gelgood may be taken dead or alive (alive is policy). If killed, his brain will still contain some usable information.

**Gelgood:** Firewall 20; Computer Use 15; If the attacker fails to breach the firewall, he suffers 1d6+4 damage and the Firewall defense increases by +2 until the end of the attacker's next turn. This bonus to Firewall stacks if the attacker fails the breach more than once before the previous effect wears off.

Ridley is revealed to actually be Gelgood. Ridley is in the brainbox and still intact. The memory download from Gelgood also reveals that the terrorists are fortified in the level above.

## LEVEL 2 ENCOUNTER

XP 1,200

*10 Men With Pipe Wrenches - Fanatical template*  
*3 Chain Brawlers - Guerrilla template*

If aware of what is to come, the DPS can attempt an ambush. These opponents are comprised of humans and prosthetics, but are not a well trained crop of radicals. Despite this, they are well equipped. They have a base missile launcher that appears to have been brought up in pieces from the freight elevator.

**Engineer (DC17):** The unfortunate truth is that the base missile launcher here is nowhere near completion. None of the missiles were built and none of the propellant or explosives are in place. The PPA were doing their job right, nothing had gotten in. The chances on a second launcher of this type are slim to none. It seems this group had a skilled hacker and the will but not the advanced chemistry and engineering know-how to follow through with a terrorist act of this nature.

Any survivors (including Gelgood) can be arrested and questioned back at DPS HQ. The cell members claim to be from the Order of the Dreams of Man and are comprised of Gelgood, two Americans computer techs, an ex British diplomat, and a member of the Iranian embassy security force. The remaining members are various civilians (two are tourists). When pushed with any decent Diplomacy or Intimidation roll, each and every one of them utters the exact same quote Michael Bishop said earlier (even with the same intonation).

*"The gears of any machine must work in perfect harmony. Chip a tooth, split a belt, and everything grinds to a halt. The machine breaks. The one you seek works flawlessly. Do you actually think I was ever part of the machine? Or if I was...then I am doing precisely what I was designed to do..."*

*"I am only saying that the greater the machine, the more parts, the greater chance for failure...which is why everything must be controlled, everything must be perfect. You can't allow one broken gear to fail, unless it was meant to...or...unless you have a failsafe."*

They subscribe to the same doctrine, thinking they are only one cell of a growing vigilante movement meant to quash those conservative and militaristic forces that wage war against the globalization of the world.

The DPS can also restore Ridley's brain as well, assuming his original body is in any condition of repair. He has little recollection of the past week. He will ID Gelgood as his attacker.

**Diplomacy (DC20) / Intimidation (DC20) / Computer Use (DC20):** Although the group claims to be a single cell of hundreds across the world, there is no evidence in their brains or anywhere else of the existence of multiple cells. By all rights, Gelgood was the instigator. He had the manipulation skills and the drive.

It is not long before the Iranian embassy gets word of the arrest. Because the explosion occurred within the embassy, they are insisting in the deportation of all

members of ODOM, including their own citizen. Israel is not asking for Gelgood back but will file an official protest if Gelgood is handed over to Iran. They support taking the entire cell before the ICC, which SEA Heppner backs up. Iran decides not to push further.

**Insight (DC20):** The entire escapade appears solved, but something is missing. Perhaps these terrorists only had the fuel and explosives for one missile, which was launched. But there was neither residue on the launcher nor around the level of the building. Unless the rocket was fired elsewhere and the KBT facility was a ruse. Something just doesn't add up. Any character who succeeds on this check gains an action point.

## EVENT 7: THE TURN

At this point, the characters have moment of pause. They can settle in, contemplate the day's events, and go over their "email" (yes, remind them of their spam). If the characters deleted the strange email from before, they find it again. Every time they attempt to delete it, it gets re-sent within 5 minutes, somehow making it through every spam blocker the character can throw up.

The video is everything that it advertises, but also prominently features scenic views of the city... including, at 15 minutes in, a distant shot of the Iranian embassy mere moments before the detonation. A close look reveals a puff of smoke appearing out of nowhere. This video was taken on the other side of the city, so there is no good footage of the explosion. However...

**Perception (DC20):** A missile appears out of nowhere in the middle of a city block, nowhere near KBT. The image around the missile appears distorted. As it passes in front of a large building, another distortion appears behind the missile. This allows the Engineer roll.

**Engineer (DC20):** This is a short range missile with no contrail and with active visual camouflage. It can only be one class of missile: An ADCAP X-99B Bloodhound, which is exclusively fired from a Joint Strike Fighter - D34 Stealth Bomber. Only the United States uses the JSF-34. They have twelve, at 5.5 billion a plane. They're equipped with the most advanced visual active camouflage system in the world. No one else uses them, not even American funded mercenary companies. This allows the Computer Use check.

**Computer Use (DC20):** There are two JSF-34s currently nearby. One is stationed in Greece, the other in a US airbase in Israel. With their limited ranged, only Israel could have been the source, assuming there were no mid-air re-fuelers.

The military servers at the US airbase would be a suicidal hack, and if the PCs try it, their boss finds out and reprimands them before they get far enough to cause trouble. Since the DPS has no authority outside of United Nations International Territories, the characters will have to play it nice.

**Diplomacy (DC20) / Bluff (DC25):** The watch commander at the US airbase in Israel is Lieutenant Griffon. When asked directly and properly about the JSF-34, he isn't more evasive than protocol demands.

*"I'm sorry, sir, I cannot provide any information on the existence, location, or condition of the alleged vehicle. If you have further questions, I suggest you direct them to diplomatic envoy in Archon."*

**Sense Motive (DC20):** He wasn't lying. The base has no idea where that plane is, meaning it never returned. If it was rogue, it wouldn't have had a re-fueler, which limits its range. It can't land on a carrier. Perhaps the pilot ditched the plane. It wouldn't have the range to make it to the American bases in Qatar or Bahrain.

The plane would have to have been ditched. Nanomachines in the hull destroy the fighter to nothing if it crashes. There would be nothing to find, except the pilot.

The watch commander did suggest speaking to the diplomatic envoy. If the DPS calls the American embassy, they are invited to the complex, as Ambassador Victor Jerrod is unable / unwilling to discuss anything over wireless.

## US EMBASSY

Shockingly enough, the characters are welcomed into the American embassy, something that they should be aware is practically unheard of, especially if there are no Americans in the party. They are escorted by armed US servicemen to meet with Victor Jerrod, head of the American embassy, in a private meeting.

**Diplomacy (DC15) / Bluff (DC20):** If the characters present a logical query, Jerrod answers punctually, *"I had a total of 35 minutes warning from the CIA about your impending call. The fighter was indeed a D34 Joint Strike Fighter—I'm breaking protocol even admitting its existence, let alone the VAC system. That specific plane was outfitted with test ordnance—no explosive payload—and sent up to the Qatar base for a six month training mission against defunct post century warships. It never arrived. Somehow, it got outfitted with real ordnance and set to execute a bombing run. The US is*

refusing comment until any evidence is revealed. They are preparing a public statement claiming the pilot was a member of the same terrorist group...whichever one you end up naming in your public statement...and was killed when the plane crashed 50 miles from Qatar. They'll weather the backlash, offer increased funding, send a bouquet to the Iranian ambassador claiming they had no idea what was happening. In their defense, I believe most of that to be true." After succeeding with this, the DPS may push for information on the pilot.

**Diplomacy (DC15) / Bluff (DC20):** "I believe the pilot's GPS was located offshore. I imagine he would have been picked up by a pair of fishermen. Furthermore, I would imagine that they would then hand him over to the PPA. If this were true, with international waters outside of the bulwark, it wouldn't be your jurisdiction, so no reason to inform you. Assuming this line of speculation were to occur, which I won't say it did, we would then send a chopper to gather him...assuming, once again...this line of speculation." After succeeding with this, the DPS may push for the pilot's location.

**Diplomacy (DC20):** "Well, if he was here, we would usually locate such sensitive personnel in room 212, along with a handful of guards. The US will make their announcement right after the proof of the plane is made public. I imagine if we had the pilot, he would be ferried out before then, to be eventually ...debriefed and buried under bureaucracy. They won't admit to anything else." Obviously DPS needs to acquire this pilot for their investigation. They may proceed with attempting to push for this release.

**Diplomacy (DC20) / Intimidate (DC25):** "I never actually said he was here, neither could I allow DPS to remove him under the banner of jurisdiction if he was. You're here now as guests of the US Government, not in any official capacity. I am sorry, I can't discuss this further. Like I said, the US will make their announcement in the morning...I can guarantee there will be a chopper leaving soon after from our embassy."

**Insight (DC20):** "Let me stress again, the US cannot condone the DPS claiming jurisdiction to forcibly remove a citizen from its embassy...especially one they claim doesn't exist. Any attempt to do so and my government might decide to pull out of Archon again. Will that be all?"

Jerrod is implying, as blatantly as he dares, that the DPS kidnap Parks from the embassy and then deliver him to the ISA anonymously, so they can arrest him. The DPS can then use jurisdiction to remove him from ISA custody. The Americans cannot accuse the DPS of removing him by force as it would force them to admit publically they were sheltering him. They would eventually confirm the DPS

findings that the plane was stolen by its pilot and sent on the bombing run against the wishes of the US government.

## EVENT 8: INFILTRATION

The objective is to remove Parks from the US embassy without any fatalities. Conflict is to be avoided at all costs. To that end, stress to the players ahead of time that any encounter that lasts more than two rounds or involves a fatality will only gain half the normal experience award.

### LEVEL 2 ENCOUNTER

XP: 1,200

6 Ammo Wasters - Trained template

There are two guards in the room, two more outside, with one at each end of the hallway. Roof access is easiest. The guards are open to hacking. If any guard is allowed an action, they will immediately send message via SEED to all the other guards and sound the alarm. Two rounds later, 4 more guards of the same level from either end of the hall will emerge. Two rounds after that, 4 more. These are American security and have no jurisdiction outside embassy walls. The pilot, Parks, appears to be in a coma and will not offer any assistance or resistance to being removed from room 212. Once Parks and any DPS personnel have left American territory, they are considered to have succeeded (but again, the party gains only half experience for the botched stealth mission). However, all DPS personnel must be able to escape. If any DPS personnel are captured, they will be detained by American security and it will be on the banner of every online news magazine the next day.

The US will insist on deporting the captured agent back to the US but UN charter will take precedence, forcing the DPS under orders of Richard Heppner, to enter the embassy by force in order to retrieve the agent. While the Ambassador will offer a token protest and security forces will offer a show of resistance for the media cameras, they will not violently prevent the DPS from extracting their agents. However, this public debacle will certainly tarnish the image of the DPS and may result in the removal of the US embassy from Archon (GM's prerogative). Not to mention that the party will get an earful from Heppner and won't get any sleep for the next few days (everyone loses a healing surge: if the adventure ends before this becomes an impediment, they start the next adventure down one surge).

If Parks is not retrieved during the initial operation, the party will be unable to find him later, even if they force their way into the embassy the next day (with the same ramifications specified above). A few days later, they will

each receive a coded audio file containing Parks' message below, with no clue to the sender.

Once the pilot is returned to the DPS, they find a fortified brain with two military grade firewalls in his system. He is locked in... probably by a virus which had gained control of him. He has yet to be released.

**PARKS:** *First Firewall 20; if the attacker fails to breach the firewall, the firewall defense increases by +2 for the next 5 minutes; Second Firewall 19; if the attack fails to breach the firewall, both levels of firewalls reseal. After the second firewall is breached, Parks turns on and speaks:*

*"To the members of the DPS. Like you, I believe in the absolute freedom of all information, even at the expense of national security and the petty ignorances of fanatical religious movements. To progress, everyone must discard antique beliefs, tired traditions, and obsolete customs passed down by the uncivilized thousands of years ago. What truly makes one free? Your ideas? Your ego? Humans are bound by nucleotides, proteins, and amino acids. Your freedom is an illusion perpetuated by your genes into following a set of mathematical instructions. Live, eat, reproduce. To truly be free...one must be free...of everything that binds you. This is the first marker...a glimpse of the new world. Soon, there will be another. You will know what to look for. Awaken your souls to a new age...pure...true...freedom."*

Parks falls back into a coma and comes to an hour later, with no memory of anything which has occurred, leading up to and including the theft of the American fighter. The trail ends here...

It is now plainly obvious that a much larger threat is at work here. It was able to hack more than a dozen people in high ranking positions both inside and outside of Archon. It attempted to create an incident in Archon and used several different paths to accomplish this. It could also be that the threat itself was not meant to cause an incident but to test out the skill of the DPS itself—whether the members of Archon's elite law enforcement could figure out the puzzle which was laid before them. If so, than this threat had no regard over the lives lost or the hoops it was expecting the DPS to jump through. Further, if this threat could hijack a US stealth fighter and build a missile platform atop the largest corporate building in Archon, what else could they do?

## END OF ADVENTURE FINANCIAL PAYOUT:

*€520 per character (€360 if they fail to find Parks or end up embarrassing the DPS).*







- Absurd Modifications 170
- Advanced Armor Modifications 131
- African Oil Security 19
- Aging Effects 12
- Aircraft 145
- Air Traffic Control System 234
- Alternate Ammunition 117
- Archon News Network 235
- Augment 107
- Auto 107
- Automatrix 236
- Banner Head 88
- Battery Cells 104
- BCP 109
- Body Enhancements 162
- Boosters 137
- Brother of Blood 89
- Caseless Weapons 114
- Cel/Sat Matrix 237
- Cinematic Cliché 90
- Coil/Rail 109
- Combat Accessories 133
- Corporate Protection 20
- Computer Use 66
- Conceal 109
- Contacts 86
- Corporate HQ Server 238
- Criminal Syndicate 20
- Currency 104
- Cybernetic Devices 172
- Deleting Programs 174
- Demolitions 67
- Detonator 118, 133
- Diving 25
- Dominator 91
- Echelon 239
- Engineer 68
- Enhancement Levels 104, 107, 118
- ESP 114
- Ex-Mercenary 20
- EXP 109, 118
- Field Machinist 92
- Firewalled 25
- Feats, Explosive 80
- Feats, General 74
- Feats, Robot 85
- Feats, Vehicle 82
- Full Body Prosthetics 160
- Generalist 93
- GIA 24
- Ground Vehicles 142
- Government Intelligence 20
- Grenade 110
- Guided 110
- Gunman 95
- Hack Feats 84
- Heavy Auto 111
- Heavy Armor 124
- Heavy Weapons 105, 110
- IAZ CPF 21
- I/O Eden I/T Specialist 21
- I/O Eden MCP 240
- Infantry Support Specialist 96
- Injections 116
- Interpol Agent 21
- Knowledge (Sciences) 69
- Laser 111
- Light Armor 122
- Limb Enhancement 166
- Lunarian 21
- Machine of War 97
- Martial Training Feats 81
- Medium Armor 123
- MZP Transfer 22
- Neural 25
- Neural Implant 168
- Nuclear 111
- Old Martial Discipline 22
- Open 24
- Overseer 98
- Paranoid 154
- Pincher 111
- Plasma 112
- Power Control Grid 241
- PPA / UNPK Reassignment 23
- Program DC 175
- Ram 140
- Reactive Awareness 25
- Recon Sniper 99
- REZ Immigrant 23
- Ring Fighter 100
- SAMAZ 242

Sapper 101  
Shields 130  
Skill Synergies 134  
Skirmisher 102  
Small Arms, One Handed 105, 107  
Small Arms, Two Handed 106, 108, 109  
Sniper 113  
Sonic 113  
Special Forces Officer 23  
Specialty Weapons 106  
SPP 113  
Super Heavy Weapons 106, 111  
Thumpers 115  
Unique Items 135  
University Resident 23  
Utilities 134  
Vehicle Modifications 147  
Vehicles, Standard 143  
Vehicle Operation 70  
Weapon Properties 107

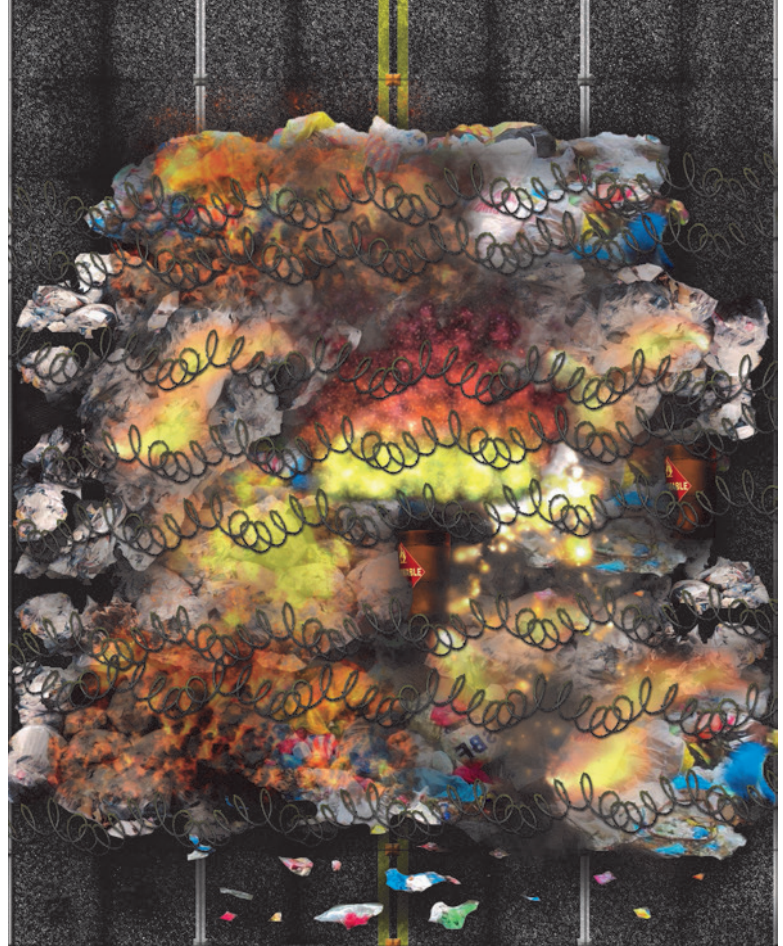
## **ANTAGONISTS**

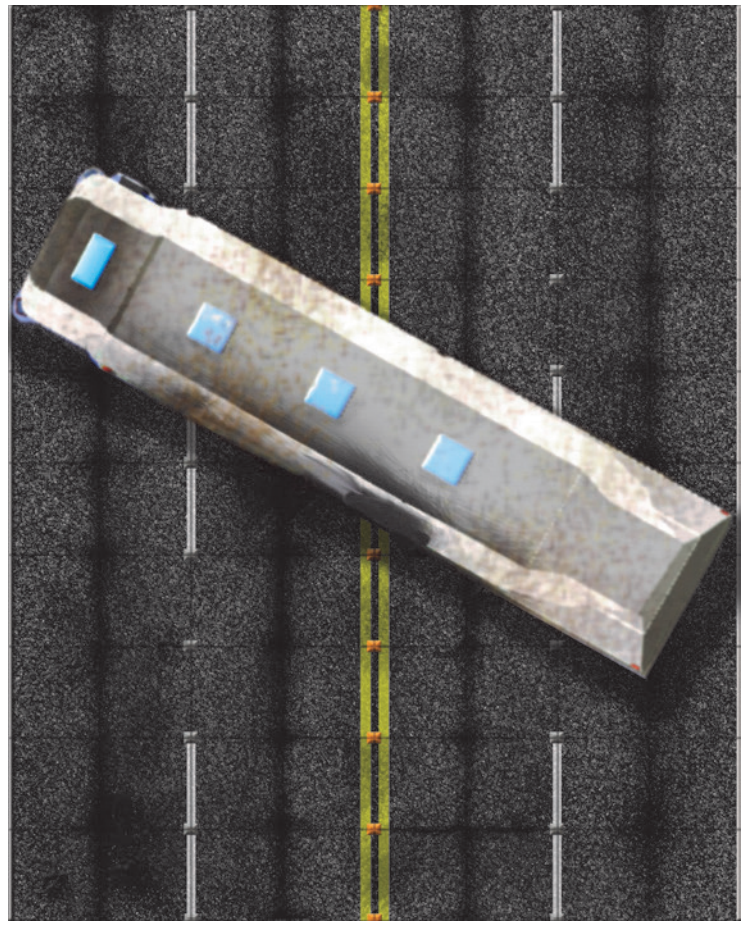
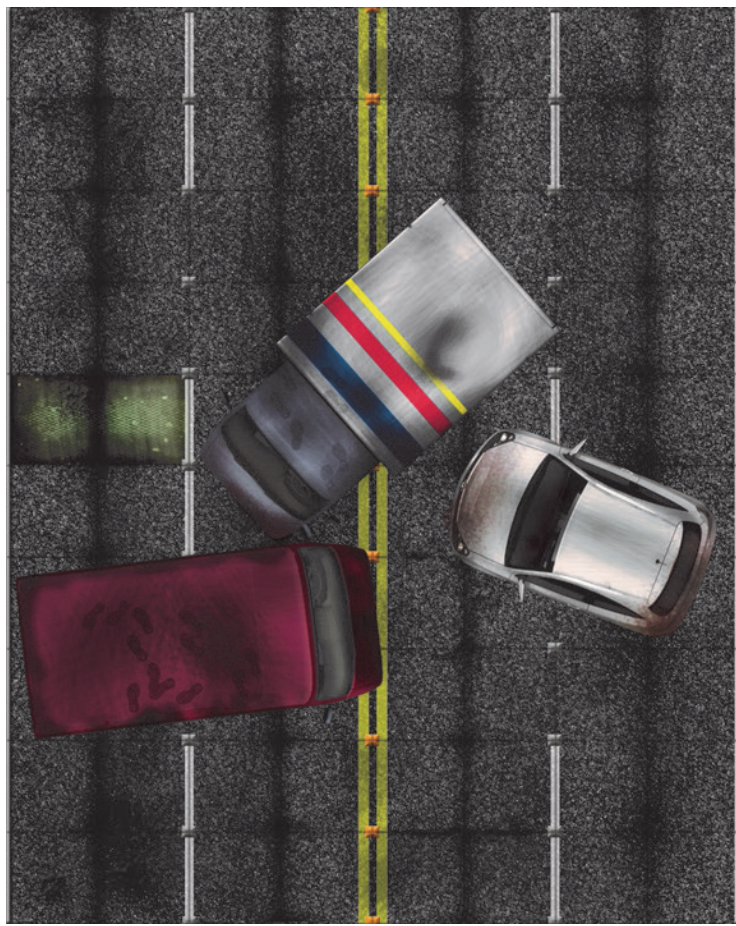
Box House Droid CR1 205  
Chain Brawler CR1 190  
Ill-Equipped Combatant CR1 189  
Cyber Dog CR1 221  
Forced Entry Cyberbody CR2 298  
Man With Pipe Wrench CR2 190  
Phallic Compensator CR2 190  
Bell Tower Bastard CR3 191  
Buzz-Bot Small CR3 206  
Knife Man CR3 191  
Qualified Combatant CR3 192  
Cell Lieutenant CR4 192  
Gang Filler CR4 192  
MAT DTS CR4 222  
Mobile Strongpoint CR4 215  
Naomi Mudabwe CR4 228  
Ammo Waster CR 5 193  
Machine Gun Menace CR5 193  
MAT WRATHE CR5 214  
Minotaur CR5 202  
Rourke SAD CR5 217  
Watcher in the Crowd CR5 194  
Flesh Fortress CR6 194  
Operator Droid CR6 217  
Tuff-Man Cyberbody CR6 225  
Force Commander CR7 195  
KBT Calgar CR7 213  
Proximity Threat CR7 195  
Advanced Combatant CR8 196  
Drum Drone CR8 208  
Pyrophiliac CR8 196  
XIX ISS CR8 226

B-AD CR9 209  
Emperor CR9 200  
Nikolai Apostolov CR9 228  
Buzz-Bot, Large CR10 207  
Kaaris KCS-SSS CR10 211  
LEGION CR10 227  
Phryne Oculus CR10 223  
TED-902 CR10 219  
Out of Place Kung-Fu Guy CR10 197  
Sheiro Aoki CR11 232  
Land Whale CR12 197  
OGRE CR12 230  
HARM CR13 200  
XR-0 Bodyguard CR14 210  
Seriously, Katana CR14 198  
Big Boss CR16 198  
Jagannath CR16 203  
TARA CR16 220  
Strongpoint Platform CR17 216  
Kaaris FSP CR18 212  
Double-Y Chromey CR19 199



1 sq. = 5ft







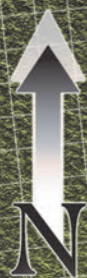


**B**

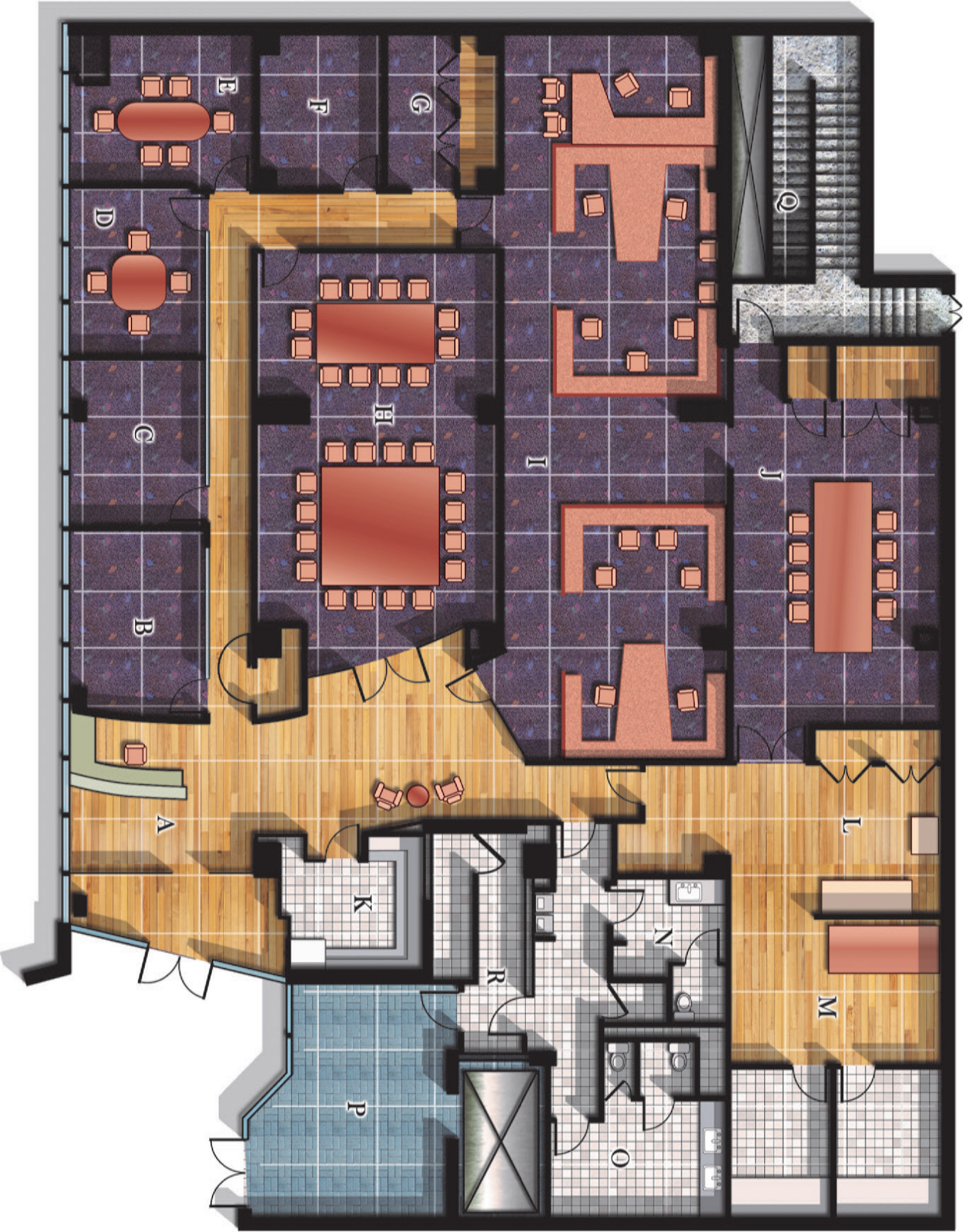
**C**

**A**

**E**



1 sq. = 5ft



1 sq. = 5ft





# OGL & GSL

THIS LICENSE IS APPROVED FOR GENERAL USE. PERMISSION TO DISTRIBUTE THIS LICENSE IS MADE BY WIZARDS OF THE COAST!  
OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trade-mark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

**NeuroSpasta** ©2012 Dias Ex Machina; Author: Chris Dias System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved. Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

**Dias Ex Machina Games**  
129 6807 Westgate Ave.  
Prince George, British Columbia,  
Canada.  
V2N 5P8  
[www.DiasExMachina.com](http://www.DiasExMachina.com)

# THE CITY OF ARCHON

The last hope for a peaceful future or  
the chilling harbinger of a totalitarian dystopia?

It falls to the members of the Division of Public Safety to protect Archon and its inhabitants from threats without as well as from within. But what is the greater threat? In a future of ambiguous ethnicities and cyberization, what use is there for obsolete national boundaries and antique political beliefs? It's a time where the line separating man and machine are not only blurred, but utterly erased. The conflict may not fall between nations but in the struggle against an inevitable shift in consciousness...

...where what is truly human can no longer be defined by genetics.

*NeuroSpasta* is a cyberpunk setting using Pathfinder rules.

- Four new races based on the blend of flesh and technology.
- Fifteen new traits. Nine new core classes. Sixteen new prestige classes.
- Over a hundred new feats.
- Buy, modify, and control robots.
- Hundreds of new weapons, armor, and gear.
- Dozens of cybernetics from basic implants to total body replacements.
- Purchase and build programs to help yourself or cripple enemies.
- New adversaries including robots, cyborgs, and supercomputers.
- Including the adventure, *Dreams of Man*.

