

FURSONA III

Modern Mutants and Engineered Anthros



OGL

3.5 SYSTEM COMPATIBLE

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**OTHERVERSE
GAMES**

Fursona III

Modern Mutants and Engineered Anthros

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This sourcebook provides new ways to use the character creation system found in *Fursona: The Definitive Guide to Creating Anthropomorphic Characters*, released by Otherverses Games in 2011.

It is not a standalone sourcebook.



In worlds where fully anthro creatures might be out of place, mutants, genetically engineered supersoldiers, and animalistic post-humans probably aren't. This add on to the Fursona free-form character creation system allows you to 'hack' the character builder to create an assortment of superhumans, aliens and assorted genetic freaks that blend animal and human traits in unique new ways.

New Orders

These new orders offer sci-fi alternatives to the more fantasy based Orders found in Fursona. These orders differ from Fursona's orders mostly in their flavor- rather than animal headed 'furry' heroes, these new orders take a more diverse and slightly more 'realistic' array of forms. These orders are radiation-born mutants, genetically engineered super soldiers, and a wide variety of post humans. However, all these new orders take advantage of the unparalleled depth of the Fursona character-builder, allowing you to build the exact breed of super-mutant you've always wanted to play.

Special attention is given to integrating Fursona with the Psi-Watch and Otherverse America campaign worlds. New templates let you transform any anthro character into a genetically engineered supersoldier, a cloned sex symbol, or even a blue collar Otherkin shapeshifter, for modern magic campaigns.

- **Atlanteans** (Waterdwelling isolationists)
- **Mutants** (Genetically twisted post-humans created by environmental pollution or mutagenic events)
- **Patriot Supersoldier** (Evolved infantry mutates created by the US government's Patriot Medical gene-labs in Atlanta, GA)
- **Radiation Freak** (Dull-witted, superstrong radioactive giants)

- **Sanger Post-Human** (Descendants of superhuman slave stock created by Sanger Genomics before the mega-corp's dissolution in 2053)
- **Wild Psion** (Highly intelligent, Psionic mutant)
- **Xeno-Hybrid** (Products of alien and human mating)

Fursona Basics

Though intended as an adjunct to Fursona, this sourcebook has enough options it could be a standalone character builder. The Fursona free-form character creation system functions like this.

1. Pick your creature's order. Your order determines what kind of creature you are building, and what Major racial traits are favored for you. Unless specifically stated otherwise, all anthros are humanoids with the anthro subtype. They are usually either Small or Medium sized, at the creator's option.
2. Each anthro receives four (4) build points with which to purchase Major and Minor racial traits.
3. If you purchase a Major Racial Trait that is Favored by your order, you receive a two (2) BP discount on the ability.
4. If you wish, you can select Disadvantages to gain additional build points. Each Disadvantage chosen provides you with two (2) additional BP.
5. Finally, if you wish, you can add one or more templates to further customize your anthro. After that, pick feats, skills, equipment and spells (if any), a starting occupation and first class level, just as you would for any other character.

Atlanteans

Atlanteans are a race of magical creatures, who survived the great cataclysm that sunk Atlantis, adapting themselves to life beneath the waves. Despite the sinking of their capitol city, Atlanteans have lost none of the culture or their pride. In the intervening millennia, Atlantean society has become more insular. Most Atlantean teenagers are intensely curious about the world their ancestors left behind so long ago, the Atlantean power structure is staunchly isolationist.

In the Psi-Watch reality, Atlantis lies in the cold waters of the North Atlantic, several dozen miles off the coast of Greenland. The Atlanteans have been secret allies to the Americans since the waning days of World War II, where the proud race served as U-boat hunters. The Atlanteans served not out of any sense of patriotism, but because Nazi relic hunters had grievously wounded the race- both tactically and in terms of pride. A sudden invasion of the undersea realms killed hundreds of Atlantis' best young warriors, and robbed the nation of priceless pre-Cataclysm artifacts. Atlantean revenge against the Nazi's Thule society was both excessive and prolonged, and eventually turned the tide of the war.

Appearance: Atlanteans are uniformly agile and muscular, with lean swimmers physiques. Most Atlanteans have greenish, or blue complexions that offer camouflage in the deep ocean depths. A very few have humanlike skin tones, and even fewer have jet black or orca-like black and white skin. Their fingers and toes are webbed for greater sub-aqua speed, and some races of Atlantean have additional calf, spinal or thigh fins.

Ability Score Modifiers: +2 STR, +2 DEX, -2 CON. Atlanteans are strong and as fast as a barracuda, but they are more susceptible to poisons and environmental toxins than a human.

Racial Skills: Atlanteans are natural swimmers who receive a +10 racial bonus on Swim checks, and a +4 racial bonus on Spot and Listen (Perception) checks made when completely submerged.

Enhanced Senses: To see in the lightless depths of the ocean, Atlanteans possess Darkvision with an impressive 90 ft range.

Free Racial Traits: Atlanteans receive the Amphibious and Expert Swimmer minor racial traits at no cost.

Favored Racial Traits: The following major racial traits are favored by members of this order.

Adrenal Surge, Attribute Excellence (STR), Blindsight, Breath Weapon (acid only), Fast Healing I, Hard Dying, Multiple Arms, Pincers, Squick, Toxin Immunity, Venom, Voltaic Skin, Water Mastery

Mutant

Mutants are the unwanted byproduct of the genetic revolution. The genetic triggers for mutancy are randomly distributed among the human population. It is virtually impossible to predict mutant births, though the children of two mutants are almost always mutants themselves. With powers and deformities that emerge during the hormonal surges of puberty, mutants are condemned to a life of violence and suspicion.

In Otherverse America

Mutants are fairly common in Otherverse America, and are often the descendents of engineered post-humans- the children or grandchildren of supersoldiers empowered by cut rate gene-tech. These badly coded, designer mutations held, did their job, for a single generation, but when the supersoldier became a parent, these gene-cuts were passed, in broken and random form to their offspring.

Other mutants are the product of pollution or are the result of genetic damage caused by unchecked release of bio-war material. Genetic modification chemicals, Lifechained biological matter and other exotic pollutants have been seeping into the planet's water table since the beginning of the Powered Age. In addition, during

the Abortion War, the Lifer nation used bio-chemical warfare against several cities, including Olympia, Washington in 2073. The survivors, and their descendants suffered crippling genetic damage, with some manifesting true post-human powers.

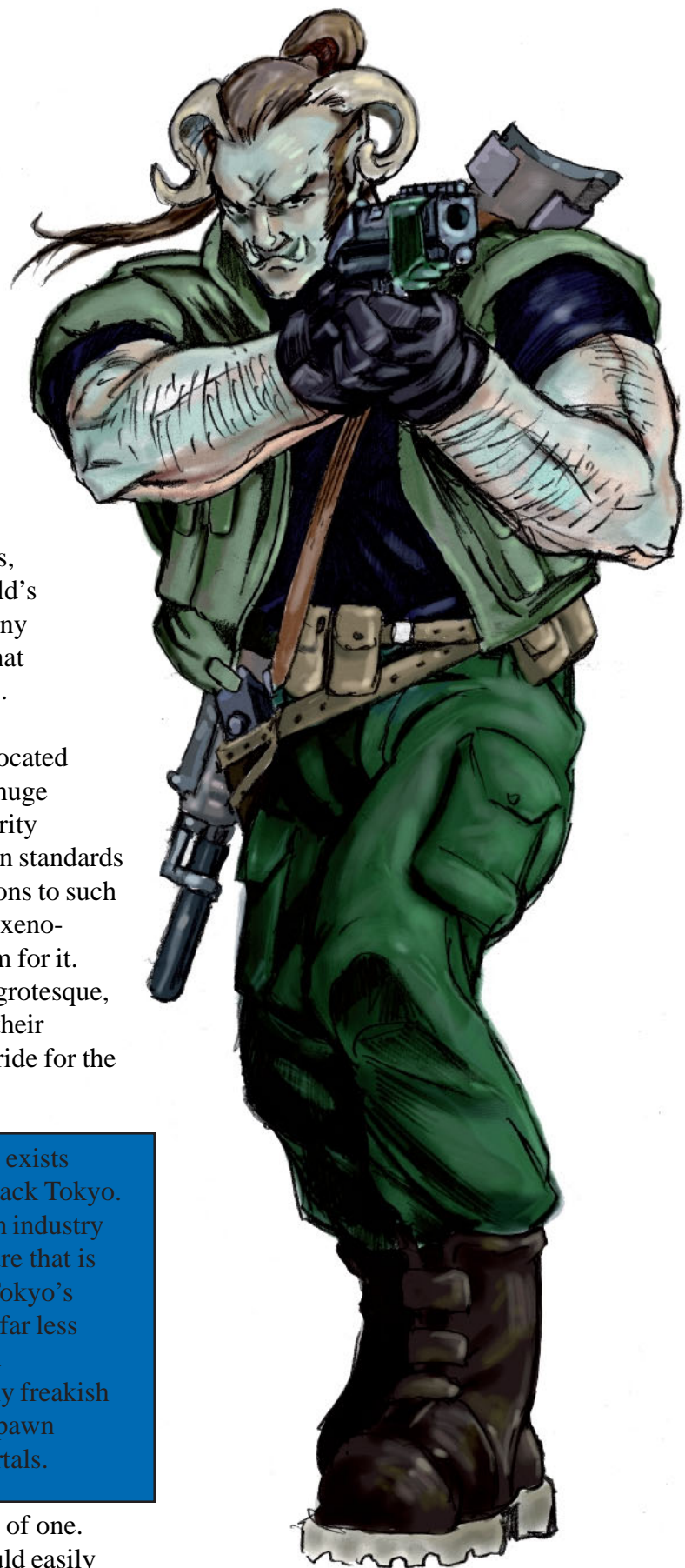
Mutants in Otherverse America are treated no different, on the whole, than other post-humans. Though visibly non-human, and often plagued by birth defects, Mutants make powerful soldiers, and are often hotly recruited by the world's competing militaries or mega-corps. Many Mutants willingly enlist with a faction that promises a cure for their genetic defects.

The 'meta-porn underground', located largely in Choicer So-Cal, is home to a huge Mutant population. Many of these celebrity Mutants have completely rejected human standards of beauty, pushing their physical mutations to such an extent they are more alien than most xeno-immigrants, and their fanbase loves them for it. Glamorous, ostentatious and erotically grotesque, these Mutants are either truly proud of their twisted genome, or convincingly fake pride for the cameras.

A similar ero-guro porn industry exists along side the magical porn-world of Black Tokyo. Where Otherverse America's mutie-porn industry focuses on the thrill of sex with a creature that is human, but also somehow now, Black Tokyo's mutants are filmed in less innocent, and far less consensual scenes. Rape, mutilation and destruction- either inflicted on beautifully freakish Mutant captives, or committed by oni-spawn Mutants themselves against unwary mortals.

Appearance: Each Mutant is a species of one.

Even closely related mutants could easily be mistaken for members of different species, depending on how their mutant genes express themselves. None of them can easily pass for human, and at least among mutie-porn starlets, few



even bother to try. Some are as hideous as a nightmare and others are strangely alluring.

Fur and feathers, living glass skin, chrome scales, prehensile tails, centaur-like legs, glowing eyes, gill slits, insectoid wings like stained glass.... Mutants may display any of these eye catching deformities, and a hundred more besides.

Ability Score Modifiers: +4 CON, -2 CHA. Beneath all their diverse crop of mutations, Mutants are phenomenally healthy and robust. Most mutants are athletic by human standards, and are virtually never ill. Unfortunately, even the most outwardly confident Mutant is often plagued by self doubt and more than occasional self-loathing.

Racial Skills: Mutants are creatures of the street, unwelcome in polite society. They receive a +2 racial bonus on Intimidate checks, as well as Knowledge (streetwise) or Knowledge (local) checks, as appropriate to the campaign type.

Enhanced Senses: Mutants possess lowlight vision.

Psionic (EX): Mutant characters have the Psionic subtype, and may freely select Psionic Precursors and Psionic Powers, described fully in the Psi-Watch Campaign Setting.

Mutant Genome (EX): All Mutants have extraordinary physical abilities, with some developing even more impressive mental and Psionic gifts, but virtually all Mutants suffer corresponding deformities and genetic defects. All members of the Mutant order receives one gamemaster chosen Disadvantage, selected from those available in Fursona, Fursona II, and this sourcebook. Mutant characters receive no bonus build points for this mandatory Disadvantage.

However, if the Mutant chooses to select additional Disadvantages, he or she receives three (3) build points per Disadvantage, not two (2) as is typical for other anthro characters.

If you are using Fursona rules with the Accidents of Birth sourcebook (Otherverse Games, 2011), Mutant and Radiation Freak anthros are considered “those who endure”. They are mutants who always randomly determine drawbacks, and choose their beneficial mutations.

Favored Racial Traits: The following major racial traits are favored by members of this order.

Attribute Excellence (STR), Acidic Blood, Blindsight, Breath Weapon, Chameleon Skin, Chemical Burn, Continual Evolution, Darts, Fast Healing I, Flexibility, Hood Stamp, Powerful Build, Powerful Kick, Size: Large, Strong Life Force, Squick, Sprint, Toxin Immunity, Voltaic Skin

Patriot Supersoldier

The Patriot Medical complex beneath Atlanta, GA is the center for Fed-Gov military genetic engineering. In addition to giving birth to the Courier- a race of military trained teleporters, Patriot Medical’s geneticists have created an assortment of superhuman subspecies, most of whom have seen duty with APEX over the years. Some of these species operate publicly, but others, like the secretive Patriot Zulu (an engineered species designed for anti-alien operations) have never seen the light of day. A few Patriot mutate-strains have been abandoned in favor of more modern, less physically mutated, tank-grown supersoldiers.

The Patriot Alphabet

The Patriot- cover-prefix has been assigned to a host of engineered post-humans created in the industrial scale womb-tanks beneath Atlanta. A few of these codenames have been revealed to the public, as of 2107. The ‘Patriot Alphabet’ is not yet complete, and offers lots of opportunities for local game masters to fill in gaps. Colored bars over an entry indicate that the species is fully described in another product; no bar means aside from the entry on this table, the species is left for the game master to define.

Patriot Covername	Notes
Patriot Anvil	Armored skinned mutates. Discontinued during the late 2060s, in favor of more versatile post-humans. Described in Psi-Watch.
Patriot Boxer	Four armed mutates. Discontinued during the late 2060s, in favor of more versatile post-humans. Described in Psi-Watch.
Patriot Courier	Teleporting military psions. Still in wide service with APEX. Protected genome cannot be copied by outside forces. Described in The Species of Otherverse America.
Patriot Foxglove	Fully human in appearance, and exclusively female, these mutates have poisonous sweat and/or addictive body secretion and were Cold War era seductress/assassians. The program was outlawed by the START treaties of the late 1980s and early 1990s.
Patriot Ivory	Marble skinned, albino gunslingers. Still in limited service. Described in Psi-Watch.
Patriot Mechanic	Technopathic psions. This genome has become public domain and is widely distributed around the world; these post-humans are especially common in India and Pakistan. Described in The Species of Otherverse America.
Patriot Switchblade	Fully human in appearance, childlike, sociopathic assassins. All extant American Switchblades were institutionalized or euthanized during the early 2040s. Highly classified. Described in Psi-Watch.
Patriot Tracer	Hunter-killer mutates built with heavy inclusions of pit bull and Doberman Pinscher DNA, often assigned to military units as sentient 'working dogs', sniffing for bombs, guns, drugs, or trapped survivors after a disaster.
Patriot X-Ray	Nearly human in appearance, these mutates have vastly expanded extra-sensory capabilities, and often work along side Softling Healers in emergency medicine.
Patriot Zulu	Highly classified hunter-killers designed for anti-Lifespawn warfare.

Appearance: Patriot Supersoldiers are large, imposing mutates designed for frontline military service. Though these supersoldiers have a wide array of phenotypes, most have humanlike faces designed to inspire trust in baseline human civilians. Most have non-human physical features and an assortment of cosmetic mutations that increase battlefield survivability- reptilian traits designed for use in the Iraqi desert, armored skin capable of shrugging off RPG rounds, and an assortment of biological weapon systems, ranging from talons to organic laser arrays.

Ability Score Modifiers: +4 STR, +2 CON, -2 INT, -2 WIS. Most Patriot Supersoldiers are strong and tough enough for urban warfare. However most of the genetech beneath Atlanta was formerly Sanger Genomics property, which means many military-grade supersoldiers share the same intellectual limits as Sanger's white collar and meta-prostitute gene slaves.

Racial Feats: Patriot Supersoldiers are educated by virtual reality mem-plants while in utero. They emerge from their womb tanks proficient with all Simple and Martial Melee Weapons and with Personal Firearms. They are proficient with light, medium and heavy armor.

Racial Skills: Patriot Supersoldiers are trained in urban warfare techniques. They receive a +2 racial bonus on Drive, Spot (Perception) and Knowledge (tactics) checks.

Favored Racial Traits: The following major racial traits are favored by members of this order.

Acidic Blood, Adrenal Surge, Attribute Excellence (STR), Blindsight, Breath Weapon, Chameleon Skin, Darts, Discernment, Hard Dying, Lifefocus, Multiple Arms, Natural Armor, Pincers, Powerful Build, Powerful Kick, Size: Large, Sprint, Tireless

Radiation Freak

These hideous, radioactive behemoths prowl the ruins of the World-That-Was, the last survivors of a planetary nuclear holocaust. Radiation Freaks are animalistic predators, who hunt mostly on instinct, but some half-remembered human instincts allow them to use tools and tactics to better slaughter the weak.

In the Psi-Watch campaign, Radiation Freaks are created by more controlled nuclear exposure. Terrorist cells around the world use fissionable material too unstable for dirty bombs to create cadres of dull witted Radiation Freak thugs. These monsters are easy to control: give them a gun, a target and the privilege of killing anything that annoys them, and a Rad Freak is happy. Others are spontaneously created by localized nuclear disasters: Chernobyl is home to a tribe of Freaks, as are the deserts of Utah and Nevada. What's left of the Middle East is home to a motley assortment of Radiation Freaks- the survivors of the nuke strike or mercenaries and scavengers scarred by exposure to the glass-lined craters.

In Otherversa America, Radiation Freaks are all but unknown. For the most part, the Abortion War never went full-nuclear. A few Radiation Freaks born in the ruins of Charleston, SC (2073) or Pensacola, FL (2068). Only limited tac nukes were used during these carpet-bombing campaigns, but the sheer weight of artillery used could unleash similar mutagenic effects.

The Lifer Army of God maintains a secret strike base and weapons cache on Nova Zemloya, a tiny Russian island far into the Arctic Circle. This blighted ground has been used for storage of nuclear waste since the 1980s, and some of the unfortunate terrorist Poweredds stationed there might give birth to Radiation Freak offspring.

Appearance: Radiation Freaks are massive monstrosities, with even the tribe's runts standing 11-12 ft tall and weighing as much as a fully loaded Humvee. A hypertrophied musculature and gnarled, scarred skin like elephant hide, sheathes their thick bones. Most Radiation Freaks are 'hot'

enough to set Geiger counters screaming, and their twisted bones are visible beneath their blister-covered skin.

Ability Score Modifiers: +6 STR, +2 CON, -2 INT, -2 CHA. Radiation Freaks are inhumanly strong- they can rip the axle off a truck and use it as a mace if they really need to...not that most Rad Freaks need any help killing things. However, they are far less intelligent than even the dullest witted *homo sapiens*.

Racial Feats: Radiation Freaks are violent and brutal in the extreme. They receive Power Attack and Brawl as racial bonus feats.

Racial Skills: Radiation Freaks have a knack for finding food and potable water even in the most nuke-burned deserts. The behemoths receive a +2 racial bonus on Survival checks.

Enhanced Senses: Radiation Freaks receive Darkvision with a 60 ft range.

Mutant Genome (EX): All Radiation Freaks have extraordinary physical abilities, with some developing even more impressive mental and Psionic gifts, but virtually all Mutants suffer corresponding deformities and genetic defects. All members of the Radiation Freak order must roll randomly to determine a Disadvantage, from those available in Fursona, Fursona II, and this sourcebook. Radiation Freak characters receive no bonus build points for this mandatory Disadvantage.

However, if the Radiation Freak chooses to select additional Disadvantages, he or she receives three (3) build points per Disadvantage, not two (2) as is typical for other anthro characters.

Radiation Immunity (EX): All Radiation Freaks are completely immune to the harmful effects of radiation.

Size: Large (EX): All Radiation Freaks are Large monstrous humanoids.

Favored Racial Traits: The following major racial traits are favored by members of this order.

Adrenal Surge, Attribute Excellence, Bacteria Colony, Bloodfeeder, Chemical Burn, Ferocity, Hard Dying, Multiple Arms, Natural Armors, Ovipositor, Pincers, Powerful Build, Toxin immunity, Turtling Defense

Sanger Post-Human

During the early 2020s, Sanger Genomics pioneered the science of genetic engineering, and rebranded the slave trade for the 21st Century. In addition to creating the Fluxminx and Softling species (described fully in *The Species of Otherverse America*, Otherverse Games, 2011), Sanger's cutting edge genelabs experimented with hundreds of different genomes. Before Sanger's collapse during the early 2050s, the California based mega-corp had produced dozens of new post-human species, and a hundreds of intriguing 'one-off' mutant species, deemed too costly, too impractical or too dangerous for large scale production.

Sanger Post-Humans are the products of these abandoned gene lines, or else the children or grand-children of these custom grown post-humans. In the wake of their corporate parent's demise, and the 2053 Supreme Court decision that freed Sanger's creations, Sanger Post-Humans were left to find their own place in the world. A substantial majority drifted into the Lifer nation and when the Abortion War erupted, they repaid their debt to the Lifer abolitionists who freed them with

courageous wartime service. Others found their way into the meta-porn industry, creating the uniquely colorful, visibly non-human 'meta-mutie' neighborhoods So-Cal is famous for in the process.

Appearance: Sanger gene-lines were modeled on AI workstations before entering production. The function and phenotypic expression of every DNA strand was measured and modeled before a single cell was forcegrown. Aside from a few 'blue-sky' private projects, Sanger Post-Humans were bred for both utility and beauty. These post-humans were designed as visibly inhuman, to put their



buyers at ease by forcing the genetically modified beings out of the Uncanny Valley, and to allow easy identification of genetically modified post-humans.

Sanger Post humans are more symmetrical and conventionally attractive than free-range Mutants. Their designers were, for the most part, sci-fi geeks and Powered fetishists, who designed new species with an eye towards glamour and seduction, especially on the part of engineered women. Most Sanger Post-Humans have unusually colored skin, bright, sleek hair and lithe bodies decorated with attractive new organ systems and bio-weapons arrays.

Ability Score Modifiers: +2 DEX, -2 INT, +2 CHA. Sanger Post-Humans were gene-cut to be attractive and graceful, to move like some anime super-spy born into reality thanks to cutting edge genetic tech. However, Sanger protocol intentionally limited their intelligence in hopes of making their post-humans more docile and easily controllable.

Racial Skills: Sanger Post-Humans are familiar with the global mega-business underworld, and with the legal entanglements of the Great Liberation and the various reparation arrangements the dying mega-corp entered into. Sanger Post-Humans receive a +1 racial bonus on Knowledge (business) and Knowledge (civics) checks.

Enhanced Senses: Sanger Post-Humans all have optic nerves upgraded from the human baseline which provide them with *lowlight vision*.

Favored Racial Traits: The following major racial traits are favored by members of this order.

Adrenal Surge, Blindsight, Chameleon Skin, Constructor Secretion, Continual Evolution, Darts, Disease Immunity, Flexibility, Lifefocus, Multiple Arms, Pheromone Negation, Pounce, Protective, Silver Tongued, Spinnaretttes, Sprint, Tireless, Toxin Immunity, Tremorsense, Unaging, Venom

Sanger's Other Children

The Fluxminx and Softling Healers (described in *Species of the Otherverse*, 2011), are the most numerous and most iconic of the many engineered species Sanger Genomic patented. If you wish to treat these two races as new Orders, only minimal conversion work is necessary.

Order: Fluxminx

Appearance: Fluxminx are shapeshifters, originally designed as high-dollar sexual playthings for the ultra-wealthy. In their natural state, they are amorphous humanoids whose bodies are composed of translucent and intensely colorful organic polymer. Their glasslike skins can be any color of the rainbow.

Ability Score Modifiers: +2 DEX, -2 INT, +2 CHA
Racial Skills: +8 Disguise, +3 Sense Motive (sexual or romance related), +2 Escape Artist
Enhanced Senses: lowlight vision
Free Racial Traits: Shapechanger

Favored Racial Traits: The following major racial traits are favored by members of this order.

Awakened Heritage, Bio-Ride Transformation, Blindsight, Constrict, Death Gaze, Fast Healing I, Improved Grab, Multiple Arms, Pheromone Negation, Sprint, Toxin Immunity, Unaging, Unflankable, Utility Bio-Machine

Order: Softling Healers

Appearance: Softling Healers were marketed at the Choicer bio-medical industry as living surgical suites. Gifted with phenomenal healing powers and Psionic potential, Softlings are a race of petite females with pale blue skin, exaggeratedly 'elven' ears, and luminous white organs barely visible beneath their thin flesh. Softlings are exclusively females, though males can carry the genome and pass it on to their daughters.

Ability Score Modifiers: +2 WIS
Racial Skills: +4 Treat Injury (Heal)
Enhanced Senses: Scent
Free Racial Traits: Single Gendered (female), Merciful Touch, Lifefocus (Treat Injury or Heal), Psionic

Favored Racial Traits: The following major racial traits are favored by members of this order.

Adrenal Surge, Awakened Heritage, Blindsight, Blood Burn, Chemical Burn, Death Gaze, Fast Healing I, Healing Aura, Multiple Arms, Powered Hero Synergy, Post-Human Messiah, Tireless, Toxin Immunity, Tremor Sense, Utility Bio-Machine

Wild Psion

Wild Psions are a breed of mutant, and by their own claims, are the superior breed. Where ordinary Mutants manifest a variety of physical gifts, each with a corresponding deformity, most Wild Psions can pass for human. Despite their outwardly human nature, these powerful creatures are living weapons, with a host of powers at their disposal, ranging from psionic mind-bullets to retractable, poison tipped talons.

Appearance: Wild Psions can pass for human, but never an ordinary human. Wild Psions blend the traits of a variety of races, in combinations never seen before. A mahogany skinned African Wild Psion might have naturally straight blond hair or emerald eyes. Others have skin tones just unusual enough to be noteworthy—too dark, too pale, too golden, too crimson. As the Wild Psion uses his or her innate powers, their skin color might shift to the noticeably inhuman, becoming a deep magenta or cool cobalt for a few hours, before fading back to a human norm.

Ability Score Modifiers: -2 STR, +2 DEX, +2 INT. Wild Psions have over stimulated nervous systems, which give them both phenomenal reflexes and the ability to learn at a superhuman rate. They tend to be a bit spindly, too lean for their own good.

Racial Feats: Wild Psions may select any single



Psionic Precursor they meet the prerequisites for as a racial bonus feat. If this feat is limited in uses per day, the Wild Psion may use this ability an additional time per day per every five character levels.

Racial Skills: Wild Psions are naturally perceptive, using unconscious empathic talents to manipulate conversations to their own ends. Wild Psions

receive a +4 racial bonus on Sense Motive checks, which increases to +6 at 10th level.

Enhanced Senses: Wild Psions possess lowlight vision.

Psionic (EX): Wild Psions have the Psionic subtype, and may freely select Psionic Precursors and Psionic Powers, described fully in the Psi-Watch Campaign Setting.

Favored Racial Traits: The following major racial traits are favored by members of this order.

Blindsight, Discernment, Fast Healing I, Jinx, Lifefocus, Pheromone Negation, Powered Hero Synergy, Post-Human Messiah, Silver Tongued, Sphinx' Riddle, Tremorsense, Unaging, Voltaic Skin

Xeno-Hybrid

Several alien species are reproductively compatible with both baseline humans and other humanoid species. Some share a common genetic ancestor, while others have malleable, viral genomes capable of interfacing with gametes from a wide variety of species. Others, such as the long-extinct Grey race or the prosperous and influential Stonecutter Mercantile Sphere, are have reproductive-tech advanced enough to bridge the genetic gap between their people and lovers of other species.

Appearance: A Xeno-Hybrid creature's appearance can vary wildly, depending on the specific alien component of its DNA. Most tend to be powerfully built, especially in the case of Stonecutter hybrids, who are instantly recognizable thanks to their elephantine proportions and sand-colored skin. Xeno-Hybrids from other bloodlines might have different traits, but no matter how inhuman these powerful hybrids appear, their friends and lovers can always sense some small humanity hidden beneath layers of alien armor.

Ability Score Modifiers: +2 CON. Xeno-Hybrids are physically healthy. Their hybrid genetics have made them more durable and evolutionarily fit than either of their parent species.

Racial Skills: Most Xeno-Hybrids living on Earth are more familiar with galactic politics than baseline homo sapiens, as they need to be wary of their genetic parent's racial allies and enemies. Xeno-Hybrids receive a +3 racial bonus on Knowledge (history) checks pertaining to galactic history.

Enhanced Senses: Xeno-Hybrids have darkvision with a 60 ft range.

Favored Racial Traits: The following major racial traits are favored by members of this order.

Acidic Blood, Adrenal Surge, Blindsight, Fast Healing I, Lifefocus, Multiple Arms, Natural Armor, Ovipositor, Powerful Build, Size: Large, Unaging, Venom, Winged Flight

Modern Templates

The following mini-templates can be added to any of the Anthro Orders found in Fursona or Fursona II to better integrate them into a modern campaign. Both templates add roughly half a level to an appropriately built character's Challenge Rating, or no CR adjustment to a character who is playing against type. If the gamemaster wishes, she can either allow modern anthro gamers to select one of these templates at no cost, or allow players to select one of the following templates either at the cost of one feat, or two (2) anthro build points, making them into slightly more complex Minor Racial Traits.

- Atavist (Feral, evolutionary throwback)
- Combat Anthro (An anthro servant, custom-grown for warfare)
- Extreme! Anthro (Teenaged mutant ninja anthros)
- Fashion Anthro (An anthro servant, custom-grown for sex appeal)
- Otherkin (Blue collar modern werewolves)
- Rural (Anthro farm and ranch workers who usually go unnoticed by ordinary humans)
- Totemistic Vigilante (A human crimefighter whose gadgets are inspired by animal powers)
- Underdweller (Sewer dwelling mutants and freaks)

Atavist

Atavists are evolutionary throwbacks to an earlier, more primal draft of the human genome. Many avtists are the last surviving members of evolutionary dead-end species, evolved along different lines from baseline *homo sapiens*. Many of these powerful, instinctive hunters are evolved dog, feline or wolf creatures, who share a superficial humanoid appearance through parallel evolution. Others might have their own societies, far from ordinary human eyes: in the Psi-Watch campaign setting, the mythical Land of White Jaguars represents one of the few surviving examples of an all Atavist culture.

Atavists can pass for human most of the time, especially in dim lighting or if they take care to hide their animal features. Most resemble fit, muscular humans of indeterminate racial origin. Many Atavists have wild hair worn long, and Atavists of both genders display extraordinary amounts of body hair- the last, fading genetic remnant of their ancestors' pelts. Most have slightly pointed ears, sharp features, and fang-like canine teeth, and the majority of Atavists have strange, yellow, gold, orange or amber eyes.

Acquiring the Template: This template may be added to any anthro character, from one of the



following orders, in a sci-fi or modern campaign during character creation.

Canis Major, Felis Major, Lycos, Mutant, Simian Major, Ursinis, Wild Psion

Ability Score Modifiers: +1 STR, +1 DEX, +1 CON, -2 INT. Atavists are physically superior specimens, but their instinctual drives override their capability for civilized, rational thought.

Template Skills: Atavists are more comfortable in the jungles and forests than in the stifling concrete confines of a mega-city. Atavists receive a +4 racial bonus on Survival checks and a +2 racial bonus on Climb checks.

Template Feats: Atavists have incredibly keen reflexes, and hunt primarily by sight, leaping into action at the first flash of motion, seen out of the corner of their eyes. Atavists receive Improved Initiative as a racial bonus feat.

Scent (EX): Atavists are feral hunters with keen senses, and possess the Scent special quality.

Machine Fear (EX): Atavists are products of a primitive, pre-technological genome, and even the most civilized Atavists are uneasy around high technology. The Atavist is considered *shaken* while and for one minute after riding in a vehicle, in a large artificial structure (such as a skyscraper or space station), or using any firearm. Atavists suffer a -2 penalty on WILL Saves against fear and level checks against Intimidation when confronted by someone brandishing a high tech weapon, such as a firearm or powered armor.

Combat Anthro

Combat Anthros are designed for military or police service. These anthros retain many of their animalistic traits, the better to intimidate their prey. Canis Major and Minor, Simian Major, Felis Major anthros of this type are especially common. Depending on their creator, these anthros might be passably human, or may be animal headed, obviously non-human anthros.

In the Black Tokyo setting, American furry fetishists tend to prefer athletic and loyal dog- or pony-girls to the cute catgirls popular in Black Japan. Its also common for fully human cops to fall in love with their drug-sniffing Dog anthro partners.



Acquiring the Template: This template may be added to any anthro character in a sci-fi or modern campaign during character creation.

Ability Score Modifiers: +2 STR, -1 INT, -1 CHA. Combat Anthros are physically fit but are trained to emphasize their physical gifts over their intellectual ones.

Template Skills: Combat Anthros are well-trained urban warfare operatives. They receive a +2 template bonus on Initiative checks, and a +2 racial bonus on Spot and Listen (Perception checks).

Template Feats: Combat Anthros are proficient with all Simple and Martial melee weapons and Personal Firearms. They are proficient with Light and Medium armor.

Scent (EX): Combat Anthros are bred for keen senses, and possess the Scent special quality.

Restricted Starting Occupations (EX): These anthros are trained exclusively for combat and police work, which dramatically limits their social training. Most know no life other than killing and tactical simulations. The character must select one of the following starting occupations:

Criminal, Emergency Services, Law Enforcement, Military
 From Psi-Watch: Tubegrown
 From Otherverse America: Clinic Defender, CFL Kid

Extreme!

Extreme anthros are young, boisterous and flashy mutant athletes and heroes seemingly trapped in the early 1990s. They talk the slang, and bust radical moves on their neon surfboards, skateboards or roller blades. These teens anthros with attitude like nothing better than a pizza after using their mad surfing skills to fight mutant criminals.

Extreme anthros are some of the most colorful of any anthro, and that's saying a lot. Their feathers, fur and scales are an assortment of day-glo colors, wear neon purple Mohawks and sport huge gold chains and even bigger earrings or nose rings. Most seem to have a skateboard surgically grafted to their feet- sometimes even literally, depending on who and what created the anthro. Their clothing and armor are equally colorful and clashing. Few carry real weapons, but most might do some damage with an assortment of extreme sports gear used to bash skulls.

Acquiring the Template: This template may be added to any anthro character in a modern campaign during character creation. The anthro must be in the Young Adult age category or younger.

Ability Score Modifiers: +1 STR, +2 DEX, +1 CON, -2 INT. Extreme! Anthros are healthy and fast on their feet, but nobody will ever call one of these super-tough teens a 'deep thinker', dude.

Template Skills: Extreme! Anthros are all about the mad skillz. These radical anthros receive a +2 racial bonus on Balance and Tumble (Athletics) checks. They also know the best places to hang, and receive a +2 racial bonus on Knowledge (streetwise) checks.

Template Feats: Extreme! Anthros receive Dodge as a racial bonus feat.

Voracious (EX): Extreme! Anthros put away a ton of food- they are hyper-stereotypical teenagers after all. These anthros receive the Voracious disadvantage, but receive no bonus build points for it.

Fast Food Junkies (EX): Select a specific national fast food chain, one readily available in the campaign; this prepackaged, barely nutritious and delicious food is the Extreme! Anthro's favorite. For an hour after eating a fast food meal (Purchase DC 2-3) from their favorite food joint, the Extreme! Anthro is at the top of his game, in a great mood and ready to take some really stupid risks. During this time, the anthro receives a temporary action point, which must be spent before the hour is up, or its lost without effect.

Fashion Anthro

Fashion Anthros are seductive, cute and sexually voracious (thanks to specially tailored hormonal levels) mutants sold as playthings for the ultra-rich. These glamorous animal/human hybrids are designed for great beauty, though their most obvious animal features are genetically suppressed. Most resemble human supermodels and athletes with noticeable but limited animal features, such as cat or canine ears, a thin pelt covering some of their body, or colorful plumage.

Many Fashion Anthros are Sanger products, and like many of their genetic brothers

and sisters, have huge Mesh-porn followings. Others can parley their post-human fame and enticingly inhuman appearance to become mainstream celebrities. The current darling of the Choicer movie scene, Maria “Outfox” Starsis is a vulpine mutate who lives and works in Foxjoy Circle, one of the largest Anthro neighborhoods in Otherverse America.

Acquiring the Template: This template may be added to any anthro character in a sci-fi or modern campaign during character creation.

Ability Score Modifiers: -1 STR, -1 CON, +2 CHA. Fashion anthros are attractively packaged engineered beings, but their strength and vigor has been limited by the same physical mutations that ensure their slender proportions and great beauty.

Template Skills: Fashion Anthros receive a +2 racial bonus on any two Perform checks of choice; talent in these particular areas are genetically encoded.

Template Feats: Fashion Anthros receive Renown and Windfall as racial bonus feats. These beautiful anthros are pampered sex symbols.

Restricted Starting Occupations (EX):

These anthros are trained exclusively for the stage or the bedroom. Their early years are spent learning stage presence, etiquette and the erotic arts. The character must select one of the following starting occupations:

Celebrity, Creative, Dilettante

From Psi-Watch: Tubegrown

From Otherverse America: Horae,

Narcissican Clone, Porn-Blogger

Otherkin

Otherkin are magical beings that are half man, half animal. Known as werewolves, skinchangers and lycanthropes, these beings often hide their magical nature from the world at large.

For most of the day, Otherkin resemble humans, but usually not ordinary ones. Most Otherkin have a vitality and strength that is obvious even in human form. In contrast to the

aristocratic pretensions of vampires, magic users and other modern wonders, Otherkin prefer a rugged blue collar occupation. They aren't much for grand schemes or complicated plots. As a whole, skinchangers work hard, enjoy the simple pleasures of life in both bipedal and quadrupedal form, and usually only become heroes and adventurers to protect the mortals they care about, or to defend their own packs. Otherkin are unfailingly loyal, especially to mortal friends, but are intensely competitive among their own kind.

Acquiring the Template: This template may be added to any anthro character from one of the following Orders in a modern magic campaign during character creation.

Canis Minor, Canis Major, Felis Major, Lycos, Rodentia, Ursinis

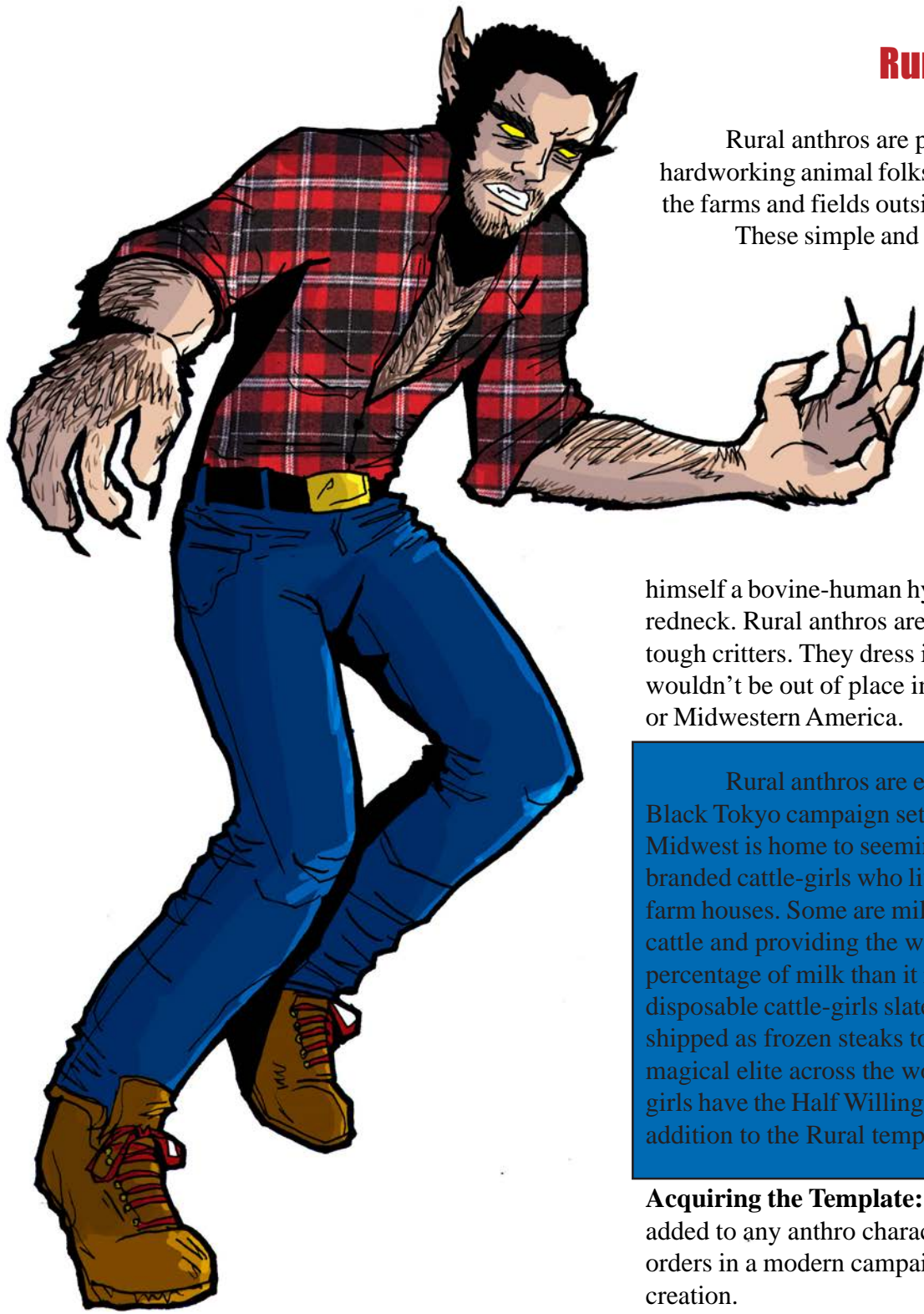
Ability Score Modifiers: +2 CON, -1 INT, -1 CHA. Otherkin are tough, hardworking and honest. However, most prefer to use their brawn rather than their brains and most tend to be a little rough around the edges, socially.

Template Skills: Otherkin receive a +2 template bonus on Profession (blue collar) and Knowledge (streetwise) checks, and on any one of the following additional skills: Craft (mechanical, structural) or Repair. These blue collar werewolves are common sights in construction gangs, day labor job sites and low-end but trustworthy garages.

Wyld Shape (SU): All Otherkin anthros receive the Wyld Shape major racial traits at no cost during character creation. Depending on the order the Otherkin hails from, the creature's wyld shape may be any mid- to large-sized canine, fox, coyote or wolf breed. Bear, lion and tiger Otherkin are slightly less common and tend to be especially arrogant, considering themselves the rightful alphas of any Otherkin packs they run with. Rat Otherkin, by contrast, are usually the lowest members of any Otherkin pack, but are fiercely loyal to their own kind.

Moon's Distraction (SU): All Otherkin anthros receive the Moon's Distraction

Rural



Rural anthros are pragmatic and hardworking animal folks, especially common on the farms and fields outside the big human cities.

These simple and honest near-humans can interact peaceably with most ordinary humans-somehow ordinary city-livin' homo sapiens never seem to realize the hulking tractor-driving rancher is himself a bovine-human hybrid, not just another redneck. Rural anthros are big, hardworking and tough critters. They dress in simple styles that wouldn't be out of place in small town, Southern or Midwestern America.

Rural anthros are especially common in the Black Tokyo campaign setting. The American Midwest is home to seemingly thousands of branded cattle-girls who live and love in dorm-like farm houses. Some are milkers, tending ordinary cattle and providing the world with a far greater percentage of milk than it realizes. Others are disposable cattle-girls slated for butchering and shipped as frozen steaks to the wealthy and magical elite across the world. Most anthro meat-girls have the Half Willing Prey template in addition to the Rural template.

disadvantage (described later in this sourcebook). They do not receive bonus build points for this mandatory disadvantage.

Acquiring the Template: This template may be added to any anthro character from the following orders in a modern campaign during character creation.

Canis Major, Capricornis, Equis, Porca, Taurus.

Ability Score Modifiers: +2 CON, -1 INT, -1 CHA. Rural anthros are able to put in an 18 hour day on the farm without much sweat, but they're not very imaginative and have little time for gossip.

Template Skills: Rural anthros make great farmers and ranchers. They receive a +2 racial bonus on

Handle Animal and Ride checks, and on Profession (farmer or similar) checks.

Size Large: Rural anthros are size Large.

Unnoticed Strangeness (EX): Though they are obviously anthros, and tend to weigh more than a pick-up truck, ordinary humans tend to respond to Rural anthros as if they were equally normal. Unless the Rural anthro calls attention to his animal nature, unimportant NPCs will respond to the creature as if he were a baseline human.

Restricted Starting Occupations: Rural anthros must choose from the following list of restricted starting occupations.

D20 Modern: Blue Collar, Colonist, Rural
Otherverse America: Untainted

Totemistic Vigilante

Of all the templates in this sourcebook, the Totemistic Vigilante deviates farthest from the original intent of the Fursona character builder. Instead of building an anthro, alien or mutant with inherent animal traits, this template ‘hacks’ the character builder to create a human adventurer, who has assumed a secret identity as an animal inspired vigilante.

Totemistic Vigilantes are baseline humans who have designed a unique costumed identity. Their superheroic uniform is equipped with a host of clever, cutting edge gadgets that imitate their totem animal: adhesive grappling lines that let them web-sling like a spider, micro-suction gloves inspired by gecko anatomy, nightvision goggles hidden within cat-frame lenses, retractable talons in the gloves and boots, and many more. Extraordinary training as a crimefighter, detective and martial artist round out the Totemistic Vigilante’s suite of abilities.

Finally, though designed with modern superheroes in mind, this template can be imported to a Pathfinder Roleplaying Game campaign as a unique breed of monk who practices a particular brand of animal-styled kung fu, or a barbarian hero which so closely identifies with his tribes animal-god that she becomes more like her chosen totem with every passing day.



Acquiring the Template: This template may be added to any anthro character in a modern

campaign during character creation. This template isn't meant to be applied to the new Orders in this sourcebook; instead it's intended to be added to the animalistic Orders found in *Fursona* and *Fursona II*.

Race: Instead of being a humanoid with the anthro subtype, Totemistic Vigilantes are humans. These characters do not receive the bonus feat or additional skill points common to ordinary humans however. Instead, their human flexibility and battle savvy is channeled into acquiring imitated animal traits.

Ability Score Modifiers: As the base order. However, these ability score modifiers only apply to the character when he or she is in costume. While out of costume, the character receives no ability score modifiers. Assuming an animalistic mantle provides strength and renewed determination, but implies some psychological limitations when 'suited up'.

Template Skills: Totemistic Vigilantes are skilled crimefighters. They receive a +2 racial bonus on Investigate and Knowledge (Streetwise) checks.

Template Feats: Totemistic Vigilantes are skillful martial artists, who receive Improved Unarmed Strike and one of the following feats as a racial bonus feat which reflects their primary fighting style: Brawl, Combat Martial Arts, Defensive Martial Arts. Totemistic Vigilantes are proficient with Simple and Martial weapons.

Gadgets and Gear (EX): Almost all of the converted anthro's major and minor racial traits become Extraordinary abilities. These abilities take the form of crimefighting gadgets built into the Totemistic Vigilante's costume, or carried into battle by the Vigilante. Player and gamemaster alike should work together to determine what form each of the converted racial abilities take: winged flight might become a set of artificial wings or anti-grav device, natural weapons might become knives or built in claws, gill slits are transformed into a pocket-sized rebreather device, and so on.

These racial traits are not usable out of costume. The Totemistic Vigilante has multiple copies of most of his crimefighting gear stored in a home base, or in weapons caches secreted around his regular area of operations, regardless of his baseline Wealth. Losing a costume or having a piece of gear destroyed doesn't negate the Totemistic Vigilante's powers permanently, but prevents some or all of the Totemistic Vigilante's powers from being used until the character has a chance to resupply.

In most cases, racial skills and racial feats are considered innate to the character and not to his gear. Racial skills and feats can usually be accessed out of costume. The exception are feats (such as Multiweapon Fighting) that require a specific piece of anthro anatomy to function. Those are useless unless the anthro anatomy 'stored' in the Totemistic Vigilante's costume is accessible.

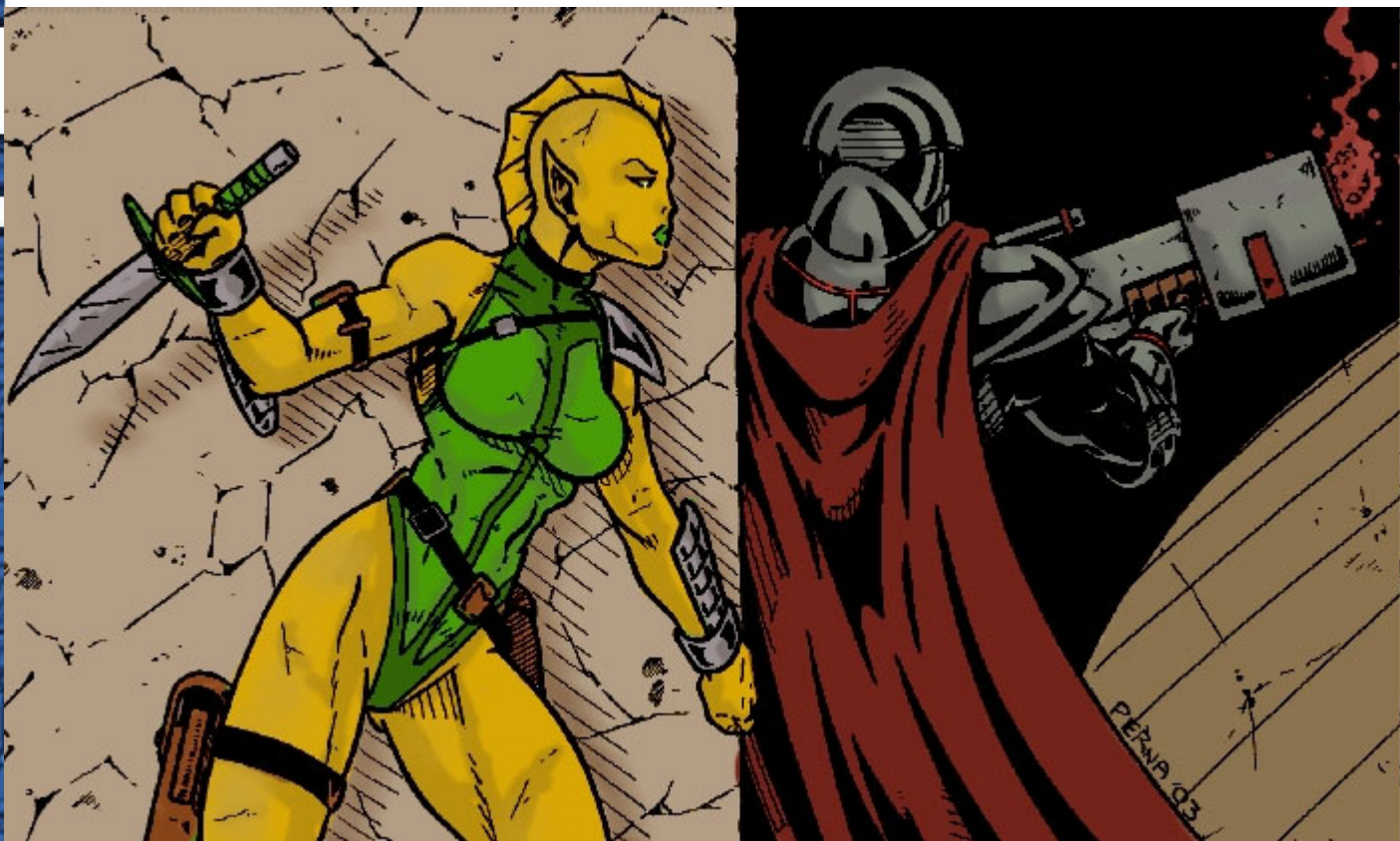
Underdweller

Underdwellers are the unwanted and the accidentally created, who have developed their own rudimentary societies deep beneath the world's greatest cities. Carving out settlements amid abandoned subway tunnels, disused sewer lines, and other forgotten tunnels, Underdwellers survive by theft and scavenging.

Effectively homeless, Underdwellers wrap their mutant frames in multiple layers of scavenged clothes and jury-rigged body armor. They carry whatever weapons they can afford, usually trading up to guns after stolen kitchen knives help them kill their first gang banger. Underdwellers are both paranoid and pragmatic, doing whatever it takes to survive.

Acquiring the Template: This template may be added to any anthro character from one of the following Orders in a modern magic campaign during character creation.

Annelida, Arachnae, Arthropoda, Canis Minor, Crocodila, Durabilis, Felis Minor, Mutant, Orphidia, Radiation Freak, Reptilia, Rodentia, Xenomorphia



Ability Score Modifiers: -1 STR, +3 CON, -1 CHA. Underdwellers prize survival and endurance over raw strength, but tend to be a little abrupt and hostile.

Template Skills: Underdwellers receive a +2 racial bonus on Hide and Move Silently (Stealth) and Climb checks made in subterranean structures. They are creatures of the urban underground.

Scavenger (EX): Accustomed to making do with society's discards, Underdwellers are adept scavengers and scroungers. Underdwellers treat the armor bonus to defense of any impromptu armor or improvised shield as if were +2 better. They do not suffer a penalty for using an improvised weapon.

Carrion Scavenger (EX): Underdwellers receive the Carrion Scavenger minor racial trait at no cost.

Restricted Starting Occupations: If Underdwellers are educated at all, most are self taught, and few have the freedom and opportunity

of human children. Underdweller characters are restricted to the following starting occupations.

Blue Collar, Criminal, Gladiator

From Psi-Watch: Feral Mutant, Meta-Ganger, Time Crosser

From Otherverse America: Termite, Untainted

Minor Racial Traits

The following minor racial traits provide a minor advantage to Anthro characters.

Acidic Bite (EX)

2 Points

Your saliva is highly acidic. You inflict an additional +1d4 points of acid damage with any successful bite attack.

Requires: Bite

Advanced Culture (EX)

2 Points

The anthro is an alien being who comes from a culture with technology far more advanced than the campaign's baseline. The alien's home culture is one Progress Level ahead of the baseline

PL for the campaign, and the alien can acquire gear from its own culture fairly easily. You can select this racial trait multiple times; its effects stack.

Cultural Adaptability (EX)

1 Point

You may select racial feats from any race common to the campaign, not just from Anthro racial feats. Such feats are considered Anthro racial feats when chosen by you. You may also select racial traits (PFRPG) from races other than your own.

Cyber-Receptor (EX)

2 Points

Your body is uniquely adapted to the demands of cyber-implantation. You can withstand an unlimited number of cybernetic implants (or withstand unlimited points of Drain) without gaining negative levels.

Darkfur (EX)

2 Points

Your pelt or feathers are a dark, matte black or deep indigo that seems to disappear into the shadows. You receive a +4 bonus on Hide (Stealth) checks when viewed by observers using lowlight vision or darkvision, including mechanical equivalents such as nightvision goggles or cyber-optics.

Exotic Celebrity

2 Points

An extremely common trait among the first generation of Sanger Post-Humans, who (along with their creators) had more than 15 minutes of fame as living bio-tech wonders, and among today's meta-porn superhumans. The anthro's Reputation and Wealth scores are both raised by +2. This stacks with increases from class levels or the Renown or Windfall features.

Genetic Completion (General)

1 Point

Your body adapts well to genetic engineering. Each time you gain a permanent Utility or Military genemod (described fully in *Sexually Transmitted Future*, 2011) you receive a bonus Hit Point.

Ground Fighter (EX)

2 Points

Your unique anatomy allows you to engage in combat from a prone position without penalty.

Hover (EX)

1 Point

With minimal effort, you can use your wings to hover without losing altitude or needing to succeed at a Fly check to stay aloft.

Requires: Winged Flight

Lifespawn (EX)

1 Point

The mutate is a member of the star-spanning Lifechained eco-system. It gains the Lifechained subtype, and may select the Awakened Heritage feat at any point in its career, not just at first level.

The Lifechained subtype is fully described in *Guide to the Known Galaxy* (Otherverse Games, 2009 and the revised edition hitting sometime in 2012).

Military Durability (EX)

1 Point

The mutate was initially designed for frontline combat service. The mutate receives one bonus hit point each time they gain a level in any of the following combat-focused advanced classes: Soldier, Field Officer, Helix Warrior, Combat Type or Frontliner.

Pleasurable Touch (EX)

2 Points

This mutation, common to many engineered meta-porn starlets and Fashion Anthros, alters the anthro's sweat glands to secrete an intensely pleasurable chemical. As a melee touch action which must make skin-to-skin contact, the anthro can induce a powerful orgasm. The target is considered *shaken* for 1d4 rounds from intense pleasure.

Requires: Attractive Pheromones

Radiation Immunity (EX)**2 Points**

The character is completely immune to the harmful effects of radiation.

Selective Breeding (EX)**2 Points**

Generations of selective breeding has made the Anthro superior to humanity, but has also made the creature more uniform and genetically predictable. The anthro is built with the following elite ability score array rather than random roll or point-buy ability score assignment, which may be arranged as desired.

**Elite Ability Score Array:
17, 15, 14, 14, 12, 11**

Sense Subtype (SU)**2 Points**

The anthro is specifically bred, and perhaps divinely sanctioned, to hunt a particular breed of creature. Select one subtype commonly encountered in the campaign (such as goblinoid, good, evil, Psionic, Lifechained, ect). The anthro senses when a creature with the designated subtype approaches within 30 ft. The anthro receives a +4 racial bonus on Spot (Perception) and Sense Motive checks against creatures with the chosen subtype. You may select this racial trait more than once, applying it to a different subtype each time.

Sexual Conditioning (EX)**2 Points**

Common among many Sanger Genomics creations, this beneficial mutation alters the social and pleasure/reward centers of the creature's brain. If the anthro has a consensual encounter with a living, sentient creature, the anthro gains XP as if he or she defeated that creature in combat.

Slave Suit (EX)**1 Point**

Common to the custom-built, publically traded Mutant slaves that made the Nation of Cebary such an economic powerhouse, this intensely colorful vinyl second skin instantly marks the creature as property. The nanotech-based Slave

Suit covers all of the creature's body except for the face and the palms of their hands.

The Slave Suit recycles bodily waste and prevents slave mutants from breeding or enjoying sexual pleasure. Creatures fitted with a slave suit only require half the food and water of a similarly sized humanoid, and receive Endurance as a racial bonus feat, thanks to their metabolic efficiency.

In Otherverse America, Slave Suit nanotech is an anachronism, only used sporadically among the first generation of commercial mutates. By 2030, Sanger Genomics had stopped offering commercial post-humans with this trait... Especially as they prepared to roll out the sensual, attractive Fluxminx species.

Sleepless (EX)**1 Point**

The anthro does not need sleep, and becomes immune to magical and mundane sleep effects.

Species Allure (EX)**1 Point**

You are an especially desirable mate for one side of your species heritage. When you select this racial talent, choose either characters with the Anthro subtype or non-anthro humanoids. The bonus provided by your Attractive Pheromones increases by +4 when used against creatures of your chosen type.

Requires: Attractive Pheromones

Species Psi-Link (SU)**1 Point**

You can communicate via telepathy with any other creature from your Order, regardless of whether you share a common language, as long as you are within 100 ft of one another.

Surrogate (EX)**1 Point**

The anthro is designed for use as reproductive bio-tech. By making skin to skin contact with a fertilized or pregnant humanoid, monstrous humanoid or giant female for at least 5 minutes, the anthro's body can absorb the fetus.

This allows the anthro to carry the pregnancy to term normally, without harm to the original mother. The surrogate anthro can also suspend the pregnancy at any point before birth, and hold the pregnancy in bio-stasis, similar to a ‘cold birth’ fetal storage system, indefinitely.

In Otherverse America

This unique form of bio-tech was common among the “Sanger Motherling” variant breed of Softling Healers and Sanger Post-Humans introduced during the late 2030s. Though this gene-line is no longer in service, several freeborn Softling and Sanger Post-Humans still display this beneficial mutation as a result of genetic experimentation performed on their ancestors. Several Lifer aligned Softlings use this ability as an alternative to abortion; these traveling activists make passionate sidewalk consolers, and are almost perpetually pregnant, carrying multiple pregnancies simultaneously. However, this gene-tech is considered an outdated (and somewhat distasteful) precursor to the fetal cryo-storage tech in common use circa 2107 CE.

Techno-Sense (EX)

1 Point

This anthro has a natural homing instinct that allows her to home-in on metal and electronic power sources. As a full round action, the anthro can sense the direction and distance to any creature or object wearing, carrying or made out of more than 10 lbs of ferrous metal, or to any electrical power supply of greater intensity than a standard battery, such as a car’s battery, laser pistol’s power cell, an android’s onboard energy matrix, or a starship’s reactor.

This ability has an effective radius of 100 ft. It can be blocked by 3 ft of loosely packed earth or sand, a 1 ft stone, metal or plastic wall, or a thin sheet of lead or non-ferrous metal.

Urban Blessing (SU)

2 Points

The world’s alpha cities watch and protect their favorite children, the evolved anthros and mutants who call them home. As long as the anthro remains in a major urban center with a population

of at least one million, anytime she rolls an action dice, the character rolls an additional action dice and may take the better of the two results.

Urban Hunter (EX)

1 Point

The anthro’s grey, black and white pelt is drab and perfectly designed for urban stealth. In urban areas, any enemies attempting to attack you with ranged weapons suffer a 25% miss chance.

Urban Metabolism (SU)

2 Points

Pollution and smog shrouded air heals and nourishes the mutant. As long as the mutant remains in a major urban center with a population of at least one million, he does not need food or water to survive, and becomes immune to all poisons and disease.

Wild Empathy (EX)

2 Points

The anthro has an innate understanding of animal behavior and psychology, and a keen hunter’s instinct. It can improve the attitude of any animal (or at the game master’s discretion extremely animal-like creatures of another type, such as a Krenshar). This ability functions just like a Diplomacy check to improve the attitude of a person.

The anthro rolls 1d20 and adds ½ his or her total character level and CHA bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the anthro and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

Major Racial Traits

The following major racial traits provide a powerful advantage to Anthro characters.

Awakened Heritage (SU)

4 Points

You are a product of the star-spanning Lifechain eco-system. You receive the Awakened Heritage Lifechained feat as a racial bonus feat. This feat is described fully in Guide to the Known Galaxy.

This racial trait (expressed as Awakened Heritage: Senators or Gazelle) is especially common among worlds seeded by the ancient and long extinct servants of the Second Universe's great (and fallen) galactic Senate. The species known today only as Gazelles were bio-mechanical warriors with an vaguely deer-like anatomy. These brave warriors served as well disciplined infantry phalanxes to their Senator masters, failing the Senate only once in billions of years of service: in the final great battle that destroyed the Second Universe and began the Third and current Universal Iteration.

Several Mutant sub-species can trace their origins to the Lifechain. The release of Lifechained blood during a battle, even trace amounts, can cause massive ecological impact. Several of 2107's Mutants owe their altered genetics to the shed blood of Commander Roe Athene, or to less famous Lifechains fighting and bleeding on either side of the abortion line. When the star goddess Artemis fell at Boston in 2091, an entire new generation of Mutants (with Awakened Heritage: Genesis) was born in the wake of her spectacular demise, as a result of the fluids and exotic energies released at the moment of her death.

Favored By: Artiodactyla, Arthropoda, Aves Major, Draconis, Equis, Mutant, Xenomorphia, Xeno-Hybrid

Battle Hardened (EX)

4 Points

When exposed to a debilitating effect or status effect that reduces your effectiveness, such as effects that cause the sickened, nauseated, panicked or other conditions, the duration of the effect is reduced by half. Thus, if you are targeted by any condition that would normally *daze* you for two rounds, you are only *dazed* for a single round.

Favored By: Arthropoda, Dinosauria Draconis, Durabilis, Piscia (any) Patriot Supersoldier, Radiation Freak

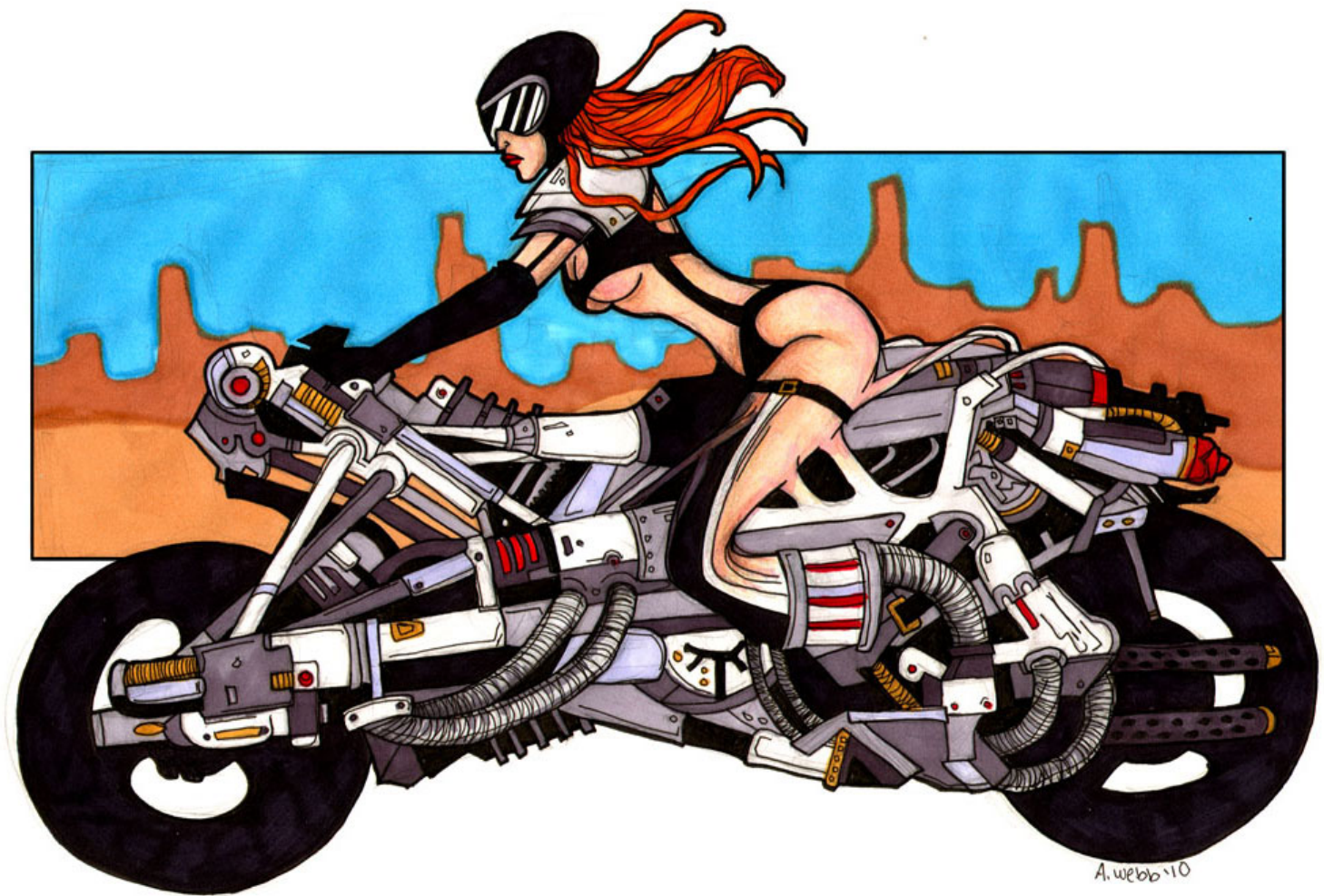
Bio-Ride Transformation (SU)

4 Points

The Bio-Ride ability suite can best be thought of a 22nd Century version of pony-play, a submissive bondage style made possible by ultra-technology that presents a few useful tactical possibilities. Sanger Genomics' genelabs never intended their creations to manifest Bio-Ride abilities. Instead, Bio-Ride is a revolutionary hack of the encoded Utility Bio-Machine genome inserted into the bloodline of later batches of Fluxminx, Softlings and other Sanger Post-Humans. Using this talent, a humanoid can become a machine.

The Bio-Ride technique is less than a decade old, a product of post-War experimentation among bored post-humans. For most of Sanger Genomics's descendants, the technique is a strange post-human hobby, a way to push their engineered bodies to the limit and the same time submit completely to a single trusted rider. The Best Chance Brigade has regularly races outside Nevada and even unaffiliated metahumans with a talent for Bio-Ride can make big money as a mount for rich superhuman drivers.

Once per day per three character levels, you may undergo a painfully orgasmic transformation: your body first shifts to plastic and metal, and then rips itself apart. Within seconds, your bones and internal structures become bio-mechanical engine components, and your humanoid form gives way to a stripped, sleek vehicle form. Transformation is a full round action which provokes attacks of opportunity.



Your vehicle form is statistically identical to any non-military motorcycle or hovercycle available in your campaign and is considered to have the Techno-Organic Makeup gadget. Once your choice is made, you always manifest an identical vehicle form.

When in vehicle mode, you retain full awareness of your surroundings and normal sensory capabilities. However, you cannot move or act, except to return to your humanoid form unless manipulated by a rider. Your rider does not need to make Drive checks to steer you, perform stunts or retain control. If you choose, you can refuse to activate or move if you do not wish to be operated by a particular driver.

You gain the Hit Points and Hardness of your vehicle form and its physical capabilities. You retain your mental abilities, and may take purely mental actions while transformed. Your gear melds

into your body and becomes useless when you transform. You may remain in vehicle form indefinitely, or until you choose to return to humanoid form. You do not require fuel or routine maintenance, and heal at the same rate as you do in humanoid form while in vehicle mode.

Requires: Shapechanger

Favored By: Sanger Post-Humans, Wild Psion

Bone Weapons (EX)

3 Points

Your body produces needle-like bone daggers and throwing knives that erupt through your skin and may be used in combat. As a free action or as part of an attack action, you can draw a bone weapon from virtually any point of your body. You choose when drawing the weapon whether the bone weapon will take the form of a masterwork quality dagger or a masterwork quality shuriken.

Your body produces effectively limitless bone weapons, however you do not have enough internal calcium stores to produce bone weapons if you are suffering the effects of dehydration or starvation.

Requires: Natural Weapons

Favored By: Capricornis, Dinosauria, Equis, Radiation Freak, Reptilia, Mutant

Burn Blood (EX)

3 Points

You can produce natural enzymes that attack the blood stream through open wounds. By spending an action point, you can cause the iron-rich blood of any corporeal, living creature you have damaged during the current encounter with your Natural Weapons to combust. Doing so causes all qualifying creatures within a 30 ft burst to suffer 1d6 points of fire damage per four character levels.

Requires: Natural Weapons

Favored By: Lovecraftia, Medusazoa, Mutant, Patriot Supersoldier, Wild Psion

Bullet Proof Skin (EX)

4 Points

Your leathery hide is dense enough to withstand even large caliber gunshot wounds. The worst gunfire does to you is briefly deform your skin. You gain Damage Reduction 10/- against ballistic damage, which stacks with more general Damage Reduction when protecting against gunfire.

Requires: Natural Armor

Favored By: Arthropoda, Cetaca, Crocodila, Lovecraftia, Mutant, Pachyaderma, Patriot Supersoldier, Piscia Major, Radiation Freak, Taurus

Death Gaze (SU)

4 Points

Your strange black eyes can snuff out the lifeforce of other creatures with only a glance. Once per day per four character levels, you can make a Death Gaze as a special attack against any sighted creature within 60 ft. The creature must succeed at a FORT Save (DC 8+ ½ your total character level + your CHA modifier) or die instantly. Even if the target successfully saves, it

still suffers 1d6 points of damage per two character levels. This damage may kill even a creature that has successfully saved.

This ability will only function against creatures with Hit Dice equal to your total character level +3, or weaker creatures.

In Otherverse America

In Otherverse America, this racial trait is termed a “Medusa Mode” mutation. Why and how Sanger Genomics encoded the “Medusa Mode” geneline into their last generation of slave humanoids remains unknown. All records pertaining to the project were destroyed prior to the company’s collapse.

Only a handful of mutates have ever been able to access their Medusa Modes, and since the appearance of these talents cannot even be predicted along familial lines, some geneticists speculate the Medusa Mode is a spontaneous evolution, not a directed mutation. Other geneticists and historians disagree, and theorize that Medusa Mode super soldiers were to be traded to the Lifer Army of God in exchange for an end to Lifer protests and lawsuits against the mega-corp.

Whatever the purpose of Medusa Mode post-humans, they never reached the market. Like the broader Utility Bio-Machine program, the company’s Medusa Mode tests were lost and forgotten after its bankruptcy.

Favored By: Atlantean, Aves Carrion, Lovecraftia, Sanger Post-Human, Xenomorphia, Wild Psion

External Digesters (EX)

4 Points

Your digestive systems have externalized from your body, becoming independent symbiotic organs. A number of times per day equal to 3 + your CON score, you may externalize your digestive symbiotes as a full round action. Doing so summons 1d4 strange, worm-like monstrosities statistically identical to a Medium sized Crocodile

(CR 2). Beginning at 10th level, you instead summon 2d4 creatures.

Your external digesters can remain outside your body for up to one hour per summoning. If not re-absorbed by your body, the external digesters die at the end of the hour's period. Your external digesters cannot range more than 100 ft from you: if they do, they enter an inert state and become motionless until you move back into range.

If all your external digesters are slain, you become unable to use this power, and become *nauseated* for 3d6 days. If at least one digester is reabsorbed though its 'siblings' are slain, you are merely *sickened* for 1 day. During this time, the organs slowly regenerate.

Favored By: Annelidia, Dinosauria, Medusazoa, Mutant, Radiation Freak, Xenomorphia

Healing Aura (SU)

4 Points

The mutate has incredible natural healing gifts and was likely engineered for large scale emergency service. The creature radiates an almost tangible aura of positive, healing energy. All dying creatures within 60 ft of the creature are automatically stabilized, including creatures hostile to the anthro.

The mutant, as well as anyone who spends at least 8 hours a day in the mutant's company, recovers from Hit Point damage and ability score damage at double the normal rate.

Requires: Merciful Touch

Favored By: Atlantean, Aves (any), Canis Minor, Cetaca, Gisellis, Lagendelphis, Lymantria, Micromonstria, Sanger Post-Human, Wild Psion

Nanofeast (EX)

4 Points

Mutates with the Nanofeaster adaptation have a unique, predatory metabolism, which is designed to feed upon ingested nanotechnology. An anthro who destroys any external cybernetic implant based on nanotechnology using a natural weapon or unarmed strike against a foe enhanced by a nano-colony completely consumes that

nanotech. The anthro's body quickly breaks down the nanotechnology, and uses the bio-tech to enhance the anthro's own physical capabilities.

Each destroyed nano-cybernetic provides the anthro with 2d4 temporary Hit Points, and a +2 bonus to their STR score. These bonuses stack with themselves, and fade an hour after a nanocolony is consumed. An anthro can receive a maximum of 10d4 temporary HP or +10 STR.

Favored By: Mutant, Patriot Supersoldier, Radiation Freak, Xenomorphia

Nine Lives (SU)

3 Points

As a feline anthro, you have nine lives to waste as you see fit, just like the legends. If you are slain, you will return to life in 1d6 minutes in the nearest safe square from the place of your death. You will return to life automatically, and have full Hit Points even if your body is completely destroyed by an effect like *disintegrate*, though in which case, this power generates a new body to inhabit.

You return to life with any genemods or cybernetics you have acquired, even if your original body is completely destroyed. You do not lose a level for returning from the dead in this way. This power will function nine times; your tenth demise is permanent.

Favored By: Felis Major, Felis Minor

Special: In Otherverse America, worshippers of Bast from the following Orders also consider this ability favored: Mutant, Patriot Supersoldier, Sanger Post-Human, Wild Psion.

Powered Hero Synergy (EX)

4 Points

Your mutant physiology easily accepts the genetic alterations imposed by Powered Hero conversion. For every anthro disadvantage you select, in addition to gaining two (two) build points, you also may select an additional Powered Hero talent that you meet the prerequisites for.

This racial trait requires the use of the Powered Hero basic class, from the PDF of the same name (Otherverse Games, 2011).

Favored By: Draconis, Lovecraftia, Mutant, Micromonstria, Wild Psion, Xenomorpha

Post-Human Messiah (SU)

4 Points

Your birth was long prophesied by evolved and mutated post-humans with strange and non-linear perceptions of time. You were born to lead and protect your people from human prejudice and ignorance, and to lead them to a new age of mutant and anthro supremacy!

All characters with the anthro subtype receive a +1 luck bonus on all skill checks, attack rolls and saving throws when within 60 ft of you, and able to clearly see and hear you. When any character within 60 ft of you, with the anthro subtype spends an action point for any reason, you gain a cumulative +1 deflection bonus to Defense (Armor Class) and a +1 insight bonus on critical confirmation rolls. The maximum bonus possible is +5, and the bonus remains in place for one round.

Favored By:

Aves Major, Canis Major, Dinosauria, Draconis, Felis Major, Gisellis, Lycos, Mutant, Simian Major, Wild Psion

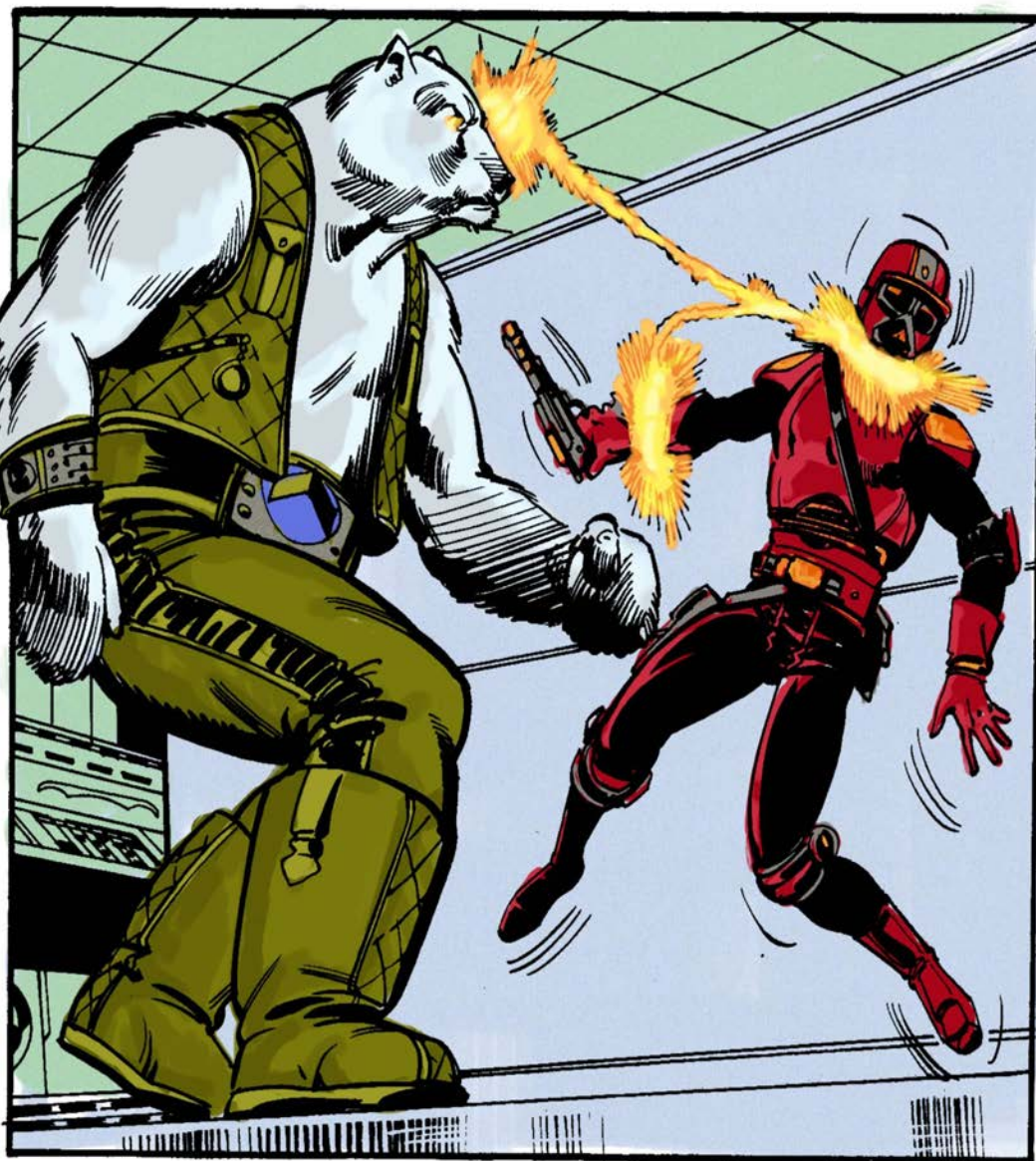
Radiation Burst (EX)

3 Points

The creature can tap into internal radioactive stores. As a move equivalent action, a number of times per day equal to 3 + the creature's CON modifier, the anthro can unleash a burst of

radiation with a short half-life. All creatures within the burst are exposed to an intensely radioactive area for one round.

Favored By: Draconis, Lovecraftia, Micromonstria, Reptilia, Radiation Freak



Sensory Evolution Package (EX)

3 Points

This anthro's primary purpose and major defense is its amazing sensory gifts. The anthro perceives the world in ways less evolved humanoids can't even imagine. Select any four (4) of sensory racial traits for your anthro, or sensory racial traits described in future supplements. You

receive these traits at a substantial build point 'discount'.

Alchemical Scent (requires Scent), Anthro Stalker, Blindsight, Darkvision, Discernment, Homing Instinct, Lowlight Vision, Pheromone Message (requires Scent), Psionic, Scent, Sense Subtype, Species Psi-Link, Stonecutting (modified if desired), Techno-Sense, Tremorsense

Favored By: None. Offering this already discounted 'package' of impressive abilities at an additional racial discount to certain orders would be pretty game-breaking.

Shapechanger (EX)

4 Points

As a full round action, the Shapechanger can reshape his or her body at will, similar to a magic user casting *change self*. The shapechanger can transform itself into any similarly sized humanoid creature of either gender. It can alter its height and weight by up to 20% when changing shape. This is an actual physical transformation, not an illusory effect. The shapechanger can become pregnant in female gender, and cannot shift gender while pregnant.

The shapeshifter can also alter its physical features in less obvious ways, such as instantly changing hair or eye color, growing or retracting your hair, or similar feats. The Shapechanger can change the tone, pitch, timbre and accent of your voice by altering your vocal cords.

If the character uses this ability to craft a disguise, it receives a +10 bonus on the Disguise check. The character can attempt to duplicate another humanoids retina patterns, fingerprints or other biometric data by succeeding at a DC 40 Disguise check.

The shapechanger maintain its altered physique indefinitely, and return to natural shape when knocked unconscious, or killed, and while sleeping. The shapechanger's body physically changes, though clothes, equipment and carried items are not affected. The creature gains the Shapechanger subtype.

Special: This counts as Shapechanger I for the purpose of selecting Powered Hero talents.

Favored By: Draconis, Lovecraftia, Micromonstria, Patriot Supersoldier, Sanger Post-Human, Wild Psion, Xeno-Hybrid

Unflankable (EX)

3 Points

Your quick reflexes and excellent peripheral vision prevents you from being flanked. You can respond to attacks from any direction with the same ease you defend against frontal assaults.

Favored By: Atlantean, Aves (any), Fleis Minor, Felis Major, Equis, Lagendelphis, Lycos, Mutant Micromonstria, Patriot Supersoldier, Reptilia, Rodentia, Wild Psion

Utility Bio-Machine (SU)

4 Points

Towards the end of its existence, Sanger Genomics apparently attempted to transition its slave species out of the erotic toy market and began marketing them as utility devices. 2054's cancelled advertising campaign would have touted the wonders of living Fluxminx computers and sentient Softling gene-labs. Though the plan never came to fruition, useful 'utility genomes' lie dormant within several later generation birth-batches.

You can merge with any communications device by making skin contact with it. When you do so, it links to your altered neural tissue to secure the signal. Communications sent from or received by a linked device cannot be intercepted, copied or decrypted.

You can display real-time high resolution video images on your skin and hair.

Finally, you may attempt to duplicate the function of any electronic device of size Medium or smaller, growing the device as a new organ. Doing so requires physical contact with a working example of the device to be duplicated, and requires you to succeed at a WILL Save equal to the item's Purchase DC and restriction rating, if any. Growing a machine organ requires 2d4

minutes, you are considered *shaken* during this time.

You may duplicate and retain a number of duplicated device-organs equal to your INT modifier; if you want to duplicate additional devices you must first allow your body to digest a previously duplicated tool. Doing so requires a full round action, which provokes attacks of opportunity. You are considered *nauseated* for one minute after digesting a duplicated techno-organ.

Favored By:

Micromonstria, Sanger Post-Human, Patriot Supersoldier, Wild Psion

Disadvantages

Each disadvantage chosen provides teh anthro with an additional two (2) build points.

Capped Saving Throws (EX)

The anthro has been medically limited, designed never to be as durable or hard to kill as a free-born creature. This disadvantage is common to slave anthros and military anthros designed for short term use as disposable shock troops or suicide bombers. No matter how many levels the anthro gains, its base saving throws (FORT, REF, WILL) cannot rise above +5 in any category.

Easy Target (EX)

In a crowd of less durable creatures, you somehow stand out as the best possible target. Anytime you are adjacent to an ally who is struck by a ranged attack, there is a 10% chance that your bad luck means that in addition to the normal effect of the attack on the intended target, you suffer half damage from the attack. This does not apply to area effect attacks.

Feral (D20 Modern only) (EX)

Your early years were spent living wild, on the streets or in the sewers, or deep in the jungle,

far from humanoid civilization. As a result of your feral origins, you may not select any starting occupation.



Infectious Pheromones (EX)

The anthro's body releases deadly chemicals that sickens those who spend the most time in your presence, opening them up to opportunistic infections. All allies suffer a -4 penalty on all FORT saves when within 60 ft of you.

Moon's Distraction (SU)

The anthro is descended from werewolves of some stripe, and the moon still exerts a powerful pull on his consciousness. The anthro suffers a -2 racial penalty on WILL Saves against illusion and enchantment effects at night when the moon is visible. During nights of the full moon, the anthro suffers a -4 penalty on all WILL Saves. Finally, on nights of the new moon, the anthro cannot use her Wyld Shape racial trait, if that trait is chosen.

Murderous Feeding (SU)

In addition to normal humanoid metabolic needs, the anthro must absorb some of the fading life force of creatures it kills in order to survive. Each week, the anthro must kill a sentient creature of the humanoid, monstrous humanoid or giant type with at least 4 Hit Die and feed on the life energy of the creature. To feed, the anthro must touch the dead or dying creature's remains within one minute of its demise. This process requires about a minute of concentration, as the anthro absorbs psionic and necromantic energy from the corpse.

If the anthro cannot feed in this manner, it suffers 1d4 points of CON damage per day beyond seven it goes without feeding. This damage is restored within 3d6 minutes of feeding, but cannot be healed in any manner while the anthro abstains from feeding.

Non-Violent Conditioning (EX)

The engineered creature has been genetically hardwired against violence. The anthro receives only half XP for physically defeating or killing an opponent.

Palm Blades (EX)

During your creation, the genes for human-like hands were lost, replaced with impressive but non-functional natural blades. Powered manifesting this disability are all but helpless outside of combat; this flaw was especially common among the earliest post-humans and some street level Mutants.

The character's hands are replaced with huge blades that inflict 1d8 + STR modifier points

of slashing damage. The character cannot carry objects, use normal weapons or manipulate tools. The character can perform skill checks using their two blades as pinchers, or attempting to use their feet or teeth, but doing so imposes a -5 penalty on all such attempts and requires at least three times as long as normal.

Persona Grafting (SU)

Your consciousness can be overridden by the personality of those you touch. Any touch against a sentient humanoid, monstrous humanoid or giant lasting longer than a second or two causes your personality to change dramatically, as you 'absorb' attributes of the creature you've touched. Connecting with a punch or kick will not trigger this disadvantage, but a kiss, a prolonged handshake or other contact will.

For 1d6 minutes after the contact, the anthro's personality goals and alignment (affiliations) change to match those of the touched creature. This may render certain abilities inoperable, and may require an atonement spell after the effect wears off, depending on the anthro's behavior while her personality was overridden. The anthro remains fully conscious and remembers events that occurred during this period. If the contact that caused the persona graft lasts longer than one round, the persona graft lasts for 1d6 minutes per round the contact is maintained. The creature touched suffers no real ill effect from the contact.

Programmed Personality (EX)

During your VR training, before you were decanted from the cloning tanks, you were programmed with comprehensive personality modifications, making you a perfectly trained living weapon. You were implanted with a variety of subconscious commands which can be triggered by hearing or reading a short nonsense sentence. When one of these commands are triggered, your allegiance changes to a pre-programmed allegiance decided by your creator, and you are assigned to carry out a fairly complex and often dangerous course of action: assassinate a specific political leader, kill all known members of a specific group,

serve as a body guard for a designated character, courier something to a specific location, and so on.

You carry out the task to the best of your ability, but may choose what tactics you use to carry out the task. You may attempt a DC 30 WILL Save to fight off the command when it is triggered. Once a command is triggered, you may only be affected by that particular command once, whether or not you successfully save against it. If the pre-programmed task requires more than one day to complete, you may attempt a new WILL Save each day until the task is either complete, becomes impossible to complete or you break free.

At character creation, you are implanted with 4d4 specific commands. Discovering a trigger phrase and its associated task requires a DC 28+1d4 Research check and access to classified databases, usually military or mega-corporate.

Requires: Military or Tubeborn starting occupation

Special: If the random roll indicates you are subject to 12 commands or greater, the Programmed Personality Disadvantage becomes worth four (4) build points.

Radioactive (EX)

The energy producing organelles that provide fuel for the post-human's natural gifts are badly shielded. The post-human produces constant low levels of radiation. The creature emits radiation. All squares adjacent to the creature are considered lightly irradiated terrain. Any area the creature stays in, or any object he wears or handles for one hour or more is considered moderately irradiated for 1d6 hours after the creature leaves the area.

Sexually Competitive (EX)

Your animal instincts compel you to display sexual dominance- by stealing the mates of those in your circle. You are compelled to attempt to seduce (or in the case of evil or violent characters, rape or harm) the lovers and romantic partners of your family members, friends, comrades and close allies. You will take enormous personal risks to begin and maintain relationships with these potential lovers. You are romantically and sexually

uninterested in long-term relationships that do not display your dominance.

Silver Bane (SU)

Like a mythic werewolf, silver blades and bullets are especially deadly to you. You suffer double damage from any weapon with the Silver quality. If you have Damage Reduction from any source, it can always be overcome by Silver weapons, in addition to any other means of overcoming it.

Sociopathic Directness (EX)

The anthro's mind is primitive and seemingly unable to comprehend plans or tactics that don't require ultra-violence. When confronted by a problem, however mundane, the anthro must succeed at a WILL Save (DC 10 + the number of previous successful saves). If the save is successful, the anthro can act as it desires. On a failure, the anthro must solve the problem with violence, no matter how out of place or dangerous such a course of action would be. This violence could be expressed by disemboweling a police officer rather than answering routine questions, murdering a rude shopkeeper, or ripping apart a damaged vehicle rather than repairing it.

Techno-Primitive (EX)

The anthro is a product of a culture significantly less advanced than the mainline for your campaign. The anthro might be an alien from a pre-spaceflight civilization, exposed to the wider galaxy by chance or bondage, a member of a hidden race or a product of a primitive, tribal society barely surviving far below street level.

The anthro's home culture is two Progress Levels lower than the campaign's baseline. The anthro suffers a -4 penalty on skill checks related to technology from a higher progress level than its own. This penalty decreases to -2 at 10th level, after the anthro has gained familiarity with advanced technology.

Too Beautiful (EX)

Requires: CHA 15+

The anthro's hybrid nature- part human, part animal, makes them disturbingly perfect. Their

beauty is off-putting and slips the creature deep into the Uncanny Valley. The anthro may not apply its CHA bonus to CHA-based skill checks made against non-anthro characters.

Traceable (EX)

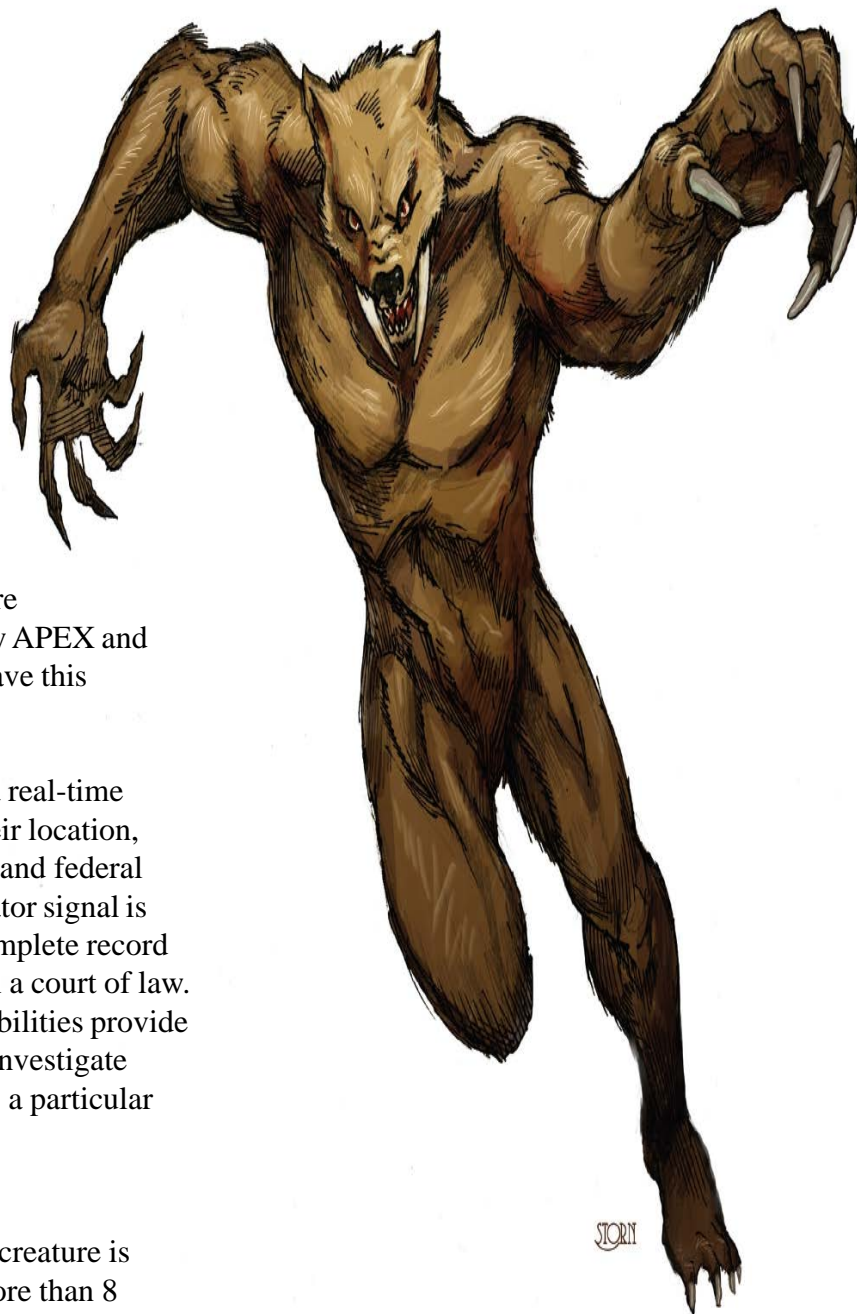
The anthro's creation was registered with various Fed-Gov agencies, and an exhaustive amount of forensic data about their abilities has been compiled. Nanotransmitters woven throughout the anthro's cellular structure keeps Fed-Gov agencies apprized of their location. This defect is common to military grade Mutants, clone troopers and combat anthros who are designed for extreme lethality. Many APEX and Patriot Supersoldier post-humans have this disadvantage.

The character is fitted with a real-time transmitter system that transmits their location, accurate within about 30 ft, to state and federal law enforcement agencies. This locator signal is constantly recorded, providing a complete record of the anthro's movements usable in a court of law. Forensic databases on the anthro's abilities provide investigators with a +10 bonus on Investigate checks made to link the character to a particular crime scene.

Urban Lifebond (EX)

Each day the urban adapted creature is away from a large urban area for more than 8 hours, or stays in any city with a population less than 100,000 he must succeed at a FORT Save (DC 10 + the number of previous saves) or suffer 1d4 points of temporary CON and WIS drain. The creature cannot begin recovering the drain until he returns to a city with a population of at least 500,000 people.

Finally, this bond with the urban infrastructure causes the creature great pain. If any city with a population of at least 100,000 suffers catastrophic damage (such as a nuclear detonation



or major natural disaster) and the creature is within 1,000 miles, she must succeed at a DC 20 FORT Save or fall into a coma for 1d6 hours. Success means the creature remains conscious but is considered *shaken* for 1d6 hours.

Requires: At least one racial trait with the Urban prefix

Unmodifiable

The anthro's anatomy cannot be changed. The anthro cannot receive cybernetic implants, nor can the character undergo genetic engineering. This prevents the character from gaining Powered Hero Basic Class levels.

Adding Anthros to Otherverse America

Adding full-on Anthro characters to the Otherverse America campaign isn't too difficult. Every faction in the setting has access to cutting edge gene-tech, and fields armies of superhuman soldiers by default. Deciding that some of these soldiers take the form of animal/human hybrids isn't a major modification; simply change the way you are describing the world and its inhabitants. A few suggested 'spots' to insert Anthro characters are described below. Inserting Anthros into one of these spots doesn't break the flavor of the setting too badly. Of course, you could easily transform Otherverse America into an all-Anthro setting, giving all the characters, heroes and villains alike, animal features.

Among the Bastians

Many Bastian believers have learned to manifest the Bastian Metaform power, a psychic talent that transforms them into pro-choice jaguar-headed warriors. One of North America's most famous Bastians is New York City's hardline Choicer mayor, Isis "Tammany" Gonzalez, has not powered down her Bastian Metaform in more than a decade. She rules her city as a partially feline activist-queen, and quite a few of NYC's Bastian population has followed her lead. In addition to the respected Psionic warriors who have learned to manifest Bastian Metaform, young Choicers might use gene-tech to permanently transform themselves into Felis Major anthros.

The Bastians are 22nd century worshippers of the Egyptian gods, and it would be thematically appropriate to include other Anthros in Bastian strike-teams, especially those from Orders representing the classical pantheon. Bastian soldiers tend to be a bit superstitious, and going



into battle among a jackal-headed Powered Hero drawing mental strength from the Anubis myth is a morale boost for any Bastian squad. The following Orders are best suited to Bastian characters.

Aves Carrion (vulture), Aves Minor (stork), Canis Major (jackal, dog), Crocodila, Felis Minor (Egyptian housecat breeds), Felis Major (jaguar, panther, cheetah, evolved Ubasti), Orphidia (cobra), Simian Minor (baboon)

With the exception of their youngest rookies, most Bastian anthros have the Pharonic Template added, with most also displaying the Combat Anthro template.

Aradia's Isle: San Francisco, CA

Some of the elite bodyguards and protective officers assigned to defend the Choicer capitol city might be Anthros. These beautiful and assured Anthros have a calm beauty and have keen senses and protective instincts, reinforced by the gleaming golden bionics that mark them all as senior Covenguards.

Aradia's Anthros are professional soldiers. The Combat Anthro template and the Sensory Expansion Package major racial trait are all but mandatory. Anthros from the following orders are most common, due to their keen senses and the long standing bonds of trust and partnerships between unmodified members of these Orders and humanity.

Aves Major, Canis Major, Felis (any), Lycos

Elite 'Killdevil' protective details stationed in Boston might have a similar composition. The Lifer Nation protects its headquarters in the same way its Choicer rivals do, by engineering highly trained Anthro guardians for its leaders.

APEX's Snake Squad

Based out of Kelly AFB, in San Antonio, Texas, APEX's "Snake Squad" is an elite anti-terrorist squad that's proven itself in battle against Lifer threats time and again. By default, Snake Squad got its nickname from its silent and decisive tactics, not to mention the reptile-based genetic modifications its super soldiers received. Transforming Snake Squad into a fully Anthro squad is a fairly natural modification.

Snake Squad anthros proudly display their animalistic natures as a badge of honor, a symbol of their superiority over even APEX's elite soldiers. Finding a squad of these arrogant reptiles holding up an Enlisted Club bar and silently daring every non-Anthro soldier in the bar to start some trouble is pretty common.

Snake Squad anthros are exclusively cold-blooded, though occasionally a warm-blooded

squaddie might survive the grueling initiation process and become a junior member, the squad's "old reptiles" inevitably refer to such members simply as 'bait'.

Crocodila (usually assigned as heavy infantry), Dinosauria (heavy infantry, gunners and melee combat experts), Draconis (officer only, usually with Powered Hero levels), Orphidia (the most common Order), Retpilia (gecko, iguana, chameleon, desert tortoise- usually assigned as scouts)

The Patriot Medical Complex: Atlanta, GA

Located deep beneath Atlanta's streets, this advanced genetics laboratory has produced superhuman soldiers for the America's military since the earliest days of the Powered Age. In addition to producing Patriot Courier and various Patriot Supersoldier post-humans, Patriot Medical's gene labs have produced multiple experimental species, few of which will be approved for mass production. As such, the Patriot Medical complex makes a great origin for any kind of unique character.

Any Order of Anthro superhero can emerge from Patriot Medical's vast fields of womb tanks, usually with the Combat Anthro template applied. Most have the Powered Hero Synergy major racial trait, and are designed for frontline combat.

Kodiak Island, AK

The military heart of the Lifer nation has genetic engineering capabilities nearly as extensive as the government gene-tanks in Atlanta. Kodiak Island is home to a new generation of powerful Lifer child-soldier. Hidden since shortly after War's End, these next generation soldiers are kept in reserve, and will be the first line of assault, when the Lifer Nation finally decides the time is right to re-ignite the Abortion War.

The young supersoliders born on the Island have never left its confines, except on strike missions. The geneticists who have created these powerful Lifer warriors have been instructed to

breed for increased physical power, but also to introduce cosmetic mutations into the genome that isolate the Lifer Nation's newest soldiers from ordinary humanity, to increase their psychological dependence on their trainers within the Lifer Army.

Lifer Anthros come in two flavors: females are often engineered with fast, frail Anthro orders, given healer abilities and increased fertility. Males are hulking war-beasts, most with the Combat Anthro template applied. Anthros of both genders have the Powered Hero Synergy racial trait, as well as the Nano-Feast racial trait for use against Choicer cyborgs and Midwives.

Female Lifer Anthros are most commonly: Aves Minor, Aves Melodia, Cetaca, Canis Minor, Piscia, Rodentia (especially rats, mice and rabbits)

Male Lifer Anthros are most commonly: Canis Major, Capricornis (sheep and rams), Crocodilia (often with the Nano-Feast trait added), Lagendelphis, Lycos, Pachyaderma, Taurus, Ursinis

Felis Anthros of any kind are rare: the Lifer nation has abandoned the Felis order entirely to the Bastians. There's a prejudice that Felis anthros are inherently pagan, and are thus mistrusted. Because the Lifer Nation was instrumental in freeing Sanger's engineered slave races, many Softlings and Sanger Post-Humans have joined the Lifer nation, both as believing citizens and as combat troops utterly committed to 'direct action rescue'.

The Termites

The organized and professional Lifer Army of God is supported by a nation-wide cadre of committed kids: pranksters, Mesh vigilantes and self-taught espionage experts called Termites. These kids are the spiritual descendants of the early 21st Century's Anonymous protesters and the equally faceless pranksters who tossed butyric acid stink bombs into abortion clinics or posted blackmail files on early abortion docs online.

Termites might trade gene-mod 'recipies' on-Mesh, offering cooking tips for post-human enhancement protocols. Working out of basement labs, Termite-generation kids might become more animal than human. Many Termites eventually

multiclass into the Insect Enhancile advanced class (Othervers Games, 2011).

The most common Orders among self-mutated Termite Anthros include:

Annelida, Arachnae, Arthropoda, Rodentia.

These Anthros tend to be poor, angry and street-smart. Most have the Underdweller template applied.

Deep Space and the Lifechain

Virtually any breed of Anthro can represent an alien immigrant to Earthspace. The 'Big Black' of deep space is astoundingly bio-diverse, with sentient life evolving on thousands, possibly millions of worlds. Many sentient species have a connection to the Lifechain, a galactic ecosystem that ties lesser life forms to the star gods who created the Universe.

Closer to home, Choicer colonists have established new homes on a dozen habitable, Earth-like planets. The Choicer's Eleusinian faction (believers in the myth of Demeter and Kore) are especially active in the colonization and terraforming industries. As the horse and pig are sacred in their faith, horses to Demeter, and pigs to her daughter Kore, anthros of the Equis and Porca Orders are especially common on Eleusinian worlds.

Gazelle anthros from the Equis Order, especially those with the Lifechained subtype are likely the descendants of a long-extinct species of cybernetic warriors who served the Second Universe's galactic Senate, prior to that universe's destruction. The legends of these mythic, resolute warriors have found their way into the mythology of thousands of sentient cultures. Equis Anthro star-spawn are going to be viewed as heroes, saviors and defenders of the weak wherever they go, regardless of whether the specific creature deserves such an exalted reputation.

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