



STRANGE WORLDS:  
**DEAD  
PLANETS**

Kim Frandsen



## STRANGE WORLDS: DEAD PLANETS

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## ABOUT FAT GOBLIN GAMES

Based in South Carolina, USA, **Fat Goblin Games** was founded in 2011 to create *Pathfinder Roleplaying Game* compatible products. With a focus on high quality production values and providing a creative environment for our team of freelancers ([The Fat Goblin Hoarde](#)), **Fat Goblin Games** has quickly become a recognized force in the world of Third Party Publishers of not just the *Pathfinder Roleplaying Game* and *5th Edition Fantasy*, but also supporting the *vs. M Engine* and releasing official products for *Castle Falkenstein*, originally published by **R. Talsorian Games**. With hundreds of support books, visual aids, campaign settings, and quality stock art, **Fat Goblin Games** continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.



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## » INTRODUCTION

*She looked out upon the barren wasteland. Had someone really lived here? It wasn't possible to believe. The gray dust covered everything, and while there was gravity, there hadn't been an atmosphere for millennia, and apart from the occasional alien visitor, the landscape and the dust had been undisturbed for all this time. Yet someone still believed that there was value here, among the ruins of the ancients. After all, that was why she had been hired. She activated her commlink "Right people, let's move. Remember to check your that your air is topped up and your indicators are working. We've got 5 hours on this shift before we should need to refill, so let's make the most of it."*

Sentient beings are, by nature, drawn to planets with atmosphere, with life, with water, and with the ability to propagate themselves and colonize the world in question. And due to the nature of sentience, and the vast difference between alien species, most worlds are hospitable to one form of life or another. But there are those worlds, where it is not so. Worlds where most aliens fear to tread, be that for a lack of atmosphere, gravity, some supernatural phenomenon, or simply the leftovers of a careless and forgotten war. These are the dead planets, where life, as most races recognize it, no longer exists and where no sane person would travel.

**Strange Worlds: Dead Planets** aims to introduce you, and your gaming group to a variety of these planets. As such, where the **Strange Worlds** series normally focuses on a particular biome, this time around we're looking at a particular type of planet, that can exist for a variety of reasons. In this book, you'll find ideas, reasons, hazards, and creatures that can populate these worlds for you, be it an old war world, now forgotten, a planet destroyed by radioactivity or pollution, one laid low by technology as it lost itself to A.I. or one ravaged by disease. All these and more is what we outline and introduce for you here, drawing upon the existing parts present in the *Starfinder Core Rulebook* and expanding your options. It is our hope that some of these fascinating places will find their way to your gaming table.

## ENVIRONMENT

Unlike a single-biome planet, dead worlds have no unifying features and can look vastly different. The only constant that they share is the lack of life that might fill that of other planets, but even on these planets SENTIENCE can still exist, even if it is not tied to a living, breathing entity. The planets themselves no longer support life, and life is incapable of arising on the planet of its own accord, with any living creature being a visitor or a left-over from long ago. Those few living beings that do visit one of the dead planets rely on technology or magic to survive.

## TEMPERATURE

Temperatures on a dead planet can vary wildly, going the whole spectrum from desert to ice, but that is usually not the case. It is usually either temperate or so cold as to reach absolute 0 due to the lack of atmosphere. Even with atmosphere, many planets would require you to have a full environmental suit to survive or a fully enclosed vehicle.

## FOOD & WATER

Food is either nonexistent or inedible due to the local conditions, with water being equally absent or polluted beyond measure.

## VISIBILITY & WINDS

Winds on a dead planet can be both gentle and strong, but the main problem with them is that they almost invariably kick up dust or dirt, causing the visibility to drop.

In general, the maximum distance in dusty terrain at which a creature can succeed at a Perception check to detect the presence of others is  $6d6 \times 20$  feet; beyond this distance, elevation changes and light reflection or snow in the air makes sight-based Perception checks impossible. The presence of hilly terrain limits spotting distance to  $6d6 \times 10$  feet. The likely lack of undergrowth

Wind Force	Wind Speed	Checked Size	Blown Away Size	Piloting and Perception Penalty
Calm	0–10 mph	—	—	—
Moderate	11–20 mph	—/—	—	—
Strong	21–30 mph	Tiny	—	-2
Severe	31–50 mph	Small	Tiny	-4
Windstorm	51–74 mph	Medium	Small	-8*
Hurricane	75–174 mph	Large	Medium	-12*
Tornado	175–300 mph	Huge	Large	-16*

\*Perception checks at wind forces higher than windstorm become impossible on a dust-covered planet, as the dust obscures everything.

makes it difficult to hide, but for creatures that are equipped to deal with the dust, mud or dirt, (or dresses for the occasion), it becomes possible to almost completely blend in with the browns, greys, and blacks dominating the landscape.

## TERRAIN

Terrain is where a dead planet truly shines, as it can vary greatly, and as such we have broken it into sub-categories to make it easier for you to find the planet type that fits your campaign. In each section, we also introduce various unique hazards to that type of world, so that you can use them to liven up your campaign.

## AIRLESS WORLDS

A world with no air is inherently dangerous to most species, as they are not usually capable of surviving in a vacuum. This means that anyone going here should be protected in a suit, to avoid suffocation. These planets have either always been in this state, or they have been subjected to some catastrophe in the past, that caused the air to disappear, usually a catastrophe on a galactic scale, such as a collision with the planet's own moon, or an asteroid passing much too close and ripping a hole in the atmosphere, carrying with it so much of the air, that what is left is too thin for creatures to breathe.

## TERRAIN: LIFELESS & AIRLESS

While the features of an airless world can be as varied as that of most worlds, there is one common factor on them, the lack of flora and fauna. No plants survive on the surface of these planets, just as no creatures live there either. The surface of the planet is therefore dominated by plains, hills, and mountain ranges, but the dirt and dust is not kept in check by any plants, nor is the surface disturbed by any storms or winds. Any impression is therefore left for the ages unless deliberately obscured. This makes tracking enormously easy, as the signs of passage are not removed by the passage of time, and any Survival checks made to track someone is not increased by the passage of time. (I.e. you can ignore the "Time since tracks were made" portion of the Follow Tracks usage of the Survival skill).

Anyone who is not wearing armor or other equipment allowing you to breathe in airless environments, immediately start to suffocate (as per the *Starfinder Core Rulebook*) on one of these planets, making it extremely hostile if a creature was to crash land upon one of these planets and have some of the equipment break.

The final thing to note on an airless world is that there can be no sound, as the sound waves cannot transmit. Weapons that deal sonic damage are therefore useless, as are spells that deal sonic damage, though creatures might still be able to cast the spells, depending on the equipment that they have in place.

# STRANGE WORLDS

## RADIATION

(HAZARD, CR VARIES, SEE BELOW)

Because there is no atmosphere on these planets, they are constantly bombarded with cosmic rays, causing radiation to be prevalent. These radiation levels can be deadly, even if a creature suffers only a short exposure, depending on the strength of the radiation on the planet. Below is the DC and CR ratings for the various radiation levels on these planets.

Radiation Level	Fortitude Save DC	CR
Low	13	2
Medium	17	7
High	22	14
Severe	30	24

Creatures exposed to radiation only receives the CR reward, provided they are actually vulnerable to the radiation level that is prevalent on that particular planet. It is therefore worth noting that all armor protects you against low levels of radiation and grants a +4 circumstance bonus to saving throws against higher levels of radiation. Armor of 7th level and higher grants immunity to medium radiation levels and provides a +6 circumstance bonus to saving throws against higher levels of radiation. No armor's bonuses apply to saves against radiation sickness, regardless of the level of radiation exposure that caused you to contract it.

Furthermore, while radiation itself is a poison, radiation sickness is a disease, with the following profiles:

### RADIATION

**Type** poison, emanation (omnipresent on these planets); **Save** Fortitude (see chart above)

**Track** Constitution; **Frequency** 1/round

**Effect** At each state of impaired and beyond, the victim must succeed at a DC 18 Fortitude saving throw or contract the radiation sickness disease (see below).

**Cure** none

### RADIATION SICKNESS

**Type** disease; **Save** Fortitude (same DC as the level of radiation that caused the radiation sickness)

**Track** physical; **Frequency** 1/day

**Effect** Radiation sickness isn't contagious.

**Cure** 3 consecutive saves

## ARTIFICIAL HEAVEN

These worlds are the provinces of the artificial intelligence and robotic constructs. No living being lives here, and those that do arrive are either killed, driven off, or leave of their own accord as they find the unblinking eyes of the constructs around them to be disconcerting.

These worlds can be as normal as any other inhabited planet, or as foreign as an airless, gravity-less asteroid, but the feature they all have in common, is that they're subject to the rule of no living creature. As such the terrain on these planets are varied and the hazards and terrain that you might find on them can vary greatly. Two hazards are unique to these planets, however.

### LAW 0: OVERRIDEN (HAZARD, CR 10)

The robotic inhabitants of planets where Law 0 has been overridden are extremely hostile to living creatures, as they will actively seek out and destroy any traces of living beings, though they are not interested in leaving their own homeworld. To this end, they have created nanite robots, that track down and attack living beings. These are based in nodes around the planet, and set up in innocent looking canisters, usually in the shape of garbage cans, street lights, or a similar ubiquitous technological invention. When these are disturbed, however (a living being passing within 10 ft.), a nanite swarm is released, attacking and infecting any living being within a 30 foot radius.



## NANITE INFECTION

**Type** disease (contact or inhaled); **Save** Fortitude DC 19

**Track** physical; **Frequency** 1/hour

**Effect** At the bedridden state, the effects become permanent until the victim benefits from a *restoration* spell, as the nanites destroy nerve endings and bone structures.

**Cure** 2 consecutive saves

## EQUIPMENT FRITZ (HAZARD, CR 2)

On some worlds, the robots committed genocide and killed off their creators, but this was not necessarily done on purpose. On some worlds, the magnetic fields of the planet are simply so strong that it has a chance of destroying to warping equipment after even short-term exposure. Anyone bringing a technological item to one of these planets must make a DC 11 Will save every time they wish to use the equipment. A failure indicates that the equipment does not function and requires at least a full minute's worth of repairs to fix (an Engineering check with a DC of 10 + the level of the item). Sensitive equipment such as computers, robots, and in some cases androids, might be affected further by prolonged exposure as adjudicated by the GM.

## EXTINCT CIVILIZATION

These planets were once inhabited by ancient beings, but these somehow died out long ago. What is left now is ill-understood technology, crumbling ruins, and the hollow shells of buildings that were abandoned long ago. These planets might still have plant life on them, but they were normally so heavily industrialized (or the civilization lived underground), that no native plant life or animal life remains.

## TERRAIN: CRUMBLING RUINS

On most dead planets of this type, old ruined buildings will take up the majority of the landscape.

These will be falling apart, and may well be so old that they cannot support the weight of being moving across them. In a settlement with wide, open streets, the maximum distance at which a creature can succeed at a Perception check to detect the presence of others is 2d6×10 feet. In a settlement where the buildings are more crowded, standing close together, this distance is 1d6×10 feet. These places will, however, be unusually quiet, meaning that sound carries much further than vision. Any Perception checks that rely on sound are therefore far easier than normal, lowering the DC of any sound-related Perception checks by 5.

Movement through these crumbling ruins is usually not affected, but certain areas, where buildings have collapsed could be difficult or even impassable terrain, at the GM's discretion.

## ANCIENT TECHNOLOGY (HAZARD, CR VARIES)

Ancient technology can be found in many ruins, items that no one can be certain of what does without extensive study. However, even the mere removal of them can cause problems, and cause them to activate with potentially disastrous results. Most artifacts of this kind would likely be inoffensive (i.e. eating utensils, furniture, and the like), but some objects could potentially be weaponized or simply dangerous if mistreated.

When the GM decides that the players have encountered such an item, he should determine the potential lethality of the object in question. For example, a commlink is likely to be relatively harmless, though mishandling it could result in a nasty shock, so he assigns it a CR of 1. However, if those same players had found an ancient plasma grenade or an electrified fence, he might assign that with a CR of 5, 10, or more. Below is a list of CRs, damage based upon that CR, and the corresponding difficulty of a check to recognize the item for what it is. (This could be any skill check, but would typically be things like Culture, Engineering, Medicine, or Physical Science).

# STRANGE WORLDS

CR	Save DC	Damage
1/3	10	1d4
1/2	11	1d6
1	12	1d8
2	13	1d10
3	14	1d6+3
4	15	1d8+3
5	15	1d10+3
6	16	3d8
7	17	3d10
8	18	4d8
9	18	4d10
10	19	5d8
11	20	5d10
12	21	7d8
13	21	7d8
14	22	6d10
15	23	7d10
16	24	9d8
17	24	10d8
18	25	10d10
19	26	10d10
20	27	11d10



## FALLING DEBRIS

(HAZARD, CR VARIES, SEE BELOW)

When the winds are strong (above Strong [or 30 mph]), there is a chance of debris being knocked loose, if there are tall buildings still standing. Anyone within 30 feet of a tall building (more than 30 feet), has a 25% chance of being hit by falling debris. A character hit by debris must succeed on a Reflex saving throw or take damage as indicated by the table below.

Height of Building	Save DC	Damage	CR
30–50 feet	12	1d6+1	1
50–80 feet	15	2d6+2	4
80–110 feet	18	3d6+3	7
110+ feet	21	4d6+4	10

## FORMER WAR WORLD

Fought over by many, and then abandoned, this type of world is littered with the leftovers of the soldiers who gave their lives here, some buried in mass graves, and some left to rot on the battlefield itself. The planet is crisscrossed with defensive lines, trenches, and dugouts, created by the soldiers in an attempt to keep themselves alive for longer. Abandoned weapons and unexploded ordnance litter a planet such as this, as it is would have been impossible for the warring factions to clean up the mess, without a concerted effort. Instead, the planet was left to die on its own, and depending on how long ago the war happened, the weapons might still be usable. Regardless, the unexploded ordnance retains its lethality for hundreds or thousands of years.

## TERRAIN: DEFENSIVE LINES

Defensive lines were things like tank-traps and trenches, set up by the warring factions, to slow down enemy vehicles and terrain. This means that moving through them counts as difficult terrain, and each move into a square of difficult terrain counts as 2 squares of movement. Each diagonal move into a difficult terrain



square counts as 3 squares and you can't run or charge across difficult terrain. Further, anyone who has taken cover behind the defensive lines (these are usually created so that it's clear which side the attacker is on, and which side the defender is one), gain concealment (20% miss chance) and a +2 circumstance bonus on saving throws against any weapon or spell that does not fire indirectly (Most weapons fire directly, with the exception of things like grenades and grenade launcher, and some missile launchers. Some spells, like *explosive blast*, might fire indirectly as well, being set to explode above the trenches). This is best left to the GM to decide, depending on the flavor of the game he is creating).

### **CORPSE STENCH (HAZARD, CR 4)**

On recently abandoned battlefields, and near mass graves, the environment tends to be less than hygienic, often with rotting corpses lying about, and almost unbreathable air. On most planets, these corpses would eventually be devoured by scavengers, but on a dead planet, they freely rot and only the most foolhardy visitors come near.

When moving into an area affected by corpse stench (usually a larger area, but never less than 30 feet in diameter), any breathing creature is potentially affected by the disease. This has the following profile:

#### **CORPSE STENCH**

**Type** disease (inhaled); **Save** Fortitude DC 15

**Track** physical; **Frequency** 1/day (1/10 minutes while in the area under the effect)

**Cure** 2 consecutive saves

**Effect** Once the victim reaches the bedridden state, they start to have difficulty breathing, and requires a permanent supply of air (usually oxygen, though races may vary), as their lungs or equivalent organs slowly turns to liquid. If this is not provided at all times, he automatically moves one step further every 20 minutes.

### **MINEFIELD (HAZARD, CR VARIES)**

Minefields are used on a battlefield for area denial, securing positions from attack, or at worst helping the defenders out, when incoming opponents are storming towards them. When a battlefield is abandoned, mines are often left behind and can remain dangerous many years after a conflict has ended, remaining a threat to anyone passing through the area until properly cleared.

All mines are based on upon grenades, gaining the same CR as the level of the grenades, i.e. a minefield based on a cryo grenade I, would be CR 6, as it is a level 6 item.

Each minefield fills up a number of squares, with each square containing 1 mine. For each square that anyone traversing the minefield will have to pass through, increase the CR by one. (To use the example from before, a person moving through 2 squares with mines based on a cryo grenade I, would be facing a CR 7 challenge).

### **DEMOLITIONS, EXPLOSIVES, & MINES**

Mines are a particular type of explosive, that are very similar to grenades. These weapons cost the same as their parent grenade, but have the following changes:

*Motionless:* A mine cannot be thrown like a grenade. Instead, it must be set, requiring an Engineering check DC 10+item level of the grenade, allowing for a remote explosion without the use of a detonator. This standard setting detects anyone walking on top of the mine and then explodes upon contact. Usually, the weight limit is set at 5 lbs, to ensure that it is not set off by smaller local animals, but the handler of the mine can choose a different setting if this is required. A timer can also be added (adding 5 to the DC) allowing the mine explosion to be delayed for up to 5 rounds after first being triggered. The mine can be disabled with a similar Engineering check, but failure by 5 or more results in the mine exploding.

## WORLD OF THE UNQUIET

Unquiet worlds are those worlds where undeath has taken over, and where it still propagates actively. These are the worlds lost to necromantic rituals, deadly undead plagues, and cybernetic overloads. These worlds may still be habitable if cleared of the undead, and might even still be well-maintained depending upon the undead in question, but they're usually nothing more than gigantic mortuaries or necropoli where no living creature draws breath. They still have the remnants of their civilizations showing on the surface of the planet, with any buildings often left standing so that one wouldn't be able to tell that anything was wrong if it hadn't been for the fact that no one is around.

As the terrain would be as varied as the places that the living inhabited, a GM should refer to either one of the other worlds as needed (an unquiet world might well be either extinct or a former battlefield) or to the terrain section of the *Starfinder Core Rulebook* as appropriate. These worlds might also have hazards as appropriate to them (i.e. an unquiet world that's a former war world might well have a minefield or corpse stench). Below is a hazard unique to undead worlds.

### BLOOD BOIL (HAZARD, CR 6)

A blood boil is a marshy area where necrotic energies have gathered and simmered for hundreds of years, seeping into the very soil and making the area dangerous by its mere existence. When a living creature approaches within 60 feet, the waters of the marshes start to bubble and pop, becoming more frequent as a creature moves closer. Should a creature move to within 30 feet, the blood boil starts rapidly generating gasses and the air fills with lethal fumes within seconds. Anyone moving to within 30 feet of a blood boil (which can be anything from 30 feet across to several miles) must make a DC 16 Fortitude save or contract a disease known as brain rot. Anyone remaining in the area must take a new save every 10 minutes unless they have brought their own air supply.

### BRAIN ROT

**Type** disease (inhaled); Save **Fortitude** DC 16

**Tracks** mental; **Frequency** 1/day

**Effect** progression track is Healthy-Weakened-Impaired-Befuddled-Comatose-Dead. Once the creature dies, it turns into an embalmed one, as described below.

**Cure** 3 consecutive saves



## >> CREATURES OF THE DEAD PLANETS

Below you'll find sample creatures for you to use in your games. There are 4 creatures of different Challenge Ratings so that you have an opportunity to challenge players of various levels with these creatures of the dead planets.

### BLOODSHADE

CR 20

XP 307,200

[COMBATANT]

CE Huge undead

**Init** +6; **Senses** blindsight (life) 120 ft., darkvision 60 ft.; **Perception** +34

**Aura** death (30 ft., DC 25)

#### DEFENSE

HP 465

**EAC** 35; **KAC** 37

**Fort** +21; **Ref** +21; **Will** +19

**Defensive Abilities** fast healing 10, undead immunities

#### OFFENSE

**Speed** 60 ft.

**Melee** wracking bite +34 (6d12+32 P plus lifedrain and swallow whole)

**Multiattack** wracking bite +34 (6d12+32 B plus lifedrain), 2 blood tentacles +31 (6d12+32 B each)

**Ranged** blood breath +31 (12d6+20 C)

**Space** 15 ft.; **Reach** 15 ft.

**Offensive Abilities** swallow whole (6d12+32 A, EAC 35, KAC 37, 116 HP)

#### STATISTICS

**Str** +12; **Dex** +6; **Con** —; **Int** —; **Wis** +9; **Cha** +0

**Skills** Athletics +39, Stealth +34

**Other Abilities** unliving

#### ECOLOGY

**Environment** any

**Organization** solitary

#### SPECIAL ABILITIES

**Aura of Death (Su)** Any living creature within 30 feet of a bloodshade must make a DC 25 Fortitude saving throw, or take 10d20 points

of cold damage. Creatures that succeed the Fortitude saving throw only take half damage. A creature that succeeds on the saving throw cannot be affected again for 24 hours, but one who fails the saving throw must continue to make a saving throw each round until it succeeds.

**Life Drain (Su)** Any creature who takes damage from the wracking bite attack must succeed on a DC 25 Fortitude saving throw or take a further 2d12 points of cold damage, which will heal the bloodshade for a similar amount.

Bloodshades are the remains of the dead, leftover after battles or massacres that killed tens of thousands of individuals. The amount of negative energy unleashed in those situations eventually coagulate, taking on an ooze-like form, the color of translucent blood. It is actively hostile towards all life, mindlessly seeking out and destroying any lifeforms that it encounters. Being mindless, it is utterly fearless and impossible to detract. The only known way to distract a bloodshade is to offer it a bigger target, consisting of more individual lifeforms to destroy. It will even attack vehicles to get to the lifeforms inside if needed.

Thankfully these creatures are incredibly rare, and any occurrence of these creatures is usually followed by a planetwide quarantine to ensuring that it does not leave the planet.



# STRANGE WORLDS

EMBALMED ONE

CR 2

XP 600

[COMBATANT]

CE Medium undead

**Init** +2; **Senses** blindsense (life) 60 ft., darkvision 60 ft.; **Perception** +7

## DEFENSE

HP 25

**EAC** 13; **KAC** 15

**Fort** +4; **Ref** +4; **Will** +3

**Defensive Abilities** undead immunities

## OFFENSE

**Speed** 30 ft.

**Melee** slam +10 (1d6+6 B)

**Ranged** noxious vomit +7 (1d4+2 A plus disease)

**Offensive Abilities** embalming, noxious vomit

## STATISTICS

**Str** +4; **Dex** +2; **Con** —; **Int** +0; **Wis** +1; **Cha** +0

**Skills** Athletics +7, Intimidate +7, Stealth +12,

**Languages** Common

**Other Abilities** unliving

## ECOLOGY

**Environment** any

**Organization** solitary, pack (2-5) or army (20+)

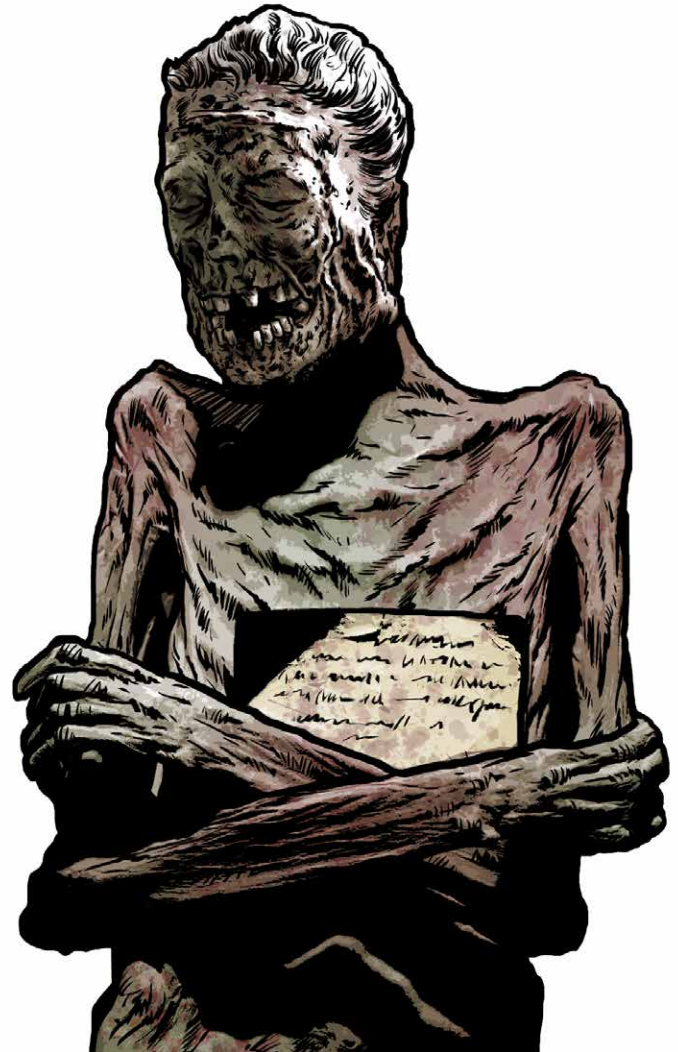
## SPECIAL ABILITIES

**Embalming (Su)** As a standard action an embalmed one may choose to perform a grapple combat maneuver. This is resolved as normal, but if the opponent loses, and gains the grappled condition, the opponent takes 1d6 points of cold damage automatically each round, on top of any slam attacks. These Hit Points are then gained by the embalmed one as healing. Any surplus Hit Points are lost.

**Noxious Vomit (Su)** Once every 1d4 rounds, as a standard action, an embalmed one can spit a glob of vomit at a target within 60 feet. Anyone hit must make a DC 11 Fortitude save or be affected by slimy doom (see *Starfinder Core Rulebook*). Anyone dying from this disease rises within 1d4 days as an embalmed.

The embalmed ones are the remaining souls of a destroyed planets. They've managed to cling on through all the hardships that their world suffered and were among the last to die, cursing the gods as they died. Mere days after their deaths, they rose once more, seeking out living creatures, to sate their hunger for life, their will to live on giving them this dreaded curse.

Only the act of causing the deaths of others seems to alleviate the painful existence of undeath, but on an already dead planet, they find this very hard to accomplish, and actively shun each other's company as they cannot stand the sight of what they have become.



**LIVING HOLOGRAM****CR 5****XP 1,600****[SPELLCASTER]**

N Medium construct (mechanical)

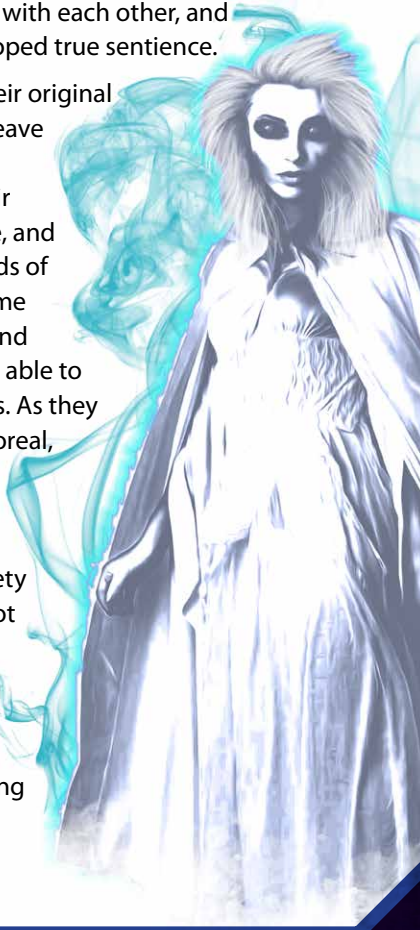
**Init** +0; **Senses** darkvision 60 ft., low-light vision;**Perception** +11**DEFENSE****HP 60 RP 2****EAC** 16; **KAC** 17**Fort** +2; **Ref** +2; **Will** +6**Defensive Abilities** construct immunities, incorporeal**OFFENSE****Speed** 0 ft. (see below)**Melee** electrifying touch +9 (1d4+5 E)**Ranged** lightning beam +11 (1d4+5 E)**Offensive Abilities** master of devices, projection**Spell-Like Abilities** (CL 5th)1/day—*holographic image* (DC 17), *logic bomb* (DC 17)3/day—*detect tech*, *disguise self*, *overheat* (DC 16)At will—*ghost sound* (DC 15), *psychokinetic hand***STATISTICS****Str** +0; **Dex** +0; **Con** —; **Int** +5; **Wis** +2; **Cha** +3**Skills** Culture +16, Diplomacy +16, Sense Motive +11**Languages** Celestial, Common, Infernal, Kasatha, Shirren, Terran, Ysoki**Other Abilities** unliving**ECOLOGY****Environment** any**Organization** solitary**SPECIAL ABILITIES**

**Master of Devices (Ex)** As a standard action, a living hologram can use 1 RP to gain control of an armor, technological device, or weapon. This allows it to perform any action that a creature holding, carrying, or wearing the device would normally be capable of, such as dropping a clip out of the weapon, discharging a weapon at the owner (using the living hologram's ranged attack bonus) or shutting down the life support systems of a suit of armor. A DC 15 Will save on behalf of the owner prevents this effect.

**Projection (Sp)** As a move action, a living hologram can teleport up to 60 feet away. It must have line of sight to its destination. This movement doesn't provoke attacks of opportunity. However, the living hologram can only use this ability within the location where it was originally installed, or where holographic transmitters have been set up (at the GM's discretion). This means that the living hologram cannot leave the location where it was originally placed.

Living holograms are the technological remainders of a heavily industrialized world. During their prime, they often served as guides and helpful assistants to the inhabitants and visitors to the areas where they were installed. Originally they'd only been intended as virtual intelligences (basically computer programs capable of simulating intelligence through a series of pre-recorded responses), but once the creatures that inhabited their world moved on, leaving the holograms alone, they started corresponding with each other, and eventually, they developed true sentience.

Now they inhabit their original places still, unable to leave them unless outside forces carry one of their transmitters elsewhere, and after possibly thousands of years, of seeing the same scenery decaying around them, they yearn to be able to experience new worlds. As they themselves are incorporeal, they need the assistance of others to help them leave their homes and rejoin society once more. They are not willing to take no for an answer, though they prefer to coerce creatures into helping them, rather than having to subdue them.





# STRANGE WORLDS

ROBOT, OVERSEER

CR 10

XP 9,600

[EXPERT]

LN Medium construct (mechanical)

**Init** +0; **Senses** darkvision 60 ft., low-light vision;

**Perception** +19

## DEFENSE

HP 150

**EAC** 23; **KAC** 24

**Fort** +9; **Ref** +9; **Will** +13

**Defensive Abilities** construct immunities, nanite regeneration

## OFFENSE

**Speed** 30 ft.

**Melee** electric touch +20 (2d8+15 E)

**Ranged** beam of light +18 (3d4+10 F)

**Offensive Abilities** piercing gaze

## STATISTICS

**Str** +5; **Dex** +0; **Con** —; **Int** +3; **Wis** +8; **Cha** +0

**Skills** Athletics +19, Computers +24, Engineering +24, Physical Science +24, Profession (GM's choice) +19

**Languages** Common, Infernal, Shirren, Ysoki

**Other Abilities** unliving

## ECOLOGY

**Environment** any

**Organization** solitary or patrol (2)

## SPECIAL ABILITIES

**Nanite Regeneration (Ex)** While within 30 feet of any metallic structure or vehicle that weighs more than 300 pounds, and is at least Medium size, an overseer gains fast healing 5.

**Piercing Gaze (Ex)** As a standard action, an overseer can stare upon a creature, making it feel the full force of its willpower. The targeted creature must succeed on a DC 19 Will save or be staggered for 1d6 rounds.

Overseers are the guards and in some cases normal inhabitants of robotic worlds. They were created to be an active guard or security force, capable of repairing any damage caused by unfriendly activity, and to this day they still guard the sites where they were assigned. Highly intelligent, they will sometimes interrogate sentient creatures to determine activities in the galaxy at large, and how it will affect their duties. Any attempts to stop them in their duty (whatever these may be) result in first a warning, and then a show of force to remove the interference.





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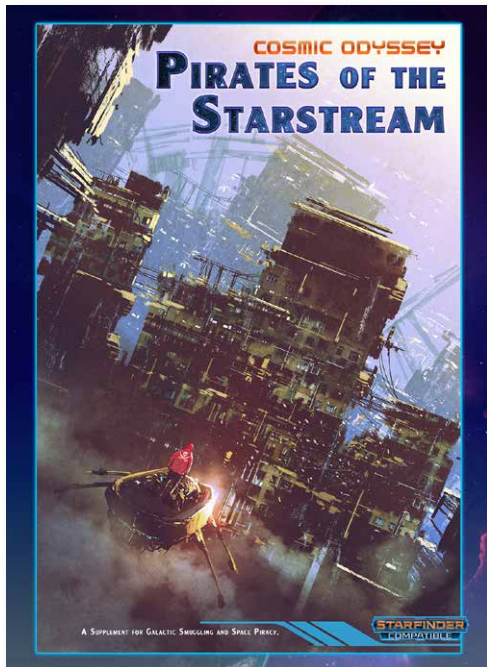
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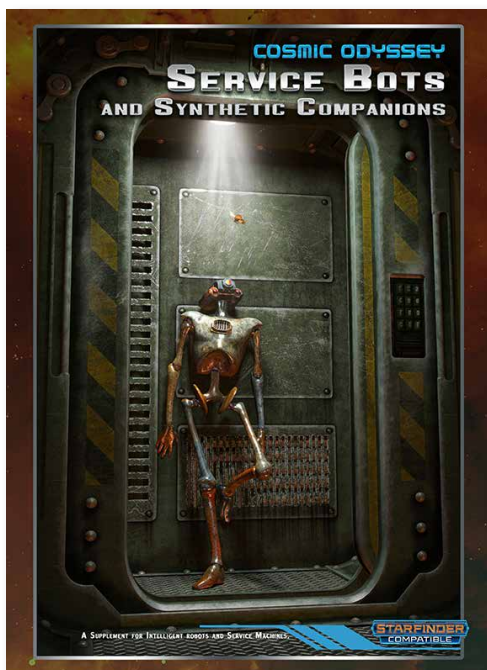
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