

DEVIL'S WORKSHOP PRESENTS

SUPER POWERED TEMPLATES



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SUPER POWERED TEMPLATES

ALIEN OVERSEER

Alien Overseers are individuals who act as interplanetary lawmen, shock troops, or regents for highly-advanced Power Extraterrestrial beings. The majority of alien overseers fall into two categories: Galactic Guardsmen and Cosmic Champions:

GALACTIC GUARDSMAN

Galactic guardsmen are members of an interstellar paramilitary force, a corps that serves the interests of a mighty, star-spanning alien civilization. Guardsmen who serve benevolent races act as a cosmic police force, protecting freedom and justice while respecting the laws and cultures of the worlds they dwell on. Villainous guardsmen serve as the enforcers for malevolent or war-like races, spreading fear and terror throughout the universe.

A galactic guardsman goes through intense training in preparation for the role. The GM may assume that this training takes place outside normal time and space, avoiding removing the character from the campaign for a long period. The training the guardsman receives hones the mind and spirit, preparing the character to wield a weapon powered by willpower. A guardsman grows accustomed to the strange and unexpected, at ease in the most unearthly surroundings. The galactic guardsman is provided with a protective uniform and a universal translator device, which allows the character to translate any spoken language, scan minds and project thoughts, and tap into electronic databanks. But the guardsman's primary source of power stems from the will-powered weapon each receives.

The will-weapon may take nearly any form (rings, wrist bands, and scepters are traditional), but all derive their energies from the willpower/psyches of those who bear them. Most will-weapons allow for a variety of energy manipulating effects, others manipulate space and time, and some exist that provide psychic enhancements. Few allow the bearer to manifest such powers as Growth, Duplication, or other "personal" powers. The classic example of a will-powered weapon was a ring that allowed its' wielder to project Energy Generation / Blasts, create force fields, and form solid objects out of shimmering green plasma. A will-weapon is attuned to the psyche of one character, and is not easily used by another. The will-weapon needs to be recharged once every 24 hours. The power source for the device is relatively portable, but too bulky and fragile to be easily carried into combat. All such weapons have an intrinsic Power Flaw which causes them to fail in certain conditions (*exposed to certain frequencies of light, in the presence of certain elements, etc.*)

ALIEN OVERSEER

(GALACTIC GUARDSMAN)

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Attack Focus (*Will-Powered Weapon*), Bonded Item (*Will-Powered Weapon*), Connected (*alien benefactors*), Fame / Infamy (*Only among those familiar with the alien(s) the character serves*), Iron Will, Leadership, Improved Initiative.

Powers: High Will Save, Combat Sense, Super type skill (*Diplomacy*)

Devices:

- Protective Uniform
- Universal Communicator
- Will-Powered Weapon: Flight, Immunities of choice; Restricted-does not operate in certain conditions (*see below*)
Restricted-must recharge every 24 hours to use

Weaknesses: Archenemy, Devotion to cause, Duty to Organization, Code of Conduct, Vulnerable (*see below*).

WEAKNESS:

ARCHENEMY

The aliens whom the overseer serves are ancient and powerful, and there are many in the cosmos that bear grudges against them. At the beginning of each game session, the game master should roll a d20, adding + 10 to the roll. Any result of 20 or greater results in one or more enemies appearing to harass the character. The game master should determine their exact natures, including the source of their enmity for the alien overseer.

DEVOTION TO CAUSE

The character must make a successful Will saving throw to resist any orders given by the overseers alien benefactors, but the DC for the saving throw is set at 25. Orders that mean certain death or transgression against the character's moral code may be automatically disregarded, but the character suffers a -5 penalty to attack rolls, initiative, and skill checks for the remainder of the adventure, due to deep disillusionment and sadness.

DUTY TO ORGANIZATION

All alien overseers have a sense of duty that borders on obsession. Heroic galactic guardsmen are commonly pledged to defend the world or solar system they dwell in against threats from other worlds or dimensions. Cosmic champions are compelled to spread the will of those who imbued them with their powers, whether that is peace or war, creation or destruction. The GM must determine the exact form this weakness takes. In most cases, it should directly relate to the aims/goals/traits of the alien beings the character serves. The GM should decide on the conditions that will compel the character to act.

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Some possibilities include:

- The character must pursue one type of foe above all others, one that the overseer's superiors faced in the distant past.
- The alien overseer may never take action against members of a certain faction or race.
- The character can never knowingly aid or associate with particular types of beings; prohibited from contact with artificial life forms, mutants, magic-wielders, and so on.

VULNERABLE

All alien overseers are vulnerable to one particular substance or energy type. Against such attacks, an alien overseer receives no bonuses to any damage saves (*straight d20 roll to resist only*.) Cosmic champions are usually vulnerable to the energy type that is most nearly opposite that which they command (*heat vs. cold, light vs. darkness, and so forth*.) Galactic guardsmen—the bearers of super-scientific weapons—are often vulnerable to magic based attacks. The Game Master must decide the specific form this weakness takes.

COSMIC CHAMPION

In contrast to the galactic guardsman, the cosmic champion is essentially a free agent. This stripe of alien overseer is pledged to serve the cause of the primordial alien entity or elder race that empowered the character, but is largely free to act without any direct oversight.

A cosmic champion is control over one type of energy, usually one of the fundamental forces of the universe (*electricity, gravity, or light/radiation*.) An individual who already possesses a measure of such control is naturally preferred for the role, as this brings about an intrinsically more powerful champion. The champion is also given a focus of some sort, an artifact that hones the character's control over the cosmic energies wielded. If this focus is ever destroyed, the individual begins to suffer the effects of the Susceptible weakness (*see below*).

The cosmic champion's body is conditioned to resist the rigors of the vacuum of space. Advanced training allows the champion to overcome injuries with the power of the mind alone. The character also develops formidable mental shields.

Normally, no one else (*not even the Cosmic Champion's allies*) may use the focus, although characters who possess comparable energy-wielding powers (*GM's option*) may attempt to do so by attempting a Will save against DC 15. If the roll is successful, the device may be used freely by the character, increasing a single energy-based power by a factor of 2 and granting two related power tricks of the character's choice. Note that this differs from the rules governing the Will-powered device used by the galactic guardsman, which is bought with the Bonded Item feat.

ALIEN OVERSEER (COSMIC CHAMPION)

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Durability, Immunity (*Suffocation*), Iron Will, Energy Generation / Blast

Powers: High Will Save, Combat Sense, Energy Manipulation / Control (*GM chooses specific type*), Regeneration

Weaknesses: Archenemy, Duty, Vulnerable, Susceptible (*destruction of focusing device*).

WEAKNESS

SUSCEPTIBLE (DESTRUCTION OF FOCUSING DEVICE)

The cosmic champion's life force is linked to his focus; if the device is ever destroyed, the character begins to suffer the effects of the Susceptible weakness of first becoming fatigued, then exhausted, disabled, and so forth. If the cosmic champion's condition stabilizes, the character remains in a comatose state until the focus is repaired / recreated, or a suitable replacement can be found (*GM's option*).

BECOMING AN ALIEN OVERSEER

There are several paths to becoming an alien overseer. If an individual performs some great boon or special service for unearthly being or alien civilization, such as helping to defeat a long-time foe, the character may be tendered an offer of service. Benevolent aliens make the request out of respect or gratitude. Evil Extraterrestrials frequently have some difficulty in accepting "no" as an answer, and may attempt to press the character into service regardless of the individual's wishes.

Sometimes alien entities or elder races simply select an individual to enlist into service, an individual they judge to be suitably strong of body and spirit. One who is already superhuman is obviously an attractive candidate, particularly one whose powers in some reflect those of the Extraterrestrial(s) who wish to enlist the character.

A character may inherit the office of an alien overseer who is nearing the end of life, or has served in the role for too long. Even with the power that comes with the office, most alien overseers eventually grow too battle-scarred and tired to continue. Or perhaps they simply lose have faith in the cause of the beings they serve. In such cases, an alien overseer may pass along his role to another, as described below.

LEAVING THE TEMPLATE

If a galactic guardsman tires of the role, the character may simply resign the office (*although alien superiors with less-than-forgiving natures may take a dim view of the resignation*.) Depending on the guardsman's code of conduct, a suitable

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replacement (*equivalent level*) may have to be found before the character can leave the office.

A cosmic champion's options are more limited; it is possible that the being(s) that granted the champion's powers may be persuaded to remove them, but such cosmic heavyweights are not easily persuaded. The character may seek out an alternate means of purging the cosmic forces if he truly tires of the responsibilities associated with them. The GM must determine if any other means exist to do so. Finding such means should entail several game sessions of adventuring, and might involve petitioning ultra-powerful entities, performing a difficult mystical ritual, or recovering some ancient alien artifact.

In either case, it is possible the alien overseer may be stripped of office because the individual disgraced the office, abused his cosmic powers given, or disobeyed the will of the character's Extraterrestrial masters. This is more likely to lead to the dismissal (*and punishment*) of the galactic guardsman, as a cosmic champion is largely a free agent. Only in extreme cases will a cosmic champion's actions lead to the character losing his powers. The champion's "creator(s) do not like to intervene in "mortal" affairs directly.

As alien overseers gain some feats and powers through training, these do not vanish when the character leaves the template.

CUSTOMIZATION

COSMIC CONSCIOUSNESS

Usually bestowed only upon cosmic champions, a few alien overseers have the ability to sense events that threaten destruction on a planetary level or beyond. This power is not under the alien overseer's control, activating spontaneously.

ULTRA-OVERSEER

It is the result of a fusion between an alien overseer (*almost always of the cosmic champion variety*) and a normal, non-powered human. This usually comes about because some action on the part of an alien overseer inadvertently caused the human to be mortally wounded. The benevolent overseer merges its 'own life force with that of the dying individual, giving up its' own freedom to save the human's life.

From that point on, the alien overseer can only manifest itself on the material plane when called upon by its' human host (*the GM may decide whether the alien overseer inhabits some distant sub-dimension, or exists within the human host in incorporeal form, or what have you.*) The human host must perform certain gestures, make contact some alien object, or speak some unearthly phrase to change forms. Moreover, the time the overseer can spend in the outside world is severely limited. This situation is not without advantages, however, as the union between life forces/psyches/spirits actually increases the overall level of the alien overseer.

WEAKNESS

SUSCEPTIBLE (SEPARATION FROM HOST)

The alien overseer can exist outside the host body is equal to the character's Constitution modifier in hours (*minimum one hour.*) After this, the overseer begins to suffer the effects of the Susceptible weakness, until and unless human form can again be assumed.

BIOLOGICAL INTRUDER

Mutated viruses capable of transforming any unfortunate enough to be infected into utterly inhuman-and often monstrous-entities; clouds of alien spores, possessing a weird form of collective intelligence, that seek out suitable hosts as means of reproduction; nanites-self-replicating robots on the molecular scale-programmed to commandeer the DNA of organic life forms; all of these are examples of biological intruders. Biological intruders are malignant microorganisms that infect and seize control of another creature, multiplying inside the host body until the infected being's biological processes are completely replaced by that of the biological intruder. Unlike most other templates, a character who becomes host to a biological intruder is less changed than infected; unlike symbiotic organisms, which adapt to functioning with the host's body, biological intruders are deadly opportunistic organisms, using other living beings only as means of maturing or reproducing, and effectively slaying them in the process. A biological intruder that is allowed to progress to its' final stages ravages the character's physical and mental faculties, eventually destroying the host's mind and vital functions and replacing them with its' own.

In the initial stages of the infection, the biological intruder does offer the host a few not inconsiderable benefits. In particularly dangerous or stressful situations the organism will stimulate the release of adrenalin, epinephrine and other stress hormones, as well as stimulating endorphins, natural pain-killing compounds produced by the brain. As a consequence, the character's physical prowess and efficiency in combat is greatly increased. The biological intruder is also capable of speeding up the host individual's healing process, allowing rapid tissue regeneration. To protect itself, the biological intruder will automatically act to eliminate any poisons or other microorganisms to which the host is exposed.

At the same time, however, the host suffers a number of detrimental effects due to the presence of the biological intruder, and these effects worsen as the infection progresses. The infected character experiences muscular and nervous system failure, becoming increasingly unable to respond to outside stimuli, as the infection overwhelms the character's system. The character develops a vulnerability to a particular energy-type or substance that the biological intruder is sensitive to. The host also must satisfy the biological intruder's need for certain odd nutrients

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that the organism requires for growth and reproduction. Ultimately the biological intruder is using the host as fodder, slowly murdering the character by replacing the character's cells with alien biological material. A character with this template is actually suffering from a (*if left untreated*) terminal illness.

BIOLOGICAL INTRUDER

CHARACTER LEVEL ADJUSTMENT: -2 (DURING FIRST MONTH) / 0 / -1 / -2 / (SEE BELOW).

Feats: Heroic Surge, Immunity (*critical hits, disease, poison*)

BECOMING INFECTED WITH A BIOLOGICAL INTRUDER

A biological intruder might be an extraterrestrial strain of bacteria inadvertently brought to Earth via a meteor or a returning space vehicle, a mystically spawned sentient virus, or an improperly coded set of nanites that begin replicating out of control, escaping the lab in which they were created. Because the template can originate in a number of means, the source for the powers bestowed by the template is listed as "variable".

The template is acquired when a character is exposed to a biological intruder in its' infectious state and succumbs to contagion. Most biological intruders can only be passed to others by hosts who have gone through the final stage of infection and been completely transformed-their saliva and other bodily fluids carry the infection, which can be passed on by biting or clawing another. Some biological intruders can spread through casual contact, while a (thankfully) handful spread through the air. Resisting infection requires a successful Fortitude save against DC 15; failure results in becoming a host.



Powers: High Fortitude Save, Attribute Boost, Regeneration, Super-human strength

Weaknesses: Fatal infection, Muscle spasms / Nervous seizures, Unnatural Hunger, Vulnerable (*variable*).

WEAKNESSES

FATAL INFECTION

The character is dying, as the biological intruder is methodically corrupting and replacing the cells of the host. After one game month of infection the character suffers loses two points of Constitution. Every two weeks thereafter the character suffers an additional -2 penalty to the Constitution score. This affects the character's Fortitude saves, Constitution checks, and any Constitution based skills. Before each adventure, the affected individual must succeed on a Fortitude saving throw (DC 15) or become chronically fatigued (*after four months have passed, this worsens to exhausted*). The saving throw DC increases by +1 every month. When Constitution reaches 0 the character either transforms into a mature form of the biological intruder or dies (*see below*). The character transforms or dies after six months of infection no matter how many points of Constitution remain.

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MUSCULAR SPASMS / NERVOUS SEIZURES

As the biological intruder continues to develop, the host's mental and physical faculties begin to fail. Each round the character must roll a d20 before attempting any action; on a roll of 1-5 the character suffers a seizure and is considered dazed; the character cannot act, though the character may defend normally. This condition develops after the character has been infected for one month-and continues to worsen every month afterward-each month number needed for the character to avoid experiencing the seizure is increased by +5, topping out at 15, with the character unable to act three-fourths of the time.

SOLITARY / PARANOID BEHAVIOR

The biological intruder alters the host's brain chemistry, to make the character more solitary and secretive. The character becomes increasingly isolated from others, and especially takes pains to conceal any sign that he or she is unwell. The character must succeed on a DC 15 Will save to overcome this behavior, and the DC for the save increases by +2 each month the infection is allowed to progress.

VULNERABLE

All biological intruders, whether they evolved on a distant world or were bred in laboratory, possess a congenital weakness to a particular energy type or substance. The GM should choose one type of energy (*cold, electricity, fire, etc.*) or element / compound; the host character becomes vulnerable to this substance, losing any bonuses to the character's roll against it.

LEAVING THE TEMPLATE (BEING CURED)

Almost all characters who acquire the Biological Intruder template will make an attempt at finding the means to leave the template, as not doing so results in eventual death. There also exist paranormal means of ridding a host body of the sentient virus. Any type of Healing power can eradicate the virus (*removing all traces of the template from a character*) on a successful power check. The DC for the power check is equal to 20 plus +1 per week the character has been infected. A character consumed by a biological intruder cannot be resurrected unless the alien life form that subsumed the character is first destroyed / expelled from the character's physical form; if this is done the character's body is rendered lifeless and inert, and a normal resurrection attempt may then be made.

Discovering the means to eliminate the biological intruder through super-scientific means requires a full game session of lab testing and a Science (*biology*) skill check against DC 25. The actual treatment requires an additional game session, as well as appropriate facilities and medical/scientific personnel. The treatment may involve radiation bombardment, combinations of experimental vaccines, an infusion of nanites programmed to go after the infecting organism, or any number of other esoteric measures. The individual overseeing the attempt at a cure must have at least an Intelligence of 18 and possess 10 or more ranks in

both the Medicine and Science (*biology*) skills. The actual procedure itself requires a minimum of ten rounds. The biological intruder will sense the danger to itself, and attempt to drive the host into frenzy, forcing the character to fight or flee the character's would-be saviors. Resisting this attempt requires success on a DC 15 Will saving throw.

At the end of the procedure, the character must make a DC 20 Fortitude save. If successful, the character is cured and loses all the characteristics of the template. Failure means another approach to treatment must be found. If the character fails the saving throw by more than 10 points the biological intruder is destroyed but releases deadly toxic compounds as it breaks down, pumping virulent poisons into the blood stream. The character must succeed against a DC 15 Fortitude saving throw or immediately falls into a comatose state, and begins dying on the next round.

FAILING TO LEAVE THE TEMPLATE

A character that is not successfully treated will eventually fall victim to the infection (*Constitution score reaches 0*); when this occurs the character must make a Fortitude saving throw against DC 15, using the character's full. A successful save means the character completely transforms into the mature form of the biological intruder, while failure indicates the character simply dies, the body rapidly dissolving into a puddle of potentially infectious goop. If the host is instead transformed, a new character is essentially created-a bio-mutate. The new bio-mutate is at least semi-humanoid in appearance and of the same general size and mass as was the host, but is otherwise clearly inhuman. It is of the same Character Level as was the host before being infected by the biological intruder. It likely retains some of the former host's physical abilities and powers, but evidences other characteristics all of its' own. The new being may be mindless or of superior intelligence; if intelligent it may share some of the life memories, language skills, and even personality traits of the host. The GM is the final arbiter of the statistics of the bio-mutate, and of whether or not the creature might be suitable as a player character.

TEMPLATE VARIANTS

DEVOURING ENTITY

A devouring entity eats away not at the body but at the soul, though a physical transformation may indeed take place at the final moment, when the character's consciousness is entirely consumed / replaced by that of the ancient thing that has taken root in the character. Devouring entities can be the result of potent curses, the remnants of once mighty eldritch creatures, or the residual energies of a powerful psychic whose physical body has been destroyed. One who plays host to a Devouring Entity develops formidable mystic or psychic abilities, which the character is intuitively able to employ, though obviously the host does not get to enjoy the use of these newly granted powers for long.

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CHARACTER LEVEL ADJUSTMENT: +3 / 0 / -1 / -2 (SEE BELOW)

Feats: Attack Focus (*one form of Mystic/Psionic attack*), Some Type of Awareness (*either Psychic or Mystical*), True Sight.

Powers: High Fortitude Save, Physical Ability Boost, Combat Sense, Random Powers / Effect

Weaknesses: Diseased spirit, Muscle spasms / nervous seizures, Solitary / Paranoid behavior, and any two Medical Issues (*various*).

WEAKNESSES

DISEASED SPIRIT

This is identical to the fatal infection caused by the biological intruder save that it targets the psyche/soul rather than the body—the character suffers a loss of 2 points of Wisdom after the first month of infection, and every two weeks thereafter. After one month the character must succeed on a Will saving throw against DC 15 before every adventure or suffer a -1 to all rolls duration of the game session, as the character’s “karma” becomes progressively tainted. The character also suffers a -2 penalty to all Intelligence based skills and checks for the duration of the adventure.

MEDICAL ISSUES (VARIOUS)

The host acquires some of the less desirable traits of the Devouring Entity’s psyche. These medical issues are determined by the GM, but should revolve around fears, hatreds, and strange obsessions/compulsions. One medical issue is gained immediately and another develops after one month of spiritual infection.

GENETIC PARASITE

If ordinary biological intruders are opportunistic, then genetic parasites are absolutely predatory. Note: It is advised that if a character succumbs to a genetic parasite, the player not be allowed to continue to play the “new” version of the character. While one-in-a million exceptions may exist, genetic parasites—even those of the intelligent variety—are predators by nature, and are hard-wired by evolutionary instincts to hunt other living beings for use as “breeding stock.” They are monsters by human standards, and usually unsuitable except as adversaries for the PCs—even most villain teams would not want one in their ranks!

Genetic parasites might be insect-like extraterrestrials, genetically engineered bio-weapons, or even self-aware cellular cancers. Whatever its’ nature, a genetic parasite progresses much more rapidly than an “ordinary” bio-intruder, and their presence results in the host character becoming extremely aggressive and animalistic, as the individual’s higher brain functions quickly become impaired. The genetic parasite template can only be acquired if a character is intentionally infected by a mature form of the parasite, i.e. a previously transformed host. The parasite essentially plants an embryo or egg inside the host, which “feeds” off

the host’s DNA as it develops. If a host succumbs, the horrible creature born always bears a slight resemblance to the character that bore it, and even exhibits some of that individual’s traits and powers.

CHARACTER LEVEL ADJUSTMENT: 0 (SEE BELOW)

Feats: Immunity (*Critical hits, Disease, Poison*).

Powers: High Fortitude Save, Physical Ability Boost, Regeneration, Superhuman strength

Weaknesses: Berserk, Parasitic Infection, Progressive Transformation, Solitary / Paranoid Behavior.

WEAKNESSES

BERSERKER

The host becomes prone to violent rage when in combat or other stressful situations; each round the character must succeed on a DC 20 Will saving throw or go berserk.

Parasitic Infection: Similar to the debilitating effects caused by a standard biological intruder, but with a much faster progression. The character is dying, as the genetic parasite usurps the DNA of the host. After one game week of infection the character suffers loses two points of Constitution. Every week thereafter the character suffers an additional -2 penalty to the Constitution score. This affects the character’s Fortitude saves, Constitution checks, and any Constitution based skills, but not the character’s Damage save. Before each adventure, the affected individual must succeed on a Fortitude saving throw (DC 15) or become chronically fatigued (*after two months have passed, this worsens to exhausted.*) The saving throw DC increases by +1 per every month. When Constitution reaches 0 the character either transforms into a mature form of the genetic parasite or dies (*see below*). The character transforms or dies after three months of infection no matter how many points of Constitution remain.

PROGRESSIVE TRANSFORMATION

At the end of each week the host character must succeed on a Fortitude saving throw or begin to adopt more and more of the genetic parasite’s abominable traits. The DC for the save begins at 15 and increases by +3 per week. If the save is failed the host character gains one of the following sets of attributes in the order that follows. The traits are permanent so long as the character is infected with the template:

- 1. Disturbing:** The host begins to mutate—the character’s appearance becomes a hybrid of the host and the parasite. This causes a -5 penalty to all Bluff and Diplomacy attempts. The host gains Natural Weaponry and an increase to their Defensive abilities of +3
- 2. Unnatural hunger / need:** The genetic parasite requires sustenance to reach maturity; every 24 hour period it must either consume fresh meat equal to the weight of a full grown human or attack and drain at least 10 points of Constitution

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from a another target. The host can remain active for periods of up to one hour per point of Constitution bonus. Thereafter, the character must feed on the appropriate substance or suffer the effects of the weakness. The host gains either Natural Weaponry (*fangs / claws / tendrils*) or some type of Constitution draining attack.

3. Need to Spawn: The host is driven by the parasite's instinct to reproduce. The character is compelled to seek out victims to infect with genetic parasite larvae, just as the host was infected. No additional powers are gained.

4. Dull-witted: The character suffers a -5 penalty to Intelligence and Wisdom, as the soon-to-be adult parasite reduces the host to little more than a shell of flesh. The host body gains a Defensive attribute bonus of +5 becoming resistant to mind control attempts or psionic attack.

COMBAT ENDOSKELETON

A combat endoskeleton is a framework of high-tech metal alloys reinforcing a human skeletal system. It must be implanted through surgical means or bonded to the bones by forcing compounds of liquefied metal through the recipient's skin and muscle tissue. Either technique involves extreme pain and risk for the subject. The technical and financial means required for such operations is staggering, involving multi-millions of dollars and next-generation medical science. A combat endoskeleton is implanted with one purpose in mind: to transform a human being into a nearly invulnerable fighting machine. Covert factions of the federal government, hostile foreign powers, and far-reaching criminal organizations are the agencies most likely to make such attempts, hoping to create super-soldiers or impervious assassins. Such groups rarely relinquish any successful test subjects they produce, at least not without considerable struggle.

BECOMING A COMBAT ENDOSKELETON RECIPIENT

Nearly all characters endowed with endoskeletons received them through some super-scientific procedure; as noted above, these procedures are extraordinarily invasive and dangerous in nature. Consequently, there are few willing participants, due to terrible risks posed even for the hardest of subjects. Most recipients were kidnapped or otherwise coerced into participating, although there are always a few foolish or fanatical enough to participate freely. Super beings are preferred as subjects, as they stand a greater chance of survival, especially those with superhuman stamina or recuperative powers. Such beings are already formidable, and once so enhanced they make nearly unstoppable agents for the organizations behind their transformations. Of course, such agents can be very difficult to control...

The heavily reinforced skeleton makes the combat endoskeleton recipient much more Diehard and impregnable. The character's

bones are unbreakable and nearly impenetrable, effectively shielding most of the character's vital organs behind a layer of armor. The attachment points of the recipient's muscles are surgically adjusted, allowing the character to handle the increased skeletal mass. Once the character learns to compensate for the increased weight, the augmented skeletal system effectively increases the recipient's physical strength, allowing heavier weights to be supported and blows to be struck with greater force. Finally, the character is equipped with built-in melee weapons. The endoskeleton is fashioned so as to provide the character with retractable claws, forearm or ankle blades, or protruding knuckle-spikes. The endoskeleton is not without drawbacks, however; the recipient is left especially vulnerable to electricity and magnetism based attacks. The mass of the endoskeleton also somewhat hampers movement.

COMBAT ENDOSKELETON RECIPIENT

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Bonus to Defensive attributes, Immunity (*critical hits*)
Some type of Piercing Attack (*with Natural Weaponry*).

Powers: High Fortitude Save, Density Manipulation / Control, Immutable Form, Natural Weaponry, Superhuman strength

Weaknesses: Cumbersome, Vulnerable (*electrical attacks & magnetic attacks*)

WEAKNESSES

CUMBERSOME

A combat endoskeleton is a massive apparatus, even if constructed of relatively lightweight metals. Despite some compensatory increase in the character's physical strength, the endoskeleton does hinder the character's movements to an extent. The character suffers a -3 penalty to Acrobatics, Move Silently, and Swim (*lack of buoyancy*) skill checks.

ELECTRICAL ATTACKS

As might be expected, a skeletal system augmented by a framework of high-tech metal alloys renders the character more vulnerable to electrical attacks than otherwise. A combat endoskeleton recipient receives +2 to all damage done by electrical attacks.

MAGNETIC ATTACKS

The recipient of a combat endoskeleton must be especially wary of magnetic attacks. An opponent with the power of Energy Manipulation / Control: Magnetic can choose to use the power to make quite lethal attacks against the character by ripping the metal out of their body.

LEAVING THE TEMPLATE

Leaving this template is especially difficult; it requires some means of separating the endoskeleton from the character's skel-

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etal structure without inflicting massive internal trauma. This is no mean feat, as the endoskeleton was designed to remain permanently bonded to the character. Making such an attempt requires a team of medical and technical personnel in an appropriate setting (combination of lab and surgical theater). At least one of those making the attempt must have an Intelligence of at least 18, and possesses a total of 15 skill ranks in both Medicine and Science (*engineering, metallurgy, or similar discipline*). The attempt requires at least two full game sessions; one when the character is examined and the operation planned, and another when the process is attempted. The individual supervising the procedure must roll two separate DC 25 skill checks, one against Medical skill, another against Science skill. Succeeding on both rolls means the endoskeleton was successfully removed, although the character is still rendered unconscious for the next hour and disabled for the next 24 hours (reduce time by one hour for each 5 points of Regeneration). If the doctor/scientist in charge of the task fails either skill check, the operation is a failure and the character falls into a near-death coma. The character is considered to be dying, and must succeed on a DC 10 Fortitude saving throw or perish; the saving throw must be made again once each hour, at a cumulative +1 bonus. If the save succeeds by 10 or more or the character rolls a natural 20, the character's condition improves to unconscious and disabled (*as above*).



CUSTOMIZATION

METAL-HEADS NEED NOT APPLY

The endoskeleton is composed of non-metallic, non-ferrous materials. Maybe the character's skeleton is reinforced with space-age polymer plasters or the character's bones are now knit together in a network of ultra-tough nylon strands. The character's skeleton becomes more flexible than increasing the Fortitude Save by +1 and granting the character +4 to the skill, Escape Artist. This

type of endoskeleton has no particular vulnerability to electrical attacks or magnetic attacks, but is sensitive to sudden temperature extremes of either Cold or Heat attacks (*Game Master's choice*). The template's Character Level adjustment is increased by +1.

RADICAL RECONSTRUCTION

The cyber-surgeons didn't stop with augmenting the subject's skeleton; indeed, the character has been rebuilt almost from the inside out. The character's physique is bulked up through muscle grafts, connective tissues are strengthened via chemical treatments, and cardiovascular capacities are artificially expanded. The character's skin is replaced

with a tough, armor-like hide, laced with metal-mesh or impact-absorbing gels. Genetic and/or hormonal alterations enhance the character's healing rate, allowing the subject to survive the horrendous reconstruction-barely. The character is much more physically formidable, a veritable walking dreadnought, but at a dear cost; the character can no longer pass for human and suffers from chronic, throbbing pain.

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COMBAT ENDOSKELETON RECIPIENT (RADICAL RECONSTRUCTION)

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Fortitude Save, High Endurance, Immunity (*critical hits*), Piercing Attack (*with Natural Weaponry*)

Powers: Density Manipulation / Control, Immutable Form, Natural Weaponry, Defensive Attribute Protection, Regeneration, Superhuman strength

Weaknesses: Addiction to pain killers, Attacks that affect inanimate, Cumbersome, Disturbing, Vulnerable (*electricity*)

WEAKNESSES

ADDICTION TO PAIN KILLERS

The character suffers long-term, lingering pain, pain so intense that it can be dulled only by the most potent pain killing drugs available. Unfortunately, such drugs are physically and psychologically addictive, resulting in dependency. The character must make a Will save (*DC 20*) each day such drugs are not taken. If the save is failed, the character becomes fatigued, and risks further decline; the condition worsens each day (fatigued to exhausted, exhausted to unconscious, unconscious to dying) until the Will save is made. Each day the DC of the saving throw increases by +1. The character's condition improves by one step for each full day of rest.

DISTURBING

The radical reconstruction process leaves the character with an imposing, even terrifying physical presence. The character was rebuilt to function as a human war machine, with little attention given to aesthetic considerations. One who has undergone such a process is up to six inches taller than before, massively built, with a bulging, unnaturally proportioned musculature. Skin is now akin to armor plate, sandpaper, or even rhinoceros hide. The character is adorned with various knobs, bumps, and ridges. As a result, all Bluff and Diplomacy skill rolls made by the character suffer a -5 penalty.

TOUCHED BY COSMIC FORCES

The chosen agents of ancient alien races, mythological gods, or nigh-omnipotent cosmic entities; mighty champions gone wrong who -literally, in some cases-sacrificed their souls to obtain still greater powers; mortal heroes transformed by contact with irresistible, unearthly energies that should have utterly annihilated them. All of these have been touched by cosmic forces, their

already superhuman abilities augmented still further by energies beyond human understanding. Some such individuals may have been driven to wrest control of such titanic forces because of desperate needs or burning obsessions. Others seem to have been selected by fate, seemingly at random, to receive abilities that set them apart even from their superhuman peers. Regardless, all have emerged from their encounter with cosmic forces as something...more. Even those who began as demigods, immortals, or extra-dimensional sorcerers have evolved past their former states.

Note: The power source for the template's abilities is listed as Cosmic; this is used as a catch all for any and all forces that are beyond the ken of human understanding.

BECOMING TOUCHED WITH COSMIC FORCES

Becoming cosmically-enhanced usually requires a character to perform noble-or heinous-deed on a grand scale, a scale sufficient to alter the destiny of worlds or attract the presence of incredibly powerful personages. A time-traveling hero who prevented the timeline from being perverted by a mad demigod is selected by the Temporal Lords, over-seers of the timeline, to serve as their regent, guarding the modern era from any further such attempts. Conversely, a celestial warrior, sent to Earth from one of the higher planes, might rebel, deciding her masters are not doing enough to battle evil in the material world. After acquiring some dire mystic artifact and performing an obscene ritual, she drains the energies she needs away from her original plane, transforming it into a wasteland.

Alternately, a character might become imparted with Cosmic Forces by surviving exposure to cataclysmic events-cosmic ray storms, a partial collapse of the space-time continuum, a clash between the armies of Heaven and Hell-that should have meant certain death. Usually, the character was willing to die, braving these deadly forces in an attempt to save others or prevent some terrible tragedy. The universe chooses to reward the character's efforts, granting power instead of oblivion.

Those touched by Cosmic Forces now bear both greater powers and heavier burdens. A character so imbued may use the bestowed energies to augment any previously existing powers. Cosmic energy now sustains the character's body, replacing many of the basic biological needs. The range of the character's senses expands to accommodate a cosmic perspective. The character assumes an unearthly demeanor, becoming more impressive, even frightening. In addition, entirely new abilities may be called upon, though these are always consistent with the character's basic nature: For example, a speedster might find she can suddenly cause generate shockwaves or share her speed with others with but a touch, while a psychic could suddenly discover that he can now use his telekinesis to fly and create force fields, but neither would gain the ability to hurl fireballs or teleport from place to place.

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At the same time, the primal forces of the universe are often too overwhelming for any mortal-or even immortal-to bear. The character risks becoming a mere puppet, serving as a vessel for the power contained within his frame.

TOUCHED WITH COSMIC FORCES

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Immunities (*choose any four*), Detect Cosmic Forces, Startle.

Powers: Power Boost, Combat Sense, Random Powers / Effect

Weaknesses: Alternate Persona, Compulsion, Overconfident, Power with a purpose, Unlucky.

WEAKNESSES

ALTERNATE PERSONA

Cosmic forces are extraordinarily difficult for even the strongest-willed to control; a character may well end up as a slave to the cosmic energies rather than a master of them. Whenever the character pushes himself to the brink, or has been rendered vulnerable in some way, the cosmic forces well up and threaten to seize control. If this happens, the character assumes a new persona, an unearthly persona. This new persona may be coldly logical, megalomaniacal, or unrelentingly fierce and passionate. The new persona views ordinary humans (*and most super-powered humans as well*) as beneath consideration; it is indifferent to their well-being at best, contemptuously cruel at worst. It will pursue its' own agenda, usually actively seeking to fulfill it's purpose, regardless of any consequences. A character afflicted with the Cosmic Vampire template will feed ruthlessly, preferably on intelligent beings.

The transformation could be triggered by any number of events. Some possibilities include: Whenever the character uses some type of extra effort to increase their powers power or gains a power extra or power trick, or whenever the character is subjected to mind control (*immediately allows a new saving throw at +5 to shrug off such control*). The character can resist the transformation by succeeding at a DC 15 Will save, but must continue to save every round the triggering condition persists. The character suffers a cumulative -1 penalty to the saving throw each round. The change lasts for 24 hours.

OVERCONFIDENT

Those touched by cosmic forces understandably tend to become overly impressed with their own abilities-and to underestimate those who have been similarly enhanced. Even if only on an unconscious level, the character comes to disregard the possibility of being deceived or harmed by "lesser" beings. The character suffers a -5 penalty to Sense Motive skill rolls and to checks made to avoid being surprised in combat.

POWER WITH A PURPOSE

As the cliché goes, with great power comes great responsibility. In almost all cases, some higher purpose was actually being served when the character was granted access to cosmic might. Perhaps an individual was driven to seize cosmic power in an effort to avert or undo some tragic event. The power may have been granted because was deemed worthy of one day facing a menace of even greater power. Perhaps the power is itself a living thing, using the character's body as a vessel to better understand the lives of mortals. Whatever the case, the character is compelled to use his powers for a particular purpose when the opportunity presents itself. Some possibilities include: Either protecting or destroying all mystical artifacts on Earth, altering history so that some terrible event never occurred, or banishing certain superhuman beings (heroes, villains, or otherwise) from the character's home dimension, to ensure that some dreadful possible future will never come to pass. The GM should determine the exact nature of this weakness.

UNLUCKY

No one is ever truly prepared to wield cosmic forces-not a human, a superhuman, or even a demigod can make such forces perform as commanded without fail. At least once per game session, the character's cosmic powers will go awry in some way; they may fail him at a critical moment, he might suddenly find that he cannot restrain from lashing out at full power, or they may manifest themselves while he is in his secret identity. Eventually such an event will occur, regardless of the character's actions.

LEAVING THE TEMPLATE

Often, the effects of the cosmic forces vanish once the purpose for which they were granted has been served, either because the character has fulfilled his mission, or has found some alternate solution to the problem the cosmic powers were granted to deal with. The character then loses all benefits and drawbacks of the template.

Alternately, the character may seek out a way to purge the cosmic forces, or others may be forced to do so because the character has become an out-of-control menace. The GM must determine if any means exist to do so. Finding such should entail several game sessions of adventuring, and might involve petitioning ultra-powerful beings, performing a difficult mystical ritual, or retrieving advanced alien technology.

CUSTOMIZATION

CONNECTED TO THE GODHEAD

Sometimes, cosmically enhanced individuals are able to call upon some unknown source of wisdom. They can now answer questions and solve problems that were utterly beyond their previous intellectual abilities. Their minds also become more resistant to

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unwanted intrusion, as their spirits, as well as their bodies, have been strengthened.

WEAKNESS

COSMIC PERSPECTIVE

Cosmic awareness is not always a boon; being aware of universal concepts and events sometimes makes the events going on around oneself look boring and unimportant. The character must make a roll each round before he can act. On a result of 1-5 on a d20, the character becomes apathetic and loses interest in all around him. He can do nothing that round, though he may defend normally if attacked.

COSMIC VAMPIRE

The power granted comes with a price; the cosmic energies stoke a burning hunger, a hunger that may only be satisfied by feeding either on the life essence or the mental energy of living beings. Most heroes afflicted with this condition will find the situation abhorrent, but any attempts to refrain from “feeding” when necessary provoke Will saving throws to avoid transforming into the alternate persona, as described above under the Transformation weakness.

HUNGER

The character can remain active for periods of up to one hour per point of Constitution bonus, or up to two hours, whichever is greater, before needing to feed. After this, he must replenish his energies by absorbing 10 point of physical (*Str, Dex, Con*) or mental (*Int, Wis, Cha*) attributes from a living victim or victims by some type of Draining attack or ability.

UNBRIDLED POWER

The very nature of the template makes it appropriate for GMs who wish to tinker with a character’s level of power, or introduce a mix of power levels within a group of heroes. A GM who believes he and the character’s player can handle the situation should feel free to adjust the template’s abilities to result in an overall Character Level adjustment of +1 to +3.

Character Level +1: Increase Random Powers / Effects power, Gain +2 to all Fortitude saves, and two more Immunities.

Character Level +2: Increase Ability Boost.

Character Level +3: Add four more Immunities, Increase Combat Sense, and gain the power of heightened senses.

DEMONIC POSSESSION

Skeptics write off demonic possession as a convenient scapegoat for the deranged and criminally inclined. Unfortunately, however, it is all too often real, irrefutable and terrible in its otherworldly candor. The exact effects of possession vary with

the demonic entity involved, but common traits include enhanced physical strength and endurance, near-immortality, and extreme psychosis. Though demons prefer to bond with weak-willed or greedy mortals, nearly anyone may become the vessel for a demonic spirit. A drifter, having stumbled upon an ancient and arcane artifact housing a powerful infernal entity. An occultist, after a spectacular conjuring failure. A dying man, who foolishly bargained with a powerful demon prince for more time. The infernal power housed within a victim is not always immediately obvious. But once the demon within is awakened, its dark persona drawn to the fore, there can be no mistake. Clearly, a potent, sinister force has been loosed on the world.

BECOMING DEMON POSSESSED

Though any character may be the victim of a demonic entity using Possession, this power in and of itself does not necessarily confer the Demon Possessed template. This template represents a character whose very soul has become bound tightly to that of a demonic entity. This binding may occur in a number of ways.

First, a sufficiently powerful demon prince or powerful sorcerer / creature may perform a ritual to bind a demon to a character’s soul. Such an act may be regarded as a curse or a gift, depending on one’s point of view. The ritual is most often used to link a mortal to a failed servitor or willful prisoner, but some demon princes, for reasons of their own, might willingly bind themselves to a mortal soul. The length of time required varies, depending on the performer’s infernal might. The most powerful demon princes can perform a binding ritual in an instant. Regardless of the timeframe involved, the mortal must be present, or at least visible (*via ESP or similar ability*) to the entity performing the ritual. The mortal victim must succeed at a Will save (*DC 25*) to resist the ritual’s effects. A failure indicates that the victim is now a demonic vessel. A willing mortal, perhaps charmed by a promise of power or immortality, may voluntarily fail this saving throw.

Also, a character with some type of Dimensional Travel power may accidentally link to a realm inhabited by demons, and in doing so, bind herself to one of its dark denizens. The GM may rule that any character using a Dimensional Travel power (*especially one with a mystical source*) may, on a spectacular failure (*for example, rolling a natural 1 on a failed power check*) accidentally breach a demon realm instead. In this case, the energies that blur dimensional boundaries similarly dissolve the lines between the character and the dark inhabitants of the realm. The character must succeed at a Fortitude save (*DC 15*) or become a vessel for a random demon, chosen by the GM.

Finally, at the GM’s discretion, direct contact with an item of power containing a demonic entity may confer the Demon Possessed template. In this case, the binding may require a potential candidate to perform some arcane ritual with the object, or it may require nothing more than a light touch. A character who fulfills the requirements for the binding, whatever they may be, may attempt a Will save (*DC 15*). Failure indicates that the

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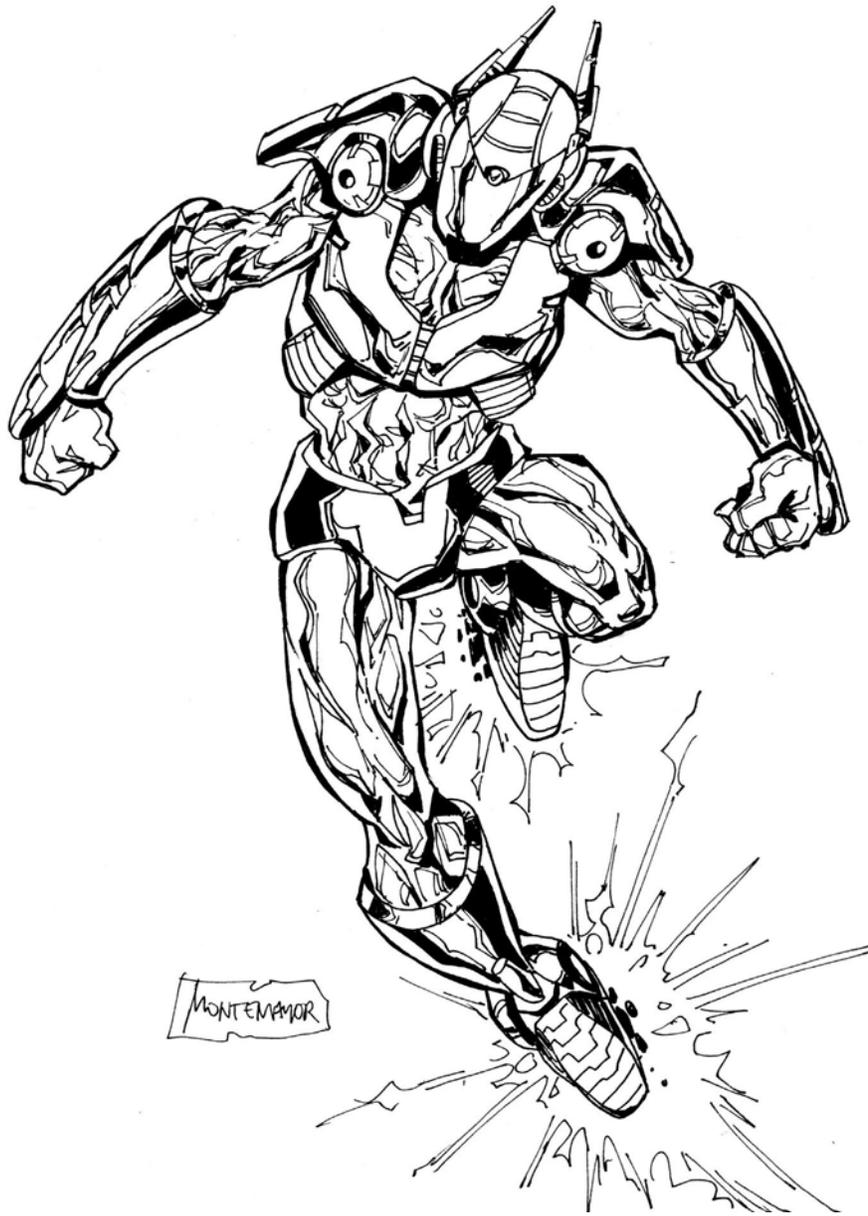
character is now the vessel for the demon prescribed by the item of power.

A victim of demonic possession frequently retains an appearance somewhat similar, at least on a basic level, to that of the original character. When the demonic psyche lies dormant and the character is in control, the character appears entirely normal. When the demon is in control, however, certain aspects of the character's appearance typically change drastically. The face may become unnaturally pale, the eyes sunken and black. The character may grow fangs or claws. She may become hideous, perhaps literally nothing more than a walking skeleton, or she may become unnaturally beautiful. Even in the few cases where her appearance undergoes little significant change, an aura of wrongness clings to the character, tainting every social interaction. Invariably, a possessed character is unsettling to most observers.

Usually, a demon will not willingly relinquish control of its vessel. This tendency can, however, be overcome by the infernal entity's keen sense of self-preservation. As a reflexive defense mechanism, a demon confronted with the possibility of its imminent destruction will usually take refuge in the dark recesses of its vessel's psyche, returning at the next available opportunity.

Every demon has a central focus, an abstract passion that drives its personality. Some demons may have a passion for murder, others for vengeance, and others still for fire. This passion, what-

ever it may be, has a powerful effect on the psyche of the mortal vessel. When confronted with activity related to the demon's passion, or a chance to engage in such activity, the human psyche might lose control to that of the demon. For example, a mortal possessed by a demon with a passion for murder might lose control upon seeing a murder in progress. If instead, the demon's passion is for vengeance, the host might lose control upon witnessing a vengeful act, or a wrong that (*in her mind*) demands retribution.



DEMON POSSESSED: DEMONIC ENTITY DORMANT CHARACTER LEVEL ADJUSTMENT: 0

Feats: Change Identity (From Superpower to normal and back) (Demonic Entity Awakened), Immunity (Aging, Disease).

Powers: High Fortitude Save, Superlevel Strength

Weakness: Transformation (*Passion*).

WEAKNESS TRANSFORMATION (PASSION)

A character witnessing an activity or scene directly pertaining to the possessing demon's passion might lose control to the demon stirring within.

The character must resist the effects of this weakness every round he can sense the activity or scene in question. A character who fails to resist the transformation effect is overtaken by the demon psyche. The Demonic Entity Awakened modifiers are applied to the base character statistics.

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DEMON POSSESSED: DEMONIC ENTITY AWAKENED

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Darkvision, Change Identity (*From Superpower to normal and back*) (*Demonic Entity Dormant*), Great Fortitude, Immunity (*Aging, Disease, Poison*).

Powers: High Fortitude Save, Superhuman strength

Weaknesses: Disturbing, Horrific Transformation, Items of faith, Passion

WEAKNESS:

DISTURBING

Whether the character's appearance is pristinely beautiful, disturbingly mundane, or outright monstrous, observers always find a possessed individual unnerving.

HORRIFIC TRANSFORMATION

A demon terrified for its existence (such as when confronted with an item of faith; see above) might relinquish control to its mortal host. The demon must resist the transformation for as long as the stimulus for the terror is near. It is left largely to the GM's discretion as to when this weakness comes into play; however, it does not affect a demon actively engaged in combat. It is, therefore, theoretically possible for a demon facing a vastly superior foe (*whom it has reason to fear*) to postpone the effects of this weakness by attacking. Unfortunately, as soon as the demon ceases to attack (*such as when stunned*), the weakness takes effect.

ITEMS OF FAITH

A character possessed by a demon suffers adverse effects when confronted with items of faith, such as crucifixes, holy water, prayer beads, stars of David, etc.

PASSION

A demon is compelled by a passion, a driving force behind its very existence. Its abilities, mannerisms, and powers revolve around this force. This often manifests as an outright obsession over an act or idea. The demon must consistently engage in activities that adhere to, support, or engender its passion. A demon's passion, usually an act or abstract concept, can be summed up in a single word, such as "larceny" or "hate." Though demonic passions often lean toward undeniably negative notions, such as arson, disfigurement, murder, and torture, this need not be the case. Many demons are devoted to less absolute concepts, such as copulation, darkness, fear, jealousy, and vengeance. The GM determines demonic passions.

LEAVING THE TEMPLATE

Usually, escaping the template should be a difficult matter, the culmination of an epic quest. A conventional "exorcism" using traditional faith-based items and prayers will only force the demon to relinquish its control of the mortal vessel for a time.

Completely ridding oneself of the demon should involve a great deal of work. The GM require for a ritual, performed by a character with 15 ranks in Knowledge (Occult), or a related Knowledge skill. This ritual is always time-consuming, and may or may not require multiple participants. The GM is encouraged to require the use of multiple esoteric items of power and/or tomes of ancient and forbidden sorcery (all hidden, of course, and perhaps scattered around the world).

Also, a sufficiently powerful demon bound to a mortal soul may leave of its own accord, but this usually requires the mortal vessel to perform for it a favor of some sort, such as destroying an old rival, acquiring a powerful item of magic, serving faithfully for a number of centuries, locating a better host, etc.

CUSTOMIZATION

Some demons are exceptional, and imbue their hosts with powers beyond those above. Alternate ability options are presented below.

CHARMER

Demons impassioned by lies, sex, or narcotics may become inhumanly charming, though they retain their disconcerting auras. Such characters are usually less physically powerful, but much more attractive and devious. Remove all powers and increase their Charisma by 5 points and gain the power of Mind Control.

FIENDISH STEED

Some demons possess fearsome, otherworldly steeds. A demon's steed can be anything from a silent, ghostly horse to a howling, bone-studded motorcycle. The demon may choose to purchase a somewhat autonomous mount as a sidekick. In this case he divides 11 skill ranks amongst Animal Handling, Drive, Pilot, and Ride, as desired. The steed also can possess an additional source of movement to its normal one, so if it runs across the ground, it now can also fly.

INFERNAL ATTACK

Many demons have deadly, offensive powers at their disposal. While some demons are masters of harmful energy forms (*often fire, darkness, sonic, and radiation*), others may be more subtle, perhaps capable of causing victims intense, incapacitating pain. Some even carry wicked, supernatural weapons, such as whips, chains, serrated blades, and heavy mauls. Add the power of either energy field generation or psychic blast which they can apply to themselves or a weapon they possess. For each infernal

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attack taken, increase the character's Character Level Adjustment by 1.

UNSTOPPABLE

Demons with more martial passions, such as torture, vengeance, murder, or pain, may be far more dangerous and difficult to injure than is "normal" for their kind. Such characters are fiercely determined, tireless, and immensely strong. They are immune to exhaustion, pressure, starvation, or suffocation. They also have regeneration, superhuman strength and a increased Fortitude save. If the character already possesses these abilities, simply increase the abilities by 20% each time this is applied. Increase the character's Character Level Adjustment by 1 each time this is done.

UNWAVERING

Not all demons are willing to relinquish control of their vessels on account of fear. Such characters may trade the Horrific Transformation weakness for another weakness.

DEVOLVED

There are super-humans who seem to belong to a higher evolutionary plane, who have become truly more than human... and then there are those who have become a bit less. Not all who are changed magic, mutation, or super-science are as fortunate as those who emerge with extraordinary powers and abilities. Some find themselves reduced to sub-human status, regressed into more primitive forms. These are the devolved; once-humans who now resemble mankind's distant ancestors. The devolved now exhibit atavistic attributes, the traits of genetic throwbacks. They grow hairier (*sometimes all over their bodies*), become shorter and stockier of build, develop longer arms and stooped postures. Brows knit together, jaws become pronounced, and toes lengthen. Musculature becomes more pronounced, reflexes sharpen, senses grow more acute. Physically they may resemble gorillas, Neanderthals, or any other primitive hominid/primate. They have become living "missing-links", half-way between humans and apes.

BECOMING A DEVOLVED CHARACTER

Some of the devolved are created through super-science, either by flawed attempts at enhancing the human genetic structure gone awry or the deliberate results of a super-villain's deranged experiments. Exposure to mutagenic chemicals or the ingestion of genetically damaging drugs is another route down the evolutionary ranks. A few unfortunate individuals are transformed through cruel mystic curses. Regardless of their origin, all devolved share certain common traits. They are stronger and more agile than Homo sapiens, able to perform feats that no Olympic athlete weight lifter or gymnast could match. Their physical prowess is such that they can uproot small trees, scale walls with ease, swing and leap from rooftop to rooftop as easily as normal people can walk across a street. Their feet are as

dexterous as most human beings' hands, allowing them to grasp and manipulate objects with their toes (*though obviously this requires them to go without footwear.*) The combination of their superior strength, agility, balance, and coordination make them very formidable in wrestling and other forms of unarmed combat. They are less adept when it comes to tasks involving social skills—few people are comfortable interacting with hairy, talking ape-people, no matter how pleasant or articulate the ape-people may be.

Likewise, the senses of those who have undergone the devolution process have become sharp beyond normal human limits; their heightened instincts even alert them to unseen danger and enable them to "see" past illusions that would deceive others. Their animal instincts come with a price, however. While most of the devolved still retain their normal intellects, their responses to the world around them become less rational, more beast-like. They are less able to control their responses to the outside environment. Strong emotions such as anger, fear, or love more easily arouse them, and devolved characters are particularly susceptible to psychic powers that tap into such emotions. The devolved are also easily disoriented by effects that overwhelm their sharpened senses, such as intense sounds or overpowering smells.

DEVOLVED (APE-LIKE)

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Extend Reach, Prehensile Feet, Improved Grapple, Instant Stand, True Sight

Powers: Combat Sense, Leaping, Super heightened senses, Superhuman strength

Weaknesses: Disturbing, Primal Emotions, Vulnerability to Bright Lights.

WEAKNESSES

DISTURBING

The devolution process causes the individual to assume a brutish, ape-like appearance. The devolved character now has simian features, a shaggy pelt of hair, and a hunched, shambling gait. The character suffers a -5 penalty on Bluff and Diplomacy checks.

PRIMAL EMOTIONS

Even if the devolved has been fortunate enough to retain a full measure of intellect, responses to strong emotions such as anger or fear are now more primal in nature, more akin to the "fight or flight" response of non-sentient animals. The character receives no bonuses (*i.e., no benefit from high Wisdom or the mental protection type powers*) to resist mental attacks/mind control based on emotions.

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VULNERABILITY TO BRIGHT LIGHTS

The character responds semi-instinctively to environmental stimuli such as bright lights, overpoweringly loud sounds, and potent odors, becoming more easily confused and distracted. The devolved receives no bonuses to saving throws made to avoid or recover from those effects.

LEAVING THE TEMPLATE

The cure for the condition depends on the exact cause of the devolutionary process. If the individual devolved due to genetic tampering or mutation, then "re-evolving" the character usually requires scientific-medical treatment to repair the character's genetic code. Finding the means to correct the individual's genetic structure requires one full day (*game session*) of laboratory testing and a Science (*biology*) skill check against DC 15. The cure may involve treatment with radiation, chemicals, bioengineered-viruses, or other esoteric methods. The treatment must be administered by a scientist who possesses 15 ranks in both the Medicine and the Science (*biology*) skills. The treatment requires a minimum of one game session to complete. At the end of the treatment, the scientist supervising the process must make a Science (*biology*) check against DC 25, with success indicating the devolved character has been restored to the proper position in the evolutionary staircase.

If the character's descent through the evolutionary ranks was due to some baleful spell or ancient curse, a cure must be sought through mystic means. A successful research DC 15 check will reveal the proper ritual to restore the character to normal

form, the Ceremony of New Man. The ceremony requires some personal item or token from the being responsible for the curse. At the end of the ceremony, the curse is lifted, and the character loses all benefits and drawbacks of the template.

CUSTOMIZATION

ANIMAL MAGNETISM

The character's body releases potent pheromones (*scents related to sex hormones*) that have a powerful effect on the opposite sex. This results in the character being perceived as having a sort of brutish charm. The character gains +5 to all Charisma rolls and the effects of the Disturbing weakness no longer apply (*even though the character still has a simian-like appearance.*)

The above changes result in the character's Character Level being increased by +1.

FURTHER DOWN THE LINE

While the most common regression is into that of ape-like humanoid, this is by no means the only form devolution

can take. Some devolved individuals descend along other, older branches of the genetic tree. A few even assume forms more suitable for life in the oceans, the primordial source of all life. Two examples are given below:

CITY RAT

The character assumes a particular odious shape, one of a two-legged rodent. Such a character is much weaker and than his more evolved brethren, but even nastier and more dangerous in close combat. The rat-like individual can safely live in conditions



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that most living creatures shun, and the character's filthy nails and teeth teem with disease. The character's sense of smell is especially acute, making up for weaker vision. Unfortunates who end up in this state are rarely welcome at dinner parties.

DEVOLVED (RAT-LIKE)

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Prehensile Tail, Immunity (*disease*), Improved Grapple, Instant Stand, Scent, True Sight,

Powers: Combat Sense, Leaping, Natural Weaponry, Super heightened senses, Heightened Dexterity, Heightened sense of smell

Weaknesses: Disturbing, Primal Emotions, Rodent-like traits, and Vulnerability to Bright Lights

WEAKNESSES

RODENT-LIKE TRAITS

The character assumes some of the more unpleasant aspects of rats and mice. Vision is impaired in daylight or its' equivalent, resulting in a -2 penalty to attack rolls, Spot and Search checks, and any other situation where the Game Master determines sight is a factor. The character's hygiene and odor are particularly unappealing, imposing a -3 penalty on Diplomacy checks (*this penalty stacks with that imposed by the Disturbing weakness.*) If others attempt to track the character by scent, the character's body odor is considered to be particularly strong, allowing him to be tracked at two to three times normal range.

BACK TO THE SEA

The origins of life on Earth are in the seas, and a devolved character who reaches this state has almost returned to his origins. The character is a humanoid amphibian, complete with slick, hairless skin, webbed fingers and toes, and gills. The devolved is almost more at home underwater than on land.

DEVOLVED (AMPHIBIAN)

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Amphibious, True Sight, Improved Grapple, Underwater Combat.

Powers: Combat Sense, Natural Weaponry, Tough Hide, Super-human strength Swimming

Weaknesses: Disturbing, Primal Emotions, Vulnerability to Bright Lights, and Vulnerable to fire/heat

Vulnerable to fire/heat: The character's amphibian-like skin is vulnerable to heat and flame, quickly (*and painfully*) drying out and cracking when exposed to these types of attacks.

KING OF THE JUNGLE

Certain of the devolved a special affinity for the beasts they now resemble. Such individuals can communicate with genetically similar species, and mentally command such creatures through a sort of "genetic link." A devolved character possesses the ability gains an empathy power to animals and a type of mind control. The type of animals the character can control is determined by the devolved character's nature. An ape-like character can control primates (*great apes and monkeys*), an amphibian devolved can command amphibians and reptiles, and so forth.

This permutation of the template increase the character's Character Level by +1; handle this as described above.

TOOTH AND CLAW

Slipping a few more rungs down the genetic ladder, the individual becomes more feral in both appearance and outlook. The character takes on the mental and physical traits of a predatory animal, growing wilder and more bestial. Physically, the devolved takes on canine (wolf-like) or feline (lion or tiger-like) aspects, coming to resemble a mythic were-beast. The character gains the ability to track by scent, Natural Weaponry and increased running speed. Unfortunately, the devolved individual also acquires the Berserk or dull-witted (Game Master's choice.)

WEAKNESS (CHOOSE ONE OF THE FOLLOWING)

BERSERK

The devolved being with this weakness must make a Will saving throw (DC 20) at the start of each combat round. Failure indicates the character begins attacking foes wildly, losing any dodge bonus and using the full attack option as often as possible. If all potential foes are defeated, the character is entitled to another Will save; if it fails, the character attacks nearby allies and bystanders. The individual may attempt a new saving throw each round, with a cumulative +1 bonus to end the berserk state.

DULL-WITTED

The character devolves in intellect, as well as physique, eroding the character's mental skills. The character suffers a -5 penalty to both his Intelligence and Wisdom scores.

DISABLED HERO

A single misstep made in a critical situation. One moment's distraction in combat-that results in a lifetime of pain. One terrible night spent languishing at the feet of a cruel super-villain, a night that will never be forgotten. An accidental exposure to some terrible mystic vibration or unknown radiation or man-made poison-and life changes forever. A cruel twist of fate, avoidable on any other day, and a fully functional mind or perfectly healthy

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physique suffers long term-perhaps permanent-damaged. Many of those that suffer such a crippling injury resign themselves to a more sedentary life, convinced that they are no longer capable of the exploits required of a super-hero...or super-villain for that matter. But some choose to fight on, reestablishing themselves despite the obstacles they face. They take on the mantle of the Disable Hero.

A disabled character that resolves to fight on, refusing to abandon a heroic (or criminal) career, is tempered by the struggle, made stronger of will. Every such disabled hero (or villain, as the case may be) also eventually acquires compensatory fighting techniques, tactics, powers, and/or technological devices to overcome the effects of the individual's specific condition. In rare case, the same event that resulted in the character becoming disabled may also cause the individual to develop some type of mental or physical enhancement; the classic example of this is the teen-ager that lost his sight after being exposed to radiation but whose other senses became increasingly acute as he grow older, even granting him a "radar sense" of sorts.

BECOMING A DISABLED HERO

A vicious mob of blade- and club-wielding thugs, capricious supernatural entities that regard mortal beings as playthings, demented biological experimenters, or super-villains that amuse themselves through simple sadism-all are capable of inflicting any manner of disabling conditions- ranging from truly crippling to utterly embarrassing to the downright strange- on heroes unfortunate enough to fall into their clutches. Many diabolical super-villains will gleefully subject captured heroes to genetic manipulation, weird occult rituals, or simple, brutal torture, in the name of revenge or perverse "entertainment". (*Note: Unless the GM is running a truly adult-oriented game, with players capable of handling such issues, torture should likely be handled "off-panel"-describe the results of the torture, but do not play it out in detail.*)

The disabling condition need not even result from intentional action; a devastating collision or fall, a near-lethal blow suffered in combat, accidental exposure to radiation or some debilitating toxin-any of these could result in a character becoming afflicted with a handicap. In game terms, the GM might rule that a character that otherwise would have perished may remain alive by succeeding on a DC 30 Fortitude, but that the character suffers permanent injuries, resulting in a long-term disability.

DISABLED HERO

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Iron Will.

Powers: High Will Save

Weaknesses: Disability (various), Social Stigma, Related Weakness

WEAKNESSES

DISABILITY (VARIOUS)

Obviously the precise nature of the disability will be determined by the circumstances involved (*and ultimately by the Game Master's discretion*). The GM should ensure that the penalties imposed by the disability. The GM may use any of the disabilities described in various sourcebooks or may devise entirely new conditions. The GM should remember that in a genre that encompasses mutation, mystic curses, and twisted super-science, all manner of outlandish, strange, or even unique disabilities might exist. For example, a character mystically warded against employing all but the simplest technology could in some ways be considered very disabled in modern day society (*cannot drive a car, use a telephone, and so on*), while a super-strong character unable to control his strength (*constantly breaking objects, inadvertently hurting others*) would be a danger to himself and all those around him

Also remember that an affliction might be mental rather than physical; mental disabilities such as manic-depressive illness or schizophrenia are distinct from quirks in that the character has no chance of controlling the resultant behavior through will-power alone; medical intervention is needed. It should be noted, however, that not all players will be comfortable role-playing a character with a long term mental illness; again, the GM should consider the comfort level of the players.

RELATED WEAKNESS

The character is saddled with one additional weakness that is either directly related to the disability, or to the accident/circumstances which caused the disability. This is usually a odd behavior of one sort or another-a traumatic incident that leads to an individual being maimed or physically diminished in some way almost inevitably results in the individual suffering from high levels of stress and anxiety, episodes of depression, or even a loss of self-identity, at least in the short term. Possible eccentricities include flashbacks or phobias centered on the disabling incident, depression, or extreme social anxiety.

Other possibilities include the character developing an addiction (*over-reliance on pain-killers, for instance, to cope with a chronic condition*), the berserk weakness (*due to a head injury, for example*), or even becoming vulnerable to a type of attack.

SOCIAL STIGMA

Despite recent progress, individuals with known disabilities are still perceived as less able, less desirable, and even less intelligent by many in society. A disabled individual often faces discrimination in employment, education, romance, and other interpersonal activities. This is especially true if the disability mars the character's physical appearance. The character suffers a -5 penalty on Bluff and Diplomacy skill checks, and possibly on Disguise checks as well. Others do not necessarily react with fear or revul-

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sion toward the character, but instead with condescension, pity, or rejection.

LEAVING THE TEMPLATE

The only method available to leave the template is for the character to recover from the disability. This might be accomplished through medical means (*often involving super-scientific techniques*), paranormal abilities or by finding a means of fully compensating for the effects of the disability (*often through technological means*). For example, a super-speedster that lost the use of his legs but who later acquired a surgically-implanted cybernetic device sophisticated enough to replace the lost functions of his spine and nervous system-allowing him to walk and run normally-would no longer be considered disabled. Some disabled heroes develop devices or powers that partially compensate for their disabilities; this should be allowed within reasonable limits, and such “adaptations” such be treated as Power tricks.

Any healing power (*and to a lesser extent, Regeneration*) may allow complete recovery from a disability, depending on the nature of said disability and GM approval. A good guideline for dealing with these powers in relation to long-term injury might be to allow a normal Healing or Regeneration check against a DC of 20; the DC is increased by +1 for every month the disability has been in effect. Even if successful, the recovery process should be slow, perhaps requiring one week for every month the condition had persisted. The Game Master is the final arbiter as to what conditions can or cannot be affected through these particular powers.

CUSTOMIZATION

In practice, every application of the template is “customized”, as the specific disability inflicted upon the character-and the resulting adaptive measures the character develops in response-will be different in every case. The common elements of the template are described above, but the GM and player otherwise has a great deal of flexibility when putting the effects of the template together.

ENERGY INFUSED

Atomic strongmen, whose nuclear-powered muscles are capable of crushing tanks; super-speedsters, who move at nearly at the speed of thought, trailing streams of bio-electricity in their wakes; walking powder kegs whose fists strike with the force of a one kiloton bomb. All are examples of energy-infused characters: Human-or superhuman-individuals somehow bonded with some form of energy, their cells now burning with unnatural power, their muscles and nerves crackling with inhuman vigor.

Note: Because energy-infused characters have a wide variety of origins, the GM must decide the exact source of the energy-infused powers.

BECOMING AN ENERGY INFUSED CHARACTER

Most energy-infused characters are the result of super-science, created by the tinkering of brilliant (*if unbalanced*) biochemists, geneticists, and physicists. These bold men of science seek to push the human-or superhuman-body to its absolute limits, replacing mundane biological functions with high-energy reactions. Occasionally, the condition comes about due to mutation, when individuals-often those who already possess superhuman powers-are accidentally exposed to unusual energies; some genetic anomaly results in these men and women absorbing the properties of the energy they were exposed to. Rarely, a powerful sorcerer or other sort of supernatural being will employ some esoteric ritual to infuse humans with mystic energies.

Regardless of origin, all energy-infused characters share certain common characteristics. Their molecular structures are now ablaze (*sometimes literally!*) with potent energy of one sort or another. This energy enhances strength, speed, reaction time, and resistance to injury. An energy-infused character may find he no longer needs to eat, drink, sleep, or even breathe. The character is now superhumanly strong, able to channel explosive power into his blows, and capable of athletic feats equal to any Olympic athlete. At the same time, the condition is not without its’ drawbacks. The character becomes more impulsive, less cautious, and quicker to anger. The energy sometimes simply overwhelms the character, potentially causing great harm to him and others. The character assumes the negative as well as the positive aspects of the energy that now flows throughout his body, and may now be vulnerable to substances that others consider harmless.

There are two types of energy-infused characters: those who have been partially infused and those who have been totally infused. A partially infused character still appears largely as before; he may display certain energy-traits, such as glowing eyes, or fingertips that spark with electricity when the character is excited, but the character can still pass in normal society, and even maintain a “secret identity.” Bio-scans or medical tests will reveal the character’s biological abnormalities, but the individual appears normal to the naked eye. An individual who has undergone a total energy-infusion can no longer pass as a normal human being. The body of such an individual fairly smolders with barely restrained power, and the character’s physical form is altered to reflect with his new nature.

PARTIAL ENERGY INFUSION CHARACTER LEVEL ADJUSTMENT: 0

Feats: Immunity (*to energy, of the same type the character is infused with*), Immunities (*any two of GM’s choice*), Healing

Powers: High Fortitude Save, Leaping, Energy charged attack, Superhuman strength

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Weaknesses: Power Surges, Impulsive, Susceptible or Vulnerable (*GM's choice, see below.*)

WEAKNESSES

POWER SURGES

All the newly imparted energy surging through the character can prove difficult to handle, and this sometimes leads to the character losing control of his actions. When in combat (*or any high-stress situation*) the character must roll each round before he takes any actions; on a roll of 1-5 on a d20, the character loses control of the energy within him. For the next round, the character must then use all powers at their highest power ability and cannot pull his punches, and must employ the full attack option if it is available to him.

IMPULSIVE

Temperament is rarely improved when a human being's normal biological pathways have been replaced by volatile, high-energy reactions; one who has gone through the energy-infusion process becomes more anxious, edgier, and even hyperactive. The character suffers a -5 penalty on all Diplomacy and Concentration skill checks, and on rolls made to avoid being surprised in combat, as the character rushes in heedless of danger. On a positive note, the character also becomes more fearless, and receives a +5 bonus on Will saves against mental attacks based on fear.

SUSCEPTIBLE OR VULNERABLE (GM'S CHOICE)

The GM (perhaps allowing for player input) must determine the exact type of weakness that afflicts the character. The GM should come up with an appropriate weakness based on the precise energy type the character has been infused with. Every energy type carries with it an opposing energy type, or a substance logically capable of neutralizing it. For example, an electricity- or fire/heat-infused character could be vulnerable to water-based attacks, an individual whose cells are charged with radiation might be susceptible to being encased in lead or cadmium (*a metal that dampens nuclear reactions*), and one who has been infused with solar energy would be susceptible to lack of sunlight (*immersion in complete darkness/deep shadows.*)

LEAVING THE TEMPLATE

Leaving the template usually require an application of super-science, though mystic means might substitute in a pinch. Basically, a means must be discovered to reverse the process the character has undergone, restoring the individual's normal biological processes. This may be attempted by a scientist(s) who possesses at least 15 skill ranks in both Science (*genetics, or similar discipline*) and Science (*physics*). It requires at least two game sessions, one to examine/study the character in an appropriate laboratory setting, and another to attempt the actual cure. The scientist(s) must then succeed on two separate skill checks against DC 25. Succeeding on both rolls indicates the character's

physiology has been returned to its former state. The character then loses all benefits and drawbacks of the template. (**Option:** *the GM may then secretly roll a DC 20 Constitution check for the character, with failure indicating that the experimental treatment combined with lingering energy combine to somehow affect the character's attributes/powers. The exact effects and the time it takes for them to manifest are up to the GM.*)

Another route for a character who wished to eliminate the template's effects is to enlist the aid of another character with at least ten ranks in an appropriate power (*like Energy Manipulation / Control for example*). Such an individual must then a full minute (*ten rounds*) in physical contact with the character, attempting to draw out the energy, taking no other actions during this time. At the end of minute, the person attempting the cure must make a DC 25 power check, with success indicating the unwanted energy has been purged from the character. Failure often results in something odd happening (*the character's energy traits mutate somehow, the person attempting the cure acquires the template instead, and so forth.*) Failing by rolling a "1" on the power check indicates a catastrophic failure, unleashing an Energy Generation / Blast with a DC equal to the character's Character Level +3, with an area of effect equal to 4 times its power ability amount.

CUSTOMIZATION

As described above, one who has undergone a total energy infusion is not remotely human in the biological sense; no longer merely energy-enhanced, the character is almost energy somehow given solid form. Such an individual is clearly non-human, though their appearance may range from fascinating to horrifying to simply weird.

TOTAL ENERGY INFUSION

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Immunity (*to energy, of the same type the character is infused with*), Immunities (*any three of GM's choice*), Improved Critical or Piercing Attack (*GM's choice*), Energy Body, Healing.

Powers: Ability and Power Boost, Energy-charged Attack, High Fortitude Save, Leaping, Superhuman strength

Weaknesses: Power Surges, Disturbing, Impulsive, Susceptible or Vulnerable (*GM's choice, see above.*)

WEAKNESS

DISTURBING

A totally transformed character's body constantly crackles and pulses with the type of energy that is now a part of it; the character's form reflects the energy-type. A fire/heat-infused character's skin and hair would be bright crimson, and would constantly flicker and smolder, seemingly about to burst into flame. One

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infused with “darkness-energy” (*common enough in comic books, after all*) might appear to be a living, vaguely humanoid patch of darkness. An atomic-powerhouse’s absurdly swollen muscles would be fairly bursting through the character’s cobalt blue hide. The character’s aberrant appearance results in a -5 penalty on Bluff and Diplomacy checks.

LIVING BOMB

Unaided, the character cannot contain the energy coursing through his cells; he must rely on an external containment suit to prevent unleashing the energy uncontrollably. A torrent of energy is released if the containment suit is ever breached or severely damaged (50% likely if armor is reduced to one-half normal protective value, +05% per each additional point of damage containment suit suffers.) This explosive release of energy is physically devastating to the character. The character suffers the effects of the Susceptible weakness each round it continues, and can take only half-actions while this is occurring.

CONTAINMENT SUIT

The character must normally remain in the containment suit (or specially prepared living quarters) or begin unleashing energy uncontrollably (see below.) Aside from making normal social interaction difficult, the suit is bulky and cumbersome, and the character suffers a -2 penalty to all Dexterity-based skills while wearing it. Optionally, a lenient GM may allow the character to safely spend one hour per point of Constitution bonus outside the side before the energy builds out of control.

- **Suit Breaches:** The character suffers a containment suit is breached or is destroyed, or if it is somehow stripped from his person. The character must make a DC 15 Fortitude saving throw each round, or begin succumbing (*first becoming fatigued, then exhausted, unconscious, and dying*).

- **Uncontrollable Energy Release:** If the character’s containment suit is ever breached by an attack, or the otherwise stripped from the character’s possession, the energy inside the character begins boiling out, literally exploding from within. The character’s Energy Field Generation automatically activates, exposing everyone and everything within a 100 foot area to its effects. This continues until the character reaches near-death (*when the character reaches “dying” status due to the effects of the Susceptible weakness*). At this point the energy flames out, but it builds to the danger point again after one hour.



GESTALT

One now stands where before there were two—a gestalt has come into existence, a single being that combines the attributes of two formerly distinct individuals. A gestalt is created when two beings are physically merged, forged together on the molecular level through extraordinary means into one form, a form in which two minds and souls co-exist. More than the sum of its parts, the gestalt’s abilities exceed those of either of the two it is created from; not only does it possess all the abilities of both of its “parents,” but it can manifest entirely new abilities as well.

As noted above, a gestalt is composed of two separate individuals. The GM must decide which individual is the primary member of the gestalt, and which one is the secondary member. The gestalt has the Intelligence, Wisdom, and Charisma scores of the primary member. The primary member also supplies the gestalt’s personality and decision making. The gestalt has access to the memories of both individuals, and the secondary member can offer advice and support, but the primary member is normally in charge, “driving” the gestalt, so to speak. However, if the

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gestalt is committed to an action to which the mentality of the secondary member is strongly opposed to doing, the secondary mind can attempt a Will saving throw against DC 15; success means the gestalt hesitates for one round before proceeding. The secondary can attempt another saving throw each round thereafter, gaining a +1 bonus to the roll until the saving throw fails or the gestalt abandons the action.

The gestalt has all the skills, feats, powers, and weaknesses of both individuals, as well as all the traits bestowed by the template. It uses the best Strength, Dexterity, and Constitution scores of the two, as well as the best attack bonus and Defense scores. The Character Level of the gestalt is equal to the Character Level of the higher powered character. If one or more of the two character's attributes are equal, the gestalt's score in the attribute(s) is increased by +1. The template is applied to both characters involved in the gestalt, though most of the abilities are useable only in gestalt form.

The gestalt state is not necessarily permanent-the individuals that make up the gestalt can separate and recombine with no more than a thought. However, even when separated the two now share a bond that transcends space and time. They can instantaneously communicate with each other over any distance, and are instinctively aware of each other's state if being at all times. This can be both a blessing and a curse, however, as the two also share a common life-essence; if one suffers injury or death, the other is likely to as well.

Both the primary and secondary members of the gestalt are able to initiate the process of combining forms at will, but the gestalt always manifests itself at the physical location of the primary member. The fusion can also occur involuntarily, if either individual is subjected to emotional or physical duress. This can obviously make maintaining the character's normal identities difficult. Only the primary member of the pair can choose to dissolve the gestalt, splitting into two again.

The gestalt is taller and larger than either of the two individuals that comprise it. The gestalt's facial features, voice, and physical mannerisms are a blend of both the characters. The gestalt's dual mind renders it very resistant to mind control effects. The commingling of the two individual's life energies enable the gestalt to evidence a wide range of powers, although the type of powers are always related in some way either to the circumstances that created the gestalt or to the personal histories of the two beings that compose the gestalt. For example, a gestalt created when two individuals when fused together via a nuclear meltdown might gain radiation and/or matter-altering powers. The unusual make-up of the gestalt is without flaws, however; it is intrinsically unstable, both mentally and physically. Mental shock can lead to the emergence of an alternate personality, often with hostile or antisocial tendencies. Sufficient physical trauma can actually cause the gestalt's body to partially break down, with literally explosive results.

BECOMING PART OF A GESTALT BEING

A gestalt can arise through various circumstances, though all are extremely rare. Experiments involving teleportation, matter transmission, or even genetic manipulation can result in composite beings, either by accident or design. Mystic rituals intended to gather the collective powers of the participants may go awry, resulting in a literal merger of those involved. Two individuals simultaneously exposed to mutagenic energies (*such as unusual wavelengths of radiation*) that would otherwise prove lethal may mutate in a symbiotic fashion, allowing them to survive the experience by fusing into a single hardier being. Certain members of alien races are invariably born in pairs, with the power to combine forms with their siblings. Some human mutants share this trait, seemingly being born almost as one being split among two bodies.

GESTALT

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Gestalt Form, Iron Will, Mental Link

Powers: High Fortitude Save, Random Powers / Effect

Weaknesses: Alternate Personality, Involuntary Change, Life-link, Unstable Make-up,

The Gestalt Form allows a character to merge together with any other character with the power, assuming all the skills, feats, powers, and weaknesses of all characters. The gestalt form gains the best ability scores of all those involved in the gestalt. The Gestalt Form has the following caveats:

- First, the characters may combine no matter how far apart they may be and using only a half action. Normally gestalt requires a full action to activate and has a range of touch. The gestalt always appears at the location of the primary character.
- Second, the gestalt does not automatically end if the gestalt form is stunned or rendered unconscious, as it has been bough with the continuous extra.
- Third, only the two individuals who share the template may use the power to combine forms.
- Fourth, as described above, the gestalt's actions are controlled by the primary member of the pair, with the secondary member contributing for the most part in a passive capacity.

WEAKNESSES

ALTERNATE PERSONALITY

Under certain circumstances a new personality arises, an imperfect fusion of the two separate mentalities can emerge, assuming control over the gestalt's physical body. This personality may occur whenever the gestalt is exhausted, stunned, subjected to psychic attack, or knocked unconscious. The character may stave

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off the transformation by making a Will save against DC 15; if the character is merely exhausted the saving throw is made at a +4 bonus to succeed, but an unconscious character is completely unable to resist. The new personality can be quite dangerous, as it acts out the darker, repressed elements of the two minds it was formed from. It sees itself as an entirely new being, likely not remembering anything of its true nature or origins. The new personality maintains control for the next 24 hours, or until the gestalt once again separates into the individual characters. Friends and allies of the gestalt character may attempt to “talk down” the new persona; this allows the character to attempt a new saving throw, with a +1 bonus for each ally making the attempt.

INVOLUNTARY CHANGE

The gestalt process may be activated involuntarily, whenever either of the two individuals is subjected to extreme physical or mental stress. Any time either character suffers three critical hits, the change is triggered. The character can resist the change by succeeding at a DC 15 Will save, but must continue to save every round the other individual’s condition persists, suffering a cumulative -1 penalty to resist each round. The change may also be triggered by stressful non-combat situations (*death/injury of a loved one, divorce, etc.*) In this case, the unaffected character receives a +2 bonus to resist forming the gestalt. Once the change occurs, the gestalt remains in effect at least until one hour passes or the situation ends.

LIFELINK

The life forces of the two members of the gestalt are linked; if one is injured, the other may be as well. Whenever one is hurt, the other must attempt a saving throw against the same DC to avoid suffering the same damage. If one is slain, the other must succeed on a Will saving throw against DC 30 or die as well.

UNSTABLE MAKE-UP

The gestalt’s molecular structure is inherently unstable; whenever the gestalt suffers a critical hit, it must make a Fortitude saving throw against DC 20. If the saving throw is failed, the character loses one constitution point (*three constitution point if hit with a critical attack.*) and discharges an Energy Generation / Blast with a DC equal to the gestalt’s Character Level +5. The Energy Generation / Blast effects everyone within a radius of DC x 5 feet.

LEAVING THE TEMPLATE

Leaving the template requires severing the mental/molecular link that exists between the individuals who comprise the gestalt. This is no simple feat, as the two characters now effectively share a single “life force.” Undoing the bond that links the two requires scientific means (*although mystical rituals appropriate to the tasks might also suffice*). Attempting a cure through science requires a research team of scientists, at least one of whom must have 15+ skill ranks in two Science applicable sciences (*usually*

physics and one other of the GM’s choice, such as biochemistry or genetics). Discovering a suitable process for undoing the bond requires a minimum of one month of research. The cure itself requires two game sessions; one in which the two characters are examined and prepped in a lab or hospital setting, and another in which the cure itself is attempted on the combined gestalt form. The scientist(s) must two separate skill checks (*one for each science skill being applied*) against DC 25. Succeeding on both rolls indicates the link between the two individuals has been safely severed; the gestalt immediately reverts to its’ two component forms, permanently. Both individuals then lose all advantages and disadvantages associated with the template, and can never again recombine into their fused state.

Optional: The GM may choose to roll a Fortitude saving throw against DC 20 Constitution check for the character who served as the primary member of the gestalt; if the saving throw is failed, remnants of the energies that brought the gestalt into existence in the first place still remain, and will eventually surface again (when the character is enduring some particularly stressful or traumatic situation.) Exactly how this affects the character is up to the GM. Some suggestions are: the character may combine with a different individual to form a new gestalt, develop powers that mimic the abilities of the gestalt, or manifest a psychic entity that represents the independent mind/will of the gestalt.

VARIATION

TWISTED FUSION

As above, two individuals are fused into one-but in this case the fusion is terribly flawed, imperfect in almost all respects. The gestalt form is horrific in appearance, malformed and grotesquely ill-proportioned. The two minds within battle each other for control of the combined form, resulting in near-psychotic behavior. Worse yet, the characters are trapped within the gestalt-they cannot separate! This type is less a superhuman than it is a monstrous tragedy of nature-or design (some demented villains might actually inflict this as a punishment.)

GESTALT

CHARACTER LEVEL ADJUSTMENT: +2

Feats: Diehard, Iron Will.

Powers: High Will Save, Gestalt, Growth, Random Powers / Effect

Weaknesses: Berserk, Unstable Make-up, Disturbing, Malfunctions

WEAKNESSES

BERSERK

The gestalt must make a Will saving throw (*DC 20*) at the start of each combat round; failure indicates that it begins to attack

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foes furiously, losing any dodge bonus and employing the full attack option as often as possible. If all opponents have been vanquished, the gestalt is entitled to another Will save; if it also fails, the gestalt attacks any allies and/or civilians in the vicinity. The gestalt may attempt a new saving throw each round to end the berserk state, gaining a cumulative +1 bonus to the roll each time

DISTURBING

Two living beings improperly fused together in a jumble of flesh is not a pleasant sight. The gestalt is a huge, misshapen mass with extra limbs, facial features, and sensory organs protruding at random from its body. Hideous to behold, the gestalt suffers a -5 penalty to all Diplomacy and Bluff skill checks.

MAJUNCTIONS

Two mentalities struggle for dominance of the gestalt's body, each trying to assume control. As a result, the gestalt often becomes distracted and halting in its actions. At the start of every round, the gestalt must roll a d20. A result of 1-5 indicates the gestalt can take no actions, though it may defend itself normally.

GRIM AVENGER

Life abruptly takes a wrong turn, and something precious is irrevocably lost, snatched away by some cruelty or malevolence. A loved one is brutally murdered. Vast wealth slowly deteriorates into extreme poverty. A reputation is soiled forever. And the responsible parties go unpunished. In the instant it takes for the character to realize that no one will intervene on his behalf, the decision is made, and he is consumed.

The Grim Avenger template represents a character driven by personal tragedy to seek retribution by any means necessary. Having lost something (*or everything*) of value to him, the Grim Avenger is focused entirely on settling the score, and he hones his body, mind, and spirit to this end. The character is afflicted with a single-mindedness that borders on insanity and enhances his capabilities to an almost supernatural degree. All vestiges of his earlier identity slowly fade away until he is little more than a machine, an indefatigable engine for vengeance.

Despite possible mental instability, the Grim Avenger is no less competent than he ever was, though he is much more

dangerous. This lethal, unswerving soldier wages a merciless one-man war on the entities that took his life from him.

BECOMING A GRIM AVENGER

The Grim Avenger template is most often applied to a character who has suffered great loss at the hands of an entity, organization, or party that goes unpunished (*or that is not, to the character's mind, punished severely enough*). Generally, the template is a result of extreme trauma, in which the character perceives his entire life to be ruined. An individual losing his family, fortune, or livelihood, for example, might take

up the Grim Avenger template. At the GM's discretion, a character who suffers some other abuse can also be eligible for the template.

Usually, a character chooses to take the Grim Avenger template, most often to give him an edge in his quest for revenge. The GM may, however, require a Will save (*with a DC equal to 20*) of any character suffering through particularly horrific circumstances as a result of the actions of another. Failure indicates that the character must take up the Grim Avenger Template for a time.



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The Vengeance weakness manifests first. He immediately begins to burn with dark thoughts and intentions, and as time passes, these thoughts eclipse all else in his mind. He becomes wholly devoted to punishing those who have wronged him. The Grim Avenger must choose a target from which he will extract his terrible vengeance. This target may be specific in some cases, but is usually fairly general. For example, a man whose family is gunned down before his eyes by members of a drug cartel might specifically target the shooter or shooters, but he is much more likely to choose the cartel as his target, and even more likely to choose drug dealers or criminals in general.

The more specific the Grim Avenger's target, the more focused he is, and the more difficult it becomes to do anything else. While the wars against more broadly defined adversaries take longer to win (in fact, some might never be won, only fought for as long as possible), they are much easier to wage. A Grim Avenger whose chosen enemy is "corporate powers" or "the wealthy" generally has a much easier time fighting his battle than one who must devote every waking moment to tracking, foiling, or tormenting a particular executive, especially if the individual finds a place to hide or is difficult to reach.

The Grim Avenger's other abilities develop after his obsession, as he hardens himself in preparation for the upcoming confrontations. He may engage in rigorous personal training programs, and he may purchase or create weapons or gadgets to help him in his fight. Whatever the case, the Grim Avenger slowly takes on the role of a soldier, and he devotes his new life to his war.

GRIM AVENGER TEMPLATE

Upon acquiring the Grim Avenger template, a character usually receives the following:

CHARACTER LEVEL ADJUSTMENT: -1

Feats: Endurance, Iron Will, Toughness.

Powers: Choose one of the following power groupings:

- Heightened Dexterity; High Fortitude Save;
- Heightened Constitution; High Fortitude Save; Mental Protection; Sensory Protection;
- Combat Sense; Heightened Dexterity; Leaping

Weakness: Disturbing, Vengeance (*choose one*).

WEAKNESSES

DISTURBING

The Grim Avenger often possesses a powerful, inescapable aura of madness or intensity. His near rabid focus on vengeance taints his social interactions. As he gains experience, however, the Grim Avenger may buy off this weakness, which represents him learning to mask his obsession.

VENGEANCE

A character with this weakness chooses one target, which can be an individual, occupation, organization, or similar entity approved by the GM. The character must work constantly to thwart, harm, and eventually destroy this target and all who associate with it. For every day in which the character does not or cannot pursue this end, he becomes increasingly distracted and unfocused. His physical edge dulls with his mind, and he grows somewhat sluggish. The GM decides what activities ultimately constitute pursuing Vengeance.

After a day in which a character has not taken or spent at least four hours working towards avenging himself, the character suffers an effective -2 penalty to Strength, Dexterity, Intelligence, and Wisdom. After the second day, this penalty increases to -4. After the third day without pursuing his target, the Grim Avenger suffers a -6 penalty to Strength, Dexterity, Intelligence, and Wisdom. Regardless of the penalty, none of the character's ability scores may be reduced below 6 as a result of this weakness. The character may reduce the penalties by one step by spending six or more hours in a day working against his chosen target. Alternatively, he may use extra effort to negate the effects of this weakness for one day, although the effects of fatigue remain until he can once again pursue his Vengeance.

The Grim Avenger suffers from this weakness for as long as the template persists.

LEAVING THE TEMPLATE

Generally, the Grim Avenger template is difficult to escape. The road to vengeance is a long one, and its demands on an individual are great. The more frequently a character succumbs to his dark impulses, the more difficult it becomes to escape them. A character desiring to remove the Grim Avenger template must make a Will save (*with a DC equal to 20 +1 per character killed as a Grim Avenger*). For many who have fallen too deeply into the role, escape is only possible on a natural 20. Also, this save may only be attempted after a meaningful victory (*subject to GM interpretation*) over a chosen target. The roll may, however, be aided by a friend or ally with a successful Diplomacy skill check (*with a DC 20*). Success on this Diplomacy check adds a +2 bonus to the Grim Avenger's Will save. If the roll is a natural 20, then the save receives a +5 bonus.

If the Grim Avenger completely eliminates his target (*usually only possible with very specific targets*), he may, if desired, attempt a Will save (*with a DC equal to 10 +1 per character killed as a Grim Avenger*). If the roll is successful, the character may shed the template. Otherwise, he must choose a new target on which to exact his Vengeance. This save may be aided by a friend or ally as described above.

SUPER POWERED TEMPLATES

CUSTOMIZATION

The Grim Avenger template may be appropriate for almost any character. Most of the basic powers provided are physical, a result of extreme training regimens, but many characters might possess or eventually develop abilities, interests, and skills in other areas.

ARMORY

A Grim Avenger may utilize one or more weapons (*perhaps of his own design*) in his war. This option is fairly common, especially among Grim Avengers with no other super-powers.

GADGETEER

Consumed as he is with vengeance, a Grim Avenger may benefit from an increased ability to focus his mind. Such a character might be capable of creating useful devices with which to avenge himself. This option is often chosen by particularly intelligent or “handy” characters.

GRIM COUNTENANCE

A Grim Avenger may be capable of inspiring great fear in the hearts of his targets. This may either be a result of his appearance, bearing, or obvious aura of madness. Add Heightened Charisma bonus of +5 to all Charisma based rolls. Increase the character’s Character Level Adjustment by 1.

LONG LIST

In some circumstances, a Grim Avenger may have a score to settle with multiple completely unaffiliated individuals. Usually, a character will take the Vengeance weakness once, and upon exacting it upon a target to his satisfaction, will choose a new target. If desired, however, the character may pursue multiple targets at once (*up to a number determined by the GM*). In this case, he may benefit from the weakness multiple times, but it should be noted that the character must pursue Vengeance for each target every day.

SEPARATE PERSONA

A particularly traumatic experience may cause a character to split his psyche into two distinct personalities. One might be a completely ordinary individual, capable of functioning normally in society at large, while the other persona is a man obsessed, single-mindedly seeking retribution for the wrongs inflicted upon him. The character may or may not be able to shift at will between these identities. One may not even know that the other exists.

STOIC

A character who has suffered great emotional trauma may unconsciously erect near-impenetrable mental barriers to protect his already damaged psyche from further harm. Increase Concentration skill by three ranks, and add the Iron Will feat and increase their Mental Protection by 25%. Increase the character’s Character Level Adjustment by 1.

LEGACY HERO

Acclaimed hero Renaissance Man is cut down by an assassin’s bullet, and his former kid sidekick Protégé dons the mask and emblem of the man of multiple talents, stepping in as the new Renaissance Man; The King of Sin, master of the criminal underworld, finally retires after years on top of his criminal empire, anointing up-and-coming villainess Black Siren to assume command of the organization as his heir apparent; Argent Atomic-astounding molecule-bending hero from the far future-finally returns to her own era, imparting a measure of her nuclear might to her teammate Indigo before she does so. Indigo adopts a new costume and moniker-Nu(*clear*)-Blue to complement her new powers. All of these are Legacy Heroes, men and women that have taken on the names, methods, and/or sometimes even powers of fallen or departed heroes (*or villains, as the case may be*). Legacy heroes are successors to renowned figures of good or evil, choosing to carry the name or cause of the now absent figure out of gratitude or respect.

For good or ill, the legacy gains a measure of the predecessor’s reputation, whether this is renown or infamy. Allies of the departed hero are predisposed to view the character favorably and extend aid, but the predecessor’s adversaries target the less experienced new hero almost instinctively, hoping to settle old scores by proxy, as it were. The heroic (or malevolent) heritage the legacy draws upon is a source of inner strength, spurring on the character’s efforts even when facing overwhelming odds. The original hero almost seems to be “present in spirit”, providing a spark for the successor’s actions. At the same time, the legacy operates under a heavy burden, as others are constantly judging the character against the exploits of the original. Too often a legacy hero becomes near-fanatical in attempts to live up to memory of the hero whose identity has been assumed.

BECOMING A LEGACY HERO

A legacy hero may have once been the sidekick or companion of an older, more established hero, perhaps even the hero’s offspring or younger sibling; when the character’s mentor retired or died, the younger hero assumed the mantle. Perhaps the legacy is heir to a particularly noble (*or ignoble*) heritage, with a family history of heroism (*or perfidy*). Possibly the individual was selected to become the latest in a line of heroes, to be the new bearer of the name and powers associated the role. Often the legacy is chosen to receive the abilities because the character’s predecessor has been critically injured or slain and can no longer continue in the role. Or maybe the character has simply fashioned him or her after a figure that the character admired and idolized, training and equipping to suitably carry on the name.

SUPER POWERED TEMPLATES

LEGACY HERO

CHARACTER LEVEL ADJUSTMENT: 0

Skills: Knowledge (*predecessor's career*) +4.

Feats: Weapon Focus, Connections

Powers: High Will Save

Weaknesses: Antagonist, Compulsive/obsessive behavior relating to legacy, one other weakness.

WEAKNESSES

ANTAGONIST

The legacy gains the predecessor's enemies as well as allies; one or more of the predecessor's past foes will arise to target the character for having the temerity to carry on in a hated enemy's name. Alternately, the GM could decide that the antagonist consists of the media, the prior figure's friends and family, even the predecessor's fan club, all of whom unduly criticize and castigate the new hero for failing to live up to the "real" hero's example.

COMPULSIVE/OBSESSIVE BEHAVIOR

The legacy is committed to adopting the role; the character will take on the now-absent hero or villain's allies, enemies, methods, and theme as the character's own. Feeling constant internal pressure to "uphold the legacy", the individual will often take unnecessary risks to prove worthy of the assumed role. The character will try to tie up any loose ends from the predecessor left behind, will care for the predecessor's friends and family to past as if they were the character's own, and so on. This goes beyond simple caring to nearly the point of obsession.

One other weakness related somehow to the hero or villain the character is replacing. If the character has inherited intrinsic powers from the predecessor perhaps some undesirable characteristic, such as a susceptibility to a particular element or a vulnerability to an energy type has been passed on as well. Maybe the character's role-model had a plethora of old enemies or a great deal of unfinished business that returns to plague the current bearer of the name (*one or more additional antagonists*). The GM and player should agree on an appropriate weakness to assign.

LEAVING THE TEMPLATE

Abandoning the legacy template is both easier and more difficult than removing oneself from other templates; in many cases, the individual can simply choose to leave the path he or she is following, no longer choosing to honor a now dead or retired hero. The character changes costume, name, and motif; M.O. is altered to reflect the individual's new role. Armor, weapons, or other devices inherited from the original can be redesigned or abandoned.

However, the character may still find the original hero's former adversaries continuing to pop up again and again, unwilling to let the character begin a new life free and clear of existing feuds. Old, long simmering feuds from the past may still come back to cause trouble for the former legacy hero. Former friends and allies may plead with the character to again take up the guise of the legacy. Any intrinsic powers passed on from the character's predecessor may prove impossible to ignore. Leaving a former identity behind to begin a new life is rarely an easy task to accomplish.

MOLMECH

Nanites. Nanobots. Nano-mites. Nanosurgical units. Molecular mechanics. Microscopic machines. Molecular reconstructive devices. Whatever the name, the molmech is a device, really a "swarm" of microscopic devices (*several million filling a one-inch space*), built expressly for the purpose of translating one form of matter into another . . . at the molecular level. Often that "translation" appears as boosting the host body's capabilities, from simple self-healing to the extent of halting the body's aging process or increasing endorphin output thereby augmenting strength, speed, intelligence, and so on.

Note: This template uses science and technology as the source for the abilities of the Molmech since the base idea originates with nanotechnology. The GM, however, may decide that although the device is scientific in origin, it gains "life" from mystical means. If the latter approach is chosen, adjust template accordingly.

BECOMING (INTERFACING WITH) A MOLMECH

The molmech is not technically alive, rather a construct programmed to perform certain functions within the host body, drawing its own fuel from the host even as it fulfills those functions. A molmech "swarm" is small, either fine or minuscule, even when contained within a suspension fluid providing the device limited fuel until introduced to a host, which can be living or recently deceased as long as the host's brain still functions and provides stimulus to the muscles within the body.

Interfacing with a molmech device requires injection or ingestion, either orally or through an open wound in the body. If the host is deceased, no roll is made; otherwise, the host must pass a DC 10 Fortitude check. Use of the host's blood as suspension medium gives a +2 bonus to the Fortitude check. Failure indicates the molmech is rejected before it has the chance to begin its work. A retry may be attempted following a DC 10 Medicine check to find another medium in which to submerge the molmech. Success grants the host all the characteristics assigned to the template. Note: If the Mystical-Super Science source is used, the retry for a failed introduction of molmech to host requires not only a Medicine skill check but also a DC 15 Knowledge (*occult*) skill check.

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Similar to lycanthropes, the molmech has two forms although the visible differences are not as marked as those within the former template. While in the dormant form, the molmech character appears to be normal with all characteristics of the molmech functioning with no external appearance. However, in a stressful situation, the active form emerges, and the molmech devices run at full capacity, converting any non-essential matter, food, waste, even muscle mass if necessary, into the energy needed to remove or eliminate the source of stress to the host body, often leaving the host body deathly pale, almost cadaverous, with feverishly bright eyes. The GM will determine what qualifies as a stressful situation. The molmech device will also go into active mode if the character is knocked unconscious or receives a disabling blow.

DORMANT FORM

CHARACTER LEVEL ADJUSTMENT: +0

Feats: Heightened Hearing, Immunity (*aging, disease, poison*), Tracking,

Powers: Heightened Senses

Weaknesses: Vulnerable (*energy type*)

ACTIVE FORM

CHARACTER LEVEL ADJUSTMENT: +0

Feats: Darkvision, Endurance, Heightened Hearing, Immunity (*aging, disease, poison*), Tracking

Powers: Power Boost, Regeneration, Heightened Senses

Weaknesses: Disturbing Appearance, Hunger, Vulnerable (*energy type*)

WEAKNESSES

DISTURBING APPEARANCE

As noted previously, the microscopic machines run the internal body at peak condition; however, this has a negative effect on the external appearance. The Molmech host, despite the regenerative and attribute boosting capabilities, has the appearance of a terminally ill patient—pale, almost clammy skin, bright, feverish eyes. The host suffers a -5 penalty on Bluff and Diplomacy checks. Without extensive use of the Disguise skill, the character will also have a difficult time passing in normal society without drawing stares and whispered comments.

HUNGER

The strain placed on the body by the molmech device forces the character to spend an enormous amount of time eating anything, food (*fresh or rotten*), vermin, fibrous or meaty trash, as long as it can be converted into material needed to repair the host. The molmech character can remain awake and alert for one hour per

point of Constitution bonus. Thereafter, she must replenish her life force by feeding.

LEAVING THE TEMPLATE

Once the host has been infused with a molmech device, it is nearly impossible to undo the transformation. However, the GM may allow a character to do so following a day of laboratory testing and a DC 25 Science (*biochemistry*) check. Success indicates a means of separation has been found, which may involve radiation treatment, chemical cocktails, extensive surgery, and so on. Very likely, the molmech device's inherent energy vulnerability will be involved. The cure itself must be administered by a character, or team of characters, with at least 10 ranks in the Medicine, Science (*biochemistry*), and Science (*robotics*) skills. Eight ranks in Science (*nanotechnology*) could easily replace the Science (*biochemistry*) and Science (*robotics*) skills. The procedure requires a minimum of ten rounds after which the host character makes a DC 15 Fortitude Check. Success indicates the molmech devices have been cleansed from the character's blood stream, and the character loses all template benefits and drawbacks. Failure indicates the character was in the process of dying and the molmech devices had to be left where they were to keep the character alive. Another treatment must be found before removal of the molmech may be attempted a second time.

Note: If using the Mystical-Super science source, a DC 25 Knowledge (*occult*) check will need to be made during the research phase and removal ritual.

CUSTOMIZATION

HER MAJESTY'S SECRET AGENT

The molmech is specifically designed for super agents, assassins, super-soldiers, and so on. The character gains the Heroic Surge feat. The character also gains either Combat Sense, Heightened on skill by 5 ranks or Protection to mental attacks. Increase the Character Level Adjustment to +1.

"RESISTANCE IS FUTILE"

Whoever created the molmech device gave it intelligence and the ability to self-replicate, or maybe these came about spontaneously. Whatever the case, the molmech has an urge to spread its bio-mechanical code and force compliance upon every living creature it crosses. Now, whenever a character is struck (*in flesh to flesh contact*) by the molmech character, he must succeed a DC 15 Fortitude saving throw or become contaminated by self-replicating molmech devices, which will then attempt to control his actions, driving him to continue the propagation of the molmech "species."

SUPER POWERED TEMPLATES

MYSTIC OVERSEER

Mystic overseers are those who have agreed to act as the earthly agents of nearly-omnipotent supernatural beings. These beings may be ancient gods, demons, the rulers of unearthly mystic dimension, or even the embodiments of abstract concepts (*chaos, love, nature, and so on.*) For whatever reason, such beings sometimes enlist mortals to serve in their respective causes.

They may require a human champion to defeat some terrible menace that stalks the earth. Perhaps only a mortal can retrieve and assemble some long-lost mystic artifact of tremendous power. Maybe the agents of other supernatural beings are gaining too much influence over the world. In any event, those who agreed to serve as mystic overseers are granted a measure of mystic might, a small fraction of their patrons' power. They are blessed with an array of fantastic abilities, but they also sacrifice a bit of their freedom and humanity.

The role of mystic overseer confers many benefits. A mystic overseer can summon the trappings of the office with a mere thought. Physical strength and resistance to harm are increased to superhuman levels. The aging process is halted, allowing a mystic overseer to serve as long as required. Mystic senses are awakened. A mystic overseer can instinctively cast spells, without need of study or training. Finally, a potent mystical device is granted as a badge of office. This artifact appears when the character changes into his mystical overseer identity, and vanishes when the character reverts to civilian guise. Normally, no one else may invoke the item's powers.

The role of mystic overseer also carries drawbacks. A mystic overseer is vulnerable to metal weapons that bear an anti-magical taint. The character's defenses now falter against any magical attacks that are of a directly opposing mystical alignment. The mystic overseer is bound to uphold the cause of his supernatural patrons, and this may cause him to act against his own best interests-or those of his allies. The eldritch forces that empower the mystic overseer can prove overwhelming, turning a mighty champion into a mere pawn. Such are the risks when one agrees to become an agent of entities beyond mortal comprehension.



BECOMING A MYSTIC OVERSEER

There are several paths to becoming a mystic overseer. If a character performs some great boon or special service for an arcane entity, such as freeing it from exile (*even inadvertently*) or defending its followers, the entity may manifest itself and offer the character a chance to serve. Evil occultists may even summon up demons or devils and offer their services (*this often results in the deaths/dismemberments of the occultists.*)

Sometimes powerful mystic beings appear to an individual just as the person is in some desperate situation, perhaps struggling

to protect their loved ones from harm, or fighting to escape certain death. The person experiences what seems to be a vision or waking dream, where the power to overcome the situation is offered in return for an oath of allegiance. Those who accept the offer immediately discover it was no mere hallucination.

Finally, a character may take over the mantle of mystic overseer from another who has served in the role for too long. Even with the gift of immortality, most mystic overseers eventually grow too battle-scarred or weary to continue in the office. Or perhaps they

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simply no longer have faith in the cause of the ancient powers they serve. In such cases, a mystic overseer may pass along his powers to another, as described below.

MYSTIC OVERSEER

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Change Identity (*From Superpower to normal and back*), Immunity (*aging*), Mystic Awareness, True Sight

Powers: High Will Save, Combat Sense, Protection from Mystical Attack, Superhuman strength, Random Powers / Effect

Devices: Choose one of the following:

- Mystic Amulet of Light/Darkness (*Energy Generation / Blast*)
- Mystic Cloak of Flight (*Flight*)
- Mystic Regalia of Might (*Increases Magical abilities by 25%*)

Weaknesses: Alternate Persona, Cold iron or blessed silver vulnerable, Mystic Duty, Opposing Mystic Forces

WEAKNESSES

ALTERNATE PERSONA

The touch of celestial (*or diabolic*) might can overwhelm even the strongest of human wills. The mystic overseer has agreed to act as a proxy for some great supernatural power, but may end up as a slave instead, nothing more than an extension of the cause or concept he serves. Whenever the character is pushed brink, the mystic forces may usurp his will. If this happens, the character assumes a new, unearthly persona. This alien persona may be child-like and trusting, vastly overconfident, or inhumanly passionate. In this state, the character sees the concerns of humans (*and most super-humans*) as beneath consideration; it may be indifferent (*at best*) or callously cruel (*at worst*.) It will act solely to indulge itself, and to advance the cause it serves, regardless of any consequences.

The Game Master must determine what triggers the transformation. The character can resist the transformation by succeeding at a DC 15 Will save, but must continue to save every round the triggering condition persists. The character suffers a cumulative -1 penalty to the saving throw each round. The change lasts for 24 hours, unless the character's friends find some means of reversing the change sooner.

ANTAGONIST

The mystic overseer is favored by whatever god, power, or presence he serves-and loathed by all those that oppose that being. A mystic overseer who represents a presence of light will be a target for all those who serve the cause of darkness. Any who serve the cause of tyranny will bear enmity for one who embodies freedom. At the beginning of each game session, the game master should

roll a d20, adding +10 to the roll. Any result of 20 or greater results in mystic enemies appearing to attack or harass the character. The game master should determine their exact natures, making them as nearly opposite the mystic overseer in appearance and motivation as possible.

Note: This weakness may be inappropriate or difficult to use with NPC mystic overseers. Game Masters may want to make the character "unlucky" instead. In this case, the "unlucky" events that plague the character are the result of supernatural forces hostile to the cause the NPC serves.

COLD IRON OR BLESSED SILVER VULNERABLE

Certain metals possess a strong anti-magical component to their nature; whether this is due to the "purity" of these elements, some quirk in the principles that govern arcane forces, or some other, unknown factor no one can truly say. While this anti-magical nature is usually not potent enough to overcome the defenses of skilled sorcerers or beings with intrinsic mystical powers, mystic overseers are not so fortunate. Heroic mystic overseers are vulnerable to weapons made of cold-forged iron (*which excludes most weapons manufactured by modern means*), while villainous overseers have no defense against silver weapons that have been blessed by an ordained religious figure.

MYSTIC DUTY

As stated above, every mystic overseer serves the cause of some higher power. While the character largely retains his free will, in certain circumstances the character will be compelled to act. If the mystic overseer attempts to ignore his calling, the mystic forces within him well up, and force his hand.

The GM must determine the exact form this weakness takes. In most cases, it should directly relate to the aims/goals/traits of the supernatural forces the character serves. The GM should then decide on the conditions that will compel the character to respond in a specific way. Some possibilities include:

- The mystic overseer is charged with protecting the earthly dimension from invasion, and must shut down or destroy any existing portals to other planes of existence. Beings with the power to open such portals, whether friends or foes, must in some way be neutralized.
- The mystic overseer is sworn to uphold the balance of life and death, and must act to destroy any form of undead-ghosts, vampires, and zombies. Even harmless or benevolent spirits must be put to rest. The character cannot voluntarily retreat from any battle against undead creatures.
- The mystic overseer serves as a guardian for the natural world. The character is the sworn foe of any who commit acts of deforestation, pollution, or the hunting of endangered species. The mystic overseer will act outside the law if necessary to punish transgressors.

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OPPOSING MYSTIC FORCES

Mystic Overseers are vulnerable to magic that flows from a source of power diametrically opposed to their own. For example, a mystic overseer whose powers were granted by the Elemental Rulers of Earth would be vulnerable to magical water-based attacks, and vice versa. If the role of mystic overseer was bestowed by one of the Elder Princes of Night, for example, the character's defenses would be useless against mystics who commanded the forces of arcane light. Against such attacks, a mystic overseer receives no bonuses to any damage saves (*straight d20 roll to resist only.*) The Game Master must decide the specific form this weakness takes for each mystic overseer.

LEAVING THE TEMPLATE

The office may be removed from the character if the purpose they were granted for has been fulfilled, or if the cause the mystic overseer was created to fight for has been lost. Likewise, if the entities the character serves are destroyed, his mystical abilities vanish. If the character betrays the cause he agreed to serve, he will certainly be stripped of his mystic office, and may face even graver consequences.

A mystic overseer may also attempt to voluntarily leave the office. To do so, the mystic overseer must seek out another worthy of bearing the mantle. To be worthy, the individual must be at least equal to the mystic overseer's own level, and must hold the same basic belief system/ethos. If such an individual freely agrees to take on the role, the mystic overseer may pass on his abilities through an arcane rite. The mystic overseer must spend ten rounds in physical contact with the other character. At the end of this time all characteristics of the template are transferred to the new mystic overseer.

CUSTOMIZATION

MYSTIC CHAMPION:

A mystic champion is the designated guardian of all those who dwell within certain land, and even of the land itself. The mystic champion in some way draws strength from the city, island, or nation-state that he is duty-bound to protect (*or subjugate.*) This strength is tied to the people, structures, and soil of the realm, and may wax or wane depending upon the current fortunes of the realm. Although he is less adept at magic than his counterpart, the mystic champion is stronger, tougher, and more charismatic, remade as a perfect warrior. The mystic champion's artifact but is a potent magic weapon, coursing with arcane energy. Heroic mystic champions are also known as defenders of the realm, while villainous champions are commonly referred to as blackguards.

Note: Game Masters must decide on an appropriate home realm for the mystic champion. The realm should be relatively limited in size, in order to make the mystic champion's flaws/weakness meaningful. In a U.S. based campaign, an appropriate realm

might be a large city or an individual state; a campaign set in Europe might feature an entire nation as a realm. In a far-future, galaxy-spanning campaign, a world or an entire solar-system would not be out of the question.

MYSTIC CHAMPION

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Diehard, Change Identity (*From Superpower to normal and back*), Immunity (*aging*)

Powers: High Will Save, Combat Sense, Protection from Mystical Attack, Regeneration, Superhuman strength, Random Powers / Effect

Devices: Champion's Weapon (*Mystical Weapon*)

Weaknesses: Antagonist, Cold iron or blessed silver vulnerable, Duty, Opposing mystic forces, Tied to realm, Transformation,

WEAKNESSES

TIED TO REALM

The mystic champion's life energies/spirit/strength is tied to the locale the character is charged with protecting. Leaving this locale causes the character to rapidly weaken, waning in power. For every day spent away from the realm, the character loses one rank from all powers not derived from devices or training. All these penalties vanish once the character returns to the realm.

MASTER OF THE REALM

Some mystic champions have the power to command the environment of their homeland. They can control an aspect of nature, bending it to their will. Such individuals are also nearly impervious to physical harm so long as they remain within their realm. A master of the realm gains the powers Element Manipulation / Control (*select air, earth, or water*), Protection from Mystical Attack. No corresponding weakness is acquired, so the character's Character Level is increased by +1.

MUTATING / POWERS IN FLUX

A strand of DNA unravels...molecules begin to shift...neural pathways begin to rewrite themselves...and suddenly an already super-powered individual finds himself developing new powers, as his old suite of abilities begins to falter and fade. The character undergoes weird physical transformations, and experiences power surges and shortfalls on a regular basis.

Such a character is referred to as a mutate-an individual whose DNA is in a state of flux, transitioning between one state and

SUPER POWERED TEMPLATES

another. The individual is evolving an entirely new set of superhuman abilities. Note that this is distinct from a mutant, one whose powers are derived from the genetic code the individual was born with.

While the range of superhuman powers mutates develop vary as widely as the individual mutates themselves, all share certain common biological characteristics: They possess highly-accelerated metabolisms that allow mutates to shrug off damage that would otherwise be incapacitating. Surging hormone levels flood allow short bursts of tremendous energy and vigor, though these are followed by bouts of fatigue. The incredible stress mutates endure while going through the transition process sometimes cause both their bodies and minds to falter, leaving them vulnerable.

In addition, all mutates exhibit a new set of paranormal powers, often though not always related to their prior abilities. A mutate who was a super-speedster may manifest powers relating to space, time, or kinetic energy; an individual with pyrokinetic talents may suddenly be able to drain away heat and light as well as generate them. Conversely, a super-strong behemoth may evidence intangibility, invisibility, or shrinking powers. The timing and form of these abilities (*represented by the Random Powers / Effect power*) are usually beyond the mutate's control (*Will save vs. DC 15 to summon a desired ability, and ability must fit "theme" of new powers chosen by GM.*) During periods of stress, a mutate will suddenly develop new (*usually undesirable*) physical attributes, related to whatever paranormal abilities the mutate is manifesting at the time (*see below.*) These changes are likewise unstable, coming and going until the individual's genetic code stabilizes.



BECOMING A MUTATING/POWERS IN FLUX CHARACTER

Only those who already possess superhuman powers and abilities are eligible for the template. There is any number of possible events that could lead to an individual's powers mutating / fluctuating. Experiments intended to enhance or even remove a super-human's powers may go awry, resulting in an unstable, shifting set of powers instead. Mutagenic chemicals and/or radiation,

both of which can play hob with the genetic code, often play a role in causing already-altered DNA to mutate further, taking on new characteristics. Certain natural-born mutants spontaneously undergo secondary mutations, perhaps because one of their mutant chromosomes is defective, or due to exposure to some mysterious 'X' factor in the environment. Alien artifacts, mystic energies, bio-engineered viruses... any of these could potentially affect a superhuman in strange, unexpected ways. If the GM feels that exposure to a particular circumstance may result in a character acquiring the template, the

GM should allow a Fortitude saving throw against DC 15. If the saving throw fails, the character develops the characteristics of the template after a number of days equal to the character's Constitution modifier.

MUTATING/POWERS IN FLUX CHARACTER

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Regeneration.

Powers: High Fortitude Save, Power Boost, Random Powers / Effect

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Weaknesses: Mood Swings, Malfunctions, Physical Manifestation, Drains and Transfer Vulnerability.

transformation. The character reverts to his original form after 24 hours.

WEAKNESSES

DRAINS AND TRANSFER VULNERABILITY

An individual in such a state of flux is particularly susceptible to power-draining attacks; the character's powers (*both old and new*) have not yet been "locked-in" at the genetic level. The character receives no bonus to Will saving throws made against the Drain or Transfer type powers (*resist with a straight d20 roll instead*).

MALFUNCTIONS

Sometimes the character cannot handle the newly emerging powers—the brain and body simply haven't yet completely adapted to their new capabilities. When this happens, the nervous system becomes "confused." The character must roll a d20 each round before taking any actions; a result of 1-5 means no actions may be taken that round (*but the character may still defend normally*.)

MOOD SWINGS

The character's powers are unreliable, sometimes super-charged and other times flaming out utterly. Hormones and neurotransmitter levels swing wildly, as the character's body struggles to adjust to the molecular flux it is undergoing. The physical and mental duress combine to cause severe mood swings, detrimentally affecting judgment and self-perception. Before each game session, the Game Master should roll a d20: a roll of 1-5 indicates the character behaves in an overly cautious and timid manner, results between 6 and 15 means the character acts normally, and rolls of 16+ mean the affected individual becomes irrationally aggressive and ill-tempered. The behavior indicated persists until the beginning of the next game session.

An irrationally timid character suffers a -5 penalty on initiative rolls and attempts to resist the Bluff skill. The character exhibits little self-confidence, preferring to hang back, and only acts when ordered to do so. An irrationally aggressive individual shows little self-restraint, is easily angered, and charges blindly into combat. The character must succeed on a Will saving throw against DC 15 to avoid losing control whenever provoked, even verbally. The character also loses any dodge bonus to Defense when in combat

PHYSICAL MANIFESTATION

In periods of extreme stress, the mutate's body undergoes a radical change, in a way related to whatever new ability (*Random Powers / Effect*) the character is exhibiting at the time. The GM determines the exact trigger for the change. Some possibilities include: severe emotional upset, suffering a critical hit, or using extra effort to boost a power. Once the condition is met, the transformation occurs. The character can try to stave off the transformation by making a Will saving throw against DC 15, but must continue to save each round the trigger is present. The DC increases by +1/round. The GM decides the exact nature of the

LEAVING THE TEMPLATE

No one can long exist in such a state of genetic flux; the individual's make-up will eventually stabilize, "settling" on a particular genetic configuration. All characters will eventually leave the Powers in Flux / Mutating template, even if they make no attempt at all to do so. The template is inherently unstable, and never "holds" for long. The real question is exactly what condition the character will be in left-in after the template has run its' course.

At the end of the first month spent as a mutate, the character must attempt a Fortitude saving throw against DC 40. If the saving throw is successful, the character's condition has stabilized, and the individual's genetic code has permanently assumed a new configuration (*see results of stabilization, described below*.) If the save fails, the character remains a mutate, attempting a new saving throw at the end of the second month against DC 35; this process is repeated each month, with the DC of the save decreasing by 5 each time, until the character successfully makes the save and stabilizes.

Special: *If the character rolls a natural 20, and successfully saves, the individual's original genetic code reasserts itself, and the character sheds all of the template's effects, returning completely to "normal" (pre-mutate status.) If the character fails the save by rolling a 1, the character also reverts to normal—completely normal, with no superhuman powers at all! The character becomes a non-powered individual, genetically indistinguishable from any other human. Powers and feats derived from training, devices, and (GM's option) mystic means are unaffected. Unless the player is content to retire the character, the GM should provide some means for the character to return to the former Level, even if in a different form.*

A mutate may also seek a cure for the condition through science. This requires enlisting the aid of one or more scientists / researchers, at least one of who must have at least 10+ ranks in both the Medicine and Science (*biology or genetics*) skills. Discovering the means to restore an individual's original genetic structure requires at least one full day (*game session*) of laboratory testing and a successful Science skill check against DC 15. The treatment may involve radiation, chemicals, nanites (*microscopic robots*), or other esoteric methods. The treatment requires a minimum of one game session to administer. At the end of the treatment, the scientist supervising the process must succeed on a Science check against DC 25; success indicates the DNA of the individual has been restored to its' proper state. All characteristics of the template are then immediately lost.

SUPER POWERED TEMPLATES

CUSTOMIZATION

IT'S BETTER TO BURN OUT...

The character's superhuman abilities steadily increase; the mutate's Power Level increases by +1 per month, as old powers become stronger and new powers emerge. Unfortunately, the increased energy levels are too much to long endure; the individual's nervous system begins to burn out from overload. The character suffers no ill effects for the first two months, but for each additional month that passes, the character loses 2 points of Constitution, which cannot be restored so long as the condition persists. Before each adventure, the affected individual must succeed on a Fortitude saving throw (DC 15) or become chronically fatigued (*after six months have passed, this worsens to exhausted.*) The saving throw DC increases by +1/every month.

If Constitution is reduced to 0, the individual dies (*GM's option: the character may attempt a Fortitude saving throw against DC 25; success indicates the character returns in a new form, sans the effects of the template. The character gains a different set of powers, perhaps related to his old abilities, perhaps entirely different.*)

UP AND DOWN THE POWER SCALES

The character's power levels fluctuate even more than usual, waxing and waning every 24 hours. Before the beginning of each game session, the character must roll 1d20. On a die roll of 1-5, the character's Character Level decreases by 2, a result of 6-15 indicates no Character Level change, and a roll of 16+ means an increase of +2 Power Levels. The GM may adjust the character's abilities as he sees fit, adding or deleting powers entirely.

WARPED

The mutate's immune system responds aggressively (*and badly*) to the molecular havoc the character is undergoing. The body attempts to "repair" the damage it perceives, sending the healing process into overdrive. As cells proliferate out-of-control, the mutate swells in size and bulk; the physique grows lumpy and misshapen, as knots of overgrown muscle, flesh, and bone appear. The individual acquires the the Disturbing weakness. The mutate could almost be described as a walking, breathing tumor. There is one clear benefit; the hyper-fast cell growth allows the character to heal at an extraordinary rate, even replacing lost limbs. The character gains Regeneration. The changes listed above result in the character's Character Level being increased by +1.

PSYCHIC ENTITY

A living nightmare is delivering brutal justice to the old enemies of a once mighty super-hero, one who is now seemingly comatose and helpless. Imaginary friends that are all too real, protecting a child who witnessed her parents killed in a tragic accident. A horrible, unseen wraith that jumps from one body to the next,

leaving a trail of carnage in it's wake. All of these are psychic entities, born from a mix of psychic power, repressed desires, and blind chance. They reflect the best and worst traits of those whose minds they spring from. They may not truly exist; the power and danger they represent most assuredly does.

BECOMING (OR MANIFESTING) A PSYCHIC ENTITY

Psychic Entities are created when an individual with potent psi-based abilities suffers some sort of extreme mental trauma. The trauma may be physical in nature, or entirely psychological. It might result from scientific experimentation intended to alter, boost, or diminish the character's powers. Perhaps the character swore to never knowingly take a life, but was forced to kill in order to save the lives of others. Maybe it results from a character with a pathological fear of the dark being trapped for hours in a tiny, unlit cell. The GM should decide on exactly what circumstances might warrant the creation of a psychic entity. When a psychic character is subjected to such circumstances, the GM should secretly roll a DC 15 Will save for the character. Failure indicates the character has acquired the template.

The psychic entity usually emerges quite slowly-the only signs of it's presence early on is a gradual increase in the host character's mental abilities, the character evidencing greater psychic strength than previously. In its' latent form, the psychic entity will begin subconsciously goading the character into action more and more frequently, attempting to push the character to the point of exhaustion, especially through the use of the newly enhanced psychic powers. When the character succumbs to the effects of combat or exhaustion, the psychic entity attempts to break free, manifesting itself outside the character's physical body. The character immediately falls unconscious, if not so already, and remains in a coma-like state for the next 24 hours. During this time the psychic entity is free to do as it pleases, which usually means acting in accordance with its' personality issue. The character's basic moral code remains the same, but the psychic entity is much less likely to consider the long term consequences of its actions, or the effects they may have on others. The psychic entity sees such considerations as unimportant compared to the "purity" of what drives it (*ideals, passions, and so on.*)

As a construct of pure thought, a psychic entity is a formidable being. It is free from bodily concerns such as hunger, thirst, and rest. It can summon forth any number of psychic powers. It may travel at nearly the speed of thought over short distances. It is dependent, however, on the well being of the character's physical body. If the psychic entity's physical body is slain, the entity is destroyed as well. As all psychic entities instinctively know this, most take pains to protect their corporeal vessels under all circumstances.

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PSYCHIC ENTITY (LATENT)

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Iron Will

Powers: Psionic Boost, Mental Protection

Weaknesses: Stress Transformation

WEAKNESS

MANIFESTATION

Whenever the character is exhausted, stunned or knocked unconscious, the psychic entity may manifest itself. Initially, the entity instinctively uses its teleportation ability to manifest as far away from the character as possible, even using extra effort, if necessary, to conceal its connection to the character. Indeed, the character may remain unaware that any such connection exists, until he or others begin to notice the circumstances under which the entity is always encountered, similarities in speech patterns and body language, etc. Once aware of the entity's presence, the character may (if desired) attempt to stave off the manifestation by making a Will save against DC 15. A character who is merely stunned receives a +4 bonus to the save, but an unconscious character is unable to resist (*an exhausted character saves normally.*) The psychic entity's actions are controlled by the GM, but should reflect exaggerated or perverted aspects of the character's normal behavior. The character's memories of any actions taken by the psychic entity will be vague and unclear (*Intelligence check at DC 15 needed to recall specific events.*)

MANIFEST FORM

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Immunity (*Critical Hits*), Immunities (Disease, Exhaustion, Poison, Starvation, Suffocation), Iron Will

Powers: Psionic Boost, Mental Protection, Heightened Charisma, Teleportation, Random Powers / Effect

Weaknesses: Disturbing, Egocentric, Obsession, Physical form left behind, Transformation.

WEAKNESSES

DISTURBING

The Psychic Entity is an embodiment of the character's repressed emotions, thoughts, or urges. It may appear as a perfectly formed, a demigod-like being, an abstracted human form, or a grotesque monster. It is clearly something other than human, and its appearance results in a -5 penalty to all Bluff and Diplomacy skill checks.

EGOCENTRIC

A Psychic Entity regards the material world around it as less "real" than its own thoughts and feelings. The psychic entity is only interested in interacting with others to satisfy its own needs. This results in a -5 penalty to Sense Motive attempts and on all rolls made to avoid being surprised.

OBSESSION

As discussed above, psychic entities are born from the repressed thoughts or feelings, released through some traumatic experience. Every psychic entity is born with some overriding compulsion, fear, or obsession. A psychic entity created when a hero saw his allies brutally murdered might have no compunctions about using lethal force against law-breakers, even minor scofflaws, murdering and torturing already-defeated foes. Other possibilities might include a psychic entity that seeks to eradicate any extraterrestrial presence or influence upon human society, one that destroys all technology is views as too "dangerous", or one that kidnaps normal humans for experimentation, attempting to awaken their psychic potential.

PHYSICAL FORM LEFT BEHIND

As noted above, a character does not so much transform into a psychic entity as manifest one, outside the character's physical body. The corporeal form of the character remains behind, unconscious, while the psychic entity ventures forth into the world. It remains unconscious until the psychic entity dissipates after 24 hours or is forced to retreat back into physical form. The character's body is obviously vulnerable in this state, as it cannot act or defend itself. The psychic entity can, however, sense any overt harm done to its corporeal form, and will either willingly dissipate/transform back, or will move as swiftly as possible to protect its physical body.

TRANSFORMATION

The psychic entity may be forced to transform back to its latent state if it suffers a critical hit (*which can only come from a mental attack.*) The transformation may be resisted with a successful Will save against DC 15, but the entity suffers a cumulative -1 penalty to the saving throw for each additional critical hit taken during the same encounter.

LEAVING THE TEMPLATE

The only way to leave the template is to destroy/dispel the psychic entity. This involves repairing the mental damage that allowed the entity to emerge. A character who possesses at least ten ranks of the Telepathy power may attempt to dispel the existence of the entity via psychic surgery. To do so, the individual must make physical contact with the character, and maintain such contact for the next minute (*ten rounds*), taking no other actions during this time. The individual must then attempt a power check against DC 20. A successful check means the unwanted entity has been purged from the character's psyche, with the afflicted

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character losing all bonuses and penalties associated with the template.

Failure may result in something unwanted happening (*GM's choice; the psychic entity takes on a malevolent persona, if it did not already possess one; the person attempting the cure acquires the template instead; the psychic entity controls the character's body even when not fully manifested; and so on.*) If the individual attempting the cure rolls a "1" on the power check, both of the characters involved in the attempt are forced to attempt Will saving throws vs. a DC 15 mental attack. If unsuccessful, the character(s) immediately fall into a comatose state, and will begin dying the round thereafter, unless provided with medical aid. If stabilized through medical treatment, the character(s) will regain consciousness within the next 1d20 days, and the psychic entity will have apparently been destroyed ...although such mental trauma is often not without lingering effects (*GM's option, anything from total recovery to slowly creeping insanity.*)

Alternately, an attempt may be made to cure the character using more conventional means, such as psychiatric treatment involving therapy and psychotropic drugs. This requires confinement in an appropriate mental health facility for a number of months equal to one-half the character's power level. Such a facility must, of course, be properly equipped to confine/deal with a super-powered patient capable of manifesting a potentially hostile being composed of pure thought energy; otherwise the character's stay, even if initially voluntary, is likely to be cut short. At the end of the required time, the character must make a DC 15 Will saving throw. If the saving throw is successful, the character has recovered from the psychological imbalances that led to the psychic entity manifesting itself. Failure indicates that further treatment is needed.

If the psychic entity is of the No Body Is Home variation, the only way to leave the template is for the entity to acquire a permanent host body. This means either recreating or retrieving the character's original body, or providing a suitable alternative form for the character to inhabit. Such a host body must be mindless (*or at least non-sentient*), reasonably humanoid in shape, and primarily organic in construction (*sophisticated androids made of high-tech materials may be suitable; mechanical constructs are not.*) Locating or creating a body that meets these specifications is usually a daunting task even for super-powered individuals, and can easily involve several game sessions of adventuring.

CUSTOMIZATION

NO BODY IS HOME

This type of psychic entity has no permanent host, but must instead leap from one body to the next. It is created when a psychic character's physical body is suddenly, violently destroyed, or (*more rarely*) when a psychic who was projecting his mind outside his body somehow cannot return to his corporeal form (*if the body is shifted to another dimension, for example.*) In a desperate bid for survival, the psychic fashions a form out of

pure will. The character retains all memories, skills, and other attributes, but becomes permanently invisible and intangible. The character must also now possess the bodies of others, as even the strongest will cannot sustain indefinitely without solid form. The host bodies must be usually be human or at least humanoid; human-like aliens, mutants, cyborgs and the like may be suitable, but most extraterrestrials, robots, supernatural beings, and animals are not.

PSYCHIC ENTITY (NO PERMANENT HOST BODY)

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Immunity (*Aging, Critical Hits, Sleep*), Iron Will

Powers: High Fortitude Save, Incorporeal, Invisibility, Mental Protection, Psychic Possession

Weaknesses: Egocentric, Host Bodies, Mute

WEAKNESSES

HOST BODIES

The psychic entity is dependent on inhabiting/possessing host bodies; the character can exist as pure thought (*incorporeal form*) for only a limited time before it's' life energies begin to decline. The psychic entity can remain active and unhindered for periods of up to one hour per point of Wisdom bonus (*minimum one hour*). Thereafter, it must possess an appropriate host or begin to suffer the effects of the susceptibility weakness. The character must spend a minimum of ten minutes inhabiting a host for each hour spent outside a host body. The character may then safely exist outside a host body a host body again, up to its' normal time limit.

MUTE

Outside of a suitable host body, the character cannot speak, and is limited to communicating through non-verbal means, though even this may be difficult given the character's nature. The character may communicate via telepathy, if that power is possessed.

VARIATION

Some psychic entities of this type cause their host bodies to "burn out", to rapidly decay from accelerated aging. A horror-minded GM could rule that characters possessed by such an entity lose one Constitution point every hour, every ten minutes, or even every turn, until they crumble to dust. This should be treated as a plot device, not a power or a weakness, as the drawbacks and benefits tend to cancel out.

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REBIRTH / UNDYING

For mortal beings death signals the end of existence and—depending on what is believed—either oblivion or the transition to a spiritual realm. But for those with the Undying/Rebirth template, death is little more than an inconvenience, even a brief respite from their earthly responsibilities. As the name implies, a member of the Undying simply refuses to relinquish the spark of life.

When an Undying suffers damage that would otherwise prove fatal, the body falls inert, while the character enters a coma-like healing state. During this time the character's wounds close, lost limbs or organs repair themselves, and after a short period the character revives from death, fully regenerated. During the healing state, the Undying's body generates a protective cocoon, which shelters the body from any further harm it might befall. An Undying character is not completely free from the touch of death, however; every Undying has one bane, a form of attack capable of slaying the character permanently. No Undying should ever get too confident of immortality.

While the Undying does not automatically gain the power to instantaneously regenerate damage, the character's recuperative abilities are such that wounds that might fell an ordinary human only cause minor discomfort and pain to the immortal human. Similarly, an Undying recovers from injuries much more quickly than an average human being would.

A member of the Undying cannot succumb to death from "natural" causes; the body's "immortality factor" is sufficient to overcome the effects of stress, deprivation, and disease, but the character can (*temporarily*) perish from extreme temperatures,

poison, radiation, or suffocation. Note that if an Undying does fall due to the presence of one these deadly factors the character might well awaken only to die again if the condition or environment that slew him is still in place. For this reason, the protective cocoon of the Undying will remain in place until conditions outside allow the character to be safely reborn; until then the individual will remain safely in the comatose healing state



Unstable Personality

BECOMING ONE OF THE UNDYING

Many Undying were "born" through mystic means, with their immortality either bestowed upon them by supernatural entities in return for some service or obtained through a perilous arcane ritual. Super-science may allow for the creation of an Undying one, through radical genetic manipulation or the introduction of ultra-sophisticated nanites (tiny robots designed to heal) into an individual's biological systems. The condition can even result from an extremely fortunate random mutation.

REBIRTH / UNDYING CHARACTER

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Diehard, Immunity (aging, disease, exhaustion, starvation), Regeneration.

Powers: Healing Cocoon, Regeneration

Weaknesses: Arch-Nemesis or Antagonists, Obsession,

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WEAKNESSES

ANTAGONISTS (GROUP OF PURSUERS)

While nearly all mortals fear death, a handful has the knowledge and resources to attempt to do something about the situation. The Undying is pursued by a band of individuals determined to capture the character and wrest forth the secret of the character's immortality. These individuals may be sinister occultists, renegade scientists, rogue government agents or whatever else the GM feels is appropriate to the Undying character's origin and personal history. While usually they are individually no match for the character, they are often well informed and well equipped.

At the start of each game session, the GM should roll a d20; on a roll of 10+ the pursuers harass or hinder the character in some fashion.

ARCH-NEMESIS

Whether through blind chance or cosmic decree, every Undying has a sworn enemy; a being that shares the character's immortal status-and perhaps other attributes as well-but is otherwise the character's moral and philosophical opposite in nearly every way. This individual almost instinctively despises the character and will strive for the character's downfall in every way possible. Perhaps the two Undying characters act as opposing champions for rival demi-gods or nigh-omnipotent alien entities; maybe they each obtained immortality in the same way, at the same time, yet one chose to use the gift for good, one for evil. Perhaps the two simply serve radically different causes, and fate simply causes them to cross paths. Whatever the case, even if the Undying has never before encountered the antagonist, from the moment the template is acquired there will be at least a subconscious awareness that the character has-or will soon have-a mortal foe in the world. It is inevitable.

At the start of each game session, the GM should roll a d20; on a roll of 10+ the mortal enemy provokes trouble for the character in some fashion.

OBSESSION

Those blessed-or cursed, depending on their perceptions-with (potentially) eternal life must find a focus for existence or succumb to boredom and ennui. Some-chiefly those who have achieved immortality through mystic pacts-are pledged to champion one particular cause above all else or to achieve some monumental task. Other members of the Undying initially adopt such behavior voluntarily, but with time choice evolves into compulsion. This quirk can take many forms: one Undying may strive to banish all magic from the world, while another may ceaseless work to convert others to the character's personal faith or philosophy. The character must pursue the behavior whenever the opportunity presents itself.

UNSTABLE

PERSONALITY

The process of rebirth is accompanied by a measure of confusion and pain. The Undying must attempt a DC 15 Will saving throw each time the character revives from death. Failure indicates that the psychological trauma of death/resurrection results in temporary aberrant behavior; the exact nature of the behavior is determined by the GM. Some examples might include the following:

- The character awakens from death in an enraged, near-mindless state, attacking anyone in the immediate vicinity. The GM should treat this as being berserk, save that the character makes no distinction between friend, foe, or innocent bystander. This condition persists for one minute for every point by which the character missed the Will saving throw, though allies/friends can attempt to snap the character out of it" by communicating/imploing the individual to halt the rampage.
- The character suffers from temporary amnesia; knowledge of language, skills, and powers remain, but the character otherwise has no memories of self-identity or history. This condition persists for one day for every point by which the character missed the Will saving throw.
- A reversal or moral alignment occurs. The character switches sides (*from heroic to villainous or vice-versa*) and behaves accordingly. Note that clever characters that switch to villainous behavior may initially pretend otherwise. This condition persists for one hour for every point by which the character missed the Will saving throw.

LEAVING THE TEMPLATE

As there are a myriad number of ways which the template can be acquired, so there exist numerous means of exiting the template. While few Undying actually desire death, a few grow to find the gift (*burden*) of immortal life tiresome, and seek a means of resuming a normal existence. Obscure mystic rites may allow the Undying / Rebirth template to be transferred to another individual willing to assume the mantle of immortality. Science might be able to introduce a "necromantic factor, some especially virulent parasite or microorganism that overwhelms the character's healing factor, allowing the individual to age and die normally. The temple tends to reassert itself, however, and every six months the GM should roll a DC 15 Constitution check for the character, with success indicating the character again becomes immortal. The DC for the check increases by +1 each time it is failed, and after three years the effects of the template are assumed to have vanished entirely. Note that those desirous or resentful of an Undying character's eternal life may attempt to involuntarily relieve them of their gift.

CUSTOMIZATION

THE LAZARUS PROCESS

Not all of the Undying are so gifted as to be able to return from death unaided; there are those that require an external power

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source to fan the flames of life back into their bodies. An Undying with this form of immortality must undergo a Lazarus Process if the character is to return to the mortal plane. The character's body does not deteriorate or decompose in any way; indeed, there is still a flicker of life left in the cells, albeit at a very low ebb. Once the character is exposed to the proper energies however, vitality soon comes roaring back into the body-in fact, upon revival the individual is infused with tremendous might, though this quickly passes as the character's biological systems and metabolism return to normal.

In order for the character to revive, the inert body must be placed in a Lazarus chamber-a receptacle for the physical form that is then flooded with weird chemicals, esoteric energies, or mystic vibrations. The resurrection process then begins, culminating after one hour.

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Diehard, Immunity (*aging, disease, exhaustion, starvation*), Regeneration.

Powers: Physical Boost, Regeneration

Weaknesses: Arch-Nemesis, Antagonists, Obsession, Unstable Personality.

INSTANT RESURRECTION

The recuperative powers of an individual gifted with this version of the template are even more remarkable than those of most members of the Undying. An Undying character that possesses Instant Resurrection requires only one full turn to recover from "dying", assuming the character is successful on the Constitution check required to return from death. The character's body does not generate a protective cocoon, as such is unnecessary. Such an individual also gains greater resistance to physical injury, and heals any injuries actually suffered at a greatly accelerated rate.

CHARACTER LEVEL ADJUSTMENT: +1

Feats: Immunity (*aging, disease, exhaustion, starvation*)

Powers: Regeneration

Weaknesses: Arch-Nemesis, Antagonist, Obsession, Unstable Personality.

Note: *This version of the template increases the Character Level of the character by +1*

REINCARNATION

The healing/restorative process is accompanied by a radical metamorphosis; each time the individual is reborn the character undergoes a physical-and perhaps even psychological-transformation. All of the character's attributes (*appearance, ability scores, skills, feats, and powers*) are subject to change, at the behest of the GM. The character retains all previous language skills, beliefs, and memories but is otherwise essentially a new being. The Undying/

Rebirth template is always retained, no matter what else about the character changes.

The exact nature of the change is left up to the GM, though the player should be allowed input. The background of the character and the exact circumstances behind the character's most recent "death" should be considered as well. For example, an Undying imbued with this version of the template that falls in combat against a fire-wielding foe might well arise with new abilities that allow the character to withstand or quench heat and flames, while a reincarnated character previously felled by exposure to some terrible toxin might actually arise with the power to control chemical reactions. This version of the template does not alter the character's Level, as the disadvantage imposed by being forced to deal with an unfamiliar set of attributes is balanced by the character's ability to adapt to meet new circumstances.

Alternately, the Reincarnation version of the template may take another form; the character's appearance and attributes remain mostly unchanged, except that each time the character returns from death a new power manifests itself, one that either renders the character immune to whatever effect proved lethal or provides a new offensive power especially suited to battling the enemy that laid the Undying individual low. This is known as the Evolution / Rebirth template. This is expressed through the use of a Random Powers / Effect power.

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Diehard, Immunity (*aging, disease, exhaustion, starvation*), Regeneration.

Powers: Healing Cocoon, Regeneration, Random Powers / Effect

Weaknesses: Arch-Nemesis, Antagonists, Obsession, Unstable Personality

Note: *This version of the template increases the Character Level of the character by +2*

SYMBIOTE

Extraterrestrial entities that seek that out native life forms to inhabit. Genetically engineered creatures designed to transform ordinary men into super-soldiers. Animated mystic scarabs that bond with those that possess them. All of these are symbioses: outside organisms that bind with other living beings (*typically humans*), who thereafter serve as hosts. The host body provides the symbiote with mobility and shelter; in return the symbiote enhances the host body's physical abilities and resistance to injury. Unfortunately, this merging of human and ... other... also imparts certain inhuman drives and physical traits to the host.

Note: *Because symbioses have a wide variety of origins, the GM must decide the exact source of the symbiote's powers-this is reflected in the statistics below. The template also offers a greater degree of customization than many others; this is*

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reflected below. While symbiotes share certain common characteristics, the GM must decide exactly how he wants to “tailor” the symbiote’s characteristics.

BECOMING (BONDING WITH) A SYMBIOTE

Bonding with a symbiote requires direct (*flesh-to-flesh*) contact between a character and the symbiote. Outside of a host, the symbiote has no effective attacks and is barely mobile. The symbiote is usually quite small (*diminutive or smaller*) however, and often innocuous in appearance, mimicking the form of a small bird, common insect, or even an inanimate object. An unwary character might inadvertently come in contact with the symbiote (*DC 20 Spot check to notice anything out of the ordinary*). A more cunning symbiote might wait until a character is sleeping or unconscious before making contact. Once contact is made, the GM should secretly make a Fortitude (*or Will, in the case of an intelligent symbiote*) save for the character against DC 20. Failure indicates that the character is now host to the symbiote. After a number of days equal to the character’s Constitution modifier, the symbiote permanently bonds with the character, and the character acquires all the characteristics associated with the template.

Alternately, the GM may decide that any time a character is injured or unarmed attack of a symbiotic foe, there is a risk of infection. If the character fails a Fortitude saving throw against DC 15, the symbiote has implanted an embryonic copy of itself within the character. The new symbiote becomes mature after a gestation period of 1d20 days and proceeds to bond with the character as described above.

Much like lycanthropes, symbiotic characters have two forms. One is the dormant form, entirely concealed within the character, without any external manifestation. The character’s physical make-up is still altered by the symbiote, and the symbiote’s instincts still express themselves in the character’s behavior.

The active form of the symbiote is vaguely humanoid, but radically altered. Body color, proportions and posture are distorted.

The character’s skin transforms into a tough hide, and claws, fangs, barbs or other natural weaponry sprout from limbs. Unearthly organs manifest themselves. The full power of the symbiote is awakened, and the character appears as a mixture of human and inhuman traits. The character can switch to the active form (*see below*) at will, but the symbiote has the often inconvenient habit of forcing the character to transform into the second form in stressful situations.



DORMANT FORM

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Immunity (*disease, poison, one other as assigned by GM*), Change Identity (*From Superpower to normal and back*)

Powers: Combat Sense, Heightened senses, Super-human strength

Weaknesses: Inhuman Desires, Stress Transformation.

WEAKNESSES

INHUMAN DESIRES

The symbiote is not truly intelligent, but some of its instincts are imprinted on the character’s mind, resulting in odd, even obsessive behavior. The character may be compelled to gather and hoard small, shiny objects (*coins, gems, etc.*), find (*and infect*) the “perfect” mate, or mindlessly attack certain types of opponents (*aliens, mutants, other symbiotes, etc.*) The GM should determine the exact nature of this weakness.

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STRESS TRANSFORMATION

Under mental or physical duress, the symbiote's survival instincts activate, forcing the change to active form; Any time the character suffers three stun or one critical hit the change is triggered; the character can resist the change by succeeding at a DC 15 Will save, but must continue to save every round he remains in combat, suffering a cumulative -1 penalty each round. The change may also occur in stressful non-combat situations (*death/injury of a loved one, divorce, etc.*) In this case, the character receives a +2 bonus to resist the change. The change lasts until one hour passes or the situation ends, whichever come first

ACTIVE FORM

CHARACTER LEVEL ADJUSTMENT: 0

Feats: Immunity (*disease, poison*), Regeneration, and two others as selected by GM: All-Around Sight, Amphibious, Extra Limb, Immunity (*any*)

Powers: Clinging, Combat Sense, Heightened Senses, Natural Weaponry, Protection, Superhuman strength

Weaknesses: Disturbing, Element / Energy Susceptible, Hunger, Inhuman Instincts

WEAKNESSES

DISTURBING

As described above, the dormant form is clearly inhuman and often hideous. In this state, symbiotic characters suffer a -5 penalty on Bluff and Diplomacy checks.

ELEMENT / ENERGY SUSCEPTIBLE

All symbioses, whether they evolved on a distant world or were bred in laboratory, possess a congenital weakness to a particular element or energy type. The GM should choose one type of energy (*cold, darkness, electricity, fire, etc.*) or relatively uncommon element (*gold, neon gas, etc.*); the symbiotic character suffers the effects of the susceptibility weakness when this stimulus is present. The character may not even initially be aware of this condition (*GM's option.*)

HUNGER

Every symbiote has a special dietary need that must be met if the symbiotic character is to remain healthy. The exact nature is determined by the GM: a symbiote that evolved in a radioactive environment may need exposure to radiation for at least one hour, while a symbiote engineered to clean up after oil spills might need to consume petroleum equal to the body weight of the host. A horror-minded GM might require the symbiote to feed on warm-blooded creatures. The symbiote can remain active for periods of up to one hour per point of Constitution bonus. Thereafter, he must feed on the appropriate substance or suffer the effects of the susceptibility weakness.

LEAVING THE TEMPLATE

Finding the means to eliminate the symbiotic bond requires a day of laboratory testing and a Science (*biology*) skill check against DC 25. The cure may involve specific radiation frequencies, chemical cocktails, microsurgery or other esoteric methods. The cure must be administered by a character with at least 10 ranks in both Medicine and the Science (*biology*) skills. The procedure requires a minimum of ten rounds. The symbiote will sense the danger, and attempt to transform into the active form. If it succeeds, it will try to seize control of the host, and use every means to escape. The character must make a DC 15 Will save each round to resist.

At the end of the procedure, the character must make a DC 20 Fortitude save. If successful, the character is cured and loses all template benefits and drawbacks. Failure means another method of treatment must be found. Failing the save by more than 10 subjects the character to attack that does 10% of total hit points as damage, as the symbiote reacts violently, disrupting the internal organs of the host. If the character makes the save exactly, the symbiote is expelled, but survives the process...perhaps to return at a later date.

WEAKNESSES

BERSERK

The symbiote must make a Will saving throw (DC 20) at the start of each combat round. Failure indicates the character begins attacking foes wildly, losing any dodge bonus and using the full attack option as often as possible. If all potential foes are defeated, the symbiote is entitled to another Will save; if it fails, the symbiote attacks nearby allies and bystanders. The character make attempt a new saving throw each round, with a cumulative +1 bonus to end the berserk state.

INHUMAN MIND

The mind of the symbiote can wrest control of the host's body. The symbiote may attempt this whenever the host is exhausted, stunned or knocked unconscious. The character may stave off the transformation by making a Will save against DC 15; a character who is merely stunned receives a +4 bonus to the save, but an unconscious character is unable to resist. The symbiote loses access to any Knowledge based skills, but retains the character's memories and language skills. The symbiote's behavior in this state will usually relate to its' Inhuman Desires and Hunger weaknesses. The character's memories of actions while in this state will be hazy at best (*DC 15 to recall specific events.*)

INTELLIGENT SYMBIOTE

The symbiote is intelligent and self-aware; it may even have separate personality traits. The symbiosis is mental as well as physical, and the resulting fusion renders the character less vulnerable to mental attack of any sort. The symbiotic character gains the Iron Will feat and the powers Mental Protection. Furthermore, if the symbiote is ever somehow separated from the character but not destroyed, the character can sense the location

SUPER POWERED TEMPLATES

and condition of the symbiote, similar to the Mental Link power. The symbiote can relay some vague images about its surroundings, but the symbiote's inhuman mentality makes actual communication impossible. Change the Character Level Adjustment to +1. Optional: If the GM wishes to balance out the Level, assign the character the Inhuman Mind weakness to represent the violent impulses of the symbiote.

NEW FEAT

BONDED ITEM

One or more of your devices are difficult for others to use without permission.

Benefit: Specify one of your devices. If the device (mystic ring, powered armor, weapon, etc.) is ever stolen, the character who stole it must make a successful Will saving throw each round to use it. The DC for the saving throw is equal to your Character Level + 10. You may choose to allow others to temporarily use your device if you wish.

Special: This feat may be taken more than once. Each time it applies to a different device

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