Never ∞ When



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NEVERWHEN

By
Dustin J Gross

Credits
Additional Design: Phillip Smith and Thomas Rae
Primary Editor: Chad Brink
Additional Editors: Anitra Hooper, Rhiannon Rhys-Jones, and Michelle Weber
Cover Artist: Bear Brown, Michelle Weber
Interior Artists: Bear Brown, Alton Lawson, Larry Mann, Omar Remoquillo, and Chris Sumption.
Cartographer: Dustin J Gross
Layout: Rhiannon Rhys-Jones
Graphic Editor: Adam *"ADWO"* Wojtyna
Art Director: Bear Brown

Play Testers: John Ackerson, Doug Bohls, Joseph Emanuel, Anitra Hooper, Shane Johnson, Warren "Wolf" Johnston, Larry Mann, Michael J Ocheltree, Greg Okubo, Thomas Rae, Rhiannon Rhys-Jones, E.A. Rice Jr., Aaron Roberts, Phil Smith, Christopher Taylor, Sheri Turnley, Michelle Weber, Wesley Weers, and Michael White

Beta Testers: Brandon Admire, Tom Cowan, Brian Diggs, Bess Everett, David Farvour, Sara Foshang, Peter Greening, Brian Heddlesten, David Maxfield, Lee Maxfield, Trent Revis, Brandon Rude, Ken Rude, Evan W. Shaw, John Shaw, Thomas Shaw, Andreas Turriff, Kimberly Turriff, Katherine J. Vogel, Robert Vogel





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A BRIEF INTRODUCTION TO MANZALA

The hologram of a man dressed in a turn-of-the-century suit springs to life. "Welcome to the city of Manzala, the jewel of known space--at least that is how we like to think of it. Allow me to introduce myself, I am Councilman Ambrose Drake and I have been given the pleasure of telling you about our fair city." The image changes to an aerial view of the city. "The main features that stand out are the large ziggurat (stepped pyramid) and the assortment of vehicles. High-tech anti-grav vehicles travel alongside steam-powered wagons."

The image changes back to the gentleman. "If you are visiting our city through the gates you arrived at one of four locations depending on your mode of travel. If you were in an atmospheric flying craft you most likely came out of the gate at the Manzala Starport. If you were in a water-based craft your first sight of the city was from the harbor entrance, which is my personal favorite. If you were using a land-based transport you would have appeared on the top of the ziggurat, which is referred to as Old Town. Lastly if you were aboard a craft that was equipped with a worm drive you appeared in the space around Terradin.

"After the ziggurat the next thing that most people notice is all of the security. All of the gate areas are heavily guarded in the event that hostile forces attempt to attack through the gate. With the 30-second delay in materializing the security forces have a good chance of stopping any attacker.

"Let's move on to a quick history of the city.

"Approximately 500 years ago Manzala was found abandoned. Within 50 years of the city being re-discovered we had opened trade through the gates and in conventional space. In the past 500 years we have had run-ins with pirates, raiders, the Gorillian Empire, and experienced several inter-dimensional invasions. The greatest threat comes from the city of Balil and the Sons of Balil, with whom we currently have open hostilities.

"On to the local laws. Pistols and blades may be carried for personal defense. Weapons of a military nature are not allowed on the streets without special permits. If you come through the gate with military weapons they can be stored in a facility near the gates.

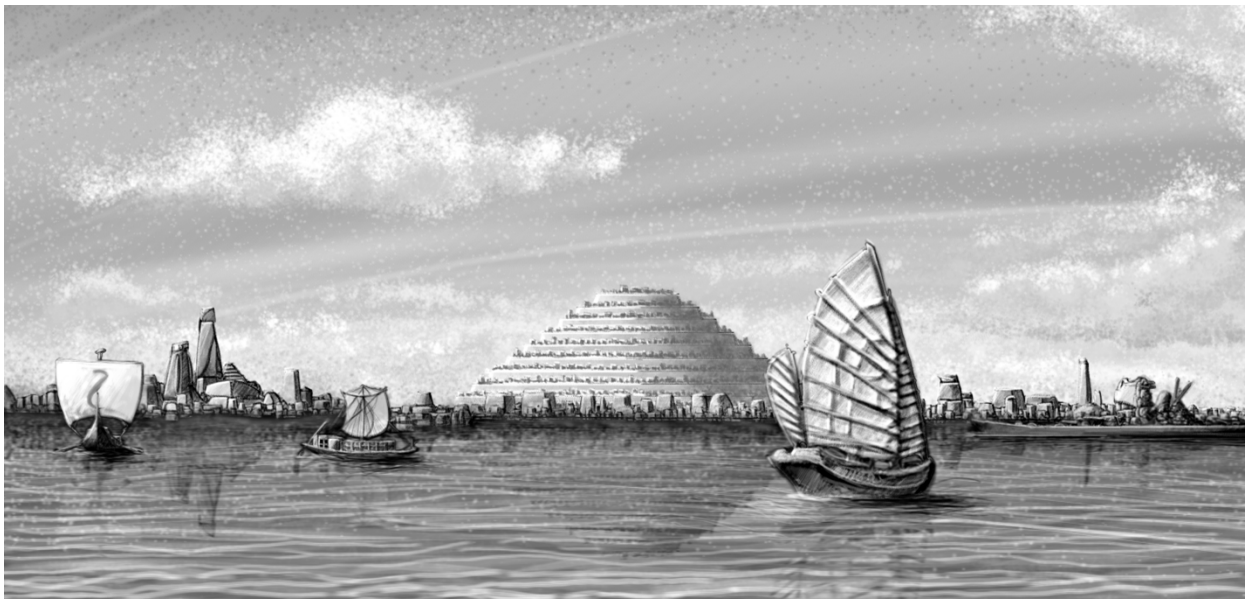
"Vehicles that emit toxic chemicals are also restricted and can be stored at the gates.

"Gate use carries with it a nominal fee of 25 cr for each way of travel. Approximately 1/3 of the gates are dedicated to use by the city; the rest are open for general use. All gate use is strictly scheduled, and trips must be arranged at least one day in advance.

"Other notable locations include Techenzala, which does not allow any technology of greater than level 2 within its borders. There is a delightful open-air market down in the Docks.

"I also recommend the New Town tour, which takes you through the scenic mansions of New Town.

"That is enough of my ramblings. Let me be the first to welcome you to the city of Manzala. May all of your adventures be grand and always bring you home."



Chapter One

Character Generation (Additions)

The following additions have been made to the character generation process as defined in the Pathfinder Roleplaying Game Rulebook. These additional steps take place between steps 3 and 4.

Determine Home Realm: When a new trans-dimensional character is created he must select a home dimension. This is used to determine what starting equipment, professions, and skills are available to him. If one is not selected it is assumed that the character is from a "generic" starting dimension that has a power level of 4 in all fields.

Select Edges and Hindrances: Edges and hindrances are a way to customize your character. Each character is allowed a maximum of 10 points of edges and must have a matching point value in hindrances.

Determine Wound Points: Characters have both a Hit Point score and a Wound Points score. Hit Points represent superficial damage that is more easily healed, while Wound Points represent substantial damage. A character's Wound Points score is equal to his Constitution multiplied by 1.5 (round up) and only changes if his Constitution changes.

Determine Cybernetic Capacity: Cybernetic Capacity represents how much equipment can physically be placed in a character's body. When this value reaches zero no more cybernetics can be added to the character. Cybernetic Capacity is equal to 5 + (CON Mod).

Determine Cybernetic Tolerance: All living creatures give off an aura of life, which other beings can sense. Adding cybernetics to a being reduces this aura. Cybernetic Tolerance represents this aura--the lower this value gets the less alive the character appears. Cybernetic Tolerance is equal to 5 + (CHA Mod). When this value reaches zero or less, with a minimum of -5, the character gives off the vibes of the walking dead with the following effects:

- A penalty on all Charisma-based tests equal to 2 times the negative Cyber Tolerance score.
- Immunity to mind-influencing effects, poison, disease, and similar effects.
- They are highly resistant to the following attacks:
  - **Non-Lethal Damage:** They are immune to non-lethal damage attacks, though they are still susceptible to non-lethal based massive damage.
  - **Ability Damage:** They have 4 points of resistance versus ability damage and drains.
- Characters with negative values in Cyber Tolerance cannot be healed by normal means. They either rely on their natural ability or specially created medical devices. Magical, Divine, and Psionic healing have limited effect on them, and can only heal their power level in Wounds or Hit Points. Medical devices that are not specially designed to work on creatures with negative cyber tolerance have no effect. Devices that work on creatures with a negative cyber tolerance cost 10 times normal.

Determine Home Realm Power Levels: Each character's home realm has a base power level of 4 in all 6 areas. This is then altered by the character's race and starting realm. Examples of starting realms are given in the Power Levels section that follows.

Determine Personal Power Levels: A character's personal power levels are determined by rolling 1d6 and modifying the characters home realm power levels by the results. A result of 1-2 on the d6 is -1 to the power level, 3-4 is no change and 5-6 is a +1 to the power level. Roll for each of the 6 powers.

Determine Background Skills: Background skills are based off a character's power levels. Most characters will start play with one or more background skills based on their power levels.

Wound Points

Wound points measure how much true physical damage a character can withstand. Damage reduces wound points only after all hit points are gone, when a character is struck by a critical hit, or when struck by weapons that do wound damage. A character's wound points are equal to his Constitution times 1.5.

Critical Hits: Critical hits deal the same amount of damage as normal hits, but that damage is deducted from wound points rather than from hit points. For this reason, critical hits do not deal extra damage. Artillery is

the only weapon class in this system that has a damage multiplier for its critical hits. If a target is already reduced to only Wound Points and takes a Critical Hit, the Critical Hit scores maximum damage for the attack.

Critical Threat Range: Most weapons retain their normal critical threat range. If a weapon normally has a critical multiplier greater than X2, the weapon's threat range expands by 1 point per additional multiplier, as indicated on the table 1-1.

Table 1-1: Adjusted Threat Ranges

Multiplier	New Threat Range
X3	19-20
X4	18-20
X5	17-20

Injury and Death: Hit points and wound points together measure how difficult a character is to hurt and kill. The damage accumulates from each successful attack and each fight dropping the character's hit point or wound point totals until they run out of points.

Non-Lethal Damage: This system does not differentiate between lethal and non-lethal damage

0 Hit Points: At 0 hit points, any additional damage a character receives reduces his wound points.

Taking Wound Damage: There are adverse effects to taking Wound damage. After you lose 25% of your Wounds you gain a -2 modifier on all tests; this goes up to a –4 modifier on all tests at 50%, and to a -6 modifier on all test at 75%.

0 Wound Points: At 0 wound points, a character is disabled and follows all of the rules for being at 0 Hit Points. See the "Disabled (0 Hit Points)" section in Chapter 8 of the Pathfinder Roleplaying Game.

Dying (Negative Wounds): If a characters wound point total is negative, but not equal to or greater than 10 they are dying. A dying character immediately falls unconscious and cannot take any actions. A dying character loses 1 wound point every round, until they are either stabilized or dead.

Special Damage Situations

The wound point system used in Neverwhen changes the way some special damage affects work.

Coup de Grace: A coup de grace functions normally, in that it automatically hits and scores a critical hit, thus the damage is applied directly to wound points. If the defender survives the damage, he must make a Fortitude save (DC-10, + the amount of damage dealt) or die.

Artillery: Artillery is designed to either damage hardened structures like bunkers or do large amounts of damage to soft targets. For this reason, artillery does its full damage in wounds when used on soft targets. If a critical hit occurs the damage is doubled. Explosives and grenades always count as Artillery.

Man-Portable Heavy Weapons: These weapons are primarily designed to damage armored targets. They are especially damaging to soft targets like living beings. These weapons do 50% of their damage to wounds. If a critical hit is scored, the full amount of damage goes to wounds.

Massive Trauma: Any form of massive trauma, for example falling from greater than 40 feet will cause wound damage. Using falling from great heights as an example, if a character falls from greater than 40 feet at least ½ of the damage should go to wounds.

Sneak Attacks: All of the damage done by a sneak attack goes directly to wound points**.**

Fast Healing: Monsters with fast healing heal a number of wounds and hit points equal to their fast healing score.

Target only has Wound Points: If a target only has wound points remaining and suffers a critical hit or sneak attack, the attack does maximum damage to wounds.

Special Cases by Creature Type: Some creature types use special rules for determining the number of wound points they have.

- **Constructs:** Constructs have 2 wound points per hit die.
- **Elementals and Oozes:** Elementals and Oozes are immune to critical hits and take normal damage from any attack that would cause wound damage.
- **Undead:** Undead creatures use their Charisma score in place of Constitution for determining the number of wound points.

Healing

After taking damage, a character can recover hit points and wound points through natural healing, technology or by magic. In most cases all lost wound points must be healed prior to hit points being healed. In any case, a character cannot regain hit points or wound points above their full normal totals. Wound Points are much more difficult to heal than Hit Points. For every two points worth of Hit Points that would normally be healed one Wound Point is healed.

POWER LEVELS

The following is a list of the 6 different power levels:

- **Faith Level (FL):** This is the level of Divine magic that a realm has available or that a character understands.
- **Magic Level (ML):** This is the level of Arcane magic that a realm has available or that a character understands.
- **Psionic Level (PL):** This is the level of Psionic abilities that a realm has available or that a character understands.
- **Syncratic Sciences Negative (S-):** Syncratic Sciences are the merging of Faith, Magic, Psionics and Technology. Syncratic Sciences Negative focuses on the gaining of power through the expenditure of life force in potentially harmful ways.
- **Syncratic Sciences Positive (S+):** Syncratic Sciences are the merging of Faith, Magic, Psionics and Technology. Syncratic Science Positive is focused having the minimal negative impact on the environment.
- **Technology Level (TL):** This is the level of technology that a realm has available or that a character understands.

There are two types of power levels--personal and global. Personal power levels only affect the character and signify his understanding of that area. Global power levels affect everyone on a world or in a dimension. Power levels are what define how things work, and do not have to be constant across a dimension. It is possible for each world in a dimension to have different power levels. Power levels can be mixed in the same place as well. A world might have a magic hard-cap of 3, but a technology soft-cap of 5.

When the global power levels are determined it is decided if the power levels are hard or soft cap.

Hard-capped power levels limit the abilities that can be used. If a world had a hard-capped power level of 3, then any item higher than a 3 covered by that power level will not function at all until the character leaves that world.

Soft-capped power levels mean that abilities above that level still work, but it is extremely difficult to find items or accessories for them. This is because that world has not advanced to that level yet.

Power levels cannot exceed 10 or be below 0.

Power levels are a broad generalization of what will work in a realm. Since they are broad generalizations, on occasion they will seem to be out of place. For example the principle behind binoculars is available to a Technology Level 2 realms, but binoculars purchased in a Technology Level 6 realm would not work on a Technology Level 2 world. The easiest way to explain this is that the materials used to create the binoculars, glues, plastics, lens material, is what is not working. So if you gamemasters are feeling really evil you could actually have the items start falling apart or just tell your players that the items just don't work in this realm.

Starting Home Realm Power Levels: Each realm starts with a base power level of 4 in all 6 areas. This is then altered by a characters race and type of realm the character is from. These power levels are used to determine what equipment a character can purchase during character generation. Starting realms are given below on table 1-2.

Table 1-2: Starting Realms

Realm	Realm Power Level Modifiers					
	Faith	Magic	Psionic	Syncratic-	Syncratic+	Technology
Core Campaign – Manzala [1]	+6	+6	+6	+6	+6	+6
Cyberpunk - with Magic	-5	+3	-5	+3	+1	+3
Cyberpunk - No Magic	-5	-5	-5	+3	+1	+3
Futuristic - Space Travel	-4	-4	+4	—	—	+4
Modern Day - No Magic	-4	-4	-4	—	—	+2
Modern Day – with Magic	+2	+2	+2	—	—	+2
Post Apocalyptic – High Tech	-4	-4	+2	—	—	+4
Post Apocalyptic – High Tech with Magic	+4	+4	+3	—	—	+4
Post Apocalyptic – Low Tech	-4	-4	+2	—	—	+2
Early Steampunk – No Magic	-2	-2	-2	+0	+0	-2
Early Steampunk – with Magic	+0	+0	+0	+0	+0	-2
Late Steampunk – No Magic	-2	-2	-2	+2	+2	+2
Late Steampunk – with Magic	+2	+2	+2	+2	+2	+2
Sword and Sorcery	+2	+2	—	—	—	-1

[1] For a character to be able to choose Manzala as their starting realm they must take the edge Citizenship.

Random Starting Realm: To generate the values for a generic starting realm, roll 2d6 for each power level. The first die determines whether the modifier is positive (even) or negative (odd); the second determines the level of the modifier. All power levels start at a base level of 4.

Personal Power Levels: Personal power levels are a measure of a characters' knowledge of a given power type. If a character wishes to use an item that is greater than their personal power level they must make a power level check. To make a power level check a character rolls 1d20 + Personal Power Level + Int Mod versus a target number of 20 + the target Power Level. If the character succeeds they may use the item for 1 day.

A character's personal power levels are determined by rolling 1d6 and modifying the character's home realm power levels by the results. A result of 1-2 on the d6 is -1 to the power level, 3-4 is no change and 5-6 is a +1 to the power level. Roll for each of the 6 powers.

Background Skills: People pick up skills and knowledge throughout their lifetime. To simulate this, characters receive access to class skills based on their power level. Table 1-3 lists the class skills that are gained.

If the character has:

Table 1-3: Background Skills

Personal Power Level	Class Skill Granted
Technology Level of 4 +	Drive
Technology Level of 5 +	Computer
Technology Level of 3 or less	Ride
Magic Level of 4 +	Knowledge (Arcane)
Psionic Level of 4 +	Knowledge (Psionics)
Faith Level of 4 +	Knowledge (Religion)

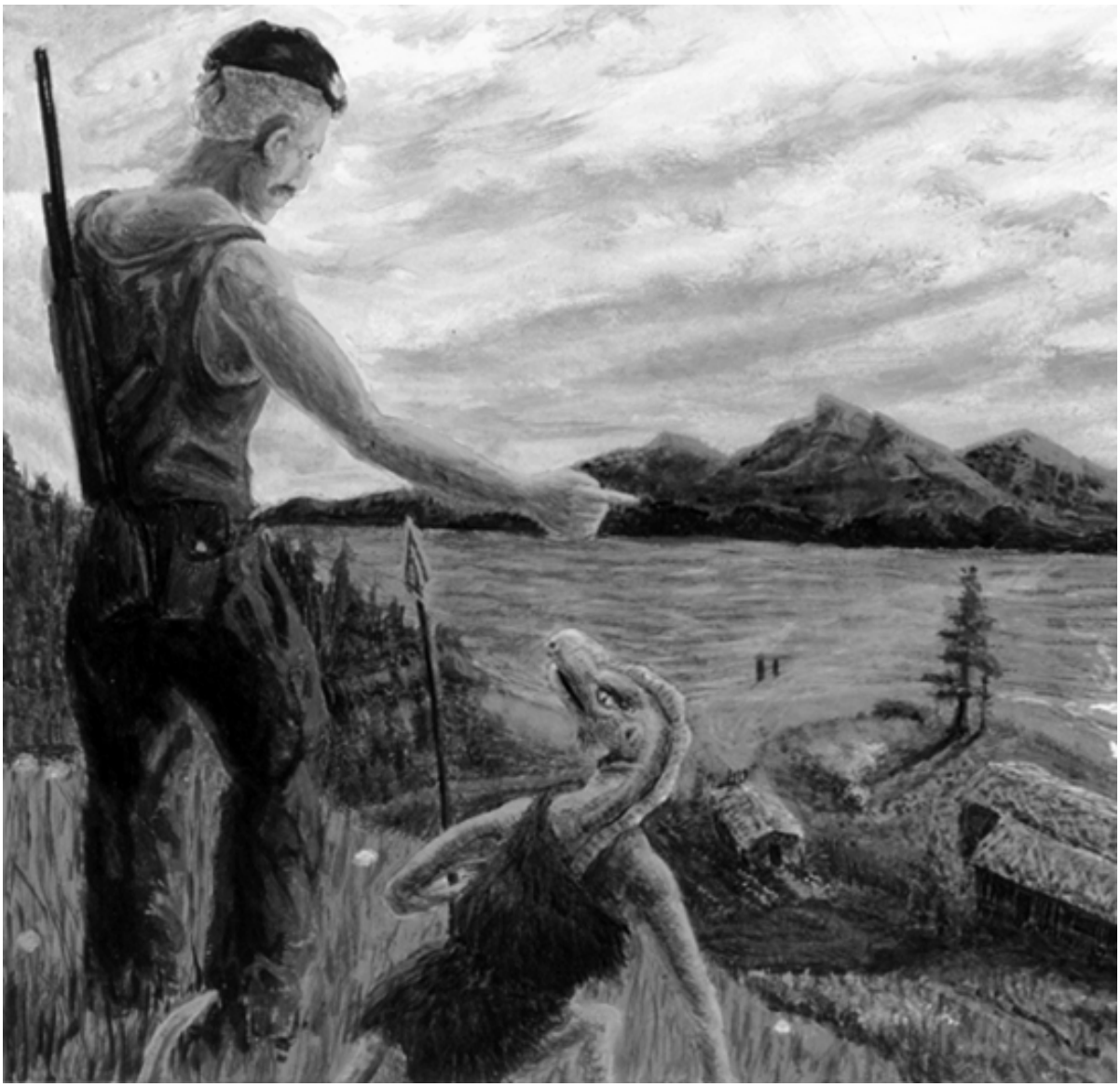
These skills are in addition to those gained from the character's class. For example, Bordok is born on a primitive world (TL-2), so he gains Ride and as a bonus class skill.

Table 1-4: Power Levels and Examples

Level	Faith	Magic	Psionics
0	Divine magic does not exist in this realm.	Arcane magic does not exist in this realm.	Psionics do not exist in this realm.
1	1st level Divine spells and effects; divine magical weapons with +1 equivalence.	1st level Arcane spells and affects; arcane magical weapons with +1 equivalence.	1st level Psionic spells and affects; psionic weapons with +1 equivalence.
2	2nd level Divine spells and effects; divine magical weapons with +2 equivalence.	2nd level Arcane spells and effects; arcane magical weapons with +2 equivalence.	2nd level Psionic spells and effects; psionic weapons with +2 equivalence.
3	3rd level Divine spells and effects; divine magical weapons with +3 equivalence.	3rd level Arcane spells and effects; arcane magical weapons with +3 equivalence.	3rd level Psionic spells and effects; psionic weapons with +3 equivalence.
4	4th level Divine spells and effects; divine magical weapons with +4 equivalence.	4th level Arcane spells and effects; arcane magical weapons with +4 equivalence.	4th level Psionic spells and effects; psionic weapons with +4 equivalence.
5	5th level Divine spells and effects; divine magical weapons with +5 equivalence.	5th level Arcane spells and effects; arcane magical weapons with +5 equivalence.	5th level Psionic spells and effects; psionic weapons with +5 equivalence.
6	6th level Divine spells and effects; divine magical weapons with +6 equivalence.	6th level Arcane spells and effects; arcane magical weapons with +6 equivalence.	6th level Psionic spells and effects; psionic weapons with +6 equivalence.
7	7th level Divine spells and effects; divine magical weapons with +7 equivalence.	7th level Arcane spells and effects; arcane magical weapons with +7 equivalence.	7th level Psionic spells and effects; psionic weapons with +7 equivalence.
8	8th level Divine spells and effects; divine magical weapons with +8 equivalence.	8th level Arcane spells and effects; arcane magical weapons with +8 equivalence.	8th level Psionic spells and effects; psionic weapons with +8 equivalence.
9	9th level Divine spells and effects; divine magical weapons with +9 equivalence.	9th level Arcane spells and effects; arcane magical weapons with +9 equivalence.	9th level Psionic spells and effects; psionic weapons with +9 equivalence.
10	Epic-level Divine spells and effects; divine magical weapons with +10 equivalence or greater.	Epic-level Arcane spells and effects; arcane magical weapons with +10 equivalence or greater.	Epic-level Psionic spells and effects; psionic weapons with +10 equivalence or greater.

Table 1-5: Power Levels and Examples

Level	Technology	Syncratic Sciences
0	Technology does not function in this realm.	Does not exist in this realm
1	Equivalent to Stone Age and Middle Age	Creation of +1 equivalent device.
2	Equivalent to pre-Industrial Age, 1600-1899	Creation of +2 equivalent devices.
3	Equivalent to 1900-1949	Creation of +3 equivalent devices.
4	Equivalent to 1950-1989	Creation of +4 equivalent devices.
5	Equivalent to 1990-2099	Creation of +5 equivalent devices.
6	Equivalent to 2100-2200	Creation of +6 equivalent devices.
7	Large Starships and Advanced Independent Robotics	Creation of +7 equivalent devices.
8	Holographic Data Storage and Anti-Gravity Systems	Creation of +8 equivalent devices.
9	Anti-Aging Drugs and Planetary Terra Forming.	Creation of +9 equivalent devices.
10	Extreme Stellar, Large Inter-Dimensional Starships.	Creation of +10 equivalent devices.



CHAPTER TWO

TRANSDIMENSIONAL RACES

A youthful-looking human in a long worn trench coat stumbles through the crowded streets of Manzala. He falters against the press of the crowd and tumbles into the street in front of an oncoming cab. The cab slams on its brakes as a long stream of colorful metaphors extend from the driver's seat.

The student looks up wide-eyed to see the driver--a large ork with a smoldering cigar in his mouth—-get out of the cab and walk toward him, yelling "What are youz, new or something, you don't just walk out in front of traffic."

In a rather exhausted and frustrated voice the student replies, "Actually I am new, this is my first day in the city and I am trying to get to the city tour."

The ork busts out into deep rolling laughter "Well why didn't ya say so? I can give you a better tour than any a' those guys and for half the price."

"Really?" asks the student, intrigued by the proposition.

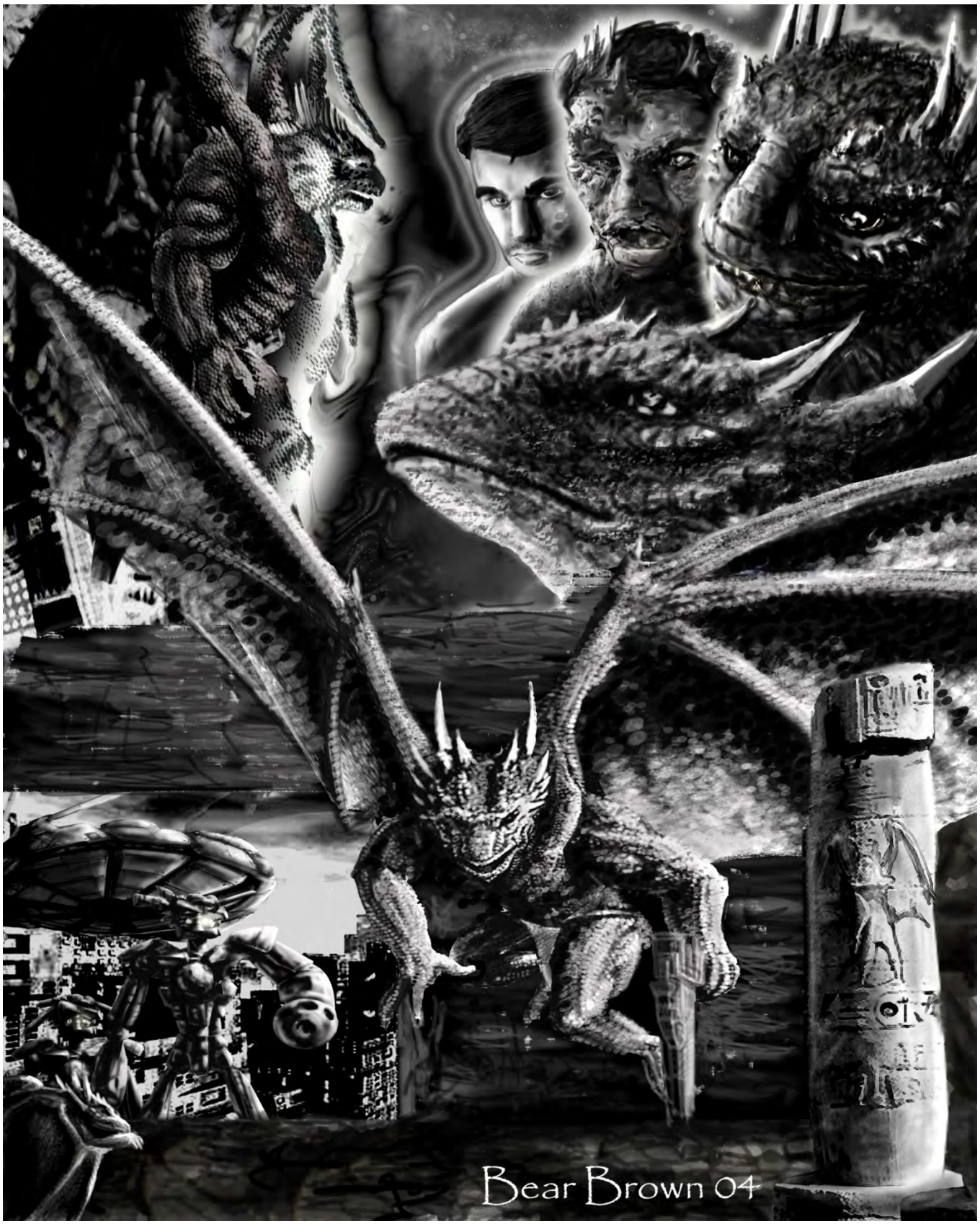
"Sure! Climb on in." the ork says as he gets back into the driver's seat. The student clambers into the cab, which immediately starts moving.

The cabbie starts talking. "So I think the best place to start your tour is with the races you can find within our fair city. There is every kind of creature you can think of living here in Manzala, and probably a few you've never dreamed of. The most common ones you'll run into are the Hylathans, who pretend to be other races so you probably won't know 'em when ya see 'em. Techno organic constructs, which are living machines. There are mutant humans, who come in every shape and size, and sometime color, and techno-dwarves. They're short guys with beards that are always workin on something. Then there are xenoforms, which are animals that walk like you and me. And last, but not least, there are Orks—-which, of course, are the best looking of the bunch."

There are six primary trans-dimensional races Hylathans, Mutant Humans, Orks, Techno-Dwarves, Techno Organic Constructs and Xenoforms. They all have a presence Manzala.

Table 2-1: Racial Descriptions	
Hylathans	Hylathans are winged reptiles that are believed to be related to dragons.
Mutant Humans	Mutant humans have had their genetic structure altered either by accident or intentionally to give them special abilities.
Orks	Orks are green-skinned humanoids that have a talent for getting into trouble.
Techno-Dwarves	Techno-dwarves are thin (by dwarven standards) dwarves that are more interested in science and technology than mining.
Techno Organic Constructs	Techno Organic Constructs are sentient machines that come in three different models: Scientist, Warrior, and Worker.
Xenoforms	These are anthromorphic animal with human intelligence.




Bear Brown 04

HYLATHANS

Table 2-2: Hylathan Personal Power Level Modifiers	
Faith	+1
Magic	+2
Psionic	-1
Syncratic -	0
Syncratic +	0
Technology	0

One of the more unique aspects of Hylathans is that they are a prime race. This means that they originally all came from the same realm. No one is sure which realm that is though. Several millennia ago there was a great war that all Hylathans refer to as "The Fall." "The Fall" scattered the Hylathan race across all of the dimensions, and has left them as the vagabonds of the cosmos. It is believed that the enemy that was being fought in The Fall is somehow related to the city of Balil because the city has put a bounty on the heads of Hylathans.

Ever since The Fall, Hylathans have almost a racial fear of forming large communities of their own kind. This is partially due to the racial memory of "The Fall", and all Hylathans have occasional dreams and nightmares of the battles.

Hylathans, regardless of what physical form they are in, always appear to be a bundle of energy just waiting to be released. In addition, they tend to like to perch on objects, particularly when agitated or very comfortable in their surroundings.

Hylathans have the privilege of going through both the Hylathan Initiate and Full Dragon prestige classes to become Full Blooded Dragons. This is a very difficult route but ultimately very rewarding.

Physical Description: Hylathans appear as human-sized winged bipedal reptiles with a close resemblance to horny toads. Their wings are an extension of their reinforced rib cage and their spined iridescent scales provide natural protection against attacks. These scales can be almost any color but the most common are darker shades of greens, blues, and black.

Society: Hylathans can be found scattered throughout the dimensions, usually relying on their masking ability to blend in with the locals. It is very seldom that hylathans gather in groups of larger than 3-5, due to fear of being discovered by the Sons of Balil.

Relations: Due to the hylathan ability to cloak themselves as any race they tend to have good relations with all of the common player races. There does tend to be a bit of hostility toward the races that commonly work for the Sons of Balil such as Wendigos.

Adventurers: Due to being hunted there is a fairly large percentage of the hylathan population that would be considered adventurers.

Names: Due to being hunted and hiding within other races they tend to adopt names that fit with the race they are hiding in. Since "The Fall" hylathans traditionally have two names; their secret hylathan name and a public name that is used while hidden.

Male Names: Del'fe, Drak'na, Rue'tae, Tel'gar.

Female Names: Al'ger, Ell'gen, Ing'gar, Yel'gen.

HYLATHAN RACIAL TRAITS
+2 Strength, +2 Intelligence, +2 Constitution, +2 Charisma
Darkvision: Darkvision up to 60 feet.
Size: Medium
Cloak Self: (SU) This power allows hylathans to appear as other races. It only changes minor physical aspects, not their complete physicality, so they do not gain any of the special abilities of other races. Under times of great stress, such as taking wound damage, control of this new form can be lost. To maintain control a hylathan must make a Willpower test (DC-15). Loss of control will automatically occur if a hylathan attempts to use any of his racial abilities other than Darkvision or Low-Light Vision. The form portrayed by this ability is that race's version of the hylathan. They remain Medium sized, though they can increase or decrease their size by up to one foot and make minor alterations to their bodies, such as hiding their wings and tail.
Flight: Hylathans have a set of wings that protrude from their upper back. These wings allow them to fly at the same speed as their normal movement with average maneuverability.
Claws: 1d4: Hylathans are considered proficient with their claws, which are considered light weapons.
Bite: 1d6: Hylathans are considered proficient with their bite attack, which is considered a light weapon.
Natural Armor: +4 Natural Armor bonus.
Bounty: There is a bounty for taking hylathans dead or alive to any Balil facility, and there is a 1 in 10 chance per adventure that someone will attempt to collect on this bounty.
Racial Skill Bonuses: +2 racial bonuses to Bluff, Disguise, and Sense Motive.
Automatic Languages: Common, Hylathan and Trade.



MUTANT HUMAN

Table 2-3: Mutant Human Personal Power Level Modifiers	
Faith	0
Magic	-1
Psionic	+2
Syncratic -	-1
Syncratic +	-1
Technology	0

There are many dimensions in which humans have mutated into different forms. The reasons for these mutations are as varied as the dimensions themselves; sometimes they are the result of a biogenetic war, other times it is something that the mutant chooses to have done. Either way, they have one thing in common--they all seem to continue mutating for the rest of their lives.

Physical Description: Due to their changed nature, mutant humans tend to be a bit hardier than the average human, and it is not uncommon for them to have unusual physical traits such as oddly colored skin or hair.

Society: Mutant humans tend to build social groups among their own kind, forming large communities where possible. These communities celebrate the diversity of the mutations that their people have, normally accepting any type of mutant into the community.

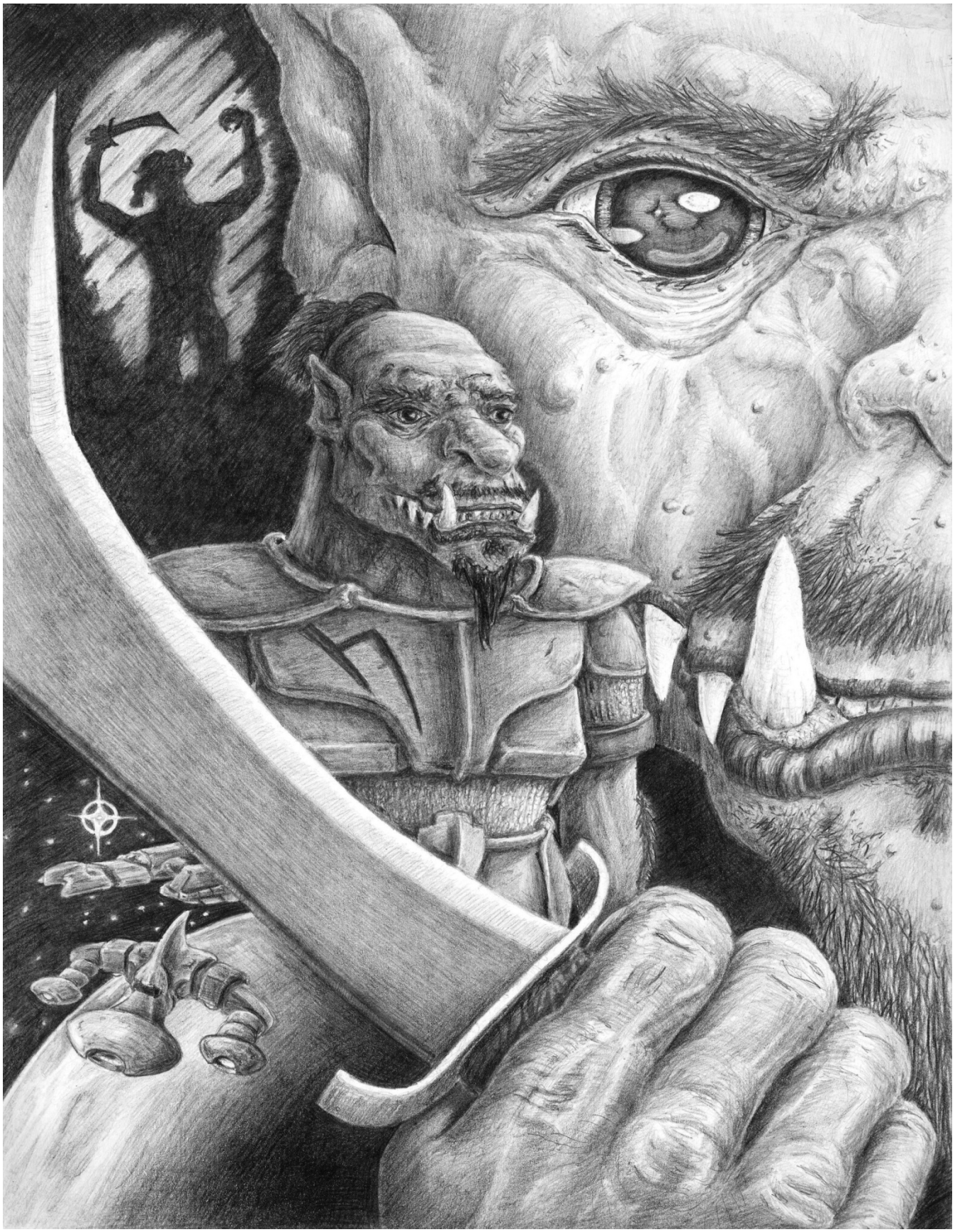
Relations: Mutant humans tend to have the same drives as normal humans. This drive has lead to contact with other races. As a race mutant humans are quick to forgive slights and forge alliances with other races.

Adventurers: Mutant humans have the same drives as normal humans which translates into a large amount of adventurers being present in the race. The driving force behind these adventures can range from a desire for fame, wealth, social standing, or knowledge.

Names: Due to the diversity of mutant humans naming traditions tend to be based on tribal or regional traditions.



MUTANT HUMAN RACIAL TRAITS
+2 Constitution
1d4 +1 Mutations: For information on Mutations see Chapter 4.
Mutant DNA: The character can metabolize radiation to reduce the amount of damage he sustains. A side effect of this ability is that it allows mutant humans to gain additional mutations through play. If a mutant human rolls a natural 20 on their save versus radiation they gain a new mutation; in addition to the new mutation (which appears in 1d6+2 days), they also suffer the full effects of the radiation.
Radiation Resistance: The mutant DNA also gives the mutant human Radiation Resistance 5.
May Not Appear Human: Mutant humans are not always recognized as humans by cybernetic units and robots. In many cases, they will be mistaken as animals. For a mutant human to be recognized as a human by a cybernetic unit or robot, the unit must make a Perception check with a DC equal to 20 + 2 per mutation that the mutant human possesses.
Human Blood: For all effects related to race, a mutant human is considered a human.
Size: Medium
Automatic Languages: Native, Common and Trade.
Starting Feats: Mutant Humans receive one feat at first level.



ORKS

Table 2-4: Ork Personal Power Level Modifiers	
Faith	+1
Magic	-2
Psionic	+2
Syncratic -	-2
Syncratic +	-2
Technology	-1



Orks are an ancient star faring race similar to standard fantasy setting orcs. Their cultures are usually clan based and militaristic.

Physical Description: They are bipedal, have a green to gray skin tone, and are about the size of an average human, but tend to be stockier.

Society: Orks have a sense of wanderlust almost as strong as their propensity for violence. They were one of the first star-faring races in their realm, and although there are ork traders, on the whole they are more commonly known for being conquerors and raiders. They have spread throughout the universe, but the largest concentration of their population is still the Orkrist system (or Nar-banak, meaning "the source" in Orkish).

The numerous inter-clan wars have resulted in exiled ork chieftains becoming space pirates, semi-nomadic mercenary troops, smugglers, and planetary warlords. Their technology tends be militaristic in nature, and since their tendency for inner conflict often gets in the way of technological advancement, most ork cultures are not above Technology Level 8.

Relations: Due to the combative nature of orks, they tend to consider other races as adversaries first and allies second.

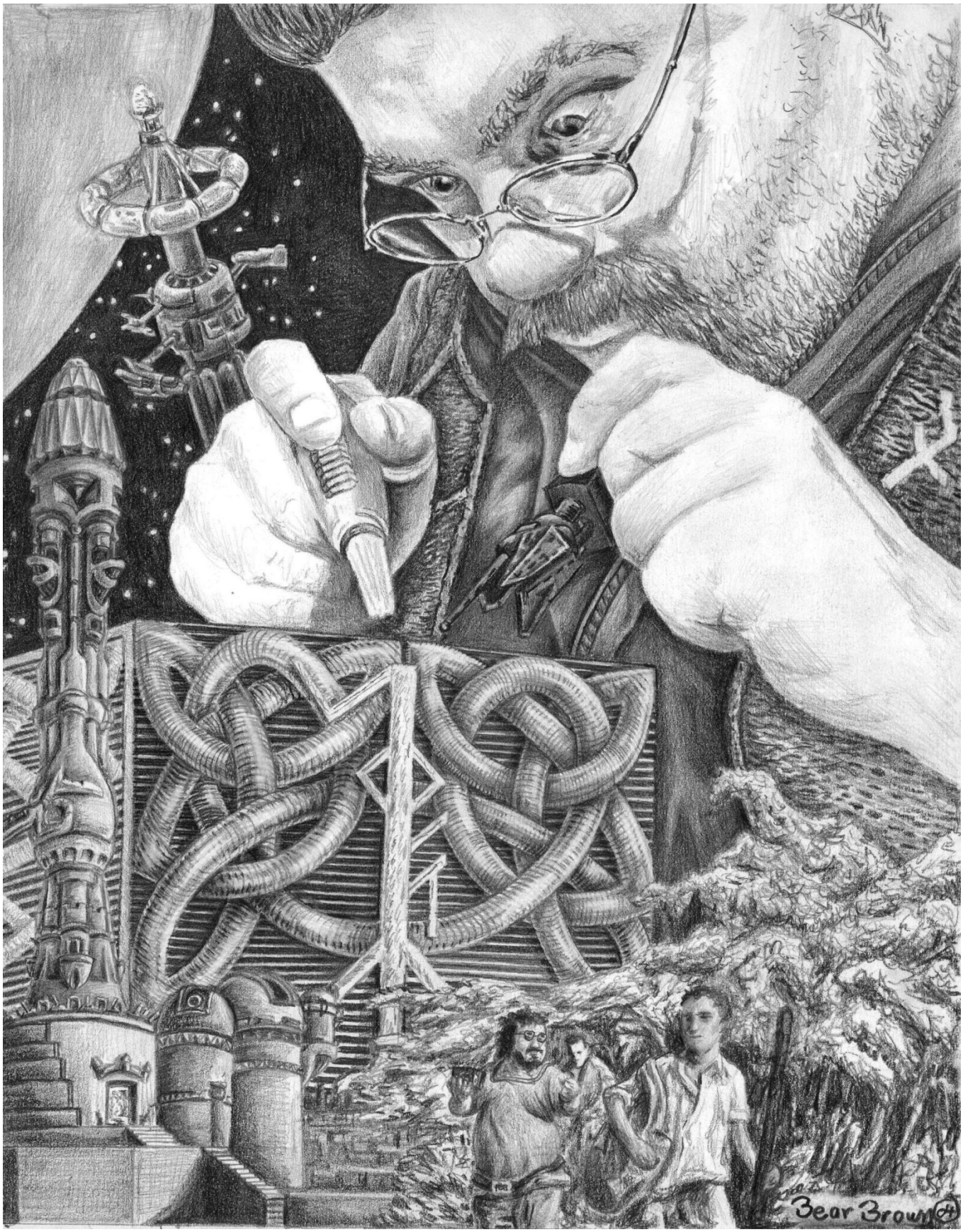
Religion: Ork religion is shaman-based, although a few orks possess a natural inclination toward magic- or faith-based classes. They have developed a racial propensity toward psionics, using their mind over matter, and there have been many mighty ork psionic war masters.

Adventurers: Orks have a sense of wanderlust almost as strong as their propensity for violence. When orks reach maturity they are expected to go out into the universe and make a name for themselves.

Male Names: Barak, Delkar, Felgar, for more worldly orks names tend to be of combat or military nature such as Phalanx, Glaive, Rapier.

Female Names: Karak, Mular, Naada.

ORK RACIAL TRAITS
+4 Strength, +2 Constitution, –2 Wisdom, –2 Charisma.
Size: Medium
Darkvision: Darkvision out to 60 feet.
Light Sensitivity: Orks are dazzled in bright sunlight or within the radius of a *daylight* spell.
Cursed to Live in Interesting Times: All Orks automatically receive this hindrance. This is a racial hindrance and the character does not receive any points for it.
Speed Demons: Orks are addicted to going fast, which gives them a +2 racial bonus on Driving and Piloting tasks.
Orc Blood: For all effects related to race, orks are considered an orc.
Weapon Familiarity: Orks may treat Ork War blades and Orc Double axes as martial weapons, rather than exotic weapons.
Weapon Training: Due to the constant fighting all orks start play able to use 3 additional weapons chosen from the following categories Martial Weapons, Martial Weapons (Small Arms), Marital Weapons (Melee Energy).
Automatic Languages: Common, Ork, and Trade.
Bonus Languages: Techno-Dwarven, Gnoll, Goblin, Techno-Speak, Combat Jargon.


Bear Brown

TECHNO-DWARVES

Table 2-5: Techno-Dwarf Personal Power Level Modifiers	
Faith	-3
Magic	0
Psionic	-3
Syncratic -	+2
Syncratic +	+2
Technology	+3

Techno-dwarves use a strange extremely advanced form of Nanotechnology, and have advanced it to the point that it almost appears to be magic. Each techno-dwarf is required to build a "Dwarven Engine" as part of their rite of passage into adulthood. This technology is what sets the techno-dwarves apart from other races. They treat Nanotechnology as their most guarded secret and will only share it with their own clan. Even the clan's most trusted allies are not given the secrets of Nanotechnology, for no other race has shown the understanding needed to work with these nano devices.

Techno-dwarves use their knowledge of Nanotechnology to create techno-organic constructs. At first, such constructs are just simple machines that follow orders, but later in their development techno-dwarves can gain the ability to fuse with a construct. Techno-dwarves work most of their lives making their own construct, usually out of whatever material is readily available to them. Rumors abound stating that some highly skilled techno-dwarfs have made their constructs out of mithiril.

Physical Description: Techno-dwarves have the general appearance of other dwarves except that they are a bit thinner and tend to keep their beards short and neatly trimmed.

Society: Techno-dwarf society is based on clans just like normal dwarven society. They are more technologically orientated than any other type of dwarf. Other dwarves sometimes treat them differently, out of disgust that techno-dwarves have turned their backs on what is viewed as fundamental dwarven customs. Because of this techno-dwarves tend to isolate themselves in tight-knit and self-supporting communities.

Relations: As a race the techno-dwarves tend to be on good terms with most races. This is due to the fact that techno-dwarves build the best large machinery which is used in most forms of industry. Since all of this large machinery requires annual maintenance by a techno-dwarf most races prefer not to antagonize them.

Adventurers: Although techno-dwarven adventurers are rare compared to the other races, they can be found throughout the realms. It is not unusual for a techno-dwarf after a long career as an adventurer to purchase a techno-dwarf tower to use as a home base and to travel throughout the realms.

Names: In addition to traditional dwarven names techno-dwarves have started using names more related to their technological focus such as Glitch, Nano, Spanner or Zzap. These technology inspired names can be used by either sex.

TECHNO-DWARF RACIAL TRAITS
+4 Intelligence, –2 Charisma.
Size: Medium. As a result, techno-dwarves have no special bonuses or penalties due to their size.
Unusual Land Speed: The base land speed for a techno-dwarf is 20 feet. However, they can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
Darkvision: Techno-dwarves can see in the dark up to 60 feet.
Technologically Cunning: Techno-dwarves have an intuitive knowledge of technology, which grants them a +2 bonus on Repair and Computer tasks. In addition, the time required to complete the Repair or Computer tasks is ¾ normal.
Weapon Familiarity: Techno-dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
Stability: Techno-dwarves gain a +4 bonus on CMD when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
Dwarven Blood: For all effects related to race, a techno-dwarf is considered a dwarf.
Defensive Training: +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus, if any, to Armor Class, such as when it has been caught flat-footed, it loses its dodge bonus too.
Greed: +2 racial bonus on Appraise checks that are related to metal or technological items.
Technological Knowhow: +2 racial bonus on Craft checks that are related to metal or technological devices.
Techno-Dwarf Engine: The techno-dwarf engine is a Syncratic device that can be used as a toolkit. See Techno-Dwarf Engine for details.
Automatic Languages: Common and Techno-Dwarven.
Bonus Languages: Giant, Gnome, Goblyn, Ork, Terran, Techno-Speak, and Trade.

Techno-Dwarf Engine

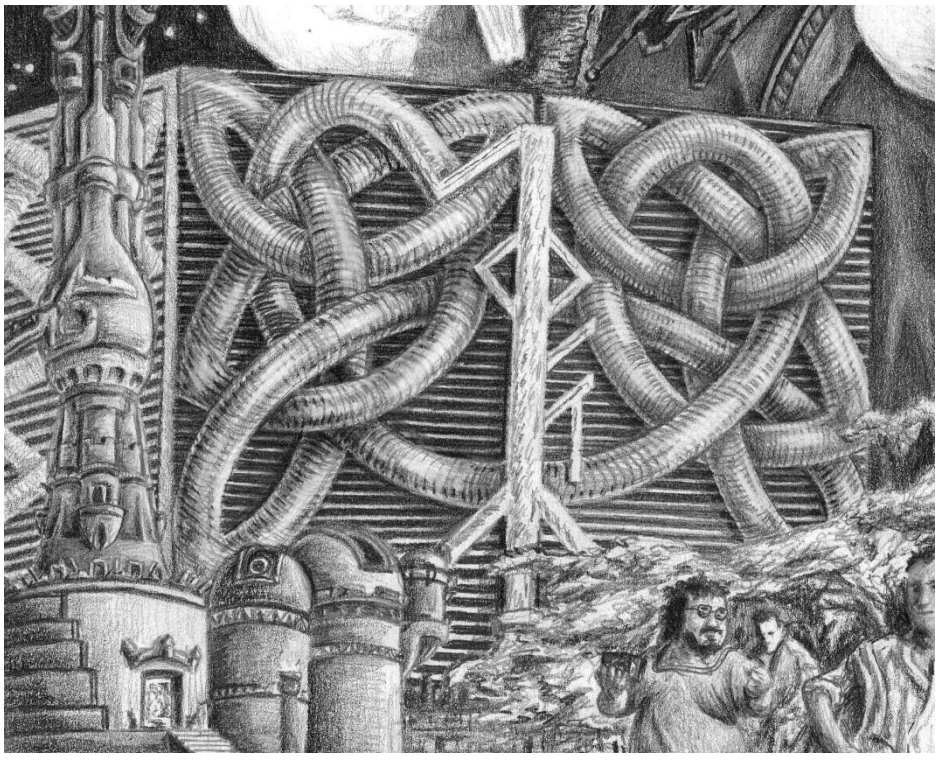
The techno-dwarf engine is a Syncratic device that can be used as a toolkit. Each time a user needs a tool kit they must make a Repair check (DC-20), and on a success the engine will act as the tool kit needed. For each group of 3 that the target number is beat by, the device gains a +1 bonus to a maximum of +6 (for example, if a techno-dwarf rolls a 23 on the Repair check they can produce a tool kit that gives than a +1 on checks, +2 at 26, +3 at 29, +4 at 32, +5 at 35, and +6 at 38 or higher).

In addition the device can be attached to a non-techno-dwarven device to increase its performance. This requires a Repair check (DC-30) and takes one half hour; if the test succeeds; one aspect of the device is increased by one level. In the case of starships and vehicles, this increase can be over and above the 3-increase limit (see Modifying Vehicles and Starships). For example if a dwarven engine is connected to a Neo-Tech Laser Pistol the techno-dwarf can increase one of the following, the accuracy of the weapon with a +2 bonus to attack, the damage by one die to 6d6, increase the range increment by 50%, or increase the number of rounds the energy cell holds by 50%.

Each time that a device connected to a dwarven engine is used the techno-dwarf must roll 1d20 on a result of 1-2 the device has burned out and must be repaired. In the case of weapons if an attack roll is a natural 1-2 the weapon burns out and may not be used until repaired. To repair a burned out device requires parts that will cost 1/10 the price of the device and a repair check of DC-20.

Table 2-6: Techno-Dwarf Engine

Item	What can be increased
Non-Energy Projectile Weapons	+2 bonus on attack
Energy Weapons	+2 bonus on attack, +1 die to damage, +50% increase to range increment, or +50% increase to the number of rounds in energy cell
Starship Systems	
Communications	+50% to range of communications or +4 bonus for breaking through jamming
Defensive Systems – Point Defense	+2 bonus on attack, +1 die to damage, +50% increase to range increment, or +50% increase to the number of rounds in energy cell
Defensive Systems - Other	Increase ability by 50%
Weapons	+2 bonus on attack, +1 die to damage, +50% increase to range increment, or +50% increase to the number of rounds in energy cell
Engines – Conventional	+2 thrust
Engines - Hyperspace	Halves recharge time
Shields	+10 hardness





TECHNO ORGANIC CONSTRUCT

Table 2-7: Techno Organic Construct Personal Power Level Modifiers	
Faith	0
Magic	-2
Psionic	-2
Syncratic -	0
Syncratic +	0
Technology	+2

Techno organic constructs are sentient machines with the general appearance of humans.

When techno organic constructs are created, they are fashioned into one of three models: Scientist, Warriors, or Workers.

Most technologically advanced civilizations dabble in the creation of sentient machines; techno organic constructs take it one step farther. They are actually the fusion of organic matter and machinery. All techno organic constructs are extremely tough and are built to function for a tremendously long time.

Contrary to popular belief techno organic constructs are not machines, they are living creatures complete with souls.

Physical Descriptions: Techno organic constructs appear to be humanoids with features that are almost too perfect. Their features appear as if they could be etched from stone. As a result, most people can tell if a being is a techno organic construct or not; another indication is that they do not have fingerprints.

Society: Their place in society varies from realm to realm. In one they may be treated as any other citizen, in the next they may be treated as piece of property. In the city of Manzala, techno organic constructs were considered non-citizens and had no rights under the law until just 10 years ago. This was changed through the efforts of several local trading guilds and Councilman Ambrose Drake. They can now become citizens just like any other sentient being.

Relations: Techno organic constructs relations with other races depend largely on how they were treated in their home realm. For example, if techno organic constructs are used as slaves in a realm, they will act very differently from one that was raised in Manzala.

Adventurers: Due to the general toughness of techno organic constructs they make very good adventurers. The desire to adventure tends to manifest itself in the form of extreme curiosity about the worlds around them.

Names: Names for techno organic constructs vary from realm to realm. In some realms they will have names similar to human names. In others they will be given more machine like names such as Sci-13, IQ-7, Drone 289, or ST4k.

TECHNO ORGANIC CONSTURCT RACIAL TRAITS
+2 Strength, +2 Intelligence, +2 Dexterity, +2 Wisdom, +2 Constitution, -4 Charisma
Darkvision: Darkvision up to 120 feet.
Size: Medium
Bonus Hit Dice: Due to their robust nature, techno organic constructs receive 2 bonus Hit Dice at 1st level, for a total of 3 Hit Dice at 1st level.
Saves Bonus: +2 racial bonus on Reflex, Fortitude, and Willpower saves.
Accelerated Healing: Due to their nanite repair system a techno organic constructs heals at an accelerated rate. They heal an amount of damage in one hour equal to the amount most races heal with a day of rest.
Reinforced Skeleton and Hardened Skin: Imparts a damage reduction of 3/+1.
Natural Armor: A techno organic constructs strengthened skin gives them a natural armor class bonus of +2.
Techno Organic Constructs: Techno organic constructs are immune to mind-influencing effects, poison, disease, and similar effects. They are highly resistant to the following attacks:

- **Non-Lethal Damage**: Techno organic constructs are immune to non-lethal damage attacks.
- **Ability Damage:** Techno organic constructs have 4 points of resistance versus ability damage and drains.

Hard to Heal: Techno organic constructs cannot be healed by normal means. They either rely on their natural ability or specially created medical devices. Magical, Divine, and Psionic healing have limited effect on techno organic constructs, and will heal the level of the ability being used in Wounds or Hit Points. Medical devices that are not specially designed to work on techno organic constructs (such devices cost 10 times normal and availability is increased by +10) have no effect.
Technological Nature: Techno organic constructs are the product of pure technology. This tends to have a negative effect on magic, and affects them in the following ways--if they are a spellcaster, they lose one spell per day per level, and the chance of a magic item misfiring is 20% higher than for other races.

Spell Resistance: Due to the technological nature of techno organic constructs, they have a constant SR of 15. This is a supernatural ability that cannot be disabled. It affects friendly and hostile magics, including magic items. Even Magic items with constant effects such as a +1 magic weapon or armor are affected. The techno organic construct must make a SR check each day to see if the item will function properly. In addition they must make a check each time they attempt to use a power of the item that can be activated.

A techno organic construct can take a full round action to attempt to lower the rating of their SR. To do this the techno organic construct must make a concentration check DC-20. If they succeed the SR is reduced by the techno organic construct's character level. This reduction only last as long as the techno organic construct has total concentration and does not take any other action.

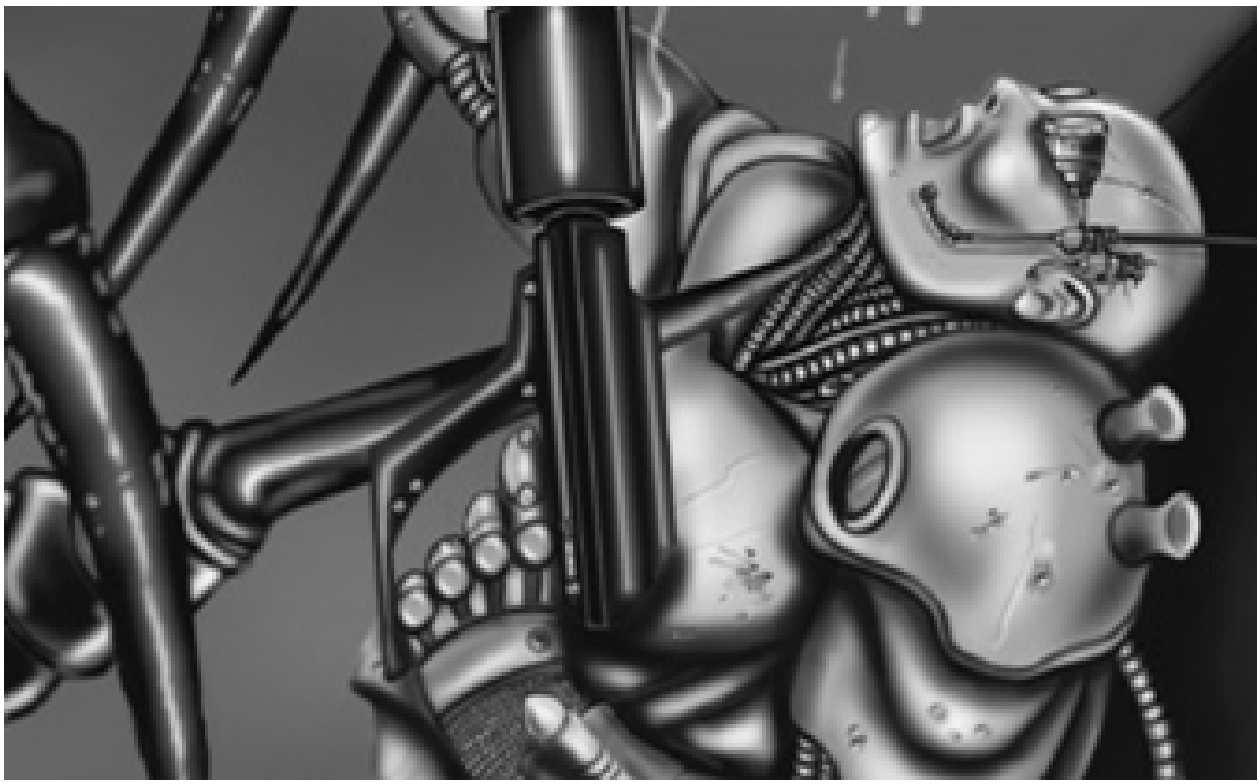
Model: When techno organic constructs are created, they are fashioned into one of three models: Scientist, Warriors, or Workers. The benefits of each are as follows:

Warrior
Trained in all Martial Weapons (Small Arms).
Choose between the feats Martial Weapons (Heavy Weapons) or Combat Martial Arts.

Worker
Gain the feat Gearhead.
Pick two craft skills to become class skills.

Scientist
Gain the Builder feat.
Pick 2 knowledge skills to become class skills

Bonus Skill: Techno organic constructs gain Computers as a class skill.
Power Level Bonus: Techno organic constructs have a minimum Personal Technology Level of 5.
Cybernetics: All locations on a techno organic construct are considered to have an Enhanced frame for purposes of cybernetics.
Supplies: Techno organic constructs only require ½ the food, water, and air normally needed by a human.
Automatic Languages: Common, Mechnic, Techno-Speak and Trade.




CPT-TALON'GRAYFEATHER

XENOFORMS

Table 2-8: Xenoform Personal Power Level Modifiers	
Faith	+1
Magic	0
Psionic	-1
Syncratic -	0
Syncratic +	0
Technology	0

Xenoforms are bipedal animals with heightened intelligence and communication skills. There are several realms that include xenoforms as the dominant races. In some realms xenoforms are genetically engineered creatures used as soldiers, servants or slaves.

Society: Xenoforms tend to form societies of their own type with in other societies. For example, in cities where xenoforms coexist with other races there will normally be a xenoform district within the city.

Relations: Xenoforms in most realms tend to have neutral attitudes about other races. Since there are so many different types of xenoforms, they have no problem associating with a different race.

Adventurers: Xenoform adventurers are fairly common.

Names: The names assigned to xenoforms vary based on their base animal stock and on what type of society they were born into. For example a xenoform dog born into a society where he was treated as a pet might have a name like Fido. In cases where xenoforms have their own societies names tend to reflect goals or hopes that the parents had for the child, such as Hope, Charity, Tranquility.

XENOFORM RACIAL TRAITS
Animal Blood: For all effects related to race, a xenoform is considered to be the same race as their animal stock. Xenoforms cannot be used as animal companions.
Low-Light Vision: Xenoforms can see twice as far as humans in conditions of dim light.
Animal Telepath: Xenoforms are able to communicate with all forms of their base animal type.
Automatic Languages: Common and Trade.

A xenoform's abilities are determined by his base animal stock:

Ape: Xenoform apes are covered from head to toe with light brown to rust colored fur. **Racial Skills:** Climb +6, Perception +3.

Baboon: Xenoform baboons have elongated snouts with distinctive colors. Usually these colors are reds and blues. **Racial Skills:** Climb +5, Perception +2.

Badger: Xenoform badgers are stocky and covered with a thick fur coat. They have a difficult time taming their wild nature (rage). **Racial Skills:** Escape Artist +2, Perception +2.

Bat: Xenoform bats are small with delicate leathery wings. They have a fine fur coat that tends to be black in color. **Racial Skills:** Perception +4, Stealth +2.

Bear, Black: Xenoform black bears are extremely stocky with large heads and almost no neck. They are covered with thick black fur, and have stubby fingers and toes. **Racial Skills:** Climb +1, Perception +4, Swim +3.

Bison: Xenoform Bison are large fur-covered creatures with short horns and large snouts. **Racial Skills:** Perception +3.

Boar: Xenoform boars are hairless with large sharp tusk. Their hands and feet tend to be cloven, making it difficult for them to use equipment that is not specially designed for them. **Racial Skills:** Perception +2.

Camel: Xenoform camels have elongated heads and long yellow fur, with distinctive humps on their backs. Their feet are soft and cloven. **Racial Skills:** Perception +2.

Cat: Xenoform cats are slender sleek creatures with fine soft fur and long tails. **Racial Skills:** Acrobatics +4, Climb +5, Perception +2, Stealth +4.

Cheetah: Xenoform cheetahs have gold-colored fur with black spots. They are very sleek and are always ready for a good run. **Racial Skills:** Perception +2, Stealth +2.

Dog: There are numerous breeds of xenoform dogs; each appears as versions of their species, retaining the fur, coloring, 3-toed feet, and muzzles. This category covers all Small and Medium-sized dogs. **Racial Skills:** Perception +2, Swim +2.

Dog (Large): This category includes all breeds of large dogs, such as St Bernard and Great Danes. **Racial Skills:** Perception +2, Swim +2.

Donkey: Xenoform donkeys have dark brown to dark gray fur. Their forelegs have mutated into hands with opposable thumbs, yet they still retain their ancestors'

ability to carry heavy loads (2 times encumbrance limits). They do not have their ancestors' sterility. **Racial Skills:** Acrobatics +1, Perception +2.

Eagle: Xenoform eagles possess their ancestors' sharp beak and claws and still have the vestiges of wings under each arm. In addition, their feet retain the muscle structure for ripping and tearing. **Racial Skills:** Perception +2.

Hawk: Like xenoform eagles, xenoform hawks retain the feathers, shark beak, and claws of their ancestors. Their feathers tend toward golden brown. **Racial Skills:** Perception +2.

Horse: There are quite a few different breeds of xenoform horses. Their forelegs have mutated into usable arms ending in hands with opposable thumbs, but they retain their ancestors' mane and tail, as well as elongated faces that end in large noses. **Racial Skills:** Perception +3.

Lizard: Xenoform lizards are green-scaled humanoids with long tails. **Racial Skills:** Climb +3, Perception +2, Stealth +2.

Monkey: There are dozens of species of xenoform monkeys. These abilities are averages for the race. They all are covered in fur and have a prehensile tail, hands, and feet. **Racial Skills:** Acrobatics +4, Climb +9, Perception +2, Stealth +2.

Rat: Xenoform rats are small, and have muzzled heads, pointed noses, and round ears on the top of their heads. They also have thick fur and long furless tails. **Racial Skills:** Acrobatics +2, Climb +4, Stealth +3.

Raven: Xenoform ravens have a beaked head with round eyes on either side. They are covered in black feathers, with oval bodies. They also have thin legs, long tail feathers, and bird-like feet. **Racial Skills:** Perception +2.

Rhinoceros: Xenoform rhinos have huge heads with massive a jaw and muzzle, tiny eyes, and large ears. They have thick massive bodies with extremely powerful legs and three-fingered hands. **Racial Skills:** Perception +5.

Snake: Xenoform snakes have long bodies covered with brightly colored smooth scales. Their heads are flat and triangular with a double-hinged jaw and eyes sunken under a bony ridge. They have two arms with fully functional hands on either side of their body. **Racial Skills:** Acrobatics +4 Climb +6, Perception +4, Stealth +2.

Squid: Xenoform squids have leathery grey-green skin and 3 tentacles in place of each arm. Each tentacle has numerous suction cups, and is capable of fine manipulation. **Racial Skills:** Perception +3, Swim (Class Skill).

Wolf: Xenoform wolves have full snouts, pointed ears on the top of their head, and clawed feet and hands. They also have long tails and heavy fur. **Racial Skills:** Perception +2, Stealth +2.

Wolverine: Xenoform wolverines have snouted heads with small widely spread eyes. They have dark fur with lighter bands running over the eyes and along their sides. They also have thick bushy tails. **Racial Skills:** Climb +6, Perception +3.

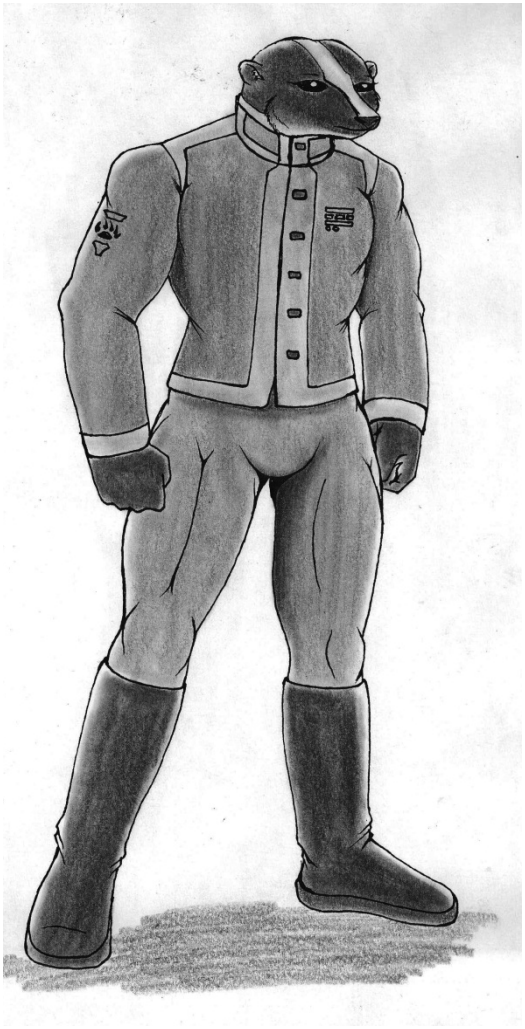


Table 2-9: Xenoform Animal Stock

Stock	Str	Dex	Con	Wis	Special Abilities	Attacks	Natural Armor	Speed
Ape	+5	+2	+2	+0	Scent	1d6 Claws, 1d6 Bite	+3	30 ft, Climb 30 ft
Baboon	+2	+2	+0	+0	Scent	1d6 Bite	+1	40 ft, Climb 30 ft
Badger	-2	+3	+2	+0	Rage, Scent	1d2 Claws, 1d3 Bite	+1	30 ft, Burrow 10 ft
Bat	-3	+3	+0	+2	Blindsight 20 ft., Size Decrease, Flight	-	+0	20 ft, Flight 40 ft (good)
Bear, Black	+6	+2	+2	+0	Scent, Size Increase	1d4 Claws, 1d6 Bite	+2	40 ft
Bison	+6	+0	+3	+0	Scent, Size Increase	1d8 Head Butt	+4	40 ft
Boar	+2	+0	+3	+1	Ferocity, Scent	1d8 Gore	+6	40 ft
Camel	+4	+3	+2	+0	Scent	1d4 Bite	+1	50 ft
Cat	-4	+3	+0	+1	Scent, Size Decrease	1d2 Claws, 1d3 Bite	+0	30 ft
Cheetah	+3	+4	+2	+0	Trip, Sprint, Scent	1d6 Bite, 1d2 Claws	+1	50 ft
Dog	+1	+3	+2	+0	Scent	1d4 Bite	+1	40 ft
Dog, Large	+2	+2	+2	+0	Scent	1d6 Bite	+4	40 ft
Donkey	+0	+1	+0	+0	Scent, Burden	1d2 Bite	+2	30 ft
Eagle	+0	+2	+0	+2	Flight	1d3 Claws, 1d4 Bite	+1	20 ft, Flight 80 ft (average)
Hawk	-3	+3	+0	+2	Flight	1d4 Claws	+2	20 ft, Flight 60 ft (average)
Horse	+4	+0	+2	+0	Scent, Size Increase	1d6 Hooves	+3	50 ft
Lizard	+3	+2	+3	+0		1d8 Bite	+0	30 ft, Climb 20 ft
Monkey	-4	+2	+0	+0	Prehensile Feet and Tail	1d3 Bite	+0	30 ft, Climb 30 ft
Rat	-5	+3	+0	+0	Scent, Size Decrease	1d3 Bite	+0	20 ft, Climb 20 ft
Raven	-5	+2	+0	+2	Flight	1d2 Claws	+0	20 ft, Flight 40 ft (average)
Rhinoceros	+8	+0	+5	+1	Powerful Charge, Size Increase	2d6 Gore	+7	30 ft
Snake	+1	+3	+0	+0	Poison Bite, Scent	1d4 + Poison Bite	+2	20 ft, Climb 20 ft, Swim 20 ft.
Squid	+2	+3	+0	+0	Grab, Ink Cloud, Jet	6 x 1d2 Tentacles, 1d6 Bite	+3	30 ft, Swim 60 ft
Wolf	+1	+2	+2	+0	Trip, Scent	1d6 Bite	+2	50 ft
Wolverine	+2	+2	+4	+0	Rage, Scent	1d4 Claws, 1d6 Bite	+2	30 ft

Special Abilities

Blindsight: Xenoform bats have Blindsight, the extraordinary ability to use a non-visual sense (or a combination of such senses) to operate effectively without vision. This may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. The ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures), and operates out to a range specified in the creature description.

- Blindsight never allows a creature to distinguish color or visual contrast and cannot read with it.
- Blindsight does not subject a creature to gaze attacks.
- Blinding attacks do not penalize creatures using Blindsight.
- Deafening attacks thwart Blindsight if it relies on hearing.
- Blindsight works underwater but not in a vacuum.
- Blindsight negates displacement and blur effects.

Ferocity (Ex): A xenoform boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying and suffers no modifiers for wound damage until they are below 50%.

Grab (Ex): If a xenoform squid with this special attack hits with the indicated attack (usually a claw or bite attack) it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab works only against opponents at least one size category smaller than the xenoform squid. The xenoform squid has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage. Each successful grapple check it makes during successive rounds automatically deals the

damage indicated for the attack that established the hold. Xenoform squids with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Ink Cloud: While in water the xenoform squid is able to release a cloud of ink that blinds it opponents. The ink cloud causes total darkness in a 15' radius for 3 rounds. For the duration of the ink cloud all vision including dark vision is blocked. The squid may use this ability a number of times per day equal to their Constitution modifier + 2.

Jet: While swimming a squid xenoform can release a jet of water that triples (3 times) their swimming speed. Using the jet ability counts as a standard action.

Poison Bite (Ex): Poison**,** injury; **save** Fort DC 10 + Xenoform Snake's Level; **frequency** 1/round for 6 rounds; **effect** 1d2 Con; **cure** 1 save.

Powerful Charge (Ex): A rhinoceros xenoform deals 4d6+strength modifier points of damage when it makes a charge.

Prehensile Feet and Tail (Ex): Monkey xenoforms can use their feet and tails as if they where an extra set of hands. Each foot functions as a hand with the xenoforms full dexterity and the tail acts like a hand with a dexterity score that is 4 points lower.

Rage (Ex): A wolverine xenoform that takes wound damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to Armor Class when this happens. The creature cannot end its rage voluntarily.

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the Scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent.

Whenever the creature comes within 5 feet of the source, the creature pinpoints the source's location.

A creature with the Scent ability can follow tracks by smell, making a Wisdom or Survival check to find or follow a track. The typical DC for a fresh trail is 10, no matter what kind of surface holds the scent. This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Size Decrease: The character's size is now Small. As a Small creature, the Xenoform gains a +1 size bonus to Armor Class, +1 size bonus on Attacks, -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks. The xenoform uses smaller weapons than Medium-sized character, and its lifting and carrying limits are three-quarters of those of a Medium character.

Size Increase: The character's size is increased to Large. As a Large creature, the Xenoform gains a -1 size penalty to Armor Class, -1 size penalty on Attacks, +1 bonus to their Combat Maneuver Bonus and Combat Maneuver Defense, and a -4 size penalty on Stealth checks. Xenoform now has a space of 10 feet and a natural reach of 10 feet. The xenoform can use larger weapons than humans use, and their lifting and carrying limits are increased by two times (x2) those of a Medium character.

Sprint (Ex): Once per hour, the character can move 10 times his normal movement when making a charge.

Trip (Ex): A Xenoform with the trip special ability can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with its natural weapons. If the attempt fails, the creature is not tripped in return.



STANDARD RACES

The following basic Pathfinder Roleplaying Game races are also available: Dwarves, Elves, Gnomes, Half-Elves, Half-Orcs, Halflings, and Humans.

In addition, any race from any Pathfinder Roleplaying Game compatible setting can be played with the gamemaster's permission.

Table 2-10: Personal Power Level Modifiers for Standard Races

Race	Faith	Magic	Psionic	Syncratic -	Syncratic +	Technology
Dwarves	+1	-1	0	0	0	+1
Elves	0	+2	-1	0	0	-1
Gnomes	-1	+1	-1	0	0	+1
Half-Elves	0	+1	0	0	0	0
Half-Orcs	+1	-4	+1	0	0	-1
Halflings	+1	0	-1	0	0	0
Humans	0	0	0	0	0	+1



CHAPTER THREE
CLASSES

The cab's tires squeal as it takes corners at high speeds, but the student does not notice due to being mesmerized by the hologram of a female Ork dressed like a hula girl. The hologram seems to dance more and more rapidly as the driver picks up speed.

"So I bet youz would like to know what everyone does here in the city. Well there are your everyday professions like accountant and secretary, but there are also the adventuring professions. The most common of these professions is the Medic, who is always a good person to know. Scholars are both teachers and warriors. Scouts are the crazy guys that are the first ones through the gates or down on worlds. Soldiers are your catch-all warriors with a twist--they are also skilled at the arts of defense. Techno-Mages are the ultimate tinkers and masters of technology. Then there are the Trans-Dimensional Magi, who may be the only ones in the cosmos that actually understand how the gates work, and use magics by channeling energies through their bodies."

MEDIC

Medics are healers who choose to adventure. They are gifted with healing abilities. Many believe that they are clerics that follow the religion of medical science. In any case, their healing ability appears to be based on a latent psionic talent. In any realm that has a psionic level greater than the medics special abilities will function.

Contrary to popular belief most medics are not pacifists; they just tend to be so busy caring for the wounded that they don't get to see much combat action.

Role: The primary role of the medic is to be a healer and secondarily a fighter. Medics normally will normally use ranged attacks to assist in combat. This allows them to aid the party while increasing the odds of them being around to heal everyone after the fight.

Alignment: Any.

Hit Die: d8.

Class Skills

The Medic's class skills, and the key ability for each skill, are Craft (Chemistry) (Int), Craft (Pharmaceutical) (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Arcana) (Int), Knowledge (Chemistry) (Int), Knowledge (Pharmaceutical) (Int), Knowledge (Religion) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), and Streetwise (Cha).

Skill Ranks per Level: 4 + Int modifier.

Adventures: Medics normally find adventure while supporting other classes such as soldiers and scouts. Many medics seem to thrive on the thrill of adventuring spending large amounts of time working with either adventuring companies or mercenary groups.

Characteristics: Medics do not make good combat troops even though they are trained to use some weapons and armor. Their main role is that of supporting other characters in their endeavors. Medics are also very helpful in promoting the general health of a community. The primary ability scores for Medics are Wisdom and Intelligence.

Background: Medics can come from any background but there are a few things that they usually have in common. First, they are normally well educated, most having university degrees. Second, they tend to come from worlds that value life.

Other Classes: Medics tend to associate with soldiers and scholars by choice. The soldiers respect the Medics ability to heal, and the scholars tend to be kindred spirits. Medics usually feel that scouts are a bit too impetuous and are always taking unnecessary chances. Medics tend to be a bit standoffish toward Trans-Dimensional Magi since they seem to be always injured, and are neutral toward Techno-Mages. Medics tend to think of Tribal Warriors as unfortunate primitives that need looking after.

Table 3-1: Medic

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Improved Healing
2	+1	+3	+0	+3	Bonus Feat
3	+2	+3	+1	+3	Inspire Trust +2
4	+3	+4	+1	+4	Healing +2
5	+3	+4	+1	+4	Triage 1/day, Inspire Trust +3
6	+4	+5	+2	+5	Bonus Feat
7	+5	+5	+2	+5	Healing + 4
8	+6/+1	+6	+2	+6	Inspire Trust +4
9	+6/+1	+6	+3	+6	Triage 2/day
10	+7/+2	+7	+3	+7	Bonus Feat, Healing +6
11	+8/+3	+7	+3	+7	Inspire Trust +5
12	+9/+4	+8	+4	+8	Triage 3/day
13	+9/+4	+8	+4	+8	Healing +8
14	+10/+5	+9	+4	+9	Bonus Feat
15	+11/+6/+1	+9	+5	+9	Inspire Trust +6
16	+12/+7/+2	+10	+5	+10	Healing +10
17	+12/+7/+2	+10	+5	+10	Triage 4/day
18	+13/+8/+3	+11	+6	+11	Bonus Feat
19	+14/+9/+4	+11	+6	+11	Healing +12
20	+15/+10/+5	+12	+6	+12	Resuscitation

Class Features

All of the following are class features of the medic.

Weapon and Armor Proficiency: Medics are proficient with all simple weapons, Martial Weapons, Martial Weapons (Energy Melee), Martial Weapons (Small Arms), all types of non-powered armor (Light, Medium, And Heavy), and shields (except tower shields).

Improved Healing: This ability allows a Medic to heal damage that a living creature has taken. The amount of healing is equal to 1d10 + the Medic's class level. Once all the Hit Points are healed, the reminder can be converted on a 2 to 1 basis to Wounds. This can also be used to restore a patient that is at negative Wounds, but once a character is at –10 Wounds they are dead. The DC for the healing is 15. To use this power a Medic must be able to touch the target, and it requires 10 minutes of concentration. This ability works at its full capacity on androids but takes one hour to complete.

Use of this ability requires a medical kit of some kind; if one is not available the DC of the task goes up to a 20. After each use of the medical kit roll 1d6--on a result of 6 the kit has been depleted.

Bonus Feats: At 2nd, 6th, 10th, 14th, and 18th level, a Medic gains a bonus feat. This feat must be from the following list, and the Medic must meet any prerequisites: Martial Weapons Proficiency (Exotic or Melee), Alertness, Blind-Fight, Craft Cybernetics, Cybernetic Surgery, Deceptive, Educated, Far Shot, Medical Expert, Point-Blank Shot, Precise Shot, Powered Armor Proficiency (Light, Medium, or Heavy), Surgery, Weapon Focus, and Xenomedic.

Inspire Trust + (number) (SU): This ability allows the medic to calm patients and the people around them. The medic may make a Diplomacy check versus a DC based on the NPC current attitude. The number listed after the ability is added as a bonus to this check.

Table 3-2: Medic Inspire Trust Ability

NPCs Attitude	DC
Hostile	30
Unfriendly	25
Indifferent	20
Friendly	15
Helpful	10

If the check succeeds the NPCs attitude changes to indifferent or improves by 1 category, if the check succeeds by more than 5 the attitude changes to friendly or improves by 2 categories whichever is better for the medic.

Healing + (number): The amount listed is added to the number of Hit Points and Wounds healed when using the improved healing ability.

Triage: Starting at 5th level Medics are able to heal greater numbers of people, and can use their Improved Healing ability on a number of people equal to ¼ of their class level + their Charisma modifier. This ability has an area of effect equal to 10 feet + the Medic's Charisma modifier.

Resuscitation: This ability is similar to the Raise Dead spell with the following changes. The casting time is 10 minutes, a medical kit is a required component, and the character being raised only incurs one negative level. A medic may perform resuscitation 1/day + the medic's Constitution modifier.

SCHOLAR

Scholars are a combination Alchemist, Scientist, and Teacher. They are teachers first and warriors second. Their abilities focus on teaching and gathering knowledge.

Role: The primary role of the scholar is as a source of information or as a problem solver. They do not make very good fighters and tend to make even worse guards.

Alignment: Any.

Hit Die: d8.

Class Skills

The Scholar's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Astrogation (Int), Bluff (Cha), Computer (Int), Craft (any) (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (any) (Int), Linguistics (Int), Navigation (Int), Perform (Cha), Profession (Wis), Repair (Int), Sense Motive (Wis), Sensor Operations(Int), Stealth (Dex), Streetwise (Cha), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

Adventure: The Scholar's thirst for knowledge tends to get them into a lot of adventures. Many Scholars will accompany groups that travel through the gates or to different worlds for the opportunity to gather new knowledge. This new knowledge in and of itself may lead to more adventures.

Characteristics: Scholars are not much as fighters, they are much better at figuring out puzzles and problems. Their main attributes are Intelligence and Charisma.

Background: Scholars come from an academic background, usually spending time working for or with a major university or research center. On worlds that do not have major universities or research centers they tend to be inventory administrators and historians.

Other Classes: The classes that the scholar gets along with the most are the Medic and Techno-Mage. Both of these classes tend toward favoring knowledge. Soldiers and scouts tend to be too preoccupied with the here and now of situations to truly understand the scholar's love of knowledge. The Transdimensional Magi tends to be a bit too strange for scholars, though they are intrigued by the way they use magic. Scholars tend to consider Tribal Warriors as lowly primitives that need an education to help elevate them.

TABLE 3-3: The Scholar

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Scholastic Knowledge
2	+1	+0	+3	+3	Summon Lesser Elemental 1/day
3	+2	+1	+3	+3	Bonus Feat
4	+3	+1	+4	+4	Teaching, Summon Lesser Elemental 2/day
5	+3	+1	+4	+4	Comprehend Languages
6	+4	+2	+5	+5	Summon Lesser Elemental 3/day
7	+5	+2	+5	+5	Bonus Feat
8	+6/+1	+2	+6	+6	Summon Elemental 1/day
9	+6/+1	+3	+6	+6	Merge with Elemental (1)
10	+7/+2	+3	+7	+7	Summon Elemental 2/day
11	+8/+3	+3	+7	+7	Bonus Feat
12	+9/+4	+4	+8	+8	Summon Elemental 3/day
13	+9/+4	+4	+8	+8	Merge with Elemental (2)
14	+10/+5	+4	+9	+9	Summon Greater Elemental 1/day
15	+11/+6/+1	+5	+9	+9	Bonus Feat
16	+12/+7/+2	+5	+10	+10	Summon Greater Elemental 2/day
17	+12/+7/+2	+5	+10	+10	Merge with Elemental (3)
18	+13/+8/+3	+6	+11	+11	Summon Greater Elemental 3/day
19	+14/+9/+4	+6	+11	+11	Bonus Feat
20	+15/+10/+5	+6	+12	+12	Summon Master Elemental 2/day

Class Features

All of the following are class features of the scholar.

Weapon and Armor Proficiency: Scholars are proficient with all simple weapons. Additionally, they are proficient with six weapons from the following areas: Martial Weapons, Martial Weapons (Energy Melee), and Martial Weapons (Small Arms). All weapons selected must be of a power level that the scholar can understand. Scholars are proficient with light armor, medium armor, and shields (excluding tower shield).

College Education: Scholars may take the College Education edge for one point less than the listed cost.

Scholastic Knowledge: A Scholar may make a special Scholastic knowledge check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. This check will not reveal the powers of a magic item but may give a hint as to its general function. The Scholar may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM will determine the DC of the check by referring to the table below.

Table 3-4: Scholastic Knowledge

DC	Type of Knowledge
10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people in the area.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most whom once knew it, possibly known only by those who don't understand the significance of the knowledge.

Summon Lesser Elemental (number)/day: The Scholar can summon a lesser elemental for a number of hours equal to ½ their class level + Cha modifier. Only one elemental of each type maybe summoned at a time. The scholar can choose any of the five types of elementals to summon. The elemental will appear within 5 feet of the Scholar. The elemental must remain within a range of 400 feet + 40 per caster level or be dispelled.

Bonus Feats: Scholars may choose from the following bonus feats: Alertness, Cautious, Educated, Jack of All Trades, Salvage, Scrounging, Spacer, and Trustworthy. The scholar must still meet all of the prerequisites for these feats.

Teaching: This ability allows the Scholar to instruct others in the use of knowledge skills, technology feats, and skills. The Scholar may teach a number of students equal to her Charisma modifier and Scholar level. The table below lists the difficulty level and time required.

Table 3-5: Teaching Table

Description	Time	Teach DC	Learn DC
Impart Temporary Knowledge Skill	8 hrs	15	10
Impart Temporary Feat	8 hrs	18	15
Teach Tech Skill	80 hrs	20	18
Teach Knowledge Skill/Language Skill	80 hrs	20	18
Teach Feat	400 hours	25	20
Raise Power Level	500 hours	25	20

Modifiers	DC modifier
Per Student Above/Below Limit	+1/-1
Many Distractions (Under Siege, Not Enough Food, Etc.)	+4
Makeshift Facilities	+3
Irregular Schedule	+3
Advanced Teaching Aid	-1 to -5

Both teacher and student must make a successful test. For the teacher it is a Teaching skill test; for every 5 points that the teacher beats the DC by, the student receives a +1 situational bonus. The student makes an Intelligence test with the above DC and modifiers. Taking 10 and 20 is allowed.

Scholars can teach skills and feats to other player characters. To do this a Scholar and student must spend experience for permanent skills and feats. The Experience cost is the total amount of Experience Points that must be spent. This cost can be split between the student(s) and the Scholar, but the Scholar must spend at least 10% of the required cost. In the case of multiple students the cost is multiplied by the number of students. The cost is listed below:

Table 3-6: Teaching Experience Cost

Description	Player Cost
Make a skill a class skill	1,000
Teach a Feat	2,000
Raise Power Level	500

There is also a financial cost for the lessons, normally 10 cr per experience point spent. For teaching player characters, the experience cost is reduced to 0 if they are eligible to gain a feat due to gaining a level.



Temporary skills and feats last for 24 hours plus one hour for every point that the Scholar beat the DC by. A temporary skill/feat can only be gained once a month.

The level of a temporary skill is equal to the Scholar's Charisma modifier; +1 point for every 5 points the Scholar beats the DC by. The final level cannot exceed the Scholar's ranks in the skill.

Table 3-8: Scholar Merge with Elementals

	Air	Earth	Ether	Fire	Water
Lesser	Flight 80 ft. (Perfect)	Earth Glide 20 ft.	Incorporeal	Flame Shield	Water Glide 60 ft.
Elemental	Flight 80 ft. (Perfect), +4 Natural Armor	Earth Glide 20 ft., +8 Natural Armor	Incorporeal, Flight 80 ft. (Perfect)	Flame Shield, +6 Natural Armor	Water Glide 60 ft., +6 Natural Armor
Greater	Flight 80 ft. (Perfect), +4 Natural Armor, Whirlwind	Earth Glide 20 ft., +8 Natural Armor, Earth Bolt	Incorporeal, Flight 80 ft. (Perfect), Ether Bolt	Flame Shield, +6 Natural Armor, Fire Bolt	Water Glide 60 ft., +6 Natural Armor, Water Bolt
Master	Flight 100 ft. (Perfect), +6 Natural Armor, Whirlwind	Earth Glide 20 ft., +12 Natural Armor, Earth Bolt	Incorporeal, Flight 100 ft. (Perfect), Ether Bolt	Flame Shield, +9 Natural Armor, Fire Bolt	Water Glide 90 ft., +9 Natural Armor, Water Bolt

Comprehend Languages: Years of studying have given the Scholar the ability to comprehend a language without actually knowing it. To comprehend a language, the Scholar makes a comprehend language roll (1d20 + Int modifier + Scholar level); the table below lists the DCs involved.

Table 3-7: Comprehend Language Table

Description	DC
Simple or Common Language	15
Complex Language	20
Alien Language (i.e., Machine Language)	25
Only have access to written form of language, recording, or other non-interactive sample of the language.	+5

Summon Elemental (number)/day: Summons an Elemental. The scholar can choose any of the five types of elementals to summon.

Merge with Elemental (#): The number in parenthesis is the number of different elementals that can merge with the Scholars body. Each type of elemental grants special abilities to the Scholar while merged. The Scholar can stay merged with an elemental for a number of hours equal to their class level.

Summon Greater Elemental (number)/day: Summons a Greater Elemental. The scholar can choose any of the five types of elementals to summon.

Summon Master Elemental (number)/day: Summons a Master Elemental. The scholar can choose any of the five types of elementals to summon.

SCOUT

Scouts are professional sneaks and forward observers. Their skills include Tracking, Sneak Attack, and Disabling Devices, and they normally fill the role of point men in military situations.

Role: Scouts fill different roles. While their primary role is that of an explorer in advance of a group to ensure safety, they also make good snipers and sappers.

Alignment: Any.

Hit Die: d8.

Class Skills

The Scout's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Astrogation (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Navigation (Int), Perception (Wis), Perform (Cha), Pilot (Dex), Profession (Wis), Sense Motive (Wis), Sensor Operations (Int), Sleight of Hand (Dex), Stealth (Dex), Streetwise (Cha), Survival (Wis), Swim (Str), and Use Magic Device (Cha)

Skill Ranks per Level: 8 + Int modifier.

Adventure: Adventuring and being a scout go hand in hand. Scouts are always the first ones through a gate or put down on a newly discovered world. Scouts tend to travel light, surviving off the land. Where possible, they will also provide assistance in blending into the environment.

Characteristics: Scouts primarily rely on their Intelligence and Dexterity to survive. They are quite capable in combat and their sneak attack ability makes them very deadly. Scouts are also able woodsmen, able to lead a large contingent safely through the wilderness.

Background: The background on Scouts can be as varied as their skills. They could have gained their skills from a solitary master in the deep woods, from specialized military training, or from even being part of a thieves guild. The only thing that all of these backgrounds really have in common for the scout is that they tend to be very self-reliant and adept at working alone.

Other Classes: Scouts tend to work hand in hand with soldiers acting as their eyes and ears in combat situations. Scouts tend to have very little time for scholars and Techno-Mages who are always preoccupied with the "big picture". From the Scouts point of view they and Medics have a symbiotic relationship - the roles that a scout takes tend to get them injured on a regular basis, and it is up to the medic to put them back together. On the whole, scouts are not sure what to do with Trans-Dimensional Magi - they are extremely useful, especially when gates are concerned, but they tend not to be much help in a fight. Scouts tend to get along well with Tribal Warriors since both fill similar roles in a group.

TABLE 3-9: The Scout

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Sneak Attack +1d6, Track, Trap Finding
2	+1	+0	+3	+0	Evasion
3	+2	+1	+3	+1	Endurance, Sneak Attack +2d6, Trap Sense +1
4	+3	+1	+4	+1	Scout Concentration, Uncanny Dodge
5	+3	+1	+4	+1	Sneak Attack +3d6
6	+4	+2	+5	+2	Trap Sense +2
7	+5	+2	+5	+2	Sneak Attack +4d6, Woodland Stride
8	+6/+1	+2	+6	+2	Improved Uncanny Dodge, Swift Tracker
9	+6/+1	+3	+6	+3	Sneak Attack +5d6, Trap Sense +3
10	+7/+2	+3	+7	+3	Special Ability
11	+8/+3	+3	+7	+3	Sneak Attack +6d6
12	+9/+4	+4	+8	+4	Trap Sense +4
13	+9/+4	+4	+8	+4	Camouflage, Sneak Attack +7d6, Special Ability
14	+10/+5	+4	+9	+4	—
15	+11/+6/+1	+5	+9	+5	Sneak Attack +8d6, Trap Sense +5
16	+12/+7/+2	+5	+10	+5	Special Ability
17	+12/+7/+2	+5	+10	+5	Hide in Plain Sight, Sneak Attack +9d6
18	+13/+8/+3	+6	+11	+6	Trap Sense +6
19	+14/+9/+4	+6	+11	+6	Sneak Attack +10d6, Special Ability
20	+15/+10/+5	+6	+12	+6	Shadow Form

Class Features

All of the following are class features of the scout.

Weapon and Armor Proficiency: A Scout's weapon training focuses on weapons suitable for stealth, sneak attacks, and survival. Thus, all Scouts receive training in Martial Weapons (Energy Melee), Martial Weapons (Small Arms), and all simple weapons. Scouts are proficient with light and medium non-powered armors but not with shields.

Sneak Attack: Any time the Scout's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the Scout flanks the target, the Scout's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every 2 scout levels thereafter. Damage done by a Sneak Attack goes directly to the victims wounds. If the Scout scores a critical hit the attack scores maximum damage against the targets wound points.

Ranged attacks can only count as sneak attacks if the target is within 30 feet. The Scout cannot strike with deadly accuracy from beyond that range.

With a sap (blackjack), stun weapons, or an unarmed strike, the Scout can make a sneak attack that deals non-lethal damage instead of normal damage. The Scout cannot use a weapon that deals normal damage to deal non-lethal damage in a sneak attack, not even with the usual –4 penalty.

The Scout must be able to see the target well enough to pick out a vital spot and must be able to reach that spot. The Scout cannot sneak attack while striking a creature with Concealment or striking the limbs of a creature whose vitals are beyond reach.

Track: A Scout adds ½ their level (minimum 1) to Survival skill checks made to follow or identify tracks.

Trapfinding: Scouts add ½ their level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A scout can use Disable Device to disarm magic traps.

Evasion (Ex): At 2nd level, a Scout gains Evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Scout takes no damage with a successful saving throw. Evasion can only be used if the Scout is wearing light armor or no armor. Helpless scouts do not gain the benefit of evasion.

Endurance: A Scout gains Endurance as a bonus feat at 2nd level.

Trap Sense (Ex): At 3rd level, a Scout gains an intuitive sense that alerts them to danger from traps, giving a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the Scout reaches 6th level, to +3 at 9th level, to +4 at 12th level, to +5 at 15th, and to +6 at 18th level. Trap Sense bonuses gained from multiple classes stack.

Scout's Concentration (Ex): At 4th level, a Scout gains the ability to make Perception skill tests even if they would normally be denied. The scout may not make Perception skill tests if they are under the effects of magical sleep.

Uncanny Dodge (Ex): At 4th level and above, Scouts retain their Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker. The Dexterity bonus to AC is still lost if the scout is immobilized or if the scout is subject to a feint action.

Woodland Stride (Ex): Starting at 7th level, Scouts may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at their normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect them.

Improved Uncanny Dodge (Ex): At 8th level, the scout can no longer be flanked. This defense denies those with sneak attack from using their ability by flanking, unless the attacker is at least four levels above the scout.

Swift Tracker (Ex): Beginning at 8th level, a Scout can move at their normal speed while following tracks without taking the normal –5 penalty. They take only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Special Abilities: On achieving 10th level and every 3 levels thereafter (13th, 16th, and 19th), a Scout chooses a Special Ability from among the following:

- **Crippling Strike (Ex):** When the Scout damages an opponent with a sneak attack, the target speed is reduced by 50% until the target is treated with a successful Heal DC-15.
- **Defensive Roll (Ex):** Once per day, when a Scout would be reduced to 0 Hit Points or less (or below ½ wounds) by damage in combat (from a weapon or other blow, not a spell or special ability), the Scout can attempt to roll with the damage. He makes a Reflex saving throw (DC = damage dealt)

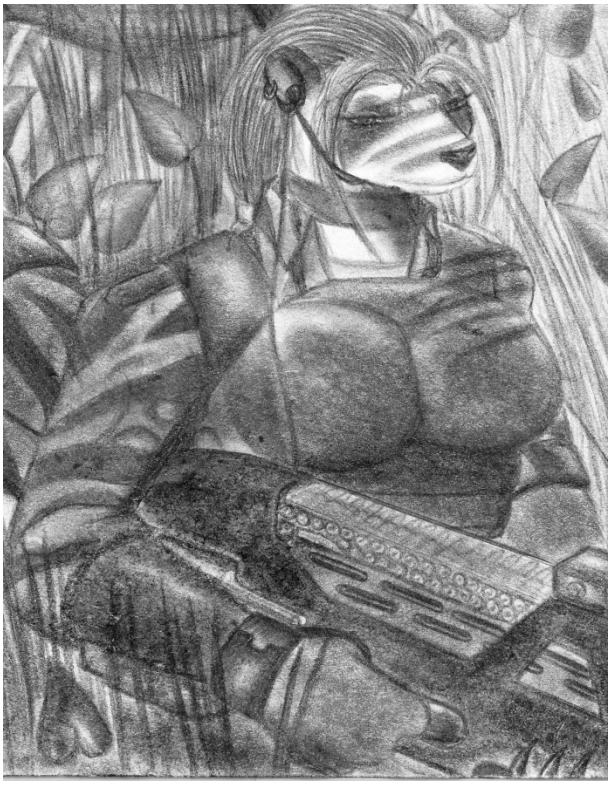
and, if successful, takes only half damage from the blow. The Scout must be aware of the attack and able to react to it in order to execute the defensive roll—if the Dexterity bonus to AC is denied, the Scout cannot roll. Since this effect would not normally allow a character to make a Reflex save for half damage, the Scout's Evasion ability does not apply to the defensive roll.

- **Fast Stealth (Ex):** This ability allows the scout to move at full speed using the Stealth skill without penalty.
- **Opportunist (Ex):** Once per round, the Scout can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the Scout's attacks of opportunity for that round. Even a Scout with the Combat Reflexes feat cannot use the Opportunist ability more than once per round.
- **Quick Disable (Ex):** It takes a Scout with this ability half the normal amount of time to disable a trap using the Disable Device skill (minimum 1 round).
- **Ranger Attack (Ex):** If the Scout can disable or kill an opponent before they have acted in the combat, the opponent does not make any noise. This ability can only be used with melee weapons.
- **Scout's Crawl (Ex):** While prone, a Scout with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A Scout with this ability can make a 5-foot step while prone.
- **Silencer (Ex):** If the Scout can disable or kill an opponent before they have acted in the combat the opponent does not make any noise. This ability can only be used with ranged weapons.
- **Slippery Mind (Ex):** If a Scout with a slippery mind is affected by an enchantment and fails the saving throw, one round later he can attempt the saving throw again. They only get this one extra chance to succeed.
- **Stars of Night (Ex):** This ability allows a scout to increase the number of weapons they can throw in a single attack. As a full round action the Scout may throw three (3) weapons per attack instead of the normal one. Each of these weapons may be thrown at separate targets.
- **Surprise Attack (Ex):** During the surprise round, opponents are always considered flat-footed to a rogue with this ability, even if they have already acted.
- **Trap Spotter (Ex):** Whenever a scout with this talent comes within 10 feet of a trap, they receive an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.
- **Feat:** A Scout may gain a feat in place of a special ability.

Camouflage (Ex): A Scout of 13th level or higher can use the Stealth skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight (Ex): While in any sort of natural terrain, a Scout of 17th level or higher can use the Stealth skill even while being observed.

Shadow Form (Su): At 20th level, a scout gains the ability to assume an ethereal state for 1 minute as though using the Ethereal Jaunt spell. Using this ability is a move action. This ability only affects the scout and cannot be used to make others ethereal.



SOLDIER

Soldiers are professional warriors skilled not just in the arts of warfare, but have skills that allow them to build and improve defenses and to train others in the art of war.

Soldiers are trained to be the officers in military organizations. If a Soldier joins the Manzala Rangers, they start with the rank of lieutenant.

Role: The role of a soldier is twofold. First, they are the main combat muscle of a group, trained to use almost any weapon. Second, they are skilled at training other people to use weapons and build fortifications.

Alignment: Any.

Hit Die: d10.

Class Skill

The Soldier's class skills (and the key ability for each skill) are Climb (Str), Craft (Any) (Int), Demolitions (Int), Diplomacy (Cha), Drive (Dex), Heal (Wis), Intimidation (Cha), Knowledge (Tactics) (Int), Knowledge (Military History) (Int), Navigation (Int), Perception (Wis), Pilot (Dex), Ride (Dex), Sensor Operations (Int), Starship Gunnery (Int), Streetwise (Cha), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Adventure: The life of a soldier tends to be filled with adventure, whether it is jumping out of a starship for a high altitude night jump or traveling down a river in a heavily armed boat. Anywhere there is combat taking place, you will find a soldier.

Characteristics: Soldiers are well versed in the arts of war, making both exceptional fighters and guards. Soldiers rely heavily on their Strength and Constitution.

Background: Soldiers can be from almost any background, but in most cases they will have trained with some military unit.

Other Classes: Soldiers work hand in hand with scouts, and rely on each other to survive. The class that soldiers get along with as well as scouts is the medics, who tend to rely on the soldiers' skill to keep them alive. Soldiers tend to not have much to do with Scholars or Techno-Mages, both of whom they find to be too intelligent for their own good. Soldiers get along fairly well with Tribal Warrior though they have trouble understanding the Tribal Warrior distrust of technology.

Table 3-10: The Soldier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Bonus Feat, Improved Unarmed Strike
2	+2	+3	+0	+0	Bonus Feat
3	+3	+3	+1	+1	Weapons Teaching
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+1	+1	Weapons Training
6	+6/+1	+5	+2	+2	Bonus Feat
7	+7/+2	+5	+2	+2	Build Fortifications
8	+8/+3	+6	+2	+2	Bonus Feat
9	+9/+4	+6	+3	+3	Weapons Training
10	+10/+5	+7	+3	+3	Bonus Feat
11	+11/+6/+1	+7	+3	+3	Artillery/Siege
12	+12/+7/+2	+8	+4	+4	Bonus Feat
13	+13/+8/+3	+8	+4	+4	Weapons Training
14	+14/+9/+4	+9	+4	+4	Bonus Feat
15	+15/+10/+5	+9	+5	+5	Armor Mastery (1)
16	+16/+11/+6/+1	+10	+5	+5	Bonus Feat
17	+17/+12/+7/+2	+10	+5	+5	Weapons Training
18	+18/+13/+8/+3	+11	+6	+6	Bonus Feat
19	+19/+14/+9/+4	+11	+6	+6	Armor Mastery (2)
20	+20/+15/+10/+5	+12	+6	+6	Bonus Feat, Weapons Mastery

Class Features

All of the following are class features of the soldier.

Weapon and Armor Proficiency: Soldiers are proficient in the use of all simple weapons in addition to Martial Weapons, Martial Weapons (Energy Melee), Martial Weapons (Heavy), Martial Weapons (Small Arms), all non-powered armors (Light, Medium and Heavy), and shields (excluding tower shield).

Bonus Feats: At 1st level, Soldiers get a bonus feat in addition to the feat that any 1st-level character gets and the bonus feat granted to humans. Soldiers gain an additional bonus feat at 2nd level and every 2 levels thereafter (4th, 6th, 8th, etc.). These bonus feats must be selected from those listed as fighter bonus feats or from the list below.

Aircraft Operations (Any), Brawl (Improved Brawl), Burst Fire, Combat Martial Arts (Defensive Martial Arts, Improved Combat Martial Arts), Double Tap, Powered Armor Proficiency (Any), Pummel Block, Quick Reload, Salvage, Skip Shot, Strafe, Ultra Immune System, and Zero-G Training.

A Soldier must still meet all prerequisites for a feat, including ability scores and base attack bonus minimums.

Improved Unarmed Strike: At 1st level, Soldiers gains the ability Improved Unarmed Strike. A Soldier's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a Soldier may even make unarmed strikes with their hands full. There is no such thing as an off-hand attack for a Soldier striking unarmed. A Soldier may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Usually a Soldier's unarmed strikes deal lethal damage, but he can choose to deal non-lethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or non-lethal damage while grappling.

A Soldier's unarmed strikes are treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A Soldier also deals more damage with their unarmed strikes than a normal person would, as shown on Table 3-11: Improved Unarmed Strike Damage by Size.

Table 3-11: Improved Unarmed Strike Damage by Size

Level	Damage (Small)	Damage (Medium)	Damage (Large)
1st – 6th	1d4	1d6	1d8
7th – 10th	1d6	1d8	2d6
11th – 14th	1d8	1d10	2d8
15th – 18th	1d10	2d6	3d6
19th – 20th	2d6	2d8	3d8

Weapons Teaching: Soldiers are able to train others to use any weapons or armor that they are proficient with. The number of people who can be trained at a time is equal to the Soldier's class level plus Charisma modifier. Use the table that follows to determine the amount of time required for training.

Table 3-12: Weapons Teaching

Training Level	Time (Hrs)	DC	Effect
Single Weapon Familiarity	8	15	This is a crash course in using a weapon; it allows a person to use a weapon without the non-proficient penalties for a number of days equal to the Soldier's class level.
Per Weapon Proficiency	16	20	This level of training imparts the weapon's feat appropriate to the weapon.
Broad Category (Special)	40	25	This level of training is equivalent to the training used for a 1st level Soldier. Each category must be trained separately.

Modifiers	DC Modifier
Per Student Above/Below Limit	+1/-1
Many Distractions (Under Siege, Not Enough Food, etc.)	+4
Makeshift Facilities	+3
Irregular Schedule	+3
Advanced Teaching Aid	-1 to -5

The DC listed is the target number the student must reach to gain that level of training. The Soldier may use the Teaching skill to assist the student. As a group, the Soldier and her students can take 10 or 20; this is applied to the students' rolls.

To teach weapon proficiencies to a player character requires the Soldier and the student to spend an amount of experience points based on the type of proficiency being taught. This cost can be split between the student(s) and the Soldier, but the Soldier must spend at least 10% of the required cost. In the case of multiple students the cost is multiplied by the number of students. There is also a financial cost for the lessons, normally 10 cr per experience point spent.

Table 3-13: Soldier Teaching Experience Cost	
Description	**Player Cost**
Single Weapon Familiarity	500
Per Weapon Proficiency	2,000
Broad Category (special)	4,000

Weapon Training (Ex): Starting at 5th level, a Soldier can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (9th, 13th, and 17th), a Soldier becomes further trained in another group of weapons. They gain a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a Soldier reaches 9th level, they receive a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A Soldier also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the Soldier's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

Weapon groups are defined in table 3-14 (GMs may add other weapons to these groups, or add entirely new groups):

Build Fortifications: Soldiers are trained in the arts of defense. They know how to create and reinforce physical defenses, but they are also trained in security theory. If a Soldier takes time to prepare defenses, all guards on duty receive a +2 bonus to Armor Class and on Perception tests.

Artillery/Siege: Soldiers learn how to create and best use artillery. They are also trained on how best to siege a defended location. To represent this Soldiers can take the time to plan a siege, and can impart bonuses similar to Inspire Courage to the forces. For construction times of siege equipment see Craft Skills.

Armor Mastery (1) (Ex): At 15th level, a Soldier gains DR 3/— whenever they are wearing armor or using a shield.

Table 3-14: Soldier Weapons Training	
Weapons Group	**Examples**
Axes	Battleaxe, Dwarven Waraxe, Greataxe, Handaxe, Heavy Pick, Light Pick, Orc Double Axe, and Throwing Axe.
Blades, Heavy	Bastard Sword, Elven Curve Blade, Falchion, Greatsword, Longsword, Scimitar, Scythe, and Two-Bladed Sword.
Blades, Light	Dagger, Kama, Kukri, Rapier, Sickle, Starknife, and Short Sword.
Bows	Composite Longbow, Composite Shortbow, Longbow, and Shortbow.
Close	Gauntlet, Heavy Shield, Light Shield, Punching Dagger, Sap, Spiked Armor, Spiked Gauntlet, Spiked Shield, and Unarmed Strike.
Crossbows	Hand Crossbow, Heavy Crossbow, Light Crossbow, Heavy Repeating Crossbow, and Light Repeating Crossbow.
Double	Dire Flail, Dwarven Urgrosh, Gnome Hooked Hammer, Orc Double Axe, Quarterstaff, and Two-Bladed Sword.
Flails	Dire Flail, Flail, Heavy Flail, Morningstar, Nunchaku, Spiked Chain, and Whip.
Hammers	Club, Greatclub, Heavy Mace, Light Hammer, Light Mace, and Warhammer.
Monk	Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, and Unarmed Strike.
Natural	Unarmed Strike and All Natural Weapons, Such As Bite, Claw, Gore, Tail, and Wing.
Pole Arms	Glaive, Guisarme, Halberd, and Ranseur.
Spears	Javelin, Lance, Longspear, Shortspear, Spear, and Trident.
Thrown	Blowgun, Bolas, Club, Dagger, Dart, Half Ling Sling Staff, Javelin, Light Hammer, Net, Shortspear, Shuriken, Sling, Spear, Starknife, Throwing Axe, and Trident.
Projectile Pistol	Colt Peacemaker, Glock 20, Bolt Pistol, and Needler Pistol.
Projectile Rifle	Henry Rifle, M16a2, HK MP5, Bolt Assault Rifle, and Needler Rifle.
Projectile Heavy Weapon	M2HB, M-60, and M79.
Energy Pistol	Neo-Tech Laser Pistol and Stun Ray Pistol.
Energy Rifle	Neo-Tech Laser Rifle, Stun Ray Rifle, and Neo-Tech Laser SMG.
Heavy Energy Weapon	Neo-Tech Heavy Laser
Energy Melee Weapon	Energy Mace, Energy Sword, Vibro Blade, and Vibro Dagger.



Armor Mastery (2) (Ex): At 19th level, a Soldier gains DR 5/— whenever they are wearing armor or using a shield.

Weapon Mastery (Ex): At 20th level, a Soldier chooses one weapon. Any attacks made with that weapon automatically confirm all critical threats and have their critical threat range increased by 1 (19-20 becomes 18-20, for example). In addition, the Soldier cannot be disarmed while wielding a weapon of this type.

TECHNO-MAGE

Techno-Mages combine science with magic. They are expert builders and the only class that can have multiple familiars. Techno-Mages tend to believe in technology for the sake of technology.

Role: The main role of a Techno-Mage in a party is that of a mechanic and master builder. Their ability to create mastercraft items and to enhance technology makes them invaluable to any party.

Alignment: Any.

Hit Die: d6.

Class Skills

The Techno-Mage class skills (and the key ability for each skill) are Astrogation (Int), Computer (Int), Craft (Int), Disguise (Cha), Drive (Dex), Knowledge (all skills, taken individually) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Repair (Int), Sensor Operations (Int), Sleight of Hand (Dex), Spellcraft (Int), and Streetwise (Cha).

Skill Ranks per Level: 4 + Int modifier.

Adventure: Techno-Mages tend to find adventure right alongside Scholars; both classes have an insatiable thirst for knowledge. Techno-Mages just tend to be more focused on the technology than on general knowledge.

Characteristics: Techno-Mages do not make very good fighters, since they have very limited weapons training. They make up for this through the creative use of spells and devices. The main characteristics that the Techno-Mage relies on are Intelligence and Charisma. Intelligence is used to determine what spells the Techno-Mage can cast and Charisma is used to determine the amount of familiars that they can have.

Background: Techno-Mages are inventors they have always been inventors. Even as a young child they would take things apart to see how they work, and then put them back together in an attempt to make them better.

Other Classes: Techno-Mages tend to get along with Scholars and Medics quite well, both seem to be rather intelligent and willing to embrace technology. Techno-Mages consider Scouts and Soldiers a necessary burden, since they tend to keep the Techno-Mage alive, in exchange for giving them wonderful toys. Techno-Mages are more than a little baffled by the Trans-Dimensional Magi, since there is no efficient way for technology to simulate there powers. Techno-Mages distrust and almost fear Tribal Warrior who are renowned for destroying things that they do not understand.

Table 3-15: The Techno-Mage

						Spells Per Day								
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	+0	+0	+0	+2	Cantrip, Power Item, Power Level Bonus, Sense Power Source	3	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3	Enhance Technology	4	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3	Tech Familiar	5	—	—	—	—	—	—	—	—
4	+2	+1	+1	+4	Cyber Bonus +1	6	3	—	—	—	—	—	—	—
5	+2	+1	+1	+4	Build Robots, Master Craft (1)	6	4	—	—	—	—	—	—	—
6	+3	+2	+2	+5	Bonus Feat	6	5	3	—	—	—	—	—	—
7	+3	+2	+2	+5		6	6	4	—	—	—	—	—	—
8	+4	+2	+2	+6	Master Craft (2)	6	6	5	3	—	—	—	—	—
9	+4	+3	+3	+6	Cyber Bonus +2	6	6	6	4	—	—	—	—	—
10	+5	+3	+3	+7		6	6	6	5	3	—	—	—	—
11	+5	+3	+3	+7	Bonus Feat, Master Craft (3)	6	6	6	6	4	—	—	—	—
12	+6/+1	+4	+4	+8		6	6	6	6	5	3	—	—	—
13	+6/+1	+4	+4	+8		6	6	6	6	6	4	—	—	—
14	+7/+2	+4	+4	+9	Cyber Bonus +3, Master Craft (4)	6	6	6	6	6	5	3	—	—
15	+7/+2	+5	+5	+9		6	6	6	6	6	6	4	—	—
16	+8/+3	+5	+5	+10	Bonus Feat	6	6	6	6	6	6	5	3	—
17	+8/+3	+5	+5	+10	Master Craft (5)	6	6	6	6	6	6	6	4	—
18	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	5	3
19	+9/+4	+6	+6	+11	Cyber Bonus +4	6	6	6	6	6	6	6	6	4
20	+10/+5	+6	+6	+12	Bonus Feat, Master Craft (6)	6	6	6	6	6	6	6	6	6

Table 3-16: Techno-Mage Spells Known

	Spells Known								
Level	**0**	**1st**	**2nd**	**3rd**	**4th**	**5th**	**6th**	**7th**	**8th**	**9th**
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

Class Features

All of the following are class features of the techno-mage.

Weapon and Armor Proficiency: Techno-Mages are skilled with simple weapons and three weapons from the categories of Martial Weapons (Energy Melee) and Martial Weapons (Small Arms). Techno-Mages are not proficient with any type of armor or with shields.

Spells: A Techno-Mage casts arcane spells that are drawn primarily from the Techno-Mage spell list. The Techno-Mage can cast any spell they know without preparing them ahead of time, similar to the way sorcerers cast spells.

To learn or cast a spell, a Techno-Mage must have an Intelligence score equal to at least 10 + the spell level. The DC for a saving throw against a Techno-Mage's spell is 10 + the spell level + the Techno-Mage's Intelligence modifier.

Like other spellcasters, a Techno-Mage can cast only a certain number of spells of each spell level per day. The base daily spell allotment is given on Table 3-15: Techno-Mage Spells per Day. In addition, Techno-Mages receive bonus spells per day for a high Intelligence score.

A Techno-Mage's selection of spells is extremely limited. They begin play knowing 4 0-level spells and 2 1st-level spells. At each new Techno-Mage level, they gain one or more new spells, as indicated on Table 3-16: Techno-Mage Spells Known. (Unlike spells per day, the number of spells a Techno-Mage knows is not affected by their Intelligence score; the numbers on Table 3-16: Techno-Mage Spells Known are fixed.) These new spells can be common spells chosen from the Techno-Mage spell list, or they can be unusual spells that the Techno-Mage has gained some understanding of through study. Techno-Mages cannot use this method of spell acquisition to learn spells at a faster rate, however.

Upon reaching 4th level, and at every even numbered Techno-Mage level after that (6th, 8th, and so on), Techno-Mages can choose to learn a new spell in place of one they already know. In effect, the Techno-Mage "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least 2 levels lower than the highest-level Techno-Mage spell the Techno-Mage can cast. A Techno-Mage may swap only a single spell at any given level, and must choose whether to swap the spell at the same time that they gain new spells known for the level.

Unlike a Wizard or Cleric a Techno-Mage need not prepare their spells in advance. They can cast any spell known at any time, assuming they have not yet used up their spells per day for that spell level.

Cantrips: Techno-Mages can prepare a number of cantrips, or 0-level spells, each day, as noted on Table 3-15 under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.

Power Item (Su): The Techno-Mage has the ability to manipulate the magical energy which flows through them to power items of technology. The Techno-Mage is better able to channel this magic as they increase in class levels allowing them to power larger items. This is represented by a weight limit in the chart below. A Techno-Mage may power a number of items equal to their class level plus three. In addition to this limit, the Techno-Mage must spend a number of hit points/wounds equal to the level of the power being used, each time that this power is used. None of the items powered can exceed the weight limit given on the table below. The Techno-Mage simply touches anywhere on the item they wish to power. This effect works through clothing. Items powered by this ability are charged to the full capabilities of their energy cells, or if the item does not have energy cells until the Techno-Mage breaks contact.

Table 3-17: Techno-Mage Power Item Ability

Level	Wt Limit	Examples	Time
1	5 lbs.	Laser Pistol, Flashlight, Palm Pilot, Vibro Dagger	1 Min
3	50 lbs.	Microwave Oven, Laser Assault Rifle, Handheld Power Tools	5 Min
4	150 lbs.	Lawn Mower, Small Generator 1000 Watt, Heavy Laser	10 Min
5	300 lbs.	Small Motorcycle, Large 5500 Watt, DJ Stereo System	15 Min
7	900 lbs.	Large Motorcycle, Ultra Light, Mini Main Frame Computer, 2 Bedroom Apartment	30 Min
9	2,000 lbs.	Mid-Sized Car, Main Frame Computer, 3 Bedroom House,	45 Min
11	5,000 lbs.	Truck, Small Plane	1 Hr
15	30,000 lbs.	Jetliner, Light Armored Vehicle, Hover Vehicle, Building	1 ½ Hrs
20	60,000 lbs.	Grav Tank, Compound, Rock Concert	2 Hrs

Sense Power Source: The Techno-Mage is an energy divining rod. They can sense or feel energy emissions around them at a range of 50 feet radius + 10 feet per Techno-Mage level. For instance, upon entering a room the Techno-Mage will know immediately where the live power outlets and devices that are powered up are located. Techno-Mages can also sense high output power sources at great distances. Power sources are detected on a Perception skill test with a DC-15 for general information such as what is the largest power source in the radius. To discern a specific power source the DC is 15 + the number of power sources in the radius.

Power Level Bonus: Techno-Mages receive a +3 bonus to their Technology Level and a -2 modifier to their Faith Level.

Enhance Technology: If a device has mechanical or electronic components, a Techno-Mage of 2nd level or higher can get maximum performance out of it.

By either making a Craft (Electronic) or Craft (Mechanical) check (whichever is appropriate for the machine in question), the Techno-Mage can temporarily improve a machine's performance—at the risk of causing the machine to need repairs later. The DC for the Craft check depends on the type of improvement being made, as shown on the table below.

Table 3-18: Enhance Technology

Improvement	Craft DC	Repair Chance (d %)
Ranged Weapons		
+1 to damage	15	01–25
+2 to damage	20	01–50
+3 to damage	25	01–75
+4 to damage	30	01–75
+5 to damage	35	01–75
+5 ft. to range increment	15	01–25
+10 ft. to range increment	25	01–50
Electronic Devices		
+1 equipment bonus	15	01–25
+2 equipment bonus	20	01–50
+3 equipment bonus	25	01–75
+4 equipment bonus	30	01–75
+5 equipment bonus	35	01–75
Vehicles		
+1 on initiative checks	20	01–25
+2 on initiative checks	25	01–50
+3 on initiative checks	30	01–75
+1 to maneuver	25	01–50
+2 to maneuver	30	01–75

Techno-Mages can perform Enhance Technology in one hour, but cannot take 10 or take 20 on this check. If the check succeeds, the effect of the improvement lasts for 10 minutes times the Techno-Mage class level, beginning when the object is first put into use. The Techno-Mage selects the single improvement they want to make prior to making the check. After the duration of the effect ends, the machine reverts to its previous state and a repair chance percentile roll is made to determine whether the machine requires repairs before it can be used again.

Tech-Familiar: A Techno-Mage can build a familiar to assist with their research (see the Familiar section of this chapter for details). Techno-Mages can have a number of familiars equal to 1 + their Charisma modifier. The total level of the familiars cannot exceed the Techno-Mage's class level.

Techno-Mages choose the kind of familiar they get. As Techno-Mages advance in level, their familiars also increase in power.

If the familiar dies or is dismissed by the Techno-Mage, the Techno-Mage must attempt a Fortitude saving throw (DC-15). Failure means that the Techno-Mage cannot summon another familiar for three months; success means that another familiar can be summoned in one week. However, a Techno-Mage's experience point total can never go below 0 as the result of a familiar's demise or dismissal.

For information on Tech-Familiars see the Tech-Familiar section.

Cyber Bonus + (number): Techno-Mages are constantly fine-tuning the Cyberware in their bodies, which allows them to increase the amount of Cyberware they can have in their bodies. Increase both the cyber capacity and cyber tolerance scores by the amount shown.

Build Robot: A Techno-Mage of 4th level or higher can build remote-controlled robots that can serve as the Techno-Mage's eyes, ears, or hands out to a



predetermined distance away from the character when the Techno-Mage wants to use one of the following skills: Computer, Demolitions, Disable Device, Perception, or Repair.

The Techno-Mage must have at least one rank in the skill that they want to program into the robot. They can only control one robot at a time, and only one of their robots can be active at any time.

All Techno-Mage created robots are considered masterwork for purposes of enchanting, and may have enchantments added to them using the Craft Wondrous Items feat. Robots have the same limitations on magic items as normal characters except for the fact that the items must be enchanted on them. For example a robot cannot wear a +1 ring of protection, but it could be enchanted on them using the Craft Wondrous Items and Craft Ring feat and would take up a 'Ring' slot for the maximum number of magic items that can be active.

There are four steps to building a robot.

1) Purchase the Parts
2) Construct the Frame
3) Construct the Electronics
4) Programming

Purchasing the Parts: The price for the components needed to construct a robot is based on the robot's size and modified by the technology level of the robot. All components must be purchased prior to starting construction.

Table 3-19: Robot Bodies

Size	PL	Base STR	Price	Avail
Diminutive	5t	1	2,500	10
Tiny	5t	2	1,000	15
Small	5t	4	1,000	20
Medium	6t	8	1,000	25
Large	7t	18	2,500	30
Huge	8t	24	5,000	35

Table 3-20: Techno-Mage Robot Tech Levels

Techno-Mages Tech Level	Price Multiplier
Two levels below	0.50
One level below	0.75
Equal to	1.0
One level above	1.5
Two levels above	1.75

Construct Frame: The robot's body determines its size, shape, locomotion, and Hit Points. The DC of the Craft (Mechanical) check is set by the robot's size and modified by the form of locomotion selected.

Table 3-21: Techno-Mage Construct Frame DCs

Size	Craft DC	Time	Size	Capacity
Diminutive	17	80 hrs	6-12 inches	1 pound
Tiny	15	60 hrs	13-24 inches	3 pounds
Small	15	30 hrs	25-36 inches	10 pounds
Medium	15	12 hrs	37-60 inches	30 pounds
Large	15	12 hrs	8-16 foot	250 pounds
Huge	17	30 hrs	16-32 foot	1 ton

Table 3-22: Locomotion and Components[1]

Components	PL	DC Mod
Gravitic Drives	8t	+7
Conventional Flight[3]	5t	+6
Hover Fans	7t	+5
Bipedal	6t	+4
Quadruped	5t	+3
Treads	5t	+2
Wheels	5t	+1
External Components[4]		
Manipulators[5]	5t	+3
Audio/Visual Sensor	5t	+2
Solar Recharging System	7t	+4
Power Source[4]		
6 Hour Battery Life	4t	+0
12 Hour Battery Life	5t	+2
24 Hour Battery Life	6t	+4
Remote Range[1]		
Remote Control Link, 100 Feet	5t	+1
Remote Control Link, 200 Feet	6t	+3
Remote Control Link, 300 Feet	6t	+5
Remote Control Link, 500 Feet	6t	+7
Remote Control Link, 1,000 Feet	6t	+9

1 Select only one of the options in this category.
3 Includes helicopter, jet, and propeller-driven air frames.
4 Select one or more of the options in this category.
5 Necessary for a robot to use any skill except Perception.

Select a frame size and form, add manipulators and sensors as necessary, and choose a type of remote control link. Add all the modifiers to determine the check's DC. Make the Craft (Mechanical) check to construct the robot's frame.

Construct the Electronics: The next step is to build the internal electronics for the robot and install them in the frame. The DC is based on the size of the robot and modified by the number of components that need to be wired together.

Table 3-23: Robot Construction Electronics

Size	Craft DC	Time
Diminutive	20	24 hours
Tiny	15	12 hours
Short	15	6 hours
Medium	12	6 hours
Large	15	12 hours
Huge	15	24 hours

+1 to the DC for each external component
+2 for the remote link

Program the Robot: The Techno-Mage programs the robot as the final step. Decide how many ranks of the appropriate skill to program into the robot, up to the number of ranks the Techno-Mage has in the skill. A Techno-Mage's robot can only contain programming for a number of skills equal to the Techno-Mage's class level. Make a Computer check to program the robot successfully.

The DC for the Computer check is 20, modified by the number of ranks the Techno-Mage wants to program into the robot (+1 to the DC for each rank). It takes one hour to program the robot. Each skill must be programmed separately.

Reprogramming: A robot can be reprogrammed at any time. Doing this requires one hour of work and a Computer check (DC 20 + the number of ranks being added to the robot).

Mastercraft: At 5th level, the Techno-Mage becomes adept at creating mastercraft objects. They apply the Mastercraft ability to one of their Craft skills. From this point on, the Techno-Mage can build mastercraft objects using that skill.

On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The cost to build a mastercraft object is equal to the purchase price for the components (see the appropriate Craft skill description) multiplied by the bonus provided by the mastercraft feature. A Techno-Mage can add the mastercraft feature to an existing ordinary object by purchasing the components and then making the Craft check as though they were constructing the object from scratch.

When successfully completed, a mastercraft object provides a +1 bonus to its quality compared to an ordinary object of the same type. All weapons and armor, and certain other types of equipment, such as computers and electronic devices, can be constructed as mastercraft objects.

At 8th level, the Techno-Mage can add the mastercraft ability to another Craft skill, or they can improve their ability in the skill selected at 5th level, so that these mastercraft objects provide a +2 bonus.

At 11th level, the Techno-Mage adds another +1 bonus to their Mastercraft ability. They can choose to either focus on their existing Mastercraft ability or apply it to another Craft skill. If they focus this ability on one Craft skill, their mastercraft objects now provide a +3 bonus.

At 14th level, the Techno-Mage adds another +1 bonus to their Mastercraft ability. They can choose to either focus on their existing Mastercraft ability or apply it to another Craft skill. If they focus this ability on one Craft skill, these mastercraft objects now provide a +4 bonus.

At 17th level, the Techno-Mage adds another +1 bonus to their mastercraft ability. They can choose to either focus on their existing Mastercraft ability or apply it to another Craft skill. If they focus this ability on one Craft skill, these mastercraft objects now provide a +5 bonus (maximum bonus).

At 20th level, the Techno-Mage adds another +1 bonus to his mastercraft ability, if it is below a +5 bonus. They can choose to either focus on their existing Mastercraft ability or apply it to another Craft skill.

The Craft DC for a mastercraft object is the same as for a normal object of the same type, as described in the Craft Skill section, with the following modification: for a +1 object, add +3 to the Craft DC; for a +2 object, add +5 to the Craft DC; for a +3 object, add +10 to the Craft DC; for a +4 object, add +15 to the Craft DC; and for a +5 object, add +20 to the Craft DC.

Bonus Feats: At 6th, 11th, 16th, and 20th level, a Techno-Mage gains a bonus feat. At each such opportunity, they can choose a Metamagic feat, an Item Creation feat, Craft Cybernetics, Cybernetic Surgery, Gearhead, Jack of All Trades, Salvage, Spell Penetration, Greater Spell Penetration or Skill Focus. They must still meet all prerequisites for a bonus feat, including level requirements. These bonus feats are in addition to the feats that characters of any class get from advancing levels.

Trans-Dimensional Magi

Trans-Dimensional Magi are the masters of trans-dimensional travel and magic. They use a special form of magic that is powered by the caster's life force. Trans-Dimensional Magi tend to be outcast due to the combination of their variety of magic and their wanderlust.

Role: The main role of a Trans-Dimensional Magi in a party is that of a supporting caster. They have limited healing abilities for assisting a Medic, and most of the rest of their spells deal with travel.

Alignment: Any.

Hit Die: d6.

Class Skills

The Trans-Dimensional Magi's class skills (and the key ability for each skill) are Astrogation (Int), Bluff (Cha) , Computer (Int), Craft (Int), Knowledge (Arcane) (Int), Knowledge (Dimensionology) (Int), Linguistics (Int), Navigation (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Streetwise (Cha), and Use Magical Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Adventure: Trans-Dimensional Magi are born to adventure. Their entire lives they have suffered from extreme wanderlust; they always have to know what is around the next corner.

Characteristics: Trans-Dimensional Magi are not very good at combat having only limited weapons training and they are very limited in their combat spells. They can make up for this with the creative use of the spells they do have. The primary attributes for Trans-Dimensional Magi are Intelligence and Constitution.

Background: Trans-Dimensional Magi can be from any background, but they are most common in societies that are very mobile. They tend to be loners that love to travel, usually not discovering their magical talents until they have been traveling for some time.

Other Classes: Strangely, Trans-Dimensional Magi seem to get along the best with tribal warriors who also suffer from wanderlust. Trans-Dimensional Magi tend to tolerate Scholars and Techno-Mages who just don't understand the need to keep moving. Scouts and Soldier understand the Trans-Dimensional Mages wanderlust but cannot quite wrap their heads around the fact that they willingly injure themselves to cast spells.

Table 3-24: The Trans-Dimensional Magi

						Spells Known									
Level	**Base Attack Bonus**	**Fort Save**	**Ref Save**	**Will Save**	**Special**	**0**	**1st**	**2nd**	**3rd**	**4th**	**5th**	**6th**	**7th**	**8th**	**9th**
1st	+0	+0	+0	+2	Gate Sense, Scribe Scroll	5	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		6	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		6	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		6	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Summon Familiar	6	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5	Bonus Feat	6	6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5		6	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6		6	6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6		6	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7		6	6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7		6	6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8	Bonus Feat	6	6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8		6	6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9		6	6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9		6	6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11	Bonus Feat	6	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Bonus Feat	6	6	6	6	6	6	6	6	6	6

Class Features

All of the following are class features of the Trans-Dimensional Magi.

Weapon and Armor Proficiency: Trans-Dimensional Magi are skilled with simple weapons and three weapons from the following categories: Martial Weapons, Martial Weapons (Energy Melee), and Martial Weapons (Small Arms). Trans-Dimensional Magi are not proficient with any type of armor or with shields.

Spells: A Trans-Dimensional Magi casts arcane spells, which are drawn from the Trans-Dimensional Magi spell list. They can cast any spell they know without preparing it ahead of time, similar to the way sorcerers cast spells.

To learn or cast a spell, a Trans-Dimensional Magi must have an Intelligence score equal to at least 10 + the spell level. The DC for a saving throw against a Trans-Dimensional Magi's spell is 10 + the spell level + the Trans-Dimensional Magi's Intelligence modifier.

A Trans-Dimensional Magi's selection of spells is extremely limited. They begin play knowing 5 0-level spells and 3 1st-level spells of their choice. At each new Trans-Dimensional Magi level, they gain one or more new spells, as indicated on Table 3-24: Trans-Dimensional Magi. These new spells can be common spells chosen from the Trans-Dimensional Magi spell list, or they can be unusual spells that the Trans-Dimensional Magi has gained some understanding of through study. The Trans-Dimensional Magi cannot use this method of spell acquisition to learn spells at a faster rate, however.

Upon reaching 4th level, and at every even-numbered Trans-Dimensional Magi level after that (6th, 8th, and so on), a Trans-Dimensional Magi can choose to learn a new spell in place of one they already know. In effect, the Trans-Dimensional Magi "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least 2 levels lower than the highest-level Trans-Dimensional Magi spell the Trans-Dimensional Magi can cast. A Trans-Dimensional Magi may swap only a single spell at any given level, and must choose whether to swap the spell at the same time that he gains new spells known for the level.

Unlike a Wizard or Cleric a Trans-Dimensional Magi need not prepare their spells in advance. They can cast any spell they know at any time.

Trans-Dimensional Magic: Trans-dimensional magic works a little differently than standard magic does. Trans-Dimensional Magi can cast any spell that they know as many times as they like; it just causes damage to them each time it is cast.

Each time a spell is cast the caster takes 2 times the spell's level in Hit Points (minimum of 1) worth of damage and one wound for every 3 spell levels.

Table 3-25: Trans-Dimensional Magic Damage

Spell Level	Hit Points	Wounds
0-2	Two times spell level (minimum of 1)	0
3-5	Two times spell level	1
6-8	Two times spell level	2
9+	Two times spell level	3

If for any reason the spell backfires the caster must make Fortitude test (DC-15) or take the spell level in Wounds.

Gate Sense: Trans-Dimensional Magi can sense when a gate opens or closes within 100 feet. In addition on a Perception (DC-25) the Trans-Dimensional Magi can determine what type of gate is being used. If a Trans-Dimensional Magi concentrates for 10 minutes they can detect the location of a gate within a realm. The location of the gate is given in general terms such as direction and distance.

Scribe Scroll: At 1st level, a trans-dimensional magi gains Scribe Scroll as a bonus feat.

Summon Familiar: A Trans-Dimensional Magi can obtain a familiar. Doing so takes 8 hours and uses up magical materials that cost 200 cr per level of the Trans-Dimensional Magi. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant.

The Trans-Dimensional Magi chooses the kind of familiar they summon. As the Trans-Dimensional Magi advances in level, their familiar also increases in power.

If the familiar dies or is dismissed by the Trans-Dimensional Magi, they must attempt a Fortitude (DC-15) saving throw. Failure means the Trans-Dimensional Magi cannot summon another familiar for four months; success means that another familiar can be summoned in one week.

A character with more than one class that grants a familiar may have only one familiar at a time.

For details on the Trans-Dimensional Magi's familiar see the Familiars section of the Pathfinder Roleplaying Game rulebook.

Bonus Feats: Every 6 levels, Trans-Dimensional Magi gain a bonus feat. This feat must be a Meta-Magic feat, Item Creation feat, Gate Veteran, Jack of All Trades, Spacer, or Xenomedic. The Trans-Dimensional Magi must meet all prerequisites of a bonus feat.



TRIBAL WARRIOR

Tribal Warriors are primitive outdoorsmen and hunters. They make up for their lack of technology with their woodland skills.

Tribal Warriors must choose one of the following three paths as they advance in level: Two-Weapon Combat, Archery, or Berserker.

Role: The role of a Tribal Warrior in a party depends on the path they have taken. A Tribal Warrior that has taken the path of Archery is able to use their weapon in most realms. A Tribal Warrior that has taken the path of Berserker is a great melee fighter that relies on brute force over skill. The path of Two-Weapon Combat creates an effective fighter that relies on skill over brute force.

Alignment: Any.

Hit Die: d12.

Class Skills

The Tribal Warrior class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animals (Cha), Heal (Wis), Knowledge (Geography) (Int), Knowledge (Nature) (Int), Perception (Wis), Profession (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

Adventure: Tribal Warriors rely on adventure to find their place in most societies. Their primitive nature makes it very difficult to live in technologically advanced societies. Tribal Warriors suffer from wanderlust almost as badly as Trans-Dimensional Magi, finding it very hard to stay in one place for extended periods of time.

Characteristics: Tribal Warriors make exceptional fighters. With the ability to choose either the Two-Weapon combat, Archery or Berserker paths it makes them very versatile and a fair match for any Soldier. The main characteristic that a Tribal Warrior relies on depends on the path they have selected. If they have chosen the paths of either berserker or two-weapon fighting they will rely on their Strength and Constitution. If the Tribal Warrior chose the path of Archery then they will rely on their Dexterity and Constitution.

Background: Tribal Warriors tend to be from realms with very little technology or from worlds that are recovering from major holocaust such as nuclear wars. They are strong, self-sufficient warriors who are skilled at surviving in the wilds.

Other Classes: The class that Tribal Warriors get along with the most is the Trans-Dimensional Magi which seems like a strange combination but both them have insatiable wanderlust; this wanderlust tends to make them kindred spirits. Tribal Warriors get along well with Scouts and Soldiers but do not understand their reliance on technology. Tribal Warriors tend to look at Scholars as a form of wise man or teacher. Tribal Warriors do not understand or trust Techno-Mages.

Table 3-26: The Tribal Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Fast Movement, , Tech Level Penalty, Track, Wild Empathy
2	+2	+3	+0	+0	Combat Style, Uncanny Dodge
3	+3	+3	+1	+1	Trap Sense +1
4	+4	+4	+1	+1	Endurance
5	+5	+4	+1	+1	Improved Uncanny Dodge
6	+6/+1	+5	+2	+2	Improved Combat Style, Trap Sense +2
7	+7/+2	+5	+2	+2	Damage Reduction 1/—, Woodland Stride
8	+8/+3	+6	+2	+2	Swift Tracker
9	+9/+4	+6	+3	+3	Evasion, Trap Sense +3
10	+10/+5	+7	+3	+3	Damage Reduction 2/—
11	+11/+6/+1	+7	+3	+3	Combat Style Mastery
12	+12/+7/+2	+8	+4	+4	Trap Sense +4
13	+13/+8/+3	+8	+4	+4	Damage Reduction 3/—
14	+14/+9/+4	+9	+4	+4	Camouflage
15	+15/+10/+5	+9	+5	+5	Trap Sense +5
16	+16/+11/+6/+1	+10	+5	+5	Damage Reduction 4/—
17	+17/+12/+7/+2	+10	+5	+5	Damage Reduction 5/—
18	+18/+13/+8/+3	+11	+6	+6	Hide in Plain Sight
19	+19/+14/+9/+4	+11	+6	+6	Uncanny Dodge (+4 against traps)
20	+20/+15/+10/+5	+12	+6	+6	Damage Reduction 6/—, Master Tracker

Class Features

All of the following are Class Features of the Tribal Warrior.

Weapon and Armor Proficiency: Tribal Warriors are proficient with all simple weapons, martial weapons, martial weapons (Small Arms, 1t and 2t only), non-powered armor (Light and Medium), and shields (except tower shields).

Fast Movement (Ex): A Tribal Warrior's land speed is faster than the norm for their race by +10 feet. This benefit applies only when they are wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying their speed due to load carried or armor worn.

Technology Level Penalty: Tribal Warriors start play with a maximum of Technology Level 2. In addition, if a tribal warrior wants to use something above their Technology level they must make a Technology Check of 1d20 + Intelligence Modifier + Personal Technology Level versus a DC of 10 + Technology Level of the device being used.

Track: A Tribal Warrior adds ½ their level (minimum 1) to Survival skill checks made to follow or identify tracks.

Wild Empathy (Ex): Tribal Warriors can improve the attitudes of animals they encounter. This ability functions just like a Diplomacy check to improve the attitude of a person. The Tribal Warrior rolls 1d20 and adds their Tribal Warrior level and Charisma modifier to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

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

Tribal Warriors can also use this ability to influence magical beasts with an Intelligence score of 1 or 2, but take a –4 penalty on the check.

Combat Style (Ex): At 2nd level, a Tribal Warrior must select one of three combat styles to pursue: Two-Weapon Combat, Archery, and Berserker. This choice affects the character's Class Features but does not restrict their selection of feats or special abilities in any way.

If the Tribal Warrior selects Archery, they are treated as having the Rapid Shot feat, even if they do not have the normal prerequisites for that feat.

If the Tribal Warrior selects Two-Weapon Combat, they are treated as having the Two-Weapon Fighting feat, even if they do not have the normal prerequisites for that feat.

If the Tribal Warrior selects Berserker, they gain access to the Rage ability.

The benefits of the Tribal Warrior's chosen style apply only when they are wearing light or no armor. They lose all benefits of their combat style when wearing medium or heavy armor.

Combat Style - Rage (Ex): Tribal Warriors can fly into a Rage a certain number of times per day. While in a Rage, Tribal Warriors temporarily gain a +4 bonus to Strength and Constitution, and a +2 morale bonus on Will saves, but take a –2 penalty to Armor Class. The increase in Constitution increases the Tribal Warrior's Hit Points by 2 points per level, but these Hit Points go away at the end of the Rage, when their Constitution drops back to normal. (These extra Hit Points are not lost first the way temporary Hit Points are.) While Raging, a Tribal Warrior cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Acrobatics, Fly, Intimidate, and Ride), or any abilities that require patience or concentration, nor can they cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. They can use any of their feats except Combat Expertise, Item Creation, Meta-Magic, or Meta-Mutation feats. Rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A Tribal Warrior may prematurely end a Rage. At the end of the Rage, the Tribal Warrior loses the Rage effects and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, cannot charge or run) for the duration of the current encounter.

A Tribal Warrior can fly into a rage that grants additional combat prowess. Starting at 1st level, a Tribal Warrior can rage for a number of rounds per day equal to 4 + their Constitution modifier. At each level after 1st, they can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like Bear's Endurance; do not increase the total number of rounds that a Tribal Warrior can rage per day. A tribal warrior can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.



Uncanny Dodge (Ex): At 2nd level, a Tribal Warrior retains their Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. However, they still lose their Dexterity bonus to AC if immobilized. If a Tribal Warrior already has uncanny dodge from a different class, they automatically gain Improved Uncanny Dodge instead.

Trap Sense (Ex): Starting at 3rd level, a Tribal Warrior gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses raise by +1 every 3 Tribal Warrior levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Endurance: A Tribal Warrior gains Endurance as a bonus feat at 4th level.

Improved Uncanny Dodge (Ex): At 5th level and higher, a Tribal Warrior can no longer be flanked. This defense denies rogues and scouts the ability to sneak attack the Tribal Warrior by flanking them, unless the attacker has at least 4 more levels than the target has Tribal Warrior levels. If a character already has Uncanny Dodge from a second class, the character automatically gains Improved Uncanny Dodge instead, and the levels from the classes that grant Uncanny Dodge stack to determine the minimum level a rogue or scout must be to flank the character.

Improved Combat Style (Ex): At 6th level, a Tribal Warrior's aptitude in their chosen combat style improves. If they selected Archery at 2nd level, they are treated as having the Manyshot feat, even if they do not have the normal prerequisites for that feat. If they selected Two-Weapon Combat at 2nd level, they are treated as having the Improved Two-Weapon Fighting feat, even if they do not have the normal prerequisites for that feat. If they selected Berserker, they gain the Greater Rage ability. (See barbarian class in the Pathfinder Roleplaying game.)

As before, the benefits of the Tribal Warrior's chosen style apply only when he wears light or no armor. They lose all combat style benefits when wearing medium or heavy armor.

Damage Reduction (Ex): At 7th level, Tribal Warriors gain Damage Reduction. Subtract 1 from the damage the Tribal Warrior takes each time they are dealt damage from a weapon or a natural attack. At 10th level, and every 3 Tribal Warrior levels thereafter (13th, 16th, 19th level and 20th level), damage is reduced by an additional point. Damage Reduction can reduce damage to 0 but not below 0.

Woodland Stride (Ex): Starting at 7th level, a Tribal Warrior may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at their normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect them.

Swift Tracker (Ex): Beginning at 8th level, Tribal Warriors can move at their normal speed while following tracks without taking the normal –5 penalty. They take only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Evasion (Ex): At 9th level, a Tribal Warrior can avoid even magical and unusual attacks with great agility. If they make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, they instead take no damage. Evasion can be used only if the Tribal Warrior is wearing light armor or no armor. A helpless Tribal Warrior does not gain the benefit of Evasion.

Combat Style Mastery (Ex): At 11th level, a Tribal Warrior's aptitude in their chosen combat style improves again. If they selected archery at 2nd level, they are treated as having the Improved Precise Shot feat, even if they do not have the normal prerequisites for that feat. If they selected Two-Weapon Combat at 2nd level, they are treated as having the Greater Two-Weapon Fighting feat, even if they do not have the normal prerequisites for that feat. If they selected Berserker, they gain access to the Mighty Rage ability. (See Barbarian class in the Pathfinder Roleplaying game.)
As before, the benefits of the Tribal Warrior's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Camouflage (Ex): A Tribal Warrior of 14th level or higher can use the Stealth skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight (Ex): While in any sort of natural terrain, a Tribal Warrior of 17th level or higher can use the Stealth skill even while being observed.

Master Tracker (Ex): A Tribal Warrior of 20th level becomes a master tracker. They can always move at full speed while using Survival to follow tracks without penalties. In addition, as a standard action, the Tribal Warrior can make an attack against the target they have been tracking. If the attack is successful, the target must make a Fortitude save or die. The DC for this save is 10 + ½ the Tribal Warriors level + the Tribal Warriors Wisdom modifier. The Tribal Warrior may choose to make this attack non-lethal, in which case failing the Fortitude save results in 1d4 minutes of unconsciousness.

TECH FAMILIARS

A tech familiar is a normal device that gains new powers and becomes a magical object when enchanted by a Techno-Mage. It retains the appearance and all of the abilities normally associated with the item. It is treated as a magical item instead of a normal item for the purpose of any effect that depends on its type. Only a masterwork device can become a familiar.

Tech familiars are different from traditional familiars in one major way. When the tech familiar is created it can have a master that is not the caster of the enchantment. Anyone that has the Tech Familiar feat may have a tech familiar.

A tech familiar also grants special abilities to its master, as given on the table below. These special abilities apply only when the device is being used.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the master's level.

Table 3-27: Tech Familiars Types

Familiar Type	Special Abilities
Armor	Automatic proficiency with armor.
Melee Weapon	Automatic proficiency with weapon.
Ranged Weapon	Automatic proficiency with weapon.
Sensing Device	+3 on Perception checks.
Vehicle	Automatic proficiency with vehicle.
Jewelry Item	+2 on Charisma checks.
Robot	Can assist on skill checks.
Tool	+3 on checks using the tool.

Familiar Basics: Use the basic statistics for an object of the familiar's type, but make the following changes:

Hit Dice: For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal Hit Dice total, whichever is higher.

Hit Points: The familiar has one-half the master's total Hit Points (not including temporary Hit Points), rounded down, regardless of its actual Hit Dice.

Wounds: The familiar has the same amount of wounds as the master.

Attacks: Use the master's base attack bonus, as calculated from all their classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with natural weapons. Damage equals that of a normal creature of the familiar's kind.

Saving Throws: For each saving throw, use either the familiar's base save bonus (Fortitude +2, Reflex +2, Will +0) or the master's (as calculated from all their classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves.

Skills: For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever are better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use.

Familiar Abilities

All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

Natural Armor Adj.: The number noted here is an improvement to the familiar's existing natural armor bonus.

Int: The familiar's Intelligence score.

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.
If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires.

Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link (Su): The master has an empathic link with her familiar out to a distance of up to one mile. The master cannot see through the familiar's eyes, but they can communicate empathically. The limited nature of the link

mandates that only general emotional content can be communicated.

Due to the empathic link, the master has the same connection to an item or place that his familiar does.

Imbue Ability: A Techno-Mage can use his Imbue Familiar spell to add either magical effects or sentience to his familiar. Once the familiar has been imbued with sentience the master can use to grant standard familiar abilities.

Table 3-28: Tech Familiar Levels

TM Level	Non-TM Levels	Natural Armor	Int[1]	Special
1st – 2nd	1st – 3rd	+1	6	Imbued ability or +2 magical bonus to 2 Craft skills
3rd – 4th	4th – 6th	+2	7	Imbued ability or +2 magical bonus to 2 Craft skills or gain normal familiar ability
5th – 6th	7th – 9th	+3	8	Imbued ability or +2 magical bonus to 2 Craft skills or gain normal familiar ability
7th – 8th	10th – 12th	+4	9	Imbued ability or +2 magical bonus to 2 Craft skills or gain normal familiar ability
9th – 10th	13th – 15th	+5	10	Imbued ability or +2 magical bonus to 2 Craft skills or gain normal familiar ability
11th – 12th	16th – 18th	+6	11	Imbued ability or +2 magical bonus to 2 Craft skills or gain normal familiar ability
13th – 14th	19th – 20th	+7	12	Imbued ability or +2 magical bonus to 2 Craft skills or gain normal familiar ability
15th – 16th	21st +	+8	13	Imbued ability or +2 magical bonus to 2 Craft skills or gain normal familiar ability
17th – 18th	---	+9	14	Imbued ability or +2 magical bonus to 2 Craft skills or gain normal familiar ability
19th – 20th	---	+10	15	Imbued ability or +2 magical bonus to 2 Craft skills or gain normal familiar ability

[1] If sentient.

Craft Skill Bonus: The tech familiar has been modified to grant a +2 magical bonus on any 2 Craft skills. These bonuses do not stack with other tech familiar bonuses.

Deliver Touch Spells (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher". The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Spell Resistance (Ex): If the master is 11th level or higher, familiar gains Spell Resistance equal to the master's level + 5. To affect the familiar with a spell, another spell caster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's Spell Resistance.

Scry on Familiar (Sp): If the master is 13th level or higher, they may scry on their familiar (as if casting the Scrying spell) once per day.

STANDARD CLASSES

Barbarian: Barbarians find it very difficult to adapt to life in Manzala. Most feel that some overwhelming force is being exerted on them. In reaction to this force Barbarians either stay outside the city areas or spend their time inebriated.

Barbarians and Druids have set up a community several miles from Manzala in which technology is not allowed. In addition, there are several low- or no- tech communities found on the ziggurat. Barbarians will normally be found either in these communities or on the gate tier.

A starting Trans-Dimensional Barbarian is proficient with the standard weapons as outlined for their class.

Bard: Bards are fairly common in Manzala, and their natural tendency for wanderlust serves them very well. A starting Trans-Dimensional Bard is proficient with the standard weapons as outlined for their class, and gain the feat Martial Weapons (Small Arms). In addition, they receive Streetwise (Cha) as a class skill.

Cleric: Clerics are fairly common in Manzala, as most religions have a presence there. Clerics are most often found on Pantheon Row (a Tier side that is dedicated to religion). A starting Trans-Dimensional Cleric is proficient with the standard weapons as outlined for their class, and gain the feat Martial Weapons (Small Arms). In addition, they receive Streetwise (Cha) as a class skill.

Druid: Druids have issues similar to Barbarians. Most Druids believe that the extensive use of technology has severed the city's link to nature, and they tend to avoid extended stays within the city, preferring to spend their time in the outer areas. A starting Trans-Dimensional Druid is proficient with the standard weapons as outlined

for their class, and gain the feat Martial Weapons (Small Arms). In addition, they receive Streetwise (Cha) as a class skill.

Fighter: Fighters are one of the professions that have adapted best to life in Manzala. There is plenty of work for fighters in the city, be it as guards, mercenaries, or foot soldiers for the military. A starting Trans-Dimensional Fighter is proficient with the standard weapons as outlined for their class, and is fully proficient with all Martial Weapons (Small Arms) or all Martial Weapons (Energy Melee). In addition, they receive Streetwise (Cha) as a class skill.

Monk: Monks do not spend much time in Gatetown, as the hustle and bustle of it seems to tax their focus. This effect can be overcome with exposure and several schools have opened on tier one of the ziggurat. Starting Trans-Dimensional Monks are proficient with standard monk weapons as outlined for their class, and gain the feat Martial Weapons (Energy Melee). In addition, they gain the feat Martial Weapons Proficiency (Small Arms) and Streetwise (Cha) as a class skill.

Paladin: Paladins have established several monasteries in Manzala in conjunction with Clerics. Paladins who live in the city usually join either the Manzala Defense Forces or the one of the Warden Security Forces. A starting Trans-Dimensional Paladin is proficient with the standard weapons as outlined for their class, and gain the feat Martial Weapons (Energy Melee). In addition, they receive Streetwise (Cha) as a class skill.

Ranger: Like Druids and Barbarians, Rangers feel very uncomfortable in the city proper. Most Rangers limit their stays in the city to a few days at most. (Urban Rangers are an exception to this rule, as they focus their training and skills on living within cities and other urban environments.) A starting Trans-Dimensional Ranger is proficient with the standard weapons as outlined for their class, and gain the feat Martial Weapons (Small Arms). In addition, they receive Streetwise (Cha) as a class skill.

Rogue: Rogues have had the easiest time adapting to life in Manzala. To them it is just another urban environment that they can ply their trade in. The shady organizations that tend to be founded by rogues are usually focused around a single neighborhood; rogues have also set up several legitimate businesses. A starting Trans-Dimensional Rogue is proficient with the standard weapons as outlined for their class, and gain the feat Martial Weapons (Small Arms) or Martial Weapons (Energy Melee). In addition, they receive Streetwise (Cha) as a class skill.

Sorcerer and Wizard: Sorcerers and Wizards have a bit of trouble adapting at first, but once they get their heads wrapped around the concepts of technology they do fine. There are several arcane schools within Manzala. A starting Trans-Dimensional Sorcerer or Wizard is proficient with the standard weapons as outlined for their class, and gain the feat Martial Weapons (Small Arms). In addition, they receive Streetwise (Cha) as a class skill.

Learning TD Abilities: To become a Trans-Dimensional version of a basic class after a campaign has started one of the following things must occur.

1. Spend 6-months training to become the Trans-Dimensional version of the class.
2. Spend 1,000 experience points and 1-week game time in training.

In both cases a facility that supports the class must be available such as a guild hall or training center.

PRESTIGE CLASSES

A prestige class represents a focus and a calling for the experienced adventurer. It provides a specialization and a range of abilities to give a character that something extra to set him or her apart.

There are two types of prestige classes in this chapter. The first are general prestige classes that any character that meets the entry requirements can join. The second is racial prestige classes that require the character to be a specific race before they can join the prestige class.

ARCANE GUNMAN

Arcane gunmen are men and women that have an almost magical ability with their chosen firearm. They are able to make shots with their weapons that seem impossible.

Role: Arcane gunman deal death from a distance, cutting down opponents while their allies charge into melee. With their capacity to rain a large amount of magically enhanced projectiles down on opponents.

Alignment: Any.

Hit Die: d8.

Requirements

To qualify to become an arcane gunman, a character must fulfill all the following criteria.
Base Attack Bonus: +6.
Feats: Point Blank Shot, Precise Shot, Martial Weapons (Small Arms), Uncanny Dodge, and Weapon Focus (Projectile Pistol or Rifle).
Spells: Ability to cast 1st-level arcane spells.

Class Skills

The arcane gunman's class skills (and the key ability for each skill) are Acrobatics (Dex), Craft (Int), Perception (Wis), Stealth (Dex), and Survival (Wis).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are Class Features of the arcane gunman prestige class.

Weapon and Armor Proficiency: An arcane gunman is proficient with all simple and martial weapons (Small Arms), non-powered light armor, non-powered medium armor, and shields.

Enhance Bullet (Su): At 1st level, every non-magical bullet an arcane gunman fires becomes magical, gaining a +1 enhancement bonus. Unlike magic weapons created by normal means, the gunmen need not spend experience points or gold pieces to accomplish this task. However, gunmen's magic bullets only function for them. For every two levels the character advances past 1st level in the prestige class, the magic bullets they create gain +1 greater potency (+1 at 1st level, +2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level).

Imbue Bullet (Sp): At 2nd level, an arcane gunman gains the ability to place an area spell upon a bullet. When the bullet is fired, the spell's area is centered on where the bullet hits, even if the spell could normally be centered only on the caster. This ability allows the gunmen to use the weapon's range rather than the spell's range. It takes a standard action to cast the spell and fire the bullet. The bullet must be fired in the round the spell is cast, or the spell is wasted.

Sight Bullet (Sp): At 3rd level, an arcane gunman can launch a bullet at a location that they can see and that is in range of their weapon. When the sight bullet hits the location the arcane gunman can see from the location of the sight bullet as if standing there. At the location of the sight bullet a faint image of the arcane gunman will appear. To notice the image is a Perception (DC-30). This ability may be used three times per day and lasts as long as the Arcane Gunman concentrates.

Seeker Bullet (Sp): At 4th level, an Arcane Gunman

Table 3-29: Arcane Gunman

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+2	+0	Enhance Bullet	---
2nd	+2	+3	+3	+0	Imbue Bullet	+1 level of existing class
3rd	+3	+3	+3	+1	Sight Bullet	+1 level of existing class
4th	+4	+4	+4	+1	Seeker Bullet	+1 level of existing class
5th	+5	+4	+4	+1	Stunning Bullet	---
6th	+6	+5	+5	+2	Phase Bullet	+1 level of existing class
7th	+7	+5	+5	+2	Dispelling Bullet	+1 level of existing class
8th	+8	+6	+6	+2	Hail of Bullets	+1 level of existing class
9th	+9	+6	+6	+3	Exploding Shot	---
10th	+10	+7	+7	+3	Bullet of Death	+1 level of existing class



can launch a bullet once per day at a target known to them within range, and the bullet travels to the target, even around corners. Only an unavoidable obstacle or the limit of the bullet's range prevents the bullet's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the bullet is part of the action).

Stunning Bullet (Sp): At 5th level, an Arcane Gunman can enchant a bullet to stun an opponent instead of doing damage. This ability can be used once per day. When the stunning bullet strikes the target they must make a Fort (DC 10 + Arcane Gunman class level) or be stunned for 3 rounds.

Phase Bullet (Sp): At 6th level, an Arcane Gunman can launch a bullet once per day at a target known to them within range, and the bullet travels to the target in a straight path, passing through any non-magical barrier or wall in its way. (Any magical barrier stops the bullet.) This ability negates cover, concealment, and even armor modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the bullet is part of the action).

Dispelling Bullet (Sp): At 7th level, an arcane gunman can launch a bullet once per day at a target that has the same effects as a Dispel Magic spell cast at the same level as the arcane gunman.

Hail of Bullets (Sp): In lieu of their regular attacks, once per day an Arcane Gunman of 8th level or higher can fire a bullet at each and every target within range, to a maximum of one target for every level of Arcane Gunman earned. Each attack uses the gunman's primary attack bonus, and each enemy may only be targeted by a single bullet.

Exploding Bullet (Sp): At 9th level, an arcane gunman can once per day cause a bullet to explode. The arcane gunman fires the bullet at a location (AC 5), when the bullet hits the location it explodes doing 4d6 wounds damage with a Reflex (DC 15 + arcane gunman level, half). The explosion has a 15 ft. radius.

Bullet of Death (Sp): At 10th level, an arcane gunman can create a bullet of death that forces the target, if damaged by the bullet's attack, to make a Fortitude (DC 15 + arcane gunman level) save or be slain immediately. It takes one day to make a bullet of death, and the bullet only functions for the arcane gunman who created it. The bullet of death lasts no longer than one year, and the gunmen can only have one such bullet in existence at a time.

BODYGUARD

Bodyguards are trained to protect their charge at all cost. This training includes learning to overcome the natural tendency to get out of harm's way, which allows them to put themselves in the way of an incoming attack.

Role: Bodyguards tend to deal with opponents either with guile or from range. This enables them to protect their charge.

Alignment: Any.

Hit Die: d12

Requirements

To qualify to become a Bodyguard, a character must fulfill the following criteria.
Base Attack Bonus: +2.
Skills: Acrobatics 5 ranks, Intimidate 5 ranks.
Feat: Alertness, Martial Weapons (Small Arms)

Class Skills

The Bodyguard's class skills (and the key ability for each skill) are: Disguise (Cha), Drive (Dex), Intimidate (Cha), Knowledge (Behavioral Sciences, Civics, Current Events) (Int), Perception (Wis), Profession (Wis), and Sense Motive (Wis).

Skill Ranks per Level: 3 + Int modifier.

Table 3-30: The Bodyguard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+2	+0	Harm's Way
2nd	+1	+2	+3	+0	Combat Sense +1
3rd	+2	+2	+3	+1	Bonus Feat
4th	+3	+2	+4	+1	Sudden Action
5th	+3	+3	+4	+1	Improved Charge
6th	+4	+3	+5	+2	Bonus Feat
7th	+5	+4	+5	+2	Defensive Strike
8th	+6	+4	+6	+2	Combat Sense +2
9th	+6	+4	+6	+3	Bonus Feat
10th	+7	+5	+7	+3	Blanket Protection

Class Features

The following features pertain to the Bodyguard advanced class.

Weapon and Armor Proficiency: The bodyguard does not gain any additional armor or weapons proficiencies.

Harm's Way (Su): Once per round, if the Bodyguard is adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), the Bodyguard can subject him or herself to the attack in the ally's stead. If the attack hits the Bodyguard, they take damage normally. If it misses, it also misses the ally.

The Bodyguard must declare his or her intention to place him or herself in harm's way before the attack roll is made.

The Bodyguard selects his or her ally either prior to combat or immediately after the Bodyguard makes his or her initiative check. The Bodyguard cannot change ally for the duration of the combat.

Combat Sense (Su): This ability allows a Bodyguard of 2nd level or higher to designate a single opponent during his or her action and receive a +1 competence bonus on attacks against that opponent. The Bodyguard can select a new opponent on any action.

At 8th level, the competence bonus increases to +2.

Bonus Feats (Su): At 3rd, 6th, and 9th level, the Bodyguard gets a bonus feat. The bonus feat must be selected from the following list, and the Bodyguard must meet all the prerequisites of the feat to select it. Armor Proficiency (Light or Medium), Attentive, Combat Expertise, Combat Reflexes, Double Tap, Improved Brawl, Improved Feint, Improved Knockout Punch, Knockout Punch, Martial Weapons Proficiency (Any), Precise Shot, Quick Draw, Quick Reload, Streetfighting, and Vehicle Expert.

Sudden Action (Su): Once per day, a Bodyguard of 4th level or higher can focus his or her effort to burst into sudden action when the situation calls for it. The Bodyguard can change his or her place in the initiative order, moving higher in the count by a number less than or equal to his or her class level, as the Bodyguard sees fit. The Bodyguard can declare the use of this ability at the start of any round, before anyone else takes an action.

Improved Charge (Su): A Bodyguard of 5th level or higher can make a charge without having to move in a straight line. All other charge rules apply, but the Bodyguard can alter his or her direction when making a charge to avoid obstacles.

Defensive Strike (Su): At 7th level, if an opponent makes a melee attack against the Bodyguard and misses while the Bodyguard is using the total defense option, the Bodyguard can attack that opponent on his or her next turn (as an attack action) with a +4 bonus on his or her attack roll. The Bodyguard gains no bonus against an opponent who does not attack the Bodyguard or against an opponent who makes a successful attack.

Blanket Protection (Su): At 10th level, a Bodyguard can use his or her expertise to provide protection to a number of allies equal to their Charisma modifier (not including him or herself). The Bodyguard takes a full-round action to issue orders and directions. Doing this provides the Bodyguard's allies with a +1 insight bonus to Armor Class for 3 rounds.

Table 3-31: The Field Medic					
Level	**Base Attack Bonus**	**Fort Save**	**Ref Save**	**Will Save**	**Special**
1st	+0	+2	+0	+1	Medical Specialist +1
2nd	+1	+3	+0	+2	Expert Healer
3rd	+1	+3	+1	+2	Bonus Feat
4th	+2	+4	+1	+2	Medical Mastery
5th	+2	+4	+1	+3	Medical Specialist +2
6th	+3	+5	+2	+3	Bonus Feat
7th	+3	+5	+2	+4	Minor Medical Miracle
8th	+4	+6	+2	+4	Medical Specialist +3
9th	+4	+6	+3	+4	Bonus Feat
10th	+5	+7	+3	+5	Medical Miracle

FIELD MEDIC

Field Medics are doctors and paramedics that have specialized in battlefield medicine. These are highly trained individuals who focus on saving lives in the most dangerous conditions.

Role: Field medics tend to fill the role of a support healer. In combat they will tend to keep themselves out of the thick of the fighting so they are able to heal the survivors.

Alignment: Any.

Hit Die: 1d8

Requirements

To qualify to become a Field Medic, a character must fulfill the following criteria.
Base Attack Bonus: +2.
Skills: Heal 7 ranks, Perception 7 ranks.
Feat: Surgery.

Class Skills

The Field Medic's class skills (and the key ability for each skill) are: Computers (Int), Craft (Pharmaceutical) (Int), Diplomacy (Cha), Drive (Dex), Heal (Wis), Knowledge (Any) (Int), Perception (Wis), Pilot (Dex), and Profession (Wis).

Skill Ranks per Level: 5 + Int modifier

Class Features

The following features pertain to the Field Medic prestige class.

Weapon and Armor Proficiency: The Field Medic does not gain any additional armor or weapons proficiencies.

Medical Specialist + (number): The Field Medic receives a competence bonus on Heal checks and Improved Healing. At 1st level, the bonus is +1. It increases to +2 at 5th level and to +3 at 8th level.

Expert Healer: At 2nd level and higher, the Field Medic's ability to restore hit points with a medical kit or surgery kit and a successful use of the Heal skill improves. In addition to the normal hit point recovery rate (1d4 for a medical kit, 1d6 per patient's character level for surgery), the Field Medic restores 1 hit point for every level in this prestige class. If the Field Medic has the Improved Healing ability these two abilities work in conjunction with each other.

Bonus Feats: At 3rd, 6th, and 9th level, the field medic gets a bonus feat. The bonus feat must be selected from the following list, and the field medic must meet all the prerequisites of the feat to select it.
Aircraft Operations (Any), Armor Proficiency (Heavy), Cautious, Defensive Martial Arts, Dodge, Educated, Improved Initiative, Medical Expert, Powered Armor Proficiency (Any), Surface Vehicle Operation(Any), and Vehicle Expert.

Medical Mastery: When making a Heal skill check, a field medic of 4th level or higher may take 10 even if stress and distractions would normally prevent them from doing so.

Minor Medical Miracle: At 7th level or higher, a Field Medic can save a character reduced to –10 hit points or lower. If the Field Medic is able to administer aid within 3 rounds of the character's death, they can make a Heal check. The DC for this check is 30, and the field medic can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC-15) to stabilize and be restored to 0 hit points.

If the Field Medic fails the skill check or the patient fails the save, the dead character cannot be saved.

Medical Miracle: At 10th level, a Field Medic can revive a character reduced to –10 hit points or lower. If

the Field Medic is able to administer aid within 3 minutes of the character's death, they can make a Heal check. The DC for this check is 40, and the Field Medic can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC-20) to stabilize and be restored to 1d6 hit points. If the Field Medic fails the skill check or the patient fails the Fortitude save, the dead character cannot be restored.

MANZALA RANGER (RECRUIT)

The Manzala Rangers are the elite forces of the Manzala military. They are used as both special agents and special military forces. In the role of special agents single rangers will be sent out to investigate any situation that the Manzala council feels that the special skills of a ranger are required.

In the role of elite military forces, Manzala Rangers usually operate in groups of fifteen or twenty organized in three member combat teams. Manzala Rangers are normally used in roles traditionally assigned to special operations or black ops teams. In the rare occasions when they are used as normal troops they are used as shock troops. Manzala Rangers are normally equipped with the best weapons, vehicles, and power armor available.

Role: Manzala rangers will be active in combat either attempting to deceive the opponent or as a major combatant.

Alignment: Any Good.

Hit Die: 1d10.

Requirements

To qualify to become a Manzala Ranger, a character must fulfill the following criteria.
Skills: Bluff 9 ranks, Diplomacy 9 ranks, and Perception 9 ranks.
Feat: Alertness, Combat Martial Arts, Martial Weapons (Small Arms), and Starship Operations (Small Craft).

Class Skills

The Manzala Ranger's class skills (and the key ability for each skill) are: Bluff (Cha), Computer (Int), Diplomacy (Cha), Drive (Dex), Intimidate (Cha), Knowledge (Any) (Int), Perception (Wis), Pilot (Dex), Profession (Wis), Sense Motive (Wis), Streetwise (Cha), and Survival (Wis).
Skill Ranks per Level: 5 + Int modifier.

Class Features

All of the following are features of the Manzala Ranger prestige class.

Weapon and Armor Proficiency: The Manzala Ranger is proficient with all simple, martial, martial (Energy Melee), and martial weapons (Small Arms). They are also proficient with the use of light, medium, heavy non-powered armors and shields.

Conceal Motive (Su): A Manzala Ranger adds a bonus equal to their Manzala Ranger level whenever making an opposed Sense Motive check.

React First (Su): Starting at 2nd level, a Manzala Ranger gains the ability to react first when trying to make a deal or mediate a settlement. The Manzala Ranger must make contact and speak to the participants prior to the start of combat. If this is accomplished, the Manzala Ranger gains a free readied action that allows them to make either a move or attack action if either side in the negotiation (other than the Manzala Ranger) decides to start hostilities. The Manzala Ranger gets to act before any initiative checks are made, in effect giving him or her benefit of surprise.

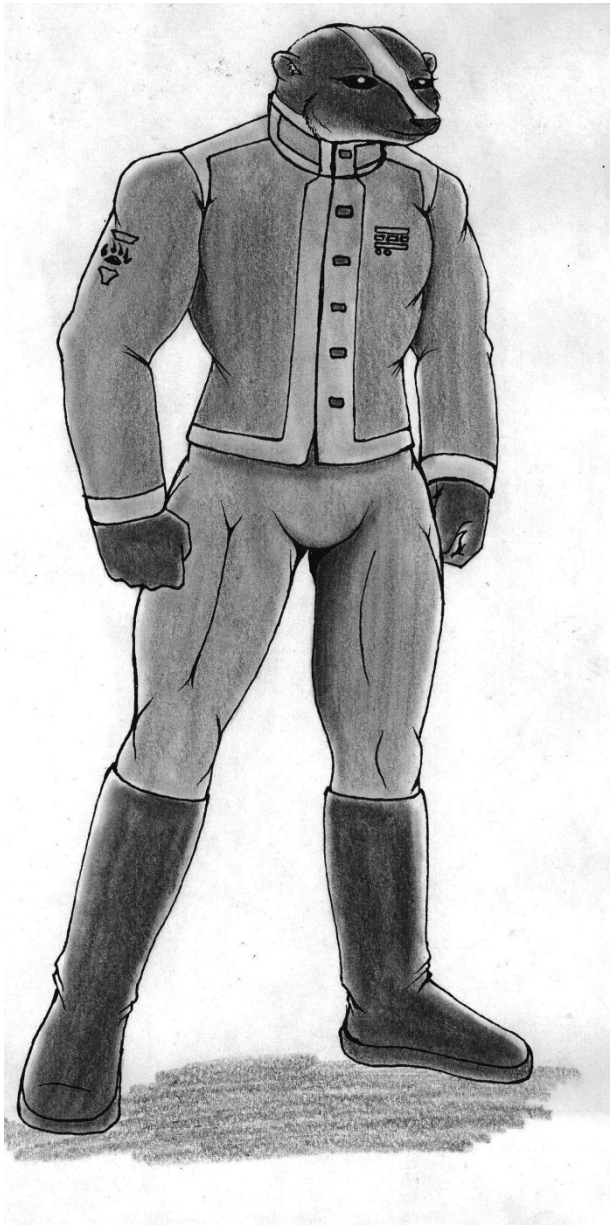
Bonus Feats: At 3rd, 6th, and 9th level, the Manzala Ranger gets a bonus feat. The bonus feat must be selected from the following list, and the Manzala Ranger must meet all the prerequisites of the feat to select it. Attentive, Confident, Dead Aim, Deceptive, Educated, Far Shot, Iron Will, Powered Armor Proficiency (Any), Scrounge, Starship Operations (Any), and Trustworthy.

Talk Down (Su): A Manzala Ranger of 4th level or

Table 3-32: Manzala Ranger (Recruit)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+0	+2	Conceal Motive
2nd	+1	+2	+0	+3	React First
3rd	+2	+2	+1	+3	Bonus Feat
4th	+3	+2	+1	+4	Talk Down (One Opponent)
5th	+3	+3	+1	+4	Bonus Feat
6th	+4	+3	+2	+5	Talk Down (Several Opponents)
7th	+5	+4	+2	+5	Bonus Feat
8th	+6	+4	+2	+6	Sow Distrust
9th	+6	+4	+3	+6	Bonus Feat
10th	+7	+5	+3	+7	Talk Down (All Opponents)

higher can talk their way out of trouble. Either prior to the start of hostilities or during combat, the Manzala Ranger can talk down a single opponent within 15 feet of their position or otherwise able to hear the Manzala Ranger's voice. The target must be able to understand the Manzala Ranger. That opponent immediately stops fighting and reverts to an indifferent attitude regarding the Manzala Ranger and the situation in general. Any hostile action by the Manzala Ranger or by one of the Manzala Ranger's allies directed at the opponent allows the opponent to act as they see fit.



To initiate this talent, the Manzala Ranger must spend a full-round action talking to the opponent. The opponent makes a Will saving throw. The DC is equal to 10 + Manzala Ranger's class level + Manzala Ranger's Charisma modifier.

If the save fails, the opponent stops fighting. If the save succeeds, the opponent continues as normal.
At 6th level, a Manzala Ranger can talk down a number of opponents equal to their Charisma modifier within 15 feet of their position or within 15 feet of a device broadcasting the Manzala Ranger's message.

At 10th level, the range extends to 30 feet and covers all opponents who can hear and understand the Manzala Ranger's voice.

Sow Distrust (Su): A Manzala Ranger of 8th level or higher can turn one character against another. The Manzala Ranger must spend a full-round action and know the name of the character they are attempting to persuade as well as the name of the character toward which the target's distrust will be directed. The target must be able to hear and understand the Manzala Ranger.

The target makes a Will save. The DC is equal to 10 + Manzala Ranger's class level + Manzala Ranger's Charisma modifier. If the target fails the save, their attitude toward the other designated character worsens by one step: helpful turns to friendly, friendly to indifferent, indifferent to unfriendly, unfriendly to hostile (see the Diplomacy skill). The target makes a Will save whenever the Manzala Ranger uses this talent against him or her. As long as the target continues to fail the Will save, the Manzala Ranger can continue taking full-round actions to worsen the target's attitude toward a designated character. When the target's attitude drops to hostile, they attack the designated character.

A successful Will save doesn't restore previous attitude shifts, but it does render the target immune for 24 hours to further attempts by the Manzala Ranger to sow distrust. The Manzala Ranger can't use this talent on his or her allies.

NAVIGATOR

Navigators are the masters of traveling between the different realms. The safest and most efficient way to travel between the realms is to use what scientists refer to as an 'organic engine', otherwise known as a navigator. Navigators are able to create their own gates for traveling between the realms.

Role: A navigator's wanderlust often thrust them into the role of party leader, and adventures typically result from this.

Alignment: Any.

Hit Die: d6.

Requirements
To qualify to become a Navigator, a character must fulfill all the following criteria.
Skills: Knowledge (Arcana) 12 ranks, Knowledge (Dimensionology) 12 ranks, and Spellcraft 12 ranks.
Feats: Skill Focus (Spellcraft), Spell Focus (Conjuration).
Spells: Ability to cast 7th-level arcane spells, knowledge of 5th-level or higher spells from both conjuration and divination schools.

Class Skills
The Navigator's class skills (and the key ability for each skill) are Craft (All) (Int), Knowledge (all skills taken individually) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), and Streetwise (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features
All the following are Class Features of the Navigator prestige class.

Weapon and Armor Proficiency: Navigators gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new navigator level is gained, the character gains new spells per day (and spells known, if applicable) as if they had also gained a level in whatever arcane spellcasting class in which they could cast 7th-level spells before adding the prestige class level. They do not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class in which they could cast 7th-level spells before becoming a Navigator, they must decide to which class is effected by the increase in Navigator level.

Navigator Abilities
A Navigator gains the opportunity to select a special ability from among those described below by permanently eliminating one existing spell slot (The Navigator cannot eliminate a spell slot of higher level than the highest-level spell they can cast). Each special ability has a minimum required spell slot level, as specified in its description.

A Navigator may choose to eliminate a spell slot of a higher level than that required to gain a Navigation ability.

Locate Gate (Su): A Navigator who selects this ability can detect the location of a gate anywhere on the same world. This ability costs one 5th-level spell slot.

Open Gate (Su): A Navigator who selects this ability can open a gate to other realms. The gate has a width of 50' per temporary Constitution point lost. The gate can be held open for 1 minute per navigator level. This ability costs one 9th-level spell slot.

Gate Sight (Su): A Navigator who selects this ability can mentally view what is on the other side of a gate. This ability acts like the Clairaudience / Clairvoyance spell except that it is centered on a gate. This ability costs one 6th-level spell slot.

Travelers Lexicon (Su): A Navigator who selects this ability can understand any language that is spoken to them. In addition, the navigator can lend this ability to other people, with a maximum number effected being equal to the Navigator's Charisma modifier. This ability costs one 9th-level spell slot.

Forced Entry (Su): A Navigator with this ability can attempt to force entry into a realm which has been sealed. With this ability the maximum caster level that can be used in a forced entry check is +20. This ability costs one 6th-level spell slot.

Lock Realm (Su): This ability allows a Navigator to seal all of the gates attached to a realm. This ability takes 1d10 hours to use and drains 1d12 temporary Constitution points. The Navigator is using their life force to seal the gates. To open a gate that is sealed a navigator must make an opposed forced entry check

Table 3-33: Navigator

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells / Day
1st	+0	+0	+0	+2	Navigation Ability	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	High Arcana	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Navigation Ability	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	High Arcana	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Navigation Ability	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	High Arcana	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Navigation Ability	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	High Arcana	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Navigation Ability	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Navigation Ability	+1 level of existing arcane spellcasting class

(1d20 + your caster level, maximum +10) against the Navigator that locked the gate (11 + the casters level). This ability costs one 8th-level spell slot.

Gate Healing (Su): By drawing on the energy within the gate, the Navigator is able to heal their own injuries at an accelerated rate. With this ability, a navigator heals four times the normal rate as long as they are within 100' of a gate. This ability costs one 9th-level spell slot.

High Arcana

A Navigator gains the opportunity to select a special ability from among those described below by permanently eliminating one existing spell slot (The Navigator cannot eliminate a spell slot of higher level than the highest-level spell they can cast). Each special ability has a minimum required spell slot level, as specified in its description.

A Navigator may choose to eliminate a spell slot of a higher level than that required to gain a type of high arcana.

Arcane Fire (Su): The Navigator gains the ability to change arcane spell energy into arcane fire, manifesting it as a bolt of raw magical energy. The bolt is a ranged touch attack with long range (400 feet + 40 feet/level of navigator) that deals 1d6 points of damage per class level of the Navigator plus 1d6 points of damage per level of the spell used to create the effect. This ability costs one 9th-level spell slot.

Arcane Reach (Su): The Navigator can use spells with a range of touch on a target up to 30 feet away. The Navigator must make a ranged touch attack. Arcane Reach can be selected a second time as a special ability, in which case the range increases to 60 feet. This ability costs one 7th-level spell slot.

Mastery of Counter Spelling (Su): When the Navigator counter spells a spell, it is turned back upon the caster as if it were fully affected by a spell turning spell. If the spell cannot be affected by spell turning, then it is merely countered. This ability costs one 7th-level spell slot.

Mastery of Elements (Su): The Navigator can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. This ability can only alter a spell with the acid, cold, fire, electricity, laser, plasma, or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when they begin casting. This ability costs one 8th-level spell slot.

Mastery of Shaping (Su): The Navigator can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

Spell Power (Su): This ability increases the Navigator's effective caster level by +1 (for purposes of determining level-dependent spell variables such as damage dice or range, and caster level checks only). This ability costs one 5th-level spell slot.



Spell-Like Ability (Su): A Navigator who selects this type of high arcana can use one of her arcane spell slots (other than a slot expended to learn this or any other type of high arcana) to permanently prepare one of their arcane spells as a spell-like ability that can be used twice per day. The Navigator does not use any components when casting the spell, unless the value of the components exceeds 1,000 credits times the number of levels the character has in the Navigator prestige class. This ability costs one 5th-level spell slot.

The spell-like ability normally uses a spell slot of the spell's level, although the Navigator can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level.

The Navigator may use an available higher-level spell slot in order to use the spell-like ability more often.

Using a slot three levels higher than the chosen spell allows them to use the spell-like ability four times per day, and a slot six levels higher lets them use it six times per day.

If spell-like ability is selected more than one time as a high arcana choice, this ability can apply to the same spell chosen the first time (increasing the number of times per day it can be used) or to a different spell.

TECHNO-ARCHMAGE

Techno-Archmages are the masters of combining technology and magic. They are the extension of the Techno-Mage class, which have learned to manipulate matter with a combination of magic and technology.

Role: Techno-Archmages live their lives in pursuit of fascinating magics and technologies. They are especially attracted to ones that can be combined. These pursuits tend to draw the Techno-Archmage into many adventures.

Alignment: Any.

Hit Die: d6.

Requirements

To qualify to become a Techno-Archmage, a character must fulfill all the following criteria.

Skills: Craft 12 ranks, Knowledge (Arcana) 12 ranks, and Spellcraft 12 ranks.
Feats: Skill Focus (Spellcraft), Skill Focus in two Craft Skills.
Spells: Ability to cast 7th-level arcane spells, knowledge of 5th-level or higher spells from at least five schools.

Class Skills

The Techno-Archmage's class skills (and the key ability for each skill) are Craft (all) (Int), Knowledge (all skills taken individually) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), and Streetwise (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All the following are Class Features of the Techno-Archmage prestige class.

Weapon and Armor Proficiency: Techno-Archmages gain no additional proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new Techno-Archmage level is gained, the character gains new spells per day (and spells known, if applicable) as if they had also gained a level in whatever arcane spellcasting class in which they could cast 7th-level spells before they added the prestige class level. They do not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class in which they could cast 7th-level spells before they became a techno-archmage, they must decide to which class gains the additional Spells per Day.

High Arcana

A Techno-Archmage gains the opportunity to select a special ability from among those described below by permanently eliminating one existing spell slot (The Techno-Archmage cannot eliminate a spell slot of higher level than the highest-level spell they can cast). Each special ability has a minimum required spell slot level, as specified in its description.

A Techno-Archmage may choose to eliminate a spell slot of a higher level than that required to gain a type of high arcana.

Arcane Fire (Su): The Techno-Archmage gains the ability to change arcane spell energy into arcane fire, manifesting it as a bolt of raw magical energy. The bolt is a ranged touch attack with long range (400 feet + 40 feet/level of techno-archmage) that deals 1d6 points of damage per class level of the Techno-Archmage plus 1d6 points of damage per level of the spell used to create the effect. This ability costs one 9th-level spell slot.

Table 3-34: Techno-Archmage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	High Arcana	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Transmute Matter 1/Day	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3		+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	High Arcana	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Transmute Matter 2/Day	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5		+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	High Arcana	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Transmute Matter 3/Day	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6		+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	High Arcana	+1 level of existing arcane spellcasting class

Arcane Reach (Su): The Techno-Archmage can use spells with a range of touch on a target up to 30 feet away. The Techno-Archmage must make a ranged touch attack. Arcane Reach can be selected a second time as a special ability, in which case the range increases to 60 feet. This ability costs one 7th-level spell slot.

Mastery of Counter Spelling (Su): When the Techno-Archmage counters a spell; it is turned back upon the caster as if it were fully affected by a spell-turning spell. If the spell cannot be affected by spell turning, then it is merely counters the spell. This ability costs one 7th-level spell slot.

Mastery of Elements: The Techno-Archmage can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. This ability can only alter a spell with the acid, cold, fire, electricity, laser, plasma, or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when they begin casting. This ability costs one 8th-level spell slot.

Mastery of Shaping: The Techno-Archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

Spell Power (Su): This ability increases the Techno-Archmage's effective caster level by +1 (for purposes of determining level-dependent spell variables such as damage dice or range, and caster level checks only). This ability costs one 5th-level spell slot.

Spell-Like Ability (Su): A Techno-Archmage who selects this type of high arcana can use one of her arcane spell slots (other than a slot expended to learn this or any other type of high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day. The Techno-Archmage does not use any components when casting the spell, unless the value of the components exceeds 1,000 credits times the number of levels the character has in the Techno-Archmage prestige class. This ability costs one 5th-level spell slot.

The spell-like ability normally uses a spell slot of the spell's level, although the Techno-Archmage can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level.

The Techno-Archmage may use an available higher-level spell slot in order to use the spell-like ability more often. Using a slot three levels higher than the chosen spell allows them to use the spell-like ability four times per day, and a slot six levels higher lets them use it six times per day.

If spell-like ability is selected more than one time as a high arcana choice, this ability can apply to the same spell chosen the first time (increasing the number of times per day it can be used) or to a different spell.

Transmute Matter (Su): A Techno-Archmage gains the ability to manipulate matter, changing one item into another.

Transmute Matter			
School:	Transmutation		
Casting Time:	Standard Action		
Components:	V, S		
Range:	Close (25 ft. + 5 ft. /2 levels)		
Target:	One creature, or one non-magical object of up to 100 cu. ft./level		
Duration:	See Description		
Saving Throw:	Fort (Negates) - See Description	**Spell Resistance:**	Yes

This ability functions like polymorph, except that it changes one object or creature into another. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines.

Table 3-35: Transmutation Duration

Changed Subject Is:	Duration Factor[1]
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Intelligence	+2

1 Add all that apply. Look up the total on the next table.

Duration Factor	Duration	Example
0	20 minutes	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to Manticore
6	2 days	Sheep to wool coat
7	1 week	Shrew to Manticore
9+	Permanent	Manticore to shrew

Unlike polymorph this ability does grant the creature the Intelligence score of its new form. If the original form didn't have a Wisdom or Charisma score, it gains those scores as appropriate for the new form.

Damage taken by the new form can result in the injury

or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force.

A non-magical object cannot be made into a magic item with this spell. Magic Items are not affected by this spell. This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, platinum, mithral, or adamantine. It also cannot reproduce the special properties of cold iron in order to overcome the damage reduction of certain creatures.

This spell can also be used to duplicate the effects of polymorph, flesh to stone, stone to flesh, transmute mud to rock, transmute water to dust, or transmute rock to mud.

RACIAL PRESTIGE CLASSES

CONSTRUCT CREATOR

Construct Creators are Techno-Dwarves that have advanced their arcane and technical abilities to the point that they are able to merge themselves with a golem or construct. Construct Creator's are considered by the Techno-Dwarves to be great heroes who have been touched by the hand of fate to defend their people.

Role: Construct Creators in combat will hurl magic at their enemies while their constructs move into melee.

Alignment: Any.

Hit Die: d8.

Requirements
To qualify to become a Construct Creator, a character must fulfill all the following criteria.

Race: Techno-Dwarf
Skills: Computer 7 Ranks, Knowledge (Nanotechnology) 7 ranks, Knowledge (Technomancy) 7 Ranks, Repair 7 ranks.
Feats: Craft Magical Arms and Armor, Craft Techno-Dwarf Construct, Craft Wondrous Items
Spells: Able to cast 3rd level or higher Arcane spells.

Class Skills

The Construct Creator's class skills (and the key ability for each skill) are Appraise (Int), Computer (Int), Craft (Alchemy) (Int), Craft (Golem) (Int), Heal (Wis), Knowledge (Any) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are Class Features of the Construct Creator prestige class.

Weapon and Armor Proficiency: Construct Creators gain no additional proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new Construct Creator level is gained, the character gains new spells per day (and spells known, if applicable) as if they had also gained a level in a spell casting class they belonged to before adding the prestige class. They do not, however, gain any other benefit a character of that class would have gained. This essentially means that they add the level of Construct Creator to the level of some other spell casting class the character has, then determines spells per day, spells known, and caster level accordingly.

Create Construct: At 1st level a Construct Creator gains the arcane and scientific knowledge needed to create their construct.

Lesser Repair Construct: At 2nd level, a Construct Creator increases the amount of damage fixed using the repair skill by 50%.

Table 3-36: Construct Creator

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells / Day
1st	+0	+0	+0	+2	Create Construct	+1 level of existing class
2nd	+1	+0	+0	+3	Lesser Repair Construct	+1 level of existing class
3rd	+1	+1	+1	+3	Merge 1/day	+1 level of existing class
4th	+2	+1	+1	+4	Transfer Damage from Construct	+1 level of existing class
5th	+2	+1	+1	+4	Merge 2/day	+1 level of existing class
6th	+3	+2	+2	+5	Greater Repair Construct	+1 level of existing class
7th	+3	+2	+2	+5	Merge 3/day	+1 level of existing class
8th	+4	+2	+2	+6	Transfer Damage to Construct	+1 level of existing class
9th	+4	+3	+3	+6	Merge 4/day	+1 level of existing class
10th	+5	+3	+3	+7	Stasis	+1 level of existing class

Merge (Ex): Starting at 3rd level and every two levels thereafter (5th, 7th, and 9th), the Construct Creator gains the ability to physically merge with their construct. The maximum duration of this merge is 1 minute + 1 minute per Construct Creator level. While merged the Construct Creator gains all of the physical characteristics and abilities of the construct.

Transfer Damage from Construct (Ex): At 4th level, a Construct Creator gains the ability to transfer damage from their construct to themselves. To use this ability requires the Construct Creator to take a full-round action, and must be able to touch the construct. The ability maybe used a number of times per day equal to the levels in Construct Creator.

Greater Repair Construct (Ex): At 6th level, a Construct Creator doubles the amount of damage fixed using the repair skill.

Transfer Damage to Construct (Ex): At 8th level, a Construct Creator gains the ability to transfer damage from themselves to the construct.

Stasis (Ex): At 10th level, a Construct Creator can merge with their construct and place themselves into stasis. While in stasis, the Construct Creator does not need to eat or drink and does age. This stasis last for a maximum of 1 week per character level.



Techno-Dwarf Construct

Constructs are magically created automatons of great power. Construction involves the employment of mighty magic and elemental forces.

The process of creating the Construct binds an unwilling spirit to the artificial body and subjects it to the will of the Construct's Creator.

COMBAT

Constructs are tenacious in combat and prodigiously strong as well. Being mindless, they do nothing without orders from their creators. They follow instructions explicitly and are incapable of any strategy or tactics. They are emotionless in combat and cannot be provoked.

A Construct's Creator can command it if the construct is within 60 feet and can see and hear its creator. If uncommanded, a construct usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the construct a simple command to govern its actions in his or her absence. The Construct's Creator can order the construct to obey the commands of another person (who might in turn place the construct under someone else's control, and so on), but the Construct's Creator can always resume control over his creation by commanding the construct to obey them alone.

Immunity to Magic (Ex): Constructs have immunity to most magical and supernatural effects, except when otherwise noted.

Techno-Dwarf Construct						**CR** 12	
XP	19,200						
Neutral						Large Construct	
Init	+0	**Senses**				Darkvision 60 ft.; Low-Light Vision; Perception +4	
DEFENSE							
AC	30	Touch	8	Flat-Footed	30	(+0 Dex, +21 Natural, -1 Size)	
HP	148	(16d12+50)	**WP** 32				
Fort	+6	**Ref**	+5	**Will**	+6		
Defensive Abilities	**DR** 15/Adamantine; Immune construct traits; magic						
OFFENSE							
Speed	20 ft.						
Melee	2 Slam +42 (1d8+41/19+)						
Space	10 ft.	**Reach**	10 ft.				
Special Attacks	Powerful Blows						
STATISTICS							
Str	45	**Dex**	10	**Con**	---	**Int**	---
Wis	11	**Cha**	1				
Base Attack	+16	**CMB**	+44	**CMD**	54		
FL	n/a	**ML**	n/a	**PL**	n/a	**S-**	n/a
S+	n/a	**TL**	n/a				
SPECIAL ABILITIES							
Immunity to Magic (Ex): A Techno-Dwarven Construct is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals electricity damage slows a Techno-Dwarven Construct (as the slow spell) for 3 rounds, with no saving throw.							

A magical attack that deals fire damage breaks any slow effect on the construct and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the construct to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a Techno-Dwarven Construct hit by an 18-point fireball would receive 6 points of healing. A Techno-Dwarven Construct gets no saving throw against fire effects.

A Techno-Dwarven Construct is affected normally by rust attacks, such as that of a rust monster or a rusting grasp spell.

Powerful Blows (Ex): A Techno-Dwarven Construct inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its slam attacks.

Techno-Dwarf Constructs are created as a combination of magic and technology. The construct has a humanoid body made from iron and steel. A Techno-Dwarven Construct can be fashioned in any manner although it usually displays armor of some sort. Its features tend to be smooth representations of life. Techno-Dwarven Constructs sometimes carry a melee weapon in one hand. A Techno-Dwarven Construct is 12 feet tall and weighs approximately 5,000 pounds. A Techno-Dwarven Construct cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderous but smooth gait. Each step causes the floor to tremble unless it is on a thick, solid foundation.

Weapons: Techno-Dwarven Constructs are initially proficient with all simple and martial non-energy melee weapons. Additional weapons proficiency can be programmed into the construct by the Construct Creator in the same way that feats can be added to robots.

Feats and Skills: Initially a Techno-Dwarven Construct does not have any feats or skills, but the creator can add these after construction in the same way that scholars can teach feats and skills to NPCs. The construct can have a maximum of 8 feats and 32 ranks worth of skills.

Construction: A Techno-Dwarven Construct's body is sculpted from 5,000 pounds of pure iron, smelted with rare tinctures and admixtures costing at least 10,000 Cr. **Requirements:** Craft (Construct), Techno-Dwarf Engine **Skill**: Craft (Armor) or Craft (Weapon) DC-21. **Total Cost:** 80,000 Cr.

HYLATHAN INITIATE

Hylathan Initiates are Hylathans that have focused on taking the path of evolving into a Full-Blooded Dragon. Prior to evolving into a Full-Blooded Dragon a Hylathan must go through all of the stages of being a Hylathan initiate.

Role: With their powerful spells and combat abilities Hylathan Initiates will blend hurling magic at an enemy one moment and cutting them down with steel or claw the next.

Alignment: Any.

Hit Die: d12.

Requirements

To qualify to become a Hylathan Initiate, a character must fulfill all the following criteria.

Race: Hylathan.
Skills: Knowledge (Arcana) 5 ranks.
Languages: Draconic.
Spell Casting: Ability to cast arcane spells without preparation or ability to use trans-dimensional magic.
Special: The player chooses a dragon variety when taking the first level in this prestige class.

Class Skills

The Hylathan Initiate's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Knowledge (Any) (Int), Perception (Wis), Profession (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are class features of the Hylathan Initiate prestige class.

Weapon and Armor Proficiency: Hylathan Initiates gain no additional proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new Hylathan initiates level is gained, the character gains new spells per day (and spells known, if applicable) as if they had also gained a level in a spell casting class they belonged to before adding the prestige class. They do not, however, gain any other benefit a character of that class would have gained. This essentially means that they add the level of hylathan initiates to the level of some other spell casting class the character has, then determines spells per day, spells known, and caster level accordingly.

Table 3-37: Hylathan Initiate						
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Natural Armor Increase (+1)	+1 level of existing arcane spellcasting class
2nd	+1	+3	+0	+3	Claws And Bite Hardening	+1 level of existing arcane spellcasting class
3rd	+2	+3	+1	+3	Bonus Feat, Breath Weapon (2d8)	
4th	+3	+4	+1	+4	Ability Boost (Str +2), Natural Armor Increase (+2)	+1 level of existing arcane spellcasting class
5th	+3	+4	+1	+4	Blindsense 30 Ft.	+1 level of existing arcane spellcasting class
6th	+4	+5	+2	+5	Bonus Feat, Ability Boost (Con +2)	+1 level of existing arcane spellcasting class
7th	+5	+5	+2	+5	Breath Weapon (4d8), Natural Armor Increase (+3)	
8th	+6	+6	+2	+6	Ability Boost (Int +2)	+1 level of existing arcane spellcasting class
9th	+6	+6	+3	+6	Bonus Feat	+1 level of existing arcane spellcasting class
10th	+7	+7	+3	+7	Blindsense 60 Ft., Dragon Apotheosis	

Natural Armor Increase + (number)(Ex): At 1st, 4th, and 7th level, gains an increase to the character's existing natural armor as indicated. As their skin thickens, a Hylathan Initiate takes on more and more of their progenitor's physical aspect.

Claws and Bite Hardening (Ex): At 2nd level, a Hylathan Initiate's claw and teeth harden. Use the values below or the initiate's base claw and bite damage values, whichever are greater.

Table 3-38: Hylathan Initiate Bite and Claws		
Size	Bite Damage	Claw Damage
Small	1d6	1d4
Medium	1d8	1d6
Large	2d6	1d8

Bonus Feats: At 3rd, 6th, and 9th level, the Hylathan Initiate gets a bonus feat. The bonus feat must be selected from the following list, and the Hylathan Initiate must meet all the prerequisites of the feat to select it. Aircraft Operations (Any), Cautious, Defensive Martial Arts, Dodge, Educated, Improved Initiative, Medical Expert, Multi-Attack, Surface Vehicle Operation, Vehicle Expert, and Wingover.

Breath Weapon (Su): At 3rd level, a Hylathan Initiate gains a minor breath weapon. The type and shape depend on the dragon variety whose heritage they enjoy (see below). Regardless of the ancestry, the breath weapon deals 2d8 points of damage of the appropriate energy type.

Table 3-39: Dragon Type / Breath Weapon	
Dragon Type[1]	Breath Weapon
Black	Line of Acid
Blue	Line of Lightning
Green	Cone of Corrosive Gas (Acid)
Red	Cone of Fire
White	Cone of Cold
Brass	Line of Fire
Bronze	Line of Lightning
Copper	Line of Acid
Gold	Cone of Fire
Silver	Cone of Cold

1 Other varieties of Hylathan Initiate are possible, using other dragon varieties as ancestors.

At 7th level, the damage increases to 4d8, and when an initiate attains dragon apotheosis at 10th level it reaches its full power at 6d8. Regardless of its strength, the breath weapon can be used only once per day. Use all the rules for dragon breath weapons except as specified here.

The DC of the breath weapon is 10 + Hylathan Initiate level + Con modifier.

A line-shaped breath weapon is 5 feet high, 5 feet wide and 60 feet long. A cone-shaped breath weapon is 30 feet long.

Ability Boost (Ex): As a Hylathan Initiate gains levels in this prestige class, his ability scores increase as noted.

- At 4th level, the Hylathan Initiate gains +2 Strength.
- At 6th level, the Hylathan Initiate gains +2 Constitution.
- At 8th level, the Hylathan Initiate gains +2 Intelligence.

These increases stack and are gained as if through level advancement.



Blindsense (Ex): At 5th level, the Hylathan Initiate gains blindsense with a range of 30 feet. Using non-visual senses the Hylathan Initiate notices things they cannot see. They usually do not need to make Perception checks to notice and pinpoint the location of creatures within range of his blindsense ability, provided that they have line of effect to that creature.

Any opponent the Hylathan Initiate cannot see still has total concealment against them, and the Hylathan Initiate still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures they cannot see. At 10th level, the range of this ability increases to 60 feet.

Dragon Apotheosis: At 10th level, a Hylathan Initiate takes on the half-dragon template. Their breath weapon reaches full strength (as noted above), and they gain +4 to Strength and +2 to Charisma. Their low-light vision and darkvision increase to 120-feet. They also gain immunity to sleep and paralysis effects and immunity to the energy type used by their breath weapon (see above).

MUTANT PROPHET

Mutant Prophets are usually found as wise men and wise women of mutant human tribes. The mutant prophets use their mutations to guide their people.

Role: Mutant Prophets can be very powerful elements to a party. Their large amount of mutations gives them the capabilities to change the balance of any situation in the favor of the party.

Alignment: Any.

Hit Die: d10.

Requirements

To qualify to become a Mutant Prophet, a character must fulfill all the following criteria.
Mutations: The character must possess at least 3 mutations.
Race: The character must be a mutant human.
Base Attack Bonus: The character must have a base attack bonus of +5.

Class Skills

The Mutant Prophet's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Knowledge (Mutations) (Int), Knowledge (Nobility and Royalty) (Int), Ride (Dex), Sense Motive (Wis), Streetwise (Cha), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are features of the Mutant Prophet prestige class.

Weapon and Armor Proficiency: Mutant Prophets gain no additional proficiency with any weapon or armor.

Gain 1 Random Good Mutation: The Mutant Prophet has gained a mutation. Roll randomly for the mutation, if the result is a defect roll again. Continue rolling until a non-defect mutation is gained.

Bonus Feats: The Mutant Prophet can choose any Meta-Mutation feat as their bonus feat.

Table 3-40: The Mutant Prophet

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Gain 1 Random Good Mutation
2nd	+2	+3	+0	+0	Gain 1 Random Good Mutation
3rd	+3	+3	+1	+1	Gain 1 Random Good Mutation
4th	+4	+4	+1	+1	Bonus Feat
5th	+5	+4	+1	+1	Gain 1 Random Good Mutation
6th	+6	+5	+2	+2	Gain 1 Random Good Mutation
7th	+7	+5	+2	+2	Gain 1 Random Good Mutation
8th	+8	+6	+2	+2	Bonus Feat
9th	+9	+6	+3	+3	Gain 1 Random Good Mutation
10th	+10	+7	+3	+3	Gain 1 Random Good Mutation

ORK BUCCANEER

Ork Buccaneers have not just come to terms with the fact that orks are always in the middle of the action, they embrace it, thriving on the adrenaline rush they get from danger. Ork Buccaneers are a cross between the classic swashbuckler and the gentleman adventurer.

Role: Ork Buccaneers by their nature are swept away by adventures. They are very effective in melee combat and add a level of style to any party.

Alignment: Any but tend toward Chaotic.
Hit Die: d10.

Requirements

To qualify to become an Ork Buccaneer, a character must fulfill all the following criteria.

Race: Only orcs, orks and half-orcs can be Ork Buccaneers.
Base Attack Bonus: +6.
Skills: Acrobatics 6 ranks.
Feats: Dodge, Improved Two Weapon Fighting, Mobility, Weapon Finesse.

Class Skills

The Ork Buccaneer's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Escape Artist (Dex), Perception (Wis), Perform (Cha), Sense Motive (Wis), and Streetwise (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the Ork Buccaneer prestige class.

Weapon and Armor Proficiency: The Ork Buccaneer is proficient with all simple weapons, Martial Weapons, Martial Weapons (Energy Melee), Martial Weapons (Small Arms), but no type of armor or shield.

Insane Bravado (Ex): Everything that an Ork Buccaneer does is about how it looks, not necessarily how foolhardy an action is. This has a tendency to throw opponents off a bit. The Ork Buccaneer can once per battle exercise this bravado, causing a number of opponents equal to the characters class level to be considered flat-footed until their next actions.

Table 3-41: Ork Buccaneer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Insane Bravado, Uncanny Defense
2nd	+2	+0	+3	+0	Improved Reaction +2
3rd	+3	+1	+3	+1	Enhanced Mobility
4th	+4	+1	+4	+1	Grace
5th	+5	+1	+4	+1	Precise Strike +1d6
6th	+6	+2	+5	+2	Acrobatic Charge
7th	+7	+2	+5	+2	Elaborate Parry
8th	+8	+2	+6	+2	Improved Reaction +4
9th	+9	+3	+6	+3	Deflect Arrows
10th	+10	+3	+7	+3	Precise Strike +2d6

Uncanny Defense (Ex): When not wearing armor or using a shield, a Ork Buccaneer adds 1 point of Intelligence modifier (if any) per Ork Buccaneer class level to their Dexterity bonus to modify Armor Class while wielding a melee weapon. If an Ork Buccaneer is caught flat-footed or otherwise denied their Dexterity bonus, they also lose this bonus.

Improved Reaction + number (Ex): At 2nd level, an Ork Buccaneer gains a +2 bonus on initiative checks.
At 8th level, the bonus increases to +4. This bonus stacks with the benefit provided by the Improved Initiative feat.

Enhanced Mobility (Ex): When wearing no armor and not using a shield, an Ork Buccaneer gains an additional +4 bonus to AC against attacks of opportunity caused when moving out of a threatened square.

Grace (Ex): At 4th level, an Ork Buccaneer gains an additional +2 competence bonus on all Reflex saving throws. This ability functions for an Ork Buccaneer only when wearing no armor and not using a shield.

Precise Strike (Ex): At 5th level, an Ork Buccaneer gains the ability to strike precisely with a light or one-handed piercing weapon, gaining an extra 1d6 damage added to their normal damage roll.

When making a precise strike, an Ork Buccaneer cannot attack with a weapon in their other hand or use a shield. An Ork Buccaneer's precise strike only works against living creatures with discernible anatomies. Any creature that is immune to critical hits is not vulnerable to a precise strike and any item or ability that protects a creature from critical hits also protects a creature from a precise strike. At 10th level, the extra damage on a precise strike increases to +2d6.

Acrobatic Charge (Ex): At 6th level, an Ork Buccaneer gains the ability to charge in situations where others cannot. They may charge over difficult terrain that normally slows movement. Depending on the circumstance, they may still need to make appropriate checks to successfully move over the terrain.

Elaborate Parry (Ex): At 7th level and higher, if an Ork Buccaneer chooses to fight defensively or use total defense in melee combat, they gain an additional +1 dodge bonus to AC for each level of Ork Buccaneer.

Deflect Arrows: At 9th level, an Ork Buccaneer gains the benefit of the Deflect Arrows feat when using a light or one-handed slashing weapon.



VITAL STATISTICS

Starting Ages

Table 3-42: Random Starting Age

Race	Adulthood	Tribal Warrior, Scout, TDM	Soldier	Medic, Scholar, Techno-Mage
Hylathan	40 yrs	+4d6	+6d6	+10d6
Mutant Human	15 yrs	+1d4	+1d6	+2d6
Ork	13 yrs	+1d4	+1d6	+2d6
Techno Dwarf	40 yrs	+3d6	+5d6	+7d6
Techno Organic Construct	5 yrs	+1d4	+1d6	+2d6
Xenoform	10 yrs	+1d4	+1d6	+2d6
Standard Races				
Dwarf	40 yrs	+3d6	+5d6	+7d6
Elf	110 yrs	+4d6	+6d6	+10d6
Gnome	40 yrs	+4d6	+6d6	+9d6
Half-elf	20 yrs	+1d6	+2d6	+3d6
Half-Orc	14 yrs	+1d4	+1d6	+2d6
Halfling	20 yrs	+2d4	+1d6	+2d6
Human	15 yrs	+1d4	+1d6	+2d6

Age

When a character becomes venerable, the GM secretly determines his maximum age. When the character reaches his personal maximum age, he dies of old age some time during the next year.

Table 3-43: Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Hylathan	200 yrs	490 yrs	680 yrs	+4d% yrs
Mutant Human	30 yrs	45 yrs	60 yrs	+2d10 yrs
Ork	35 yrs	53 yrs	70 yrs	+2d20 yrs
Techno Dwarf	125 yrs	280 yrs	330 yrs	+2d% yrs
Techno Organic Construct	125 yrs	188 yrs	250 yrs	+d% yrs
Xenoform	20 yrs	35 yrs	50 yrs	+2d10 yrs
Human	35 yrs	53 yrs	70 yrs	+2d20 yrs

1 -1 to Str, Con, and Dex; +1 to Int, Wis, and Cha.
2 -2 to Str, Con, and Dex; +1 to Int, Wis, and Cha.
3 -3 to Str, Con, and Dex, +1 to Int, Wis, and Cha.
Aging effects are cumulative.

Table 3-44: Random Height and Weight

Race	Base Height	Base Weight	Height Modifier	Weight Multiple
Hylathan, Male	5 ft. 10 in.	145 lb.	+2d10 in.	X5
Hylathan, Female	5 ft. 5 in.	100 lb.	+2d10 in.	X4
Mutant Human, Male	4 ft. 10 in.	120 lb.	+2d10 in.	X5
Mutant Human, Female	4 ft. 5 in.	85 lb.	+2d10 in.	X5
Ork, Male	4 ft. 10 in.	150 lb.	+2d10 in.	X7
Ork, Female	4 ft. 5 in.	105 lb.	+2d10 in.	X6
Techno-Dwarf, Male	3 ft. 9 in.	130 lb.	+2d4 in.	X7
Techno-Dwarf, Female	3 ft. 7 in.	100 lb.	+2d4 in.	X7
Techno Organic Construct, Male	4 ft. 10 in.	120 lb.	+2d10 in.	X5
Techno Organic Construct, Female	4 ft. 5 in.	85 lb.	+2d10 in.	X5
Xenoform, Small , Male	3 ft.	40 lb.	+2d4 in.	X2
Xenoform, Small, Female	2 ft. 10 in.	35 lb.	+2d4 in.	X2
Xenoform, Medium, Male	4 ft. 10 in.	120 lb.	+2d10 in.	X5
Xenoform, Medium, Female	4 ft. 5 in.	85 lb.	+2d10 in.	X5
Xenoform, Large, Male	6 ft. 10 in.	200 lb.	+2d10 in.	X10
Xenoform, Large, Female	6 ft. 5 in.	135 lb.	+2d10 in.	X10

CHAPTER FOUR

MUTATIONS

"Now you are asking yourself--what makes mutant humans so different from normal humans?" says the cabbie.
The student just looks back at him dumbfounded, nodding his head.

"Well the answer to that is simple--mutations" the cabby breaks out in his deep rolling laughter.
After a few moments of laughter the cabby says "No really, the mutations are about the only thing that makes them different and they do make a big difference. I have seen mutants that can shoot energy from their hands and suck the life right out of a crowd.

"There are two basic types of mutations: mental mutations and physical mutations.

"Mental mutations are only visible when the mutation is activated and can be anything from telepathy right on up to the ability to heal large amounts of damage.

"Physical mutations on the other hand are always visible and can range from the mutant growing to the size of a house to something as simple as their head being a little large to handle an enlarged brain.

"No matter what type of mutations a mutant human has, they should never be underestimated and it should be remembered that the use of mutations is a major drain on the user. So if you have a friendly mutant human with you, you may want to watch how much they use their mutations so you know when they are going to drop."

Table 4-1: Mutations

Roll 1d100	Name	Short Description
1	Absorption	Character can absorb a particular type of damage.
2	Beguiling	Character can force a creature to use their least powerful attack.
3	Confusion	Character can cause a creature to act randomly.
4	Anti-Life Blast	Reduces affected creatures to 1 Hit Point and Wound, but mutant falls unconscious.
5	Change Size (Others)	Character can increase or decrease a target's size by one level.
6	Change Size (Self)	Character can increase or decrease their size by one level.
7-8	Directional Sense	Character can accurately sense directions.
9	Empathy	Character can sense surface emotions.
10	Energy Negation[d]	Character stops non-organic energy sources from working.
11	Fear Generation	Character can cause living creatures to become panicked.
12-13	Force Field	Character can surround their body with a protective field.
14-16	Stunning Bolt	A black beam fires from mutant's eyes, knocking target unconscious.
17	Graft Weapon	A weapon becomes a natural part of the mutant.
18	Hostility Field [d]	The character radiates hostility.
19-20	Intuition	Character is unusually lucky.
21	Drain Life Force	Character drains Hit Points and/or Wounds from other creatures.
22	Light Manipulation	Character can bend light around their body.
23-24	Mental Bolt	Character can damage creatures with mental energy.
25	Mental Control	Character can take control of a creature or person.
26	Body Control	Character can manipulate their body to increase physical abilities and ignore pain.
27	Psychic Defenselessness [d]	Character has very little resistance to mental attacks.
28	Disruption	Character can disintegrate a target.
29	Molecular Sense	Character is able to examine things on a molecular level.
30	Reflection	Character can wholly or partially reverse an attack of a particular type.
31-32	Repelling Force	Character creates an invisible wall of energy that can be used like a non-moving tower shield.

Roll 1d100	Name	Short Description
33	Repulsion Field	Character creates an invisible wall of energy.
34-36	Sending	Delivers short message anywhere instantly.
37-38	Stunning Force	Stun a single creature.
39	Teleport Object	Character can transport an object to another location.
40	Teleportation	Character can transport self and touched objects or creatures.
41-42	Major Healing	Character can heal a large amount of damage.
43-44	Uncontrollable Summoning [d]	Character broadcasts their location to natural enemies.
45	Attraction Odor [d]	Character gives off an odor that attracts carnivores.
46	Carapace	Character's body is covered by a full or partial protective shell or exoskeleton.
47	Chameleon	The character can blend in with surrounding terrain.
48-49	Darkvision	Character gains the ability to see in the dark.
50-51	Decrease Ability [d]	Character suffers a -4 penalty to one of their abilities.
52	Decreased Metabolism [d]	Character's decreased metabolism causes a -4 modifier on Initiative rolls.
53-54	Diminished Sense [d]	One of the character's senses has been reduced.
55	Increased Pain [d]	Character takes additional damage due to their extremely low tolerance to pain.
56	Extra Brain	Character has two brains that allow them to take additional actions in a turn.
57	Duality	Character gains the ability to make an additional non-related standard action each round.
58	Electric Generation	Contact with the mutant causes electrical damage.
59-60	Energy Blast	Character can make attacks with a particular form of energy.
61	Energy Sensitivity [d]	Character suffers a -4 modifier if within 4 squares (20 feet) of a non-organic power source.
62-63	Enhanced Abilities	Character gains a +6 bonus to one of their abilities.
64	Enhanced Body Part	One of the character's body parts has been enhanced.
65-66	Gills	Character can breathe underwater.
67	Heat Reaction [d]	Character takes an extra damage from heat attacks.
68	Heightened Precision	Character's critical range is increased with any weapon they wield.
69-70	Heightened Sense	One of the character's senses has been enhanced.
71-72	Horns	Character has a set of horns that can be used in combat.
73	Psychic Dampening Field [d]	Character's body emits a dampening field that stops all mental abilities in a radius.
74	Kinetic Resistance	Character is highly resistant to damage.
75	Light Blindness [d]	Abrupt exposure to bright light causes the character to be blinded.
76-77	Light Sensitivity [d]	Character's eyes are very sensitive to bright light.
78	Mane	Character gains a mane.
79	Additional Limbs	Character gains an extra set of arms or legs.
80-81	Photosynthetic Skin	Character can gather nutrients from sunlight.
82-83	Poison Susceptibility [d]	Character has a low tolerance for poisons, -4 on poison saves.
84-85	Throwing Spikes	Character has throwing spikes that can be used to attack.
86	Sonar	Character can see through the use of sound.
87	Rapid Healing	Character has the extraordinary ability to heal.
88	Regeneration	Character can grow back severed limbs and heals at an accelerated rate.
89	Shape Change	Character can take on the form of another living creature
90-91	Shorter	Character's size is reduced by one level.
92	Skeletal Enhancement	Character has an increased resistance to damage.
93	Sonic Blast	Character can make a sonic attack against all creatures in 25-foot cone.
94-95	Taller	Character's size is increased by one level.
96-97	Thick Skinned	Character gains a +4 natural armor bonus.
98	Wings	Character can fly.
99	Roll Twice	Roll twice on the mutation table.
100	Pick Any	Pick any mutation from the mutation table.

MUTATIONS OVERVIEW

MUTATION FORMAT

Each mutation description follows a similar format as spells do in the Pathfinder Roleplaying Game Rulebook. This section discusses that format and some of the fine points of how mutations work. **Note:** A mutant human can only have a mutation once.

Name: This is the name by which the mutation is generally known. If the name of the mutation is followed by [d] the mutation is a defect.
Casting Time: The amount of time required to activate the power.
Range: The maximum distance from the character at which the mutation can affect a target. The standard ranges include the following:

Personal: The mutation affects only the character.
Touch: The character must touch a creature or object to affect it.
Close: The mutation can reach up to 25 feet away from the character. The maximum range increases by 5 feet for every two full character levels.
Medium: The mutation can reach up to 100 feet + 10 feet per character level.
Long: The mutation can reach up to 400 feet + 40 feet per character level.
Unlimited: The mutation can reach anywhere on the same plane of existence.

Target: This is the number of targets that can be affected by the mutation.
Duration: This is how long the mutation lasts. The standard durations for mutations include the following:

Always On: These are mutations that are active at all times, even when the character is unconscious. Mutations that are Always On do not count as active mutations for concentration.
Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the power goes away and the mutation ends. If a mutation's duration is variable the GM rolls it secretly.
Instantaneous: The mutation energy comes and goes the instant the mutation is cast, though the consequences of the mutation might be long-lasting.
Permanent: The energy remains as long as the effect does.
Concentration: The mutation lasts as long as the character concentrates on it. Concentrating to maintain a mutation is a standard action that does not provoke attacks of opportunity.

Saving Throw: Lists what saving throws, if any, can be used against the mutation. The difficulty class of the saving throw is 10+ ½ the mutant human's level + modifier of the key ability.
Resistance: This entry lets you know if mutation resistance works against the mutation.
Cost: This is the cost in hit points to activate the power. If the mutant human has only wound points remaining they may pay this cost with them.
Key Ability: This entry lists what ability is used for the mutation.
Visual Effect: This entry lists the visual effects the mutation has on the mutant human's body.
Descriptive Text: This portion of the mutation description details what the mutation does and how it works.

MUTATIONS

Absorption

Mutation
Casting Time: Always on
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: 3 HP / attack absorbed **Key Ability:** Constitution
Visual Effect: Skin has a waxy slick look to it.

The character can absorb damage of one particular type equal to the total of their level multiplied by Constitution modifier. Damage absorbed this way is noted separately from normal damage, but has no effect on the character. When a point of normal damage is healed, one point of this type of damage is also removed. Roll on the table below to determine the type of energy the mutant can absorb.

Table 4-2: Absorption Mutation

Roll 1d10	Damage Type
1	Cold
2	Electricity
3	Heat/Fire
4	Light/Laser
5	Arcane
6	Psionic
7	Radiation
8	Sonic
9	Divine
10	Plasma

Additional Limbs

Mutation
Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: 3 HP Permanently **Key Ability:** None
Visual Effect: The mutant has multiple sets of arms or legs.

The character grows an extra set of either arms or legs. To determine which the player rolls percentile: 1-50 is an extra set of legs, 51-98 is an extra set of arms, and 99-00 is both.

Each additional set of legs increases the mutant's carrying capacity and movement by 50%. Each additional set of arms allows the mutant to make one extra attack at the mutant's full attack value. This extra attack has the same modifiers as fighting with two weapons.

Anti-Life Blast

Mutation
Casting Time: 1 Standard Action
Range: Close (25 ft. + 5 ft. / 2 levels)
Target: All creatures in a 20 ft. burst.
Duration: Instantaneous
Saving Throw: Fort (Half) **Resistance:** Yes
Cost: None **Key Ability:** Constitution
Visual Effect: The portion of the eye that is normally white is black.

When the character activates this power, an explosion of black energy radiates from their body. All living creatures within the burst except for the mutant are reduced to one Hit Point and one Wound. After completing the mutation, the mutant falls unconscious for 1d10 minutes. The mutant cannot be awoken by any means other than high level magics (at least twice level of mutant) or large amounts of drugs. This mutation maybe used 1/day per 4 character levels.

Attraction Odor [d]

Mutation
Casting Time: Always On
Range: 2 Miles
Target: All creatures in radius
Duration: Constant
Saving Throw: None **Resistance:** No
Cost: None **Key Ability:** None
Visual Effect: The mutant always gives off a sweet appetizing odor.

The character's strong body odor attracts carnivores of all types. On windy days, the range is 2 miles against the wind and 6 miles with it. This range doubles for 5 hours after the mutant's death. When the character is part of a party the chance of encounters occurring is doubled.

Beguiling

Mutation
Casting Time: 1 Standard Action
Range: Medium (100 ft. + 10 ft. / level)
Target: One Creature
Duration: 1 round / level
Saving Throw: Will (Negates) **Resistance:** Yes
Cost: 5 HP **Key Ability:** Wisdom
Visual Effect: While mutation is active the mutants head is surrounded with a bluish glow.

On a successful attack, this mutation makes a single creature use its least powerful attack for the duration of the power. Each round the creature makes a new save to break the effects of the mutation. Once freed, the creature cannot be affected by this mutation again for 24 hours. In addition, the creature will normally focus all of its attention on the mutant that used the power.

Body Control

Mutation
Casting Time: 1 Standard Action
Range: Personal
Target: Self
Duration: 1 round / level
Saving Throw: None **Resistance:** None
Cost: 5 HP **Key Ability:** None
Visual Effect: Even when the mutation is not active the mutant's muscles appear to randomly move in an unnatural fashion.

The mutant has total control of their body allowing them to override pain, stop bleeding by manipulating muscles and combat extreme temperatures. The mutant immediately recovers 2d4+6 Hit Points or 1d6 + 4 Wounds worth of damage when this mutation is activated or the mutant can increase their Strength, Dexterity, and Constitution by +4.

Carapace

Mutation
Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: 5 HP Permanently **Key Ability:** None
Visual Effect: **Partial** – Bones protrude from the mutant's body or a partial exoskeleton protects vital areas. **Full** – Mutant is covered by some form of protective shell, either an insect-like exoskeleton or a tortoise-like shell.

The mutant is covered by a protective exoskeleton or shell. Roll 1d6 on the table below to determine type.

Table 4-3: Mutation Carapace

Roll	Type	Effect
1-2	Full Carapace	A protective shell covers the mutant's entire body. This shell cannot be concealed and is even visible under heavy clothing. It gives the mutant the following modifiers: +8 natural armor, -2 armor check penalty, and a reduction in movement of 5 ft.
3-6	Partial Carapace	A protective layer of bone covers the mutant's vital organs. It is very difficult to conceal. It also gives the mutant the following modifiers, with no reduction in movement: +5 natural armor, -1 armor check penalty.

The price for armor for this mutant human is increased

depending on the type of carapace that the character has. If the mutant has partial carapace normal armor would cost five times normal cost and would have the availability increased by 10. If the mutant has full carapace normal armor would cost ten times the normal cost and the availability would be increased by 15.

Chameleon

Mutation

Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: 3 HP Permanently **Key Ability:** None
Visual Effect: The character is constantly changing to match their background.

The character's skin automatically changes color to blend in with his surroundings, even while moving. His body odor (other than that caused by mutations) is also masked. If the character is attacked by ranged attacks from more than 50 feet away, the attack has a 25% chance of missing. Searchers who are more than 10 feet away from the character must make a Perception check (DC-25) or they fail to notice character and grant the mutant combat advantage. The character may voluntarily maintain a different color than his surroundings. Characters wearing large amounts of clothing or anything heavier than light armor lose all benefit from this mutation since their apparel will be visible. To have armor modified to allow this power to work the price is increased by 5 times and the availability is increased by +10.

Change Size (Others)

Mutation

Casting Time: 1 Standard Action
Range: Touch
Target: One Creature
Duration: 1 minute / level
Saving Throw: Will (Negates) **Resistance:** Yes
Cost: 3 HP **Key Ability:** Wisdom

This mutation allows the mutant to increase or decrease the size of a target. Targets that are increased in size instantly grow, doubling their height and multiplying their weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a –2 size penalty to Dexterity (to a minimum of 1), and a –1 penalty on both attack rolls and AC due to its increased size.

A humanoid creature whose size increases to Large takes up a space of 4 squares by 4 squares and a natural reach of 2 squares (10 feet). This mutation does not change the target's speed.

Targets that are decreased in size instantly shrink, halving their height, length, and width and dividing their weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a –2 size penalty to Strength (to a minimum of 1), and a +1 bonus on both attack rolls and AC due to its reduced size.

A Small humanoid creature whose size decreases to Tiny takes up a quarter of a square and a natural reach of 0 Squares (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium takes up one square and a natural reach of 1 square (5 feet). This mutation does not change the target's speed.

If insufficient room is available for the desired size change, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it— the mutation cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged or reduced by the mutation. Melee and projectile weapons affected by this mutation have their damage affected. Other magical properties are not affected by this mutation. Magical properties of items are not increased by this mutation. Any enlarged or reduced items that leave the affected creature's possession (including a projectile or thrown weapon) instantly return to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them.

Change Size (Self)

Mutation

Casting Time: 1 Standard Action
Range: Personal
Target: Self
Duration: 1 minute / level
Saving Throw: None **Resistance:** None
Cost: 3 HP **Key Ability:** None

This mutation allows the character to increase or decrease their size. See Change Size (Others) for details.

Confusion

Mutation

Casting Time: 1 Standard Action
Range: Medium (100 ft. + 10 ft. / level)
Target: One Creature
Duration: 1 round / level
Saving Throw: Will (Negates) **Resistance:** Yes
Cost: 5 HP **Key Ability:** Wisdom
Visual Effect: When the mutation is active the head and shoulders of the mutant are covered by a faint swirling multicolored spiral.

The mutant can cause the mind of an opponent to become befuddled, making them unable to independently determine their actions. At the beginning of each target's turn, roll a 1d100 and compare to the Confusion table to see what the target does in that round.

Table 4-4: Mutation Confusion	
1d100	**Behavior**
01–10	Attack mutant with melee or ranged weapons (or close with caster if attack is not possible).
11–20	Act normally.
21–50	Do nothing but babble incoherently.
51–70	Flee directly away from the mutant at highest possible speed.
71–100	Attack nearest creature.

A confused character that can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character that is attacked automatically attacks its attacker on its next turn, as long as it is still confused on its next turn. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking.

Darkvision

Mutation

Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: None **Key Ability:** None
Visual Effect: The character's eyes reflect light similar to a cat

Darkvision is the extraordinary ability to see with no light source at all. Darkvision is black and white only, and is not spoiled by the presence of a light source.

Decreased Ability [d]

Mutation

Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: None **Key Ability:** None
Visual Effect: See Description

The mutant suffers a -4 penalty to one of their abilities; roll 1d6 on the following table to determine the ability.

Table 4-5: Mutation Decreased Ability		
Roll	**Ability**	**Visible Effect**
1	Charisma	Mutant is more a follower than a leader.
2	Constitution	Mutant is thin and sickly.
3	Dexterity	Mutant is clumsy.
4	Intelligence	Mutant is absent-minded and not always on the ball.
5	Strength	Mutant is weak and appears to have less muscle mass than normal.
6	Wisdom	Mutant tends to act without thinking.

Decreased Metabolism [d]

Mutation

Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: None **Key Ability:** None
Visual Effect: The mutant is slower to react than the average person, and also tends toward being somewhat overweight.

The mutant's reactions are much slower than most others, and the character gets a -4 modifier on Initiative rolls. The character requires half as much food and water.

Diminished Sense [d]

Mutation

Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: None **Key Ability:** None

One of the mutant's senses has been diminished. The description of each effect is listed below. Roll 1d6 on the Mutation Diminished Sense table to determine which sense.

Table 4-6: Mutation Diminished Sense	
Roll 1d6	**Sense**
1	Blind
2	Deaf
3	Sight
4	Smell
5	Taste
6	Touch

Table 4-7: Diminished Senses Effects		
Sense	**Effects**	**Visible Effects**
Blind	The mutant cannot see, and thus everything has total concealment. The character has a 50% chance to miss with all attacks in combat, but due to growing accustomed to the blindness the character does not suffer the normal reduction in Dexterity and only suffers a –2 penalty on the use of Strength-based and Dexterity-based skills. The character does suffer a –6 penalty on Perception checks and any other skill checks for which the GM deems sight to be important. The character cannot make Visual Perception checks or perform any other activity (such as reading) that	The character's eyes have a white milky color.

	requires vision. This mutation cannot be corrected with cybernetics or magic.	
Deaf	The mutant cannot hear and takes a –4 penalty on Initiative checks. After years of becoming accustomed to the deafness, the mutant is able to make Perception tests, but with a -4 modifier. In addition the Mutant is unable to make Audio Perception checks. This mutation cannot be corrected with cybernetics or magic.	The character cannot hear.
Sight	The character is near-sighted, seeing up to 60 feet by day and losing all night vision, causing a -4 on all Visual Perception tests at night. This mutation cannot be corrected by cybernetics or magic. This mutation can be assisted through the use of corrective lenses.	The character is always squinting to try and make out distant objects, or has to wear corrective lenses.
Smell	The mutant gets no olfactory warning of hazardous substances and must make a Perception check (DC-25) to detect rotten or poisoned food. In addition the mutant suffers a -4 on any smell-based tests, but is immune to aromatic-based effects. This mutation cannot be corrected with cybernetics or magic.	The character has no sense of smell.
Taste	The character cannot distinguish when food is rotten or poisoned, causing a -4 on all taste-based tests. This mutation cannot be corrected with cybernetics or magic.	The character has a diminished sense of taste.
Touch	The character's sense of touch is impaired; the character suffers a -4 situational modifier on Dexterity based tasks that rely on touch such as disable device checks. This mutation cannot be corrected with cybernetics or magic.	The character has a diminished sense of touch.

Directional Sense

Mutation
Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: None **Key Ability:** None
Character can accurately sense the direction of its home base, and the location of any place the character has been in the last 48 hours.

Disruption

Mutation
Casting Time: 1 Standard Action
Range: Medium (100 ft. + 10 ft. / level)
Target: One Creature or Object
Duration: Instantaneous
Saving Throw: Reflex (Half) **Resistance:** Yes
Cost: 20 HP **Key Ability:** Constitution
Visual Effect: The mutants hands are darkly colored almost black and their finger nails are dark green.
The mutant fires a green-black beam from their hands that causes the target's molecular structure to start breaking down. The character must make a successful attack, and any creature struck by the ray takes 1d6 points of damage per mutant's level. Any creature reduced to 0 or fewer Wounds by this mutation is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. When used against an object, the ray disintegrates as much as one 10-foot cube of nonliving matter (thus, the mutation disintegrates only part of any very large object or structure targeted). The ray affects even objects constructed entirely of force, such as force fields.

Drain Life Force

Mutation
Casting Time: 1 Standard Action
Range: Close (25 ft. + 5 ft. / 2 levels)
Target: All Creatures in 25 ft. radius.
Duration: Instantaneous
Saving Throw: Fort (Negates) **Resistance:** Yes
Cost: 5 HP **Key Ability:** Constitution
Visual Effect: Mutant is extremely pale almost albino.
The character drains 5 Hit Points from each living being within the radius. Points lost are treated as damage and may be healed as normal. For each point drained, the mutant heals one point of damage or gains a temporary Hit Point. If the mutant later suffers damage, losses are first taken from the excess Hit Points. A character cannot absorb more than their Constitution Modifier multiplied by their level per day and any remaining absorbed points are lost after 24 hours. The character has no selective control over who will be affected.

Duality

Mutation
Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: 3 HP Permanently **Key Ability:** None
Visual Effect: The character seems to always be doing 2 unrelated tasks.

The character's nervous system is wired in such a way that allows them to perform 2 unrelated things with very little difficulty. The character gains the ability to make a second unrelated Standard Action in a round.

Electric Generation

Mutation

Casting Time: Free Action

Range: Touch

Target: Any creature touching or striking the mutant with a metal weapon.

Duration: Instantaneous

Saving Throw: Reflex (Half) **Resistance:** Yes

Cost: 2 HP / Attack **Key Ability:** Constitution

Visual Effect: When the mutation is not being used, contact with the mutant gives off a mild electric shock.

A successful melee touch attack deals 1d6 electricity damage per 2 character levels. When delivering the jolt, the mutant gains a +3 bonus on attack rolls if the target is wearing metal armor (or made out of metal, carrying a lot of metal, or the like). The mutation also does damage if the mutant strikes an enemy with a metal weapon. If the mutant is struck by a metal or natural weapon they may choose to spend 2 Hit Points to do electrical damage to the attacker.

Empathy

Mutation

Casting Time: 1 Standard Action

Range: Close (25 ft. + 5 ft. / 2 levels)

Target: One Creature

Duration: 1 minute / level

Saving Throw: Will (Negates) **Resistance:** Yes

Cost: 1 HP **Key Ability:** Charisma

The mutant detects the surface emotions of any creature the character can see that is in range. The character can sense basic needs, drives, and emotions. The mutant can improve the attitude of creatures that the character is dealing with by using this mutation. This allows the mutant to add their level to all Diplomacy checks.

Energy Blast

Mutation

Casting Time: 1 Standard Action

Range: Medium (100 ft. + 10 ft. / level)

Target: One Creature or Object

Duration: Instantaneous

Saving Throw: Reflex (Half) **Resistance:** Yes

Cost: 2 HP **Key Ability:** Constitution

Visual Effect: The mutant's hand crackle with energy appropriate to the type when the mutant becomes agitated.

The mutant can attack anything in range doing damage of the indicated energy type. The character is unaffected by the power emanating from their hands and cannot accidentally electrocute themselves. The mutant must make a ranged attack to affect a target with this mutation. This mutation does 1d6 damage per 2 character levels of the mutant. Roll 1d8 on the Mutation Energy Blast table to determine the type of energy attack the mutant can use.

Table 4-8: Mutation Energy Blast

Roll 1d8	Energy Type
1	Electricity
2	Heat
3	Laser
4	Arcane
5	Psionic
6	Radiation
7	Sonic
8	Plasma

Energy Negation [d]

Mutation

Casting Time: Always On

Range: 30 ft.

Target: All non-organic energy sources in area.

Duration: Constant

Saving Throw: None **Resistance:** None

Cost: None **Key Ability:** None

Visual Effect: Technological devices seem to not work around the mutant.

Non-organic sources of energy (such as e-cells) within 30 feet stop working due to the field surrounding the mutant. Once the mutant leaves the area, they begin working again. The mutant can attempt to dampen this field so that it does not function; this requires Willpower (DC-25) save. If the save succeeds the mutant was able to dampen the field. Living entities are not affected by the field. If an energy weapon is fired at the mutant from outside the field there is a 50% chance the attack misses. The mutant cannot affect any energy source with a weight greater than the mutants.

Energy Sensitivity [d]

Mutation

Casting Time: Always On

Range: 20 feet.

Target: Self

Duration: Constant

Saving Throw: None **Resistance:** None

Cost: None **Key Ability:** None

Visual Effect: The mutant is always flinching away from non-organic energy sources.

The character suffers intense physical pain and hallucinations chosen by the GM upon coming within 20 feet of any non-organic energy source. Energy cells and similar items cause a -4 modifier on all attack and skill checks. Robots and other large power sources cause 2 Hit Points worth of damage each time they enter the area and a -4 modifier on all attack and skill checks. The afflicted character cannot take any actions that require

concentration while in range of a non-organic energy source. Extremely large power sources cause 2 Wounds worth of damage per minute that the mutant is within range.

Enhanced Ability

Mutation
Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: None **Key Ability:** None
Visual Effect: See Description
The mutant gains a +6 bonus to a single ability score. To determine which ability is enhanced roll 1d6 and consult the Mutation Enhanced Abilities table.

Table 4-9: Mutation Enhanced Abilities

Roll	Ability	Visible Effect
1	Charisma	The mutant seems to radiate self confidence.
2	Constitution	The mutant appears to be much larger than the average person, both in height and girth.
3	Dexterity	The mutant's movements are very fluid, almost magical.
4	Intelligence	The character's head is slightly enlarged.
5	Strength	The mutant's muscles appear to be too large for their body.
6	Wisdom	The mutant speaks slowly as if thinking about every word spoken.

Enhanced Body Part

Mutation
Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: None **Key Ability:** None
Roll 1d6 and compare the result to the table below.

Table 4-10: Mutation Enhanced Body Part

Roll	Body Part	Effect	Visible Effect
1	Appendix	The mutant's appendix has increased in size, granting a + 4 bonus on all poison saves.	The mutant's abdomen appears to be elongated.
2	Brain	The mutant's brain has increased in size, granting a +4 bonus to Intelligence and Wisdom.	The mutant's head is oversized.
3	Colon	The mutant's colon has increased in size, granting a +4 bonus on all Fortitude saves.	The mutant's torso elongates.
4	Heart and Lungs	The mutant's heart and lungs have increased in size, granting a +4 bonus to Constitution.	The mutant broadened to accommodate their much larger heart and lungs.
5	Muscle System	The mutant's muscular system has increased in size, granting a +4 bonus to Strength.	The mutant appears to have too many muscles.
6	Nervous System	The mutant's nervous system reacts much faster. This extra speed has several effects. When making a Standard Action, the mutant may make one extra attack with any weapon the character is holding. The mutant gains a +1 bonus on attack rolls and a +1 Dodge bonus to AC and Reflex Saves, and a +4 bonus on Initiative. Any condition that causes a character to lose their Dexterity bonus to Armor Class (if any) also makes them lose the Dodge bonus. All of the mutant's modes of movement (including land movement, burrow, climb, fly, and swim) increase by +5 squares(10 feet), to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed.	The mutant does not like to sit still and has a very short attention span.

Extra Brain

Mutation
Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: 3 HP Permanently **Key Ability:** None
Visual Effect: Either the torso or the head have enlarged to accommodate the additional brain.
The character has two brains, but not necessarily two heads, both brains function normally. This extra brain allows the character to make an additional movement or Standard Action each round and grants the feat Two-Weapon Fighting. In addition, this mutation gives a +4 bonus on Intelligence. The extra brain does not have separate Intelligence or Wisdom.

Fear Generation

Mutation
Casting Time: 1 Standard Action
Range: Medium (100 ft. + 10 ft. / level)
Target: One Creature
Duration: 1 round / level
Saving Throw: Will (Negates) **Resistance:** Yes
Cost: 3 HP **Key Ability:** Wisdom
Visual Effect: When the mutation is active the mutant is enveloped in a mist with the appearance of flowing storm clouds.

The mutant can cause living creatures to become panicked. They suffer a –2 morale penalty to armor class and saves. The affected creature will flee from the character. A panicked creature has a 50% chance to drop what it is holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers.

Force Field

Mutation
Casting Time: 1 Standard Action
Range: Personal
Target: Self
Duration: 1 minute / level
Saving Throw: None **Resistance:** None
Cost: 2 HP / round **Key Ability:** None
Visual Effect: While the mutation is active the mutant is covered in a light blue aura.

The mutant may create a force field that repels physical objects from around his body. This field is projected just above the mutant's skin. The field has a Hit Point score of 25 and renews itself completely every 20 minutes.

Gills

Mutation
Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: 1 HP Permanently **Key Ability:** None
Visual Effect: The mutant has gills both on their neck and on the sides of their rib cage.

The character has a full set of gills and their lungs have been modified, allowing them to live underwater or on land. The character has a lower resistance to gas attacks, causing a -4 penalty on all saves vs. gas-based attacks. The mutant develops webbing or fins to assist him in swimming, which grants a +4 bonus on Swim checks.

Graft Weapon

Mutation
Casting Time: 1 Standard Action
Range: Personal
Target: Self
Duration: Permanent
Saving Throw: None **Resistance:** None
Cost: 5 HP **Key Ability:** None
Visual Effect: One of the mutant's hands is replaced with a weapon.

The mutant permanently attaches any weapon—mundane, psionic, or magical—onto the end of one of its arms. The weapon becomes a natural extension of the arm, and that hand is nowhere to be seen. If the character is proficient with the weapon, the character adds +1 to all attack and damage rolls while using the weapon (this stacks with all other bonuses). The grafted weapon becomes subject to powers that normally do not effect equipment. More importantly, since the weapon is a natural part of the character's body, powers that normally only enhance unarmed attacks and touch attacks now apply to the grafted weapon.

However, the character loses the use of one hand and receives a –2 competence penalty on all skill checks requiring the use of hands. Powers that temporarily polymorph the character (or just their hands) can ignore the grafted weapon or alter it normally, at the mutant's discretion. If the weapon takes damage, the character takes the damage as well. If the character is healed, so is the grafted weapon. If the weapon is destroyed, the character takes 2d6 Wounds worth of damage.

A character can change out weapons by using this power. If the character uses this power without any weapon, their natural anatomy returns (Note: the character can't use this power to recover a limb lost through some other mishap).

Heat Reaction [d]

Mutation
Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: None **Key Ability:** None
Visual Effect: The mutant tends to sweat a lot, and always appears flushed.

The mutant is sensitive to fire/heat-based attacks and suffers +1 die of damage from these attacks. This includes laser and plasma weapons.

Heightened Precision

Mutation
Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: 3 HP Permanently **Key Ability:** None
Visual Effect: The character's pupils appear to have fine lines running through them that act like a natural targeting system.

The mutant has a natural talent for finding any weaknesses in structures, objects, and opponents. The threat range for critical hits is increased by 1 for any weapons this character wields (for example, a laser pistol would cause a critical on a natural roll of 19–20).

Heightened Sense

Mutation

Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: 2 HP Permanently **Key Ability:** None

One of the mutant's senses has been enhanced. Roll 1d10 on the Mutation Heightened Senses table to determine which sense has been heightened.

Table 4-11: Mutation Heightened Senses

Roll	Sense	Effect	Visible Effect
1-2	Hearing	The mutant can detect and identify (Perception (DC-15)) all sounds within 100 feet. The character is very difficult to surprise (+4 Perception) unless a sound-dampening affects such as a wall muffles the sound. The character takes +1 die of damage from sonic or sound based attacks, or if the attack does not do damage its effectiveness is increased by 50%. The character cannot use sonic or sound attacks without being injured.	The mutant's ears are enlarged and may be as long as 6 inches.
3-4	Smell	This extraordinary ability lets a mutant detect approaching enemies, sniff out hidden foes, and track by sense of smell. A mutant with this mutation can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges. The mutant detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the mutant can pinpoint that source. A mutant with this mutation can make Perception checks to track by scent. All Difficulty Classes for finding tracks have a -5 bonus. Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the Heightened Smell ability, however, can use it in the water easily. False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures.	The mutant's nose is enlarged and appears almost dog-like.
5-6	Taste	The mutant has a hypersensitive sense of taste. The character detects the smallest variations, instantly knows by taste if something has gone bad, and receives a +4 on all taste-based tasks such as detecting poisons.	The mutant's tongue is more slender and appears almost snake-like.
7-8	Touch	The pads on the mutant's fingers are extremely sensitive allowing the character to feel the molecular structure of objects or people. The mutant must concentrate for 2 rounds to gain the benefits. Checks that involve items felt in this way are modified by a +4 in the character's favor. For example, the character would have to roll versus Strength (DC-13) to smash down a door the character has "felt" that others would only break down on Strength (DC-9).	The pads on the mutant's fingers are enlarged.
9-10	Vision	The mutant's enlarged eyes let them see clearly at up to twice the normal distance. The character also gains Darkvision (120 feet) and Low Light Vision. To not be blinded by attacks such as lasers the character must make a Reflex (DC 10 + Damage of the attack.)	The mutant's eyes are enlarged and the pupils have become more avian.

Horns

Mutation

Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: 2 HP Permanently **Key Ability:** None
Visual Effect: The mutant has a set of horns that are between 6 inches and 3 feet in length.

The character has a set of horns that are between 6 inches and 3 feet in length. These horns do 2d6 damage and count as light weapons. Attacks from horns are made as Standard Actions.

Hostility Field [d]

Mutation

Casting Time: Always On
Range: 50 feet
Target: All creatures in range
Duration: Constant
Saving Throw: See below **Resistance:** Yes
Cost: None **Key Ability:** Wisdom
Visual Effect: Everyone around the mutant seems to be irritable and quarrelsome.

The character radiates an invisible field, making everyone in range irritable and quarrelsome. Those aware of the problem and that have spent at least a week in the mutant's company are immune to its effect. Anyone else the mutant encounters is automatically attacked and must make a Willpower save (DC-25). The DC of the Willpower save is reduced by 1 per 2 level of the mutant. A -3 modifier is applied to all reaction die rolls when character is present.

Increased Pain [d]

Mutation

Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: None **Key Ability:** None
Visual Effect: The mutant has an extremely low tolerance for pain.

The mutant suffers from an extreme sensitivity to physical pain, resulting in all damage done to the mutant being increased by 50%.

Intuition

Mutation

Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: 2 HP Permanently **Key Ability:** None

This mutation imparts a +2 bonus on all Saves.

Kinetic Resistance

Mutation

Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: 3 HP Permanently **Key Ability:** None
Visual Effect: The mutant's skin appears to be extremely thick and pliable.

The mutant's skin allows them to absorb and disperse the kinetic force of attacks, giving them DR 3/-.

Light Blindness [d]

Mutation

Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: None **Key Ability:** None
Visual Effect: Mutants with this mutation have abnormally light complexions and eye color.

Abrupt exposure to bright light causes the character to be stunned for one round. In addition, the character suffers a -4 modifier on all attack, task, or skill rolls. This effect can be negated by wearing specially made sunglasses or visors. These special sunglasses/visors can be purchased for 500 credits and have an availability of 25.

Light Sensitivity [d]

Mutation

Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: None **Key Ability:** None
Visual Effect: The mutant is always shielding eyes from bright light.

The mutant's eyes are very sensitive to bright light such as sunlight or a light-based attacks. In bright light the character suffers a -2 modifier to attacks and skill checks.

Light Manipulation

Mutation

Casting Time: 1 Standard Action
Range: Personal
Target: Self
Duration: 1 minute / level
Saving Throw: None **Resistance:** None
Cost: 5 HP / Minute **Key Ability:** None
Visual Effect: During times of stress parts of the mutant appear to fade.

The mutant can manipulate light to make themselves and everything on his body invisible. When the mutation is in use lasers will not affect the mutant. The mutant becomes invisible vanishing from sight. All gear carried by the mutant also becomes invisible. Items dropped or put down while invisible become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the mutant carries that extends more than 10 feet from it becomes visible.

Of course, the mutant is not silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The mutation ends if the mutant makes any attacks. For purposes of this mutation, an

attack includes any mutation targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the mutation. Causing harm indirectly is not an attack; thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth will not become visible. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Effects that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Major Healing

Mutation
Casting Time: 1 Standard Action
Range: Touch
Target: One Creature
Duration: Permanent
Saving Throw: None **Resistance:** None
Cost: 15 HP **Key Ability:** Attack – Constitution
Healing - None

Major Healing enables the mutant to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the adverse conditions affecting the target. It also cures 10 Hit Points and/or Wounds of damage per level of the mutant using the power. If used against an undead creature, Major Healing instead causes damage equal to the amount it would heal. When used on Techno Organic Constructs this mutation heals 1 Hit Point or Wound per level of the mutant. This mutation maybe used 1/day per 4 character levels.

Mane

Mutation
Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: 2 HP Permanently **Key Ability:** None
Visual Effect: The mutant has a full mane (long hair along the top and sides of the neck).

The mutant sprouts a large full mane that covers top and sides of the neck. The mane acts as 2 points of Natural Armor in physical combat and 5 points of Resistance versus cold-based attacks.

Mental Bolt

Mutation
Casting Time: 1 Standard Action
Range: Medium (100 ft. + 10 ft. / level)
Target: One Creature
Duration: Instantaneous
Saving Throw: Reflex (Half) **Resistance:** Yes
Cost: 5 HP **Key Ability:** Wisdom
Visual Effect: When mutation is used and for 10 rounds after the mutant's head is surrounded by a blue aura.

The mutant may direct a bolt of psychic energy at a creature in range, causing 1d6 damage per 2 levels.

Mental Control

Mutation
Casting Time: 2 rounds
Range: Close (25 ft. + 5 ft. / 2 levels)
Target: One Creature
Duration: 1 hour / level
Saving Throw: Will (Negates) **Resistance:** Yes
Cost: 10 HP / Hour **Key Ability:** Wisdom
Visual Effect: When mutation is active the mutant's body is covered by a dark gray and black nebulas field.

The mutant can attempt to temporarily transfer its mind into a target. The mutation is blocked by Protection from Evil or similar wards. If the target fails their Willpower save, the mutant will possess the body of the target and force the creature's soul to become dormant. Failure to take over the host leaves the mutant's life force in its own body and the target is immune to any further attempts to possess the body.

If the mutant is successful, their life force occupies the host body, and the host's life force is imprisoned in the mutant's body. The mutant retains his Intelligence, Wisdom, Charisma, Level, Class, Base Saves, Alignment, and Mental Abilities. The body retains its Strength, Dexterity, Constitution, Hit Points, natural abilities, and automatic abilities. A body with extra limbs does not allow the mutant to make more attacks (or more advantageous two-weapon attacks) than normal. The mutant cannot choose to activate the body's extraordinary or supernatural abilities. The target's mutations and mutation-like abilities do not stay with the body. If the host body is slain, the mutant returns to his body, if within range and the life force of the host departs (it is dead). If the host body is slain beyond the range of the mutation, both the mutant and the host die. Any life force with nowhere to go is treated as slain. If the mutation ends while the mutant is in a host, the mutant returns to his body (or dies, if it is out of range of his current position), and the soul in his body returns to its body (or dies if it is out of range).

Molecular Sense

Mutation
Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: 5 HP Permanently **Key Ability:** None
Visual Effect: Characters finger tips appear to be slightly enlarged and are very sensitive.

The character understands the structure of anything the character touches and studies. This increases the critical

threat range by +1 (19-20) for anyone or anything the character has previously studied (for a minimum of 10 minutes). In addition, the character receives a +4 situational modifier to any Appraise, Craft, Disable Device, Escape Artist, or Repair checks involving an object the character has had time to study.

Photosynthetic Skin

Mutation

Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: 2 HP Permanently **Key Ability:** None
Visual Effect: The mutant's skin has a deep green, blue, or purple pigment.

The mutant produces his food by absorbing nutrients from the atmosphere and using sunlight converting it into energy and tissue. The mutant heals 50% more Hit Points when resting in direct sunlight. In darkness, the mutant moves at 50% of normal speed and receives a -5 Initiative modifier. The mutant suffers +1 die of damage when struck by heat or cold-based attacks. For example, a cold attack that would normally do 2d6 damage would do 3d6 versus a mutant with Photosynthetic Skin.

Poison Susceptibility [d]

Mutation

Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: None **Key Ability:** None
Visual Effect: The mutant's skin is pale and pasty.

The character has a reduced resistance to poisons. The mutant suffers a -4 penalty on Fortitude Saves versus poison.

Psychic Dampening Field [d]

Mutation

Casting Time: Always On
Range: 30 feet
Target: All creatures in area
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: None **Key Ability:** None
Visual Effect: The mutant seems to radiate mental static.

The character emits a field within which no intelligence based powers, mutations (with Charisma, Intelligence or Wisdom as the Key Ability) or psionics work. The field does not stop attacks coming from outside the field nor does it stop those inside the field from defending against attacks. If an attack does come in from outside the field, the mutant benefits from a 50% miss chance. The abilities of the mutant are also affected as if they were entering the field, giving the targets of the mutant's mental attacks the same 50% miss chance.

Psychic Defenselessness [d]

Mutation

Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: None **Key Ability:** None

The character is susceptible to mental attacks. The character receives a -4 modifier to their Willpower Saves.

Rapid Healing

Mutation

Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: 3 HP Permanently **Key Ability:** None
Visual Effect: The mutant has a definite reptilian look.

A mutant with Rapid Healing mutation has the extraordinary ability to regain Hit Points/Wounds at an accelerated rate. Except for what is noted here, Rapid Healing is like natural healing. Each hour the mutant heals their level worth of Hit Points, and once the character is up to full Hit Points, the healing can be applied to Wounds. Remember Wounds are healed at a 2 to 1 ratio. Unlike Regeneration, Rapid Healing does not allow a creature to regrow or reattach lost body parts. Rapid Healing does not restore Hit Points lost from starvation, thirst, or suffocation.

Reflection

Mutation

Casting Time: Free Action
Range: Mutation – Personal
Reflected Attack – 100 ft.
Target: Self
Duration: Instantaneous
Saving Throw: Based on attack reflected **Resistance:** Based on attack reflected
Cost: 3 HP / attack reflected **Key Ability:** Dexterity
Visual Effect: Mutant's skin has a metallic look.

The mutant can reverse an attack of a particular energy type back on the attacker; the attack can be partially or wholly reflected. Reflecting the attack requires a ranged attack to hit the target. The character can reflect a maximum 1d6 of damage per 2 character levels. Roll 1d10 and compare to the Mutation Reflection table to determine the type of attack that can be reflected. Non-damaging effects count as 3 points of damage per level of effect (for example, a sleep spell would count as a 6 point

attack).

Table 4-12: Mutation Reflection	
Roll 1d10	**Energy Type**
1	Cold / Ice
2	Electricity
3	Fire / Heat
4	Light / Laser
5	Arcane
6	Psychic
7	Radiation
8	Sonic / Sound
9	Divine
10	Plasma

Regeneration

Mutation
Casting Time: 1 Full Round Action
Range: Personal
Target: Self
Duration: 1 full round or 2d10 minutes
Saving Throw: None **Resistance:** None
Cost: 5 HP **Key Ability:** None
Visual Effect: The mutant's skin and facial structure has a very reptilian feel to it.
The mutant's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), broken bones, and ruined organs grow back. After the mutation is activated, the physical regeneration is complete in one full round if the severed members are present and touching the creature. Otherwise, the regeneration takes 2d10 minutes. Regeneration also cures 4d8 points of damage +1 point per character level and rids the subject of any exhaustion and/or fatigue damage the subject has taken.

Repelling Force

Mutation
Casting Time: 1 Standard Action
Range: Close (25 ft. + 5 ft. / 2 levels)
Effect: Wall whose area is up to 10-ft. square /2 levels
Duration: 1 round per level
Saving Throw: None **Resistance:** None
Cost: 3 HP / round **Key Ability:** None
Visual Effect: While the mutation is active there is a white "cord" running from the wall to the mutant.
The mutant creates an invisible wall of energy that can be used like a non-moving shield. The wall of energy is immune to most forms of damage and abilities. However, disintegration effects immediately destroy it. Attacks and powers cannot pass through the wall in either direction, although transportation abilities can bypass the barrier. The barrier can be damaged by mutations and spells as normal, except that it has a Hardness 30 and 20 Hit Points per level of caster. It blocks ethereal creatures as well as material creatures (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through the Repelling Force.

Repulsion Field

Mutation
Casting Time: 1 Standard Action
Range: Close (25 ft. + 5 ft. / 2 levels)
Effect: Wall whose area is up to 10-ft. square / level
Duration: 1 round per level
Saving Throw: None **Resistance:** None
Cost: 5 HP / round **Key Ability:** None
Visual Effect: While the mutation is active there is a white "cord" running from the wall to the mutant.
The mutant creates an invisible wall of energy. The repulsion field cannot move, it is immune to damage of all kinds, and it is totally unaffected by most abilities. However, disintegrate effects immediately destroy it. Most abilities cannot pass through the wall in either direction, although transportation abilities and effects can bypass the barrier. It blocks ethereal creatures as well as material creatures (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through the Repulsion Field. The repulsion field must be continuous and unbroken when formed. If its surface is broken by any object or creature, the mutation fails. If the wall drops without consent of the mutant everyone within the field must make a Fortitude DC-25 or be stunned for 1d4 minutes.

Sending

Mutation
Casting Time: 1 Standard Action
Range: See Description
Target: One Creature
Duration: Concentration
Saving Throw: None **Resistance:** None
Cost: 4 HP **Key Ability:** None
Visual Effect: While the mutation is active the mutants head glows brightly and they must have total concentration.
The mutant contacts a particular creature with whom the character is familiar and sends a short message of 25 words or less to the subject.

The subject recognizes the mutant if it knows them, and can answer in like manner immediately. Creatures with Intelligence scores as low as 1 can understand the sending, though the subject's ability to react is limited normally by its Intelligence. Even if the sending is received, the subject creature is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as the mutant is, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably, at the GM's option.)



Shapechange

Mutation

Casting Time: 1 round
Range: Personal
Target: Self
Duration: 1 minute / level
Saving Throw: None **Resistance:** None
Cost: 8 HP **Key Ability:** None
Visual Effect: The mutant's features seem to be too perfect almost, as if they were sculpted.

This mutation allows the mutant to take on the form of another living creature. The new form may be of the same type as the mutant or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. The assumed form cannot be more than twice the character's level. The mutant cannot assume a form smaller than Fine, nor can the character assume an incorporeal or gaseous form. The creature type and subtype (if any) change to match the new form.

If slain, the mutant reverts to their original form, though the character remains dead.

The mutant gains the Strength, Dexterity, and Constitution scores of the new form but retains their own Intelligence, Wisdom, and Charisma scores. The character gains all special attacks possessed by the form.

Shorter

Mutation

Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: 1 HP Permanently **Key Ability:** None
Visual Effect: The mutant is one size level smaller.

The mutant is reduced in size by one level. For most mutants this means that the character is now Small.

Small: As a Small creature, the mutant gains a +1 size bonus to Armor Class, +1 size bonus on Attacks, -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks. The mutant uses smaller weapons than Medium-sized character, and its lifting and carrying limits are ¾ of those of a Medium character. In addition, the mutant's movement speed is reduced by -10 feet, and the character's weight is ¾ of normal.

Skeletal Enhancement

Mutation
Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: 5 HP Permanently **Key Ability:** None
Visual Effect: The mutant's skin is covered with calcium nodules and their bones are noticeably thicker.
The mutant's skeletal structure has thickened and been made more resistant to damage, granting a DR 3/-.

Sonar

Mutation
Casting Time: Always On
Range: 60 ft.
Effect: Mutant can see via sound
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: 2 HP Permanently **Key Ability:** None
Visual Effect: The mutant is constantly emitting a high-pitched whine and has enlarged ears.
This mutation allows the character to use their acute hearing and a special sensory organ to operate effectively without vision. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though the mutant cannot see ethereal creatures). Sonar allows the mutant to see out to 60 feet, and out to 120 feet if they also have the Heightened Hearing mutation.

- Sonar never allows a creature to distinguish color or visual contrast. A creature cannot read with Sonar.
- Sonar does not subject a creature to gaze attacks.
- Blinding attacks do not penalize creatures using Sonar.
- Deafening attacks thwart Sonar.
- Sonar works underwater, but not in a vacuum.
- Sonar negates displacement and blur effects.

The character takes 2d6 damage from loud noises and double damage from sonic and thunder attacks. The mutant continuously emits high-pitched beeping sounds except when asleep, and thus signals his presence to anyone within the surrounding area. This makes it impossible for the mutant to make a Stealth check to not be noticed.

Sonic Blast

Mutation
Casting Time: 1 Standard Action
Range: 30 foot cone
Target: All targets in cone
Duration: Instantaneous
Saving Throw: Reflex (Half) **Resistance:** Yes
Cost: 10 HP **Key Ability:** Constitution
Visual Effect: The mutant's voice is higher pitched than normal.
The character can generate sound waves that cause damage. Everyone within the cone takes 5d6 damage + 1d6 per 5 levels.

Stunning Bolt

Mutation
Casting Time: 1 Standard Action
Range: Medium (100 ft. + 10 ft. / level)
Target: One Creature
Duration: 1 minute / level
Saving Throw: Will (Negates) **Resistance:** Yes
Cost: 3 HP **Key Ability:** Wisdom
Visual Effect: The white portion of the mutant's eyes changes to green.
A black beam shoots from one of the character's eyes; this beam causes a single creature up to 10th level or equal to the mutant's character level (whichever is greater), to fall unconscious. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. When the creature is awakened they are considered shaken for 1 round. Awakening a creature is a standard action (an application of the aid another action). The stunning bolt mutation does not target unconscious creatures, constructs, or undead creatures.

Stunning Force

Mutation
Casting Time: 1 Standard Action
Range: Medium (100 ft. + 10 ft. / level)
Target: One Creature
Duration: See Description
Saving Throw: Will (Negates) **Resistance:** Yes
Cost: 5 HP + Special **Key Ability:** Wisdom
Visual Effect: Mutant's eyes are solid green.
This mutation launches a bolt of energy that instantly causes one creature of their choice to become stunned. The duration of the mutation depends on the target's current Hit Point total.

Table 4-13: Stunning Force

Targets Hit Points	Stun Duration	Additional Cost
50 or less	4d4 rounds	0
51–100	2d4 rounds	0
101–150	1d4 rounds	0
151+	1d3 rounds	+5 hp per 50 hp over 150.

Taller

Mutation
Casting Time: Always On
Range: Personal
Target: Self
Duration: Constant
Saving Throw: None **Resistance:** None
Cost: 2 HP Permanently **Key Ability:** None
The mutant's size is increased by one level. Normally this is an increase from Medium to Large.

Large: As a Large creature, the mutant gains a -1 size penalty to Armor Class, -1 size penalty on Attacks, +1 bonus to their Combat Maneuver Bonus and Combat Maneuver Defense, and a -4 size penalty on Stealth checks. In addition, the mutant gains the following ability bonuses: +2 Strength and -2 Dexterity. The mutant now has a space of 10 feet and a natural reach of 10 feet. The character can use larger weapons than humans use, and their lifting and carrying limits are increased by one-quarter of those of a Medium character.

Teleport Object

Mutation

Casting Time: 1 Standard Action

Range: Touch

Target: One Object

Duration: Instantaneous

Saving Throw: Will (Negates) **Resistance:** Yes

Cost: 5 HP **Key Ability:** Wisdom

This mutation functions like Teleport mutation, except that it only teleports an object. Creatures and magical forces cannot be teleported. If desired, the target object can be sent to any distant location the mutant has studied and that is in the same plane or realm.

Teleportation

Mutation

Casting Time: 1 Standard Action

Range: See Description

Target: The mutant and touched objects or other touched willing entities.

Duration: Instantaneous

Saving Throw: None **Resistance:** None

Cost: 10 HP + 5 HP / passenger **Key Ability:** None

This mutation instantly transports the mutant to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. The mutant can bring along objects as long as their weight doesn't exceed the mutants maximum load. The character may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent (see below) per 3 character levels. A Large creature counts as 2 Medium creatures, a Huge creature counts as 2 Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with the mutant. The mutant must have some clear idea of the location and layout of the destination--the clearer his mental image, the more likely the teleportation works. Areas of strong energy may make teleportation more hazardous or even impossible. To see how well the teleportation works, roll 1d100 and consult the Teleport table. Refer to the following information for definitions of the terms on the table.

Table 4-14: Mutation Teleportation Table

Familiarity	On Target	Off Target	Similar Area	Mishap
Very Familiar	01-97	98-99	100	---
Studied Carefully	01-94	95-97	98-99	100
Seen Casually	01-88	89-94	95-98	99-100
Viewed Once	01-76	77-88	89-96	97-100
False Destination	---	---	81-92	93-100

Familiarity: "Very familiar" is a place the mutant has frequented and where the character feels at home. "Studied carefully" is a place the character knows well, either because the character can currently see it, he's been there often, or the character has used other means to study the place for at least one hour.

"Seen Casually" is a place that the character has seen more than once but is not very familiar with.

"Viewed Once" is a place that the character has seen once, possibly using magic.

"False Destination" is a place that does not truly exist or if the character is teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to him. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for the mutant to hope to arrive at or even be off target from.

On Target: The mutant appears where the character wants to be.

Off Target: The mutant appears safely a random distance away from the destination in a random direction. Distance off target is 1d10 x 1d10% of the distance that was to be traveled. The direction off target is determined randomly.

Thick Skinned

Mutation

Casting Time: Always On

Range: Personal

Target: Self

Duration: Constant

Saving Throw: None **Resistance:** None

Cost: 2 HP Permanently **Key Ability:** None

Visual Effect: The mutant's skin is thick and leathery.

The mutant's skin has thickened and hardened to provide protection from attacks, and it possesses the same texture as a lizard or snake. The mutant gains +4 Natural Armor.

Throwing Spines

Mutation

Casting Time: Always On

Range: Personal

Target: Self

Duration: Constant

Saving Throw: None **Resistance:** None

Cost: 2 HP Permanently **Key Ability:** None

Visual Effect: The mutant's body is covered with spines. The mutant's arms, legs, and torso are covered with spines to a maximum of 4d10 spines (roll for quantity when mutation is first received). These spines can be thrown or used in melee. A number of spines equal to the mutant's Dexterity modifier maybe thrown as a single attack. In melee the spines count as light weapons.

Table 4-15: Mutation Throwing Spines

	DMG (s)	DMG(m)	Critical	Range	Type
Melee	1d4	1d6	19+	---	P or S
Thrown	1d4	1d6	19+	10 ft.	P

Uncontrollable Summoning [d]

Mutation

Casting Time: Always On

Range: 5-mile radius

Target: All enemies in area

Duration: Constant

Saving Throw: None **Resistance:** None

Cost: None **Key Ability:** None

The mutant constantly broadcasts his presence to all natural enemies within the radius whenever the mutant is at rest. The mutant has no control of this ability. Broadcasting continues unless the character engages in combat. This mutation increases the probability of encounters by 20%.

Wings

Mutation

Casting Time: Always On

Range: Personal

Target: Self

Duration: Constant

Saving Throw: None **Resistance:** None

Cost: 3 HP Permanently **Key Ability:** None

Visual Effect: The mutant has a set of large wings on their back. These may be feathered or leathered wings.

The mutant has sprouted a pair of wings that allow them to fly at double normal speed with average maneuverability. The mutant's flight over land speed is 1 ½ (1.5) times their base flight speed.



CHAPTER FIVE

EDGES AND HINDRANCES

There is the blare of a horn and the cabby rapidly spins around almost dropping his ever-present cigar. The cabbie yanks the wheel to the left and narrowly avoids a cargo lifter.

"Road Hog!" yells the cabbie.

"Now where was I? Oh yeah I remember when I was in the service there where all kinds of people joining the unit. Everyone from university graduates to penniless poppers. Then there was the commander. Talk about Mister Dull... Don't get me wrong--he was in command for good reason, but he was so dull he could just blend in with any crowd, there was just nothing memorable about him."

"Then there was Jonesy. He had almost no fear, and could remember just about anything he read. The only problem was he suffered from combat paralysis. Every time we got into a firefight we would have to really push Jonesy to get him fighting. The military is made up of all kinds." The cabbie snorts and seems to drift off into his own world for a bit.

Edges and hindrances allow a player to customize their characters. A character can have a maximum of 10 points of edges, but must have an equal amount of points in hindrances. A character may have more edges and hindrances than 10 points at the GM's discretion.

There are two types of edges: character-building edges, and Meta-Edges/Meta-Hindrances. Character-building edges affect in-game activities for example, giving a bonus to attack rolls. Meta-Edges may, but not necessarily, affect in-game activities. Meta-Edges are edges that ask a player to do something outside of the game to improve the experience for all of the players. For instance, if a player takes Chronicler, the player will keep a journal of the adventure and give it out to each member of the party each session.

A character cannot take a hindrance that simulates a defect that they already have. If a character has the mutation Blind, they cannot take Blind as a hindrance.

Getting Rid of Hindrances: Hindrances should not be easily removed from a character. It is suggested that if a hindrance is somehow "fixed" new hindrances should be purchased to match the cost of the original hindrance. If the GM is going to allow hindrances to be removed in some way, it is suggested that it involve either a quest or an investment of Experience points to simulate the amount of time and energy required for the task. The suggested Experience cost is the cost of hindrance times 1,000.

Experience for Hindrances: If the GM feels that a hindrance has had an effect on the adventure or that the player is doing a good job of role-playing it, he should reward the player with experience points. We suggest 50 points if it only has had a minor effect on the adventure, 100 if it has had a moderate effect, and 500 if it has had a major effect.

Table 5-1: Edges

Name	PreReq	Short Description	Cost
Adrenaline Surge		The character has the ability to fly into a Rage while in combat.	5
Animal Empathy		The character has a way with animals; this is reflected by a +4 modifier to all checks that involve animals.	4
Apprentice to a Shopkeeper		The character gains bonuses to Streetwise and Diplomacy.	2
Blandness		The character seems to just blend into the scenery.	5
Bookworm	All but Ork or Xenoform	The character receives a bonus to INT and a penalty to CON.	2
Born Under a Sign		The character has exceptional luck both good and bad.	3
Brave		The character gains+4 bonus on all saves versus fear.	1
Bully	All but Ork or Xenoform	The character has spent many years perfecting the arts of extortion and intimidation.	2

Name	PreReq	Short Description	Cost
Child of a Hero (Realm)	Background	The character gains a Medium magical Weapon	4
Child of a Hero (Regional)	Background	The character gains a Minor magical weapon.	2
Child of a Hero (Trans-Dimensional)	Background	The character gains a Major magical Weapon	6
Citizenship		The character is a full citizen of the city of Manzala.	8
College Education		The character gains +2 bonus on 4 Knowledge skills.	4 (3 for scholars)
Cyber Aptitude		Increases a character's Cyber Tolerance by the amount spent on edge.	1-5
Cyber Compatible		Increases a character's Cyber Capacity by the amount spent on edge.	1-5
Darn Lucky		The character gains +1 bonus to all saves.	5
Debutante	Female only	The character was born into a wealthy family.	2
Educator		The character is a natural teacher and receives a bonus to the Teaching checks.	2
Elite Military Training	Human	The character has received elite military training.	5
Extra Funds		The character receives an extra amount of starting money.	2-10
Feral Child	Background	The character was raised by animals.	4
Frankenstein Monster	TOC, Background	The character was assembled from the parts of various bodies	2
Freed Bodyguard	Ork or Xenoform, Background	The character spent many years acting as someone's bodyguard.	2
Friends Everywhere		The character always seems to always run into people who know him.	4
Friends in High Places		The character is connected to someone in a position of power.	1/5/10
High Pain Tolerance		The character gains +5 wounds.	5
High School Education		The character gains +2 bonus to 2 Charisma-based skills.	3
Human Looks, Full	Xenoforms Only	The character can pass as being human in most situations.	5
Human Looks, Partial	Xenoforms Only	The character can pass as human in some situations.	3
Hyperactive		The character receives a bonus to DEX and a penalty to CHA.	1
Improved Hearing		The character gains +3 bonus to all audio Perception tests.	1
Improved Sight		The character gains +3 bonus to all visual Perception tests.	1
Inheritance		Double characters starting money.	1
Lady's Man	Male	The character gains a bonus to CHA but receive penalties to STR and DEX.	1
Level-Headed		The character gains +2 bonus on Initiative and Surprise checks.	5
Light Sleeper		The character is not considered helpless while sleeping.	8
Mad Doctor	Background	The character has performed many dangerous or untested medical experiments on themselves.	2
Magical Talent	Arcane or Divine Caster	The character is gifted in casting spells; the caster level on all spells is increased.	3
Mechanically Inclined		The character gains +4 bonus on Computer, Repair, and Craft.	4
Natural Immunity		The character is immune to one non-magical poison.	2

Name	PreReq	Short Description	Cost
Nietzsche Poster Child		Increases the characters chance of fumbling, but gains an experience point bonus.	3
Night Vision		The character has Low-Light Vision.	2
Perceptive		The character gains +4 bonus on Perception and Sense Motive checks.	4
Photographic Memory		The character gains +4 bonus to all attempts to remember things that have been read by the character.	4
Professional Knife Tosser	Background	The character is skilled at using thrown weapons.	1
Quick Healer		The character adds their Constitution modifier to the amount of Hit Points healed each day.	5
Raised by Monks	Background	The character gains bonuses to Stealth Checks	1
Raised by Snake Handlers	Background	The character is resistant to poisons.	1
Raised by Barbarian	All but Ork, Background	The character was raised by a tribe of barbarians.	2
Raised by Wild Ogres	Ork or Xenoform, Background	The character was raised by a tribe of wild ogres.	2
Raised by Wild Orks	Background	The character gains bonuses to STR and attack rolls.	7
Raised in the Wild	Xenoform Only, Background	The character grew up in the wild with other Xenoforms.	1
Ran Away with the Circus	Background	The character gains bonus to STR and penalties to INT and WIS.	1
Resistance to Pathogens		The character gains +2/+3/+4 racial bonus versus disease.	2/3/4
Resistance to Toxins		The character gains +2/+3/+4 racial bonus versus poisons.	2/3/4
Sense of Direction		The character has the natural ability to always find North.	3
Sent to Charm School	Female, Background	The character was sent to charm school at a young age.	1
Single Race Realm		The character grew up in a realm that is dominated by a Single Race.	5
Sold Your Soul	Arcane or Divine	The character has made a pact with a major evil power.	5
Street Urchin		The character grew up on the streets.	4
Supernatural Immunity		The character is immune to a specific magical poison or disease.	6
Technical School Education		The character gains +2 bonus to Computer and Repair checks.	3
Tough Hide	Ork and Xenoform	The character gains +1 Natural Armor	1
Troll Offspring	All but Techno Organic Construct	The character gains bonuses to STR, CON and DEX, but penalties to INT, WIS, CHA.	5
Unnatural Reflexes		The character gains +4 bonus on Reflex saves.	4
Veteran Pit Fighter	Background	Character is a veteran of the fighting pits.	5
Will to Live		The character can go farther into negative wounds before death than the average character.	1-10

EDGES

Adrenaline Surge: The character has the ability to fly into a Rage while in combat (as per the Tribal Warrior Rage ability of same level). If character already has Rage, the character is moved up to the next level (Rage, Greater Rage, Tireless Rage, and Mighty Rage). **Cost:** 5

Animal Empathy: The character has a way with animals; this is reflected by a +4 bonus to all checks that involve animals. **Cost:** 4

Apprentice to a Shopkeeper: You grew up helping out in a shop. Character gains a +4 bonus to Streetwise and Diplomacy skill checks. **Cost:** 2

Blandness: The character is very nondescript, which allows them to blend into groups of people, and can disappear into a crowd. Unless they do something that draws attention, most people will have a very difficult time remembering them. The Perception test to remember the character is a DC of 25. **Cost:** 5

Bookworm: You spend most of your time reading books. You receive a +4 bonus to Intelligence, and a -2 penalty to Constitution. **PreReq:** All but Half Orc, Ork and Xenoform **Cost:** 2

Born Under a Sign: The character was born under an astrological event. The chance of causing critical hits and fumbling are both increased. The character receives a +1 bonus to your critical range with all weapons, and you automatically fumble on a natural roll of 1-2. This means the characters causes a critical hit on a natural roll of 19-20 and fumbles on a natural roll of 1-2. **Cost:** 3

Brave: The character is highly resistant to fear and gains a +4 bonus on Fear tests. **Cost:** 1

Bully: The character is a major bully; years of extortion and intimidation have given them a +2 bonus to Strength and a +4 bonus to Intimidation skill checks. In addition you receive a -2 penalty to Intelligence and Wisdom scores. **PreReq:** All but Half Orc, Ork and Xenoform **Cost:** 2

Child of a Hero (Realm): Their father or mother was a renowned they begin play with a medium magical item. This magic item is selected by the Gamemaster. Unfortunately their parent's reputation precedes them and they must live up to it. Their parent is famous throughout the realm in which they were born. **PreReq:** May only be taken at 1st Level. **Cost:** 4

Child of a Hero (Regional): Their father or mother was a renowned they begin play with a minor magical item. This magic item is selected by the Gamemaster. Unfortunately their parent's reputation precedes them and they must live up to it. Their parent is fames throughout the land in which they were born. **PreReq:** May only be taken at 1st Level. **Cost:** 2

Child of a Hero (Trans-Dimensional): Their father or mother was a renowned they begin play with a major magical item. This magic item is selected by the Gamemaster. Unfortunately their parent's reputation precedes them and they must live up to it. Their parent is famous throughout all of the realms.
PreReq: May only be taken at 1st Level. **Cost:** 6

Citizenship: The character is a full citizen of the city of Manzala and has gone through the military training that is required of all citizens. They are proficient with laser pistols, laser rifles, and light non-powered armor. In addition the character's home realm is Manzala. **Cost:** 8

College Education: The character has received a classic college education and receives a +2 bonus on 4 Knowledge skills of their choice. The Knowledge skills must be available in the character's home dimension. **Cost:** 4 (3 points for Scholars)

Cyber Aptitude: The character's body can accept cybernetic enhancements with ease. Increase the character's Cyber Tolerance by the amount of points spent on this edge. **Cost:** 1-5

Cyber Compatible: The character's body and mind accept cybernetic enhancements with ease. Increase the character's Cyber Capacity by the amount of points spent on this edge. **Cost:** 1-5

Darn Lucky: The character is extremely lucky. This luck imparts a +1 to all saving throws. **Cost:** 5

Debutante: The character was born into a wealthy family. She gains a +8 bonus to Charisma score. She also receives -4 penalties to Strength, Dexterity, and Constitution scores. In addition she receives a -1 penalty to BAB. **PreReq:** Female Only **Cost:** 2

Educator: The character is a natural teacher and can train people as a scholar at ½ the character's level. If the character is a scholar add three to their level for all teaching checks. **Cost:** 2

Elite Military Training: Character gains a +2 bonus to Strength, Dexterity and Constitution scores. In addition the character receives a +1 bonus to BAB. **PreReq:** Human **Cost:** 5

Extra Funds: This edge can be taken multiple times. Roll the character's starting cash again for every time it is taken. In addition for each level of extra funds taken the availability for starting equipment is increased by one. For example, if the character takes Extra Funds 4 times, they would roll for starting money 5 times, once for being 1st level and 4 times for the edge. This allows the character to purchase any equipment with an Availability of 19 or less. **Cost:** 2 - 10

Feral Child: As an infant the character was left in the woods and raised by animals. Gain a +2 bonus to DEX, +4 bonuses to Perception, Stealth, and Survival. In addition they receive a -2 penalty to INT and a -4 penalty in all social situations. Start with half normal starting money. **Cost:** 4

Frankenstein's Monster: The character was assembled from the parts of various bodies. They recently escaped from the laboratory. They are very well constructed and receive a +4 bonus to Strength score, Constitution score, and +1 bonus to your damage reduction. They are also very slow. They receive a -4 penalty to Dexterity and Charisma Scores. They start with no money. **PreReq:** Techno Organic Construct **Cost:** 2

Freed Bodyguard: The character spent many years acting as someone's bodyguard; not much thinking involved but the pay was good. They have recently been released from servitude. They gain a 50% bonus to starting money, and a -2 penalty on Intelligence score. They also receive Friends in High Places (1) this represents your former employer. **PreReq:** Ork and Xenoform **Cost:** 2

Friends Everywhere: No matter where the character goes they can always seem to find friends. The character can make a Diplomacy test (DC-20) once per game week to locate someone they know or gain a new friend or contact. **Cost:** 4

Friends in High Places: The character is connected to someone in a position of power. The more points spent on this edge the more powerful and wide-reaching the position is. For example, at 1 point the character may know the sheriff in a small town or an assistant to the mayor; at 5 points the character may know either an assistant to a Manzala warden boss or the ruler of a small kingdom; and at 10 points the character may know a member of the Manzala Council, the president of a trans-dimensional company, or the ruler of a powerful kingdom. **Cost:** 1/5/10

High Pain Tolerance: The character has an extremely high tolerance to pain, giving them a +4 bonus versus torture. In addition, the character gains a +5 bonus to wound points. **Cost:** 5

High School Education: The character has completed the equivalent of graduating from high school. Select 2 Charisma-based skills for the character to receive a +2 bonus in. **Cost:** 3

Human Looks, Full: This edge cannot be taken by humans and Hylathans. The character is commonly mistaken to be human; a Perception test (DC-20) needs to be made by others in order to realize the mistake. If the character is actively attempting to appear as a human then they gain a +10 bonus to their Disguise test. **PreReq:** Xenoform **Cost:** 5

Human Looks, Partial: The xenoform more closely resembles a human. The xenoform is able to make disguise checks to appear as human in bad lighting or if wearing clothing that covers their animal features. **PreReq:** Xenoform **Cost:** 3

Hyperactive: The character is constantly busy; they cannot sit still for too long and are always completing other people's sentences. They receive a +2 bonus to Dexterity score and a -2 penalty to Charisma score. **Cost:** 1

Improved Hearing: The character receives a +3 bonus on audio Perception tests. **Cost:** 1

Improved Sight: The character is gifted with exceptionally sharp sight, which grants him a +3 bonus on visual Perception tests. **Cost:** 1

Inheritance: The character was orphaned as a young child and left a great inheritance which they have squandered. The easy life has cost them a -2 penalty to your Wisdom score, but they start with twice the normal money. **Cost:** 1

Lady's Man: Women swoon whenever the character is near. They receive a +4 bonus Charisma, and -2 penalties to Strength and Dexterity. **PreReq:** Male **Cost:** 1

Level-Headed: The character thinks well on their feet and receive a +2 bonus on Initiative and Surprise checks. **Cost:** 5

Light Sleeper: The character is an extremely light sleeper, and the slightest noise will cause them to wake up. As a result, they are not considered helpless when sleeping. **Cost:** 8

Mad Doctor: The character has performed many dangerous or untested medical experiments on themselves. They receive +4 bonuses to Intelligence and Wisdom scores, a +2 bonus on saves versus poison, and electrical resistance\5. In addition they receive the Surgery feat, but suffer -2 penalties to Charisma and Dexterity scores. **Cost:** 2

Magical Talent: The character is especially gifted with one form of magic. Choose either a domain (divine magic) or a school (arcane magic) to be gifted in. All spells from these areas are cast as if the character were 2 levels higher. **PreReq:** Arcane or Divine Caster **Cost:** 3

Mechanically Inclined: The character is a natural with machines. They gain a +4 bonus on Computer, Craft (Mechanical), and Repair. **Cost:** 4

Natural Immunity: The character is immune to one type of non-magical poison. **Cost:** 2

Nietzsche Poster Child: Nietzsche once said" that which does not kill us makes us stronger". When he said that he was obviously thinking of the character. They automatically fumble on a natural roll of 1-3 when attacking but they gain a +20% experience point bonus. **Cost:** 3



Night Vision: The character has exceptional night vision, and gains Low Light Vision to 60 feet. If the character already has Low Light Vision, its range is increased by 30 feet. **Cost:** 2

Perceptive: The character is very perceptive and tends to notice the smallest details, which gives them a +4 bonus on Perception and Sense Motive checks. **Cost:** 4

Photographic Memory: The character gains a +4 bonus to all attempts to remember things that are read. **Cost:** 4

Professional Knife Tosser: The character used to be a knife tosser in the circus. They gain a +2 attack bonus with thrown weapon skill and a -2 penalty on Stealth checks, due to the flamboyant throwing style. **Cost:** 1

Quick Healer: The character heals faster than most people. Add their Constitution bonus to the amount of Hit Points healed each day. **Cost:** 5

Raised by Barbarian: The character was raised by a tribe of barbarians. The character receives a +2 bonus to Constitution, Strength, and Dexterity scores. In addition they receive a -2 penalty to their personal Technology Level, Intelligence score, and Charisma score. **PreReq:** All but Ork **Cost:** 2

Raised by Monks: Piety has its advantages and disadvantages. The character gains a +4 bonus to Stealth checks. In addition, they gain a +2 bonus to Intelligence score but only start with 1/10 of the normal starting money. **Cost:** 1

Raised by Snake Handlers: The character gains a +4 bonus on saves versus poison, but suffer a -4 penalty to Charisma score due to scars on arms and legs. **Cost:** 1

Raised by Wild Ogres: The character was raised by a tribe of wild ogres. They receive a +4 bonus to Strength and Constitution score, but -4 penalties to Intelligence, Wisdom, and Charisma scores. **PreReq:** Ork and Xenoform **Cost:** 2

Raised by Wild Orks: The characters was a runaway that was picked up by a clan of wild orks. They gain a +4 bonus to Strength and a +1 bonus to BAB. In addition They receive a +4 bonus to Perception and Stealth checks, but a -4 penalty to Charisma and Social checks. **Cost:** 7

Raised in the Wild: The character grew up in the wild with other xenoforms. They receive a +2 bonus to Strength and Constitution scores, but suffer a -2 penalty to their Personal Technology Level. In addition, they receive a -4 penalty on all Charisma based checks when dealing with non-xenoforms. **PreReq:** Xenoform Only **Cost:** 1

Ran Away with the Circus: Having run away from a troupe of circus performers, the character has gained considerable strength. They receive a +4 bonus to their Strength score, and -2 penalties to Intelligence and Wisdom scores. In addition they receive a -4 penalty on Stealth checks. **Cost:** 1

Resistance to Pathogens: The character gains a +2/+3/+4 racial bonus to saves versus disease. **Cost:** 2 / 3 / 4

Resistance to Toxins: The character gains a +2/+3/+4 racial bonus to saves versus poisons. **Cost:** 2 / 3 / 4

Sense of Direction: The character has the natural ability to always find true north. **Cost:** 3

Sent to Charm School: She was sent to charm school at a young age. She gains a bonus to + 4 Charisma score, but take a -2 penalty to Intelligence and Strength scores. **PreReq:** Female **Cost:** 1

Single Race Realm: The character grew up in a realm that is dominated by a single race. They receive a +1 bonus to all realm power levels, but a -4 on all Charisma based skill checks when dealing with other races. **Cost:** 5

Sold Your Soul: The character has made a pact with a major evil power. They gain a bonus to their magical ability, and suffer a penalty to people's reactions. They receive a +2 bonus to their caster level on all spells and a -6 on all reaction checks. **PreReq:** Arcane or Divine Caster **Cost:** 1

Street Urchin: Abandoned in a large city as a child the character survived by stealing and pick pocketing. They receive a +4 bonus on Perception and Stealth checks. In addition they receive a -2 penalty to Wisdom score. **Cost:** 4

Supernatural Immunity: Select a magical poison or disease that the character has a natural immunity to. **Cost:** 6

Technical School Education: The character gains a +2 bonus to the Computer, Craft checks, and Repair. **Cost:** 3

Tough Hide: The character was born with a thick leathery skin. They gain +1 Natural Armor, but take a -2 penalty to Charisma score. **PreReq:** Half Orc, Ork and Xenoform **Cost:** 1

Troll Offspring: The character was cursed by nature. They were born with trollish looks and mannerisms. They receive a +6 bonus to Strength and Constitution scores, +2 bonus to Dexterity score and -4 penalties to Intelligence, Wisdom, and Charisma scores. **PreReq:** Not Techno Organic Construct **Cost:** 5

Unnatural Reflexes: The character gains a +4 bonus on all Reflex saves. **Cost:** 4

Veteran Pit Fighter: The character is a veteran of the fighting pits. Gain a +4 bonus to Strength, Dexterity and a +1 bonus to BAB. Suffer a -4 penalty to Intelligence and Wisdom scores. **Cost:** 5

Will to Live: The character has an extremely strong will to live. For every point spent on this edge +1 is added to the character's Constitution score for determining how far negative their wounds can go before death. For example, if a character with 15 Constitution takes Will to Live (5), they would die at -20 wounds instead of -15 wounds. **Cost:** 1-10

Table 5-2: Hindrances

Name	PreReq	Short Description	Cost
Allergy		The character is violently allergic to something fairly common.	4
Allergy to Artifacts (Major)		The character is allergic to magic items the smallest contact causes pain.	4
Allergy to Artifacts (Minor)		The character is allergic to magic items the smallest contact causes pain.	2
Allergy to Artifacts (Severe)		The character is allergic to magic items the smallest contact causes pain.	6
Annoying Habit		The character has some habit that really gets under the skin of other people.	2
Arsonist		The character's love of fire gives them a bonus to Demolitions.	1
Bad Karma		The character automatically fumbles on attack rolls of 1-3.	9
Bad Reputation		The character receives a -2 penalty on all Charisma based checks.	3
Bandit	Background	The character has spent a large amount of time on the wrong side of the law.	1
Blind		The character cannot see.	10
Bride of Frankenstein	Techno Organic Construct, Female	The character receives bonuses to Charisma and Constitution scores, but penalties to Dexterity and Wisdom scores.	1
Charlatan's Protégé	All but Half Orc, Ork and Xenoform, Background.	The character gains a bonus to Charisma but penalties to Strength and Constitution scores.	1
Combat Paralysis		The character really does not deal well with combat, and has a chance of freezing up each combat round.	9
Cursed to Live in Interesting Times		Things always happen to keep the character on their toes.	5
Cyber Intolerance		Reduces the character's Cyber-Tolerance by the number of points gained.	1-9
Cyber Sensitivity		Reduces the character's Cyber Capacity by the number of points gained.	1-9
Deaf		The character is stone deaf.	5
Death Wish		The character feels that the only way to make amends for something in their past is to go down fighting, and almost never runs from a fight.	5
Decreased Hearing		The character receives a -2 penalty on all Perception tests.	3
Enemy		The character has made a powerful enemy.	1-10
Escaped Lunatic	Human Only, Background	Start play with no money, but get Will to Live (3).	4
Factory Escapee	Half Orc, Ork, Xenoform, Background	As a young child the character was sold to a factory as labor and they recently escaped.	1

Name	PreReq	Short Description	Cost
Flashbacks		The character suffers flashbacks to some horrible or traumatic experience.	5
Gunfighters Code		The character lives by a code of honor that few others do.	5
Heavy Sleeper		The character is automatically surprised if attacked while asleep.	1
Hero's Code		The character can never turn down a request for assistance, particularly if it is from an innocent.	5
Hunted		The character has people looking for them.	1-10
Idiot Savant	Human Only	Character gains a major bonus to Intelligence, but penalties to Strength, Dexterity, Wisdom and Charisma scores.	2
Illness		The character is suffering from a chronic illness.	3
Incompetence		The character really does not know what they are doing, and has -4 penalty to all Intelligence based checks.	5
Intolerance		There are some people or races that the character really does not like.	1-10
Light Blindness		Abrupt exposure to bright light causes the character to be stunned for one round.	5
Light Sensitivity		The character's eyes are very sensitive to bright light, such as sunlight or a light spell. In bright light he suffers a -1 modifier to attack rolls.	3
Low Pain Tolerance		Each time the character takes damage they must make a saving throw or be dazed for the next round.	5
Lying Eyes		The character receives a -4 penalty on all Bluff checks.	3
Middle Aged		The character begins play middle-aged.	2
Miracle Operation		Gain bonuses to Intelligence and Charisma scores, but penalties to Strength, Dexterity and Constitution scores. No starting money.	4
Night Blindness		The character suffers a -4 on all attack and visual tests in the dark, and the distance they can see at night is cut in half.	3
Nightmares		The character suffers from terrible nightmares, and each morning they must make a check or become fatigued.	5
Oblivious		The character suffers a -2 penalty on all Perception checks.	3
Oldster		The character starts play at "old age" for their race.	4
Pacifist: Self-Defense		The character will only attack after they are attacked or a friend is injured.	5
Pacifist: Total		The character will not take a sentient being's life under any circumstance.	8
Partial Hands	Xenoform	The xenoform has paws with developed fingers and a rudimentary thumb.	3
Partial Speech	Xenoform	The xenoform tends to mix a large amount of growling and snarling in when they speak.	3
Poverty		The character only starts with half the normal amount of money.	4
Sheltered Childhood		The character was coddled as a child.	2
Sickly		The character receives a major bonus to Intelligence score, penalties to Strength, Constitution, and Dexterity scores.	1
Super Model	Female Only	Gain major bonus your Charisma score, but take penalties to Wisdom, Strength, and Intelligence scores.	3
Superstitious	Personal Faith Level of 3+	The character believes that all events have supernatural meaning, which causes a -4 on all checks to disbelieve illusions.	2
Ugly		The number of points gained for this ability determines the negative modifier imposed on all Bluff and Diplomacy tests, and the positive modifier gained on Intimidation tests.	1-10
Uncouth		The character has a talent for saying the wrong things at the wrong time, resulting in a -4 penalty to all Charisma based tests.	8
Uneducated		The character has a -4 penalty on all Knowledge skills.	5
Venerable		The character starts play at venerable age for their race.	6

HINDRANCES

Allergy: The character is violently allergic to something fairly common. When in contact with this substance they suffer -4 on all checks, and take an extra 4 points of damage. **Cost:** 4

Allergy to Artifacts (Major): The character is allergic to magic items; the smallest contact causes pain. Gain bonus to all technology aptitudes but cannot wield any magic items. All penalties and effects are cumulative. Take additional damage from spells and magical effects equal to the caster level. Receive a penalty equal to the caster level of any magical items carried by the character. +4 bonus Technology based test. **Cost:** 4

Allergy to Artifacts (Minor): The character is allergic to magic items; the smallest contact causes pain. Gain bonus to all technology aptitudes but cannot wield any magic items. All penalties and effects are cumulative. Take an additional +2 damage from all spells and magical effects, and when in contact with a magic item receive a penalty equal to 1/2 the caster level of the item. +1 bonus all Technology based tests. **Cost:** 2

Allergy to Artifacts (Severe): The character is allergic to magic items; the smallest contact causes pain. Gain bonus to all technology aptitudes but cannot wield any magic items. All penalties and effects are cumulative. Character takes additional damage from spells and magical effects equal to twice the caster level. If the character is in contact with a magic item they will take the caster level of the item in damage each minute. +10 bonus on all Technology based test. **Cost:** 6

Annoying Habit: The character has some habit that really gets under the skin of other people. This can be anything from always having to get in the last word, to always poking people in the chest while trying to make a point. The character gains a -4 penalty on all social checks. **Cost:** 2

Arsonist: The character loves fire. The character receives a +4 bonus to Demolition skill checks and a -1 penalty to BAB. **Cost:** 1

Bad Karma: The character is a magnet for things going wrong, and always fumbles on a roll of 1-3 on attack rolls. **Cost:** 9

Bad Reputation: The character has done something to get a bad reputation, which causes a -4 penalty on all Charisma based checks. **Cost:** 3

Bandit: The character is wanted as a bandit. They start play with a pistol and three reloads worth of ammo. The pistol is the same Technology Level as the realm the character is from. There is a 1 in 10 chance every session that someone will come after the character. **Cost:** 1

Blind: The character can't see at all, and thus everything has total concealment. This causes the character to receive –4 penalties on Strength-based and Dexterity-based skills. This –4 penalty also applies to Perception checks and any other skill checks for which the GM deems sight to be important. The character can't make checks or perform any other activity, such as reading, that requires vision. Cybernetics and magic can only be used as a tool for buying off this hindrance. **Cost:** 10

Bride of Frankenstein: The character was constructed by a mad scientist to be his bride or the bride of his creation and they somehow managed to escape. They receive a +4 bonus to Charisma and Constitution scores, and a -4 penalty to Dexterity and Wisdom scores. **PreReq:** Techno Organic Construct, Female **Cost:** 1

Charlatan's Protégé: The character was convinced to be the apprentice of a traveling salesman. They gain a +4 bonus to Charisma score and a -2 penalty to Strength and Constitution scores.
PreReq: All but Half Orc, Ork and Xenoform **Cost:** 1

Combat Paralysis: The character really does not deal well with combat. They have to make a Willpower check (DC-15) each round to act while in combat. If they fail the check, they count as being dazed for that round. **Cost:** 9

Cursed to Live in Interesting Times: When a cursed character settles down for more than 2 weeks, things start to happen to keep their life "interesting". These could be small things, like a street gang moves into the character's neighborhood or something large, like the character is suspected of committing a crime. **Cost:** 5

Cyber Intolerance: The character's body and soul are very sensitive. This sensitivity reduces their Cyber-Tolerance by an amount equal to the points gained by this hindrance. **Cost:** 1-9

Cyber Sensitivity: The character's body and soul are very sensitive. This sensitivity reduces their Cyber-Capacity by an amount equal to the points gained by this hindrance. **Cost:** 1-9

Deaf: The character can't hear, takes a –4 penalty on Initiative and Perception checks. Cybernetics and magic cannot be used to remove this hindrance. **Cost:** 5



Death Wish: The character feels that the only way to make amends for something in their past is to go down fighting. They almost never run from a fight, and to do so must make a Willpower check (DC-25). In addition, they will always take the most dangerous route in any situation (for example, while traveling through a dangerous jungle a character with death wish would always take point).
Cost: 5

Decreased Hearing: The character's hearing is not what it should be, and they suffer a -2 penalty on all Perception checks. **Cost:** 3

Enemy: The character has made a single powerful enemy. At the start of each session the GM rolls a d20; if the score is greater than or equal to the frequency of appears, the enemy does something to make the life of the character tougher. The number of points gained also gives some idea of how powerful the enemy is. When selecting Enemy as a Hindrance, first they select the strength of the enemy; this will produce a base point cost of between 1 and 5 points. Then select what the chance is of the enemy making an appearance in an adventure is from the Frequency of Appearance table. Combine the points generated from the Frequency of Appearance table with those generated from the Enemy Strength table to get the final point cost of the hindrance. **Cost:** 1-10

Table 5-3: Enemy Strength	
Base Points	**Level of Enemy**
0	Characters Level – 2
1	Characters Level - 1
2	Characters Level
3	Characters Level + 1
4	Characters Level +2

Table 5-4: Enemy Frequency of Appearance	
Points	**Frequency on a d20**
0	20+
1	19+
2	18+
3	17+
4	16+
5	15+

Escaped Lunatic: The character has escaped from the funny farm. They are extremely resistant to pain but start play with no money. They gain Will to Live (3) and a +2 bonus on all saves against pain. People are actively searching for them; there is a 1 in 10 chance each session that the searchers are in the area of the character.
PreReq: Human Only. **Cost:** 4

Factory Escapee: As a young child the character was sold to a factory as labor and they recently escaped. They gain a +6 bonus to Strength but they have no starting money. There is a minor bounty on them. The chance of someone attempting to collect it is 1 in 20 each session.
PreReq: Half Orc, Ork, or Xenoform **Cost:** 1

Flashbacks: The character suffers flashbacks to some horrible or traumatic experience. When the flashbacks occur they must make a Willpower check (DC-20) or be lost in the flashbacks for 1d6 rounds. While lost in the flashbacks they are unable to communicate with anyone that is not involved in them, and is considered flat-footed.
Cost: 5

Gunfighter's Code: The character lives by a code of honor that few others do. They will never attack an unarmed opponent, never attacks from behind, etc.
Cost: 5

Heavy Sleeper: The character sleeps like the dead and is extremely hard to wake up. They are automatically surprised if attacked while sleeping. For a heavy sleeper to wake up they must make a Willpower (DC-20). **Cost:** 1

Hero's Code: The character never turns down a request for assistance, particularly if there are innocents involved. They can attempt to not help someone, but it takes a Willpower check (DC-20). This goes up to DC-25 if innocents are involved. **Cost:** 5

Hunted: The character has a group of people looking for them. The magnitude of the people involved is determined by the number of points taken in the hindrance. At the start of each session the GM rolls a d20. If the score is greater than or equal to the frequency, the hunters will appear that session. Select one entry from each table adding the points generated from each together to determine the final cost of this hindrance. **Cost:** 1-10

Table 5-5: Hunted Organization Size	
Base Points	**Size**
2	Small
3	Medium
4	Large
+1 point if organization is Trans-Realm	

Table 5-6: Hunted Hunters' Levels	
Points	**Level of Hunters**
-1	Character Level – 2
0	Character Level - 1
1	Character Level
2	Character Level + 1

Table 5-7: Hunted Frequency of Appearance	
Points	**Frequency on a d20**
0	18+
1	17+
2	16+
3	15+

Idiot Savant: The character was institutionalized as a child, believed to be mentally handicapped. They are actually brilliant at keeping track of numbers and mathematics. They receive a +6 bonus to their Intelligence score. In addition they receive -2 penalties to Strength, Dexterity, Wisdom, and Charisma scores. **PreReq:** Human Only **Cost:** 2

Illness: The character suffers from a chronic illness, and each morning must make Fortitude check (DC-15) or suffer a -4 on all tests. Someone using Healing skill can assist the character on the Fortitude check; a medi-kit can also be used to grant an equipment bonus. **Cost:** 3

Incompetence: No matter how many times something is explained to the character, they still seems to get it wrong, and they suffer a -4 penalty on all Intelligence based checks. **Cost:** 5

Intolerance: There are some people or races that the character really does not like. The number of points gained for this hindrance determines the negative modifier applied to social checks that involve the disliked people or race. **Cost:** 1-10

Light Blindness: Abrupt exposure to bright light causes the character to be stunned for one round. In addition, they suffer a -1 modifier on all attack, task, or skill rolls. This effect can be negated by wearing specially designed sunglasses or visors. **Cost:** 5

Light Sensitivity: The character's eyes are very sensitive to bright light (such as sunlight or a light spell), and when exposed to such light they suffer a -1 modifier to attack rolls. **Cost:** 3

Low Pain Tolerance: The character has a very low tolerance for pain, and each time they take damage they must make a Willpower save equal to 10 + the amount of damage done, or be stunned for the next round. In addition to the chance of being stunned, they receive a -4 penalty whenever pain is used as a form of persuasion. **Cost:** 6

Lying Eyes: Everyone finds it really hard to believe what the character tells them, even when they are telling the truth, and they suffer a -4 penalty on all Bluff and Diplomacy checks. **Cost:** 3

Middle Aged: The character starts play middle-aged for their race, and suffers -1 Strength, Dexterity, and Constitution, but gains +1 Intelligence, Wisdom, and Charisma. . In addition, the character may have two background edges. **Cost:** 2

Miracle Operation: The character lost their sight at a young age but their wealthy family found a doctor that could restore their sight. They gain +2 bonuses to Intelligence and Charisma scores, but -2 penalties to Strength, Dexterity, and Constitution scores. The surgery cost their family its fortune. No starting money. **Cost:** 4

Night Blindness: The character suffers a -4 on all attack and visual tests in the dark, and the distance they can see at night is cut in half. **Cost:** 3

Nightmares: The character suffers from terrible nightmares, and each morning must make a Willpower check (DC-20) or be fatigued. Characters that are fatigued cannot run or charge and take a penalty of –2 to Strength and Dexterity. After 8 hours of complete, uninterrupted rest, a fatigued character is no longer fatigued. **Cost:** 5

Oblivious: The character always seems to have their head in the clouds and tends to miss things. They suffer a -2 penalty on Perception checks. **Cost:** 3

Oldster: The character has been around the block more than a few times, and starts play at "old age" for their race. They suffer -2 Strength, Dexterity, and Constitution but gains +2 Intelligence, Wisdom, and Charisma. In addition, the character may have three background edges/hindrances. **Cost:** 4

Pacifist (Self-Defense): The character will only attack after they are attacked or a friend is injured. If they attack unprovoked, they must make a Willpower check (DC-20) or be wracked with a guilt that causes -4 on all Initiative checks for 24 hours. **Cost:** 5

Pacifist (Total): The character will not take a sentient being's life under any circumstance, and must make Willpower check (DC-20) to use a weapon that causes lethal damage. **Cost:** 8

Partial Hands: The xenoform does not have fully formed human-like hands. The xenoform's paws have developed fingers and a rudimentary thumb allowing for rough manual dexterity. This causes a -4 penalty on all Dexterity based skills and a -2 on all attacks made with wielded weapons. **PreReq:** Xenoform **Cost:** 3

Partial Speech: The xenoform finds it very hard to communicate through speech. Their voice is growly and animal-like and they tend to include large amounts of growling and snorting when speaking. Whenever the xenoform attempts to communicate through speech the recipient must make a Sense Motives (DC-15) to understand. If a character spends more than a week with the xenoform the Sense Motive checks go down to (DC-10). This hindrance also imparts a +3 bonus on Intimidation checks. **PreReq:** Xenoform **Cost:** 3

Poverty: The character only starts with half the normal amount of money. In addition, since they are not used to having money, they will either horde it or spend it as fast as possible. **Cost:** 4

Sheltered Childhood: The character coddled as a child. As a result of their over protective parents they suffer a -4 penalty to their Strength score, but gain a +2 bonus to Intelligence and Wisdom scores. In addition due to having to hide activities from their parents they receive a +2 bonus on Stealth checks. **Cost:** 2

Sickly: The character was born with a weak immunity system. They gain a +6 bonus to Intelligence and -2 penalties to Strength, Constitution and Dexterity scores. **Cost:** 1

Super Model: The character is a stunningly gorgeous woman, but they have been pampered and coddled all of their life. They gain a +6 bonus to Charisma score and take a -4 penalty to Strength, Intelligence, and Wisdom scores. **PreReq:** Females Only **Cost:** 3

Superstitious: The character believes that all events have supernatural meaning, which causes a -4 on all checks to disbelieve illusions. For a character to take this hindrance they must have a Personal Faith level of at least 3. **PreReq:** Personal Faith Level 3+ **Cost:** 2

Ugly: Let's just say the character is not considered a looker. The number of points gained for this hindrance determines the negative modifier for Bluff and Diplomacy checks, and the positive modifier for Intimidation checks. **Cost:** 1-10

Uncouth: The character has a talent for saying or doing the wrong things at the wrong time while in social situations, resulting in a -4 penalty to all Charisma based tests. **Cost:** 8

Uneducated: The character has not received any kind of schooling, and all Knowledge skills have a -4 penalty. **Cost:** 5

Venerable: The character starts play at venerable age for their race, and receives the following stat modifiers: -3 to Strength, Dexterity, and Constitution, but +3 to Intelligence, Wisdom, and Charisma. In addition to the modifiers for age, the character receives a bonus amount of skill points equal to the number they received at 1st level and may have four background edges/hindrances. **Cost:** 6

Table 5-8: Meta Edges		
Name	**Short Description**	**Cost**
Enforcers (Trans-Dimensional)	The party is part of an organization that upholds a set of laws that span dimensions, and will be called on to perform missions for the organization they are part of.	3
Unbound	The party is not bound to any particular dimension or world. This means that adventures do not have to fit together for the campaign.	3
Chronicler	The player is required to supply a journal of the party's adventure. For each session that the player does not supply this journal, the character is penalized with a -10% experience point loss.	0
Leader	The player has placed themselves in the role of the group leader. They receive an experience point bonus for each party member that survives the adventure, and a penalty for each one killed.	0
Researcher	The player is responsible for doing research outside the game. This research does not have to relate to the current adventure.	0

META EDGES AND HINDRANCES

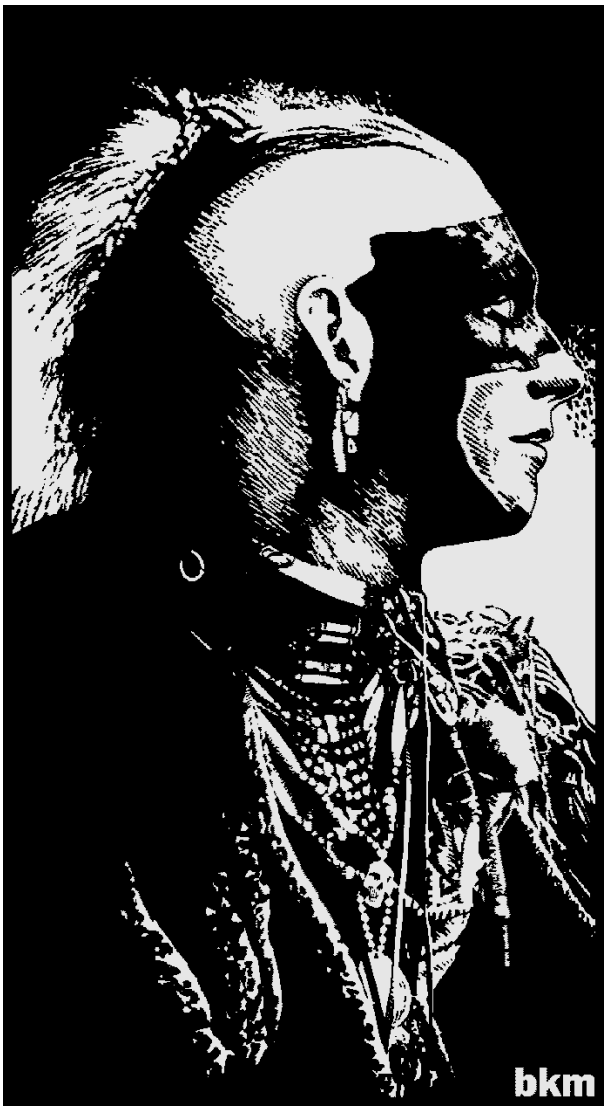
Enforcers (Trans-Dimensional): The party is part of an organization that upholds a set of laws that span dimensions, and will be called on to perform missions for the organization (see the Guilds and Organizations chapter for specifics on the organizations). **Cost:** 3

Unbound: The party is not bound to any particular dimension or world. This means that adventures do not have to fit together for the campaign. This is a chance for the GM to have a lot of fun. The GM determines the specifics of the party being unbound, such as how long they stay in a dimension and how they travel between dimensions. For example, the party could have a device that opens gates but that takes them to random dimensions, and each time they enter a dimension they are there for random amounts of time. **Cost:** 3

Chronicler: The player is required to supply a journal of the party's adventure. For each session that the player does not supply this journal the character is penalized with a -10% experience point loss. If the majority of the party agrees, the chronicler can receive up to a 20% bonus on experience for doing an exceptional job on the journal. **Cost:** 0

Leader: The player has placed himself in the role of the group leader. They receives an experience point bonus for each party member that survives the adventure (+5%), and a penalty for each one that dies (-5%). **Cost:** 0

Researcher: The player is responsible for doing research outside the game. This research does not have to relate to the current adventure, but does have to relate to the campaign. The GM should award an experience bonus of 10% to 20%, depending upon how pertinent the information is. **Cost:** 0



CHAPTER SIX

SKILLS

The cabby reaches back and smacks the head of the student, "Youz paying attention?"

"One of the things ya need to remember is there's no such thing as a useless skill. A lot of the information that they will be teaching you up at the University will seem dull, but pay attention." He takes a long drag off his cigar "In this universe even the simplest skill can save your life." The cabby exhales a large smoke cloud.

Neverwhen Skill Descriptions

Skills are presented in alphabetical order, using a format similar to that used in the Pathfinder Roleplaying Game rulebook.

Astrogation (Int; Trained Only)

You are skilled at plotting courses through both conventional and hyperspace.

Check: Make an Astrogation check when a character is trying to find his way through either hyperspace or conventional space. Generally, a character does not need to make a check if the character has access to a navigation computer, accurate maps and time to make all of the calculations. However, the character might make a check when his detail about a star system is several months out of date or the navigation computer on their vessel has been damaged. For a vessel to make a jump using the hyperdrive, a navigator will have to make an Astrogation check, this check is a Base DC of 15 with the following modifiers.

If an astrogator fails their Astrogation check the vessel mis-jumps and appears at a random location.

Action: An Astrogation check takes 1 hour per parsec being traveled.

Try Again: The character keeps trying until they succeed, losing half a day for each failure.

Table 6-1: Astrogation Age or Data

Age of Data	Modifier
Day old	+2
Week old	+5
Midmonth old	+8
No data	+10
Rushed Calculation one half time	+5
Rushed Calculation one quarter time	+8
Rushed Calculation one tenth time	+15

A character can use Astrogation to determine their position after a mis-jump by checking the arrangement of the stars and with a navigation computer. The DC for finding ones position after a mis-jump is 15 + per parsec that the vessel mis-jumped.

Special: A character can take 10 when making an Astrogation check. A character can take 20 only when determining their location, not when traveling.

Computer (Int)

Most normal computer operations do not require a Computer check. However, searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (better or worse), and breaking through computer security are all relatively difficult and require skill checks.

Check: The character can use the Computer skill to find files on an unfamiliar system, defeat computer security, defend security or write programs.

Find File: This skill can be used for finding files or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which the character is searching.

This application of the Computer skill only pertains to finding files on private systems with which the character is not familiar. Table 6-2, shown below, lists the DC depending on the type of computer a character is working with.

Table 6-2: Site Size		
Size of Site	**DC**	**Time**
Personal Computer	10	1 round
Small Office Network	15	2 rounds
Large Office Network	20	1 minute
Massive Corporate Network	25	10 minutes

Defeat Computer Security: This application of Computer cannot be used untrained. The DC is determined by the quality of the security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorized entry. An alerted administrator may attempt to identify the character or cut off the character's access to the system.

Sometimes, when accessing a difficult site, the character has to defeat security at more than one stage of the operation. If the character beats the DC by 10 or more when attempting to defeat computer security, the character automatically succeeds at all subsequent security checks at that site until the end of the character's session (see Computer Hacking below).

Table 6-3: Security Level	
Level of Security	**DC**
Minimum	20
Average	25
Exceptional	35
Maximum	40

Defend Security: If the character is the system administrator for a site, which may be as simple as being the owner of a laptop, they can defend the site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder's access or identify the intruder.

Computer Hacking

Breaking into a secure computer or network is often called hacking.

When a character hacks, they attempt to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single computer or as large as a corporate network connecting computers and data archives all over the world. The important thing is that access to the site connects the user to everything within it. Some sites can be accessed via the Internet; others are not connected to any outside network and can only be tapped into by a user who physically accesses a computer connected to the site.

Every site is overseen by a system administrator, the person in charge of the site and who maintains its security. Often, the system administrator is the only person with access to all of a site's functions and data. A site can have more than one system administrator. Large sites have a system administrator on duty at all times. A character is the system administrator of their personal computer.

When a character hacks into a site, the visit is called a session. Once a character stops accessing the site, the session is over. The character can go back to the site in the future; when they do it is a new session.

The following are the required steps to hacking into a site:

Covering Tracks: This step is optional, but important. By making a Computer check (DC-20), a character can alter his or her identifying information. This imposes a –5 penalty on any attempt made to identify the character if the activity is detected.

Access the Site: There are two ways to do this: physically or over the Internet.

Physical Access: A character gains physical access to the computer, or a computer connected to the site. If the site being hacked is not connected to the Internet, this is probably the only way a character can access it. A variety of skill checks may be required, depending on the method used to gain access.

Net Access: Reaching a site over the net requires two Computer checks. The first check (DC-10) is needed to find the site on the net. The second is a check to defeat computer security. Once a character has succeeded in both checks, the character has accessed the site.

Locate What You're Looking For: To find the data, application, or remote device the character wants, make a Computer check. See Find File under this skills description for the DCs.

Defeat File Security: Many networks have additional file security. If that is the case, the character needs to make another check to defeat computer security.

Do Your Stuff: Finally, the character can actually do what he came to do. If the character just wants to look at records, no additional check is needed. A character can download data, although that often takes several rounds, or even several minutes for especially large amounts of information, to complete. Altering or deleting records sometimes requires yet another check to defeat computer security. Other operations can be carried out according to the Computer skill description.

To cut off access, make an opposed Computer check against the intruder. If the character succeeds, the intruder's session is ended. The intruder might be able to defeat the character's security and access the site again, but the intruder will have to start the hacking process all over. Attempting to cut off access takes a full round.

One sure-fire way to prevent further access is to simply shut the site down. With a single computer, that is often no big deal, but on a large site with many computers, or computers controlling functions that cannot be interrupted, it may be time consuming or even impossible.

To identify the intruder, make an opposed Computer check against the intruder. If the character succeeds, the character learns the site from which the intruder is operating. If it is a single computer, the character learns the name of the computer's owner. Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the character's site for the entire length of the check. If the intruder's session ends before the character finishes the check, the character automatically fails.

Degrade Programming: A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what the character tries to do. Crashing a computer simply shuts it down. Its user can restart it without making a skill check; restarting takes 1 minute. Destroying programming makes the computer unusable until the programming is repaired. Damaging programming imposes a –4 penalty on all Computer checks made with that computer. Sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong and will not simply decide to use a different computer.

A character can degrade the programming of multiple computers at a single site; doing so adds +2 to the DC for each additional computer.

Table 6-4: Scope of Alteration

Scope of Alteration	DC	Time
Crash computer	10	1 minute
Destroy programming	15	10 minutes
Damage programming	20	10 minutes

Fixing the degraded programming requires 1 hour and a Computer check against a DC equal to the DC for degrading it + 5.

Write Program: A character can create a program to help with a specific task. Doing so grants the character a +2 circumstance bonus to the task. A specific task, in this case, is one type of operation with one target. The DC to write a program is 20; the time required is 1 hour.

Special: A character can take 10 when using the Computer skill. A character can take 20 in some cases, but not in those that involve a penalty for failure. A character cannot take 20 to defeat computer security or defend security.
A character with the Gearhead feat gets a +2 bonus on all Computer checks.

Action: Computer requires at least a full-round action. The GM may determine that some tasks require several rounds, a few minutes, or longer, as described above.

Table 6-5: Computer Operations

Type of Operation	DC	Time
Shut Down Passive Remote(Including Cameras and Door Locks)	20	1 round / remote
Shut Down Active Remote(Including Motion Detectors and Alarms)	25	1 round / remote
Reset Parameters	30	1 minute / remote
Change Pass Codes	25	1 minute
Hide Evidence Of Alteration	+10	1 minute
Minimum Security Modifier	–5	—
Exceptional Security Modifier	+10	—
Maximum Security Modifier	+15	—

Craft (Int)

In addition to the Crafting skills given in the Pathfinder Roleplaying Game Rulebook the following Crafting skills are added: Craft (Chemical), Craft (electronic), Craft (mechanical), Craft (Pharmaceutical), Craft (Structural), Craft (Visual Arts), and Craft (Writing).

Generally, a character can take 10 when using a Craft skill to construct an object, but cannot take 20 since doing so represents multiple attempts, and the character uses up the raw materials after the first attempt. The exception is Craft (Writing); a character can take 20 because the character does not use up any raw materials.

Craft (Chemical)

This skill allows a character to mix chemicals to create acids, bases, explosives, and poisonous substances.

Table 6-8: Poisons									
Poison	**Type**	**Save DC**	**Onset**	**Freq.**	**Effect**	**Cure**	**Cost**	**Craft DC**	**Time**
Arsenic	Ingested	13	10 min.	1/min, for 4 min.	1d2 Con	1 save	120	24	4 hr.
Belladonna (Plant)	Ingested	14	10 min.	1/min, for 6 min.	1d2 Str + Special	1 save	100	n/a	n/a
Chloroform	Inhaled	17	--	1/min, for 2 min.	Unconscious 1 min/ 2d4 hours.	1 save	90	24	4 hr.

Acids and Bases: Acids are corrosives substances. Bases neutralize acids but do not deal damage. A base of a certain type counteracts an acid of the same type or a less potent type.

Table 6-6: Acids				
		Craft DCs		
Type of Acid	**Cost**	**Acid**	**Base**	**Time**
Mild (1d6/1d10)[1]	70	15	10	1 min.
Potent (2d6/2d10)	200	20	15	30 min.
Concentrated (3d6/3d10)	650	30	20	1 hr.

1 The dice rolls in parentheses are typical splash damage/immersion damage caused per round of exposure to the acid.

Explosives: Building an explosive from scratch is dangerous. If the Craft (Chemical) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius.

If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires a Demolitions check.

Table 6-7: Scratch Build Explosives			
Type of Scratch-Built Explosive	**Cost**	**Craft DC**	**Time**
Improvised (1d6/5 feet)	40	10	1 round
Simple (2d6/5 feet)	200	15	10 min.
Moderate (4d6/10 feet)	650	20	1 hr.
Complex (6d6/15 feet)	2000	25	3 hr.
Powerful (8d6/20 feet)	5000	30	12 hr.
Devastating (10d6/25 feet)	35000	35	24 hr.

The figures in parentheses are typical damage/burst radius for each type of explosive

Poisonous Substances: Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective. The table below summarizes the characteristics of various poisons.

If the Craft check succeeds, the final product is a synthesized solid or liquid poison stored in a bottle or a gas stored in a pressurized cylinder. When released, the gas is sufficient to fill a 10-foot-radius area and takes 1 round to fill the area.

Special: A character without a chemical kit takes a –4 penalty on Craft (Chemical) checks. A character with the Builder feat gets a +2 bonus on all Craft (Chemical) checks.

Craft (Electronic)

This skill allows a character to build electronic equipment from scratch, such as audio and video equipment, timers and listening devices, or radios and communication devices.

When building an electronic device from scratch, the character describes the kind of device they want to construct; then the Gamemaster decides whether the device is simple, moderate, complex, or advanced compared to current technology levels of the character and the place.

Table 6-9: Craft Electronics			
Type of Scratch-Built Electronics (Examples)	**Cost**	**Craft DC**	**Time**
Simple (Timer or Detonator)	35	15	1 hr.
Moderate (Radio Direction Finder, Electronic Lock)	100	20	12 hr.
Complex (Cell Phone)	325	25	24 hr.
Advanced (Computer)	1,750	30	60 hr.

Special: A character without an electrical tool kit takes a –4 penalty on Craft (electronic) checks. A character with the Builder feat gets a +2 bonus on all Craft (electronic) checks.

Craft (Mechanical)

This skill allows a character to build mechanical devices from scratch, including engines and engine parts, weapons, armor, and other gadgets. When building a mechanical device from scratch, the character describes the kind of device they want to construct; then the Gamemaster decides if the device is simple, moderate, complex, or advanced compared to current technology levels of the character and the place.

Table 6-10: Craft Mechanical			
Type of Scratch-Built Mechanical Device (Examples)	Cost	Craft DC	Time
Simple (Tripwire Trap)	15	15	1 hr
Moderate (Engine Component, Light Armor)	100	20	12 hr.
Complex (Automobile Engine, 9mm Autoloader Handgun)	325	25	24 hr.
Advanced (Jet Engine)	1,000	30	60 hr.

Special: A character without a mechanical tool kit takes a –4 penalty on Craft (mechanical) checks. A character with the Builder feat gets a +2 bonus on all Craft (mechanical) checks.

Craft (Pharmaceutical)

This skill allows a character to compound medicinal drugs to aid in recovery from treatable illnesses. A medicinal drug gives a +2 circumstance bonus on Fortitude saves made when resisting the effects of a disease.

The Craft (pharmaceutical) check is based on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it.

Table 6-11: Craft Pharmaceutical			
Disease Fortitude Save DC	Cost	Craft DC	Time
14 or lower	15	15	1 hr.
15–18	60	20	3 hr.
19–22	150	25	6 hr.
23 or higher	1,000	30	12 hr.

Special: A character without a pharmacist kit takes a –4 penalty on Craft (pharmaceutical) checks. A character with the Medical Expert feat gets a +2 bonus on all Craft (pharmaceutical) checks.

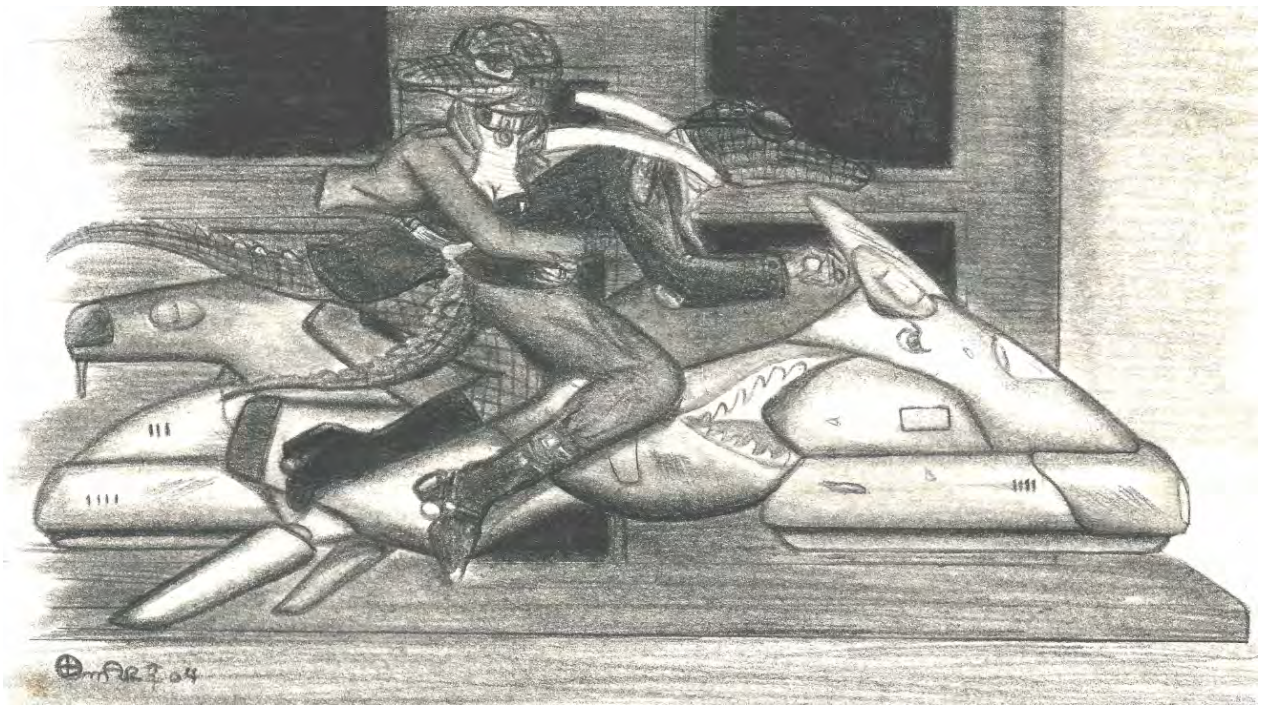
Craft (Structural)

This skill allows a character to build wooden, concrete, or metal structures from scratch, including bookcases, desks, walls, houses, and so forth, and includes such handyman skills as plumbing, house painting, drywall, laying cement, and building cabinets.

Table 6-12: Craft Structural			
Type of Scratch-Built Structure (Examples)	Cost	Craft DC	Time
Simple (bookcase, false wall)	15	15	12 hr.
Moderate (catapult, shed, house deck)	600	20	24 hr.
Complex(bunker, domed ceiling)	250	25	60 hr.
Advanced (house)	1,000	30	600 hr.

When building a structure from scratch, the character describes the kind of structure he wants to construct; then the Gamemaster decides if the structure is simple, moderate, complex, or advanced in scope and difficulty.

Special: A character without a mechanical tool kit takes a –4 penalty on Craft (structural) checks. A character with the Builder feat gets a +2 bonus on all Craft (structural) checks.



Demolitions (Int, Trained Only)

The character is skilled in the handling, placement and removal of explosives

Check: Setting a simple explosive to blow up at a certain spot does not require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

Set Detonator: Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Demolitions check (DC-10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

A character can make an explosive difficult to disarm. To do so, the character chooses the disarm DC before making his or her check to set the detonator (it must be higher than 10). The character's DC to set the detonator is equal to the disarm DC.

Place Explosive Device: Carefully placing an explosive to exploit vulnerabilities in a fixed structure e (a stationary, unattended inanimate object) can maximize the damage dealt.

The GM makes the check, so that the character does not know exactly how well he has done. On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.

Disarm Explosive Device: Disarming an explosive that has been set to go off requires a Demolitions check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If the character fails the check, they do not disarm the explosive. If the character fails by more than 5, the explosive goes off immediately.

Action: Setting a detonator is usually a full-round action. Placing an explosive device takes 1 minute or more, depending on the scope of the job.

Special: A character can take 10 when using the Demolitions skill, but can't take 20.

A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Demolitions checks. A character without a demolitions kit takes a –4 penalty on Demolitions checks.

Making an explosive requires the Craft (chemical) skill. See that skill description for details.

Drive (Dex, Armor Check)

The character is skilled at the handling and operation of vehicles.

Check: Routine tasks, such as ordinary driving, do not require a skill check. Make a check only when some unusual circumstance exists; i.e. inclement weather, icy surface, chasing or being chased, or trying to reach a destination in a limited amount of time. When driving, the character can attempt simple maneuvers or stunts. See Driving a Vehicle for more details.

Try Again: Most driving checks have consequences for failure that make trying again impossible.

Action: A Drive check is considered a move action.

Special: A character can take 10 when driving, but can't take 20.

A character with the Vehicle Expert feat gets a +2 bonus on all Drive checks.

There is no penalty for operating a general-purpose motor vehicle. Other types of motor vehicles; heavy-wheeled, powerboat, sailboat, ship, and tracked require the corresponding Surface Vehicle Operation feat or the character takes a –4 penalty on Drive checks.

Knowledge (Int, Trained Only)

This skill encompasses several categories, each of them treated as a separate skill. In addition to the Knowledge skills outlined in the Pathfinder Roleplaying Game Rulebook, the following Knowledge skills are introduced:

Table 6-13: Knowledge Skills

Knowledge Skill	Description
Art	Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography, and performance art forms such as music and dance, among others.
Behavioral Sciences	Psychology, sociology, and criminology.
Business	Business procedures, investment strategies, and corporate structures. Bureaucratic procedures and how to

	navigate them.
Civics	Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.
Current Events	Recent happenings in the news, sports, politics, entertainment, and foreign affairs.
Cybernetics	Current developments in cybernetic replacement, as well as the background knowledge of the subject.
Dimensionology	Current events relating to inter-dimensional science, as well as the background knowledge of dimensional theory.
Earth and Life Sciences	Biology, botany, genetics, geology, and paleontology. Medicine and forensics.
Physical Sciences	Astronomy, chemistry, mathematics, physics, and engineering.
Popular Culture	Popular music and personalities, genre films and books, urban legends, comics, science fiction, and gaming, among others.
Robotics	Current developments in cutting-edge robotic units, as well as the background necessary to identify specific robotic units.
Technology	Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices.
Technomancy	This is the study of combining magic and technology.

Languages

This list is by no means exhaustive—there are many more language groups, and most groups contain more languages than those listed here.

Table 6-14: Trans-Dimensional Languages

Language	Typical Speakers	Alphabet
Techno Speak	All races with technology levels above 5	Common
Combat Jargon	Any race that has a dedicated military history	Common
Gorillian	Gorillian	Gorillian
Hydradjin	Hydradjin	Hydradjin
Couatl	Couatl	Couatl
Ork	Ork	Ork
Techno-Dwarf	Techno-Dwarf	Techno-Dwarf
Hylathan	Hylathan	Hylathan
Trade	Any	Trade
Synthspeak	Techno Organic Construct	Synthspeak
Balil[1]	Sons of Balil	Balil

[1] Extremely rare language difficult for a character to find someone to teach it to them.

Navigation (Int)

This skill enables a character to find their way to a distant location without directions or other specific guidance.

Check: Make a Navigation check when a character is trying to find their way to a distant location without directions or other specific guidance. Generally, a character does not need to make a check to find a local street or other common urban sites, or to follow an accurate map. However, the character might make a check to wind their way through a dense forest or a labyrinth of underground storm drains.

For movement over a great distance, make a Navigation check. The DC depends on the length of the trip. If the character succeeds, they move via the best reasonable course toward their goal. If the character fails, they still reach the goal, but it takes twice as long. If the character fails by more than 5, they travel the expected time, but only gets halfway to the destination, at which point the character becomes lost.

A character may make a second Navigation check (DC-20) to regain their path. If the character succeeds, they continue on to the destination; the total time for the trip is twice the normal time. If the character fails, they lose half a day before the character can attempt to find their way again.

Action: A Navigation check is a full-round action.

Try Again: The character keeps trying until they succeed, losing half a day for each failure.

Table 6-15: Navigation

Length of Trip	DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

When faced with multiple choices, such as at a branch in a tunnel, a character can make a Navigation check (DC-20) to intuit the choice that takes the character toward a known destination. If unsuccessful, the character chooses the wrong path, but at the next juncture, with a successful check, the character realizes his mistake.

A character cannot use this function of Navigation to find a path to a site if the character has no idea where the site

is located. The GM may choose to make the Navigation check for the character in secret, so they do not know from the result whether the character is following the correct path.
A character can use Navigation to determine their position on earth without the use of any high-tech equipment by checking the constellations or other natural landmarks. The character must have a clear view of the night sky to make this check. The DC is 15.

Special: A character can take 10 when making a Navigation check. A character can take 20 only when determining his location, not when traveling.

A character with the Guide feat gets a +2 bonus on all Navigation checks.

Pilot
(Dex, Trained Only, Armor Check)

This skill allows the operation of flying vehicles.

Check: Typical piloting tasks do not require checks. Checks are required during combat, for special maneuvers, or in other extreme circumstances, or when the pilot wants to attempt something outside the normal parameters of the vehicle. When flying, the character can attempt simple maneuvers and stunts (actions in which the pilot attempts to do something complex very quickly or in a limited space).

Each vehicle's description includes a maneuver modifier that applies to Pilot checks made by the operator of the vehicle.

Special: A character can take 10 when making a Pilot check, but can't take 20.

A character with the Vehicle Expert feat gets a +2 bonus on all Pilot checks.

There is no penalty for operating a general-purpose fixed-wing aircraft. Other types of aircraft, heavy aircraft, helicopters, jet fighters, and spacecraft require the corresponding Aircraft or Starship Operations feat, or else the character takes a –4 penalty on Pilot checks.

Action: A Pilot check is a move action.

Repair
(Int, Trained Only)

This skill is the ability to fix complex electronic and or mechanical devices.

Check: Most Repair checks are made to fix complex electronic or mechanical devices. The DC is set by the GM. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete. Making repairs also involves a monetary cost when spare parts or new components are needed, represented by a cost column in table 6-16. The GM decides if/what cost are necessary for the type of repair the character is attempting.



Table 6-16: Repair Task			
Repair Task (Example)	**Cost**	**Repair DC**	**Time**
Simple (Tool, Simple Weapon)	20	10	1 min.
Moderate (Mechanical or Electronic Component)	55	15	10 min.
Complex (Mechanical or Electronic Device)	120	20	1 hr.
Advanced (Cutting-Edge Mechanical or Electronic Device)	275	25	10 hr.

Jury-Rig: A character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the cost by 100cr and the Repair check DC by 5, and allows the character to make the checks in as little as a full-round action.

However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter.

A character can also use jury-rig to hot-wire a car or jump-start an engine or electronic device. The DC for this is at least 15, and it can be higher depending on the presence of security devices.

The jury-rig application of the Repair skill can be used untrained.

Action: See the table for guidelines. A character can make a jury-rig repair as a full-round action, but the work only lasts until the end of the current encounter.

Try Again: Yes, though in some specific cases, the GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.

Special: A character can take 10 or take 20 on a Repair check. When making a Repair check to accomplish a jury-rig repair, a character cannot take 20.

Repair requires an electrical tool kit, a mechanical tool kit, or a multipurpose tool kit depending on the task. If the character does not have the appropriate tools, they take a –4 penalty on the check.

A character with the Gearhead feat and at least 1 rank in this skill gets a +2 bonus on all Repair checks.

Sensor Operations (Int, Trained Only)

This skill encompasses the use of sensing devices such as those found on starships, but also includes the use of hand-held or vehicle mounted sensors.

Check: DC and effects are determined by check being attempted:

Table 6-17: Sensor Operation Tasks		
Task	**DC**	**Time**
Survey System	20	8 Hours
Survey Planet	20	4 Hours
Scan Vessel	20 – Vessels Signature	Full Round Action
Defensive Electronic Warfare	Opposed	1 Standard Action
Going Wild Weasel	25 - Vessels Signature	1 Round
Locate Target with Hand-Held Scanner	15 + Targets Stealth	Full Round Action
Locate Target with Vehicle Scanner	15 + Targets Stealth	Full Round Action

Survey System: On a successful check the character is able to provide information on a star system such as basic planet information (size and atmosphere), if there are any starships in the system, etc.

Survey Planet: On a successful check the character is able to give in-depth information on a planet, such as largest city and approximate power levels.

Scan Vessel: On a successful check the character is able to determine if a vessel has its weapons armed, what types of weapons are on the vessel, and the approximate power level.

Defensive Electronic Warfare: If the character succeeds on an opposed sensor operations check the defending vessel's signature is reduced by 10 points.

Wild Weasel: On a successful check the character has increased the signature of the vessel in an attempt to draw fire. The signature of the ship is increased by +10.

Hand-Held Scanning Equipment: Sensor Operations is used in place of Perception when attempting to detect something with a hand-held scanning device.

Action: A full round action.

Try Again: No.

Synergy: If you have 5 or more ranks in Computer, you receive a +2 bonus on Sensor Operation checks.



Starship Gunnery (Int)

Due to the complexity of starship weapons, this skill is used in place of base attack bonus when firing starship weapons. This skill allows the character use all starship-classed weapons.

Check: The DC and effect depend on the armor class and signature of the target.

Action: Standard Action.

Try Again: No, each check is a new attack.

Untrained: All attacks made are at a -4.

Synergy: If you have 5 or more ranks in Sensor Operations, you receive a +2 bonus on Starship Gunnery checks.

Streetwise (Cha)

This skill is primarily used for the location of rare or hard to find items.

Check: This skill is primarily used for the location of rare or hard to find items within a city. The character is going out on the streets spreading some credits and talking to people to locate the item.

Action: A typical Streetwise check takes 1d4+1 hours.

Try Again: Yes, but it takes time for each check. Furthermore, the character may draw attention to themselves if they repeatedly pursue a certain item.

Synergy: If the character has 5 or more ranks in Knowledge (Local), they get a +2 bonus on Streetwise checks.

CHAPTER SEVEN

FEATS

"Now I don't want you to think that skills are the only thing that you need to know," says the cabby waving his cigar to emphasize each point.

"There are these things I like to refer to as 'feats'; they are more than skills but less than the supernatural abilities that some races get. Which of these 'feats' that you learn is very important and can save the lives of you and your comrades. For example I spent a few years working on my vehicle skills and I now consider myself a vehicle expert.

"There is more to it than just studying hard, you have to get out there and experience the world. The more you experience the more you will learn. The more you learn the better your chances of survival." With that the cabbie stops waving the cigar and continues his slow smoking.

These feats are in addition to the feats found within the Pathfinder Roleplaying Game. Players can freely select feats from either source.

Table 7-1: Feats

Feat	Prerequisite	Benefits
Advanced Combat Martial Arts	Combat Martial Arts, Improved Combat Martial Arts, Base Attack Bonus +8	Empty hand strike scores double damage on critical hit.
Agile Riposte	Dexterity 13, Dodge	If dodge target fails to hit with a melee attack, may make an attack of opportunity against the attacker.
Aircraft Operation	Pilot 4 Ranks	Allows the maintenance and operation of aircraft. Must select a single type of aircraft that the skill supports.
Brawl		+1 attack bonus with empty hand attacks, doing 1d6 damage and can choose to do lethal or non-lethal damage.
Builder		+2 bonus on two crafting skills.
Burst Fire	Wisdom 13, Martial Weapons (Small Arms)	Allows the firing of controlled burst from automatic weapons.
Cautious		+2 bonus on Disable Device and Demolitions.
Combat Martial Arts	Base Attack Bonus +1	Empty hand attacks do 1d4 damage, count as armed attacks, can make attacks of opportunity, and can choose to do lethal or non-lethal damage.
Cybernetic Surgery	Heal 8 Ranks, Surgery	Allows the character to implant or remove cybernetics.
Dead Aim	Wisdom 13, Far Shot	If character takes a full round to aim and does not move they gain a +2 bonus on next attack.
Deceptive		+2 bonus on Disguise and Bluff.
Defensive Martial Arts	Combat Martial Arts	Provides a +1 dodge bonus to Armor Class.
Double Tap	Dexterity 13, Point Blank Shot	Attacker takes a -2 penalty to attacks but may fire two rounds from a semi-automatic pistol at the same target.
Drive-By Attack		Takes no speed penalties when firing a weapon from a moving vehicle.
Educated		+2 bonus on two knowledge skills.
Elusive Target	Dexterity 13, Defensive Martial Arts	Ranged attacks take an additional -4 penalty to hit you if you are engaged in melee.
Force Stop	Drive 4 Ranks, Vehicle Expert	Can perform a stunt to cause another driver to come to a stop.
Gate Veteran		Reduces the effects of gate sickness.
Gearhead		+2 Computer and Repair.

Feat	Prerequisite	Benefits
Guide		+2 Navigation and Survival.
Improved Brawl	Brawl, Base Attack Bonus +3	Empty hand attacks gain +2 attack bonus, 1d8 damage, and can choose between lethal and non-lethal damage.
Improved Combat Martial Arts	Combat Martial Arts, Base Attack Bonus +4	Critical threat range for empty hand attacks increase to 19-20.
Improved Natural Armor	Natural Armor, Con 13	Increases natural armor by +1.
Increase Power Level		Increase two personal power levels by +2, maximum of 10.
Jack of All Trades	Character Level 8th+	You are able to use any skill untrained.
Martial Weapons Proficiency (Energy Melee)	Base Attack Bonus +1	Allows the use of weapons in the Martial Weapons Energy Melee category.
Martial Weapons Proficiency (Small Arms)	Base Attack Bonus +1	Allows the use of weapons in the Martial Small Arms category.
Martial Weapons Proficiency (Heavy)	Base Attack Bonus +1	Allows the use of weapons in the Martial Heavy Weapons category.
Martial Weapons Proficiency (Artillery)	Base Attack Bonus +1	Allows the use of weapons in the Martial Artillery category.
Medical Expert		+2 bonus on Craft (pharmaceutical) and Heal.
Multi-Attack	Three or More Natural Attacks	
Mutation Focus	Base Attack Bonus +1, Mutations	+1 attack bonus with a selected mutation.
Nimble		+2 bonus on Escape Artist and Sleight of Hand.
Planetary Adaptation	May Only Be Taken At 1st Level	See Description.
Pommel Block	Weapon Finesse	Allows the character to block with the extended pommel of a weapon, providing a +2 shield bonus to armor class.
Powered Armor Proficiency (Light)	Armor Proficiency (Any)	Allows the use of Light Powered Armors.
Powered Armor Proficiency (Medium)	Powered Armor (Light)	Allows the use of Medium Powered Armors.
Powered Armor Proficiency (Heavy)	Powered Armor (Medium)	Allows the use of Heavy Powered Armors.
Quick Reload	Base Attack Bonus +1	Can reload a weapon with box magazine or speed loader as a free action.
Salvage		Character is adept at gathering the most valuable parts from damage vehicles, starships, mecha, and cybernetics.
Scrounging	Alertness, Wisdom 15	Character has an almost supernatural ability to find stuff.
Selective Fire	Base Attack Bonus +1	Character selects one area of effect mutation or spell, when the it is used the character can choose who is effect in the area of effect.
Skip Shot	Point Blank Shot, Precise Shot	Character can attempt to skip a bullet around corners.
Spacer		+2 bonus to Astrogation, Computer and Pilot.
Starship Operations	Pilot 4 Ranks	This feat allows for the maintenance and operation of starships. Each time the feat is selected a different class of starship must be selected.
Strafe	Martial Weapons (Small Arms), Martial Weapons (Heavy)	Character can adjust the area effect by a weapon using autofire.
Street Fighting	Brawl, Base Attack Bonus +2	Once per turn after making a successful attack with empty hands or a light weapon can inflict an additional 1d4 damage.
Surface Vehicle Operation	Drive 4 Ranks	This feat allows for the maintenance and operation of surface vehicles. Each time the feat is selected a different surface vehicle must be selected.

Feat	Prerequisite	Benefits
Surgery	Heal 4 Ranks	Allows the character to perform surgery.
Techno-Familiar	Class Level of 5+	Allows the character to have a Techno-Familiar.
Trustworthy		+2 bonus on Diplomacy and Streetwise.
Ultra Immune System	Constitution 13	+2 bonus on Fortitude saving throws to resist poisons, diseases, and radiation sickness.
Unbalance Opponent	Defensive Martial Arts, Base Attack Bonus +6	Designated opponent does not get to add their Strength Modifier to damage rolls against the character.
Vehicle Dodge	Dexterity 13, Drive 6 Ranks, Vehicle Expert	+1 Dodge bonus to Armor Class for vehicle and passengers.
Vehicle Expert		+2 bonus to Drive and Pilot.
Xenomedic	Knowledge (Earth And Life Sciences) 6 Ranks, Heal 6 Ranks, Surgery	Allows the use of Heal skill and Surgery on any life form.
Zero-G Training	Dexterity 13, Acrobatics 4 Ranks	Character does not suffer negative effects for being in Zero-G environments.

Table 7-2: Item Creation Feats

Feat	Prerequisites	Benefits
Craft Cybernetics	Craft (Electrical) 10 Ranks, Craft (Mechanical) 10 Ranks, Knowledge (Life Sciences) 5 Ranks	Create Cybernetic Devices
Craft Techno-Dwarf Construct	Craft Magic Arms And Armor, Craft Wondrous Item, Techno-Dwarf	Create Techno-Dwarf Construct.
Craft Vehicle Enchanted Items	Caster Level 3rd	Create enchanted items for vehicles.

Table 7-3: Meta-Mutations Feats

Feat	Prerequisite	Benefits
Empower Mutation	Mutations	Increase mutation variables by 50%.
Enlarge Mutation	Mutations	Double mutation range.
Extend Mutation	Mutations	Double mutation duration.
Heighten Mutation	Mutations	Treat mutation as higher level.
Maximize Mutation	Mutations	Maximize mutation variables.
Quicken Mutation	Mutations	Use mutation as a swift action.
Widen Mutation	Mutations	Double mutation area.

Neverwhen Feat Descriptions

The feats presented in Neverwhen are in a format similar to the Pathfinder Roleplaying Game rulebook.

Advanced Combat Martial Arts

Prerequisites: Combat Martial Arts, Improved Combat Martial Arts, Base Attack Bonus +8.
Benefit: When the character scores a critical hit on an opponent with an unarmed strike, the character deals double damage to wounds.
Normal: An unarmed strike critical hit deals normal damage to wounds.

Agile Riposte

Prerequisites: Dexterity 13, Dodge.
Benefit: Once per round, if the opponent the character has designated as their dodge target (see the Dodge feat) makes a melee attack or melee touch attack against the character and misses, the character may make an attack of opportunity with a melee weapon against that opponent. Resolve and apply the effects from both attacks simultaneously.

Even a character with the Combat Reflexes feat cannot use the Agile Riposte feat more than once per round. This feat does not grant more attacks of opportunity than the character is normally allowed in a round.

Aircraft Operation

Select a class of aircraft, heavy aircraft, helicopters, jet fighters, or VTOL. The character is proficient at operating that class of aircraft.

The heavy aircraft class includes jumbo passenger airplanes, large cargo planes, heavy bombers, and any other aircraft with three or more engines. Helicopters include transport and combat helicopters of all types. Jet fighters include military fighter and ground attack jets.

VTOLs are vehicles which use vectoring jets to act as both a helicopter and airplane.
Prerequisite: Pilot 4 ranks.
Benefit: The character takes no penalty on Pilot checks or attack rolls made when operating an aircraft of the selected class.
Normal: Characters without this feat take a –4 penalty on Pilot checks made to operate an aircraft that falls in any of these classes, and on attacks made with aircraft weapons. There is no penalty when the character operates a general-purpose aircraft.
Special: The character can gain this feat multiple times. Each time the character takes the feat, the character selects a different class of aircraft.

Burst Fire

Prerequisites: Wisdom 13, Weapon Proficiency (Small Arms).
Benefit: When using an automatic firearm with at least five rounds loaded, the character may fire a short burst as a single attack against a single target. The character receives a –1 penalty for each round fired in the burst on the attack roll; for each group of 3 that the target is hit by another round strikes the target up to a maximum of 5 rounds.

Firing a burst typically expends five rounds and can only be done if the weapon has five rounds in it. Some weapons are equipped to fire differing numbers of rounds in a burst see specific weapons description.
Normal: Autofire uses ten rounds, targets a 10-foot-by-10-foot area, and cannot be aimed at a specific target. Without this Feat, if a character attempts an autofire attack at a specific target, it simply counts as a normal attack and all the extra rounds are wasted.
Special: If the firearm has a three-round burst setting, firing a burst expends three rounds instead of five and can be used if the weapon has only three rounds in it.



Brawl

Benefit: When making an unarmed attack, the character receives a +1 competence bonus on attack rolls, and the character deals non-lethal damage equal to 1d6 + Strength modifier. This feat does not increase the amount of damage done by monks or soldiers.
Normal: Unarmed attacks normally deal non-lethal damage equal to 1d3 + Strength modifier.

Builder

Benefit: Pick two Craft skills and receive a +2 bonus on all checks with those skills.
Special: The character can select this feat multiple times, each time selecting different crafting skills.

Cautious
Benefit: The character gets a +2 bonus on all Demolitions and Disable Device checks.
Special: Remember that the Demolitions skill and the Disable Device skill cannot be used untrained.

Combat Martial Arts
Prerequisite: Base Attack Bonus +1.
Benefit: With an unarmed strike, the character deals lethal or non-lethal damage (the character's choice) equal to 1d4 + the character's Strength modifier. The character's unarmed attacks count as armed, which means that opponents do not get attacks of opportunity when the character attacks them unarmed. The character may make attacks of opportunity against opponents who provoke such attacks. For monks and soldiers that take this feat their empty hand damage is increased by +2.
Normal: Without this feat, a character deals only 1d3 points of non-lethal damage. Unarmed attacks normally provoke attacks of opportunity, and unarmed combatants cannot normally make attacks of opportunity.

Cybernetic Surgery
Prerequisites: Heal 8 ranks, Surgery.
Benefit: The character can make a Heal check (DC-20) to install or remove a cybernetic attachment. If you do not have a surgery kit or access to a medical facility, you take a –4 penalty on the check. Cybernetic surgery takes 1d4 hours.

The consequences of failure are severe: If the character's check result fails by 5 or more, the installation or removal of the cybernetic attachment causes undue physical trauma to the patient, who suffers 1d4 points of Constitution damage. If the check result fails by 10 or more, the Constitution damage is treated as Constitution drain instead.

A character that undergoes cybernetic surgery, either successful or not, is fatigued for 24 hours. Reduce this time by 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.
Normal: Characters without this feat take a –8 penalty on Heal checks made to perform cybernetic surgery, and –4 penalty if they have the Surgery feat.

Dead Aim
Prerequisites: Wisdom 13, Far Shot.
Benefit: Before making a ranged attack, the character may take a full-round action to line up their shot. This grants the character a +2 circumstance bonus on their next attack roll. Once the character begins aiming, they cannot move, even to take a 5-foot step, until after the character makes their next attack, or the benefit of the feat is lost. Likewise, if the character's concentration is disrupted or the character is attacked before their next action, the character loses the benefit of aiming.

Deceptive
Benefit: The character gets a +2 bonus on all Bluff and Disguise checks.

Defensive Martial Arts
Prerequisites: Combat Martial Arts
Benefit: The character gains a +1 dodge bonus to armor class against melee attacks.
Special: A condition that makes the character lose their Dexterity bonus to armor class also makes the character lose dodge bonuses. Also, dodge bonuses stack, unlike most other types of bonuses.

Double Tap
Prerequisites: Dexterity 13, Point Blank Shot.
Benefit: When using a semiautomatic pistol with at least two rounds loaded, the character may fire two rounds against a single target. The character receives a –2 penalty on both attacks. Using this feat fires two rounds and can only be done if the weapon has two rounds in it.

Drive-By Attack
Benefit: The character takes no vehicle speed penalty when making an attack while in a moving vehicle. Also, if the character is the driver, they can take their attack action to make an attack at any point along the vehicle's movement.
Normal: When attacking from a moving vehicle, a character takes a penalty based on the vehicle's speed. Passengers can ready an action to make an attack when their vehicle reaches a particular location, but the driver must make their attack action either before or after the vehicle's movement.

Educated
Benefit: Pick any two Knowledge skills. The character gets a +2 bonus on all checks with those skills.
Special: A character can select this feat multiple times. Each time, the character selects two new Knowledge skills.

Elusive Target
Prerequisites: Dexterity 13, Defensive Martial Arts.
Benefit: When fighting an opponent or multiple opponents in melee, other opponents attempting to target the character with ranged attacks take a –4 penalty. This penalty is in addition to the normal –4 penalty for firing into melee, making the penalty to target to character –8.
Special: An opponent with the Precise Shot feat has the penalty lessened to –4 when targeting the character.

Force Stop
Prerequisites: Drive 4 ranks, Vehicle Expert.
Benefit: When the character attempts a sideswipe stunt with a surface vehicle, the character can force the other vehicle to a stop by nudging it into a controlled sideways skid. In addition to the normal requirements for attempting a sideswipe stunt, the character must have sufficient movement remaining to move a number of squares equal to the character's turn number.

After succeeding on the check to attempt the sideswipe, the character makes a Drive check opposed by the other driver. If the character succeeds, turn the other vehicle 90 degrees across the front of the characters, so that they form a tee. Move them forward a distance equal to the character's turn number. The vehicles end their movement at that location, at stationary speed, and take their normal sideswipe damage.

If the character fails the check, resolve the sideswipe normally.

Gate Veteran
Benefit: The character does not suffer from gate sickness.
Normal: Travelers that are not accustomed to gate travel suffer what is referred to as gate sickness. For a period equal to 8 hours minus the traveler's Constitution modifier after traveling through a gate, the character suffers -2 on all tests due to sever muscle and stomach cramping. Experienced travelers (those with the Gate Veteran feat) do not suffer from gate sickness.

Gearhead
Benefit: The character gets a +2 bonus on all Computer and Repair checks.

Guide
Benefit: The character gets a +2 bonus on all Navigation and Survival checks.



Improved Brawl
Prerequisites: Brawl, Base Attack Bonus +3.
Benefit: When making an unarmed attack, the character receives a +2 competence bonus on his attack roll, and the character deals non-lethal damage equal to 1d8 + the character's Strength modifier. A monk or soldier that takes this feat has their empty hand damage increased by +4.
Normal: Unarmed attacks normally deal non-lethal damage equal to 1d3 + Strength modifier.

Improved Combat Martial Arts
Prerequisites: Combat Martial Arts, Base Attack Bonus +4.
Benefit: The character's threat range on an unarmed strike improves to 19–20.
Normal: A character without this feat threatens a critical hit with an unarmed strike only on a 20.

Improved Natural Armor
Prerequisites: Natural Armor, Constitution 13.
Benefit: The creature's natural armor bonus increases by 1.
Special: A creature can gain this feat multiple times. Each time the creature takes the feat its natural armor bonus increases by another point.

Increased Power Levels
Benefit: This feat increases any two personal power levels by 2 points, with a maximum for any power level as 10.
Special: This feat maybe taken multiple times.

Jack of All Trades
Prerequisite: Character level 8th+.
Benefit: The character can use any skill untrained, even those that normally require training and those that are exclusive to classes the character does not have. They cannot, however, gain ranks in a skill unless they are allowed to select it.

Martial Weapons Proficiency (Energy Melee)
Choose a type of martial energy melee weapon. The character understands how to use a type of martial energy melee weapon in combat.
Prerequisite: Base Attack Bonus +1
Benefit: The character makes attack rolls with the weapon normally.
Normal: A character who uses a weapon with which they are not proficient takes a -4 penalty on attack rolls.
Special: Having this feat allows a character to determine the quality of a weapon.

Martial Weapons Proficiency (Small Arms)
Choose a type of small arms martial weapon. The character understands how to use a type of martial small arm in combat.
Prerequisite: Base Attack Bonus +1
Benefit: The character makes attack rolls with the weapon normally.
Normal: A character who uses a weapon with which they are not proficient takes a -4 penalty on attack rolls.
Special: Having this feat allows a character to determine the quality of a weapon.

Martial Weapons Proficiency (Heavy)
Choose a type of martial heavy weapon. The character understands how to use a type of martial heavy weapon in combat.
Prerequisite: Base Attack Bonus +1, Martial Weapons (Small Arms)
Benefit: The character makes attack rolls with the weapon normally.
Normal: A character who uses a weapon with which they are not proficient takes a -4 penalty on attack rolls.
Special: Having this feat allows a character to determine the quality of a weapon.

Martial Weapons Proficiency (Artillery)
Choose a type of martial artillery weapon. The character understands how to use a type of martial artillery weapon in combat.
Prerequisite: Base Attack Bonus +1, Martial Weapons (Small Arms)
Benefit: The character makes attack rolls with the weapon normally.
Normal: A character who uses a weapon with which they are not proficient takes a -4 penalty on attack rolls.
Special: Having this feat allows a character to determine the quality of a weapon.

Medical Expert
Benefit: The character gets a +2 bonus on all Craft (Pharmaceutical) and Heal checks.
Special: Remember that the Craft (Pharmaceutical) skill cannot be used untrained.

Multi-Attack
Prerequisite: Three or more natural attacks.
Benefit: The creature's secondary attacks with natural weapons take only a –2 penalty.
Normal: Without this feat, the creature's secondary attacks with natural weapons take a –5 penalty.

Mutation Focus
Prerequisites: Base Attack Bonus +1, Mutations.
Benefit: Choose one mutation to focus in. The character gains a +1 bonus on all attack rolls they make using the selected mutation.
Special: The character can gain this feat multiple times. Its effects do not stack. Each time the feat is taken, it applies to a different mutation.

Nimble
Benefit: The character gets a +2 bonus on all Escape Artist and Sleight of Hand checks.

Planetary Adaptation
The characters physiology has been altered by life on a planet with a harsh climate or adverse environmental conditions.
Benefit: They gain one of the benefits listed below, depending on their planet of origin.
Barren World: Gain a +4 bonus on Survival and a +4 bonus on Constitution checks against starvation and thirst.
Cold World: Gain a +4 bonus on Fortitude saves against extreme cold, as well as cold resistance 5.
Dark World: Gain darkvision out to a range of 60 feet.
High-G World: Gain a +2 bonus to your Strength. Reduce your base height by 6 inches.
Hot World: Gain a +4 bonus on Fortitude saves against extreme heat, as well as fire resistance 5.
Low-G World: Gain a +2 bonus to your Dexterity. Increase your base height by 6 inches.
Water World: Gain a +4 bonus on Swim checks and can hold your breath for a number of rounds equal to twice your Constitution score.
Special: This feat may only be taken at first level. This feat maybe selected more than once if the character gets multiple feats at first level. Each time this feat is taken the character must choose a different world.

Powered Armor Proficiency (Light)
Prerequisite: Armor Proficiency (Any)
Benefit: When a character wears a type of powered armor with which they are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.
Normal: A character who is wearing powered armor with which they are not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving. In addition, all of the maintenance times for the armor are doubled.
Special: Having this feat allows a character the character to determine the quality of a set of light powered armor.

Powered Armor Proficiency (Medium)

Prerequisite: Powered Armor (Light)
Benefit: When a character wears a type of powered armor with which they are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.
Normal: A character who is wearing powered armor with which they are not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving. In addition, all of the maintenance times for the armor are doubled.
Special: Having this feat allows a character the character to determine the quality of a set of medium powered armor.

Powered Armor Proficiency (Heavy)

Prerequisite: Powered Armor (Medium)
Benefit: When a character wears a type of powered armor with which they are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.
Normal: A character who is wearing powered armor with which they are not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving. In addition, all of the maintenance times for the armor are doubled.
Special: Having this feat allows a character the character to determine the quality of a set of heavy powered armor.

Pommel Block

Prerequisite: Weapon Finesse
Benefit: +2 block bonus to Armor Class. This feat allows a character to use the extended pommel/handle on a weapon to block melee attacks.
Normal: Characters without this feat are unable to use the extended pommel on a weapon for blocking.

Quick Reload

Prerequisite: Base Attack Bonus +1.
Benefit: Reloading a firearm with an already filled box magazine or speed loader is a free action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a move action.
Normal: Reloading a firearm with an already filled box magazine or speed loader is a move action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a full-round action.

Salvage

Benefit: The character can salvage electrical and mechanical parts from destroyed vehicles, mecha, starships, robots, and cybernetic attachments. Salvaging a destroyed vehicle, mecha, starship, robot, or cybernetic attachment takes time, as noted in table below.

At the end of this time, make a Perception check. If the check succeeds, they may add the amount of credits indicated, either by selling the salvaged parts for scrap or using them to offset the cost of future building projects.

Table 7-4: Salvage Feat

Salvaged Machine	Time Required	Perception DC	Value of Salvage
Vehicle			
Huge or smaller	2 hr.	15	10% of Cost
Gargantuan	4 hr.	20	15% of Cost
Colossal	12 hr.	25	20% of Cost
Mecha			
Huge or smaller	2 hr.	25	15% of Cost
Gargantuan	4 hr.	30	20% of Cost
Colossal	12 hr.	35	25% of Cost.
Starship			
Huge	4 hr.	30	10% of Cost.
Gargantuan	12 hr.	35	15% of Cost.
Colossal or Larger	24 hr.	40	20% of Cost
Robot			
Tiny or smaller	45 min.	20	5% of Cost.
Small to Large	2 hr.	25	10% of Cost.
Huge or bigger	4 hr.	30	15% of Cost.
Cybernetic Attachment			
Replacement	1 hr.	15	5% of Cost.
Enhancement	2 hr.	20	10% of Cost.

Special: A particular vehicle, mecha, starship, robot, or cybernetic attachment can be successfully salvaged only once. Any further attempts to salvage the wreckage fail automatically.

Scrounging

The character has a talent for finding valuable or useful items.
Prerequisite: Alertness, Wisdom 15
Benefits: On any random determination of items to be found the character gets to make two rolls and choose the item they wants.

The character can also look for specific items. To do this makes a Perception check versus the DCs on table 7-4. The Gamemaster decides if it is possible to find the item.

Table 7-5: Scrounging

DC	Type	Example
10	Common Item	Any items that could be purchased in a general store on that world.
15	Uncommon Items	Items that are not as common. Such as thermal blankets in a modern setting.
20	Scarce Items	Items that can only be found in a specialty stores.
25	Rare items	Items that would have to be made special
30	Very Rare Items	Exotic Items

Selective Fire
Prerequisites: Base Attack Bonus +1
Benefit: The character can choose who in the area of effect are hit by the mutation or spell. When a character selects this feat they must choose either an area of effect mutation or spell.
Special: This feat maybe selected multiple times. Each time a different area of effect mutation or spell must be selected.

Skip Shot
Prerequisites: Point Blank Shot, Precise Shot.
Benefit: If the character has a solid, relatively smooth surface on which to skip a bullet, such as a street or a concrete wall, and has a target within 10 feet of that surface, the character may ignore cover between the character and the target. However, the character receives a –2 penalty on their attack roll, and the character's attack deals –1 die of damage.
Special: The surface does not have to be perfectly smooth and level. A brick wall or an asphalt road can be used. The target can have no more than 90% cover for a character to attempt a skip shot.

Spacer
Benefits: The character has a special affinity for spacecraft and space travel. They gain a +2 bonus on Astrogation, Computer, and Pilot checks.

Starship Operations
Prerequisite: Pilot 4 Ranks
Benefit: Select a class of vessel as shown on the Vessel Classes table. The character is proficient at operating that class of vessel. The character takes no penalty on Pilot checks or attack rolls made when operating a vessel of the selected class.

Table 7-6: Vessel Classes

Class	Vessel Size
Small Craft	All small craft designed to operate in atmosphere and space.
Freighter, Small	Medium to Huge
Freighter, Medium	Gargantuan to Colossal
Freighter, Large	Colossal II or greater
Military, Small	Military Vessels of Medium to Huge
Military, Medium	Military Vessels of Gargantuan to Colossal
Military, Large	Military Vessels of Colossal II or greater
Special	Exotic vessels such as Hive ships.
Starjammer	Any size starjammer.

Normal: Characters without this feat take a –4 penalty on Pilot checks made to operate a vessel that falls in any of these classes, and on attacks made with vessel weapons.
Special: The character can gain this feat multiple times. Each time the character takes the feat, the character must select a different class of vessel.

Strafe
Prerequisites: Martial Weapons (Small Arms), Martial Weapons (Heavy Weapons)
Benefit: When using a firearm on autofire, the character can affect an area four 5-foot squares long and one square wide.
Normal: A firearm on autofire normally affects a 10-foot-by-10-foot area.

Street Fighting
Prerequisites: Brawl, Base Attack Bonus +2.
Benefit: Once per round, if the character makes a successful melee attack with an unarmed strike or a light weapon, the character deals an extra 1d4 points of damage.

Surface Vehicle Operation
Prerequisite: Drive 4 ranks.
Benefit: Select a class of surface vehicle (heavy wheeled, powerboat, sailboat, ship, or tracked). The character is proficient at operating that class of vehicle. The heavy wheeled class includes all kinds of semi-trucks and tractor-trailers, as well as wheeled construction vehicles (such as earth movers) and wheeled armored vehicles (such as some armored personnel carriers). Powerboats are engine-powered water vessels designed for operation by a single person and usually no more than 100 feet in length. Sailboats are wind-powered water vessels. Ships are large, multi-crewed water vessels. Tracked vehicles include bulldozers and tanks and other military vehicles.

The character takes no penalty on Drive checks or attack rolls made when operating a vehicle of the selected class.
Normal: Characters without this feat take a –4 penalty on Drive checks made to operate a vehicle that falls under any of these classes, and to attacks made with vehicle weapons. There is no penalty when the character operates a general-purpose surface vehicle.
Special: A character can gain this feat as many as five times. Each time the character takes the feat, they select a different class of vehicle.

Surgery
Prerequisite: Heal 4 ranks.
Benefit: The character can use the Heal skill to perform surgery without penalty.

Table 7-7: Surgery Tasks

Task	DC	Time	Effect
Minor Surgery	15	30 min.	Heal 2d10 Hit Points.
Major Surgery	20	1 hr.	Heal 4d10 Hit Points and 1d10 Wound Points.
Invasive Surgery	25	4 hrs.	Heal all hit points and wound points.

Normal: Characters without this feat take a –4 penalty on Heal checks made to perform surgery.

Techno Familiar
Prerequisite: Class Level of 5+
Benefit: The character can use a techno familiar. Characters with this feat may only have one techno familiar at a time.
Normal: Characters without this feat must be a techno mage to have techno familiars.

Trustworthy
Benefit: The character gets a +2 bonus on all Diplomacy and Streetwise checks.

Ultra Immune System
Prerequisite: Constitution 13
Benefits: The character gains a +2 bonus on Fortitude saving throws to resist poisons, diseases, and radiation sickness. Furthermore, any permanent ability drain inflicted upon the character is treated as temporary ability damage instead.

Unbalance Opponent
Prerequisites: Defensive Martial Arts, Base Attack Bonus +6.
Benefit: During the character's action, the character designates an opponent no more than one size category larger or smaller than the character. That opponent does not get to add their Strength modifier to attack rolls when targeting the character. If the opponent has a Strength penalty, they still take that penalty. The opponent's Strength modifier applies to damage, as usual. The character can select a new opponent on any action.



Vehicle Dodge
Prerequisites: Dexterity 13, Drive 6 ranks, Vehicle Expert.
Benefit: When driving a vehicle, the character's vehicle and everyone aboard it receive a +1 dodge bonus to Armor Class against attacks.

Vehicle Expert
Benefit: The character gets a +2 bonus on all Drive and Pilot checks.

Xenomedic
Prerequisites: Knowledge (Earth and Life Sciences) 6 Ranks, Heal 6 Ranks, Surgery.
Benefits: The character can, without penalty, use the Heal skill to perform surgery on a living creature regardless of its type.
Normal: Characters without this feat take a –8 penalty on Heal checks, –4 if they have the Surgery feat, when performing surgery on creatures of a different type.
Special: This feat cannot be used to heal or repair nonliving or inorganic creatures such as constructs or undead.

Zero-G Training
Prerequisites: Dexterity 13, Acrobatics 4 ranks.
Benefits: The character takes no penalty on attack rolls in low-gravity or zero-gravity environments. In addition, they do not suffer the debilitating effects of space sickness.
Normal: Without this feat, the character takes a –4 penalty on attack rolls while operating in zero-gravity environments, or a –2 penalty on attack rolls while operating in low-gravity environments. In addition, they are subject to the effects of Space Adaptation Syndrome, also known as space sickness.

ITEM CREATION FEATS

Craft Cybernetics [Item Creation]
Prerequisites: Craft (Electrical) 10 Ranks, Craft (Mechanical) 10 Ranks, Knowledge (Life Sciences) 5 Ranks.
Benefits: The character can build cybernetic attachments. The character must first purchase the components for the item being made at ½ cost and availability, and then invest one day (8 hours) in its construction per 500 credits in the items base cost. At the end of that time, you must succeed at a Craft (Mechanical) or a Craft (Electrical) check with a DC of 5 + ½ the base availability of the cybernetic component. If Craft check succeeds, the cybernetic attachment functions properly and can be installed at any time (see the Cybernetic Surgery feat). If either or both checks fail, the attachment's design is flawed; another 24

hours must be spent fixing the problems, and two new checks must be made at the end of that time.
Note: This does not install the cybernetic component, it just creates the component.
Special: This feat does not allow the character to build a cybernetic attachment of a higher Technology Level than the character's personal Technology Level.

Craft Techno-Dwarf Construct [Item Creation]

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, Techno-Dwarf
Benefit: A Techno-Dwarf with this feat can create any construct whose prerequisites it meets. Enchanting a construct takes one day for each 1,000 Cr in its base price. For more details on the Techno-Dwarf constructs see the prestige class Techno-Dwarf Construct Creator

Craft Vehicle Enchanted Item [Item Creation]

The character can create enchanted items for vehicles.
Prerequisite: Caster level 3rd.
Benefit: The character can create a wide variety of enchanted items for vehicles. Crafting a vehicular enchanted item takes 1 day for each 1,000 cr in its price. To create a vehicular enchanted item, you must use up raw materials costing half of its base price. See the magic item creation rules in the Pathfinder Roleplaying Game for more information. The character can also mend a broken vehicular enchanted item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item.

METAMUTATION FEATS

Empower Mutation [Metamutation]

Benefit: All variable, numeric effects of an empowered mutation are increased by one-half. Saving throws and opposed rolls are not affected, nor are mutations without random variables. The cost of an empowered mutation is increased by one-half.

Enlarge Mutation [Metamutation]

Benefit: The character can alter a mutation with a range of close, medium, or long to increase its range by 100%. An enlarged mutation with a range of close now has a range of 50 ft. + 5 ft. /level, while medium-range mutations have a range of 200 ft. + 20 ft. /level and long-range mutations have a range of 800 ft. + 80 ft. /level. An enlarged mutation costs 3 more hit points to use. Mutations whose ranges are not defined by distance, as well as mutations whose ranges are not close, medium, or long, do not have increased ranges.

Extend Mutation [Metamutation]

Benefit: An extended mutation lasts twice as long as normal. A mutation with duration of concentration, instantaneous, or permanent is not affected by this feat. An extended mutation costs 3 additional hit points to use.

Heighten Mutation [Metamutation]

Benefit: A heightened mutation has a higher mutation level than normal with a maximum of 9th level. Unlike other metamutation feats, Heighten Mutation actually increases the effective level of the mutation that it modifies. All effects dependent on mutation level, such as saving throw DCs and ability to penetrate a lesser globe of invulnerability, are calculated according to the heightened level. The heightened mutation costs an additional 2 points to use.

Maximize Mutation [Metamutation]

Benefit: All variable, numeric effects of a mutation modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are mutations without random variables. A maximized mutation costs an additional 5 hit points to use.

An empowered, maximized mutation gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Quicken Mutation [Metamutation]

Benefit: Using a quickened mutation is a free action. The character can perform another action, even using another mutation, in the same round as they use a quickened mutation. The character may use only one quickened mutation per round. A mutation whose casting time is more than 1 full round action cannot be quickened. A quickened mutation costs an additional 5 hit points to activate. Using a quickened mutation does not provoke an attack of opportunity.

Widen Mutation [Metamutation]

Benefit: The character can alter a burst, emanation, line, or spread shaped mutation to increase its area. Any numeric measurements of the mutation's area increase by 100%. A widened mutation costs an additional 5 hit points to use. Mutations that do not have an area of one of these four sorts are not affected by this feat.

CHAPTER EIGHT
GEAR

"A wise man once said it is not death that hurts it is the loss of equipment," the ork cabby says as he swerves to miss some pedestrians.

"I am not sure if he was referring to life in our realm, but he was right. The right equipment makes all the difference. By the right equipment I don't mean the most expensive equipment. For example you should always carry a good knife; a knife is a great tool with many uses which you probably already know of. What you probably don't know is that each realm has its own laws of physics so that expensive high tech laser assault rifle you just bought may not work, where as that low tech knife will work just fine.

"Well you are probably thinking you can just go out and buy anything you can afford. Well that is not exactly true. The biggest trick of purchasing equipment, especially rare items, is to find the items. That brings us back to skills a little knowledge of the streets can go a long ways.

"Also remember to always pay the rent, having someplace to come back to is always nice. I suggest going for the best you can afford. There is nothing like coming home to an apartment that a maid has cleaned to jump in to a hot Jacuzzi after a hard day's adventure."

The basic fund used in Neverwhen is the credit. The most common way of using credits is via a credit stick. These devices store not just financial information but also vital information such as medical records. For those that do not want to leave an electronic trail when they make a purchase credits are also available in a physical form.

The physical forms of credits are coins available in 1, 5, 10, 50, and 100 credit denominations and polymer bills are available in 500, 1000, 5000, 10000, and 25000 credit denominations. There are rumored to be 1 million credit notes.

Starting Funds: Below is a table for the starting funds for each of the Neverwhen based classes. The minimum effective personal technology level for starting funds is 1.

Table 8-1: Starting Funds

Class	Starting Funds
Medic	4d6 x Personal Tech Level x 5 Cr.
Scholar	3d6 x Personal Tech Level x 5 Cr.
Scout	4d6 x Personal Tech Level x 5 Cr.
Soldier	5d6 x Personal Tech Level x 5 Cr.
Techno Mage	3d6 x Personal Tech Level x 5 Cr.
Trans-Dimensional Mage	2d6 x Personal Tech Level x 5 Cr.
Tribal Warrior	3d6 x Personal Tech Level x 5 Cr.
Standard Class	
Barbarian	3d6 x Personal Tech Level x 5 Cr.
Bard	3d6 x Personal Tech Level x 5 Cr.
Cleric	4d6 x Personal Tech Level x 5 Cr.
Druid	2d6 x Personal Tech Level x 5 Cr.
Fighter	5d6 x Personal Tech Level x 5 Cr.
Monk	1d6 x Personal Tech Level x 5 Cr.
Paladin	5d6 x Personal Tech Level x 5 Cr.
Ranger	5d6 x Personal Tech Level x 5 Cr.
Rogue	4d6 x Personal Tech Level x 5 Cr.
Sorcerer	2d6 x Personal Tech Level x 5 Cr.
Wizard	2d6 x Personal Tech Level x 5 Cr.

Availability: The table below shows the difficulty classes for each of the availability levels. The availabilities listed for equipment are for the core campaign. To locate an item a character must make either Streetwise check with the base availability of the city added to the result. If the result is equal to the items Availability score the character has found the item. In addition, towns/cities will have base Availability rating, items of this rating or less are always available and can be purchased without making a check.

Table 8-2: Availability Difficulty Class

Difficulty (DC)	Rarity
Very Easy (0)	Very Common
Easy (5)	Common
Average (10)	Uncommon
Tough (15)	Scarce
Challenging (20)	Rare
Formidable (25)	Rare
Heroic (30)	Very Rare
Super Heroic (35)	Very Rare
Nearly Impossible (40)	Exotic

Starting Characters and Availability: When a character is first created they cannot purchase any equipment with an availability greater than Tough (DC-15).

Purchasing Above Power Level: A character can purchase items over a city or worlds power level, but it is very expensive and the items tend to be very hard to find. If the item is available, a character can purchase items that

are no more than two power levels above the current level. If the item is one power level above the price is doubled and the availability is raised by 10. If the item is two power levels about the current level then the price is tripled and the availability is raised by 15. Characters cannot purchase items above a realm's or world's power level hard cap.

STACKING ARMOR

It is possible for a character to wear multiple layers of armor, though this is very cumbersome. Each layer becomes less effective as it is stacked. To reflect this fact, each layer of armor has its effectiveness reduced by 50% (round down), and all of the disadvantages (Armor check penalty and Arcane Casting Modifier) are cumulative. To determine the maximum Dexterity bonus that a character can use while wearing the armor use the lowest value. Stacking armor will also reduce the speed at which a character can move; see the stacking armor table. Start calculating the effective armor values of a character with the highest armor value first. For example a character wearing a concealable vest and chain mail shirt would have an armor value of +7 (+5 from the chain mail shirt and +2 from the concealable vest), a max Dexterity bonus of +2, an armor check penalty of -8, and a arcane failure chance of 55%.

Table 8-3: Stacking Armor

Layers	Movement
2 Light Armors	-5 ft.
2 Medium Armors	-10 ft.
2 Heavy Armors	-15 ft.

These rules also apply to cybernetic and power armors damage reduction and hardness scores. For example if a character had heavy cybernetic armor with a hardness of 5, and also was wearing a specially constructed suit of inertial armor the character would have an effective hardness of 11.



RANGED WEAPONS

"What can I say about ranged weapons? Whether it is called a rod, a gack, or a piece any way you cut it they are weapons made to kill at a distance." The cabby takes a deep drag from his cigar.

"Here in Manzala nearly everyone carries at least a small arm of some kind, normally a pistol since the authorities frown on carrying heavier weapons. There are many weapons to choose from, it all is a matter of preference. For example I carry my old military side arm, a Manzala Arms 20mm Gauss pistol. Here take out your pad and you can sketch the weapons while I describe some of the high points."

Weapons
Weapons are grouped into three categories based on their general utility: ranged weapons, explosives and splash weapons, and melee weapons.

Ranged Weapons
Ranged weapons fall into three general groups: handguns, long arms, and other ranged weapons such as crossbows. When using a ranged weapon, the wielder applies his or her Dexterity modifier to the attack roll.

Handguns and long arms are personal firearms. A personal firearm is any firearm designed to be carried and used by a single person.

Ranged Weapons Table
Ranged weapons are described by a number of statistics, as shown on tables below.

Power Level (PL): This is the level of power required to create this item. It is signified by a number followed by a letter. The number is the level and the letter indicates what types of power bases are required.

Table 8-4: Power Levels	
#f	Faith
#m	Magic
#p	Psionics
#s-	Syncratic Science Negative
#s+	Syncratic Science Positive
#t	Technology

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals damage directly to the target's wounds.

Damage Type: Ranged weapon damage is classified according to type: energy (of a specific type), explosion, piercing (some simple ranged weapons), or slashing (a whip). Some creatures or characters may be resistant or immune to some forms of damage.

Table 8-5: Damage Types	
E	Energy Damage
Exp	Explosive Damage
P	Piercing Damage
B	Blunt Damage
S	Slashing Damage

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. Ranged weapons have a maximum range of ten range increments, except for thrown weapons, which have a maximum range of five range increments. All range increments are listed in feet.

Rate of Fire: Some ranged weapons have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for handguns, long arms, and heavy weapons are single shot, semiautomatic, and automatic. See Chapter 9: Combat for additional information on automatic and burst fire.

Single Shot (SS): A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapons) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other abilities that normally allow more than one shot per attack.
Semiautomatic (SA): Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but some feats allow characters armed with semiautomatic weapons to fire shots in rapid successions, gaining more than one shot per attack.
Burst Fire (B#): Some weapons have burst fire modes similar to Automatic but only fire a limited number of rounds. The number after the B is the number of rounds fired with each burst.
Automatic (A): Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire.

Magazine: The weapon's magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not have a number. Weapons with a dash in this column have no magazines; they are generally thrown weapons, or weapons (such as bows) that are loaded as part of the firing process.

Box: a box magazine is any type of magazine that can be removed and reloaded separately from the weapon.
Cylinder: a revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders cannot be removed, and they must be reloaded by hand. However, most revolvers can be used with a speed loader. Using a speed loader is much like inserting a box magazine into a weapon.
Internal: some weapons store ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles.
E-Cells: Is similar to the box magazine in that it can be removed and reloaded (recharged) separately from the weapons. The E-cell holds an energy charge used to power most energy weapons.
Linked: Some machine guns use linked ammunition. The rounds are chained together with small metal clips, forming a belt. Typically, a belt holds 50 rounds; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed.
Power Paks: Power Paks are large energy cells ranging from ones that will fit on a person's belt to the size of a small car. They used to power heavy energy weapons and other large pieces of equipment.

Weight: This column gives the weapon's weight when fully loaded.

Reloading Firearms

Reloading a firearm with an already filled box magazine or speed loader is a move action. Refilling a box magazine or a speed loader, or reloading a revolver without a speed loader or any weapon with an internal magazine, is a full-round action.

Loading a belt of linked ammunition is a full-round action. Linking two belts together is a move action.

Table 8-6: Simple Weapons

Type	PL	Cost	Avail	DMG(s)	DMG(m)	Crit	RNG	ROF	Mag	WT	Type	Special
One-Handed Weapons												
Dagger	1t	2	0	1d3	1d4	19	10	1	—	0	P or S	—
Sling	1t	0	0	1d3	1d4	20	50	1	1 int.	0	B	—
Thunderstone	1t	30	5	0	0	20	20	1	1	0	E (Sonic)	nonlethal
Pepper Spray	4t	30	0	*	*	—	5	1	1 int.	0.5	C	nonlethal
Taser	4t	55	0	2d3	2d4	—	5	1	1 int.	2	E	nonlethal
Two-Handed Weapons												
Crossbow, Heavy	1t	50	0	1d8	1d10	19	120	1	1 int.	4	P	—
Crossbow, Light	1t	35	0	1d6	1d8	19	80	1	1 int.	3	P	—

Table 8-7: Martial Weapons

Type	PL	Cost	Avail	DMG(s)	DMG(m)	Crit	Rng	ROF	Mag	Wt	Type	Special
One-Handed Weapon												
Stiletto	1t	10	0	1d2	1d3	19	10	1	—	0	P	—
Two-Handed Weapon												
Bow, Long	1t	75	0	1d6	1d8	19	100	1	1 int.	1	P	—
Bow, Short	1t	30	0	1d4	1d6	19	60	1	1 int.	1	P	—
Bow, Short, Composite	1t	75	5	1d4	1d6	19	70	1	1 int.	1	P	—
Bow, Long, Composite	2t	100	5	1d6	1d8	19	110	1	1 int.	1	P	—

Table 8-8: Martial Weapons (Small Arms)

Type	PL	Cost	Avail	DMG(s)	DMG(m)	Crit	Rng	ROF	Mag	Wt	Type	Special
One-Handed Weapon												
Colt Dragoon	2t	260	0	3d4+1	3d6+1	19	30	SA	6 cy	4	P	—
Colt Peacemaker	2t	340	0	3d4+1	3d6+1	19	30	SA	6 cyl.	2	P	—
Derringer	2t	375	0	3d4	3d6	19	10	SS	2 int.	1	P	—
Colt M1911	3t	375	0	3d4	3d6	19	30	SA	7 box	3	P	—
Pistol P08 (Luger)	3t	340	0	3d4	3d6	19	30	SA	8 box	2	P	—
S&W M29	3t	490	0	3d6	3d8	19	30	SA	6 cyl.	3	P	—
Beretta 92F	4t	490	0	3d4	3d6	19	40	SA	15 box	3	P	—
Colt Double Eagle	4t	490	10	3d4	3d6	19	30	SA	9 box	3	P	—
Walther PPK	4t	430	0	2d4	3d4	19	30	SA	7 box	1	P	—
Calico M950	5t	900	15	3d4	3d6	19	40	SA	50 box or 100 box	4	P	—
Desert Eagle	5t	900	5	3d6	3d8	19	40	SA	9 box	4	P	—
Glock 20	5t	900	5	3d4	3d6	19	40	SA	15 box	3	P	—
Bolt, Pistol	6t	600	20	2d4	2d6	18	10	SA	5 box	5	P	—
Manzala Arms Gauss Pistol	6t	120	5	2d4	2d6	19	30	SA	20 box	1	P	—
Needler, Pistol	6t	115	15	1	1	---	40	SA	30 box	1	P	—
Stun Ray, Pistol	6t	415	5	*	*	---	30	SA	20 e-cell	1	E	nonlethal
Neo-Tech Laser, Pistol	7t	450	10	3d4+1	3d6+1	19	30	SA	10 e-cell	1	E	—
Manzala Arms Gauss Pistol (20mm)	8t	225	20	3d4+2	3d6+2	19	30	SA	8 box	1	P	—
Two-Handed Weapon												
Enfield Musket	2t	565	0	3d8	3d10	19	45	1	1 int.	9	P	—
Henry Rifle	2t	450	0	3d6+1	3d8+1	19	60	SA	15 int.	10	P	—
Mossberg	2t	265	0	3d6	3d8	19	30	SA	6 int.	7	P	—
Springfield .58	2t	190	0	3d8	3d10	19	45	1	1 int.	9	P	—
M1 Garand	3t	340	5	3d6	3d8	19	90	SA	8 stripper clip	9.5	P	—
M1 Thompson	3t	600	20	3d6+2	3d6+2	19	30	A	20 box	10.5	P	—
M16A2	3t	490	10	3d6	3d8	19	80	SA, B3, A	30 box	8	P	—
MP35	3t	750	15	3d4	3d6	19	30	SA, A	24 box	10	P	—
Number 4 Lee-Enfield	3t	340	5	3d6	3d8	19	120	SA	10 int.	9	P	—
Sten	3t	750	15	3d4	3d6	19	30	SA, A	32 box	8	P	—
Winchester 94	3t	490	0	3d8	3d10	19	90	SA	6 int.	7	P	—
AKM/AK-47	4t	375	15	3d6	3d8	19	70	SA, A	30 box	10	P	—
HK MP5	4t	1,500	15	3d4	3d6	19	50	SA, B3, A	30 box	7	P	—
M-249 SAW	4t	1,000	20	3d6	3d8	19	80	B5, A	Linked or 30 box	22	P	—
Steyr AUG	4t	1,125	15	3d6	3d8	19	80	SA, A	30 box	9	P	—
Uzi	4t	900	15	3d4	3d6	19	40	SA, A	20 box	8	P	—
AN-94 Assault Rifle	5t	750	20	3d6/5d6	3d8/5d8	19	58	SA, B2, A	30 box or 60 box	8.5	P	—
M-4 Carbine	5t	650	15	3d6	3d8	19	55	SA, B3, A	30 box	6	P	—
Manzala Arms Assault SMG	5t	1,200	15	3d6+2	3d8+2	19	20	SA, B3	30 box	6.5	P	—
Saiga-94 Combat Shotgun	5t	850	20	3d6/5d8	3d8/5d10	19	30	SA, B2, A	10 box or 20 drum	9	P	—
Bolt, Assault Rifle	6t	750	20	3d4	3d6	18	80	SA, B3, A	30 box	12	P	—
Bolt, Rifle	6t	675	20	2d4	2d10	18	80	SA	10 box	12	P	—
Bolt, SMG	6t	1,875	20	2d4	2d6	18	30	SA, B3, A	20 box	8	P	—
Manzala Arms Gauss Assault Rifle	6t	2,100	20	2d8	2d10	19	95	SA, B3, A	30 int.	12	P	—
Manzala Arms Gauss Rifle	6t	1,125	15	2d8	2d10	19	95	SA	25 box	10	P	—
Manzala Arms Gauss SMG	6t	1,875	20	2d8	2d10	19	35	SA, B3, A	30 box	9	P	—
Needler, Rifle	6t	225	15	1	1	---	70	SA	30 box	1.5	P	—
Neo-Tech Laser, Carbine	6t	1,350	10	3d8	3d10	19	100	SA	10 e-cell	3	E	—
Stun Ray, Rifle	6t	565	5	*	*	---	50	SA	30 e-cell	4	E	nonlethal
Neo-Tech Laser, Assault Rifle	7t	2,250	20	2d10	2d12	19	100	SA, B3, A	30 e-cell	10	E	—
Neo-Tech Laser, Rifle	7t	1,500	10	2d10	2d12	19	120	SA	6 e-cell	2	E	—
Neo-Tech Laser, SMG	7t	2,625	20	3d4+1	3d6+1	19	30	SA, B3, A	30 e-cell	6	E	—
Crossbow, Laser	8t	675	20	2d10	2d12	19	120	SA	10 e-cell	2	E	—
Disruptor Rifle	9t	4,500	35	4d8	4d10	19	65	SA	4 e-cell	10	E	—
Stasis Rifle	9t	6,000	30	*	*	19	80	SS	4 e-cell	10	E	nonlethal

Table 8-9: Martial Weapons (Heavy)

Type	PL	Cost	Avail	DMG(s)	DMG(m)	Crit	Rng	ROF	Mag	Wt	Type	Special
Two-Handed Weapon												
M2HB	3t	2,625	20	3d10	3d12	19	110	A	Linked	75	P	—
Panzerfaust-30	3t	1,875	20	8d6	8d8	—	30.	1	1 int.	10	Exp	—
M-60	4t	2,000	20	3d6	3d8	19	100	A	Linked	22	P	—
M72A3 LAW	4t	1,125	20	11d4	11d6	—	150	1	1 int.	5	Exp	—
M79	4t	260	20	By Grenade	By Grenade	—	70	1	1 int.	7	*	—
Grenade Launcher, Mini	6t	1,500	25	By Grenade	By Grenade	—	50	SA	5 int.	3	*	—
Neo-Tech Laser, Heavy	7t	6,750	20	5d6	5d8	19	150	SA	Power Packs	40	E	—

Table 8-10: Martial Weapons (Exotic)

Type	PL	Cost	Avail	DMG(s)	DMG(m)	Crit	Rng	ROF	Mag	Wt	Type	Special
One-Handed Weapon												
Shuriken (5)	1t	1	0	1	1d2	20	10	1	—	0.5	P	monk
Crossbow, Hand	2t	100	5	1d3	1d4	19	30	1	1 int.	2	P	—
Sonic Disruptor	8t	525	10	3d4	3d6	n/a	30	SS	6 e-cell	2	E (Sonic)	—
Tesla Gun	10t	20,000	40	4d4	4d6	n/a	10	SS	5 e-cell	0	E	wound damage
Two-Handed Weapon												
Crossbow, Repeating Light	1t	250	10	1d6	1d8	19	80	SA	5 int.	6	P	—
Barrett Light Fifty	4t	2,625	15	3d10	3d12	19	120	SA	11 box	35	P	heavy
Plasma Rifle	7t	6,750	30	4d6	5d6	19	80	SA	10 e-cell	20	E (Plasma)	plasma
Force Field Nullification Rifle	8t	7,500	40	*	*	n/a	30	SS	8 e-cell	15	*	nonlethal
Infrared Blaster Rifle	8t	675	10	4d4	4d6	19	70	SA	10 e-cell	2	E (Heat)	—
Andromeda Gun	10t	10,000	50	*	*	n/a	30	SS	5-int.	7	*	—
Manzala Arms System Seven	10t	15,000	50	*	*	19	*	*	*	21	*	—

*****- See description of weapon

HANDGUNS

A handgun is a personal firearm that can be used one-handed without penalty. This includes all pistols and some submachine guns and shotguns. All handguns require the Martial Weapons Proficiency (Small Arms) feat. Using a handgun without this feat imposes a –4 penalty on attack rolls.

Handguns can be broken down into four smaller groups: autoloaders, revolvers, machine, and energy pistols. Autoloaders (sometimes called "automatics") feature removable box magazines, and some models hold quite a lot of ammunition. They work by using the energy of a shot fired to throw back a slide, eject the shot's shell casing, and scoop the next round into the chamber. They are more complex than revolvers, but nevertheless have become increasingly popular in the modern age.

Revolvers are relatively simple firearms that store several rounds (usually six) in a revolving cylinder. As the trigger is pulled, the cylinder revolves to bring the next bullet in line with the barrel.

Machine pistols are automatic weapons small enough to be fired with one hand. Some are autoloader pistols modified to fire a burst of bullets in a single pull of the trigger, while others are modified submachine guns cut down in size and weight to allow one-handed use.

Energy pistols are essentially autoloaders that use an energy cell instead of a box magazine and fire some form of energized projectile.

Weapons that use box magazines come with one full magazine.

Beretta 92F: This 9mm pistol has become common service pistol of technology level 4 military and law enforcement agencies. **Ammo:** 9mm

Bolt Pistol: This large framed pistol fires 10mm explosive rounds. This is a popular sidearm with big game hunters. **Ammo:** 10mm Explosive Round

Bolt Submachinegun (SMG): This weapon fires 10mm explosive rounds. This weapon can be fired in single round, 3-round burst and full auto modes (10-rounds). **Ammo:** 10mm Explosive Round

Calico M950: This semi-automatic pistol uses a special top mounted magazine. The pistol comes with a 50 round box magazine but can be equipped with a 100 round box magazine for 100 credits (increases weight of the weapon by 2 pounds). **Ammo:** 9mm

Colt Double Eagle: Based on the M1911 mechanism, this pistol is an updated civilian version that fires a 10mm round. **Ammo:** 10mm

Colt Dragoon: This massive cap-and-ball gun was commonly used by cavalry and frontier lawmen in technology level 2 realms. Its weight and size make it uncomfortable for any extended time on a belt holster. **Ammo:** .45 Caliber

Colt M1911: This .45 semiautomatic pistol was used by a large amount of technology level 3 militaries prior to being replaced by the Beretta 92F. **Ammo:** .45 Caliber

Desert Eagle: Manufactured by Israeli Military Industries, the Desert Eagle is the king of large-frame, heavy-caliber autoloaders. The version listed here fires the massive .50 Action Express round. **Ammo:** .50 Caliber

Glock 20: This slightly larger version of the Glock 17 is chambered for the slightly more powerful 10mm round. Due to its high quality of manufacture, the Glock 20 is always considered a mastercraft weapon (+1). **Ammo:** 10mm

HK MP5: The Heckler & Koch 9mm MP5 family of weapons is among the most recognizable in the world. Many different designs exist; described here is the most basic model. This weapon features a three-round burst setting. **Ammo:** 9mm

Manzala Arms Gauss Pistol (20 mm): This weapon uses a magnetic field to project 20 mm metallic slugs. This weapon is the primary sidearm of the Manzala Rangers and has become popular due to the hit holo-video show. Due to its size and recoil a person firing the weapon must have at least a Strength score of 12 (+1) or suffer a -1 to attacks for each point of Strength below 12. This weapon does one half of its damage directly to wounds. **Ammo:** 20mm Gauss



Colt Peacemaker: Perhaps the best known pistol of Earth's American west; the Peacemaker is also the weapon of choice among the American cavalry units of that time. **Ammo:** .45 Caliber

Derringer: This pistol breaks open at the breech like a double-barreled shotgun. The two-shot weapon has one barrel atop the other and is barely 5 inches long, making it easy to conceal. **Ammo:** .45 Caliber

Manzala Arms Gauss Pistol: This weapon uses a magnetic field to project 4 mm metallic slugs down its 4 inch barrel. It is very popular with law enforcement and security personnel. **Ammo:** 4mm Gauss

Manzala Arms Gauss SMG: This weapon uses a magnetic field to fire metallic projectiles. Due to its high quality of manufacture this weapon is always considered a mastercraft weapon (+1). **Ammo:** 4mm Gauss

MP35: The MP35 was primarily used on Earth during the Second World War, but has appeared in several different realms. The MP35 was a reliable submachinegun used exclusively by the Waffen SS. It had a unique trigger assembly that allowed the shooter to control the rate of fire through pressure. A light trigger pull allowed single shots, while a hard trigger pull caused the weapon to fire in a fully automatic mode. Characters that are familiar with this feature of the weapon may fire single shots or burst with it and may vary the rate of fire between attacks. The 34-round magazine is available for 40 credits. **Ammo:** 9mm

Needler Pistol: This weapon fires monofilament darts, which only do 1 point of damage, but these darts are normally coated with some form of toxin. The two most common toxins are a paralysis poison, which is a fast acting neurotoxin that is effective against most organic races. The second most common toxin used is meant to kill the target. **Ammo:** Needler Dart

Needler Paralysis Poison			
Type	Poison, injury	**Save**	Fortitude DC-20
Frequency	1/minute for 2 minutes		
Initial Effect	Paralysis for 1 minute.		
Secondary Effect	Paralysis for 2d6 minutes.		
Cure	1 save		

Needler Death Poison			
Type	Poison, injury	**Save**	Fortitude DC-20
Frequency	1/minute for 6 minutes		
Effect	1d6 con damage and paralysis for 1 minute.		

Neo-Tech Laser Pistol: This is the standard laser pistol, which includes a digital read-out of the rounds remaining and a built in laser sight. Due to its high quality of manufacture this weapon is always considered a mastercraft weapon (+1). **Ammo:** Small e-Cell

Neo-Tech Laser Submachinegun (SMG): This is an automatic version of the neo-tech laser pistol. It has a selector for single round, 3-round burst and full auto (10 Round burst) Due to its high quality of manufacture this weapon is always considered a mastercraft weapon (+1). In addition, this weapon has a built-in laser sight. **Ammo:** Small e-cell

Pistol P08 (Luger): This 9mm pistol was first taken into service with the Earth's German Army in 1908. Lugers have a distinctive look that makes them prized war trophies in technology level 3 realms. **Ammo:** 9mm

S&W M29: The Smith & Wesson Model 29 .44 Magnum revolver fires one of the most powerful pistol cartridges in the world. The M29 is known for its deafening sound, bright muzzle flash, and powerful recoil. **Ammo:** .44 Magnum

Sten: The Sten is an ugly weapon made of steel tubes and sheet stamping held together with pins, welds, and bolts. Although not much to look at, it is a reliable and deadly weapon. **Ammo:** 9mm

Stun Ray Pistol: This weapon was designed for use in police and military forces for situations where non-lethal weapons would be preferred. A target struck by a stun ray pistol must make a Fortitude (DC-20) or be dazed for 1d2 rounds. **Ammo:** Small e-cell

Uzi: This extremely popular technology level 4 submachinegun is found throughout the realms. It features a collapsible stock, making it extremely compact. **Ammo:** 9mm

Walther PPK: The PPK is a small, simple, and reliable autoloader with a long history of service. It remains in widespread service among police, military, and government agencies. **Ammo:** .32 Caliber

HEAVY WEAPONS

Someone who wields a heavy weapon without the appropriate proficiency takes a –4 penalty on all attack rolls with the weapon.

Grenade Launcher, Mini: This 20mm grenade launcher is designed to be either part of a suit of power armor or mounted on a weapon. When mounted on to a weapon a secondary trigger assembly is attached for firing the grenades. **Ammo:** 20mm Grenade

M2HB: This heavy-duty .50-caliber machine gun has seen service across most of the realms and remains a very common vehicle-mounted military weapon. The Martial Weapons Proficiency (Heavy) feat applies to this weapon. **Ammo:** .50 Caliber

M-60: This medium machine gun is in widespread use with most technology level 4 militaries. The Martial Weapons Proficiency (Heavy) feat applies to this weapon. **Ammo:** 7.62mm

M72A3 LAW: The LAW (Light Antitank Weapon) is a disposable, one-shot rocket launcher. It comes as a short, telescoped fiberglass and aluminum tube. Before using the weapon, the firer must first arm and extend the tube, which is a move action. When the LAW hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 2

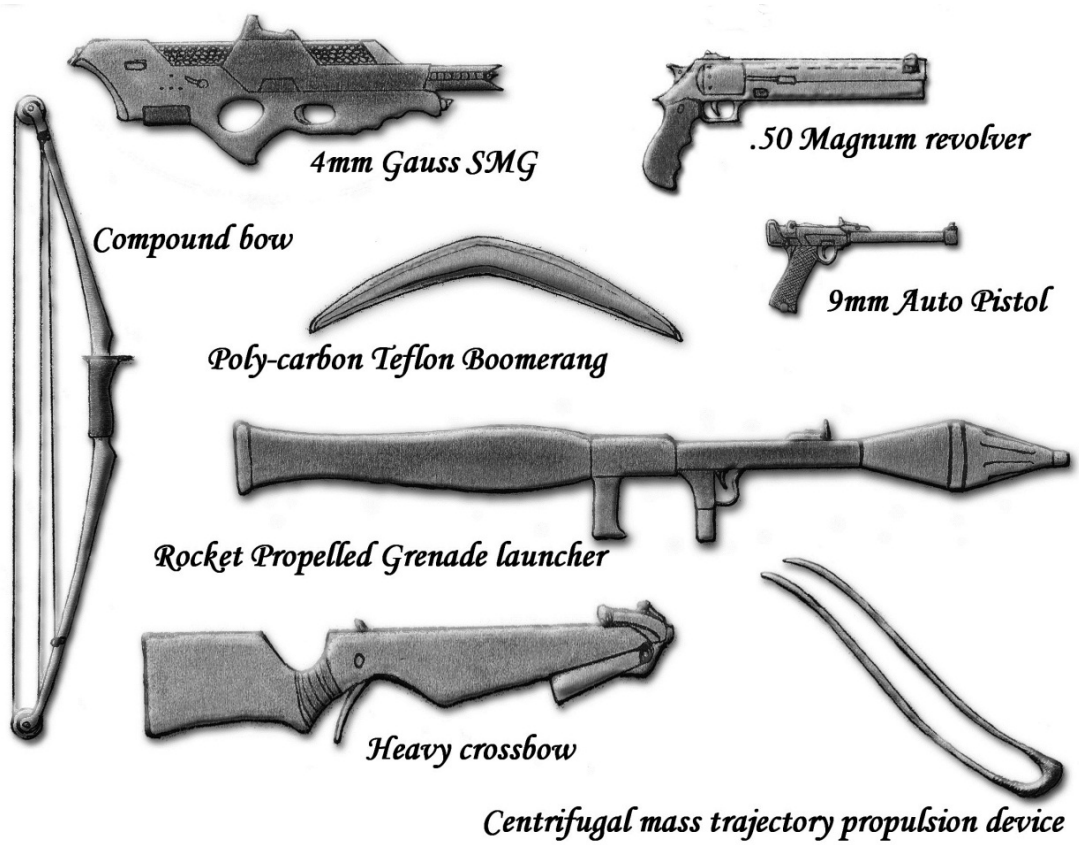
square(10-foot radius) (Reflex (DC-20) for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the LAW ignores up to 10 points of Hardness or Resistance if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius. The M72 has a minimum range of 6 squares (30 feet). If fired against a target closer than 6 squares (30 feet) away, it does not arm and will not explode. **Ammo:** N/A

M79: This simple weapon is a single-shot grenade launcher. These grenades look like huge rounds an inch and a half across; they cannot be used as hand grenades, and the M79 cannot shoot hand grenades. **Ammo:** 40mm Grenade

Neo-Tech Heavy Laser: This is a heavy weapons version of the laser. It must be mounted on a tripod or swivel mount to be fired. Due to the size and purpose of the weapon, it is possible to connect multiple energy cells and/or power packs to the weapon. In all cases, the Heavy Laser uses the large energy cells, which provide 4 shots. **Ammo:** Large e-Cell

Panzerfaust-30: The panzerfaust is a simple, single-shot, disposable anti-tank weapon capable of knocking out most armored vehicles of the same technology level. It consists of a short tube filled with propellant at the end of which is a large, shaped-charge warhead. **Ammo:** N/A

Plasma Rifle: Due to the heat generated by plasma weapons a targets armor class, resistance and hardness rating are reduced by 5 points. If the firer of the weapon is not wearing powered armor of some kind they take 1d10 Plasma damage for each round fired, due to splash. **Ammo:** Medium e-Cell



LONGARMS

Longarms are personal firearms that require two hands to be fired without penalty. This group includes hunting and sniping rifles, assault rifles, shotguns, and most submachine guns.

The basic longarm is the rifle, a group that includes both hunting rifles and sniper rifles. Most rifles are autoloaders, and they function internally in a manner very similar to autoloader pistols. Some models are operated manually, however, with the user having to work a bolt or lever between each shot. Assault rifles are rifles designed for

military use and feature automatic as well as semiautomatic fire.

- Shotguns are large-bore weapons that primarily fire shells full of small projectiles. They tend to be powerful, but only at short range. Reduce shotgun damage by 1 point per die if used at long range.
- Submachine guns are relatively compact long arms that generally fire pistol ammunition. They can fire on automatic.
- Long arms are not well suited to close combat. A character takes a –4 penalty on the attack roll when firing at an adjacent target.
- Bullpup rifles have been shortened by moving most of the mechanics into the stock which preserves the barrel length. These shorter weapons suffer a -2 penalty on the attack roll when firing at an adjacent target.

AKM/AK-47: This rugged assault rifle has been mass produced in many realms. It is not uncommon to find them being used by both sides of a conflict. **Ammo:** 7.62 mm

AN-94 Assault Rifle: This advanced version of the venerable AK fires a unique two-shot burst. The second round is fires so rapidly that it leaves the barrel before the weapon has reacted to recoil of the first round being fired. This increases the probabilities of the both rounds striking the same point. There are two damages listed for this weapon the first is for single rounds and automatic fire, the second is for the two round burst. The version of the AN-94 given here is a bullpup configuration for fighting in confined spaces. The weapon normally uses a 30 round box magazine but can be equipped with a 60 round high capacity box magazine for 50 credits (Increases the weight of the weapon by 2 pounds). **Ammo:** 5.45mm

Bolt Assault Rifle: This weapon fires 10mm explosive rounds. This assault rifle may fire either a single round or a 3 round burst. This weapon comes with mounts for a scope and brackets for under-barrel mounts. **Ammo:** 10mm Explosive Round

Bolt Rifle: This longarm fires 10mm explosive rounds. The rifle comes stock with a 6x scope. **Ammo:** 10mm Explosive Round

Disruptor Rifle: This weapon is primarily designed for damaging non-organic targets and androids. If a beam from this rifle hits an organic (non-construct) creature it causes 4d10 of damage. If the beam should strike a Techno Organic Construct or a device of any kind, it does the 4d10 damage and the device has a chance of shutting down for 1d6 rounds. Unshielded vehicles have a 25% chance of shutting down. Unshielded powered armor and smaller items have a 50% chance. A Techno Organic Constructs struck by the weapon must immediately make a Fortitude (DC-30) or fall unconscious for 1d6 rounds. **Ammo:** Small e-cell

Enfield Musket: This cap-and-ball weapon can be found in most technology level 2 realms. Its rifled barrel makes it more accurate than smoothbore muskets, but also adds considerably to the reload times. An Enfield takes 6 rounds to reload its single shot. The Enfield can mount a bayonet. **Ammo:** .58 Musket Ball

Henry Rifle: A poplar weapon to replace the early technology level 2 rifles such as the Enfield. The weapon's main drawback was that it used an unusual caliber of ammunition - a .44 caliber rimfire cartridge that no other firearm accepts. It also must be loaded from the muzzle end of the weapon, making it cumbersome to maneuver in a tight spot or on horseback. **Ammo:** .44 Caliber

M1 Garand: It is loaded with an eight round stripper clip that slides completely inside the weapon's internal magazine. This clip has two drawbacks. First, the soldier can load eight rounds or nothing. There is no way to top off a partially loaded weapon. The second problem is that when the last round is fired, the clip ejects from the weapon with a distinctive pinging noise that tells any nearby enemies that the soldier needs to reload. **Ammo:** .30 Caliber

M1 Thompson: The M1 Thompson is commonly a realms first step in the submachinegun arena. It is issued to commando units, paratroopers, and vehicle crews. The standard M1 Thompson comes with a vertical 20-round magazine, the 30-round magazine is available for 30 credits, the 50-round drum is available for 50 credits, and the 100-round drum is available for 150 credits. **Ammo:** .45 Caliber

M-4 Carbine: This is the technology level 5 replacement for the M16 specifically designed for urban combat. **Ammo:** 5.56mm

M16A2: Typical of the 5.56mm assault rifles used by militaries throughout the realms. This weapon features a three-round burst setting. **Ammo:** 5.56mm

M-249 SAW: This weapon bridges the gap between the assault rifle and machinegun. It is light enough to be carried by a single member of an infantry squad. The M-249 can use the same box magazine used by the M-16. **Ammo:** 5.56mm

Manzala Arms Assault SMG: This compact submachinegun is designed to be used at close range doing a large amount of damage. It is primarily used by entry units and at security check points. **Ammo:** .50 Caliber

Manzala Arms Gauss Assault Rifle: This weapon uses a magnetic field to fire metallic projectiles. It may be fired in single shot and 3 round burst modes. **Ammo:** 4mm Gauss

Manzala Arms Gauss Rifle: This weapon uses a magnetic field to fire metallic projectiles at extremely high velocities. This weapon comes with a shoulder harness and brackets for mounting a scope. **Ammo:** 4mm Gauss

Mossberg: The Mossberg Model 500 is a pump-action shotgun designed for military and police work. **Ammo:** 12 gauge

Needler Rifle: This is the rifle version of the needler pistol. It has longer range and uses the same darts as the pistol. This weapon fires Monofilament Darts, which only do 1 point of damage, but these darts are normally coated with some form of toxin. For the effects of the needler dart toxins see the needler pistol. **Ammo:** Needler Dart

Neo-Tech Laser Assault Rifle: This is an advanced version of the trusty Neo-Tech Laser Rifle. Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon (+1). It may be fired in single shot, 3 round burst and full auto modes. **Ammo:** Small e-Cell.

Neo-Tech Laser Carbine: This double-barreled laser rifle is one of the most common laser weapons on the market. It is a no-frills model using simple iron sights for aiming. Due to the weapon using two beams to cause its damage, double the effects of hardness versus this weapon. **Ammo:** Small e-cell

Neo-Tech Laser Rifle: This is the standard laser rifle, primarily used for hunting. It includes an electronic 6X scope. Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon (+1). **Ammo:** Small e-cell

Number 4 Lee-Enfield: The Lee-Enfield is a sturdy, bolt-action rifle that fires a .303 cartridge. It has a 10-round internal magazine. **Ammo:** .303 Caliber

Saiga-94 Combat Shotgun: This is a 12 gauge version of the AN-94 Assault Rifle. There are two damages listed for this weapon the first is for single rounds and automatic fire, the second is for the two round burst. The version of the Saiga-94 given here is a bullpup configuration for fighting in confined spaces. The weapon normally uses a 10 round box magazine but can be equipped with a 20 round drum for 50 credits (Increases weight of the weapon by 2 pounds). **Ammo:** 12 gauge



Springfield .58: Based on the belief that the average infantryman would waste ammunition if armed with a repeating rifle, many technology level 2 militaries continue to equip most of its rear-echelon troops with single-shot, rifled muskets. It can mount a bayonet. **Ammo:** .58 Caliber

Steyr AUG: This unusual and exotic-looking weapon bullpup rifle is used by the more affluent technology level 4 militaries. It is completely ambidextrous components make it equally convenient for left- and right-handed users, and it features a built-in optical sight. Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon (+1). This weapon features a three-round burst setting. **Ammo:** 5.56mm

Stun Ray Rifle: This weapon was designed for use in police and military forces for situations where non-lethal weapons would be preferred. A target struck by a stun ray pistol must make a Fortitude (DC-20) or be dazed for 1d4 rounds. **Ammo:** Small e-Cell

Winchester 94: The Winchester Model 94 Big Bore is a lever-action rifle typical of big-bore hunting rifles found in technology level 3 realms. **Ammo:** .444 Caliber

Other Ranged Weapons

Ranged weapons that are not firearms include such diverse objects as crossbows, tasers, and pepper spray.

Laser Crossbow: This weapon appears to be a normal light crossbow complete with string. Hidden within the crossbow are the workings of a laser rifle. To detect that the weapon is not what it appears to be requires a Perception (DC-20). **Ammo:** Small e-Cell

Pepper Spray: A chemical irritant that can temporarily blind a target, pepper spray comes in a single-shot container. To use it, make a ranged touch attack against the target. On a successful hit the target must make a Fortitude (DC-20) or be blinded for 1d4 rounds.

Taser: A taser uses springs or compressed air to fire a pair of darts at a target. On impact, the darts release a powerful electrical current. On a successful hit, the darts deal 2d4 points of electricity damage and the target must make a Fortitude (DC-18) or is paralyzed for 1d6 rounds. Reloading a taser is a full-round action that provokes attacks of opportunity. **Ammo:** Taser Dart

Exotic Weapons

Exotic weapons require the exotic weapons feat to be properly operated.

Andromeda Gun: This is weapon uses a combination of several bio-agents that react with the moisture in the targets body. This reaction causes the blood to solidify to the consistency of foam rubber. This weapon is fed by two tanks that are worn on the back. On a successful hit with this weapon a target must make a Fortitude (DC-30) or suffer 4d6 Constitution damage. **Ammo:** Andromeda Chemical.

Barrett Light Fifty: The heavy but rugged light fifty is an incredibly powerful weapon for its size. Although it is a sniper rifle, it fires a .50-caliber machine gun bullet, a round much more powerful than any other rifle ammunition at its technology level. This weapon does one-half of its damage directly to wounds. **Ammo:** .50 Caliber

Force Field Nullification Rifle: This weapon is designed to punch holes in force fields. This weapon does 5d10 damage only against force fields. If the force field is taken down by this weapon it cannot regenerate or be brought back up for 3 rounds. **Ammo:** Small e-cell

Infrared Blaster Rifle: This rifle creates a 2 inch diameter beam of coherent infrared radiation with an equivalent temperature of 500 degrees Celsius. Any targets in metallic armor will take an additional 2d6 of damage from their armor being heated. This beam is invisible to normal sight so the target does not get their Dexterity bonus versus the attack (the target does not count as flat-footed). **Ammo:** Small e-cell

Manzala Arms System Seven: This very unusual weapon is deployed by the Manzala Defense Forces. The multi-barrel design allows several different weapons systems to be included in one, hence the weapon's name. The seven systems are:

Table 8-11: Manzala Arms System Seven

Sys	Description	ROF	Damage	Rng	Drain
1	20mm Grenade Launcher	SA	Grenade	50	0 drain, 10 box
2	Stun Ray	SS	Special	50	0.5
3	Disruptor Beam	SS	4d10	65	5
4	Laser Assault Rifle	SA, B3, A	2d12	100	1 / Shot
5	Heat Beam	SA	3d8 Heat	75	2
6	Cold Beam	SA	3d8 Cold	75	2
7	Sonic Disruptor	SS	3d6	30	2

The drain listed in the table above is the amount of energy drain from the e-cells per use of that system. The rifle comes equipped with an electro-optical scope, laser sight, electronic range finder, and an adapter for connection to medium and large power packs. This weapon is normally powered by two small energy cells, which supply the weapon with 20 Energy Units (EU) of power. **Ammo:** Two Small e-cell

Sonic Disruptor: This weapon fires a cone of sound waves that disrupt targets cells, causing damage to all targets in a 30 foot cone. Attacking with a sonic disruptor is an area attack; anyone within the area must make a Reflex (DC-20) or be struck by the attack. **Ammo:** Small e-cell

Stasis Rifle: This rifle temporarily stops time around a target. Anything struck by this weapon (up to 10 foot, by 10 foot, by 10 foot) is held in stasis for 1d6 minutes. While in stasis, the target has no sensation of time's passing and cannot be affected by outside forces. **Ammo:** Small e-Cell

Tesla Gun: The ultimate hand held weapon, believed to be based on the research of Nikola Tesla. The weapon works by disrupting the electrical fields created by all living beings. It has no effect on non-living targets or force fields. The bolts from this weapon appear to absorb light. **Ammo:** Small e-cell

MELEE WEAPONS

"Hey that is not too bad," Says the ork cabby as he leans over the driver's seat to see the sketches made by the student.

"The next area of equipment we should discuss is Melee weapons. A simple rule on melee weapons is don't leave home without one. Pistols are good but you never know at how close someone will be when they attack you so it is always good to carry a good close up weapon. I am a bit of a traditionalist so I keep tucked here in the car door an ork warblade." The cabby says as he pats the blades hilt with his left hand.

"For a small chap like you I would suggest a knife or maybe even a long sword or rapier. All are good standby weapons, very dependable. If you are interested in something less lethal then I suggest the Paralysis Rod, which is a very effective weapon."

Melee weapons are used in close combat, and they are generally among the simplest types of weapons. The feat that provides proficiency with these weapons varies from weapon to weapon; some are considered simple weapons (covered by the Simple Weapons Proficiency feat); others are martial (Martial Weapons Proficiency); some are energy enhanced melee weapons (Martial Weapons (Energy Melee)) or exotic (Exotic Melee Weapon Proficiency).

A character's Strength modifier is always added to a melee weapon's attack roll and damage roll.

Melee Weapons Table

Melee weapons are described by a number of statistics, as shown on Tables 8-13 through 8-16.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals damage directly to the target's wounds.

Damage Type: Melee weapon damage is classified according to type: bludgeoning (weapons with a blunt striking surface), energy (of a specific type), piercing (weapons with a sharp point), and slashing (weapons with an edged blade). Some creatures or characters may be resistant or immune to some forms of damage.

Weight: This column gives the weapon's weight.

Cost: The price of the item in Credits

Table 8-12: Simple Weapons

Type	PL	Cost	Avail	DMG(s)	DMG(m)	Crit	Wt	Type	Special
One-Handed Weapons									
Pistol Whip	—	—	—	1d3	1d4	20	—	B	
Rifle Butt	—	—	—	1d4	1d6	20	—	B	
Dagger	1t	2	0	1d3	1d4	19	1	P or S	
Gauntlet	1t	2	0	1d2	1d3	20	1	B	
Mace, Heavy	1t	12	5	1d6	1d8	20	8	B	
Sap	1t	5	5	1d4	1d6	20	3	B	nonlethal
Stiletto	1t	5	0	1d3	1d4	19	1	P	
Tonfa	1t	8	5	1d3	1d4	20	2	B	disarm, monk
Brass Knuckles	2t	6	0	1	1	20	1	B	
Straight Razor	2t	4	0	1d3	1d4	19	0.5	S	
Metal Baton	4t	14	0	1d4	1d6	20	2	B	
Stun Gun	4t	6	5	1d2	1d3	20	1	E	
Paralysis Rod	6t	1,000	5	*	*	20	4	B	nonlethal

*****- See description of weapon.

Table 8-13: Martial Weapons

Type	PL	Cost	Avail	DMG (s)	DMG(m)	Crit	Wt	Type	Special
Light Weapons									
Handaxe	1t	6	0	1d4	1d6	20	2	S	
Machete	1t	6	0	1d4	1d6	20	2	S	
Sword, Short	1t	10	0	1d4	1d6	19	2	P	
One-Handed Weapons									
Battleaxe	1t	10	5	1d6	1d8	20	6	S	
Longsword	1t	15	0	1d6	1d8	19	4	S	
Scimitar	1t	15	0	1d4	1d6	18	4	S	
Trident	1t	15	0	1d6	1d8	20	4	P	brace
Rapier	2t	20	5	1d4	1d6	18	2	P	
Sword Cane	2t	36	5	1d4	1d6	19	3	P	
Two-Handed Weapons									
Greataxe	1t	20	0	1d10	1d12	19	12	S	
Greatclub	1t	5	5	1d8	1d10	19	8	B	
Greatsword	1t	50	5	1d10	2d6	19	8	S	
Halberd	1t	10	5	1d8	1d10	20	12	P or S	brace, trip
Bayonet (Fixed)	2t	11	0	1d3/1d3	1d4/ 1d4	20	1	P	brace, double

Table 8-14: Martial Weapons (Energy Melee)

Type	PL	Cost	Avail	DMG(s)	DMG(m)	Crit	Wt	Type	Special
Light Weapons									
Stiletto, Energy	6t	120	20	2d4+1	2d6+1	19	1.5	P	
Vibro Blade	8t	160	10	2d8	2d10	17	3	S	
Vibro Dagger	8t	140	10	2d4	2d6	17	1	S	
One-Handed Weapons									
Mace, Energy	6t	320	10	3d6	3d8	18	8	B and E	
Sword, Energy	6t	300	15	3d6	3d8	19	4	S	
Laser, Rapier	7t	300	15	3d6	3d8	18	2	E	
Plasma Cutlass	8t	200	30	*	*	18	4	S	
Two-Handed Weapons									
Axe, Energy	6t	200	10	4d6	4d8	19	6	S	

Table 8-15: Melee Weapons (Exotic)

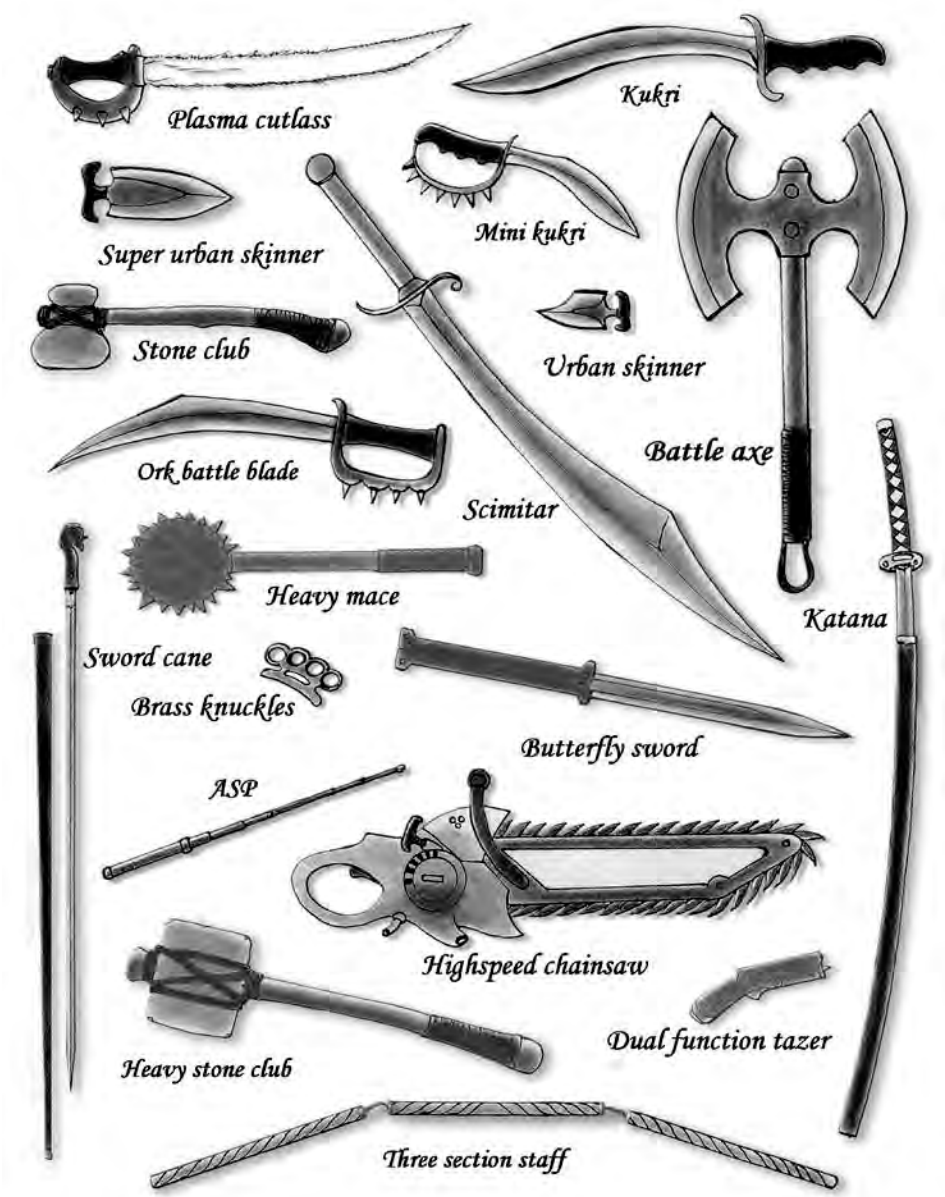
Type	PL	Cost	Avail	DMG(s)	DMG(m)	Crit	Wt	Type	Special
Light Weapons									
Kama	1t	2	5	1d4	1d6	20	2	S	monk, trip
Kukri	1t	2	5	1d3	1d4	18	1	S	
Nunchaku	1t	2	5	1d4	1d6	20	2	B	disarm, monk
Siangham	1t	3	5	1d4	1d6	20	1	P	monk
One-Handed Weapons									
Sword, Bastard	1t	35	0	1d8	1d10	19	6	S	
Whip	1t	1	0	1d2	1d3	20	2	S	disarm, nonlethal, reach, trip
Katana (True)	2t	100	20	1d8	2d6	20	6	S	
Ork Battle Blade	2t	50	20	1d6	1d8	19	4	S	
Katana (Mass Produced)	4t	40	10	1d8	2d6	20	6	S	
Two-Handed Weapons									
Three-Section Staff	1t	4	5	1d8/1d8	1d10/1d10	20	3	B	double, monk
Chain Saw	4t	18	0	2d8	4d6	20	10	S	
Sword, Tachyon	10t	200,000	50	2d12	2d20	18	10	S	

SIMPLE MELEE WEAPONS

Generally inexpensive and light in weight, simple weapons get the job done nevertheless.

Brass Knuckles: These pieces of molded metal fit over the outside of a character's fingers and allow him or her to deal lethal damage with an unarmed strike instead of non-lethal damage. A strike with brass knuckles is otherwise considered an unarmed attack. When used by a character with the Brawl feat, brass knuckles increase the base damage dealt by an unarmed strike by +1 and turn the damage into lethal damage. The cost and weight given are for a single item.

Metal Baton: This weapon can be collapsed to reduce its size and increase its concealability. A collapsed baton is small and cannot be used as a weapon. Extending or collapsing the baton is a free action.



Paralysis Rod: This is a 3 ft. long rod that when it makes contact with exposed skin overloads the target's nervous system. To attack with this weapon, make a melee touch attack; on a successful hit the target must make a Fortitude (DC-25) or fall unconscious for 1d4 minutes. The victim cannot be awakened prematurely without the use of magic or drugs. This weapons works against techno organic creatures such as androids and Techno Organic

Constructs. This weapon is powered by a small eCell, good for 10 strikes.

Pistol Whip: Using a pistol as a melee weapon can deal greater damage than attacking unarmed. No weight or purchase price is given for this weapon, since both vary depending on the pistol used.

Rifle Butt: The butt of a rifle can be used as an impromptu club.

Stiletto: A slender dagger with a blade thick in proportion to its breadth. A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls.

Straight Razor: Favored by old-school organized crime "mechanics," this item can still be found in some barbershops and shaving kits.

Stun Gun: Although the name suggests a ranged weapon, a stun gun requires physical contact to affect its target. (The taser is a ranged weapon with a similar effect.) On a successful hit, the stun gun deals 1d3 points of electricity damage and the target must make a Fortitude saving throw (DC-15) or be paralyzed for 1d6 rounds. A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls.

MARTIAL WEAPONS

Most of these weapons deal damage by means of a blade or a sharp point. Some of them are moderately expensive, reflecting their archaic nature in modern-day society.

Bayonet: The statistics given describe a bayonet fixed at the end of a longarm with an appropriate mount. With the bayonet fixed, the longarm becomes a double weapon—club-like at one end and spear-like at the other. A character can fight with it as if fighting with two weapons, but if the character does so; he or she incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.

Machete: This long-bladed tool looks much like a short, lightweight sword.

Sword Cane: This is a lightweight, concealed sword that hides its blade in the shaft of a walking stick or umbrella. Because of this special construction, a sword cane is always considered to be concealed; it is noticed only with a Perception check (DC-18). (The walking stick or umbrella is not concealed, only the blade within.)

MARTIAL ENERGY MELEE WEAPONS

These are weapons covered by the Martial Weapons (Energy Melee) feat.

Energy Axe: This energy field enhanced battle-axe was originally designed for damaging power armor and vehicles, but works just as well on soft targets. This weapon is powered by a small eCell. Good for 20 Strikes.

Energy Mace: This is an energy enhanced metal club. When the energy mace is powered up it crackles with blue lightning. This weapon is powered by a small eCell, good for 10 strikes. When not powered up the weapon does damage as a normal mace.

Energy Stiletto: This is an energy-enhanced stiletto primarily used by assassins. A charge is used each time that the wielder attempts to hit with the weapon. This weapon is powered by a small eCell, good for 30 strikes. A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls.

Energy Sword: This weapon is an energy enhanced long sword is designed to cut holes in power armor. This weapon is powered by a small eCell, good for 20 strikes.

Laser Rapier: This weapon appears to be a rapier hilt with a thin wire where the blade should be. When the weapon is activated, the wire is used to support a 'mirror' that reflects a laser down the length of the wire. This weapon is powered by a small eCell, good for 20 strikes. A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls.

Plasma Cutlass: This weapon produces a plasma energy version of a cutlass. This weapon is powered by a small eCell good for 20 charges. This weapon has three settings; each setting drains a number of charges per successful strike.

Table 8-16: Plasma Cutlass

Setting	Damage	Charges Used
1	2d6	1
2	2d8	4
3	3d10+2	6

Vibro Blade: The handle of this device houses a small energy cell. When in use, a blue-etched force field forms a 32-inch blade that will cut through anything except another force field. This weapon is powered by a small eCell, good for 20 strikes. Vibro weapons treat the hardness / damage reduction of any target struck 20 points lower. A character can select the Weapon Finesse

feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls.

Vibro Dagger: The handle of this device houses a small energy cell. When in use, a blue-etched force field forms a 10-inch blade that will cut through anything except another force field. This weapon is powered by a small eCell, good for 30 strikes. Vibro weapons treat the hardness / damage reduction of any target struck 20 points lower. A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls.

EXOTIC MELEE WEAPONS

Most exotic weapons are either atypical in form or improved variations of other melee weapons. Because each exotic weapon is unique in how it is manipulated and employed, a separate Exotic Weapon Proficiency feat is required for each one in order to avoid the –4 non-proficient penalties.

Chain Saw: Military and police units use powered saws to cut through fences and open doors rapidly. They are sometimes pressed into service as weapons, often by people who watch too many movies.

Katana (Mass Produced): The katana is the traditional Japanese samurai sword. When used with the Exotic Melee Weapon Proficiency feat, it can be used with one hand. For a wielder without the feat, the katana must be used with two hands, and the standard –4 non-proficiency penalty applies.

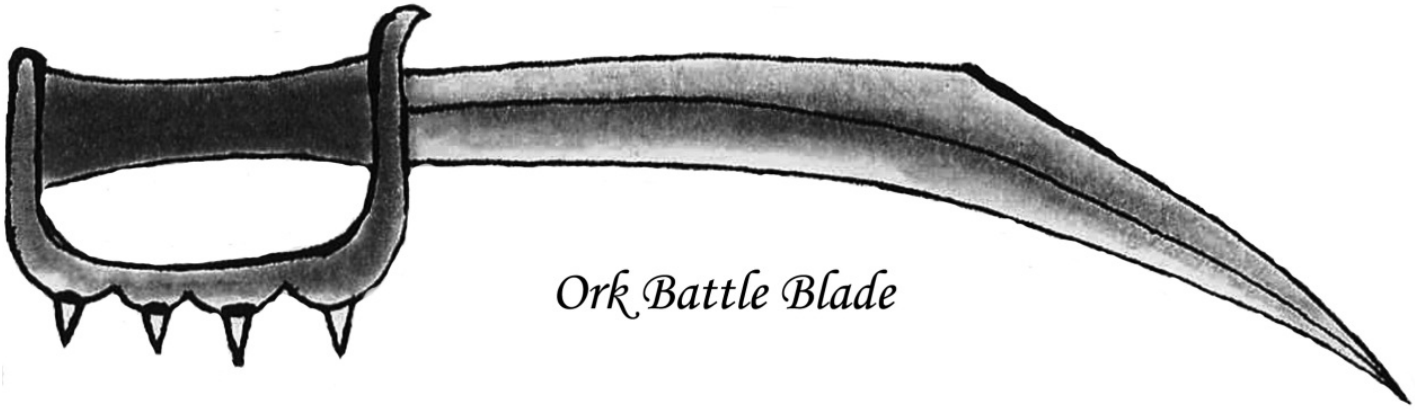
Katana (True): The katana is the traditional Japanese samurai sword. When used with the Exotic Melee Weapon Proficiency feat, it can be used with one hand. For a wielder without the feat, the katana must be used with two hands, and the standard –4 non-proficiency penalty applies. Weapon gains a +1 equipment bonus due to being master worked.

Ork Battle Blade: This is the traditional weapon of orks in several realms. It is specially designed to damage an opponent's weapon and to assist in close quarters fighting. The ork battle blade grants a +2 bonus to breaking grapples and sunder attacks.

Kukri: This heavy, curved dagger has its sharp edge on the inside of the curve.

Tachyon Sword: A tachyon sword is an alien weapon. To bond with the weapon the user must permanently give up 10 hit points, it may not be used without bonding. When the tachyon sword strikes a force field and does enough damage to drop it, the field will be down for 24 hours, and then will start to regenerate as normal. This weapon is powered by two small eCells, good for 5 strikes.

Three-Section Staff: Originally, a farm implement for threshing grain, this weapon is composed of three sections of wood of equal lengths, joined at the ends by chain, leather, or rope. The three-section staff requires two hands to use. The three-section staff is a double weapon. A character can fight with it as if fighting with two weapons, but if he or she does, the character incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon



Ork Battle Blade

General Equipment

The cab skids a few feet as the cabby takes a corner a bit fast. "Let's see, we have discussed ranged and melee weapons; that brings us to general equipment such as backpacks etc." The cabby takes a puff off his cigar.

"There are a lot of useful items covered under the header of general equipment. What equipment you carry really depends on what you do and personal preference, but again choosing the right equipment makes all the difference.

"Would suggest looking through this catalog I have," as the cabby leans down to get something from under the seat, simultaneously dodging through traffic. He pulls out a rather beat up catalog and hand is it back to the student.

"This catalog is produced by one of the better expedition supply houses it should give you a good idea what equipment is out there."

This section covers the wide variety of general gear available to adventurers of all sorts.

Many of the objects in this section are battery-operated. Any device that uses batteries comes with them. As a general rule, ignore battery life—assume that heroes (and their antagonists) are smart enough to recharge or replace their batteries between adventures, and that the batteries last as long as needed during adventures. If battery life is important in the game, roll 1d20 every time a battery-operated item is used. On a result of 1, the batteries are dead and the object is useless. New batteries have a purchase price of 10 credits and can be changed as a move action.

Equipment Tables

Equipment is described by a number of statistics, as shown on the following tables.

Power Level (PL): This is the level of power required to create this item. It is signified by a number followed by a letter. The number is the level and the letter indicates what types of power bases are required.

Table 8-17: Power Levels

#f	Faith
#m	Magic
#p	Psionics
#s-	Syncratic Science Negative
#s+	Syncratic Science Positive
#t	Technology

Weight (Wt): This column gives the item's weight.

Cost: The price of the item in Credits

Availability (Avail): This value represents how difficult it is to locate the item.

Table 8-18: Adventuring Gear

Type	PL	Cost	Avail	Wt
Backpack	1t	2	0	3
Climbing Gear	1t	30	0	10
Compass	1t	2	0	0.5
Fishing Tackle	1t	1	0	0.5
Flint And Steel	1t	1	0	2
Cookware, Metal	2t	1	0	4
Binoculars, Standard	3t	10	0	2
Fire Extinguisher	3t	7	5	3
Flash Light (Metal)	3t	2	0	1
Gas Mask	3t	35	10	5
Handcuffs, Steel	3t	20	5	1
Hand Lighter (W/O Fluid)	3t	3	0	0.1
Matches (50 Wooden)	3t	1	0	0.1
Rope, Nylon (Per 50 Feet)	3t	10	0	1
Sleeping Bag	3t	9	5	4
Walkie-Talkie, Basic	3t	6	10	1
White Gas Lantern	3t	10	0	2
Binoculars, Range Finding	4t	100	5	3
Canteen, Plastic	4t	5	0	0.1
Chemical Light Sticks (5)	4t	5	0	1
Flash Light (Plastic)	4t	5	0	0.3
Flash Light, Battery Flood	4t	4	5	2
Handcuffs, Zip-Tie (25)	4t	10	0	0.5
Stove, Portable Gas	4t	35	5	4
Tent, 2-Person Dome	4t	20	5	4
Tent, 4-Person Dome	4t	30	5	7
Tent, 8-Person Dome	4t	100	5	10
Walkie-Talkie, Professional	4t	100	15	1
Battery Powered Lantern	5t	20	5	2.5
Binoculars, Electro-Optical	5t	150	10	4
Flash Goggles	5t	100	0	2
Night Vision Goggles	5t	100	15	3
Radiation Detector	5t	50	10	2
Multi-Spectrum Goggles	6t	80	20	0.2

Table 8-19: Ammunition

Type	PL	Cost	Avail	Wt
Arrow (20)	1t	1	0	3
Crossbow Bolt (10)	1t	1	0	3
.303 Caliber (50)	2t	8	0	2
.44 Caliber (50)	2t	6	0	2.6
.44 Cap And Ball (50)	2t	4	0	3.0
.45 Caliber (50)	2t	6	0	2.5
.50 Caliber Machine Gun (20)	2t	8	0	3.5
.58 Caliber Balls and Powder (50)	2t	6	0	2
12-Gauge Buckshot (10)	2t	4	0	1
20mm Metallic (50)	2t	8	0	8
7.62mm (20)	2t	4	0	1
9mm, .32 Caliber, or .38 Caliber (50)	2t	6	0	1.3
Percussion Caps (100)	2t	4	0	1.0
Box Magazine	3t	4	0	0.5
10mm (50)	4t	6	0	1.5
4mm Metallic (50)	4t	8	0	3
5.56mm or 5.45mm (20)	4t	4	0	1
.50AE Caliber (50)	5t	8	0	3.5
Bolt Rounds (50)	6t	10	0	1
Needler Pistol Magazine	6t	10	0	1
Needler Rifle Magazine	6t	10	0	2

Table 8-20: Weapon Accessories

Type	PL	Cost	Avail	Wt
Holster, Concealed	2t	6	5	0.5
Holster, Hip	2t	6	5	1
Speed Loader	2t	2	10	0.5
Rifle Scope, Standard (Per 10x)	3t	70	10	1
Illuminator	4t	11	10	0.5
Laser Sight	4t	100	15	0.5
Suppressor, Pistol	4t	40	20	1
Suppressor, Rifle	4t	70	20	4
Rifle Scope, Electro-Optical (Per 10x)	5t	240	15	3

Table 8-21: Clothing

Type	PL	Cost	Avail	Wt
Boots	1t	2	0	1
Cloak, Winter	1t	5	0	1
Clothing Outfit, Business	1t	100	0	3
Clothing Outfit, Casual	1t	10	0	2
Clothing Outfit, Formal	1t	250	0	3
Clothing Outfit, Uniform	1t	9	0	2
Ghillie Suit	1t	10	0	5
Outerwear, Coat	1t	10	0	2
Tool Belt	1t	9	0	2
Clothing Outfit, Fatigues	3t	9	0	3
Mesh Vest	4t	7	0	7
Outerwear, Windbreaker	4t	4	0	1
Photojournalist's Vest	4t	9	0	1

Table 8-22: Communications and Sensory Equipment

Type	PL	Cost	Avail	Wt
Computer, Desktop	4t	700	5	10
Computer, Upgrade	4t	Special	5	—
Printer, Computer	4t	40	5	3
Scanner, Computer	4t	50	5	3
Cell Phone	5t	18	5	—
Computer, Notebook	5t	1,000	10	5
GPS Receiver	5t	100	5	1
Modem, Broadband	5t	4	5	1
Modem, Cellular	5t	10	5	1
PDA	5t	130	5	0.5
Portable Satellite Phone	5t	180	10	2
Personal Communicator	6t	50	10	0.5

Table 8-23: Containers

Type	PL	Cost	Avail	Wt
Briefcase	1t	6	5	2
Map Case, Leather	1t	1	0	0.1
Aluminum Travel Case, 10 lbs. Capacity	4t	12	0	5
Aluminum Travel Case, 40 lbs. Capacity	4t	15	0	10
Aluminum Travel Case, 75 lbs. Capacity	4t	20	0	15
Range Pack	4t	10	0	3



Table 8-24: Medical Equipment

Type	PL	Cost	Avail	Wt
First Aid Kit	3t	10	10	3
Surgery Kit	4t	150	15	5
Medical Kit	4t	100	15	5
Accela Dose	8t	200	25	0.1
Anti-Toxin, Advanced	8t	30	25	0.1
Anti-Radiation Serum	8t	30	25	0.1
Stimulant Dose	8t	20	25	0.1
Sustenance Factor	8t	30	25	0.1
Medi-Kit	9t	1,500	30	1
Restoration Chamber	9t	10,000	30	60
Stasis Chamber	9t	10,000	40	50

Table 8-25: Power Sources

Type	PL	Cost	Avail	Wt
Lighter Fluid (1 qt)	3t	1	0	0.1
eCell Charger	6t	300	25	2
eCell, Medium	6t	30	5	0.1
eCell, Small	6t	10	0	0.1
eCell, Large	8t	50	10	0.1
Synthahol(1 gallon)	8t	2	0	1

Table 8-26: Provisions

Type	PL	Cost	Avail	Wt
Dried Rations (Per Day)	1t	0.5	0	2
Iron Ration (Per Day)	1t	1	0	1
Meals Ready to Eat (MRE)(Per Day)	4t	5	10	1

Table 8-27: Tools and Utensils

Type	PL	Cost	Avail	Wt
Adventurers Kit, Basic	1t	100	0	35
Bolt Cutter	1t	8	0	5
Disguise Kit	1t	40	15	5
Forgery Kit	1t	40	20	3
Lock Pick Set	1t	18	10	1
Detonator, Blasting Cap	2t	4	10	0.5
Detonator, Timed	2t	11	20	0.5
Detonator, Wired	2t	8	10	1
Demolitions Kit	3t	55	20	5
Car Opening Kit	4t	8	20	1
Chemical Kit	4t	130	20	6
Detonator, Radio Controlled	4t	34	15	0.5
Duct Tape	4t	1	0	1
Electrical Tool Kit, Basic	4t	70	15	12
Evidence Kit, Basic	4t	11	15	6
Lock Release Gun	4t	40	15	0.5
Mechanical Tool Kit, Basic	4t	55	15	22
Multipurpose Tool	4t	18	10	0.5
Patrol Box	4t	18	15	4
Pharmacist Kit	4t	180	20	6
Search-And-Rescue Kit	4t	40	20	7
Contractor's Field Bag	5t	8	10	2
Electrical Tool Kit, Deluxe	5t	550	20	33
Evidence Kit, Deluxe	5t	100	20	8
Mechanical Tool Kit, Deluxe	5t	400	20	45
Adventurers Kit, Advanced	6t 3m	400	10	50

Table 8-28: Trans-Dimensional Equipment				
Type	PL	Cost	Avail	Wt
Gate Compass	6m	300	10	1
Gate Control Device	8m 8t	1,000	20/30	1
Gate Master Control Console	10m 10t	N/A	N/A	N/A

ADVENTURING GEAR

Battery Operated Lantern: A lamp illuminates a small area, providing normal light in a 20-foot radius and increasing the light level by one step for an additional 20 feet beyond that area (darkness becomes dim light and dim light becomes normal light). A lamp does not increase the light level in normal light or bright light. A lamp operates for 18 hours on a full charge. A lamp can be carried in one hand.

Binoculars: Binoculars are useful for watching opponents, wild game, and sporting events from a long distance. When binoculars are used for Perception checks it requires five times as long to make the check.

Standard: Standard binoculars reduce the range penalty for Perception checks to –1 for every 50 feet (instead of –1 for every 10 feet).

Range Finding: In addition to the benefit of standard binoculars, range finding binoculars include a digital readout that indicates the exact distance to the object on which they are focused.

Electro-Optical: Electro-optical binoculars function the same as standard binoculars in normal light. In darkness, however, users looking through them see as if they had the darkvision ability granted by night vision goggles.

Chemical Light Stick: This disposable plastic stick, when activated, uses a chemical reaction to create light for 6 hours. It illuminates an area only 5 feet in radius. Once activated, it cannot be turned off or reused. The listed purchase price is for a pack of 5 sticks.

Climbing Gear: All of the tools and equipment that climbing enthusiasts use to make climbing easier and, in some cases, possible, including ropes, pulleys, helmet and pads, gloves, spikes, chocks, ascenders, pitons, a hand ax, and a harness. It takes 10 minutes to remove the gear from its pack and outfit it for use. Use this gear with the Climb skill.

Compass, Magnetic: A compass relies on the Earth's magnetic field to determine the direction of magnetic north. A compass grants its user a +2 equipment bonus on Navigation checks.

Fire Extinguisher: This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area as a move action. It contains enough material for two such uses.

Flash Goggles: These eye coverings provide total protection against blinding light.

Flashlight: Flashlights come in a wide variety of sizes and quality levels. Those covered here are professional, heavy-duty models, rugged enough to withstand the rigors of modern adventuring. Flashlights negate penalties for darkness within their illuminated areas.

Standard: This heavy metal flashlight projects a beam 30 feet long and 15 feet across at its end.

Battery Flood: Practically a handheld spotlight, this item projects a bright beam 100 feet long and 50 feet across at its end.

Gas Mask: This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides total protection from eye and lung irritants. The filter canister lasts for 12 hours of use. Changing a filter is a move action. The price for one extra filter canister is 6 credits.

Handcuffs: Handcuffs are restraints designed to lock two limbs—normally the wrists—of a prisoner together. They fit any Medium-size or Small human or other creature that has an appropriate body structure.

Steel: These heavy-duty cuffs have hardness 10, 10 hit points, a break DC-of 30, and require a Disable Device (DC-25) or Escape Artist check (DC-35) to remove without the key.

Zip-Tie: these are single-use disposable handcuffs, much like heavy-duty cable ties. They have hardness 0, 4 hit points, and a break DC-25. They can only be removed by cutting them off (Disable Device and Escape Artist checks automatically fail).

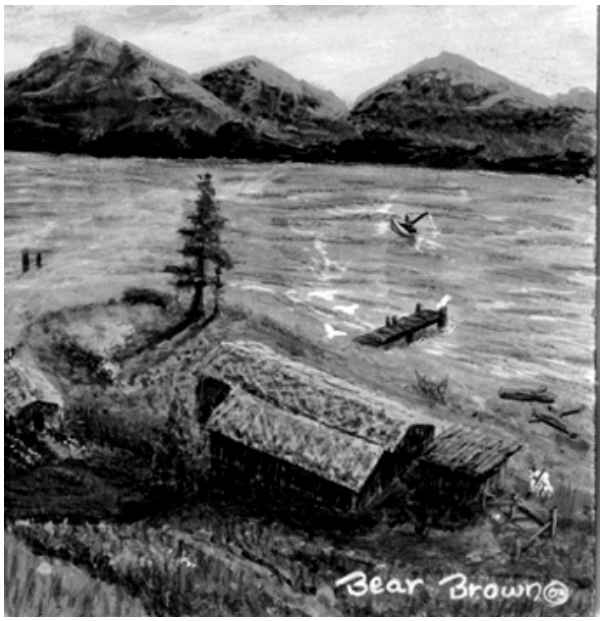
Multi-Spectrum Goggles: These goggles give the user dark vision 80 feet, low light vision and thermal graphic vision.

Night Vision Goggles: Night vision goggles use passive light gathering to improve vision in near-dark conditions. They grant the user the ability to see in darkness, also called darkvision—but because of the restricted field of view and lack of depth perception these goggles provide; they impose a –4 penalty on all Perception checks made by someone wearing them.

Night vision goggles must have some light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room does not. For situations of total darkness, the goggles come with an infrared illuminator that, when switched on, operates like a flashlight whose light is visible only to the wearer (or anyone else wearing night vision goggles).

Radiation Detector: A 3 foot long cable connects the microphone-shaped radiation collector to the main unit; a 1 foot by 6 inch high metal cylinder housing the microcomputer and counter/ analyzer. This instrument is designed to detect harmful radioactive sources ranging from the weak or "soft" x-rays all the way through energetic or "hard" x-rays to gamma radiation. To use this device, first the central green dial is turned to the appropriate setting for the type of radiation to be measured. The collector is then pointed in the direction desired and any radioactive sources present will be identified. A digital readout on the cylindrical housing unit of from 0 to 100 will display the amount of radiation being detected at the selected intensity level.

Sleeping Bag: This lightweight sleeping bag rolls up compactly. It can keep a character warm even in severe weather and can also double as a stretcher in an emergency.



Stove, Portable: This small stove works on kerosene or white gasoline, and can easily be broken down and carried for backpacking.

Tent: A tent keeps a character warm and dry in severe weather, providing a +2 equipment bonus on Fortitude saves against the effects of cold weather.

Walkie-Talkie: This hand-held radio transceiver communicates with any similar device operating on the same frequency and within range.

Basic: This dime-store variety has only a few channels. Anyone else using a similar walkie-talkie within range can listen in on the character's conversations. It has a range of 2 miles.

Professional: This high-end civilian model allows a character to program in twenty different frequencies from thousands of choices—making it likely that the character can find a frequency that is not being used by anyone else within range. The device can be used with or without a voice-activated headset (included). It has a range of 15 miles.

WEAPON ACCESSORIES

Box Magazine: For weapons that use box magazines, a character can purchase extras. Loading these extra magazines ahead of time and keeping them in a handy place makes it easy to reload a weapon in combat.

Holster: Holsters are generally available for all Medium-size or smaller firearms.

Hip: This holster holds the weapon in an easily accessed—and easily seen—location.

Concealed: A concealed carry holster is designed to help keep a weapon out of sight most cases; this is a shoulder holster (the weapon fits under the wearer's armpit, presumably beneath a jacket). Small or Tiny weapons can be carried in waistband holsters (often placed inside the wearer's waistband against his or her back). Tiny weapons can also be carried in ankle or boot holsters.

Illuminator: An illuminator is a small flashlight that mounts to a firearm, freeing up one of the user's hands. It functions as a standard flashlight.

Laser Sight: This small laser mounts on a firearm, and projects a tiny red dot on the weapon's target. A laser sight grants a +1 equipment bonus on all attack rolls made against targets no farther than 30 feet away.

Scope: A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use.

Standard: A standard scope increases the range increment for a ranged weapon by one-half (multiply by 1.5). However, to use a scope a character must spend an attack action acquiring his or her target. If the character changes targets or otherwise loses sight of the target, he or she must reacquire the target to gain the benefit of the scope.

Electro-Optical: An electro-optical scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if he or she had the darkvision ability granted by night vision goggles.

Speed Loader: A speed loader holds a number of rounds in a ring, in a position that mirrors the chambers in a revolver cylinder. Using a speed loader saves time in

reloading a revolver, since a character can insert all the rounds at once.

Suppressor: A suppressor fits on the end of a firearm, capturing the gases traveling at supersonic speed that propel a bullet as it is fired. This eliminates the noise from the weapons firing, dramatically reducing the sound the weapon makes when it is used. For handguns, the only sound is the mechanical action of the weapon (Perception DC-15, to notice). For longarms, the supersonic speed of the bullet itself still makes noise. However, it is difficult to determine where the sound is coming from, requiring a Perception (DC-15) to locate the source of the gunfire.

Modifying a weapon to accept a suppressor requires a Repair (DC-15). Once a weapon has been modified in this manner, a suppressor can be attached or removed as a move action.

Suppressors cannot be used on revolvers, due to the gasses escaping from the cylinder. Nor can they be attached to smooth bore weapons such as shotguns. A suppressor purchased for one weapon can be used for any other weapon that fires the same caliber of ammunition.

CLOTHING

Clothing Outfit: An outfit of clothing represents everything a character needs to dress a part: pants or skirt, shirt, undergarments, appropriate shoes or boots, socks or stockings, and any necessary belt or suspenders. The clothes a character wears does not count against the weight limit for encumbrance.

Business: A business outfit generally includes a jacket or blazer, and it tends to look sharp and well groomed without being overly formal.

Casual: Casual clothes range from cut-off jeans and a T-shirt to neatly pressed khakis and a hand-knit sweater.

Formal: From a little black dress to a fully appointed tuxedo, formal clothes are appropriate for "black tie" occasions. Special designer creations can have purchase prices much higher than shown on the table.

Fatigues: Called "battle dress uniforms" (or BDUs) in the United States Army, these are worn by hardened veterans and wannabes alike. They are rugged, comfortable, and provide lots of pockets. They are also printed in camouflage patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, fatigues grant a +2 bonus on Stealth checks.

Uniform: From the cable guy to a senior Air Force officer, people on the job tend to wear uniforms—making such clothing an essential part of some disguises, since a uniform creates the inclination to trust the wearer.

Ghillie Suit: The ultimate in camouflage, a ghillie suit is a loose mesh over garment covered in strips of burlap in woodland colors, to which other camouflaging elements can easily be added. A figure under a ghillie suit is nearly impossible to discern.
A character wearing a ghillie suit with appropriate coloration gains a +10 bonus on Stealth checks. (The suit is coloration can be changed with a move action. However, the bulky suit imposes a penalty of –4 on all Dexterity checks, Dexterity-based skill checks (except Stealth), and melee attack rolls.

Mesh Vest: This is a lightweight vest with a series of pockets for items such as a compass, spare ammunition magazines, pressure bandages, and a radio, along with loops for attaching grenades, knives, or tools. It can hold up to 40 pounds of equipment. A mesh vest provides a +2 equipment bonus to Strength for the purpose of determining carrying capacity.

Outerwear, Coat: An outer garment worn on the upper body. Its length and style vary according to fashion and use.

Outerwear, Windbreaker: This is a lightweight jacket made of wind-resistant material.

Photo Journalist's Vest: Made of cotton with mesh panels to keep the wearer cool, the photojournalist's vest has numerous obvious—and hidden—pockets. It counts as loose and bulky clothing when used to conceal Small or smaller weapons, and also grants the "specially modified to conceal object" bonus when used to conceal Tiny or smaller objects.

Tool Belt: This sturdy leather belt has numerous pockets and loops for tools, nails, pencils, and other necessities for repair and construction work, making it easy to keep about 10 pounds of items on hand. The pockets are open, however, and items can easily fall out if the belt is tipped.

Winter Cloak: This is a cloak made out of heavy materials to provide protection from the cold. It can also double as a bedroll.

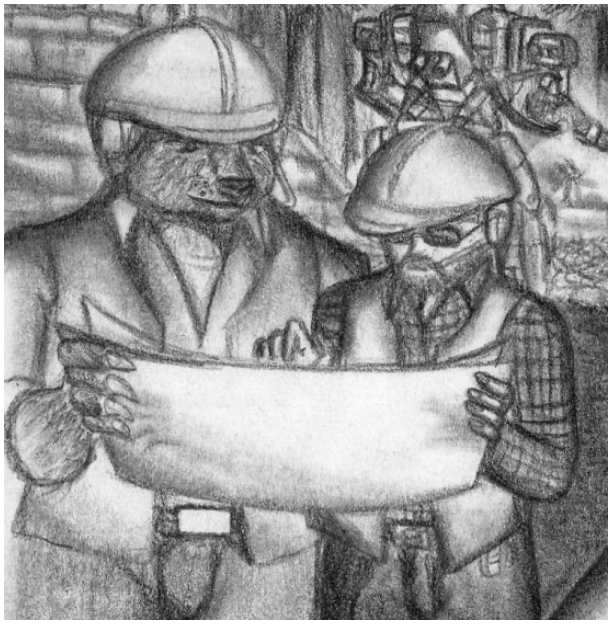
COMMUNICATIONS AND SENSORY EQUIPMENT

Cell Phone: A digital communications device that comes in a hand-held model or as a headset, a cell phone uses a battery that lasts for 24 hours before it must be recharged. It works in any area covered by cellular service.

Computer: Whether a desktop or notebook model, a computer includes a keyboard, a mouse, a monitor, speakers, a CD-ROM drive, a dial-up modem, and the latest processor.

Desktop: Bulky but powerful, these machines are common on desks everywhere.
Notebook: Slim, lightweight, and portable, notebook computers have most of the functions available on desktop computers.
Upgrade: A character can upgrade a desktop or notebook computer's processor to provide a +1 equipment bonus on Computer checks. Increase the purchase price of a desktop by 25% or a notebook by 50% to purchase an upgrade.
Effects of Technology Level: For each technology level above the level that the computer is available at the character receives a +1 equipment bonus on Computer checks.

GPS Receiver: Global positioning system receivers use signals from GPS satellites to determine the receiver's location to within a few dozen feet. A GPS receiver grants its user a +4 equipment bonus on Navigation checks, but because the receiver must be able to pick up satellite signals, it only works outdoors.



Modem: A modem allows a character to connect a computer to the Internet. To use a modem, a character must have a computer and an appropriate data line (or a cell phone, in the case of a cellular modem).

All computers come with dial-up modems, which allow connection to the internet but without the speed of broadband or the flexibility of cellular. A dial-up modem uses a standard telephone line; while it is connected, that telephone line cannot be used for another purpose.

Broadband: Cable modems and DSL services bring high-speed Internet access into the homes of millions. A broadband modem gives a character on-demand, high-speed access to data, allowing Computer checks involving the internet to be made in half the normal time.
Cellular: A cellular modem allows a character to connect her notebook computer to the Internet anywhere he or she can use a cell phone. However, access speed is slow, and any Computer check involving the internet takes half again the normal time (multiply by 1.5).

PDA: Personal data assistants are handy tools for storing data. They can be linked to a notebook or desktop computer to move files back and forth, but cannot be used for Computer checks.

Personal Communicator: The personal communicator is more than just a cellular phone it is a portable office on the go for businessmen. This compact unit functions as a cellular phone, a computer, digital camera (for stills and videos), and business contact system. Standard software performs call screening, call routing, automatic confirmation of credit transactions, voice mail, word processing, voice recognition, and processing of cred-chip transactions. The case of the personal communicator is both shock and water-resistant. The extended battery allows it to operate for 1 week without a recharge.

Portable Satellite Telephone: This object looks much like a bulky cell phone, and functions in much the same way as well. However, because it communicates directly via satellite, it can be used anywhere on earth, even in remote areas well beyond the extent of cell phone service.

Printer, Computer: The color inkjet printer described here is suited for creating hard copies of text and image files from computers.

Scanner, Computer: A color flatbed scanner allows the user to transfer images and documents from hard copy into a computer in digital form.

CONTAINERS

Aluminum Travel Case: A travel case is a reinforced metal box with foam inserts. Wing-style clamps keep it from opening accidentally.

Briefcase: A briefcase can carry up to 5 pounds worth of gear. A briefcase can be locked, but its cheap lock is not very secure (Disable Device DC-20; break DC-10).

Range Pack: This lightweight black bag has a spacious inner compartment capable of holding roughly 12 pounds of gear, can hold an additional 4 pounds in six zippered external compartments and another 6 pounds in the zippered external pouches. A range pack easily holds

several pistols and a submachine gun, or even a disassembled rifle.

MEDICAL EQUIPMENT

"Now something that you really need to pay attention to is medical equipment." The cabby says dodging through traffic.

"I would recommend always carrying a couple of doses of Accela Dose and at least a first aid kit, best would be to carry a Medi-Kit but they are a bit pricey."

The student goes to say something and the cabby cuts him off. "You where about to ask me what Accela Dose is, and I will tell you. It is Medic in a can. It will repair a good amount of damage on most living creatures other than cans." the ork cabby coughs as if catching himself "Sorry I mean living constructs, just remember that you can only use Accela Dose once every 24 hours."

"Then there is Sustenance Dose which is very handy in a pinch. One pill and you will not need to eat anything for 24 hours. Nice to have when you don't know if the local food is safe to eat."

Accela Dose: This drug is used to accelerate the healing process in most races. It may be used once in a 24 hour period and heals 2d10 hit points or wounds.

Anti-Radiation Serum: A dose of anti-radiation serum, the character receives a +5 equipment bonus on Fortitude saving throws against radiation for 1 hour.

Anti-Toxin, Advanced: A dose of advanced anti-toxin, the character receives a +5 bonus on Fortitude saving throws against poison for 1 hour. In addition the character can re-roll the first failed Fortitude saving throw against poison.

First Aid Kit: Available at most drugstores and camping supply stores, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit can be used to help a dazed, unconscious, or stunned character by making a Heal check (DC-15). A first aid kit can be used only once. Skill checks made without a first aid kit incur a –4 penalty.

Medical Kit: About the size of a large tackle box, this is the sort of kit commonly carried by military medics and civilian EMTs. It contains a wide variety of medical supplies and equipment. A medical kit can be used to treat a dazed, unconscious, or stunned character, to provide long-term care, to restore hit points, to treat a diseased or poisoned character, or to stabilize a dying character. Skill checks made without a medical kit incur a –4 penalty.

Medi-Kit: Medi-kits are high tech first aid kits with limited artificial intelligence. This limited AI can instruct the user on how to perform simple operations. The medi-kit includes 10 doses of each of the standard drugs in addition to liquid bandages, antibiotics and antiseptics. The medi-kit has an effective healing skill of +10 and can be used to perform any standard healing test. In addition the medi-kit can be used to heal 2d10 Hit Points per hour. Once the medi-kit has healed 200 points worth of damage it must be refilled. Refill kits have a price of 250 credits and the same availability as the medi-kit.

Restoration Chamber: This large chamber which takes up an entire hospital room simulates the effects of a resurrection and total healing spells. The entire process takes one week at the end of which time the person placed in the chamber is completely healed. Restoration chambers are normally only found at the largest Technology Level 9 hospitals and research facilities.

Stasis Chamber: This device is approximately 5 feet wide, 8 feet long and 4 feet tall with a partial glass top. It is used to store critically ill patients until they can be treated.

Subjects within the chamber are unaffected by time and outside forces. To facilitate moving the chamber, it is possible to power it with two large energy cells. This provides the chamber with 24 hours worth of power.

Stimulant Dose: Each does of this drug will immediately awaken anyone that is unconscious due to normal means; multiple doses are required for more severe unconsciousness such as from paralysis rods. A user can also overdose on this drug to get the effects of a speed potion, which requires a Fortitude (DC-15) saving throw or the user spends 2 minutes on the ground retching.

Table 8-29: Stimulant Dose

Doses	Sleep Type
1	Normal
2	Magical
3	Paralysis Rod
8	Anti-Life Blast Mutation

Surgery Kit: This is an easily transportable kit that includes all of the basic equipment and tools required to perform surgery. Included in the kit are supplies of medications. These medications are good for 3 surgeries.

Sustenance Factor: Each dose of this drug allows a person to go 24 hours without food. The drug includes all of the essential vitamins and minerals that the user needs; in addition it keeps the person from feeling hungry. If a person takes sustenance factor for more than two weeks straight they will start to lose essential body mass with the effect of losing 1 Constitution point per day. The lost

Constitution cannot be regained until the person stops taking the sustenance factor for one week.

Power Sources

eCell Charger: When connected to the appropriate power source, this small unit will recharge any standard eCell. It takes 30 minutes to recharge a small eCell, 1 hour for medium, and 2 hours for large eCells. An energy cell charger is capable of charging up to four eCells at once.

eCell, Large: Large eCells are used to power devices that require very large amounts of power or large spikes in power, such as power armors. A large eCell come in two forms; the first is a cylindrical cell that is 3 inches in diameter and 6 inches long, normally used for power armors and vehicles and the second form is a box 6 inches long, 3 inches deep and 3 inches tall, this is the most common form. Both function the same way.

eCell, Medium: Medium eCells are used to power most common large devices and vehicles that do not require large amounts of power, such as commuter cars. A medium eCell is a box 2 inches wide, 2 inches deep, and 6 inches tall.

eCell, Small: Small eCells are primarily used for small devices and weapons where ergonomics and weight are important. The standard small eCell is 1 ½ inches wide, ½ inch deep, and 3 inches tall.

Synthahol: Synthahol is a combination of synthetic gasoline and alcohol that can be used in place of gasoline in combustion engines. It is more stable and burns much cleaner than gasoline. It is the only combustible fuel allowed within the city of Manzala.

Provisions

Meals Ready to Eat (MRE) : MREs are a self-contained, individual field ration in lightweight packaging for use in combat or other field conditions where organized food facilities are not available. Each meal provides a day's worth of calories and has a shelf life of three years.

Each meal contains a main course, a side dish, a dessert or snack, crackers or bread, spread (cheese, peanut butter or jelly), a powdered beverage mix, disposable utensils, flameless ration heater, beverage mixing back, and the accessory pack (which contains chewing gum, water-resistant matchbook, napkin/toilet paper, moist toilette, and seasoning.)

For no additional costs MRE can be tailored to a purchaser's race and religious needs.

Tools and Utensils

Adventurer's Kit -Advanced: For the more well-to-do adventurer there is the advanced adventuring kit which includes everything in the basic adventurer's kit and adds the following: 10 sun rods, water purification kit, 2 Accela Dose, a machete, an all-weather blanket, first aid kit, binoculars, compass, inflatable life jacket, salt pills, pocket tool, flash light, radiation detector, 8 water packets, sun goggles, a Neo-Tech laser pistol with 1 clip, and a set of stretch coveralls.

Adventurer's Kit -Basic: This kit was put together by the Neo Tech Corporation to assist adventurers. The kit consist of a range pack that contains the following items: 50 feet of rope, 10 torches, flint and steel, 2-man tent, winter coat, sleeping bag, twine, chalk, waterskin, box of matches, 7 days iron rations, 6 pitons, and a pair of hiking boots.

Bolt Cutter: An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks or chain-link fences. Using a bolt cutter requires a Strength check (DC-10).

Car Opening Kit: This set of odd-shaped flat metal bars can be slipped into the window seam of a car door to trip the lock. The DC-of a Disable Device check to accomplish this varies with the quality of the lock; see the skill description.

Chemical Kit: A portable laboratory for use with the Craft (Chemical) skill, a chemical kit includes the tools and components necessary for mixing and analyzing acids, bases, explosives, toxic gases, and other chemical compounds.

Contractor's Field Bag: A combination tool bag and notebook computer case, this has pockets for tools, pens, notepads, and cell phones. It even has a clear plastic flap for maps or plans. Made of durable fabric, it holds 10 pounds worth of equipment and comes with a shoulder strap.

Demolitions Kit: This kit contains everything needed to use the Demolitions skill to set detonators, wire explosive devices, and disarm explosive devices. Detonators must be purchased separately.

Detonator: A detonator activates an explosive, causing it to explode. The device consists of an electrically activated blasting cap and some sort of device that delivers the electrical charge to set off the blasting cap. Connecting a detonator to an explosive requires a Demolitions check (DC-15). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

Blasting Cap: This is a detonator without a built-in controller. It can be wired into any electrical device, such as a light switch or a car's ignition switch with a Demolitions check (DC-10). When the electrical device is activated, the detonator goes off.
Radio Control: This device consists of two parts: the detonator itself and the activation device. The activation device is an electronic item about the size of a deck of cards, with an antenna, a safety, and an activation switch. When the switch is toggled, the activation device sends a signal to the detonator by radio, setting it off. It has a range of 500 feet.
Timed: This is an electronic timer connected to the detonator. Like an alarm clock, it can be set to go off at a particular time.
Wired: This is the simplest form of detonator. The blasting cap connects by a wire to an activation device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100 feet of wire, but longer lengths can be spliced in with a Demolitions check (DC-10).

Disguise Kit: This kit contains everything needed to use the Disguise skill, including makeup, brushes, mirrors, wigs, and other accoutrements. It does not contain clothing or uniforms.

Duct Tape: The usefulness of duct tape is limited only by a character's imagination. Duct tape can support up to 200 pounds indefinitely or up to 300 pounds for 1d6 rounds. Characters bound with duct tape must make a Strength or Escape Artist check (DC-20) to free themselves. A roll provides 70 feet of tape, 2 inches wide.

Electrical Tool Kit: This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools, and leads and wires.
Basic: This small kit allows a character to make Repair checks to electrical or electronic devices without penalty.
Deluxe: This kit consists of a number of specialized diagnostic and repair tools as well as thousands of spare parts. It grants a +2 equipment bonus on Repair checks for electrical or electronic devices and allows a character to make Craft (Electronic) checks without penalty.

Evidence Kits: Law enforcement agencies around the world use generally the same tools to gather evidence. Having an evidence kit does not grant access to a law enforcement agency's crime lab; it merely assists in the proper gathering and storing of evidence for use by such a lab.
Basic: a basic evidence kit includes clean containers, labels, gloves, tweezers, swabs, and other items to gather bits of physical evidence and prevent them from becoming contaminated.
Deluxe: A deluxe kit includes all the materials in a basic kit, plus supplies for analyzing narcotic substances at the scene and for gathering more esoteric forms of physical evidence such as casts and molds of footprints or vehicle tracks, as well as chemical residues and organic fluids. It also contains the necessary dusts, sprays, brushes, adhesives, and cards to gather fingerprints. It grants a +2 equipment bonus on checks under appropriate circumstances (whenever the GM rules that the equipment in the kit can be of use in the current situation).

Using a deluxe kit to analyze a possible narcotic substance or basic chemical requires a Craft (Chemical) check (DC-15). In this case, the +2 equipment bonus does not apply.

Forgery Kit: This kit contains everything needed to prepare forged items. Depending on the item to be forged, a character might need legal documents or other items not included in the kit.

Lockpick Set: A lockpick set includes picks and tension bars for opening locks operated by standard keys. A lockpick set allows a character to make Disable Device checks to open mechanical locks (deadbolts, keyed entry locks, and so forth) without penalty.

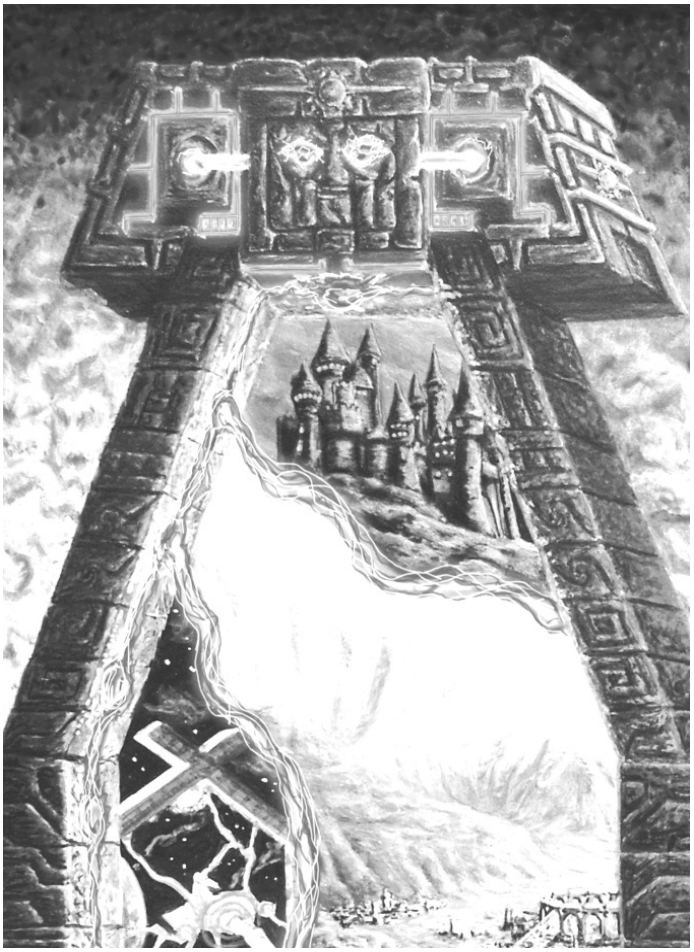
Lock Release Gun: This small, pistol like device automatically disables cheap and average mechanical locks operated by standard keys (no Disable Device check necessary).

Mechanical Tool Kit: This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, and even power tools.
Basic: This kit, which fits in a portable toolbox, allows a character to make Repair checks for mechanical devices without penalty.
Deluxe: This kit fills a good-sized shop cabinet. It includes a broad variety of specialized hand tools and a selection of high-quality power tools. It grants a +2 equipment bonus on Repair checks for mechanical devices and allows a character to make Craft (Mechanical) or Craft (Structural) checks without penalty.

Multipurpose Tool: This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. A multipurpose tool can lessen the penalty for making Repair, Craft (Mechanical), Craft (Electronic), or Craft (Structural) checks without appropriate tools to –2 instead of the normal –4. The tool is useful for certain tasks, as determined by the GM, but may not be useful in all situations.

Patrol Box: Originally developed for use by police officers, this portable file cabinet has found favor with traveling salespeople. This hard-sided briefcase takes up the passenger seat of an automobile and provides easy access to files, storage for a laptop computer, and a writing surface. It holds 5 pounds worth of equipment and has an average lock (Disable Device DC-25; break DC-15).

Pharmacist Kit: A portable pharmacy for use with the Craft (Pharmaceutical) skill, a pharmacist kit includes everything needed to prepare, preserve, compound, analyze, and dispense medicinal drugs.



Search-and-Rescue Kit: This waist pack contains a first aid kit, a compass, waterproof matches, a lightweight "space" blanket, a standard flashlight, 50-feet of durable nylon rope, two smoke grenades, and one signal flare.

TRANSDIMENSIONAL DEVICES

"While we are on the subject of equipment we should discuss Transdimensional Devices." Exhaling a large cloud of smoke from his cigar the ork cabby continues.

"The most important piece of equipment you can purchase is a gate compass. This compass allows you to find your way back to the gate while you are out exploring. Very important since a lot of realms include large wildernesses."

"Another useful device is the Gate Control Device or a GCD which is used to control the destinations of the gate. When you came through the gate that large console you saw is what is called a Gate Master Control Console. They take different forms in each of the realms but in a nutshell this is what lets you travel to any realm, not just the two programmed into a GCD."

Gate Compass: This device is an inertial compass that locks on to the location of the gate at the time of exiting. From that point forward it will always tell the user the distance and direction to that particular gate, as long as the user is on the same world as the gate.

Gate Control Device: This device simulates the abilities of trans-dimensional magi to control the destination of a gate. The device appears as a large silver bracer with a large red gem in the center, which is worn on ones forearm. The device can only be tuned to two realms at any one time, point of origin and destination. They can be reprogrammed at any master control site or by a navigator. The normal fee for this service is 10 Cr.

Gate Master Control Console: This is an extremely large device used to control the gates. It is normally housed in a large building near the gate itself. There is no limit to the number of destinations that can be programmed into the GMCC. They are normally installed in major trade realms by one of the major powers, but ancient versions of this device have been known to turn up.

NON-POWERED ARMOR

"That brings us to armor, another one of those important pieces of equipment. Armor comes in several different types; the main two categories are powered and non-powered armors. After that armor is broken down into light, medium and heavy categories." The ork cabby chews on his cigar and swears a bit at traffic in Hylathan.

"Where was I? Oh yeah armor. Unless you know that you are going into a fight I suggest getting concealable types of armor. Otherwise you are just asking for a fight. That said, one of the best non-powered armors you can purchase is plastic armor. It looks like some of that archaic plate armor but it is really made of high tech polymers.

"I usually go with the concealed vest. There are a couple of pieces of armor that deserve special mention those are the body sheath and Magelar Armor.

"Body sheaths were originally developed for use in space or under powered armor. They are not very heavily armored but every bit of protection makes a difference. Then there is Magelar armor, which does not provide a lick of physical protection. What it does protect you against is spells, which is very handy,"

Body armor comes in a variety of shapes and sizes, providing varying degrees of coverage and varying heaviness of materials.

Seven feats cover proficiency in the use of armor: Armor Proficiency (Light), Armor Proficiency (Medium), Armor Proficiency (Heavy), Powered Armor Proficiency (Light), Powered Armor Proficiency (Medium), Powered Armor Proficiency (Heavy), and Shield Proficiency.

Non-Powered Armor Table

Armor is described by a number of statistics, as shown on Table 8-32: Non-Powered Armor.

Some Armors fall under these two types: concealable and tactical.

Concealable armor is modern body armor designed to fit underneath regular clothing. It can be worn for extended periods of time without fatiguing the wearer.

Tactical armor is modern body armor that fits over clothing and cannot be easily concealed. Its weight and bulk make it impractical to wear all the time, and it is generally only donned when a specific dangerous confrontation is likely. Because it is worn over clothing in tactical situations, tactical armor often has pockets, clips, and Velcro attachment points for carrying weapons, grenades, ammunition, flashlights, first aid kits, and other items.

Power Level (PL): This is the level of power required to create this item. It is signified by a number followed by a letter. The number is the level and the letter indicates what types of power bases are required.

Table 8-30: Power Levels	
#f	Faith
#m	Magic
#p	Psionics
#s-	Syncratic Science Negative
#s+	Syncratic Science Positive
#t	Technology

Armor/Shield Bonus: The protective value of the armor or shield. This bonus adds to the wearer's Armor Class.

Maximum Dex Bonus: This number is the maximum Dexterity bonus to Armor Class that this type of armor allows. Heavier armor limits mobility, reducing a character's ability to avoid attacks. Even if a character's Dexterity bonus drops to +0 because of armor, the character is not considered to have lost his or her Dexterity bonus.

Armor Check Penalty: The heavier or bulkier the armor, the more it affects certain skills. This penalty applies to checks involving Dexterity and Strength based skills.

Speed (30 ft.): Medium and heavy armor slows a character down. The number in this column is the character's speed while in armor, assuming his or her base speed is 30 feet (the normal speed for most human beings).

Speed (20 ft.): Medium and heavy armor slows a character down. The number in this column is the character's speed while in armor, assuming his or her base speed is 20 feet.

Weight: This column gives the armor's weight.

Price: This is the price of the item in credits.

Availability (Avail): This represents how difficult it is to locate and purchase this piece of armor.

Table 8-31: Non-Powered Armors

Armor Name	PL	Cost	Avail	Armor Bonus	Max Dex	Armor Penalty	Arcane Spell Failure	30 ft.	20 ft.	Wt
No Armor Feat Required										
Leather Jacket	2t	15	10	+1	+8	–0	5%	30	20	4
Body Sheath	6t	100	10	+2	---	--	10%	30	20	2
Magelar™ Armor	5m	1,000/Lvl	14 + level	*	*	*	0%	30	20	4
Light Armor										
Chain Mail Shirt	2t	100	10	+4	+4	–2	20%	30	20	25
Leather Armor	2t	10	10	+2	+6	–0	10%	30	20	15
Light Undercover Shirt	6t	55	15	+2	+7	–0	10%	30	20	2
Plastic Armor, Partial	7t	2,000	15	+5	+5	–3	15%	30	20	10
Pull-Up Pouch Vest	5t	55	15	+2	+6	–1	10%	30	20	2
Undercover Vest	5t	75	17	+3	+5	–2	15%	30	20	3
Medium Armor										
Hide	1t	15	5	+4	+4	–3	20%	20	15	25
Scale Mail	2t	50	10	+5	+3	–4	25%	20	15	30
Light-Duty Vest	5t	130	15	+5	+3	–4	40%	25	15	8
Concealable Vest	5t	100	18	+4	+4	–3	25%	30	20	4
Plastic Armor, Full	7t	3,000	15	+9	+4	–4	40%	25	15	20
Tactical Vest	6t	180	20	+6	+2	–5	25%	25	15	10
Heavy Armor										
Full Plate	2t	1,500	10	+9	+1	–6	35%	20	15	50
Splint Mail	2t	200	10	+7	+0	–7	40%	20	15	41
Forced Entry Unit	6t	300	20	+10	+0	–8	35%	20	15	20
Special Response Vest	6t	240	20	+8	+1	–6	35%	20	15	15
Shields										
Riot Shield	4t	60	15	+2	--	–1	10%	---	---	10

***** See Description

Body Sheath: This is a suit of black material similar to spandex that covers the character's entire body except for head, hands and feet. The suit is designed to help protect the wearer from sudden exposure to vacuum. To accomplish this there is a small bulge at the back of the wearer's neck that contains a clear hood that can be pulled over the wearer's head. The body sheath will provide the wearer with some resistance to the physical effects of vacuum (+4 Fortitude saves versus vacuum and pressure) and on a successful Reflex (DC-15) it can be sealed in an emergency to provide 2 minutes of breathable air. This classifies as concealable armor.

Concealable Vest: Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day under regular clothing. While it may go unnoticed by a quick glance, it is usually visible to anyone looking closely for it, granting a +4 bonus on Perception checks to notice the armor. This classifies as concealable armor.

Forced Entry Unit: The most powerful protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet. Heavy and cumbersome, this armor is generally only donned by tactical officers heading into a dangerous assault. This classifies as tactical armor.

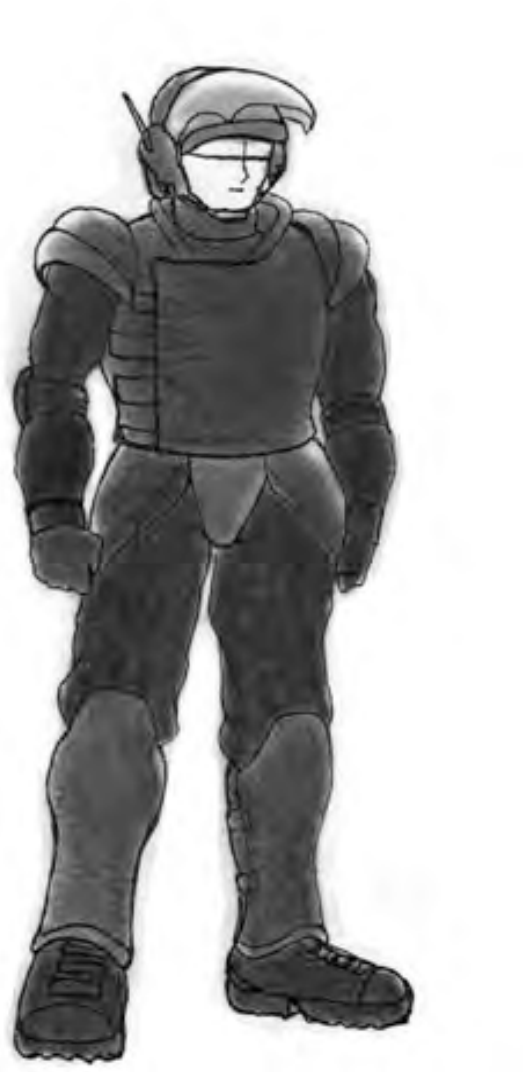
Leather Jacket: This armor is represented by a heavy leather biker's jacket. A number of other impromptu armors, such as a football pads and a baseball catcher's pads, offer similar protection and game statistics.

Light Undercover Shirt: Designed for deep undercover work in which it is critical that the wearer not appear to be armed or armored, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso. This classifies as concealable armor.

Light-Duty Vest: A lightweight tactical vest designed for extended use by riot police and forces on alert for potential attack, this armor sacrifices a degree of protection for a modicum of comfort—at least compared to other tactical body armors. This classifies as tactical armor.

Magelar™ Armor: This is a liner that can be added to other types of armor or worn on its own, to assist in resisting magical attacks. Magelar armor is rated from 1 to 15 and provides the wearer a spell resistance of 10 plus the level of the armor. In addition, the armor absorbs some of the damage done by magical attacks. The amount of

damage absorbed is equal to one-half (round up) the level of the armor. This classifies as concealable armor.



Plastic Armor, Full: This is an advanced form of light security armor. It appears to be similar to a full suit plate mail but is made out of high-tech plastics and composites. This classifies as tactical armor.

Plastic Armor, Partial: This is a version of plastic armor that covers the torso and upper arms of the wearer. It is classified as tactical armor.

Pull-Up Pouch Vest: This garment, consisting of a torso apron of light protective material held up by a loop around the neck, can be stored in an innocuous fanny pack. Deploying the apron is a move action. This garment provides no equipment bonus (and has no armor penalty or maximum Dexterity bonus) when undeployed. This classifies as concealable armor.

Special Response Vest: Built like the tactical vest, but incorporating groin and neck protection as well as a ceramic plate over the chest, this armor provides additional protection in battles against heavily armed opponents. This classifies as tactical armor.

Tactical Vest: The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available. This classifies as tactical armor.

Undercover Vest: Covering a larger area of the torso, this vest provides better protection than the light undercover shirt—but it is also more easily noticed. It is best used when the armor should remain unseen but the wearer does not expect to face much scrutiny, granting a +2 bonus on Perception checks to notice the armor. This classifies as concealable armor.



POWERED ARMORS

"Powered armor is very powerful, but one has to remember what it is designed for. Basically powered armors are designed to do the job of a platoon when only a squad can be sent in.

"Powered armor tends to be big and cumbersome, but it can take a much bigger hit than non-powered armor. There is a big philosophy difference between powered armor and non-powered armor. Non-powered armor is designed to avoid being hit, where powered armor is designed to resist the energy of the attack.

"That said powered armor is very expensive but is worth every credit"

Powered armor comes in a variety of shapes and sizes, providing varying degrees of coverage and varying heaviness of materials. Powered armor is the more advanced version of the ancient armors. It is usually mechanically augmented to allow the user to move in this much heavier armor.

Three feats cover proficiency in the use of Powered Armor: Powered Armor Proficiency (Light), Powered Armor Proficiency (Medium), and Powered Armor Proficiency (Heavy).

Standard Equipment: All power armors come with the following equipment;

- Visual Enhancements: Low Light and 6x magnification.
- Multi-channel military grade radio with encryption hardware
- A complete suit provides complete atmospheric protection from toxic gases, biological weapons and most levels of radiation.
- A complete suit includes a universal charging socket and adapters. The socket allows energy cells to be plugged in directly to recharge the armor. With the adapters, the suit can be connected to any source of electricity.
- Passive threat warning radar, which detects when self-guiding weapons are targeted against the armor, at which point a warning alarm is sounded. When this occurs, it is commonly referred to as 'having tone'.

Powered Armor Table

Power armor is described by a number of statistics, as shown on Table 8-34: Power Armor.

Power armor comes in three types: tactical, battle, and assault.

- Tactical power armor is an upgraded version of the modern body armors. It provides much greater protection than standard body armor and may included additional equipment such as a radio. In most cases, tactical armor is equipped with some way to filter the air.
- Battle armor is designed to protect the average infantryman on the high tech battlefield. Battle armor will normally include a med-kit, a radio, and visual enhancements such as night vision. In rare cases, battle suits will be equipped with weapons and/or force fields.
- Assault armor is extremely Heavy armor that is designed to survive in the most deadly situations Assault armor will almost always have at least one medi-kit, a radio, night vision, and at least one weapons mount. It is not unusual for assault armors to have multiple force fields.

Power Level (PL): This is the level of power required to create this item. It is signified by a number followed by a letter. The number is the level and the letter indicates what types of power bases are required.

Table 8-32: Power Levels	
#f	Faith
#m	Magic
#p	Psionics
#s-	Syncratic Science Negative
#s+	Syncratic Science Positive
#t	Technology

Hardness: This is the amount that is reduced from every attack against the armor.

Armor Bonus: The protective value of the armor. This bonus adds to the wearer's Armor Class.

Maximum Dex Bonus: This number is the maximum Dexterity bonus to Armor Class that this type of armor allows. Heavier armor limits mobility, reducing a character's ability to avoid attacks. Even if a character's Dexterity bonus drops to +0 because of armor, the character is not considered to have lost his or her Dexterity bonus.

Armor Check Penalty: The heavier or bulkier the armor, the more it affects certain skills. This penalty applies to checks involving Dexterity and Strength based skills. The number in parentheses is the armor penalty if the armor is not powered.

Speed (30 ft.): Power Armor can slow a character down. The number in this column is the character's speed while in armor, assuming his or her base speed is 30 feet (the normal speed for most human beings).

Table 8-33: Powered Armor Table

Armor Name	PL	Cost	Avail	Armor Bonus	Hard	Max Dex	Armor Check	Arcane Spell Failure	30 ft.	20 ft.	Wt
No Feat Required											
Force Field, Portable	7t	27,500	25	0	3	+6	0	80%	30	20	2
Light Power Armor											
Energized	7t	38,000	34	+6	3	+4	-2 (-10)	50%	25	20	40
Inertia	7t	55,000	30	+6	5	+4	-2 (-10)	50%	25	15	60
Medium Power Armor											
Powered Alloy	6t	60,000	32	+6	5	+3	-3 (-10)	50%	20	15	80
Powered Plate	6t	50,000	28	+4	4	+3	-3 (-10)	50%	20	15	200
Powered Scout	8t	65,000	34	+7	5	+3	-3 (-10)	50%	20	15	500
Heavy Power Armor											
Powered Assault	9t	80,000	40	+8	10	+2	-4 (-20)	100%	15	10	1,000
Powered Attack	9t	75,000	36	+8	8	+2	-4 (-15)	75%	15	10	900
Powered Battle	8t	70,000	35	+6	7	+2	-4 (-15)	75%	15	10	600

Speed (20 ft.): Power Armor can slow a character down. The number in this column is the character's speed while in armor, assuming his or her base speed is 30 feet (the normal speed for most human beings).

Weight: This column gives the armor's weight.

Price: This is the price of the item in credits.

Availability (Avail): This is how difficult it is to locate and purchase the armor.

Powered Assault: This battlesuit stands at around 10 feet tall and is normally painted to match the environment in which it will be fighting. While in operation the suit provides a force field that absorbs all damage up to 50 pts, the shield regenerates 5 points every round. In addition, the wearer's strength is increased by +6. The suit includes a jet pack that can be used to increase the distance of a leap by 200%. Built into the back of each hand is an independently powered laser pistol and built into the helmet is a micro missile launcher with a 20 round clip. Built into the back is a 40mm grenade launcher with 270 foot range and a 15-round clip. Punch does 2d8. Additional equipment in this armor includes darkvision 100 feet, a 10-mile secure radio, mounting brackets for a plasma rifle or plasma assault rifle, a medi-kit, and an energy cell storage rack mounted in the legs which hold 10 large eCells. The suit is powered by 4 large eCells allowing the suit to operate for 40 hours. **Type:** Assault

Powered Attack: This armor is an example of the most powerful battle armors. While in operation the suit provides a force field that absorbs all damage up to 40 points, the shield regenerates 4 points every round. In addition, the wearer's strength is increased by +6. The suit includes a jet pack that can be used to increase the distance of a leap by 200%. Built into the back of each hand is an independently powered laser pistol and built into the helmet is a micro missile launcher with a 20 round clip. Built into the back is a 40mm grenade launcher with 200 foot range and a 15-round clip. Punch does 2d6. Additional equipment in this armor includes darkvision 100 feet, a 10 mile secure radio, a medi-kit, and two energy cell storage racks mounted in the legs which hold 10 large eCells. The suit is powered by 4 large eCells allowing the suit to operate for 40 hours. **Type:** Battle

Powered Battle: This is the standard model of battle armor category. It contains a force field that will stop all damage up to 30 points and regenerates 2 points a minute. The servos in the armor increase the wearer's strength by +4 points, and allow them to jump twice their normal distance. The suit is powered by two large eCells that allow it to operate for 48 hours. Punch does 2d6. Additional equipment in this armor includes darkvision 80 feet, a 10 mile secure radio, and a medi-kit. **Type:** Battle

Energized Armor: This suit of power-assisted armor includes a jet pack which will allow the wearer to make power assisted jumps of up to 50 feet. It is powered by a single large eCell good for 40 hours. **Type:** Tactical

Force Field, Portable: This backpack sized device generates a 50 hit points and 3 hardness for field for 20 minutes per energy cell. Once the field has absorbed its maximum amount of damage it must be taken into a shop to be repaired. The force field regenerates 5 points every hour. The portable force field is powered by a large eCell. **Type:** Tactical

Inertial Armor: Suit has a partial force field that imparts a damage reduction of 5 / --. Field also stops the effects of stun weapons. It has a jetpack for use in making jumps up to 100 feet. It is powered by 2 large eCells good for 60 hours. **Type:** Tactical

Powered Alloy: This battlesuit appears as an oversized suit of medieval plate mail. The single large eCell (good for 44 hours) gives this armor augments the wearer's strength to allow the armor to move. **Type:** Tactical

Powered Plate: This is the basic model of powered armor. It looks very similar to a medieval suit of armor with visible servo motors at the joints. This suit's single large eCell is good for 52 hrs. **Type:** Tactical

Powered Scout: This suit of power armor is only slightly larger than the wearer, and gives them a distinctly insectoid look. The two large eCells power this armor for 56 hours. The armor has a force field that absorbs all damage inflicted up to 20 points and regenerates 5 points every hour. The jet pack built into the armor allows the wearer to fly up to 30 MPH, but power consumption is quadrupled (x4). **Type:** Tactical



Explosives and Grenades

"Grenades and Explosives have a lot in common; first off they are both designed to be area of effect weapons. Second they are both meant to do a lot of damage over the area." The ork cabby lights up a fresh cigar.

"Explosives can be very dangerous to handle but in the right hands they can move mountains, so I suggest having at least a basic understanding of explosives. Probably the most important thing to remember about explosives is that they have an area of effect. So when you use them you want to make sure that you are out of the area."

Explosives and Grenades: These weapons explode or burst, dealing damage to creatures or objects within an area.

Explosives can be thrown or set off in place, depending on the type of explosive device. Dynamite and hand grenades are examples of these weapons.

All explosives must be detonated. Some, such as grenades, include built-in detonators. (Pulling the pin on a grenade is a free action.) Others require timers or other devices to set them off. Detonators are covered in Weapon Accessories.

Explosives require no feat to use with proficiency unless they are fired or propelled from some sort of launcher or other device, in which case the appropriate Weapon Proficiency feat for the launcher is necessary to avoid the –4 non-proficient penalty.

Explosives and Grenades Table

Explosives and Grenades are described by a number of statistics, as shown on Table 8-36: Explosives and Grenades.

Damage: The primary damage dealt by the weapon. The damage column shows the damage dealt to all creatures within the explosive's burst radius. All damage from grenades and explosives goes directly to the targets wounds. Explosives weapons do not cause critical hits.

Burst Radius: For explosives, the burst radius is the area affected by the explosive. All creatures or objects within the burst radius take damage from the explosive.

Power Level (PL): This is the level of power required to create this item. It is signified by a number followed by a letter. The number is the level and the letter indicates what types of power bases are required.

Table 8-34: Power Levels	
#f	Faith
#m	Magic
#p	Psionics
#s-	Syncratic Science Negative
#s+	Syncratic Science Positive
#t	Technology

Damage Type: Damage from explosives and splash weapons is classified according to type: energy (of a specific type) or slashing. Some creatures or characters may be resistant or immune to some forms of damage.

Reflex DC: Any creature caught within the burst radius of an explosive may make a Reflex save against the DC-given in this column for half damage.

Range Increment: If the weapon can be thrown, its range increment is shown in this column. Explosives with no range increment must be set in place before being detonated. (See the Demolitions skill)

Weight: This column gives the weapon's weight.

Availability (Avail): This is how difficult it is to locate and purchase the weapon.

Table 8-35: Explosives and Grenades

Type	PL	Cost	Avail	DMG(s)	DMG(m)	Damage Type	Burst	Reflex DC	Rng	Wt
20mm Grenade, Energy	7t	25	25	3d4	3d6	energy	10	20	—	1
20mm Grenade, Fragmentation	6t	25	20	2d4	2d6	concussion	10	20	—	1
20mm Grenade, Smoke	6t	30	15	—	—	—	*	—	—	1
20mm Grenade, Stun	6t	8	15	—	—	chemical	10	24	—	1
20mm Grenade, Tear Gas	6t	30	15	*	*	—	*	—	—	1
20mm Grenade, White Phosphorus	7t	50	30	2d4	2d6	fire	20	16	—	1
40mm Grenade, Fragmentation	4t	25	20	3d4	3d6	slashing	10	20	—	2
40mm Grenade, Energy	6t	25	25	6d4	6d6	energy	10	20	—	2
40mm Grenade, Smoke	4t	15	15	—	—	—	*	—	—	2
40mm Grenade, Stun	4t	8	15	—	—	chemical	10	24	—	2
40mm Grenade, Tear Gas	4t	15	15	*	*	—	*	—	—	2
40mm Grenade, White Phosphorus	4t	50	30	2d4	2d6	fire	20	16	—	2
C4/Semtex	4t	70	20	4d4	4d6	concussion	10	24	—	1
Det Cord	3t	70	20	2d4	2d6	fire	*	16	—	2
Dynamite	2t	25	20	2d4	2d6	concussion	5	20	10	1
Hand Grenade, Fragmentation	2t	35	20	4d4	4d6	slashing	20	20	10	1
Hand Grenade, Energy	6t	25	25	6d4	6d6	energy	10	20	10	1
Hand Grenade, Smoke	2t	10	15	—	—	—	*	—	10	2
Hand Grenade, Stun	4t	8	15	—	—	chemical	10	24	10	1
Hand Grenade, Tear Gas	3t	15	15	*	*	—	*	—	10	2
Hand Grenade, White Phosphorus	4t	50	30	2d4	2d6	fire	20	18	10	2

*****- See weapon description
Note: All damage from Grenades and Explosives goes directly to wounds.

Explosives

Many explosives require detonators, which are described in Tools and Utensils section of General Equipment.

C4/Semtex: So-called "plastic" explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be molded to take various shapes. The information on the table represents a 1-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by 2 feet, and requires a Demolitions check (DC-15) to link them.

Although the damage statistics on the table represent a 1-pound block, C4 is sold in 4-block packages. The purchase price given represents a package of 4 blocks. C4/Semtex requires a detonator to set off. It is considered to be a moderate explosive for the purpose of using a Craft (Chemical) check to manufacture it.

Det Cord: Det cord is an explosive in a ropelike form. Technically, det cord doesn't explode—but it burns so fast (4,000 yards per second) that it might as well be exploding. Normally used to string multiple explosive charges together for simultaneous detonation (allowing a single detonator to set them all off), det cord can also be looped around a tree or post or other object to cut it neatly in half.

The information on the table represents a 50-foot length. A length of det cord can be spread out to pass through up to ten 5-foot squares. When this is the case, it deals the indicated damage to all creatures in each 5-foot square through which it passes.

It can also be doubled up; for each additional 5 feet of cord within a single 5-foot square, increase the damage by +1d6 to a maximum increase of +4d6.

Det cord requires a detonator to set it off. It is considered to be a simple explosive for the purpose of using a Craft (Chemical) check to manufacture it.

Dynamite: Perhaps one of the most common and straightforward explosives, dynamite is very stable under normal conditions. A stick of dynamite requires a fuse or detonator to set it off. Additional sticks can be set off at the same time if they are within the burst radius of the first stick, increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet).

It is possible to wire together several sticks of dynamite for even greater explosive effect. Doing so requires a Demolitions check (DC-10 + 1 per stick). If the character succeeds on the check, the damage or the burst radius of the explosion increases by 50% (the character's choice).

Dynamite is sold in boxes of 12 sticks. It is considered to be a simple explosive for the purpose of using a Craft (Chemical) check to manufacture it.

To set off dynamite using a fuse, the fuse must first be lit, requiring a move action (and a lighter or other source of flame). The amount of time until the dynamite explodes depends on the length of the fuse—a fuse can be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade), or long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action.

Grenades

There are three types of grenades listed on the table each are defined below:

20mm Grenades: These are high tech mini-grenades usually fired from under barrel mounted weapons. The 20mm grenade has a minimum range of 20 feet. If fired against a target closer than 20 feet away, it does not arm and will not explode.

40mm Grenades: These are full sized grenades that have been placed in a large shell that can be launched from specially designed weapons. The 40mm grenade has a minimum range of 40 feet. If fired against a target closer than 40 feet away, it does not arm and will not explode.

Hand Grenades: These are the traditional thrown explosive.

Energy Grenade: This is an advanced form of the fragmentation grenade. It uses highly charged metallic fragments to inflict large amounts of damage on targets with in the blast radius.

Fragmentation Grenade: The most common military grenade, this is a small explosive device that sprays shrapnel in all directions when it explodes.

Smoke Grenade: Military and police forces use these weapons to create temporary concealment. On the round when it is thrown, a smoke grenade fills the four squares around it with smoke. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. The smoke obscures all sight, including the darkvision ability granted by night vision goggles. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker cannot use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Smoke grenades are available in several colors, including white, red, yellow, green, and purple. As such, they can be used as signal devices.

Stun Grenade: Military and police forces use these weapons to incapacitate groups of opponents without hurting them. On a successful hit, the target must make a Fortitude saving throw (DC-24) or be paralyzed for 1d6 rounds.

Tear Gas Grenade: Military and police forces use these weapons to disperse crowds and smoke out hostage takers. On the round that it is thrown, a tear gas grenade fills a 5-foot radius with a cloud of irritant that causes eyes to fill with tears. On the following round, it fills a 10-foot radius, and on the third round it fills a 15-foot radius. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

A character caught in a cloud of tear gas must make a Fortitude save (DC-15) or be nauseated. This effect lasts as long as the character is in the cloud and for 1d6 rounds after he or she leaves the cloud. Those who succeed at their saves but remain in the cloud must continue to save each round. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus on the Fortitude save.

White Phosphorus Grenade: Commonly referred to as the Willie Pete. White phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a White Phosphorus grenade is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

In addition, a WP grenade creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade (see above), except that, it only fills squares within 5 feet of the explosion point.



"Did you take good notes on the explosives; I hope so for your sake because the same rules apply to missiles and rockets." The ork cabbie jabs at the student with his lit cigar.

"Now you are probably thinking that missiles and rockets are the same thing. In the basic sense you are correct they both are warheads projected by rocket motors, but that is where the similarity ends. Rockets are unguided projectiles that fly in a straight line to the target. Missiles have a computerized brain that allows them to track a target even around corners. There are several types of missiles and rockets available here in Manzala you should at least find out what is available," says the Ork cabbie as he once again uses the sidewalk as a passing lane.

Missiles and Rockets Table

Missiles and rockets are described by a number of statistics, as shown on Table 8-39: Rocket table and Table 8-40: Missiles table.

There are essentially two types of weapons listed on these tables Missiles and Rockets.

Missiles: These are weapons with a built-in tracking system represented by the Int rating. In addition, missiles have an endurance represented by the duration value. These two items combined make it very difficult to keep from getting struck by a missile.

Rockets: These are a very simple weapon. In a nutshell they are a metal tube with explosives at one end and a rocket motor at the other. The user just aims at the desired target and hopes to hit.

Power Level (PL): This is the level of power required to create this item. It is signified by a number followed by a letter. The number is the level and the letter indicates what types of power bases are required.

Table 8-36: Power Levels	
#f	Faith
#m	Magic
#p	Psionics
#s-	Syncratic Science Negative
#s+	Syncratic Science Positive
#t	Technology

Damage: The damage the weapon deals on a successful hit. Missiles and Rockets are classified as explosive weapons so their damage goes directly to wounds. Missiles and rockets do not cause critical hits.

Damage Type: Ranged weapon damage is classified according to type: ballistic (all firearms), energy (of a specific type), piercing (some simple ranged weapons), or slashing (a whip). Some creatures or characters may be resistant or immune to some forms of damage. All damage from missiles and rockets goes directly to the wounds of the target.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. Ranged weapons have a maximum range of ten range increments, except for thrown weapons, which have a maximum range of five range increments. All range increments are listed in feet.

Burst Radius: For explosives, the burst radius is the area affected by the explosive. All creatures or objects within the burst radius take damage from the explosive.

Reflex DC: Any creature caught within the burst radius of an explosive may make a Reflex save against the DC-given in this column for half damage.

Rate of Fire: Most rocket and missile launchers have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced.

Weight: This column gives the rocket or missiles weight it does not include the weight of the launcher.

Intelligence (Int): Is the rating of the sensors built into the missile. This value is added to the firers attack roll.

Duration (Dur): Is how many combat rounds the missile will attempt to hit the target, after the first round.

Weapons Skill: All rockets and missiles are classified as Martial Weapons (Heavy).

Cost: This is how many credits are required to purchase the weapon.

Availability (Avail): This is a measure of how difficult it is to locate and purchase the weapon.

Reloading Missile and Rocket Launchers

Reloading a missile or rocket launcher takes 2 full rounds per missile or rocket loaded.

Table 8-37: Launchers

Type	PL[1]	Cost[1]	Avail[1]	Magazine	Wt[1]
Man-Portable					
Micro-Missile	7t	1,250	20	10	10
Rocket, Disposable	As Rocket	+100	As Rocket	1	+2
Rocket, Re-Usable	As Rocket	+150	+2	1	+2
Rocket, Multi-Shot	+1	+250	+4	4	+5
Rocket, Universal	8t	+500	+6	4	+7
Missile, Disposable	As Missile	+200	As Missile	1	+5
Missile, Re-Usable	As Missile	+300	+2	1	+5
Missile, Multi-Shot	+1	+500	+4	4	+7
Missile, Universal	8t	+1,000	+6	4	+10

1- These modifiers are applied to the Missile or Rocket.

Table 8-38: Rockets

Type	PL	Cost	Avail	DMG(s)	DMG(m)	Range	Burst	Reflex DC	Damage Type	Wt
Tanglefoot	3m	250	15	*	*	100	20	20	other	20
Thunderstone	3m	250	15	*	*	100	40	20	other	20
Alchemist's Fire	3m	250	15	4d4	4d6	100	40	20	other	20
Fragmentation	6t	500	20	4d4	4d6	100	20	20	concussion	20
Sleep Gas	6t	600	20	*	*	100	*	—	chemical	20
Smoke	6t	600	20	*	*	100	*	—	—	20
Stun	6t	450	15	*	*	100	20	23	chemical	20
Tear Gas	6t	600	15	*	*	100	*	—	—	20
White Phosphorus	6t	1,000	30	4d4	4d6	100	40	18	fire	20
Energy	8t	500	30	6d4	6d6	100	20	20	energy	20

***-** See weapon description for details

Table 8-39: Missiles

Type	PL	Cost	Avail	DMG(s)	DMG(m)	Range	Burst	Reflex DC	Damage Type	Int	Dur	Wt
Alchemist's Fire	3m	450	25	4d4	4d6	200	20	20	other	1	3	20
Tanglefoot	3m	450	20	*	*	200	20	20	other	1	3	20
Thunderstone	3m	450	20	*	*	200	40	20	other	1	3	20
Fragmentation	5t	500	20	6d4	6d6	200	20	20	slashing	2	3	20
Smoke	6t	300	20	*	*	200	*	—	—	3	3	20
Tear Gas	6t	300	20	*	*	200	*	—	—	3	3	20
Micro-Missile	7t	250	20	3d4	3d6	50	10	20	explosive	1	1	0.5
Sleep	7t	600	20	*	*	200	*	—	chemical	4	3	20
White Phosphorus	7t	1,000	30	5d4	5d6	200	40	18	fire	4	3	20
Energy	8t	500	30	10d4	10d6	200	20	20	energy	5	3	20
Stun	8t	450	25	*	*	200	20	23	chemical	5	3	20

***-** See weapon description for details

LAUNCHERS

Micro-Missile Launcher: At first, this looks like an oversized battle rifle. On closer inspection, it is obvious that it is designed to fire missiles instead of bullets. The magazine for this weapon holds 10 micro-missiles.

Disposable Launcher: This is a one-shot weapon normally used by infantryman and special forces. It is designed to fire a specific type of missile or rocket. After firing the launcher is simply thrown away.

Re-Usable Launcher: This is an improved version of the disposable launcher that is designed to be reloaded after firing. Each launcher is designed for a specific type of missile or rocket.

Multi-Shot Launcher: This is a version of the re-usable launcher that has four launch tubes. This allows the weapon to be fired four times before having to be reloaded. Only one missile or rocket can be fired at a time. Each launcher is designed for a specific type of missile or rocket.

Universal Launcher: This launcher has four launch tubes allowing it to fire four times before having to be reloaded. Only one missile or rocket can be fired at a time. The main advantage to this over other launchers is that it is able to fire any type of missile or rocket.

MISSILES

Alchemist's Fire Missile: A direct hit deals 4d6 points of fire damage. Every creature within 20 feet of the point where the flask hits takes 3 points of fire damage from the splash. On the round following a direct hit, the target takes an additional 4d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC-15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Energy Missile: This missile releases a blast of energy within the area of effect. Characters with non-metallic armor will only take half damage.

Fragmentation Missile: The most common military missile, this is a small explosive device that sprays shrapnel in all directions when it explodes.

Micro-Missile: The micro-missile is a 4" long, 1.5" diameter smart missile with an explosive warhead. They are primarily used by power armor and vehicles, but a man-portable launch is available.

Sleep Gas Missile: Spews poison gas throughout the area that hangs in the air for 1d6 minutes. Everyone within the area of effect must make Fortitude (DC-20) or fall asleep for 1d6 minutes. The Fortitude test must be made each round that someone is within the gas cloud.

Smoke Missile: Military and police forces use these weapons to create temporary concealment. On the round when it is thrown, a smoke missile fills the four squares around it with smoke. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. The smoke obscures all sight, including the darkvision ability granted by night vision goggles. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker cannot use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Smoke missiles are available in several colors, including white, red, yellow, green, and purple. As such, they can be used as signal devices.

Stun Missile: Stun missiles us a combination of loud noises, bright flashes and chemicals to stun targets with in the area of effect. Each target within the burst radius must make a Fortitude (DC-20) or be dazed for 1d6+2 rounds.

Tanglefoot Missile: When a tanglefoot missile is launched at a creature, the missile comes apart and the goo bursts out, entangling the target area and then becoming tough and resilient upon exposure to air. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity and must make a DC-20 Reflex save or be glued to the ground, unable to move. Even on a successful save, it can move only at half speed. Gigantic or larger creatures are unaffected by a tanglefoot missile. A flying creature is not stuck to the ground, but it must make a DC-20 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot missile does not function underwater. A creature that is glued to the ground (or unable to fly) can break free by making a DC-20 Strength check or by dealing 30 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a DC-15 Concentration check to cast a spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of universal solvent to a stuck creature dissolves the alchemical goo immediately.

Tear Gas Missile: Military and police forces use these weapons to disperse crowds and smoke out hostage takers. On the round that it is launched, a tear gas missile fills a 5-foot radius with a cloud of irritant that causes eyes to fill with tears. On the following round, it fills a 10-foot radius, and on the third round it fills a 15-foot radius. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. A character caught in a cloud of tear gas must make a Fortitude save (DC-15) or be nauseated. This effect lasts as long as the character is in the cloud and for 1d6 rounds after he or she leaves the cloud. Those who succeed at their saves but remain in the cloud must continue to save each round. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus on the Fortitude save.

Thunderstone Missile: When it strikes a hard surface or the targeted range, it creates a deafening bang that is treated as a sonic attack. Each creature within a 40-foot-radius must make a DC-20 Fortitude save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a –4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast. Since a specific target is not required, aiming at a 5-foot square is acceptable. Treat the target square as AC 5.

White Phosphorus Missile: White phosphorus missiles use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a White Phosphorus missile is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire. In addition, a WP missile creates a cloud of smoke. Treat a white phosphorus missile as a smoke missile (see above), except that it only fills squares within 10 feet of the explosion point.

ROCKETS

Alchemist's Fire Rocket: A direct hit deals 4d6 points of fire damage. Every creature within 20 feet of the point where the flask hits takes 3 points of fire damage from the splash. On the round following a direct hit, the target takes an additional 4d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC-15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Energy Rocket: This rocket releases a blast of energy within the area of effect. Characters with non-metallic armor will only take half damage.

Fragmentation Rocket: The most common military rocket, this is a small explosive device that sprays shrapnel in all directions when it explodes.

Sleep Gas Rocket: Spews poison gas throughout the area that hangs in the air for 1d6 minutes. Everyone within the area of effect must make Fortitude (DC-20) or fall asleep for 1d6 minutes. The Fortitude test must be made each round that someone is within the gas cloud.

Smoke Rocket: Military and police forces use these weapons to create temporary concealment. On the round when it is thrown, a smoke rocket fills the four squares around it with smoke. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. The smoke obscures all sight, including the darkvision ability granted by night vision goggles. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker cannot use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Smoke rockets are available in several colors, including white, red, yellow, green, and purple. As such, they can be used as signal devices.

Stun Rocket: Stun rockets us a combination of loud noises, bright flashes and chemicals to stun targets with in the area of effect. Each target within the burst radius must make a Fortitude (DC-20) or be dazed for 1d6+2 rounds.

Tanglefoot Rocket: When a tanglefoot rocket is launched at a creature, the rocket comes apart and the goo bursts out, entangling the target area and then becoming tough and resilient upon exposure to air. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity and must make a DC-20 Reflex save or be glued to the ground, unable to move. Even on a successful save, it can move only at half speed. Gigantic or larger creatures are unaffected by a tanglefoot rocket. A flying creature is not stuck to the ground, but it must make a DC-20 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot rocket does not function underwater. A creature that is glued to the ground (or unable to fly) can break free by making a DC-20 Strength check or by dealing 30 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a DC-15 Concentration check to cast a spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of universal solvent to a stuck creature dissolves the alchemical goo immediately.

Tear Gas Rocket: Military and police forces use these weapons to disperse crowds and smoke out hostage takers. On the round that it is launched, a tear gas rocket fills a 5-foot radius with a cloud of irritant that causes eyes to fill with tears. On the following round, it fills a 10-foot radius, and on the third round it fills a 15-foot radius. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+



mph) disperses it in 1 round. A character caught in a cloud of tear gas must make a Fortitude save (DC-15) or be nauseated. This effect lasts as long as the character is in the cloud and for 1d6 rounds after he or she leaves the cloud. Those who succeed at their saves but remain in the cloud must continue to save each round. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus on the Fortitude save.

Thunderstone Rocket: When it strikes a hard surface or the targeted range, it creates a deafening bang that is treated as a sonic attack. Each creature within a 40-foot-radius must make a DC-20 Fortitude save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a –4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast. Since a specific target is not required, aiming at a 5-foot square is acceptable. Treat the target square as AC 5.

White Phosphorus Rocket: White phosphorus rockets use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a White Phosphorus rocket is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire. In addition, a WP rocket creates a cloud of smoke. Treat a white phosphorus rocket as a smoke rocket (see above), except that it only fills squares within 10 feet of the explosion point.

CYBERNETICS

"I have noticed you staring at all of the nice chrome jobs out there on the streets. I take it they do not have cybernetic implants where you are from," says the Ork cabbie.

The student shakes his head no.

"Well then I will just have to give you the skinny on it. Cybernetic implants, what I refer to as 'chrome' are a mechanical enhancement of the creature's body. At this point most of the creature's body can be replaced with cybernetic components. There is a limit on how much cybernetics a body can hold, which is referred to as the Cybernetic Capacity. Then there is also a limit on how much a person's psyche can handle, which is referred to as the Cybernetic Tolerance. You need to watch how much cybernetics you have because at a certain point you become more machine than living creature which people find it very hard to deal with." The ork cabbie punctuates his comments with a honk of the horn as he is dodging through traffic.

Implanting cybernetics is a two-step process first; a frame must be installed to hold the cybernetics. These frames come in one of three types enhanced, concealable, and cybernetic. Each type of frame has a limit on the number of spaces worth of cybernetics they can hold. For example, enhanced eyes have one space for cybernetics.

Enhanced frames are extremely difficult to notice (Perception DC-15) but only allow a single space of cybernetics to be installed.

Concealable frames are much easier to notice than enhanced (Perception DC-20) but hold more cybernetic equipment.

Pure cybernetic frames do not attempt to hide the cybernetics installed; the character is covered in chrome and plastic which allows more cybernetics to be installed.

The second part of the process is the actual implanting of the cybernetics. This surgery leaves the patient with one-half wounds and a brand new piece of cyberware. Each piece of cyberware has three values assigned to it: a Cyber Tolerance, a Cyber Capacity and spaces. The Cyber Tolerance and Cyber Capacity are both reduced by the amount indicated for the cybernetic item. The spaces indicated for the item are used to determine if there is enough space in the cybernetic frame for the item.

Cybernetics cannot be installed without a frame.

Determine Cybernetic Capacity: Cybernetic Capacity represents how much equipment can physically be placed in a character's body. When this value reaches zero no more cybernetics can be added to the character. Cybernetic Capacity is equal to 5 + (CON Mod).

Determine Cybernetic Tolerance: All living creatures give off an aura of life which other beings can sense. Adding cybernetics to a being reduces this aura. Cybernetic Tolerance represents this aura--the lower this value gets the less alive the character appears. Cybernetic Tolerance is equal to 5 + (CHA Mod). When this value reaches zero or less, with a minimum of -5, the character gives off the vibes of the walking dead with the following effects:

- A penalty on all Charisma-based tests equal to 2 times the negative Cyber Tolerance score.
- Immunity to mind-influencing effects, poison, disease, and similar effects.
- They are highly resistant to the following attacks:
  - **Non-Lethal Damage:** they are immune to non-lethal damage attacks, though they are still susceptible to non-lethal based massive damage.
  - **Ability Damage:** They have 4 points of resistance versus ability damage and drains.
- Characters with negative values in Cyber Tolerance cannot be healed by normal means. They either rely on

their natural ability or specially created medical devices. Magical, Divine, and Psionic healing have limited effect on them, and can only heal their power level in Wounds or Hit Points. Medical devices that are not specially designed to work on creatures with negative cyber tolerance have no effect. Devices that work on creatures with a negative cyber tolerance cost 10 times normal.

Replacing the Meat: It takes time for the body to adjust to having cybernetic components installed. Even with extremely advanced technology and magic the body can only adjust so fast. Therefore, for every point of cyber capacity lost, 1 day of bed rest is required. This time is cut in half if magical assistance is available, and halved again if the time is spent in a hospital.

Cybernetics Tables

Power Level (PL): This is the level of power required to create this item. It is signified by a number followed by a letter. The number is the level and the letter indicates what types of power bases are required.

Table 8-40: Power Levels

#f	Faith
#m	Magic
#p	Psionics
#s-	Syncratic Science Negative
#s+	Syncratic Science Positive
#t	Technology

Spaces (Spc): This is the amount of space that the cybernetic part can hold

Tolerance (Tol): This is the amount of cyber tolerance it cost to have the item installed.

Capacity (Cap): This is the amount of cyber capacity that is used when the item is installed.

Cost: The amount of credits required to be spent to purchase the item.

Availability (Avail): How difficult it is to locate and purchase the item.

Table 8-41: Cybernetic Frames

Type	PL	Avail	Cost	Spc	Tol	Cap
Enhanced Arm	6t	10	650	1	0.75	0.75
Enhanced Leg	6t	10	650	1	0.75	0.75
Enhanced Hand	6t	10	550	1	0.25	0.25
Enhanced Ears	6t	10	550	1	0.25	0.25
Enhanced Foot	6t	10	550	1	0.25	0.25
Enhanced Torso	6t	10	750	1	1.00	1.00
Enhanced Skull	6t	10	550	1	1.00	1.00
Enhanced Eyes	6t	10	550	1	0.25	0.25
Concealable Cybernetic Arm	6t	15	900	8	1.00	1.50
Concealable Cybernetic Leg	6t	15	900	10	1.00	1.50
Concealable Cybernetic Hand	6t	15	800	4	0.50	0.75
Concealable Cybernetic Foot	6t	15	800	5	0.50	0.75
Concealable Cybernetic Torso	6t	15	1,000	12	2.00	2.50
Concealable Cybernetic Skull	6t	15	800	6	1.50	2.00
Concealable Cybernetic Eyes	6t	15	800	3	0.50	0.75
Concealable Cybernetic Ears	6t	15	800	3	0.5	0.75
Pure Cybernetic Arm	6t	12	450	10	1.00	1.00
Pure Cybernetic Leg	6t	12	450	12	1.00	1.00
Pure Cybernetic Hand	6t	12	400	4	0.50	0.50
Pure Cybernetic Foot	6t	12	400	5	0.50	0.50
Pure Cybernetic Torso	6t	12	500	14	2.00	2.00
Pure Cybernetic Skull	6t	12	400	8	1.50	1.50
Pure Cybernetic Eyes	6t	12	400	3	0.50	0.50
Pure Cybernetic Ears	6t	12	400	3	0.50	0.50

Cybernetic Limbs

Cybernetic limbs are an extension of the type of cybernetic frame installed.

Concealable Cyber Limbs: Concealable cybernetic limbs impart a +1 natural armor for each limb that is replaced to a maximum armor bonus of +4. These limbs appear as the user's natural limb, to spot that it is a cybernetic limb requires a Perception (DC-20). In the case of arms the hand is included; in the case of legs the foot is included with the cybernetic limb. The Perception DC can be increased; for each +2 the price increases by 50% and the Availability by +2.

Cybernetic Limbs: Limbs that are obviously made out of metal and plastic. They impart to the user a +2 natural armor bonus and are able to hold more equipment than concealable limbs. Cybernetic limbs can provide a maximum armor bonus of +8. Most normal armors are not built with cybernetic limbs in mind so to wear normal armor it will have to be modified to account for the limbs, this increases the cost by 3 times and increases the availability by 10. In the case of arms the hand is included; in the case of legs the foot is included with the cybernetic limb.

Cybernetic Hands and Feet: These are mechanical replacements of the appendage, they do not grant a natural armor bonus.

Increased Abilities for Cyber Limbs: Strength, Dexterity, and Constitution can be increased by added specialized equipment to a cybernetic limb. These increases give a bonus ranging from +1 to +3 to checks relating to the ability. These enhancements take up a number of spaces equal to the bonus. For example, a +3 Dexterity bonus would take 3 spaces. One-half of the bonuses apply for attack rolls and damage as appropriate.

BODYWARE

Cred-Chip: Cred-chips are embedded in the torso of a person; in humans it is normally anchored to a rib. Transactions with cred-chips are made with a credit wand, which is passed over the chip. The wand sends a transaction request to the chip, which in turn waits for a cybernetic command to release the funds. It is very common for a cred-chip to contain other vital information such as financial records.

Cyber Armor: Cyber armor heavier than light cannot be concealed. Light cyber armor imparts an armor class bonus of up to +8. Medium cyber armor imparts both an armor class bonus and a damage resistance scores both with a maximum of +10. Heavy cyber armor imparts hardness and armor class bonus both up to a +12. Heavy cyber armor is externally bolted on to the cybernetic location. Regular armors must be heavily modified for a character with cybernetic armor to wear. See the table below for the cost and availability modifications.

Table 8-42: Cybernetic Armor

Armor Level	Cost Modifier	Availability Modifier
Light	5 Times	+10
Medium	8 Times	+15
Heavy	10 Times	+20

Data Jack: Allows a character to directly interface with computers or other types of equipment. While "jacked in" the character can add their Intelligence modifier to all related tasks. If the task already is using the intelligence modifier, it is added a second time.

Hardwired Feats: The character has a non-meta feat hardwired into their brain. This grants the character the feat. The character must meet all prerequisites for the feat that is being implanted.

Hidden Compartment, Torso: Hidden compartments are detected on a Perception (DC-15) for a physical search and a Perception (DC-20) for visual searches. Torso compartments can hold 12 inches x 24 inches x 24 inches. The Perception DC can be increased for each +2 the price increases by 50% and the Availability by +2.

Skill Boosters, Constitution: These implants impart an equipment bonus to all skills that are based on Constitution.

EARWARE

Bug Detector: The character has a device built into their skull that allows them to detect surveillance devices. The chance to detect a device is 10 + the tech level of the device. The Sensor Operation skill is used. If the character does not have the skill, they may make an unskilled check.

Cell Phone Link: This ear enhancement gives the character a built-in cellular phone.

Micro Recorder, Audio: This ear enhancement is a small audio recorder that is connected to the character's inner ear, which can digitally record up to 2 hours of audio content. The recording can be output via a Datajack or a slug port.

Noise Suppressor: The character's ears have been modified to reduce the effects that loud noises have on the character. This enhancement grants a +2 equipment bonus verses loud noises.

Radio Link: This ear enhancement gives the character a built in multi-channel radio.

Scrambler: This ear enhancement is used in conjunction with either the radio link or cell phone link, and encrypts all communications done over the link.

EYEWARE

Dark Vision: This eye enhancement grants the character Darkvision 60 ft.

Dart Launcher: This eye enhancement allows the character to launch a needler dart from their eye. The dart does 1 point of damage and has the same poisons as needler pistol darts.

Image Enhancement: This eye enhancement grants the character a +2 equipment bonus on all sight bases test.

Low Light Vision: This eye enhancement allows the character to see twice as far in low light situations.

Marquee: This eye enhancement displays messages or graphics across the characters eyes.

Microscopic Vision: This eye enhancement grants the character 8x microscopic vision

Range Finder: This eye enhancement grants a +2 equipment bonus on ranged attacks.

Targeting Sight: This eye enhancement grants the character a +2 equipment bonus on all ranged attacks.

Telescopic Vision: This eye enhancement grants the character vision equal to 8x binoculars.

Thermo Graphic Vision: This eye enhancement allows the character to see heat patterns, granting a +4 bonus on tracking test.

HEADWARE

Ability Booster: This implant increases on of the recipients ability modifiers by the level of the booster.

Skill Boosters, Charisma / Intelligence / Wisdom: These implants impart an equipment bonus to all skills that are based on indicated ability. The implant does not grant any bonus powers or spells.

LIMBWARE

Cyber Claws: Cyber claws do 1d6 of damage and have a critical threat range of 19-20.

Cyber Claws, Retractable: Are short retractable blades that replace either a characters finger or toe nails. When activated the nails extend to an approximate length of 3 inches.

Hidden Compartment, Limbs: Hidden compartments are detected on a Perception (DC-15) for a physical search and a Perception (DC-20) for visual searches. Arm compartments can hold an object approximately 4" x 4" x 10", Leg compartments 10" x 10" x 20". The Perception DC can be increased; for each +2 the price increases by 50% and the Availability by +2.

Skill Boosters, Dexterity / Strength: These implants impart an equipment bonus to all skills that are based on the ability indicated. The implant does not grant any bonus powers or spells.

Table 8-43: Cybernetics Bodyware

Type	Location	PL	Avail	Cost	Cap	Tol
Cred Chip	Torso	7t	5	250	0	0
Cyber Armor, Heavy	Cybered Location	7t	25+rating	50,000/Pt	0	0.00
Cyber Armor, Light	Cybered Location	7t	15+rating	2,500/Pt	1	0.00
Cyber Armor, Medium	Cybered Location	7t	20+rating	5,000/Pt	2	0.00
Data Jacks	Any	7t	5	250	1	0.25
Hardwired Feat	1 each arm, leg, torso, hand, feet, skull	7t	25	100,000	1	1.50
Hidden Compartment, Torso	Torso	7t	15	500	1	0.25
Skill Boosters (+1) Constitution	Torso	7t	10	500	1	1.00
Skill Boosters (+2) Constitution	Torso	7t	15	2,000	2	1.00
Skill Boosters (+3) Constitution	Torso	7t	25	4,500	3	1.00

Table 8-44: Cybernetics Earware

Type	Location	PL	Avail	Cost	Cap	Tol
Bug Detector	Ears	7t	15	1,000	0	0.25
Cell Phone Link	Ears	7t	10	750	0	0.25
Micro Recorder	Ears	7t	10	1,000	0	0.25
Noise Suppressors	Ears	7t	10	1,000	0	0.25
Radio Link	Ears	7t	10	500	0	0.25
Scrambler	Ears	7t	15	500	0	0.25

Table 8-45: Cybernetics Eyeware

Type	Location	PL	Avail	Cost	Cap	Tol
Dark Vision	Eyes	7t	5	1,500	1	0.25
Dart Launcher	Eyes	7t	20	1,000	0	0.25
Image Enhancement	Eyes	7t	15	1,500	0	0.25
Low Light Vision	Eyes	7t	5	1,000	1	0.25
Marquee	Eyes	7t	5	1,000	1	0.25
Microscopic Vision	Eyes	7t	10	1,500	1	0.25
Range Finder	Eyes	7t	10	2,000	0	0.25
Targeting Scope	Eyes	7t	15	2,000	1	0.25
Telescopic Vision	Eyes	7t	10	1,500	1	0.25
Thermo Graphic	Eyes	7t	15	1,000	0	0.25

Table 8-46: Cybernetic Headware

Type	Location	PL	Avail	Cost	Cap	Tol
Ability Boosters (+1)	Skull	7t	15	2,500	1	1.00
Ability Boosters (+2)	Skull	7t	20	5,000	2	1.00
Ability Boosters (+3)	Skull	7t	30	10,000	3	1.00
Skill Boosters (+1) Cha Based Skill	Skull	7t	10	500	1	1.00
Skill Boosters (+1) Int Based Skill	Skull	7t	10	500	1	1.00
Skill Boosters (+1) Wis Based Skill	Skull	7t	10	500	1	1.00
Skill Boosters (+2) Cha Based	Skull	7t	15	2,000	2	1.00
Skill Boosters (+2) Int Based	Skull	7t	15	2,000	2	1.00
Skill Boosters (+2) Wis Based	Skull	7t	15	2,000	2	1.00
Skill Boosters (+3) Cha Based	Skull	7t	25	4,500	3	1.00
Skill Boosters (+3) Int Based	Skull	7t	25	4,500	3	1.00
Skill Boosters (+3) Wis Based	Skull	7t	25	4,500	3	1.00

Table 8-47: Cybernetics Limbware

Type	Location	PL	Avail	Cost	Cap	Tol
Cyber Claws	Hands or Feet	7t	10	500	0.5	0.25
Cyber Claws, Retractable	Hands or Feet	7t	10	1,000	0.5	0.50
Hidden Compartment, Limb	Limbs	7t	15	250	1	0.25
Skill Boosters (+1) Dex Based Skill	Limb	7t	10	500	1	1.00
Skill Boosters (+1) Str Based Skill	Limb	7t	10	500	1	1.00
Skill Boosters (+2) Dex Based	Limb	7t	15	2,000	2	1.00
Skill Boosters (+2) Str Based	Limb	7t	15	2,000	2	1.00
Skill Boosters (+3) Dex Based	Limb	7t	25	4,500	3	1.00
Skill Boosters (+3) Str Based	Limb	7t	25	4,500	3	1.00

Robotic Units

Power Level (PL): This is the level of power required to create this item. It is signified by a number followed by a letter. The number is the level and the letter indicates which power levels are required.

Availability (Avail): Is a measure of how difficult it is to obtain the robot using normal business channels.

Cost: This column shows the amount of credits it will cost to purchase the robotic unit in question.

Table 8-48: Robotic Units

Robotic Unit	PL	Cost	Avail
Generic Robot, Diminutive	5t	25,000	20
Generic Robot, Medium	5t	40,000	20
Generic Robot, Small	5t	35,000	20
Generic Robot, Tiny	5t	30,000	20
Companion Unit	6t	50,000	20
Civilian Security Robot, Mark I	7t	150,000	30
Engineering Robot	7t	100,000	20

For explanations and statistics on the robotic units see the creatures chapter.

Vehicles

"Now that brings us to my favorite subject: Vehicles. There are many different types of vehicles available here within Manzala, Anything from your basic animal drawn carriages on up to anti-gravity military vehicles," the ork cabbie says energetically.

"My personal favorite is the enhanced internal combustion vehicles like my cab here. Lots of horsepower and you can feel the power, unlike those anti-gravity jobs." The ork cabbie grins widely showing all of his teeth.

Vehicles Table

Vehicles are described by a number of statistics, as shown on Table 8-52: Vehicles. All vehicles unless specified otherwise are powered by Synthahol.

Power Level (PL): This is the level of power required to create this item. It is signified by a number followed by a letter. The number is the level and the letter indicates what types of power bases are required.

Table 8-49: Power Levels

#f	Faith
#m	Magic
#p	Psionics
#s-	Syncratic Science Negative
#s+	Syncratic Science Positive
#t	Technology

Crew: The standard number of crew. In most cases, only one person is needed to drive the vehicle; other crew members serve as gunners or copilots.

Passengers (Pass): The number of passengers (in addition to the crew) the vehicle is designed to carry. Vehicles that carry passengers can use that space to carry additional cargo when passengers are not present. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo.

Cargo Capacity (Cargo): The amount of cargo the vehicle is designed to carry. Many vehicles can carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity.

Initiative (Init): The modifier added to the driver's or pilot's initiative check when operating the vehicle.

Maneuver (Man): The modifier added to any Drive or Pilot checks attempted with the vehicle.

Top Speed: The maximum number of squares the vehicle can cover in 1 round at character scale (with the number of squares at chase scale in parentheses). This is the fastest the vehicle can move.

Acceleration (Accel): This is the vehicle's ability to increase speed.

Armor Class (AC): This is the vehicle's armor class.

Hardness (Hard): The vehicle's hardness. Subtract this number from any damage dealt to the vehicle.

Hit Points (HP): The vehicle's full normal hit points.

Size: Vehicle size categories are defined differently from the size categories for weapons and other objects.

Table 8-50: Vehicle Sizes

Vehicle Size	Size Modifier	Examples
Colossal	–8	Yacht, Semi With Trailer
Gargantuan	–4	Tank, Limousine
Huge	–2	Luxury Car, SUV, Armored Car
Large	–1	Economy Car, Harley
Medium-Size	+0	Racing Bike, Dirt Bike

Cost: This is the cost of the item in credits.

Availability (Avail): This is a determination of how difficult it is to locate and purchase this vehicle.

Table 8-51: Vehicles

Name	PL	Crew	Pass	Cost	Avail	Cargo	Init	Man	Top Speed	Accel	AC	Hard	HP	Size
Civilian Helicopter	4t	1	4	100,000	30	250	–4	–4	245 (25)	25 (3)	6	10	56	G
Civilian Transport	4t	2	13	550,000	30	5,000	–4	–4	200 (20)	20 (2)	6	10	72	G
Civilian Prop Plane	5t	1	3	40,000	30	120	–4	–4	210 (21)	21 (2)	6	10	60	G
Civilian Jet	5t	2	10	130,000	30	500	–4	–4	1,100 (110)	110 (11)	6	10	88	G
Sports Coupe	5t	1	1	40,000	15	175	–2	+0	335 (33)	34 (3)	8	10	68	H
Economy Coupe	4t	1	4	2,400	15	275	–1	–1	185 (18)	19 (2)	9	10	60	L
Sports Car	4t	1	1	7,000	15	250	–2	+0	310 (31)	31 (3)	8	10	64	H
Mid-Size Sedan	4t	1	5	4,000	15	425	–2	–1	185 (18)	19 (2)	8	10	68	H
Luxury Sedan	4t	1	4	13,000	15	275	–2	–1	230 (23)	23 (2)	8	10	68	H
Mid-Size Wagon	4t	1	4	4,000	15	275	–2	+0	230 (23)	23 (2)	8	10	64	H
Racing Bike	5t	1	0	3,000	15	0	+0	+3	370 (37)	37 (4)	10	10	36	M
Street Bike	5t	1	1	2,400	15	0	–1	+1	275 (27)	28 (3)	9	10	44	L
Dirt Bike	5t	1	1	1,000	15	0	+0	+2	165 (16)	17 (2)	10	10	36	M
Hummer	5t	1	3	24,000	25	2,500	–2	–2	140 (14)	14 (1)	8	10	76	H
SUV	5t	1	8	7,000	15	500	–2	–2	175 (17)	18 (2)	8	10	76	H
Minivan	5t	1	4	4,000	15	325	–2	–2	195 (19)	20 (2)	8	10	68	H
Pickup	5t	1	2	4,000	15	1,700	–2	–2	175 (17)	18 (2)	8	10	72	H
Runabout	5t	1	5	4,000	18	2,100	–2	–2	55 (5)	6 (1)	8	10	56	H
Cabin Cruiser	4t	1	3	13,000	20	2,100	–4	–4	80 (8)	8 (1)	6	10	80	G
Personal Watercraft	4t	1	1	1,300	12	60	–1	+1	105 (10)	11 (1)	9	10	44	L
4-Wheel ATV	4t	1	0	1,000	12	675	–1	+1	95 (9)	10 (1)	9	10	44	L
Limousine	4t	1	7	40,000	20	425	–4	–4	195 (19)	20 (2)	6	10	76	G
BMP-2	4t	3	7	130,000	30	250	–2	–2	70 (7)	7 (1)	8	20	104	H
M1a2 Abrams	4t	4	0	1,000,000	32	600	–4	–4	80 (8)	8 (1)	6	40	128	G
M2a2 Bradley	4t	3	7	550,000	32	800	–4	–4	70 (7)	7 (1)	6	30	116	G
M113a1 Gavin	4t	2	11	100,000	30	800	–2	–2	70 (7)	7 (1)	8	20	96	H
Military Utility Helicopter	4t	2	14	1,000,000	30	9,000	–4	–4	396 (40)	40 (4)	6	10	92	G
Stryker Infantry Carrier	5t	2	9	600,000	35	1,000	–4	–3	109(11)	11(1)	8	20	100	H

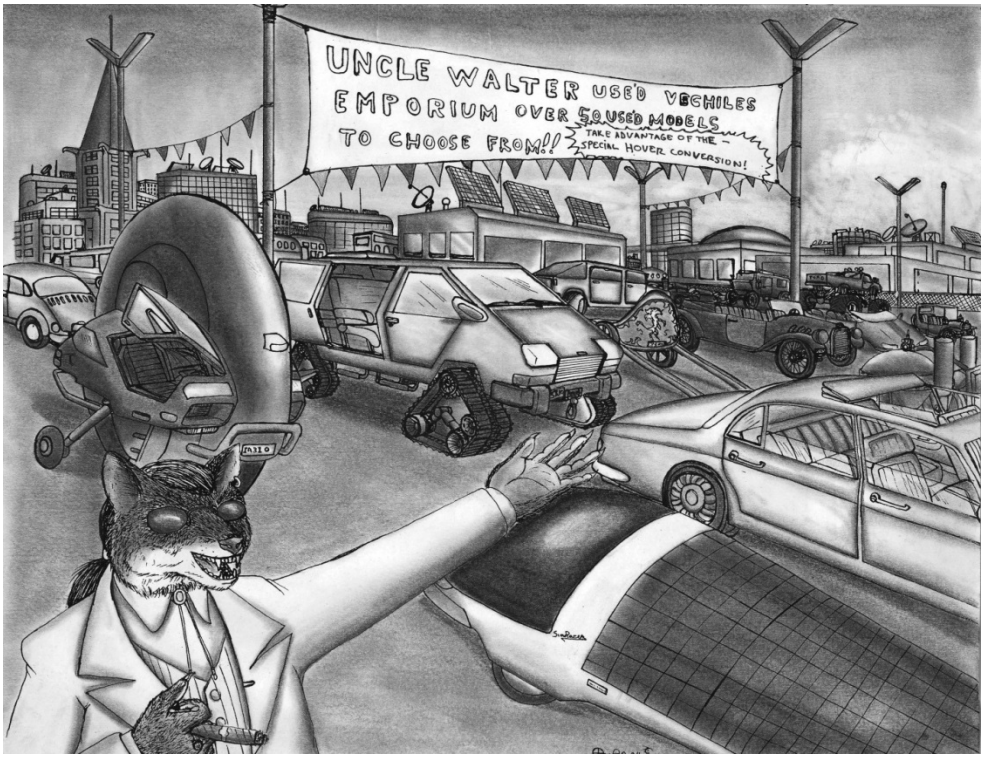
Name	PL	Crew	Pass	Cost	Avail	Cargo	Init	Man	Top Speed	Accel	AC	Hard	HP	Size
Hover Bike	6t	1	0	3,000	18	0	0	+3	370 (37)	37 (4)	12	10	140	L
Hover Sports Car	6t	1	1	56,000	18	100	-2	+1	360 (36)	36 (4)	10	16	136	H
Hover Pickup Truck	6t	1	2+9	4,400	18	1,000	-2	-2	220 (22)	22 (3)	8	10	112	H
Hover Cargo Truck	6t	1	2	26,400	18	35,000	-4	-4	165 (17)	17 (2)	6	10	176	H
Hover Tank (Light)	6t	3	8	1,000,000	18	1,000	-4	-4	80 (8)	8 (1)	6	30	240	H
Hover Tank (Heavy)	6t	4	0	2,000,000	18	600	-4	-4	90 (9)	9 (1)	6	40	256	G
Grav Bike	7t	1	0	4,000	20	0	0	+3	410 (41)	41 (5)	14	10	160	M
Grav Sports Car	7t	1	1	7,000	20	100	-2	+1	390 (39)	39 (4)	12	16	156	H
Grav Pickup Truck	7t	1	4+8	5,000	20	1,800	-2	-2	250 (25)	25 (3)	10	10	130	H
Grav Cargo Truck	7t	1	2	30,000	20	38,000	-4	-4	180 (18)	18 (2)	8	10	194	H
Grav Tank (Light)	7t	3	10	1,400,000	38	1,200	-4	-4	90 (9)	9 (1)	8	30	300	H
Grav Tank (Heavy)	7t	5	0	3,000,000	40	800	-4	-4	100 (10)	10 (1)	8	40	320	G
HMMHV	6t	1	3	30,000	30	2,500	-2	-2	155 (16)	16 (2)	8	10	152	H
HMMGV	7t	1	3	36,000	35	3,000	-2	-2	170 (17)	17 (2)	10	10	200	H

CIVILIAN AIRCRAFT

All aircraft, from one-seaters to jumbo jets, are controlled by the use of the Pilot skill. A few examples are provided here from the variety of air-going vehicles that might be available to characters.

Civilian Helicopter: This is perhaps the most common civilian helicopter Worldwide, it has also been adopted by many military forces as a light utility helicopter. The civilian helicopter is two squares wide and seven squares long. It provides three-quarters cover for crew and passengers. **Safety Rating:** 5

Civilian Airplane: This common single-engine propeller plane is relatively inexpensive. A civilian airplane is seven squares wide (including wings; fuselage is one square wide) and six squares long. It provides three-quarters cover for crew and passengers. **Safety Rating:** 5



Civilian Transport Helicopter: This is the twin-engine, civilian version of the ubiquitous Huey helicopter. As a civilian aircraft it is a sturdy, reliable helicopter used for passenger and cargo work all over the world. Military versions are still in use in many countries. The Civilian Transport Helicopter is three squares wide and seven squares long. It provides three-quarters cover for crew and passengers (one-quarter cover for passengers if the cargo doors are open). **Safety Rating:** 5

Civilian Jet: This is a sleek business jet introduced in the late 1990 on Earth. Two turbofans, set on the fuselage above and behind the wings, provide the power. The interior includes luxury accommodations and a lavatory. A

civilian jet is ten squares wide (including wings; fuselage is two squares wide) and twelve squares long. It provides three-quarters cover for crew and nine-tenths cover for passengers. **Safety Rating:** 5

Civilian Cars

Most new civilian cars include such standard features as air conditioning, air bags, antilock brakes, cruise control, keyless entry, and an AM/FM radio with CD player. Luxury vehicles often also include extras such as heated side mirrors, power seats, leather upholstery, and sunroofs. In general, these luxury amenities can be added to a non-luxury car with an increase of 1 to the vehicle's availability and 10% to the price.

Unless otherwise noted, civilian cars provide three-quarters cover for their occupants (although passengers, who lean out of windows or sunroofs, perhaps to fire weapons, may be reduced to one-half or even one-quarter cover).

Sport Coupe: The sport coupe is a two-door luxury sports car powered by a 5.9-liter, 460-horsepower V12 engine. A six-speed manual transmission with overdrive is standard. The sport coupe is two squares wide and four squares long. **Safety Rating:** 5

Economy Coupe: A two-door family coupe, the economy coupe is two squares wide and four squares long. **Safety Rating:** 5

Sports Car: The sports car is a two-door sports car equipped with a 5.7-liter, 350-horsepower V8 engine. The sports car is two squares wide and three squares long. **Safety Rating:** 5

Mid-Sized Sedan: The mid-sized sedan is a large four-door family sedan equipped with a 4.6-liter, 220-horsepower V8 engine. Large and durable, it is a favorite of police forces. The mid-sized sedan is two squares wide and four squares long. **Safety Rating:** 5

Luxury Sedan: The luxury sedan is a four-door luxury sedan. It is two squares wide and four squares long. **Safety Rating:** 5

Mid-Sized Wagon: The mid-sized wagon is a four-door station wagon. It is two squares wide and three squares long. **Safety Rating:** 5

Civilian Motorcycles

Unlike getting into a car, mounting a motorcycle is a free action. Motorcycles tend to perform better than automobiles, but they provide no cover to their occupants.

Racing Bike: This is a top-of-the-line street bike with a strong heritage of winning races. The racing bike is one square wide and two squares long. **Safety Rating:** 2

Street Bike: This huge motorcycle sports a 1,450cc engine. It is designed to look cool and compete for space on the roads with automobiles. It is one square wide and two squares long. **Safety Rating:** 2

Dirt Bike: A classic dirt bike, this is very similar to the motorcycle used by United States Army cavalry scouts. The dirt bike is one square wide and two squares long. **Safety Rating:** 2

Civilian Trucks

Trucks include pickups, sport utility vehicles, vans, and minivans. They generally have the same features as civilian cars. Like cars, trucks generally provide three-quarters cover to their occupants. The rear bed of a pickup truck, however, provides only one-half cover.

AM General Hummer: The four-door Hummer is a civilian version of the military's all-terrain "humvee" utility vehicle. It comes equipped with a powerful 6.5-liter, 195-horsepower V8 turbo diesel engine. The hummer is decked out like a luxury vehicle inside, but this vehicle is every bit as rugged as the military version.

The military version can be configured in a variety of ways, including a two-door pickup, a four-door pickup with a short bed, and a completely enclosed, SUVlike body with a hatchback and four doors. It lacks the luxury accessories of the civilian version, but it is equipped with puncture-resistant tires. A Hummer is two squares wide and four squares long. **Safety Rating:** 5

Sports Utility Vehicle (SUV): One of the largest sport utility vans on the market, the SUV is a four-door truck equipped with a standard 6.0-liter, 320-horsepower V8 engine. It is two squares wide and four squares long. **Safety Rating:** 5

Minivan: This a minivan with two conventional doors up front, sliding doors on the side, and a rear hatch-style door. It is two squares wide and four squares long. **Safety Rating:** 5

Pickup Truck: This two-door pickup truck has a 4.2-liter, 202-horsepower V6 engine. The basic pickup truck is two squares wide and four squares long. **Safety Rating:** 5

Civilian Water Vehicles

Piloting a water vehicle is covered by the Drive skill.

Runabout: This is a large runabout—a powerboat with an outboard engine and an open cockpit with a tiny cabin (about the size of the interior of an economy car) forward. It comes with a trailer; loading or unloading it requires a paved boat ramp and 10 minutes of work.

The runabout provides one-half cover to occupants in the cockpit or stern, full cover to occupants in the cabin, and no cover to those forward of the cockpit. The runabout is two squares wide and four squares long. **Safety Rating:** 3

Cabin Cruiser: This cabin cruiser is a motor yacht with two internal diesel engines. It comes equipped with four berths and a fully equipped galley. It provides one-half cover to occupants in the cockpit or stern, full cover to occupants below deck, and no cover to those forward of the cockpit. The cabin cruiser is three squares wide and six squares long. **Safety Rating:** 5

Personal Watercraft: This is a two-seat jet ski that propels itself with a powerful jet of water. The personal watercraft is one square wide and two squares long, and provides no cover for its riders. **Safety Rating:** 2

Other Vehicles

A few types of vehicles do not fit neatly into the categories covered above. Many of these (such as the armored truck and the limousine) are usually custom built, so the model name is not specified as it is with most other vehicles in this section. The description and stats reflect a typical model.

4 Wheeled ATV: This all-terrain vehicle is something like a four-wheeled motorcycle. It is one square wide and two squares long. It provides no cover for its riders. **Safety Rating:** 3

Limousine: A limousine is a big, comfortable car. The statistics given are for a moderate-sized vehicle, rather than a stretch limo or a conventional car with a professional driver. Limousines feature virtually every available luxury feature, often including televisions and small refrigerators. A partition divides the front seat from the rest of the vehicle. A limousine is two squares wide and five squares long. It provides three-quarters cover for its occupants. **Safety Rating:** 15

Military Vehicles

Several military vehicles are covered here. In addition, a number of the civilian vehicles covered above, such as the AM General Hummer and the Bell Model 212 helicopter, are commonly seen in military service.

BMP-2: A Soviet-era armored personnel carrier, the BMP is used by the Russian army and more than twenty ex-Soviet states or clients. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch and another full-round action to start it moving. The BMP-2 is three squares wide and four squares long. It provides full cover to its occupants.

This vehicle comes equipped with a 30mm cannon (see Table 8-53: Vehicle Weapons) mounted in a full turret. **Safety Rating:** 10

M1A2 Abrams: This is the U.S. Army's main battle tank. It is crewed by a driver, a gunner, a gun loader, and a commander. It has three top hatches, one for the driver and two on the turret. (The driver's position cannot be reached from the other positions, which are all in the turret.) It takes a full-round action to enter a tank and another full-round action to start it moving. The Abrams is three squares wide and six squares long. It provides full cover to its occupants.

This vehicle comes equipped with a tank cannon (see Table 8-53: Vehicle Weapons) and an M2HB heavy machinegun (see Table 8-10: Ranged Weapons) both are mounted in full turrets. **Safety Rating:** 10

M2A2 Bradley: This is the U.S. Army's principal armored personnel carrier. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch, and another full-round action to start it moving. In addition to its own armament, the Bradley's passenger compartment has ports that allow passengers to fire their personal weapons from within the vehicle. The Bradley is three squares wide and four squares long. It provides full cover to its occupants.

This vehicle comes equipped with a 25mm cannon (See Table 8-53: Vehicle Weapons) mounted in a full turret. **Safety Rating**: 10

M113A1 Gavin: Introduced in 1960s and for many years a mainstay of the U.S. Army, this tracked armored personnel carrier is now in use by more than fifty countries. It is crewed by a driver and a commander, and features a top hatch above each position as well as a rear door. It takes a full-round action to enter the vehicle through a top hatch and another full-round action to start it moving. The Gavin is three squares wide and four squares long. It provides full cover to its occupants. **Safety Rating:** 10

Military Utility Helicopter: An example of a military utility helicopter is the UH-60 Blackhawk. The military utility helicopter is three squares wide and twelve squares long. It provides three-quarters cover to crew and passengers (one-quarter cover to passengers if the cargo doors are open). **Safety Rating:** 10

Stryker Infantry Carrier: The Stryker is an eight-wheeled armored vehicle. It carries a crew of two, driver and commander/gunner. In addition it can carry a squad of nine infantrymen. For armament the Stryker can carry either a M2HB, a M60, or a MK 19 40mm grenade launcher, in a remote turret of the top of the vehicle (see Table 8-53: Vehicle Weapons). Access to the vehicle is gained through either a top hatch or a large hatch in the rear. Infantrymen in the rear compartment can exit the vehicle as a move action. The Stryker is two squares wide and four squares long. It provides full cover to its occupants. **Safety Rating:** 10

CIVILIAN HOVER VEHICLES

Most new civilian hover vehicles include such standard features as air conditioning, safety restraints, cruise control, keyless entry, and an audio entertainment system. Luxury vehicles often also include extras such as heated side mirrors, power seats, leather upholstery, and sunroofs. In general, these luxury amenities can be added by increasing the vehicle's availability by +1 and the price by +10%.

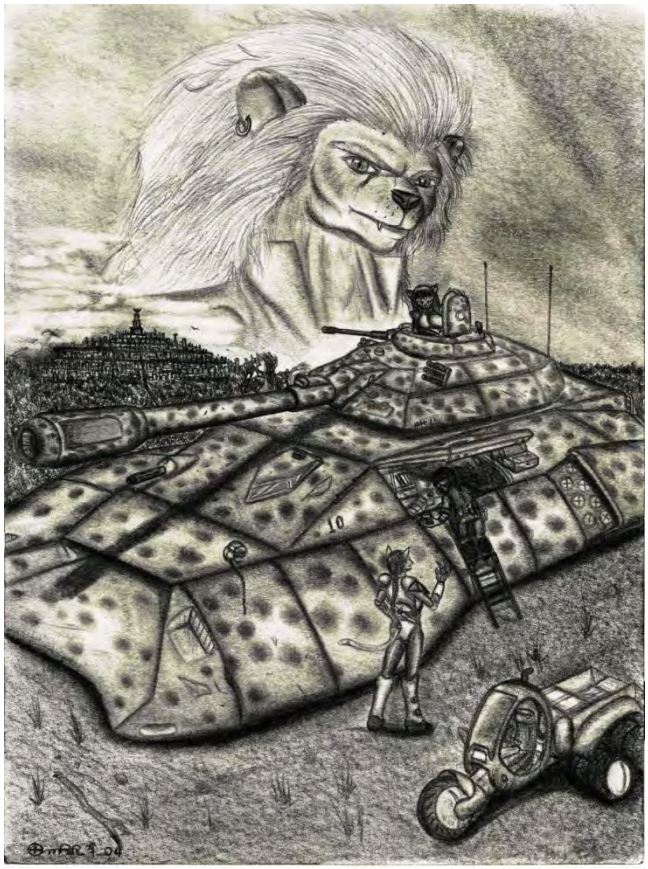
Unless otherwise noted, civilian hover vehicles provide three-quarters cover for their occupants (although passengers, who lean out of windows or sunroofs, perhaps to fire weapons, may be reduced to one-half or even one-quarter cover).

Hover vehicle ride on an air cushion approximately 3 feet off the ground. In emergencies the height of the air cushion can be increased to 10 feet.

Hover Bike: This all-purpose vehicle It is designed to look cool and compete for space on the roads with other civilian vehicles. It is one square wide and two squares long. **Safety Rating:** 2

Hover Sports Car: The hover sports car is a two-door performance vehicle. The hover sports car is two squares wide and three squares long. **Safety Rating:** 5

Hover Pickup Truck: This two-door pickup truck travels on an air cushion and includes a cargo bed. The basic hover pickup truck is two squares wide and four squares long. **Safety Rating:** 5



Hover Cargo Truck: This is a two-door panel truck with a large enclosed cargo area. The basic hover cargo truck is two squares wide and six squares long. **Safety Rating:** 5

MILITARY HOVER VEHICLES

Most new military hover vehicles include such standard features as safety restraints, tow bar, trailer hitch, nuclear/bio/chemical shielding and a vehicular radio.

Unless otherwise noted, military hover vehicles provide three-quarters cover for their occupants (although passengers, who lean out of windows or openings, perhaps to fire weapons, may be reduced to one-half or even one-quarter cover).

Hover vehicle ride on an air cushion approximately 3 feet off the ground. In emergencies the height of the air cushion can be increased to 10 feet.

Heavy Hover Tank: The heavy hover tank is armed with a rapid fire 105mm main gun, a missile launcher and a laser machinegun (see Table 8-53: Vehicle Weapons). It is crewed by a driver, a gunner, a gun loader, and a commander. It has three top hatches, one for the driver and two on the turret. (The driver's position cannot be reached from the other positions, which are all in the turret.) It takes a full-round action to enter a tank and another full-round action to start it moving. The heavy hover tank is three squares wide and six squares long. It provides full cover to its occupants. **Safety Rating:** 10

HMMHV: High Mobility Military Hover Vehicle this is the hover version of the Hummer. This four-door utility vehicle is extremely rugged and durable. It can be configured in a variety of ways, including a two-door pickup, a four-door pickup with a short bed, and a completely enclosed, SUVlike body with a hatchback and four doors. A HMMHV is two squares wide and four squares long. **Safety Rating:** 10

Light Hover Tank: This type of tank is normally used in rapid strike or scouting units. It fills the tradition roles of armored personnel carrier and armored fighting vehicle. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch, and another full-round action to start it moving. In addition to its own armament, the light hover tank's passenger compartment has ports that allow passengers to fire their personal weapons from within the vehicle. The light hover tank is three squares wide and four squares long. It provides full cover to its occupants. The light hover tank is armed with a plasma cannon and a laser machinegun. (See Table 8-53: Vehicle Weapons)
Safety Rating: 10

CIVILIAN GRAV VEHICLES

Most new civilian grav vehicles include such standard features as air conditioning, safety restraints, autopilot, keyless entry, ejection systems and an full entertainment system. Luxury vehicles often also include extras such as radar systems, power seats, leather upholstery, and sunroofs. In general, these luxury amenities can be added by increasing the vehicle's availability by +1 and the price by +10%.

Unless otherwise noted, civilian grav vehicles provide three-quarters cover for their occupants (although passengers, who lean out of windows or sunroofs, perhaps to fire weapons, may be reduced to one-half or even one-quarter cover).

Grav vehicles travel by manipulating the gravity around the vehicle. While in flight the grav vehicle is propelled forward by a gravity sheer, this gravity sheer allows grav vehicles to hover. In addition, given enough time a grav vehicle can leave the atmosphere of the a planet.

Grav Bike: This high performance bike is designed to look cool and to reach destinations rapidly. It is possible for a grav bike to leave atmosphere, but since it is not enclosed the rider(s) would need to bring along a way to breath. The grav bike is one square wide and two squares long. **Safety Rating:** 2

Grav Sports Car: The grav sports car is a two-door high-performance vehicle. The grav sports car is two squares wide and three squares long. **Safety Rating:** 5

Grav Pickup Truck: This four-door crew cab pickup truck includes a large sealable cargo bed. The cargo bed cannot be accessed without exiting the vehicle. The basic grav pickup truck is two squares wide and five squares long. **Safety Rating:** 5

Grav Cargo Truck: This is a two-door panel truck with a large enclosed cargo area. The cargo bed cannot be accessed without exiting the vehicle. The basic grav cargo truck is two squares wide and six squares long. **Safety Rating:** 5

MILITARY GRAV VEHICLES

Most new military grav vehicles include such standard features as environmental controls (12 hours with full occupancy), safety restraints, autopilot, ejection systems and atmospheric re-entry system.

Unless otherwise noted, civilian grav vehicles provide three-quarters cover for their occupants (although passengers, who lean out of windows or sunroofs, perhaps to fire weapons, may be reduced to one-half or even one-quarter cover).

Military grav vehicles are designed to assist in planetary operations, they can travel from the surface and leave the planet's atmosphere in approximately 10 hours.

Heavy Grav Tank: The heavy grav tank is a mobile combat platform, armed with a 205mm plasma cannon, 2 missile launchers, and 2 laser machineguns mounted on the flying wing. The heavy grav tank is shaped like a rounded arrow head, with a wing across the narrow rear section. All of the weapons (except for the 205mm plasma cannon) are mounted in extendable turrets giving them exceptional firing arcs. The plasma cannon is mounted in a traditional turret. The energy weapons on this vehicle are powered by an internal nuclear reactor.
It is crewed by a driver, a plasma gunner, two missile gunners, engineer, communications specialist and a commander. The engineer and communications specialist can also operate the laser machineguns. It has two top hatches, one above the command section and one below the wing. In addition, there is a large door hatch on the rear of the vehicle. It takes a full-round action to enter a tank and another full-round action to start it moving. The heavy grav tank is three squares wide and six squares long. It provides full cover to its occupants. **Safety Rating:** 10

HMMGV: High Mobility Military Grav Vehicle this is the grav version of the Hummer. This four-door utility vehicle is extremely rugged and durable. It can be configured in a variety of ways, including a two-door pickup, a four-door pickup with a short bed, and a completely enclosed, SUVlike body with a hatchback and four doors. A HMMGV is two squares wide and four squares long. **Safety Rating:** 10

Light Grav Tank: The light grav tank is a high speed (for a tank) combat vehicle armed with a plasma cannon and 2 laser machineguns (1 forward firing in the hull, and the second on the turret). It fills the tradition roles of armored personnel carrier and armored fighting vehicle. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch, and another full-round action to start it moving. In addition to its own armament, the light hover

tank's passenger compartment has ports that allow passengers to fire their personal weapons from within the vehicle. The light grav tank is three squares wide and four squares long. It provides full cover to its occupants. The light grav tank is armed with a plasma cannon and a laser machinegun. (See Table 8-53: Vehicle Weapons) **Safety Rating:** 10

Table 8-52: Vehicle Weapons

Weapon	PL	DMG	Crit	Rng	ROF	Mag	Wt	Type	Special
BMP-2 30mm Cannon	4t	4d12	20	200	A	Linked	*	piercing	explosive, wounds
M1A2 Abrams Tank Cannon	4t	10d12	20	300	SS	1	*	piercing	explosive, wounds
M2A2 Bradley 25mm Cannon	4t	4d12	20	200	A	Linked	*	piercing	explosive, wounds
MK 19 Grenade Launcher	5t	By Grenade	n/a	250	SA, B5	Linked	75	by grenade	
Laser Machinegun	6t	8d6	20	150	A	N/A	80	energy (laser)	½ wounds
Plasma Cannon	7t	10d10, Pen 10	20	150	SS	N/A	*	plasma	wounds
205mm Plasma Cannon	7t	12d10, Pen 15	20	300	SS	N/A	*	plasma	wounds

***** Weight, purchase price, and restriction rating do not apply. These weapons are part of the vehicles on which they are mounted.
Cannons require the Martial Weapons Proficiency [Artillery] feat.
Pen: Penetration is the rating of how much Damage Reduction and/or Hardness that the round ignores.



CHAPTER NINE
COMBAT

"So now you want to know about combat, I just happen to know a thing or two about that," Spouts the ork cabbie while gripping his cigar in his teeth.

"Well to start with there are really three types of combat: Personal combat, Vehicle Combat, and Starship combat. I will go into each in time. Let us start with personal combat which of course is man to man combat, be it with a ranged weapon or with a melee weapon, it always comes down to one on one combat."

"In combat sometimes you can get lucky and hit a vital spot on a target causing some real wounds, but for the most part you will have to work the target down to the point of taking real wounds. There are a few exceptions to this rule, namely heavy weapons and explosives. Both of these weapons can cause major wounds on a soft target. So my recommendation is to whenever possible use overwhelming force on a target," The ork cabbie says with a big grin.

The following changes are made to combat in Neverwhen.

Force Fields and Critical Hits: While a target is protected by a force field it is considered to be immune to critical hits. This means that while the force field is active the user is also immune to sneak attacks. This does not include starship combat, which has special results for critical hits.

Firearms: The most basic form of attack with a firearm is a single shot. One attack is one pull of the trigger and fires one bullet at one target.

The Martial Weapons (Small Arms) Proficiency feat allows a character to make this sort of attack without penalty. If a character isn't proficient in Martial Weapons (Small Arms), he or she takes a –4 penalty on attacks with that type of weapon.

A number of other feats allow a character to deal extra damage when he or she fires more than one round as part of a single attack at a single target.

As with all forms of ranged weapons, attacking with a firearm while within a threatened square provokes an attack of opportunity.

Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a –4 penalty on attacks against adjacent opponents.

Autofire: If a ranged weapon has an automatic rate of fire, a character may set it on autofire. Autofire affects an area and everyone in it, not a specific creature. The character targets a 10-foot-by-10-foot area and makes an attack roll; the targeted area has an effective Armor Class of 10. (If the character does not have the Martial Weapons (Heavy Weapons) Proficiency feat, he or she takes a –4 penalty on the attack roll.) If the attack succeeds, every creature within the affected area must make a Reflex save (DC-20) or take the weapon's damage. For every 5 points that the attack roll succeeds by the Reflex save is increased by +2. Autofire shoots 10 rounds, and can only be used if the weapon has 10 rounds in it.

Some firearms—particularly machine guns—only have autofire settings and cannot normally fire single shots. Autofire is a full attack round action.

Burst Fire: Autofire is not the same thing as burst fire, which involves firing a short burst at a specific target. Burst fire is treated as a standard attack for every three points that the target's Armor Class is exceeded, an additional round has hit the target. If the shooter does not have the Burst Fire feat an additional round hits the target for every five points.

The character receives a –1 penalty for each round fired in the burst on the attack roll.

Firing a burst typically expends five rounds and can only be done if the weapon has five rounds in it. Some weapons are equipped to fire differing numbers of rounds in a burst see specific weapons description.

Variant
High Tech Weapons

Weapons can be made out of materials found at higher tech levels than weapon is normally available, for example making a sword out of modern alloys (TL 7). The hardness and hit points of the item is increase by 20% for each tech level increase.

If a weapon is used against armor of a lower tech level subtract the difference from the armor's 'Armor Class' bonus. If the armor has a higher tech level then add the difference to the armor's 'Armor Class'

This rule is optional since it does make combat a more complex.

Explosives and Grenades: *An explosive is a weapon that, when detonated, affects all creatures and objects within its burst radius by means of shrapnel, heat, or massive concussion. Its effect is broad enough that it can hurt characters just by going off close to them.*

Some explosives, such as grenades, can be thrown, and they explode when they land. Others are planted, with fuses or timers, and go off after a preset amount of time elapses.

Thrown Explosives: An attack with a thrown explosive is a ranged attack made against a specific 5-foot square. (A character can target a square occupied by a creature.) Throwing the explosive is an attack action. If the square is within one range increment, you do not need to make an attack roll.

If the target square is more than one range increment away, make an attack roll. The square has an effective Armor Class of 5. Thrown weapons require no weapon proficiency, so a character does not take the –4 non-proficient penalty. If the attack succeeds, the grenade or explosive lands in the targeted square.



If the character misses the target, the explosive lands in a square nearby in a random direction. Consult the tables below to determine where the explosive lands. If the weapon was thrown two to three range increments (11 to 30 feet), roll 1d8.

Table 9-1: Thrown Explosive Location Struck (2-3 range increment)

Roll	Location Struck
1	upper left, one square beyond target
2	upper right, one square beyond target
3	upper right, one square right of target
4	lower right, one square right of target
5	lower right, one square short of target
6	lower left, one square short of target
7	lower left, one square left of target
8	upper left, one square left of target

For ranges of up to five range increments (31 to 50 feet), roll 1d12.

Table 9-2: Thrown Explosive Location Struck (Up to 5 range increment)

Roll	Location Struck
1	upper left, two squares beyond target
2	upper right, two squares beyond target
3	upper right, one square beyond and right of target
4	upper right, two squares right of target
5	lower right, two squares right of target
6	lower right, one square short and right of target
7	lower right, two squares short of target
8	lower left, two squares short of target
9	lower left, one square short and left of target
10	lower left, two squares left of target
11	upper left, two squares left of target
12	upper left, one square beyond and left of target

After determining where the explosive landed, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC-varies according to the explosive type) for half damage.

Launched Grenades: An attack with a launched grenade is made against an Armor Class of 10. If the attack succeeds the grenade lands in the targeted space. If the attack failed consult table 9-2 and increase the distance the grenade missed the target by times five.

Planted Explosives: A planted explosive is set in place, with a timer or fuse determining when it goes off. No attack roll is necessary to plant an explosive; the explosive sits where it is placed until it is moved or goes off.

When a planted explosive detonates, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC-varies according to the explosive type) for half damage.

Morale: Each creature has a morale score, if the creature rolls this number or higher on a d20 they will continue to fight. If they fail the morale check they will either surrender or flee from the combat. Morale checks

are made when a creature is reduced to 0 hit points and when the attacking force is reduced to ½ of its numbers, and again each time a creature is taken out of action. The DC of the morale check is affected by the following items:

Table 9-3: Morale Table

Item	DC Modifier
Outnumbering the opponent	-4
Outnumbered by opponent	+4
Have a better position	-2
Enemy has better position	+6
Hated Foe	-6
Have Power Level Advantage	-2
Have Power Level Disadvantage	+2
Leader Unconscious or out of the fight	+2
Leader Dead	+6

Breaking an Item and Attacking Objects

These items are in addition to the rules outlined in the Pathfinder Roleplaying Game

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Table 9-4:Additional Substance Hardness and Hit Points

Substance	Hardness	Hit Points
Iron	10	30/inch of thickness
Mithral	15	30/inch of thickness
Adamantite	20	40/inch of thickness
Cermet Titanium	20	30/inch of thickness
Cermet Mithral	30	45/inch of thickness
Cermet Adamantite	40	60/inch of thickness

Table 9-5: Common Weapon and Armor Hardness and Hit Points

Item	Hardness[3]	Hit Points[1,2]
Light Blade	9 + ½ TL	2
One-Handed Blade	9 + ½ TL	5
Two-Handed Blade	9 + ½ TL	10
Light Metal-Hafted Weapon	9 + ½ TL	10
One-Handed Metal-Hafted Weapon	9 + ½ TL	25
Light Hafted Weapon	4 + ½ TL	2
One-Handed Hafted Weapon	4 + ½ TL	5
Two-Handed Weapon	4 + ½ TL	10
Armor	Special[4]	Armor Bonus x 5
Buckler	9 + ½ TL	5
Light Wooden Shield	4 + ½ TL	10
Heavy Wooden Shield	4 + ½ TL	15
Light Steel Shield	9 + ½ TL	10
Heavy Steel Shield	9 + ½ TL	20
Civilian Pistol	9 + ½ TL	15
Civilian Rifle	9 + ½ TL	20
Military Pistol	9 + ½ TL	18
Military Rifle	9 + ½ TL	25
Heavy Weapon	11 + ½ TL	25

1 Add +2 for each +1 Enchantment bonus of magic items.
2 The hp value is for medium armor, weapons and shields. Divide by 2 for each category
smaller than medium, or multiply by 2 for each size category larger than medium.
3 Add 10 hp for each +1 enchantment bonus of magic items.
4 Varies by material.

A common use of Strength is to break open doors and burst bonds. Larger and smaller creatures get size bonuses and size penalties on these Strength checks: Fine –16, Diminutive –12, Tiny –8, Small –4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

Table 9-6: Object Hardness and Hit Points

Object	Hardness	Hit Points	Break DC[1]
Rope (1-Inch Diam.)	0	2	23
Simple Wooden Door	5	10	13
Small Chest	5	1	17
Good Wooden Door	5	15	18
Treasure Chest	5	15	23
Strong Wooden Door	5	20	23
Masonry Wall (1 Ft. Thick)	8	90	35
Hewn Stone (3 Ft. Thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Police Handcuffs	10	10	28
High Security Handcuffs	10	10	30
Iron Door (2 In. Thick)	10	60	28
Airlock Door	15	360	35
Interior Hatch	10	60	28
Civilian Station Hull	10	400	50
Work Platform Hull	5	540	50
Orbital Colony Hull	50	1,500	50
Lock			
Cheap	0	1	10
Average	3	5	15
High Quality	5	10	20
High Security	10	120	35
Ultrahigh Security	20	150	40
Manufactured Objects			
Fine	0	1	10
Diminutive	0	1	10
Tiny	1	2	10
Small	3	3	12
Medium-Size	5	5	15
Large	5	10	15
Huge	8	10	20
Gargantuan	8	20	30
Colossal	10	30	50
Tire, Normal	5	10	20
Firearm, Medium-Size	5 + ½ TL	7	17

[1] Break DC: The DC-for a Strength check needed to destroy the item in one action, rather than reducing it to zero hit points through a series of attacks.

Vehicle Movement and Combat

"Now that we have discussed personal combat that brings us to vehicle combat. One of the most important things to remember about vehicle combat is no matter what the pilot or operator of the vehicle is always right," says the ork cabbie with a large grin.

With a snicker the cabbie continues ,"But seriously, it is always bad to try and second guess the pilot during combat, you should always trust your pilot's instincts. If you can't it is time to get a different pilot." Blowing a smoke ring the ork cabbie continues.

"I remember when I was in the service we had a young officer that thought he knew better than our pilot, was so sure he did that he grabbed the wheel." The ork cabbie pauses for a moment.

The student anxiously awaits the rest of the story when it does not come he asks "Well what happened?"

The ork cabbie replies" To be honest I am not exactly sure. Next thing I knew I was laying in a hospital bed with this hunk of chrome in place of my right leg."

For simply traveling from point to point, the vehicle used is largely a matter of personal style and finances. Skill checks are only required in extraordinary circumstances. These rules are primarily focused on ground vehicles—cars, trucks, and light military vehicles. The rules can be modified for boats, heavier armored vehicles, and aircraft.

Characters in Vehicles

A character in a vehicle fills one of several possible roles, which determines what the character can do.

Driver: The driver of the vehicle controls its movement. Most vehicles have only one position from where the vehicle can be driven, so the person seated there is the driver. Driving a vehicle is, at a minimum, a move action, which means that the driver may be able to do something else with his or her attack action. There can be only one driver in a vehicle at one time.

Copilot: A copilot can help the driver by taking an Aid Another action. The copilot must be seated in a location where he or she can see the road and advise the driver (in a car, this generally means the front passenger seat). Aiding the driver is a move action, leaving the copilot with an attack action each round to do something else. A vehicle can have only one copilot at a time.

Gunner: Some vehicles have built-in weapons. If such a weapon is controlled from a location other than the driver's position, a character can man that position and become the gunner. A vehicle can have as many gunners as it has gunner positions.

Passenger: All other personnel aboard the vehicle are considered passengers. Passengers have no specific role in the vehicle's operation, but may be able to fire weapons from the vehicle or take other actions.

Scale

These rules use two scales. If the encounter involves both vehicles and characters on foot, use character scale. If the scene involves only vehicles, and they are likely to move at much higher speeds than characters or creatures on foot, use chase scale.

Character Scale: Character scale is identical to the standard movement scale: It is carried out on a grid in which each square equals 5 feet.

In character scale, most vehicles are large enough to occupy multiple squares on the map grid. How many squares a vehicle occupies is specified in the vehicle's description.

When moving a vehicle, count the squares from the vehicle's rear. When turning, pivot the vehicle on the rear square toward which it is turning. When firing weapons, count squares from the location of the weapon.

In character scale, more than one ground vehicle cannot occupy the same square.

Chase Scale: In chase scale, each square of the grid represents 50 feet. In chase scale, most commonly encountered vehicles occupy only one square. (Some especially large vehicles, such as ships or jumbo jets, might occupy more than one square.) More than one vehicle can occupy the same square. Vehicles in the same square are considered to be 20 feet apart for the purposes of determining range for attacks.

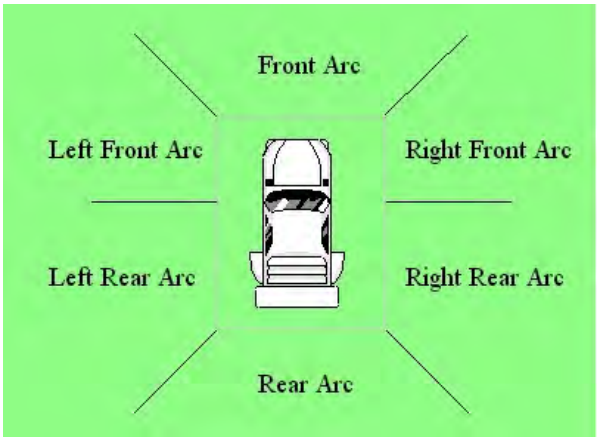
Vehicle Sizes

Vehicles use the same size categories as characters and creatures, as shown on Table 9-7: Vehicle Sizes. The vehicle's size modifier applies to its initiative modifier, maneuver modifier, and Armor Class. (The size modifier is already included in the vehicle statistics on Table: Vehicles)

Table 9-7: Vehicle Sizes		
Vehicle Size	Size Modifier	Examples
Colossal	–8	Yacht, Semi With Trailer
Gargantuan	–4	Tank, Limousine
Huge	–2	Luxury Car, SUV, Armored Car
Large	–1	Economy Car, Harley
Medium-size	+0	Racing Bike, Dirt Bike

Facing and Firing Arcs: Unlike with characters, when dealing with vehicles, the vehicle's facing (the direction it's pointing) is important. Facing indicates the direction in which the vehicle is traveling (assuming it is not moving in reverse). It can also determine which weapons aboard the vehicle can be brought to bear on a target.

A weapon built into a vehicle can be mounted to fire in one of six directions—forward, aft (rear), right front, right rear, left front or left rear—or be built into a partial or full turret.



A partial turret lets a weapon fire into three adjacent fire arcs (such as forward, left, and right), while a full turret lets it fire in any direction. For vehicles with weapons, a weapon's arc of fire is given in the vehicle's description.

Getting Started

Most vehicles can be entered with a move action and started with a second move action. An exception is noted in a vehicle's description when it applies.

Initiative: There are two options for determining initiative in vehicle combat. First, individual initiative just as in normal combat, where each character rolls separately. This is probably the best method if most or all characters are aboard the same vehicle, but it can result in a lot of delayed or readied actions as passengers wait for drivers to perform maneuvers. An alternative is to roll initiative for each vehicle, using the vehicle's initiative modifier. This is particularly appropriate when characters are in separate vehicles, since it allows everyone aboard the same vehicle to act more or less simultaneously.

Vehicle Speed: Vehicle speed is expressed in miles per hour and number of squares that will be traveled. (See Table 9-8: Vehicle Speeds and Modifiers). Each round, a vehicle moves according to its current speed.

Table 9-8 : Vehicle Speeds and Modifiers						
	Character Scale		Chase Scale			
Speed (MPH)	Move[1]	Turn #[2]	Move[1]	Turn #[2]	AC Mod	Check Mod
0	0	—	0	—	+0	—
1-20	1–20	1	1–2	1	+0	+0
21-35	21–50	2	3–5	1	+1	–1
36-80	51–150	4	6–15	2	+2	–2
81+	151+	8	16+	2	+4	–4

1 The number of squares a vehicle can move at this speed.
2 The number of squares a vehicle must move at this speed before making a turn.
3 A stationary vehicle cannot move or maneuver.

Declaring Speed: At the beginning of his or her action, a driver must declare his or her speed for the round. The driver can choose to apply one round of accelerations or deceleration to the vehicles speed the previous round. A stationary vehicle can increase its speed by its acceleration in either forward or reverse. Most vehicles cannot go faster than 4 times their acceleration in reverse.

Moving: On his or her action, the driver moves the vehicle a number of squares that falls within the vehicle's speed.

Unlike characters, a vehicle cannot double move, run, or otherwise extend its movement. Every vehicle has a top speed, included in its statistics in the vehicles description. A vehicle cannot move more squares than its top speed without taking risk.

Count squares for vehicles just as for characters. Vehicles can move diagonally; remember that when moving diagonally, every second square costs two squares' worth of movement. Unlike with moving characters, a vehicle's facing is important; unless it changes direction, a vehicle always moves in the direction of its facing (or in the opposite direction, if it is moving in reverse).

The Effects of Speed: A fast-moving vehicle is harder to hit than a stationary one—but it's also harder to control, and to attack from.

As shown on Table 9-8: Vehicle Speeds and Modifiers, when a vehicle travels at 1 MPH or faster, it gains a bonus to Armor Class. However, that speed brings along with it a penalty on all skill checks and attack rolls made by

characters aboard the vehicle—including Drive checks to control the vehicle and attacks made from it.

Driving a Vehicle: Driving a vehicle is a move action, taken by the vehicle's driver. During his or her move action, the driver moves the vehicle a number of squares as indicated on the Table 9-8: Vehicle Speeds and Modifiers. The driver can attempt maneuvers to change the vehicle's course or speed. These maneuvers can be attempted at any point along the vehicle's route. The driver can choose to use his or her attack action to attempt additional maneuvers.

The two kinds of vehicle movement are simple maneuvers and stunts.

Simple Maneuvers: A simple maneuver, such as a 45-degree turn, is easy to perform. Each is a free action and can be taken as many times as the driver likes while he or she moves the vehicle. However, simple maneuvers do cost movement—so a vehicle that makes a lot of simple maneuvers will not get as far as one going in a straight line. Simple maneuvers do not require the driver to make skill checks.

Stunts: Stunts are difficult and sometimes daring maneuvers that enable a driver to change his or her vehicle's speed or heading more radically than a simple maneuver allows. A stunt is a move action. It can be taken as part of a move action to control the vehicle, and a second stunt can be attempted in lieu of the driver's attack action. Stunts always require Drive checks.

Simple Maneuvers

During a vehicle's movement, the driver can perform any one of the following maneuvers.

45-Degree Turn: Any vehicle can make a simple 45-degree turn as part of its movement. The vehicle must move forward at least a number of squares equal to its turn number (shown on Table 9-8: Vehicle Speeds and Modifiers) before it can turn. Making a 45-degree turn costs 1 square of movement.

Ram: At character scale, a driver does not have to perform a maneuver to ram another vehicle—he or she only needs to drive his or her vehicle into the other vehicle's square, and a collision occurs (see Collisions and Ramming).

At chase scale, however, more than one vehicle can occupy the same square and not collide—so ramming another vehicle requires a simple maneuver. The driver moves his or her vehicle into the other vehicle's square and states that he or she is attempting to ram. Resolve the ram as a collision, except that the driver of the target vehicle can make a Reflex save (DC-20) to reduce the damage to both vehicles by half.

Sideslip: A driver might wish to move to the side without changing the vehicle's facing, for instance to change lanes. This simple maneuver, called a sideslip, allows a vehicle to avoid obstacles or weave in and out of traffic without changing facing. A sideslip moves a vehicle 1 square forward and 1 square to the right or left, and costs 3 squares of movement.

Stunts

Stunts are maneuvers that require a Drive check to perform successfully. Unsuccessful stunts often result in the vehicle ending up someplace other than where the driver intended. When this happens, the vehicle collides with any objects in its path. Remember that the check/roll modifier from Table 9-8: Vehicle Speeds and Modifiers affects all Drive checks made by the driver and attack rolls made by all occupants of the vehicle.

Avoid Hazard: Vehicle combat rarely occurs on a perfectly flat, featureless plain. When a vehicle tries to move through a square occupied by a hazard, the driver must succeed on a Drive check to avoid the hazard and continue moving.

Structures simply cannot be avoided. Also, if a driver cannot make a check (if he or she has used all his or her actions for the round in performing other stunts), he or she automatically fails to avoid the hazard. In such cases, a collision occurs.

The DC to avoid a hazard varies with the nature of the hazard.

On a failed check, the vehicle hits the obstacle. For caltrops, this means the caltrops make an attack against the vehicle (see Caltrops). An oil slick forces the drive to make a Drive check (DC-20) to retain control of the vehicle (see Losing Control). Failing to avoid an object results in a collision with the object (see Collisions and Ramming).

Table 9-9: Hazards

Hazard	DC
Caltrops	15
Oil Slick	15
Object	
Small (Tire, Light Debris)	5
Medium-Size (Crate)	10
Large (Pile of Wreckage)	15
Structure	Cannot be avoided

Bootleg Turn: By making a bootleg turn, a driver can radically change direction without turning in a loop. However, in so doing, the vehicle comes to a stop.

Before a vehicle can make a bootleg turn, it must move in a straight line at least a number of squares equal to its turn number. To make a bootleg turn, simply change the vehicle's facing to the desired direction. The vehicle ends its movement in that location, at a speed of zero. The DC for a bootleg turn depends on the change in facing.

On a failed check, instead of facing the desired direction, the vehicle only changes facing by 45 degrees. Make a Drive check to retain control against a DC equal to the DC for the bootleg turn attempted (see Losing Control).

Table 9-10: Facings Change

Facing Change	DC
45 degrees	5
90 degrees	10
135 degrees	15
180 degrees	20

Dash: With a dash stunt, a driver can increase the vehicle's speed by the vehicles acceleration. (This increase is in addition to any speed change made at the beginning of the driver's action; if the driver increased speed at that time, he or she can accelerate a total of twice the vehicles acceleration in the same round.) The vehicle's total movement for the round cannot exceed the maximum number of squares for its new speed. (The squares it has already moved before attempting the dash count against this total.) The DC for a dash is 15.

On a failed check, the vehicle does not change speed categories.

Hard Brake: With a hard brake stunt, a driver can reduce the vehicle's speed by up to twice the vehicle's deceleration. (This is in addition to any speed change made at the beginning of his action; if the driver reduced speed at that time, he or she can drop a total of three times the vehicles deceleration in the same round.) The vehicle's movement for the round ends as soon as it has moved the minimum number of squares for its new speed. (If it has already moved that far before attempting the hard brake, it ends its movement immediately.) The DC for a hard brake is 15.

On a failed check, the vehicle does not change speed categories. Make a Drive check (DC-20) to retain control (see Losing Control).

Hard Turn: A hard turn allows a vehicle to make a turn in a short distance without losing speed. A hard turn functions like a 45-degree turn simple maneuver, except that the vehicle only needs to move forward a number of squares equal to half its turn number (rounded down). The DC for a hard turn is 15.

On a failed check, the vehicle continues to move forward a number of squares equal to its turn number before turning, just as with a simple 45-degree turn. Make a Drive check (DC-20) to retain control (see Losing Control).

Jump: A driver can attempt to jump his or her vehicle across a gap in his or her path.

To make a jump, the vehicle must move in a straight line a number of squares equal to its turn number. If the vehicle does not have enough movement left to clear the gap, it must complete the jump at the start of its next turn.

The DC for a jump depends on the width of the gap, modified by the vehicle's speed.

On a failed check, the vehicle fails to clear the gap, and instead falls into it (or collides with the far side). Determine damage as for a collision (see Collisions and Ramming).

Table 9-11: Jumps

Gap Width	DC
1–3 Ft. (Ditch)	15
4–8 Ft. (Culvert)	20
8–15 Ft. (Creek, Small Ravine)	25
16–25 Ft. (Narrow Road, Small Pond)	35
26–40 Ft. (Wide Road, Small River)	45

Table 9-12: Jumps Speed Modifier

Vehicle Speed	DC-Modifier
1-20	+10
21-35	+5
36-80	+0
81+	–5

A shallow gap (1 to 3 feet deep) is equivalent to a Medium-size object; the vehicle may be able to avoid taking collision damage from the failed jump by treating the far side as a hazard and then continue moving (see Avoid Hazard, above).

A moderately deep gap (4 to 10 feet deep) is equivalent to a Huge object. The vehicle can only drive out of the gap if the walls are not too steep.

A deeper gap (11 feet or deeper) is equivalent to a Colossal object. The vehicle can only drive out of the gap if the walls are not too steep.

If the gap is filled with water, the vehicle takes only half damage from the collision with the ground. However, if

the water is too deep or the bottom is too soft (GM's discretion), the vehicle might not be able to move.

Sideswipe: During a vehicle's movement, a driver can attempt to sideswipe a vehicle or other target, either to deal damage without fully ramming it or to cause another driver to lose control of his or her vehicle.

At character scale, a vehicle must be side by side with its target (that is, occupying the square or squares directly to its side) and moving in the same direction. Attempting a sideswipe costs 1 square of movement.

At chase scale, the vehicle must be in the same square as its target and moving in the same direction. There is no movement cost.

If the stunt is successful, both vehicles take damage as if they had collided (see Collisions and Ramming), except that the collision multiplier is 1/4, and the driver of the target vehicle can make a Reflex save (DC-20) to reduce the damage to both vehicles by half of that result. The driver of the sideswiped vehicle must succeed at a Drive check (DC-15) at the beginning of his or her next action or lose control of the vehicle.

The DC for a sideswipe is 15. It's modified by the relative size and speed of the target.

Table 9-13: Sideswipe

Target Condition	DC-Modifier
Each Size Category Larger	–5
Each Size Category Smaller	+5
Each Speed Of Difference	–2

On a failed check, both vehicles take damage as though the sideswipe attempt was a success. However, the other driver does not need to make a check to retain control.

Driver Options

Here is what a vehicle driver can do in a single round:

Choose the Vehicle's Speed: The driver may increase or decrease his or her vehicle's speed by the vehicles acceleration.

Optional Attack Action: If the driver wants, he or she can use his or her attack action before moving the vehicle. If the driver does so, however, he or she will be limited to a single stunt during movement.

Movement: Move the vehicle any number of squares within the vehicle's speed. Along the way, perform any number of simple maneuvers (limited only by their movement cost). The driver may also attempt a single stunt as part of the movement (or two, if the driver didn't take his or her attack action before moving).

Optional Attack Action: If the driver did not take an attack action before moving, and performed one or fewer stunts, the driver has an attack action left.

Exceeding Top Speed

A driver can attempt to exceed the top speed of a vehicle; to do this the driver makes a driving test against a DC-30. If the driver makes the roll the vehicle can exceed its top speed by 10% plus an additional 10% per 5 points the roll is made by. For each round that the vehicle exceeds its top speed 1d6 of damage is done per 10% increment that the top speed is exceeded by. This damage ignores hardness.

Collisions and Ramming

A collision occurs when a vehicle strikes another vehicle or a solid object. Generally, when a vehicle collides with a creature or other moving vehicle, the target can attempt a Reflex save (DC-20) to reduce the damage by half. In addition each vehicle has a safety rating that acts has a hardness for the passengers in collisions.

The safety rating ranges for 0 to 10 and represents the safety equipment that is built into the vehicle.

Resolving Collisions: The base damage dealt by a vehicle collision depends on the speed and size of the objects involved. Use the highest speed and the smallest size of the two colliding objects and refer to Table: Collision Damage.

Table 9-14: Collision Damage

Highest Speed	Damage Die Type
1-20	d2
21-35	d4
36-80	d8
81+	d12

Table 9-15: Collision Size

Smallest Object or Creature Size	Number of Dice
Colossal	20
Gargantuan	16
Huge	12
Large	8
Medium-size	4
Small	2
Tiny	1
Smaller than Tiny	0

After finding the base damage, determine the collision's damage multiplier based on how the colliding vehicle struck the other vehicle or object. (For vehicles moving in reverse, consider the back end to be the vehicle's "front"

for determining the collision multiplier.) Consult Table 9-16: Collision Direction for a multiplier.

Once the damage has been determined, apply it to both vehicles (or objects or creatures) involved in the collision. Both vehicles reduce their speed by ¼ of their original speed. If the colliding vehicle moved the minimum number of squares for its new speed before the collision, it ends its movement immediately. If not, it pushes the other vehicle or objects aside, if possible, and continues until it has moved the minimum number of squares for its new speed.

Table 9-16: Collision Direction

Colliding Vehicle's Target	Multiplier
A stationary object	x 1
A moving vehicle, striking head-on or 45 degrees from head-on	x 2
A moving vehicle, striking perpendicular	x 1
A moving vehicle, striking from the rear or 45 degrees from the rear	x 1/2
A vehicle being sideswiped (see Sideswipe)	x 1/4

The driver of the vehicle that caused the collision must immediately make a Drive check (DC-20) or lose control of the vehicle (see Losing Control, below). The driver of the other vehicle must succeed on a Drive check (DC-20) at the beginning of his or her next action or lose control of his or her vehicle.

Damage to Vehicle Occupants

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle.

Table 9-17: Damage to Passengers

Cover	Damage
None	Same as damage taken by vehicle
One-quarter	One-half damage taken by vehicle
One-half	One-quarter damage taken by vehicle
Three-quarters or more	None

Each of the occupants may make a Reflex save (DC-20) to take half damage.

Driverless Vehicles

Driverless vehicles only roll 1d20 for Driver checks and automatically decelerate by 5 mph per round. Roll 1d6 each round to see what the vehicle does.

Table 9-18: Driverless Vehicle

Roll	Effect
1	Turn Left 90 degrees
2	Turn Left 45 degrees
3	Side Slip Left
4	Continues Straight
5	Continues Straight
6	Side Slip Right
7	Turn Right 45 degrees
8	Turn Right 90 degrees

Losing Control

A collision or a failed stunt can cause a driver to lose control of their vehicle. In these cases, the driver must make a Drive check to retain control of the vehicle. If this check is successful, the driver maintains control of the vehicle. If it fails, the vehicle goes into a spin. If it fails by 10 or more, the vehicle rolls. Remember that the check modifier from Table 9-8: Vehicle Speeds and Modifiers applies to all Drive checks.

An out-of-control vehicle may strike an object or other vehicle. When that happens, a collision occurs (see Collisions and Ramming, above).

Spin: The vehicle skids, spinning wildly. At character scale, the vehicle moves in its current direction a number of squares equal to the turn number for its speed, then ends its movement. Once it stops, roll 1d8 to determine its new facing:

Table 9-19: Spin

Roll	Orientation
1	no change;
2	right 45 degrees;
3	right 90 degrees;
4	right 135 degrees;
5	180 degrees;
6	left 135 degrees;
7	left 90 degrees;
8	Left 45 degrees.

Reorient the vehicle accordingly. At chase scale, the vehicle moves 1 square and ends its movement. Roll to determine its new facing as indicated above.

Roll: The vehicle tumbles, taking damage.

At character scale, the vehicle rolls in a straight line in its current direction for a number of squares equal to the turn number for its speed, then ends its movement. At the end of the vehicle's roll, reorient the vehicle perpendicular to its original direction of travel (determine left or right randomly).

At chase scale, the vehicle rolls one square before stopping and reorienting.

At either scale, a vehicle takes damage equal to 2d6 x the turn number for its speed. The vehicle's occupants take damage equal to 2d4 x the turn number for its speed (Reflex save, DC-20, for half damage).

Hide and Seek

When being pursued, a driver can attempt a Stealth check to lose the pursuer in heavy traffic, or a Bluff check to misdirect the pursuer before turning onto an off-ramp or a side street.

To make a Stealth check, use the normal rules for hiding (see the Stealth skill description). The normal size modifiers apply, but because the driver is hiding among other vehicles, most of which are size Large or Huge, he or she gains a +8 bonus on the check. This use of the Stealth skill can only be attempted in fairly heavy traffic; in lighter traffic, the GM might not allow it or might apply a penalty to the check.

A driver can use Bluff to make a pursuer think he or she is going a different direction from what the driver intends. Just before making a turn onto an off-ramp or side street, make a Bluff check opposed by the pursuer's Sense Motive check. If the driver is successful, the pursuer takes a –5 penalty on any Drive check needed to make the turn to follow the driver. If the other driver can make the turn using only simple maneuvers and does not have to make a Drive check, the Bluff attempt has no effect.

Fighting from Vehicles

The following rules provide a further framework for combat involving vehicles.

Vehicle Combat Actions

Actions during vehicle combat are handled the same way as actions during personal combat. In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed normally, in conjunction with another action.

Free Actions: Communicating orders and ducking down behind a door are examples of free actions. Characters can perform as many free actions as the GM permits in a single round.

Move Actions: Changing position within a vehicle is usually a move action, especially if the character has to trade places with another character. If the character's movement is short and unobstructed, the character can do it as the equivalent of a 5-foot step. Otherwise, it requires a move action.

Attack Actions: Anyone aboard a vehicle can make an attack with a personal weapon, and drivers and gunners can make attacks with any vehicle-mounted weapons controlled from their positions.

Full-Round Actions: Since the driver must use a move action to control the vehicle, he or she cannot take a full-round action unless he or she starts it in one round and completes it on his or her next turn (see Start/Complete Full-Round Action).

Crew Quality

Rather than force the GM to create, or remember, statistics for everyone aboard a vehicle, vehicle statistics include a general "crew quality" descriptor. This indicates a typical crew's aptitude with the vehicle's systems.

Table 9-20: Vehicle Crew Quality shows the five levels of crew quality for GM-controlled vehicle crews, along with the appropriate check modifier. Use the check modifier for all skill checks related to the operation of the vehicle (including Drive and Repair checks). Use the attack bonus for all attack rolls performed by the crew. For quick reference, Table 9-21: Crewed Vehicles shows the typical crew quality, and the crew's total initiative and maneuver modifiers for the vehicles covered in this book.

This by no means restricts the GM from creating unique vehicles where the crew's statistics are included, or from using GM characters' abilities when they drive or attack from vehicles. It's merely a shortcut to save time if the GM does not have particular characters behind the wheel.

Table 9-20: Vehicle Crew Quality

Crew Quality	Check Modifier	Attack Bonus
Untrained	–4	–2
Normal	+2	+0
Skilled	+4	+2
Expert	+8	+4
Ace	+12	+8/+3

Table 9-21: Crewed Vehicles

Type	Crew Quality	Init	Man
Civilian Aircraft	Skilled	+0	+0
Civilian Cars	Normal	+0	+1
Civilian Motorcycles	Normal	+2	+5
Civilian Trucks	Normal	+0	+0
Civilian Water Vehicles	Normal	+0	+0
Limousine	Skilled	+0	+0
Military Vehicles	Skilled	+2	+2
High Tech Civilian	Skilled	+2	+2
High Tech Military	Expert	+4	+4

Attack Options: Firing a vehicle's weapon requires an attack action and uses the driver's or gunner's ranged attack modifier. A driver with 5 or more ranks in the

Drive skill gains a +2 synergy bonus when firing vehicle-mounted weapons while driving.

Some military vehicles are equipped with fire-control computers. These systems grant equipment bonuses on attack rolls with the vehicle-mounted weapons to which they apply.

Driving Defensively: Just as in melee combat, one can fight defensively while driving a vehicle, which grants a +2 dodge bonus to the vehicle's Armor Class and applies a –4 penalty on attack rolls made by occupants of the vehicle.

Total Defense: A driver can choose the total defense action that grants a +4 dodge bonus to Armor Class but does not allow the driver to attack (gunners or passengers take a –8 penalty on attack rolls). These modifiers last until the driver's next round of actions.

Full Attack Action: A driver cannot normally make a full attack action, since controlling the vehicle requires a move action.

Gunners or passengers, however, can take full attack actions since they don't have to use a move action (except, perhaps, to change positions in the vehicle). In general, taking a full attack action is useful only if a character has a base attack bonus high enough to get multiple attacks.

A passenger can make multiple attacks with his or her own weapon. A gunner can make multiple attacks with one or more weapons controlled from his or her position.

Targeting Occupants

An attack made against a vehicle uses the vehicle's Armor Class, modified by its speed. Attackers can choose instead to target specific vehicle occupants.
An attack against a vehicle occupant is made like any other attack. Remember, however, that a character in a vehicle gains bonuses to Armor Class from both the vehicle's speed and any cover it provides.

Cover: When a character fires from a vehicle, objects or other vehicles in the way can provide cover for the target (See the "Cover" section in Chapter 8 of the Pathfinder Roleplaying Game.).

Damaging Vehicles

All vehicles have hit points, which are roughly equivalent to a character's hit points. Like most inanimate objects, vehicles also have hardness. Whenever a vehicle takes damage, subtract the vehicle's hardness from the damage dealt and apply it to the firing arc that is facing the attacker.

When a vehicle is reduced to 0 hit points in a firing arc, hardness is no longer applied against attacks in that arc. When the vehicles overall hit points are reduced to 0, it is disabled. Although it might be repairable, it ceases functioning. A vehicle that is disabled while moving drops its speed by 20 MPH each round until it comes to a stop. The driver cannot attempt any maneuvers except a 45-degree turn.



A vehicle is destroyed when it loses hit points equal to twice its full normal total. A destroyed vehicle cannot be repaired.

Exploding Vehicles: If the attack that disabled the vehicle deals damage equal to half its full normal hit points or more, the vehicle explodes after 1d6 rounds. This explosion deals 10d6 points of damage to everyone within the vehicle (Reflex save, DC-25, for half damage), and half that much to everyone and everything within 30 feet of the explosion (Reflex save, DC-20, for half damage).

Repairing Damage: Repairing damage to a vehicle takes a full hour of work, a mechanical tool kit, and a garage or some other suitable facility. (Without the tool kit, a character takes a –4 penalty on his or her Repair check.) At the end of the hour, make a Repair check (DC-20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all of the vehicle's hit points.

VEHICLE MODIFICATION

"I figure this is a good time to bring up the subject of modifying vehicles. It is important to know that in general vehicles only have about three levels of upgrades for any one system. The standard upgrades are approved by the Manzala safety board, and I would recommend staying with the standard upgrades. Otherwise your vehicle can do some strange stuff… Such as catching on fire," The ork cabbie says with a laugh.

"In addition to the performance upgrades that can be made to a vehicle you can also add equipment such as a wrench, radio or even weapons. Heck I even heard of a guy that had a candy dispenser built into his car."

Each aspect of a vehicle can be increased by a maximum of 3 levels in each area. The areas are acceleration, braking, top speed, hardness, hit points and handling. The first increase in an area costs 10% of the base price of the vehicle, the second costs 30% of the base cost and the third 50% of the base cost of the vehicle. These costs are cumulative, which means to perform all three advances in an area it costs 90% of the base cost of the vehicle. The effects of these increases are shown in the table below.

Adding Weapons: Weapons can be mounted on a vehicle. There are several types of weapons mounts; fixed, partial turret, full turret, and pintle. Any of these mounts may be concealed, in the case of the pintle mount usually the weapon on the mount will be concealed separately. If the weapon being mounted has a power level greater than the vehicle then increase the cost by +100% and the weight by +50%.

- **Fixed Mounts** are weapons mounts that are aimed by pointing the vehicle at the target.
- **Partial turrets** let a weapon fire into three adjacent fire arcs (such as forward, left, and right)
- **Full Turrets** let a weapon fire in any direction.
- **Pintle Mounts** are a post that a man-portable weapon is attached to allowing a weapon to be fired in any direction. Firer only receives partial cover while using the weapon, and can be targeted separately from the vehicle.
- **Concealed Weapon Mounts:** Detecting concealed weapon mounts requires a Perception (DC-15) for a visual inspection, and a Perception (DC-10) for a physical inspection. The Perception DC can be increased by spending more credits and by using hard to find materials. For each +2 increase in the Perception DC the cost increases by 50% and the Availability of the weapon increases by +2.

Table 9-22: Vehicle Modifications

Upgrade Area	First Upgrade	Second Upgrade	Third Upgrade
Acceleration	+5 MPH	+10 MPH	+15 MPH
Braking	+5 MPH	+10 MPH	+15 MPH
Top Speed	+20 MPH	+40 MPH	+60 MPH
Hardness	+1	+2	+3
Hit Points	+10% or 10 HP whichever is greater.	+20% or 20 HP whichever is greater.	+30% or 30 HP whichever is greater.
Handling	+1	+2	+2

Table 9-23: Weapons Mounts

Type of Mount	Weapon Cost Multiple	Multiple for Concealment	Normal Weight	Concealed Weight
Fixed Mount	1.5 times	2 times	1.5 times	2.0 times
Partial Turret	4 times	6 times	3.5 times	5 times
Full Turret	8 times	12 times	5 times	8 times
Pintle Mount	2 times	3 times	2.0 times	3 times

CHAPTER TEN

MAGIC

"Believe it or not I am not much of an expert on magic, but there are a few things I can point out to you," Says the ork cabbie.

"First off, there are three kinds of magic: Arcane, Divine and Trans-Dimensional. Arcane magics are those used by sorcerers, Techno-Mages and wizards, who have a limited number of spells they can cast per day based on their studies. Divine magic is the type of magic used by clerics and druids, and they are limited on the spells they can cast based on their faith. Then there are the Trans-Dimensional Magi; these chaps cast spells by channeling the energies of the realms through their bodies. This allows them to cast as many spells as they like, but each spell takes a toll on their bodies.

"While I was in the service I even saw Trans-Dimensional Magi cast themselves to death; it is not a pretty sight."

There are two types of magic used in Neverwhen: the one found in the Pathfinder Roleplaying Game and Trans-Dimensional.

Trans-Dimensional Magic: Trans-Dimensional magic works a little differentially than the normal magic system does. Trans-dimensional magi can cast any spell that they have memorized as many times as they like; it just causes damage to the magi each time it is cast.

Each time a spell is cast the caster takes two times the spell's level in hit points (Minimum of 1) worth of damage and one wound for every 3 spell levels.

Table 10-1: Trans-Dimensional Magic Damage

Spell Level	Hit Points	Wounds
0-2	Two times Spell Level (minimum of 1)	0
3-5	Two times Spell Level	1
6-8	Two times Spell Level	2
9+	Two times Spell Level	3

If for any reason the spell backfires the caster must make Fortitude test (DC-15) or take the spell level in Wounds.

Trans-dimensional Magi have a limited ability to cast spells that require material spell components without actually having the components. This ability is limited to 100 cr/gp times the character's levels in Trans-Dimensional Magi. For example, a 3rd level Trans-Dimensional Magi can cast a spell without using material spell components as long as the cost of those components was 300 cr/gp or less. A material spell component must be covered completely by this ability for it to be of use for a spell.

Spells above Casters Level (Overcasting): Trans-Dimensional Magi are able to cast spells above those that someone of their level would normally be able to; this is referred to as overcasting. First they must pay a number of spell slots equal to the level of the spell plus one, for example a 9th level spell would cost 10 spell slots. This means that a Trans-Dimensional Magi would have to give up three third level spells and one first level spell slot to learn the spell. In addition for each class level required to cast the spell above the caster's the Trans-Dimensional Magi would suffer one additional wound. For example, a 6th level Trans-Dimensional Magi casting a 9th level spell would take 15 wounds, 3 from casting a 9th level spell and 12 since to cast a 9th level spell the Trans-Dimensional Magi needs to be 18th level.

Spell List

Spells that are *italicized* in the spell list are spells that can be found within the Neverwhen rulebook. All other spells can be found in the Pathfinder Roleplaying Game.

TECHNO-MAGE SPELLS

0-Level Techno-Mage Spells

Spell	Short Description
Acid Splash	Orb deals 1d3 acid damage.
Arcane Mark	Inscribes a personal rune (visible or invisible).
Dancing Lights	Creates torches or other lights.
Daze	Humanoid creature of 4 HD or less loses next action.
Detect Magic	Detects spells and magic items within 60 ft.
Detect Poison	Detects poison in one creature or small object.
Disrupt Undead	Deals damage to one undead.
Flare	Dazzles one creature
Ghost Sound	Figment sounds.
Light	Object shines like a torch.
Mage Hand	5-pound telekinesis.
Mending	Makes minor repairs on an object.
Message	Whispered conversation at distance.
Mirror	*Allows the caster to create a small mirror for looking around corners.*
Open/Close	Opens or closes small or light things.

Polish	*This spell cleans and polishes an item.*
Prestidigitation	Performs minor tricks.
Ray of Frost	Ray deals 1d3 cold damage.
Read Magic	Read scrolls and spell books.
Repair Minor Damage	*Repairs 1 hit point/wound on a device*
Resistance	Subject gains +1 on saving throws.
Touch of Fatigue	Touch attack fatigues target.

1st Level Techno-Mage Spells

Spell	Short Description
Alarm	Wards an area for 2 hours/level.
Animate Rope	Makes a rope move at your command.
Brace	*This spell will hold an object for the caster.*
Burning Hands	1d4/level fire damage (max 5d4).
Cause Fear	One creature of 5 HD or less flees for 1d4 rounds.
Chill Touch	One touch/level deals 1d6 damage and possibly 1 Str damage.
Color Spray	Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.
Comprehend Language	You understand all spoken and written language.
Detect Secret Doors	Reveals hidden doors within 60 ft.
Detect Undead	Reveals undead within 60 ft.
Endure Elements	Exist comfortably in hot or cold environments.
Enlarge Person	Humanoid creature doubles in size.
Erase	Mundane or magical writing vanishes.
Expeditious Retreat	Your speed increases by 30 ft.
Feather Fall	Objects or creatures fall slowly.
Floating Disk	Creates 3-ft.-diameter horizontal disk that holds 100 lb. /level.
Grease	Makes 10-ft. square or one object slippery.
Hold Portal	Holds door shut.
Hypnotism	Fascinates 2d4 HD of creatures.
Identify	Determines properties of magic item.
Jump	Subject gets bonus on Jump checks.
Mage Armor	Gives subject +4 armor bonus.
Mage Armor, Vehicular	*Gives target vehicle +4 armor bonus.*
Magic Aura	Alters object's magic aura.
Magic Missile	1d4+1 damage; +1 missile per two levels above 1st (max 5).
Magic Weapon	Weapon gains +1 bonus.
Mount	Summons riding horse for 2 hours/level.
Obscuring Mist	Fog surrounds you.
Protection from Chaos / Evil / Good / Law	+2 to AC and saves counter mind control, hedge out elementals and outsiders.
Ray of Enfeeblement	Ray deals 1d6 +1 per two levels Str damage.
Ray of Fatigue	Ray fatigues target.
Reduce Person	Humanoid creature halves in size.
Repair Light Damage	*Repairs 1d8 +1 per level*
Shield	Invisible disc gives +4 bonus to AC, blocks magic missiles.
Shield, Vehicular	*Invisible disc gives +4 bonus to AC, blocks magic missiles for one facing of a vehicle.*
Shield of Faith	Aura grants +2 or higher deflection bonus.
Shield of Faith, Vehicular	*Aura grants +2 or higher deflection bonus to a vehicle.*
Shocking Grasp	Touch delivers 1d6/level electricity damage (max 5d6).
Silent Image	Creates minor illusion of your design.
Sleep	Puts 4 HD of creatures into magical slumber.
True Strike	+20 on your next attack roll.
Unseen Servant	Invisible force obeys your commands.
Ventriloquism	Throws voice for 1 min. /level.

2nd Level Techno-Mage Spells

Spell	Short Description
Acid Arrow	Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
Alter Self	Assume form of a similar creature.
Arcane Lock	Magically locks a portal or chest.
Blindness/Deafness	Makes subject blinded or deafened.
Blur	Attacks miss subject 20% of the time.
Blur, Vehicular	*Grants a 20% miss chance on attacks made against the vehicle.*
Continual Flame	Makes a permanent, heatless torch.
Darkness	20-ft. radius of supernatural shadow.
Darkvision	See 60 ft. in total darkness.
Daze Monster	Living creature of 6 HD or less loses next action.
Detect Thoughts	Allows "listening" to surface thoughts.
Enhance Ability	*Subject gains +5 bonus to one ability score for 1 min. /level.*
False Life	Gain 1d10 temporary hp +1/level (max +10).
Flaming Sphere	Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
Fog Cloud	Fog obscures vision.
Ghoul Touch	Paralyzes one subject, which exudes stench that makes those nearby sickened.

Glitterdust	Blinds creatures, outlines invisible creatures.
Gust of Wind	Blows away or knocks down smaller creatures.
Hideous Laughter	Subject loses actions for 1 round/level.
Hypnotic Pattern	Fascinates (2d4 + level) HD of creatures.
Invisibility	Subject is invisible for 1 min. /level or until it attacks.
Invisibility, Vehicular	*Vehicle is invisible for 1 min. /level or until it attacks.*
Knock	Opens locked or magically sealed door.
Levitate	Subject moves up and down at your direction.
Locate Object	Senses direction toward object (specific or type).
Magic Mouth	Speaks once when triggered.
Minor Image	As silent image, plus some sound.
Mirror Image	Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
Mirror Image, Vehicular	*Creates decoy duplicates of target vehicle (1d4 +1 per three levels, max 8).*
Misdirection	Misleads divinations for one creature or object.
Obscure Object	Masks object against scrying.
Phantom Trap	Makes item seem trapped.
Pyrotechnics	Turns fire into blinding light or choking smoke.
Repair Moderate Damage	*Repairs 2d8 + casters level (+10 Max)*
Resist Energy	Ignores first 10 (or more) points of damage/attack from specified energy type.
Rope Trick	As many as eight creatures hide in extra dimensional space.
Scare	Panics creatures of less than 6 HD.
Scorching Ray	Ranged touch attack deals 4d6 fire damage, +1 ray/four levels(max 3).
See Invisibility	Reveals invisible creatures or objects.
Shatter	Sonic vibration damages objects or crystalline creatures.
Spectral Hand	Creates disembodied glowing hand to deliver touch attacks.
Spider Climb	Grants ability to walk on walls and ceilings.
Summon Toolkit	*This spell allows a Techno-Mage to summon any toolkit needed for a craft skill.*
Touch of Idiocy	Subject takes 1d6 points of Int, Wis, and Cha damage.
Web	Fills 20-ft.-radius spread with sticky spider webs.
Whispering Wind	Sends a short message 1 mile/level.

3rd Level Techno-Mage Spells

Spell	Short Description
Arcane Sight	Magical auras become visible to you.
Blink	You randomly vanish and reappear for 1 round/level.
Blink, Vehicular	*Vehicle randomly vanishes and reappear for 1 round/level.*
Clairaudience / Clairvoyance	Hear or see at a distance for 1 min. /level.
Daylight	60-ft. radius of bright light.
Debug	*This spell reduces the chance of devices failing due to wear.*
Deep Slumber	Puts 10 HD of creatures to sleep.
Dispel Magic	Cancels magical spells and effects.
Displacement	Attacks miss subject 50%.
Displacement, Vehicular	*Attacks on vehicle have a 50% miss chance.*
Explosive Runes	Deals 6d6 damage when read.
Fireball	1d6 damage per level, 20-ft. radius.
Flame Arrow	Arrows deal +1d6 fire damage.
Flaming Projectiles	*Projectiles deal +1d6 fire damage.*
Fly	Subject flies at speed of 60 ft.
Gaseous Form	Subject becomes insubstantial and can fly slowly.
Gentle Repose	Preserves one corpse.
Ghost in the Machine	*The Techno-Mage can transfer there consciousness into a machine such as a computer this gives a +6 situational bonus for using the machine occupied.*
Greater Magic Weapon	+1/three levels (max +5).
Halt Undead	Immobilizes undead for 1 round/level.
Haste	One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Haywire	*This spell increases the chance of a device malfunctioning.*
Heroism	Gives +2 bonus on attack rolls, saves, skill checks.
Hold Person	Paralyzes one humanoid for 1 round/level.
Illusory Script	Only intended reader can decipher.
Imbue Familiar	*This spell allows the Techno-Mage to add abilities to a tech familiar.*
Invisibility Sphere	Makes everyone within 10 ft. invisible.
Jury-Rig	*This spell allows the Techno-Mage to make temporary repairs on an item. If the spell succeeds the device will function even if it is below 0 hit points.*
Keen Edge	Doubles normal weapon's threat range.
Lightning Bolt	Electricity deals 1d6/level damage.
Magic Circle against Chaos / Evil / Good / Law	As protection spells, but 10-ft. radius and 10 min. /level.

Magic Weapon, Greater	+1/four levels (max +5).
Major Image	As silent image, plus sound, smell and thermal effects.
Nondetection	Hides subject from divination and scrying.
Nondetection, Vehicular	*Hides vehicle from divination and scrying.*
Phantom Steed	Magic horse appears for 1 hour/level.
Protection from Arrows/Bullets	Subject immune to most ranged attacks.
Protection from Energy	Absorb 12 points/level of damage from one kind of energy.
Rage	Subjects gains +2 to Str and Con, +1 on Will saves,–2 to AC.
Ray of Exhaustion	Ray makes subject exhausted.
Recharge Device	*Allows the recharging of energy cells*
Repair Serious Damage	*Repairs 3d8 + casters level (+15 Max)*
Secret Page	Changes one page to hide its real content.
Sepia Snake Sigil	Creates text symbol that immobilizes reader.
Shrink Item	Object shrinks to one-sixteenth size.
Sleet Storm	Hampers vision and movement.
Slow	One subject/level takes only one action/round, –2 to AC, –2 on attack rolls.
Stinking Cloud	Nauseating vapors, 1 round/level.
Suggestion	Compels subject to follow stated course of action.
Tiny Hut	Creates shelter for ten creatures.
Tongues	Speak any language.
Vampiric Touch	Touch deals 1d6/two levels damage; caster gains damage as hp.
Water Breathing	Subjects can breathe underwater.
Wind Wall	Deflects arrows, smaller creatures, and gases.



4th Level Techno-Mage Spells

Spell	Short Description
Arcane Eye	Invisible floating eye moves 30 ft. /round.
Black Tentacles	Tentacles grapple all within 15 ft. spread.
Confusion	Subjects behave oddly for 1 round/level.
Contagion	Infects subject with chosen disease.
Crushing Despair	Subjects take –2 on attack rolls, damage rolls, saves, and checks.
Detect Scrying	Alerts you of magical eavesdropping.
Drain	This spell drains all of the energy out of a technological device.
Energy Trap	Opened object deals 1d4 +1/level damage of given energy type.
Enervation	Subject gains 1d4 negative levels.
Enlarge Person, Mass	Enlarges several creatures.
Fear	Subjects within cone flee for 1 round/level.
Fire Shield	Creatures attacking you take fire damage; you're protected from heat or cold.
Fire Shield, Vehicular	*Creatures attacking target vehicle take fire damage; vehicle is protected from heat or cold.*
Fire Trap	Opened object deals 1d4 damage +1/level.
Force Field, Vehicular	*Stops 15 points of damage done to a vehicle per caster level.*
Globe of Invulnerability, Lesser	Stops 1st- through 3rd-level spell effects.
Globe of Invulnerability, Lesser, Vehicular	*Stops 1st- through 3rd-level spell effects on target vehicle.*
Hallucinatory Terrain	Makes one type of terrain appear like another (field into forest, or the like).
Ice Storm	Hail deals 5d6 damage in cylinder 40 ft. across.
Illusory Wall	Wall, floor, or ceiling looks real, but anything can pass through.
Invisibility, Greater	As invisibility, but subject can attack and stay invisible.
Invisibility, Greater, Vehicular	*As invisibility, but target vehicle can attack and stay invisible.*
Locate Creature	Indicates direction to familiar creature.
Minor Creation	Creates one cloth or wood object.
Phantasmal Killer	Fearsome illusion kills subject or deals 3d6 damage.
Polymorph	Gives one willing subject a new form.
Rainbow Pattern	Lights fascinate 24 HD of creatures.
Reduce Person, Mass	Reduces several creatures.

Remove Curse	Frees object or person from curse.
Resilient Sphere	Force globe protects but traps one subject.
Scrying	Spies on subject from a distance.
Secure Shelter	Creates sturdy cottage.
Shadow Conjuration	Mimics conjuration below 4th level, but only 20% real.
Shout	Deafens all within cone and deals 5d6 sonic damage.
Solid Fog	Blocks vision and slows movement.
Stone Shape	Sculpts stone into any shape.
Stoneskin	Ignore 10 points of damage per attack.
Summon Component	*This spell allows the Techno-Mage to summon a component needed for a craft skill.*
Wall of Fire	Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
Wall of Ice	Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.

5th Level Techno-Mage Spells

Spell	Short Description
Baleful Polymorph	Transforms subject into harmless animal.
Blight	Withers one plant or deals 1d6/level damage to plant creature.
Break Enchantment	Frees subjects from enchantments, alterations, curses, and petrifaction.
Cloudkill	Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.
Cone of Cold	1d6/level cold damage.
Dismissal	Forces a creature to return to native plane.
Dominate Person	Controls humanoid telepathically.
Dream	Sends message to anyone sleeping.
Fabricate	Transforms raw materials into finished items.
False Vision	Fools scrying with an illusion.
Feeblemind	Subject's Int and Cha drop to 1.
Hold Monster	As hold person, but any creature.
Interposing Hand	Hand provides cover against one opponent.
Mage's Faithful Hound	Phantom dog can guard, attack.
Mage's Private Sanctum	Prevents anyone from viewing or scrying an area for 24 hours.
Magic Jar	Enables possession of another creature.
Major Creation	As minor creation, plus stone and metal.
Mind Fog	Subjects in fog get –10 to Wis and Will checks.
Mirage Arcana	As hallucinatory terrain, plus structures.
Nightmare	Sends vision dealing 1d10 damage, fatigue.
Overland Flight	You fly at a speed of 40 ft. and can hustle over long distances.
Passwall	Creates passage through wood or stone wall.
Permanency	Makes certain spells permanent.
Persistent Image	As major image, but no concentration required.
Prying Eyes	1d4 +1/level floating eyes scout for you.
Secret Chest	Hides expensive chest on Ethereal Plane; you retrieve it at will.
Seeming	Changes appearance of one person per two levels.
Sending	Delivers short message anywhere, instantly.
Shadow Evocation	Mimics evocation below 5th level, but only 20% real.
Symbol of Pain	Triggered rune wracks nearby creatures with pain.
Symbol of Sleep	Triggered rune puts nearby creatures into catatonic slumber.
Telekinesis	Moves object, attacks creature, or hurls object or creature.
Telepathic Bond	*Link lets allies communicate.*
Transmute Mud to Rock	Transforms two 10-ft. cubes per level.
Transmute Rock to Mud	Transforms two 10-ft. cubes per level.
Wall of Force	Wall is immune to damage.
Wall of Stone	Creates a stone wall that can be shaped.
Waves of Fatigue	Several targets become fatigued.

6th Level Techno-Mage Spells

Spell	Short Description
Acid Fog	Fog deals acid damage.
Analyze Dweomer	Reveals magical aspects of subject.
Anti-Magic Field	Negates magic within 10 ft.
Bear's Endurance, Mass	As bear's endurance, affects one subject/level.
Bull's Strength, Mass	As bull's strength, affects one subject/ level.
Cat's Grace, Mass	As cat's grace, affects one subject/level.
Chain Lightning	1d6/level damage; 1 secondary bolt/level each deals half damage.
Circle of Death	Kills 1d4/level HD of creatures.
Contingency	Sets trigger condition for another spell.
Control Water	Raises or lowers bodies of water.
Disintegrate	Makes one creature or object vanish.
Dispel Magic, Greater	As dispel magic, but +20 on check.
Eagle's Splendor, Mass	As eagle's splendor, affects one subject/level.

Eyebite	Target becomes panicked, sickened, and comatose.
Flesh to Stone	Turns subject creature into statue.
Forceful Hand	Hand pushes creatures away.
Fox's Cunning, Mass	As fox's cunning, affects one subject/ level.
Globe of Invulnerability	As lesser globe of invulnerability, plus 4th-level spell effects.
Globe of Invulnerability, Vehicular	*As vehicular lesser globe of invulnerability, plus 4th-level spell effects.*
Guards and Wards	Array of magic effects protect area.
Heroism, Greater	Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
Legend Lore	Lets you learn tales about a person, place, or thing.
Mislead	Turns you invisible and creates illusory double.
Mislead, Vehicular	*Turns vehicle invisible and creates illusory double.*
Move Earth	Digs trenches and build hills.
Owl's Wisdom, Mass	As owl's wisdom, affects one subject/ level.
Permanent Image	Includes sight, sound, and smell.
Programmed Image	As major image, plus triggered by event.
Repulsion	Creatures can't approach you.
Repulsion, Vehicular	*Creatures can't approach vehicle.*
Shadow Walk	Step into shadow to travel rapidly.
Stone to Flesh	Restores petrified creature.
Suggestion, Mass	As suggestion, plus one subject/level.
Symbol of Fear	Triggered rune panics nearby creatures.
Symbol of Persuasion	Triggered rune charms nearby creatures.
Transformation	You gain combat bonuses.
True Seeing	Lets you see all things as they really are.
Undeath to Death	Destroys 1d4/level HD of undead (max 20d4).
Veil	Changes appearance of group of creatures.
Wall of Iron	30 hp/four levels; can topple onto foes.

7th Level Techno-Mage Spells

Spell	Short Description
Arcane Sight, Greater	As arcane sight, but also reveals magic effects on creatures and objects.
Banishment	Banishes 2 HD/level of extra planar creatures.
Control Weather	Changes weather in local area.
Delayed Blast Fireball	1d6/level fire damage; you can postpone blast for 5 rounds.
Ethereal Jaunt	You become ethereal for 1 round/level.
Finger of Death	Kills one subject.
Forcecage	Cube or cage of force imprisons all inside.
Grasping Hand	Hand provides cover, pushes, or grapples.
Hold Person, Mass	As hold person, but all within 30 ft.
Instant Summons	Prepared object appears in your hand.
Insanity	Subject suffers continuous confusion.
Invisibility, Mass	As invisibility, but affects all in range.
Invisibility, Mass, Vehicular	*As vehicular invisibility, but affects all in range.*
Mage's Magnificent Mansion	Door leads to extra dimensional mansion.
Mage's Sword	Floating magic blade strikes opponents.
Power Word Blind	Blinds creature with 200 hp or less.
Prismatic Spray	Rays hit subjects with variety of effects.
Project Image	Illusory double can talk and cast spells.
Reverse Gravity	Objects and creatures fall upward.
Scrying, Greater	As scrying, but faster and longer.
Sequester	Subject is invisible to sight and scrying; renders creature comatose.
Shadow Conjuration, Greater	As shadow conjuration, but up to 6th level and 60% real.
Simulacrum	Creates partially real double of a creature.
Spell Turning	Reflect 1d4+6 spell levels back at caster.
Statue	Subject can become a statue at will.
Symbol of Stunning	Triggered rune stuns nearby creatures.
Symbol of Weakness	Triggered rune weakens nearby creatures.
Vision	As legend lore, but quicker and strenuous.
Waves of Exhaustion	Several targets become exhausted.

8th Level Techno-Mage Spells

Spell	Short Description
Antipathy	Object or location affected by spell repels certain creatures.
Binding	Utilizes an array of techniques to imprison a creature.
Clenched Fist	Large hand provides cover, pushes, or attacks your foes.
Clone	Duplicate awakens when original dies.
Demand	As sending, plus you can send suggestion.
Discern Location	Reveals exact location of creature or object.
Horrid Wilting	Deals 1d6/level damage within 30 ft.

Incendiary Cloud	Cloud deals 4d6 fire damage /round.
Iron Body	Your body becomes living iron.
Irresistible Dance	Forces subject to dance.
Maze	Traps subject in extra dimensional maze.
Mind Blank	Subject is immune to mental/emotional magic and scrying.
Moment of Prescience	You gain insight bonus on single attack roll, check, or save.
Polar Ray	Ranged touch attack deals 1d6/level cold damage.
Polymorph Any Object	Changes any subject into anything else.
Power Word Stun	Stuns creature with 150 hp or less.
Prismatic Wall	Wall's colors have array of effects.
Protection from Spells	Confers +8 resistance bonus.
Protection from Spells, Vehicular	*Confers +8 resistance bonus to a vehicle.*
Prying Eyes, Greater	As prying eyes, but eyes have true seeing.
Scintillating Pattern	Twisting colors confuse, stun, or render unconscious.
Screen	Illusion hides area from vision, scrying.



Shadow Evocation, Greater	As shadow evocation, but up to 7th level and 60% real.
Shout, Greater	Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.
Sunburst	Blinds all within 10 ft., deals 6d6 damage.
Symbol of Death	Triggered rune slays nearby creatures.
Symbol of Insanity	Triggered rune renders nearby creatures insane.
Sympathy	Object or location attracts certain creatures.
Temporal Stasis	Puts subject into suspended animation.
Trap the Soul	Imprisons subject within gem.

9th Level Techno-Mage Spells

Spell	Short Description
Crushing Hand	Large hand provides cover, pushes, or crushes your foes.
Dominate Monster	As dominate person, but any creature.
Energy Drain	Subject gains 2d4 negative levels.
Etherealness	Travel to Ethereal Plane with companions.
Foresight	"Sixth sense" warns of impending danger.
Freedom	Releases creature from imprisonment.
Gate	Connects two planes for travel or summoning.
Hold Monster, Mass	As hold monster, but all within 30 ft.
Imprisonment	Entombs subject beneath the earth.
Mage's Disjunction	Dispels magic, disenchants magic items.
Meteor Swarm	Four exploding spheres each deal 6d6 fire damage.
Power Word Kill	Kills one creature with 100 hp or less.
Prismatic Sphere	As prismatic wall, but surrounds on all sides.
Refuge	Alters item to transport its possessor to you.
Shades	As shadow conjuration, but up to 8th level and 80% real.
Shapechange	Transforms you into any creature, and change forms once per round.
Soul Bind	Traps newly dead soul to prevent resurrection.
Wail of the Banshee	Kills one creature/level.
Weird	As phantasmal killer, but affects all within 30 ft.

Trans-Dimensional Magi Spells

0-Level Trans-Dimensional Magi Spells (Cantrips)

Spell	Short Description
Burst	*Subject's speed improves by 10 ft. for 1 round.*
Catfall	*Recover well from a fall.*
Float	*Buoys a subject in water or other liquid.*
Dancing Lights	Creates torches or other lights.
Daze	Humanoid creature of 4 HD or less loses next action.
Detect Magic	Detects spells and magic items within 60 ft.
Detect Poison	Detects poison in one creature or small object.
Flare	Dazzles one creature (–1 on attack rolls).
Ghost Sound	Figment sounds.
Know Direction	You discern north.
Light	Object shines like a torch.
Lullaby	Makes subject drowsy; –5 on Spot and Listen checks, –2 on Will saves against sleep.
Mage Hand	5-pound telekinesis.
Mending	Makes minor repairs on an object.
Message	Whispered conversation at distance.
Open/Close	Opens or closes small or light things.
Prestidigitation	Performs minor tricks.
Read Magic	Read scrolls and spell books.
Resistance	Subject gains +1 on saving throws.

1st-Level Trans-Dimensional Magi Spells

Spell	Short Description
Alarm	Wards an area for 2 hours/level.
Animate Rope	Makes a rope move at your command.
Bane	Enemies suffer –1 attack, –1 on saves against fear.
Call Weaponry	*Never lack for a weapon.*
Cause Fear	One creature of 5 HD or less flees for 1d4 rounds.
Charm Person	Makes one person your friend.
Comprehend Language	You understand all spoken and written language.
Detect Secret Doors	Reveals hidden doors within 60 ft.
Dissipating Touch	Touch deals 1d8 damage.
Erase	Mundane or magical writing vanishes.
Expeditious Retreat	Your speed increases by 30 ft.
Feather Fall	Objects or creatures fall slowly.
Grease	Makes 10-ft. square or one object slippery.
Hideous Laughter	Subject loses actions for 1 round/ level.
Hypnotism	Fascinates 2d4 HD of creatures.
Identify	Determines properties of magic item.
Magic Aura	Alters object's magic aura.
Magic Mouth	Speaks once when triggered.
Obscure Object	Masks object against scrying.
Remove Fear	Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Silent Image	Creates minor illusion of your design.
Skate	*Subject slides (skillfully) along the ground as if ice.*
Sleep	Puts 4 HD of creatures into magical slumber.
Spider Climb	Grants ability to walk on walls and ceilings.
Summon Monster I	Calls extra planar creature to fight for you.
Undetectable Alignment	Conceals alignment for 24 hours.
Unseen Servant	Invisible force obeys your commands.
Ventriloquism	Throws voice for 1 min. /level.

2nd-Level Trans-Dimensional Magi Spells

Spell	Short Description
Alter Self	Assume form of a similar creature.
Animal Messenger	Sends a Tiny animal to a specific place.
Animal Trance	Fascinates 2d6 HD of animals.
Blindness/Deafness	Makes subject blind or deaf.
Blur	Attacks miss subject 20% of the time.
Cat's Grace	Subject gains +4 to Dex for 1 min. /level.
Darkness	20-ft. radius of supernatural shadow.
Daze Monster	Living creature of 6 HD or less loses next action.
Delay Poison	Stops poison from harming subject for 1 hour/ level.
Detect Thoughts	Allows "listening" to surface thoughts.
Enthrall	Captivates all within 100 ft. + 10 ft. /level.
Fox's Cunning	Subject gains +4 to Int for 1 min. /level.
Glide	Subject glides at speed of 20 ft.
Glitterdust	Blinds creatures, outlines invisible creatures.
Hold Person	Paralyzes one humanoid for 1 round/level.
Hypnotic Pattern	Fascinates (2d4 + level) HD of creatures.

Invisibility	Subject is invisible for 1 min. /level or until it attacks.
Locate Object	Senses direction toward object (specific or type).
Minor Image	As silent image, plus some sound.
Mirror Image	Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
Misdirection	Misleads divinations for one creature or object.
Pyrotechnics	Turns fire into blinding light or choking smoke.
Rage	Gives +2 to Str and Con, +1 on Will saves, –2 to AC.
Rope Trick	As many as eight creatures hide in extra dimensional space.
Scare	Panics creatures of less than 6 HD.
Shatter	Sonic vibration damages objects or crystalline creatures.
Silence	Negates sound in 15-ft. radius.
Sound Burst	Deals 1d8 sonic damage to subjects; may stun them.
Suggestion	Compels subject to follow stated course of action.
Summon Monster II	Calls extra planar creature to fight for you.
Summon Swarm	Summons swarm of bats, rats, or spiders.
Tongues	Speak any language.
Whispering Wind	Sends a short message 1 mile/level.
Zone of Truth	Subjects within range cannot lie.

3rd-Level Trans-Dimensional Magi Spells	
Spell	**Description**
Astral Steed	Astral steed appears for 1 hour/level.
Dimension Slide	Instantly move to any spot seen in close range.
Fly	Subject flies at speed of 90 ft.
Time Hop	*Subject hops forward in time 3d6 rounds*
Blink	You randomly vanish and reappear for 1 round/level.
Charm Monster	Makes monster believe it is your ally.
Clairaudience / Clairvoyance	Hear or see at a distance for 1 min. /level.
Confusion	Subjects behave oddly for 1 round/level.
Crushing Despair	Subjects take –2 on attack rolls, damage rolls, saves, and checks.
Cure Light Wounds	Cures 1d8 damage +1/level (max +5).
Daylight	60-ft. radius of bright light.
Deep Slumber	Puts 10 HD of creatures to sleep.
Dispel Magic	Cancels magical spells and effects.
Displacement	Attacks miss subject 50%.
Fear	Subjects within cone flee for 1 round/level.
Flaming Projectiles	Projectiles deal +1d6 fire damage.
Gaseous Form	Subject becomes insubstantial and can fly slowly.
Geas, Lesser	Commands subject of 7 HD or less.
Glibness	You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.
Good Hope	Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
Greater Magic Weapon	+1/three levels (max +5).
Haste	One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Heroism	Gives +2 on attack rolls, saves, skill checks.
Illusory Script	Only intended reader can decipher.
Invisibility Sphere	Makes everyone within 10 ft. invisible.
Lock Gate	*This spell allows a trans-dimensional magi to lock a gate so that only the persons or objects that the caster wants can go through the gate.*
Major Image	As silent image, plus sound, smell and thermal effects.
Open Gate	*The trans-dimensional magi can use this spell to attempt to open a closed gate.*
Phantom Steed	Magic horse appears for 1 hour/level.
Protection from Arrows/Bullets	Subject immune to most ranged attacks.
Remove Curse	Frees object or person from curse.
Scrying	Spies on subject from a distance.
Sculpt Sound	Creates new sounds or changes existing ones.
Secret Page	Changes one page to hide its real content.
See Invisibility	Reveals invisible creatures or objects.
Sepia Snake Sigil	Creates text symbol that immobilizes reader.
Shrink Item	Object shrinks to one-sixteenth size.
Slow	One subject/level takes only one action/round, –2 to AC and attack rolls.
Speak with Animals	You can communicate with animals.
Status	Monitors condition and position of one ally per 3 caster levels.
Summon Monster III	Calls extra planar creature to fight for you.
Tiny Hut	Creates shelter for ten creatures.



4th-Level Trans-Dimensional Magi Spells	
Spell	**Short Description**
Dimension Door	Teleports caster and up to 500 lb. a short distance.
Dimensional Anchor	Bars extra dimensional movement.
Dismissal	Forces a creature to return to a native plane.
Break Enchantment	Frees subjects from enchantments, alterations, curses, and petrifaction.
Cure Moderate Wounds	Cures 2d8 damage +1/level (max +10).
Detect Scrying	Alerts you of magical eavesdropping.
Discern Lies	Reveals deliberate falsehoods.
Dominate Person	Controls humanoid telepathically.
Freedom of Movement	Subject moves normally despite impediments.
Hallucinatory Terrain	Makes one type of terrain appear like another (field into forest, or the like).
Hold Monster	As hold person, but any creature.
Invisibility, Greater	As invisibility, but subject can attack and stay invisible.
Locate Creature	Indicates direction to familiar creature.
Modify Memory	Changes 5 minutes of subject's memories.
Neutralize Poison	Immunizes subject against poison, detoxifies venom in or on subject.
Rainbow Pattern	Lights fascinate 24 HD of creatures.
Repel Vermin	Insects, spiders, and other vermin stay 10 ft. away.
Restoration	Restores level and ability score drains.
Secure Shelter	Creates sturdy cottage.
Shadow Conjuration	Mimics conjuring below 4th level, but only 20% real.
Shout	Deafens all within cone and deals 5d6 sonic damage.
Speak with Plants	You can talk to normal plants and plant creatures.
Stabilize Gate	*Unstable gates are a very dangerous thing. They can dump a traveler into any realm.*
Summon Monster IV	Calls extra planar creature to fight for you.
Zone of Silence	Keeps eavesdroppers from overhearing conversations.

5th-Level Trans-Dimensional Magi Spells	
Spell	**Short Description**
Baleful Teleport	*Destructive teleport deals 9d6 damage.*
Cure Serious Wounds	Cures 3d8 damage +1/level (max +15).
Dispel Magic, Greater	As dispel magic, but +20 on check.
Dream	Sends message to anyone sleeping.
False Vision	Fools scrying with an illusion.
Halt Undead	Immobilizes undead for 1 round/level.
Heroism, Greater	Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
Instant Summoning	Prepared object appears in your hand.
Mage's Private Sanctum	Prevents anyone from viewing or scrying an area for 24 hours.
Mind Fog	Subjects in fog get –10 to Wis and Will checks.
Mirage Arcana	As hallucinatory terrain, plus structures.
Mislead	Turns you invisible and creates illusory double.
Nightmare	Sends vision dealing 1d10 damage, fatigue.
Permanency	Makes certain spells permanent.
Persistent Image	As major image, but no concentration required.
Secret Chest	Hides expensive chest on Ethereal Plane, you retrieve at will.
Seeming	Changes appearance of one person per two levels.
Sending	Delivers short message anywhere instantly.

Shadow Evocation	Mimics evocation of lower than 5th level, but only 20% real.
Shadow Walk	Step into shadow to travel rapidly.
Suggestion, Mass	As suggestion, plus one subject/level.
Summon Monster V	Calls extra planar creature to fight for you.
Teleport	Instantly transports caster anywhere.
Teleport Trigger	Predetermined event triggers teleport.

6th-Level Trans-Dimensional Magi Spells	
Spell	**Short Description**
Banishment	Banishes extra planar creatures.
Ethereal Jaunt	Become ethereal for 1 round/level.
Improved Fly	*Subject flies at speed of 180.*
Retrieve	*Teleport to hand an item the caster can see.*
Trace Teleport	*Learn origin or goal of subject's teleport*
Analyze Dweomer	Reveals magical aspects of subject.
Animate Objects	Objects attack your foes.
Cat's Grace, Mass	As cat's grace, affects one subject/level.
Charm Monster, Mass	As charm monster, but all within 30 ft.
Cure Critical Wounds	Cures 4d8 damage +1/level (max +20).
Eyebite	Target becomes panicked, sickened, and comatose.
Find the Path	Shows most direct way to a location.
Fox's Cunning, Mass	As fox's cunning, affects one subject/level.
Geas/Quest	As lesser geas, plus it affects any creature.
Heroes' Feast	Food for one creature/level cures and grants combat bonuses.
Irresistible Dance	Forces subject to dance.
Permanent Image	Includes sight, sound, and smell.
Programmed Image	As major image, plus triggered by event.
Project Image	Illusory double can talk and cast spells.
Scrying, Greater	As scrying, but faster and longer.
Shout, Greater	Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.
Summon Monster VI	Calls extra planar creature to fight for you.
Sympathetic Vibration	Deals 2d10 damage/round to freestanding structure.
Veil	Changes appearance of group of creatures.

7th-Level Trans-Dimensional Magi Spells	
Spell	**Short Description**
Cure Light Wounds, Mass	Cures 1d8 damage +1/level for many creatures.
Divert Teleport	*Choose destination for another's teleport.*
Etherealness	Travel to the Ethereal Plane with companions.
Limited Wish	Alters reality (within limits).
Mage's Magnificent Mansion	Door leads to an extra dimensional mansion.
Phase Door	Invisible passage through wood or stone.
Plane Shift	Up to eight subjects travel to another plane.
Teleport , Greater	Instantly transports caster anywhere with no off-target arrival.

8th-Level Trans-Dimensional Magi Spells	
Spell	**Short Description**
Cure Moderate Wounds, Mass	Cures 2d8 damage +1/level for many creatures.
Dream Travel	Travel to other places through dreams.
Improved Etherealness	*Stay ethereal longer.*
Teleportation Circle	Circle teleports any creature inside to designated spot.
Temporal Acceleration	*Time frame accelerates for 2 rounds.*

9th-Level Trans-Dimensional Magi Spells	
Spell	**Short Description**
Astral Projection	Projects caster and friends into astral plane.
Probability Travel	*Caster and friends physically enter astral plane.*
Temporal Velocity	*Time frame accelerates for 3d4 rounds.*
Time Regression	*Relive the last 1d4+1 rounds.*
Wish	As limited wish, but with fewer limits.

SPELL DESCRIPTION

Astral Steed

School:	Conjuration (Summoning)	**Level:**	Trans Dimensional Magi 3
Casting Time:	10 Minutes		
Components:	V, S		
Range:	0 Ft.		
Target:	Self		
Duration:	1 hour / level		
Saving Throw:	None	**Spell Resistance:**	No

The caster calls a quasi-real, horse like creature from the Astral Plane. The steed can be ridden only by the caster or by the one person for whom the caster specifically calls

the mount. An astral steed does not fight, but all normal animals shun it and refuse to attack it.

The mount has an Armor Class of 18 (–1 size, +4 natural armor, +5 Dex) and 7 hit points +1 hit point per caster level. If it loses all its hit points, the steed disappears. An astral steed has a speed of 20 feet per caster level, to a maximum of 240 feet. It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain spells according to caster level. A mount's abilities include those of mounts of lower caster levels.

8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th Level: The mount can ride over water as if it were firm, dry ground.

12th Level: The mount can ride in the air as if it were firm land, so chasms and the like can be crossed without benefit of a bridge. The mount cannot simply take off and fly. It can only ride horizontally across the air. After 1 round in the air, the mount falls.

14th Level: The mount can fly at its speed. It has a maneuverability rating of average.

Baleful Teleport

School:	Conjuration (Teleportation)	**Level:**	Trans Dimensional Magi 5
Casting Time:	1 Standard Action		
Components:	V,S		
Range:	Close (25 ft. + 5 ft. /2 levels)		
Target:	Any object or creature whose weight does not total more than 300 lb. /level		
Duration:	Instant		
Saving Throw:	Will (Half)	**Spell Resistance:**	Yes

The caster psychoportively disperses minuscule portions of the subject, dealing 9d6 points of damage. Targets are protected from the effects of a baleful teleport by dimensional anchor.

Brace

School:	Transmutation	**Level:**	Techno-Mage 1
Casting Time:	1 Standard Action		
Components:	V, S		
Range:	Medium (100 ft. + 10 ft. /level)		
Target:	One or more objects.		
Duration:	1 minute / level		
Saving Throw:	None	**Spell Resistance:**	No

Creates Invisible Hand to assist the techno-mage. The hand has an equivalent strength of the casters intelligence + caster level. This spell provides an assistance bonus on craft and repair skill checks equal to 1/3 the casters level.

Blink, Vehicular

School:	Transmutation	**Level:**	Techno Mage 3
Casting Time:	1 Standard Action		
Components:	V, S		
Range:	Touch		
Target:	One Vehicle		
Duration:	1 round/level (D)		

As the 3rd level wizard spell Blink, but can only be cast on vehicles.

Blur, Vehicular

School:	Illusion (Glamer)	**Level:**	Techno Mage 2
Casting Time:	1 Standard Action		
Components:	V		
Range:	Touch		
Target:	Vehicle Touched		
Duration:	1 Min./level (D)		
Saving Throw:	Will negates (harmless)	**Spell Resistance:**	Yes (harmless)

As the 2nd level wizard spell Blur, but can only be cast on vehicles.

Burst

School:	Teleport	**Level:**	Trans Dimensional Magi 0
Casting Time:	See Description		
Components:	V, S		
Range:	Close (25 ft. + 5 ft. /2 levels)		
Target:	One Living Creature		
Duration:	1 Round		
Saving Throw:	None	**Spell Resistance:**	No

The subject receives a burst of speed. The subject has a speed equal to his or her original speed +10 on his or her next round of actions. A Trans Dimensional Magi character can cast this spell on him or herself as 1 Swift Action, quickly enough to gain the benefit of the speed increase in the same round. If casted on another creature, the casting time is 1 standard action.

Call Weaponry

School:	Teleportation	**Level:**	Trans Dimensional Magi 1
Casting Time:	1 Standard Action		
Components:	V, S		
Range:	Touch		
Target:	See Description		
Duration:	1 hour / level		
Saving Throw:	None	**Spell Resistance:**	No

The caster calls a weapon "from thin air" into his or her waiting hand (actually, it is a real weapon hailing from some other random location in the multiverse). The caster doesn't have to see or know of a weapon to call it—in fact, he or she can't ever call a specific weapon. The character just specifies the type. If the specified weapon type is one the caster can call at his or her level, it appears.

If the character calls a projectile weapon, it comes complete with 3d6 bolts, arrows, or sling bullets, as appropriate (the ammunition does not have an enhancement bonus, even at 10th level and above). If the character relinquishes his or her grip on the weapon for 2 or more rounds, it automatically returns to wherever it originally came from.

As the caster's level increases, he or she can summon better and better weapons, although the spell point cost is also greater.

Table 10-2: Spell Summon Weapon

Level	Weapons	Hit Point Cost
1–3	Simple	1
4–6	Martial	3
7–9	Martial (Energy or Small Arms)	7
10–12	Exotic	11
13–15	+1 enhancement	13
15–17	+2 enhancement	15
18–20	+3 enhancement	17

Weapons with enhancement bonuses are assumed to be trans-dimensional magi, unless the caster specifies otherwise. Weapons gained by call weaponry are distinctive due to the low hum they emit.

Catfall

School: Teleportation **Level:** Trans Dimensional Magi 0
Casting Time: 1 Swift Action
Components: V
Range: Personal
Target: Self
Duration: Instant
Saving Throw: None **Spell Resistance:** No

The caster recovers instantly from a fall and can absorb some damage from falling. The character lands on his or her feet no matter how far he or she falls, and only takes half damage from the fall.

A trans-dimensional magi character can cast this spell 1 Swift action, quickly enough to save his or herself if the character unexpectedly falls.

Debug

School: Transmutation **Level:** Techno-Mage 3
Casting Time: 1 Standard Action
Components: V,S
Range: Medium (100 ft. + 10 ft. /level)
Target: One device or object.
Duration: 10 minutes / level
Saving Throw: None **Spell Resistance:** No

This spell assists the caster in the planning and building stages of craft/repair skills. It provides a situational bonus to any craft or repair checks equal to 1/3 the casters level.

Dimensional Slide

School: Teleportation **Level:** Trans Dimensional Magi 3
Casting Time: 1 Standard Action
Components: V,S
Range: Close (25 ft. + 5 ft. /2levels)
Target: Self
Duration: Instant
Saving Throw: None **Spell Resistance:** No

The character instantly transfers him or her from the character's current location to any other spot within range that the character can see directly. The character arrives at exactly the spot desired, if he or she can see it. A character cannot dimension slide through solid objects; even a curtain blocks dimension slide. A character cannot bring along more than his or her medium load carrying capacity, nor can a character bring along any living matter that weighs more than 20 pounds. After using this spell, the character can't take any other actions until his or her next turn. If the character somehow attempts to transfer his or herself to a location occupied by a solid body, the spell simply fails to function.



Displacement, Vehicular

School: Illusion (Glamer) **Level:** Techno Mage 3
Casting Time: 1 Standard Action
Components: V, M (a small loop of leather)
Range: Touch
Target: Vehicle Touched
Duration: 1 round / level
Saving Throw: Will negates (harmless) **Spell Resistance:** Yes (harmless)

As the 3rd level wizard spell Displacement, but can only be cast on vehicles.

Dissipating Touch

School:	Teleportation	**Level:**	Trans Dimensional Magi 1
Casting Time:	1 Standard Action		
Components:	V,S		
Range:	Touch		
Target:	One Creature or Object		
Duration:	Until Discharged		
Saving Throw:	Reflex (Half)	**Spell Resistance:**	Yes

The caster's mere touch can disperse the surface material of a foe or object, sending a tiny portion of it far away. A successful melee touch attack deals 1d8 points of damage. This touch attack, charged with a trans-dimensional magi spell, is treated as an armed attack.

Divert Teleport

School:	Teleportation	**Level:**	Trans Dimensional Magi 7
Casting Time:	See Description		
Components:	V,S		
Range:	Medium (100 ft. + 10 ft. /level)		
Effect:	Area: A circle, centered on you, with a radius of 100 ft. + 10 ft. /level		
Duration:	10 minutes / level		
Saving Throw:	Will (Negates)	**Spell Resistance:**	Yes

The caster senses the use of various teleportation spells and similar spells within the area. The caster senses the use of these spells whether or not he or she can directly see them. When sensing the use of a specified effect, the caster knows exactly where the creature is using the spell. Specified spells include dimension door, dimension slide, ethereal jaunt, etherealness, fly, spider climb, teleport, and possibly others. The caster can divert the final destination of any teleportation made by others within the area. This is a free action, like casting a quickened spell, and counts toward the limit of one quickened spell per round. The caster can divert the destination of both incoming and outgoing teleportations, both trans-dimensional magi and magical. The caster must overcome the Spell Resistance of creatures that possess it for a successful diversion, and the teleporting creature can make a Will save to foil the diversion as well.

For purposes of this spell, "divert" means the caster chooses the actual destination of any teleportation he or she can affect. The destination chosen must be a location to which the caster has previously teleported.

Drain

School:	Evocation	**Level:**	Techno-Mage 4
Casting Time:	1 Standard Action		
Components:	V, S		
Range:	Medium (100 ft. + 10 ft. /level)		
Target:	One Object		
Duration:	Permanent		
Saving Throw:	Reflex (Half)	**Spell Resistance:**	Yes

Drains all non-living energy from a single item, such as an energy cell. The item being drained cannot exceed the mass of the caster. Once drained an item can be recharged normally.

Dream Travel

School:	Teleportation	**Level:**	Trans Dimensional Magi 8
Casting Time:	1 Standard Action		
Components:	V,S		
Range:	Touch		
Target:	Up to one touched creature/level		
Duration:	1 hour / level		
Saving Throw:	Will (Negates)	**Spell Resistance:**	Yes

The caster and any creature touched are drawn into the region of dreams. The caster can take more than one creature along (subject to the level limit), but all must be touching each other. The characters physically enter the land of dreams, leaving nothing behind.

For every minute the character moves through dream, he or she can "wake" to find him or herself five miles displaced in the waking world. Thus, a character can use this spell to travel rapidly by physically entering the dream world, moving the desired distance, and then stepping back into the waking world. The caster knows where he or she will come out in the waking world.

Dream travel can also be used to travel to other planes that contain creatures who dream, but this requires crossing into the dreams of outsiders. This is a potentially perilous proposition, at the DM's option. Transferring to another plane of existence requires 1d4 hours on an uninterrupted journey.

Any creatures touched by the caster when dream travel is casted also make the transition to the borders of unconscious thought. They may opt to follow the character, wander off into the dreams of others, or stumble back into the waking world (50% chance for either of the latter results if they are lost or abandoned). Creatures unwilling to accompany the character into the region of dreams receive a Will save, negating the effect if successful.

Energy Tap

School: Abjuration **Level:** Techno-Mag 4
Casting Time: 10 Minutes
Components: V, S, M (A half-pound of gold dust (cost 25 credits) sprinkled on the warded object.)
Range: Touch
Target: One Object
Duration: Permanent until discharged (D)
Saving Throw: Reflex (Half); See Description **Spell Resistance:** Yes

Energy trap creates a fiery explosion when an intruder opens the item that the trap protects. An energy trap can ward any object that can be opened and closed.

When casting energy trap, you select a point on the object as the spell's center and also select the type of energy attack that will be used by the trap. When someone other than you opens the object, an explosion fills the area within a 5-foot radius around the spell's center. The flames deal 1d4 points of fire damage +1 point per caster level (maximum +20). The item protected by the trap is not harmed by this explosion.

An energy trapped item cannot have a second closure or warding spell placed on it.

A knock spell does not bypass an energy trap. An unsuccessful dispel magic spell does not detonate the spell.

You can use the energy trapped object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a energy trapped object to an individual usually involves setting a password that you can share with friends.

Note: Magic traps such as energy trap are hard to detect and disable. The DC in each case is 25 + spell level.

Enhance Ability

School: Transmutation **Level:** Techno-Mage 2
Casting Time: 1 Standard Action
Components: V, S
Range: Touch
Target: One Willing Creature
Duration: 1 minute / level
Saving Throw: None **Spell Resistance:** No

The caster selects one ability score on the target creature, the spell grants a +5 enhancement bonus to the selected ability score.

Fire Shield, Vehicular

School: Evocation (fire or cold) **Level:** Techno Mage 4
Casting Time: 1 Standard Action
Components: V, S, M (phosphorus for the warm shield; a firefly or glowworm for the chill shield.)
Range: Touch
Target: Vehicle Touched
Duration: 1 round / level (D)

As the 4th level wizard spell Fire Shield, but can only be cast on vehicles.

Flaming Projectiles

School: Transmutation **Level:** Techno-Mage 3
Casting Time: 1 Standard Action
Components: V, S
Range: Touch
Target: Up to three projectiles touched / +1 per two levels.
Duration: 30 minutes or until discharged.
Saving Throw: Will (Negates) **Spell Resistance:** Yes

You transmute several projectiles so that when they strike with great force they do an additional 1d6 of fire damage to the target. The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the projectiles makes a normal ranged attack.

Float

School: Teleportation **Level:** Trans-Dimensional Magi 0
Casting Time: 1 Standard Action
Components: V,S
Range: Close (25 ft. + 5 ft. /2 levels)
Target: Any object or willing creature whose weight does not total more than 300 lbs. /level.
Duration: Concentration
Saving Throw: None **Spell Resistance:** No

The caster can mentally support one creature or object in water or similar liquid at will from a distance. The character cannot move the floating object, but if the subject of the spell is animate, it can move through the water without fear of submerging (or drowning, if an unskilled swimmer). The spell ends if the distance between the character and the subject ever exceeds the spell's range.

Force Field, Vehicular

School: Abjuration **Level:** Techno Mage 4
Casting Time: 1 Standard Action
Components: V, S, M (granite and diamond dust worth 250 credits)
Range: Touch
Target: Vehicle Touched
Duration: 10 min./level or until discharged
Saving Throw: None **Spell Resistance:** No

The protected vehicle as a protective field that absorbs damage. Damage done to the vehicle first goes to the Force Field once it has reached it capacity any remaining damage is done to the vehicle itself. The force field can absorb 15 point of damage per caster level (maximum 300 points) before being discharged.

Ghost in the Machine

School: Necromancy **Level:** Techno-Mage 3
Casting Time: 1 Standard Action
Components: V, S
Range: Touch
Target: One Machine
Duration: 1 hr/level or until caster returns to their body.
Saving Throw: None **Spell Resistance:** No

By casting Ghost in the Machine, a techno-mage is able to transfer their mind into a computer. To cast this spell the techno-mage is required to be in physical contact with some part of the computer. This grants the techno mage a +6 competence bonus on all computer related test. This bonus cannot be increased by cybernetics or enchantments that are on the techno-mages body.

If the spell ends while you are in the computer, you return to your body (or die if your body is out of range or destroyed). If the computer that the techno mage inhabits is destroyed, the techno mage has to make a Fortitude (DC-30) or die.



Glide

School: Teleportation **Level:** Trans-Dimensional Magi 2
Casting Time: 1 Standard Action
Components: V, S
Range: Touch
Target: Willing Creature
Duration: 1 minute / level
Saving Throw: None **Spell Resistance:** No

The spell's subject can glide through the air with a speed of 20 feet (10 feet if the creature wears medium or heavy armor). The subject can only fly upward at a speed of 5 feet but may descend at a speed of 50 feet. The gliding subject's maneuverability is poor. Using the glide spell requires as much concentration as running, so the subject cannot attack or cast spells normally. The subject of glide cannot carry aloft more weight than its medium load carrying capacity, plus any armor it wears.

Should the duration expire while the subject is still aloft, the spell effect fails slowly. The subject drops 50 feet per round for 1d6 rounds. If it reaches the ground in that time, it is safe. If not, it falls the rest of the distance (falling damage is 1d6 per 10 feet of fall). Since negating a spell effectively ends it, the subject falls immediately if glide is negated.

Globe of Invulnerability, Lesser, Vehicular

School: Abjuration **Level:** Techno Mage 4
Casting Time: 1 Standard Action
Components: V, S, M (a glass or crystal bead)
Range: Touch
Target: Vehicle Touched
Duration: 1 round/level (D)

As the 4th level wizard spell Lesser Globe of Invulnerability, but can only be cast on vehicles.

Globe of Invulnerability, Vehicular

School: Abjuration **Level:** Techno Mage 6
Casting Time: 1 Standard Action
Components: V, S, M (a glass or crystal bead)
Range: Touch
Target: Vehicle Touched
Duration: 1 round/level (D)

As the 6th level wizard spell Globe of Invulnerability, but can only be cast on vehicles.

Haywire

School: Evocation **Level:** Techno-Mage 3
Casting Time: 1 Standard Action
Components: V, S
Range: Medium (100 ft. + 10 ft. /level)
Target: One item or object.
Duration: 1 minute / level
Saving Throw: Reflex (Negates) **Spell Resistance:** Yes

Target items chance of Malfunction is increased. Each round for the durations of the spell, on a roll of 3 or less on a d10 the item malfunctions until the next round.

Imbue Familiar

School: Conjuration **Level:** Techno-Mage 3
Casting Time: 1 Day
Components: V, S, M
Range: Touch
Target: Tech Familiar
Duration: Permanent
Saving Throw: None **Spell Resistance:** No

This spell allows a techno mage to add magical abilities to a tech familiar. These abilities are based on the appropriate item creation feat depending on the type of tech familiar. For more details see the Techno-Familiar section.

Improved Etherealness

School: Teleportation **Level:** Trans-Dimensional Magi 8
Casting Time: 1 Standard Action
Components: V, S
Range: Touch
Target: Self and one other touched willing creature / three levels.
Duration: 10 minutes / level
Saving Throw: None **Spell Resistance:** No

The caster and other creatures joined by linked hands (along with their equipment) become ethereal. Besides him or herself, the caster can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the creatures need not stay together. When the spell expires, all affected creatures in the Ethereal Plane return to material existence.

Note: An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down (albeit at half normal speed). As an incorporeal creature, the character can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing onto the Material Plane are limited to 60 feet. Force effects and magical abjurations affect the character normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. By contrast, treat other ethereal creatures and ethereal objects as if they had become material.

If the spell ends and creatures become material while inside a material object, they are shunted off to the nearest open space and suffer 1d6 points of damage per 5 feet so traveled.

Improved Fly

School: Teleportation **Level:** Trans-Dimensional Magi 6
Casting Time: 1 Standard Action
Components: V, S
Range: Touch
Target: One Creature
Duration: 10 minutes / level
Saving Throw: None **Spell Resistance:** No

The spell's subject can fly at a speed of 180 feet (150 feet if the creature wears medium or heavy armor). The subject can fly up at half speed and descend at double speed. The flying subject's maneuverability is good. Using the fly spell requires as much concentration as walking, so the subject can attack or cast spells normally. The subject of fly can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the duration expire while the subject is still aloft, the spell effect fails slowly. The subject drops 60 feet per round for 1d6 rounds. If it reaches the ground in this time, it is safe. If not, it falls the rest of the distance (falling damage is 1d6 per 10 feet of fall). Since negating a spell effectively ends it, the subject falls immediately if fly is negated.

Invisibility, Vehicular

School: Illusion (glamer) **Level:** Techno Mage 2
Casting Time: 1 Standard Action
Components: V, S, M/DF (an eyelash encased in gum Arabic)
Range: Touch
Target: Vehicle Touched
Duration: 1 Min./level(D)
Saving Throw: Will negates (harmless) **Spell Resistance:** Yes (harmless)

As the 2nd level wizard spell Invisibility, but can only be cast on vehicles. Occupants of the target vehicle are also invisible.

Invisibility, Greater, Vehicular

School: Illusion (glamer) **Level:** Techno Mage 4
Casting Time: 1 Standard Action
Components: V, S
Range: Touch
Target: Vehicle Touched
Duration: 1 round/level(D)
Saving Throw: Will negates (harmless) **Spell Resistance:** Yes (harmless)

As the 4th level wizard spell Greater Invisibility, but can only be cast on vehicles. Occupants of the target vehicle are also invisible.

Invisibility, Mass, Vehicular

School: Illusion (glamer) **Level:** Techno Mage 7
Casting Time: 1 Standard Action
Components: V, S
Range: Long (400 ft. +40 ft./level)
Target: Any number of vehicles, no two of which can be more than 180 ft. apart.
Duration: 1 Min./level(D)
Saving Throw: Will negates (harmless) **Spell Resistance:** Yes (harmless)

As the 7th level wizard spell Mass Invisibility, but can only be cast on vehicles. Occupants of the target vehicles are also invisible.

Jury Rig

School: Enchantment **Level:** Techno-Mage 3
Casting Time: 1 Standard Action
Components: V, S
Range: Touch
Target: One Machine
Duration: 1 hour / level
Saving Throw: None **Spell Resistance:** No

This spell allows the techno mage to make temporary repairs on an item. If the spell succeeds, the device will function even if it is below zero hit points. This spell follows the same lines as the jury rig task under the Repair skill.

Lock Gate

School: Abjuration **Level:** Trans-Dimensional Magi 3
Casting Time: 10 minutes
Components: V, S
Range: Touch
Target: One Gate
Duration: One week per level
Saving Throw: None **Spell Resistance:** No

A lock gate spell cast upon a dimensional gate magically locks it. You can freely pass your own lock gate without affecting it; otherwise, a gate secured with this spell can be opened with a successful dispel magic or Open Gate spell.

Mage Armor, Vehicular

School: Conjuration (Creation)[Force] **Level:** Techno Mage 1
Casting Time: 1 Standard Action
Components: V, S, F (a piece of cured leather)
Range: Touch
Target: Vehicle Touched
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless) **Spell Resistance:** Yes (harmless)

As the 2nd level wizard spell Mage Armor, but can only be cast on vehicles.

Mirror

School: Creation **Level:** Techno-Mage 1
Casting Time: 1 Standard Action
Components: V, S
Range: Close (25 ft. + 5 ft. / two levels)
Target: Personal
Duration: 10 minutes / level
Saving Throw: None **Spell Resistance:** No

Creates a magic mirror that allows the caster to see around corners or into tight spaces. The mirror floats in the air and can be moved around by the casters thoughts. This spell reduces the amount of time required for craft and repair checks by 25%.

Mirror Image, Vehicular

School: Illusion (figment) **Level:** Techno Mage 2
Casting Time: 1 Standard Action
Components: V, S
Range: Touch
Target: Vehicle Touched
Duration: 1 min./level

As the 2nd level wizard spell Mirror Image, but can only be cast on vehicles.

Mislead, Vehicular

School: Illusion (figment, glamer) **Level:** Techno Mage 6
Casting Time: 1 Standard Action
Components: S
Range: Touch
Target: Vehicle Touched
Duration: 1 round/level(D) and concentration +3 rounds. See wizard spell Mislead.

As the 6th level wizard spell Mislead, but can only be cast on vehicles.

Nondetection, Vehicular

School: Abjuration **Level:** Techno Mage 3
Casting Time: 1 Standard Action
Components: V, S, M (diamond dust worth 50 credits)
Range: Touch
Target: Vehicle Touched
Duration: 1 min./level

As the 3rd level wizard spell Nondetection, but can only be cast on vehicles. In addition, this spell reduces the chance of radar and sensor to detect the vehicle. The spell increases the difficulty class for detecting the vehicle by +4.

Open Gate

School:	Transmutation	**Level:**	Trans-Dimensional Magi 3
Casting Time:	1 Standard Action		
Components:	V, S		
Range:	Close (25 ft. + 5 ft. / two levels)		
Target:	One locked or sealed dimensional gateway.		
Duration:	Instantaneous		
Saving Throw:	None	**Spell Resistance:**	No

The Open Gate spell opens sealed or locked dimensional gateways. If used to open a locked dimensional gateway, the spell does not remove the lock gate spell but simply suspends its functioning for 10 minutes. Open Gate does not remove physical barriers that are not part of the gate, such as a portcullis just beyond the gate. The Open Gate spell does attempt to remove or loosen any physical barriers that are part of the gate. The effect is limited by the area. Each spell can undo as many as two means of preventing egress.

Polish

School:	Transmutation	**Level:**	Techno-Mage 1
Casting Time:	1 Standard Action		
Components:	V, S		
Range:	Touch		
Target:	One Object		
Duration:	Permanent		
Saving Throw:	None	**Spell Resistance:**	No

Cleans and polishes an item. This spell does not actually repair the item but does make it appear to be new.

Probability Travel

School:	Teleportation	**Level:**	Trans-Dimensional Magi 9
Casting Time:	1 Minute		
Components:	V, S		
Range:	Touch		
Target:	Caster plus 1 additional touched creature per two levels.		
Duration:	See Description		
Saving Throw:	None	**Spell Resistance:**	No

This spell allows the caster travel to the Astral Plane, and from there to other planes. The caster can bring other creatures with him or her, provided the creatures are linked in a circle with the caster at the time of the Casting. These fellow travelers are dependent upon the caster and must accompany them at all times. If something happens to the caster during the journey, the companions are stranded wherever he or she left them.

The caster physically travels to the Astral Plane, leaving nothing behind. Since the Astral Plane touches upon every other plane, the caster can travel astrally to other planes. The caster then leaves the Astral Plane, entering into the plane of existence he or she has chosen.

Because the caster and companions are physically on the Astral Plane, they possess no silver cords and thus are not vulnerable to those who might sever them. However, if a character perishes while out journeying amid the planes, he or she is just as dead as if he or she had perished in his or her home plane.

The spell lasts until the caster desires to end it, or until it is terminated by some outside means, such as a dispel magic casted upon the caster.

Protection from Spells, Vehicular

School:	Abjuration	**Level:**	Techno Mage 8
Casting Time:	1 Standard Action		
Components:	V, S, M (diamond worth 500 credits), F (one 1,000 credit diamond per target. Each vehicle must carry the gem for the duration of the spell. If a vehicle loses the gem, the spell ceases to affect it.)		
Range:	Medium (100 ft. +10 ft./level)		
Target:	Up to one vehicle touched per four levels.		
Duration:	10 min./level		

As the 8th level wizard spell Protection from Spells, but can only be cast on vehicles.

Recharge Device

School:	Transmutation	**Level:**	Techno-Mage 3
Casting Time:	10 Minutes		
Components:	V, S		
Range:	Touch		
Target:	4 Small eCells or 2 Medium eCells or 1 Large eCell.		
Duration:	Permanent		
Saving Throw:	None	**Spell Resistance:**	No

The spell recharge device allows a techno mage to recharge drained energy cells. The techno mage can in a single casting recharge 4 small eCells, 2 medium eCells or 1 large eCell.

Repair Critical Damage

School:	Conjuration (Heal)	**Level:**	Techno-Mage 4
Casting Time:	1 Standard Action		
Components:	V, S		
Range:	Touch		
Target:	One creature or object.		
Duration:	Instantaneous		
Saving Throw:	None	**Spell Resistance:**	No

When laying the character's hand upon a device, techno organic creature, or construct the character channels positive energy that Repairs 4d8 points of damage +1 point per caster level (up to +20).

Repair Light Damage

School:	Conjuration (Healing)	**Level:**	Techno-Mage 1
Casting Time:	1 Standard Action		
Components:	V, S		
Range:	Touch		
Target:	One Creature or Object		
Duration:	Instantaneous		
Saving Throw:	None	**Spell Resistance:**	No

When laying the character's hand upon a device, techno organic creature, or construct the character channels positive energy that Repairs 1d8 points of damage +1 point per caster level (up to +5).

Repair Minor Damage

School:	Conjuration (Healing)	**Level:**	Techno-Mage 0
Casting Time:	1 Standard Action		
Components:	V, S		
Range:	Touch		
Target:	One Creature or Object		
Duration:	Instantaneous		
Saving Throw:	None	**Spell Resistance:**	No

When laying the character's hand upon a device, techno organic creature, or construct the character channels positive energy that Repairs 1 point of damage.



Repair Moderate Damage

School:	Conjuration (Healing)	**Level:**	Techno-Mage 2
Casting Time:	1 Standard Action		
Components:	V, S		
Range:	Touch		
Target:	One Creature or Object		
Duration:	Instantaneous		
Saving Throw:	None	**Spell Resistance:**	No

When laying the character's hand upon a device, techno organic creature, or construct the character channels positive energy that Repairs 2d8 points of damage +1 point per caster level (up to +10).

Repair Serious Damage

School:	Conjuration (Healing)	**Level:**	Techno-Mage 3
Casting Time:	1 Standard Action		
Components:	V, S		
Range:	Touch		
Target:	One Creature or Object		
Duration:	Instantaneous		
Saving Throw:	None	**Spell Resistance:**	No

When laying the character's hand upon a device, techno organic creature, or construct the character channels positive energy that Repairs 3d8 points of damage +1 point per caster level (up to +15).

Repulsion, Vehicular

School:	Abjuration	**Level:**	Techno Mage 6
Casting Time:	1 Standard Action		
Components:	V, S, F/DF (a pair of canine statuettes worth 50 credits.)		
Range:	Up to 10 ft./level		
Target:	One Vehicle		
Duration:	1 round/level (D)		
Saving Throw:	Will negates	**Spell Resistance:**	Yes

As the 6th level wizard spell Repulsion, but can only be cast on vehicles.

Retrieve

School:	Teleportation	**Level:**	Trans-Dimensional Magi 6
Casting Time:	1 Standard Action		
Components:	V, S		
Range:	Medium (100 ft. + 10 ft. /level)		
Target:	One object you could hold in one hand, weighing up to 10 lb. /level		
Duration:	Instantaneous		
Saving Throw:	None (See Description)	**Spell Resistance:**	No

The caster teleports an item he or she can see within range directly to his or her hand. If the object is in the

possession of or held by an opponent, the caster makes a disarm attempt using a ranged attack, as if with a weapon the same size as the opponent's. This does not draw an attack of opportunity. The caster gains a +12 competence bonus on this attack roll.

Shield of Faith, Vehicular

School: Abjuration **Level:** Techno Mage 1
Casting Time: 1 Standard Action
Components: V, S
Range: Touch
Target: Vehicle Touched
Duration: 1 min./level
As the 1st level cleric spell Shield of Faith, but can only be cast on vehicles.

Shield, Vehicular

School: Abjuration (force) **Level:** Techno Mage 1
Casting Time: 1 Standard Action
Components: V, S
Range: Touch
Target: Vehicle Touched
Duration: 1 min./level(D)
As the 1st level wizard spell Shield, but can only be cast on vehicles. The AC bonus from the spell only effects attacks coming from a single facing on the vehicle, the caster can move the shield to another facing as a free action.

Skate

School: Teleportation **Level:** Trans-Dimensional Magi 1
Casting Time: 1 Standard Action
Components: V, S
Range: Touch
Target: You or one willing creature or one object (total weight up to 100 lb. /level)
Duration: 1 minute / level
Saving Throw: None **Spell Resistance:** No
The caster, another willing creature, or an unattended object can slide along solid ground as if on smooth ice. If skate is casted on the caster or another creature, the subject of the spell retains equilibrium by mental desire alone, allowing him or her to skate along the ground, turn, or stop suddenly as desired. The subject's base speed is equal to his or her normal speed +15 while the duration lasts. The subject can skate up or down any incline or decline he or she could normally walk upon without mishap, though skating up an incline reduces the subject's speed to the normal rate, while skating down a decline adds +30 to the skater's normal speed. This benefit counts as an enhancement bonus.

If casted on an object, treat the object as weighing only one-tenth of its normal weight for purposes of dragging it along the ground.

Stabilize Gate

School: Enchantment **Level:** Trans-Dimensional Magi 4
Casting Time: 5 Minutes
Components: V, S
Range: Touch
Target: One Dimensional Gateway
Duration: 10 Minutes / level
Saving Throw: None **Spell Resistance:** No
This spell allows a trans-dimensional magi to stabilize a malfunctioning dimensional gateway. After the spell is cast on the gateway it will function correctly for 10 minutes per level of the caster, after which time it will start malfunctioning again.

Summon Component

School: Summoning **Level:** Techno-Mage 3
Casting Time: 1 Standard Action
Components: V, S
Range: Touch
Target: Self
Duration: 10 Minute / level
Saving Throw: None **Spell Resistance:** No
This spell allows the techno mage to temporarily summon any tool kit or component needed for a craft skill. The techno mage must make a caster check vs. the following DC's (class level, + spell level + d20); at the end of spell all summoned components disappear.

Table 10-3: Spell Summon Component

Rarity	DC	Example
Very Common	20	Can be found in an all night store
Common	25	Can be found in most stores
Uncommon	30	Common specialty store auto parts
Rare	35	Require specialty
Very Rare	40	Found rarely in 1 or 2 stores
Exotic	45	Weapons grade uranium, unicorn horn

Summon Tool Kit

School: Summoning **Level:** Techno-Mage 2
Casting Time: 1 Round
Components: V, S
Range: 0 ft.
Effect: One summoned tool kit
Duration: 1 minute / level
Saving Throw: None **Spell Resistance:** No
This spell summons one tool kit of the casters choice. The tool kit appears at the feet of the caster. The summoned tool kit is a standard tool kit of its type. The tool kit disappears at the end of the duration.

Telepathic Bond

School: Divination **Level:** Techno-Mage 5
Casting Time: 1 Standard Action
Components: V, S, M (Pieces of eggshell from two different kinds of creatures.)
Range: Close (25 ft. + 5 ft. /2 levels)
Target: You plus one willing creature per three levels, no two of which can be more than 30 ft. apart
Duration: 10 minutes / level
Saving Throw: None **Spell Resistance:** No

You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

Telepathic bond can be made permanent with a permanency spell, though it only bonds two creatures per casting of permanency.

Teleport Trigger

School: Teleportation **Level:** Trans-Dimensional Magi 5
Casting Time: 1 Standard Action
Components: V, S
Range: Personal
Target: Self
Duration: 1 Hour / Level
Saving Throw: None **Spell Resistance:** No

The caster specifies a situation whereby he or she automatically casts a teleport spell to a predetermined location (the caster must know the teleport spell and have sufficient spell points to pay its cost). The teleport occurs on the initiative count immediately after the specified situation, even if the caster is flat-footed or if he or she has already taken a normal action. Specified situations can be general or specific. Otherwise, rules for teleportation work normally.

Temporal Acceleration

School: Teleportation **Level:** Trans-Dimensional Magi 8
Casting Time: 1 Standard Action
Components: V, S
Range: Personal
Target: Self
Duration: 2 Rounds (Apparent Time)
Saving Throw: None **Spell Resistance:** No

The caster speeds up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. The caster is free to act for 2 rounds of apparent time. Normal and magical fire, cold, acid, and the like can still harm the caster. While temporal acceleration is in effect, other creatures are invulnerable to the casters attacks and spells; however, he or she can cast spells and leave their effects to appear when the temporal velocity spell ends. (The spells' durations do not begin until the temporal velocity duration is over.)

The caster cannot move or harm items held, carried, or worn by a creature stuck in the standard time frame, but can affect any item that is not in another creature's possession.

The caster is undetectable while temporal velocity lasts. He or she cannot enter an area protected from magic.

When temporal acceleration lapses, the caster is disoriented on his or her return to the standard time frame. He or she suffers a –2 penalty on all attack rolls, saving throws, and skill checks for 1 round.

Temporal Velocity

School: Teleportation **Level:** Trans-Dimensional Magi 9
Casting Time: 1 Standard Action
Components: V, S
Range: Personal
Target: Self
Duration: 3d4 Round (Apparent Time)
Saving Throw: None **Spell Resistance:** No

The caster speeds up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. The caster is free to act for 3d4 rounds of apparent time. Normal and magical fire, cold, acid, and the like can still harm the caster. While temporal velocity is in effect, other creatures are invulnerable to the caster's attacks and spells; however, he or she can cast spells and leave their effects to appear when the temporal velocity spell ends. (The spells' durations do not begin until the temporal velocity duration is over.)

The caster cannot move or harm items held, carried, or worn by a creature stuck in the standard time frame, but can affect any item that is not in another creature's possession.

The caster is undetectable while temporal velocity lasts. He or she cannot enter an area protected from magic.

When temporal velocity lapses, the caster is disoriented on his or her return to the standard time frame. He or she suffers a –2 penalty on all attack rolls, saving throws, and skill checks for half the number of rounds (round down) he or she was accelerated.

Time Hop

School:	Teleportation	**Level:**	Trans-Dimensional Magi 3
Casting Time:	1 Standard Action		
Components:	V, S		
Range:	Close (25 ft. + 5 ft. /2 levels)		
Target:	Any object or creature whose weight is 600 lb. or less		
Duration:	Instantaneous		
Saving Throw:	Will (Negates)	**Spell Resistance:**	Yes

The subject of the spell hops forward in time 3d6 rounds (always into the future, never into the past). In effect, the subject seems to disappear, then reappear after 3d6 rounds. The subject reappears in exactly the same orientation and condition as before. For the subject, no time has passed at all.

If the space from which the subject departed is occupied upon his or her return to the time stream, he or she appears in the closest unoccupied space, still in his or her original orientation. Determine the closest space randomly if necessary.

Time Regression

School:	Teleport	**Level:**	Trans-Dimensional Magi 9
Casting Time:	1 Minute		
Components:	V, S		
Range:	Personal		
Target:	Self		
Duration:	Instantaneous		
Saving Throw:	None	**Spell Resistance:**	No

The caster can regress apparent time 1d4+1 rounds into the past. The spell regresses time to the point along the time stream when the caster first began casting the spell. Once the caster has regressed, only he or she retains knowledge of the next 1d4+1 rounds; however, the caster can communicate that knowledge verbally to companions, if desired. During the rounds that the caster lives through a second time, he or she can act on knowledge gained by living through the immediate future.

Trace Teleport

School:	Teleportation	**Level:**	Trans-Dimensional Magi 6
Casting Time:	1 Standard Action		
Components:	V, S		
Range:	Medium (100 ft. + 10 ft. /level)		
Area:	Circle, centered on you, with a radius of 100 ft. + 10 ft. /level		
Target:	Traces the teleportation of any object or creature whose weight does not total more than 300 lb. /level		
Duration:	1 hour / level		
Saving Throw:	Will (Negates)	**Spell Resistance:**	Yes

The caster can trace the origination or destination of any teleportation made by others within the area. He or she can trace all forms of teleportations. The caster must pierce the Spell Resistance of creatures that possess it for a successful trace, but the creature conducting the teleportation can make a Will save to foil the trace.

For purposes of this spell, "trace" means the caster could teleport to the location him or herself if so desired (and knew the teleport spell), as if he or she had "seen casually" the trace location. This spell does not grant any information on the conditions at the other end of the trace beyond mental coordinates.

MAGIC ITEMS

"Magic Items are another area that I am not an expert on. What I can tell you is that they tend to come in the following categories: armor, weapons, potions, rings, scrolls, staffs, starship, tattoos, vehicular, wands, and wondrous items." The ork cabbie furrows his brow as if thinking deeply then continues.

"Hmmm pretty much anything you can dream of can be done with either a magic or psionic item the only limitation really is how much of their soul the creator is willing to put into. The creator of a magic or psionic item has to put part of themselves into the item. Now you are asking yourself then why would anyone ever sell magic or psionic items like you saw in that catalog."

"The answer to that is twofold. The first part of the answer is the easiest it gets them a lot of money. Second there is an organization called the Mage Bank, when people can sell part of their essence to the mages to be used for the creation of magic or psionic items. It sounds strange but there is always a line up outside the Celestial Bank building."

There are three ways to get magic items the first is to find them, the second is to make them, and the third is to purchase them.

Finding magic items is all up to the gamemaster but normally they will be part of the equipment found on creatures in adventures.

The creation of magic items is covered in the Pathfinder Roleplaying Game.

To determine the Availability of most magic items divide the items base price by 10,000 (round up) and then adding 25 to the result. Using the same +1 dagger as an example it would have an availability of 26 (2,000 divided by 10,000 equals 0.04 rounded up to 1, and then add twenty-five for a total of 26).

The availability of scrolls is determined by adding the total level of the spells on the scroll to the total caster level of

the spells plus 10. (Total Level of Spells + Total Caster Level + 10).

The availability on any magic item cannot be lower than the availability of the non-magical version of the item +5.

Neverwhen adds two additional categories to the ones listed in the Pathfinder Roleplaying Game; Tattoos and Vehicle Enchanted Items.

Limit on Magic Items Worn

Characters are limited in their ability to use certain magic items, based on the item's type. The new categories of magic items in Neverwhen have the following limits:

Tattoos: 6 Tattoos

Enchantments on Vehicles: Vehicles have a limit on the amount of magic items that can be used. The limits are:

1 Bumper
1 Steering Wheel
1 Coat of Paint
1 Set of Tires
1 Pair of Head Lights
1 Compartment
1 Non-Electronic Accessory
1 Set of Seats
1 Engine Accessory
3 Electronic Devices

Of course, a character may carry or possess as many items of the same type as he or she wishes.

Magic Items Descriptions

Each entry includes a description of the item and its game effects. Abilities and Items referred to as standard can be found in the Pathfinder Roleplaying Game rulebook.

The GM may increase the price of an item to account for its rarity in the campaign or lower the price of items that are readily available and easy to mass-produce.

Table 10-4: Magic Item Source Book

Roll	Source
01-75	Pathfinder Roleplaying Game
76-100	Neverwhen Rulebook

Table 10-5: Random Magic Item Generation

Minor	Medium	Major	Item
01–04	01–10	01–10	Armor and Shields
05–09	11–20	11–20	Weapons
10–44	21–30	21–25	Potions
45–46	31–40	26–35	Rings
—	41–50	36–45	Rods
47–78	51–65	46–55	Scrolls
—	66–68	56–75	Staffs
78–88	69–83	76–80	Wands
89–96	84–94	81–89	Wondrous Items
97-100	95-100	90-100	Vehicle Equipment

ARMOR

Table 10-6: Random Neverwhen Armor Type

d%	Armor	Armor Cost[1]	Avail
01-09	Leather Jacket	+165	+0
09-18	Forced Entry Unit	+450	+10
19-27	Special Response Vest	+390	+10
28-36	Light Under Cover Shirt	+205	+5
37-45	Pull Up Pouch Vest	+205	+5
46-54	Undercover Vest	+225	+7
55-61	Concealable Vest	+250	+8
62-66	Plastic Armor, Half	+1,650	+5
67-72	Body Sheath	+250	+0
73-81	Light Duty Vest	+280	+5
82-90	Tactical Vest	+330	+10
91-95	Magelar Armor	+1,150/ level	+5 to +19
96-99	Plastic Armor, Full	+3,150	+5
100	Powered Armor	Variable	Variable

1 Add to enhancement bonus total price.
All magic armor is masterwork armor

Table 10-7: Random Neverwhen Power Armor Type

D%	Powered Armor	Armor Cost	Avail
1-19	Powered Plate	+50,000	+18
20-39	Inertia Armor	+55,000	+20
40-59	Powered Alloy	+60,000	+22
60-79	Energized Armor	+38,000	+24
80-84	Powered Scout	+65,000	+24
85-89	Powered Battle	+70,000	+25
90-94	Powered Attack	+75,000	+26
95-100	Powered Assault	+80,000	+30

Table 10-8: Armor Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier	Avail
01–50	01-30	01-20	Standard Armor Special Ability		
51–99	31-53	21-35	Anachronism (All)	+3,750	+1
—	54-76	36-57	Plasma Resistance (Med, Major)	+18,000	+2
—	77-99	58-80	Laser Resistance (Med, Major)	+18,000	+2
—	—	81-90	Plasma Resistance, Greater (Major)	+66,000	+7
—	—	91-99	Laser Resistance, Greater (Major)	+66,000	+7
100	100	100	Roll Twice Again[2]	—	—

1 Add to enhancement bonus to determine total price.
2 If you roll a special ability twice, only one counts.
If you roll two versions of the same special ability, use the better.

Anachronism: This ability allows the item to alter its form to adapt to any world it is in. Allowing the weapon or armor to blend in to the environment. For example on a world that does not have a high enough tech level for a concealed vest, the vest would change to appear as studded leather. Requires a Perception (DC-25) to detect that the item is out of place.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *Polymorph;* Price +3,750 cr.

Laser Resistance: A suit of armor or a shield with this property normally has a dull gray appearance. The armor absorbs the first 5 points of laser damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy;* Price +18,000 cr.

Laser Resistance, Greater: As laser resistance, except it absorbs the first 10 points of laser damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy;* Price +66,000 cr.

Plasma Resistance: A suit of armor or a shield with this property normally has a dull gray appearance. The armor absorbs the first 5 points of plasma damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy;* Price +18,000 cr.

Plasma Resistance, Greater: As plasma resistance, except it absorbs the first 10 points of plasma damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy;* Price +66,000 cr.



Table 10-9: Neverwhen Specific Armors

Minor	Medium	Major	Specific Armor	Price	Avail
01–50	01–25	—			
51–80	26–45	—			
81–88	46–51	—			
89-95	52-57	—	Illusionary Concealable Vest	Varies	Varies
96-100	58-62	—	Undercover Vest of Landing	Varies	Varies

Illusory Concealable Vest			
Aura	Strong enchantment	**CL**	15th
Slot	Armor	**Weight**	4 lbs.
Price	10,000 cr. (+1), 18,000 cr. (+2), 30,000 cr. (+3)	**Availability**	26(+1), 27(+2), 28(+3)

DESCRIPTION

The wearer of this concealable vest gains a +1 to +3 enchantment bonus to armor class. Upon command, the protective garment changes shape and form to assume the appearance of a sweater or other normal piece of clothing. The vest retains all its properties (including weight) when its illusion ability is in effect. Only a true seeing spell reveals the true nature of the armor.

CONSTRUCTION

Requirements	Craft Magic Arms and Armor, Polymorph Any Object	**Cost**	5,000 cr. (+1), 9,000 cr. (+2), 15,000 cr. (+3)

Undercover Vest of Landing			
Aura	Strong Enchantment	**CL**	4th (+1), 7th (+2), 10th (+3)
Slot	Armor	**Weight**	3 lbs.
Price	10,000 cr. (+1), 16,000 cr. (+2), 23,000 cr. (+3)	**Availability**	26(+1), 27(+2), 28(+3)

DESCRIPTION

The wearer of this undercover vest gains a +1 to +3 enhancement bonus to armor class. The wearer also ignores the first 20 feet of damage from any fall. Regardless of the height of the fall, the wearer always lands on his or her feet.

CONSTRUCTION

Requirements	Craft Magic Arms and Armor, Catfall	**Cost**	10,000(+1), 16,000(+2), 23,000 (+3)

WEAPONS

As with armor, enchanted weapons have enhancement bonuses. The enhancement bonus applies both to attack rolls and damage rolls when the weapon is used in combat. All magic weapons and psionic weapons are considered mastercraft items, but a weapon's mastercraft bonus does not stack with its enhancement bonus.

Table 10-10: Weapon Type Determination

d%	Weapon Type
01–70	Common Melee Weapon
71–80	Energy Melee Weapon
81–90	Common Ranged Weapon
91-100	Energy Ranged Weapons

Table 10-11: Common Melee Weapons

d%	Weapon	Weapon Cost[1]	Avail
01-08	Ork Battle Blade	+350	+10
09-16	Kukri	+302	+5
17-25	Bayonet	+311	0
26-34	Brass Knuckles	+306	0
35-39	Katana (True)	+400	+10
40-48	Straight Razor	+304	0
49-57	Sword Cane	+336	0
58-63	Chain Saw	+318	0
64-72	Katana (Mass Produced)	+340	0
73-81	Metal Baton	+314	0
82-90	Stun Gun	+306	0
91-100	Three-Section Staff	+304	+5

1 Add to enhancement bonus to determine total price.

Table 10-12: Energy Melee Weapons

d%	Weapon	Weapon Cost[1]	Avail
01-11	Paralysis Rod	+1,300	+5
12-22	Stiletto, Energy	+420	+10
23-33	Vibro Blade	+460	+5
34-44	Vibro Dagger	+440	+5
45-55	Mace, Energy	+620	+5
56-66	Sword, Energy	+600	+10
67-77	Laser, Rapier	+600	+10
78-89	Plasma Cutlass	+500	+15
90-100	Axe, Energy	+500	+5

1 Add to enhancement bonus to determine total price.

Table 10-13: Common Ranged Weapons

d%	Weapon	Weapon Cost[1]	Avail
01–05	Ammunition (1d20+10)	Varies	+0
06-07	AKM/AK-47	+675	+5
08-09	Beretta 92F	+790	0
10-11	Bolt Assault Rifle	+1,050	+10
12-13	Bolt Pistol	+900	+10
14-15	Bolt Rifle	+975	+10
16-17	Bolt SMG	+2,175	+10
18-19	Colt Double Eagle	+790	0
20-21	Colt Dragoon	+560	0
22-23	Colt M1911	+675	0
24-25	Colt Peacemaker	+640	0
26-27	Laser Crossbow	+975	+10
28-29	Derringer	+675	0
30-31	Desert Eagle	+1,200	0
32-33	Disruptor Rifle	+4,800	+15
34-35	Enfield Musket	+865	0
36-37	Glock 20	+1,200	0
38-39	Henry Rifle	+750	0
40-41	HK MP5	+1,800	+5
42-43	M1 Garand	+640	0
44-45	M1 Thompson	+900	+10
46-47	M16A2	+790	0
48-49	MA Gauss Assault Rifle	+2,400	+10
50-51	MA Gauss Pistol (20mm)	+525	+5
52-53	MA Gauss Pistol	+460	+5
54-55	MA Gauss Rifle	+1,425	+5
56-57	MA Gauss SMG	+2,175	+10
58-59	Mossberg	+565	0
60-61	MP35	+1,050	+5
62-63	Needler Pistol	+415	+5
64-65	Needler Rifle	+525	+5
66-67	Neo-Tech Laser Assault	+2,550	+10
68-69	Neo-Tech Laser Carbine	+1,625	0
70-71	Neo-Tech Laser SMG	+2,925	+10
72-73	Neo-Tech Laser Pistol	+750	0
74-75	Neo-Tech Laser Rifle	+1,800	0
76-77	Number 4 Lee-Enfield	+640	0
78-79	Pistol P08 (Luger)	+640	0
80-81	S&W M29	+790	0
82-83	Sonic Disruptor	+825	0
84-85	Springfield .58	+490	0
86-87	Sten	+1,050	+5
88-89	Steyr AUG	+1,425	+5
90-91	Stun Ray Pistol	+715	0
92-93	Stun Ray Rifle	+865	0
94-95	Uzi	+1,200	+5
96-97	Walther PPK	+730	0
98-99	Winchester 94	+790	0
100	Special Weapon		

1 Add to enhancement bonus to determine total price.
All magic weapons are masterwork weapons.

Table 10-14: Special Weapons Table

d%	Weapon	Weapon Cost	Avail
01-09	Barrett Light Fifty	+2,925	+10
10-18	Force Field Nullification Rifle	+7,800	+30
19-27	Panzerfaust-30	+2,175	+10
28-36	Infrared Blaster Rifle	+975	0
37-45	Grenade Launcher, Mini	+1,800	+10
46-54	Plasma Rifle	+7,050	+20
55-63	M2HB	+2,925	+10
64-72	M-60	+2,300	+10
73-81	M79	+560	+10
82-90	Stasis Rifle	+6,300	+20
91-99	Neo-Tech Heavy Laser	+7,050	+10
100	Manzala Arms System Seven	+15,300	+25

Table 10-15: Melee Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier[1]	Avail
01–75	01–75	01–75	Standard Ability	Varies	—
76-87	76-85	76-85	Concealment	+1 bonus	0
88-99	86-95	86-95	Anachronism	+1 bonus	0
100	96–100	96–100	Roll again twice[2]	—	—

1 Add to enhancement bonus to determine total price.
2 Reroll if you get a duplicate special ability, ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit.

Anachronism: This ability allows the item to alter its form to adapt to any world it is in. Allowing it to blend in to any realm. For example on a world that does not have a high enough tech level for a concealed vest, the vest would change to appear as studded leather. Requires a Perception (DC-25) to detect that the item is out of place.

Greater Transmutation; CL 15th; Craft Magic Arms and Armor, Polymorph Any Object*;* Price +2 bonus.

Concealment: This weapon has been enchanted to make it more difficult to be found while concealed. The chance of the weapons being detected receives a bonus of +10.

Moderate abjuration; CL 6th; Craft Magic Arms and Armor, Invisibility and Obscure Object*;* Price +1 bonus.

Table 10-16: Ranged Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier[1]	Avail
01-75	01-50	01-25	Standard Ability	Varies	
76-83	51-62	26-41	Concealment	+1 bonus	0
84-91	63-73	42-58	Laser Bolt	+1 bonus	0
92-99	74-84	59-75	Plasma Bolt	+1 bonus	0
—	85-95	76-90	Anachronism	+2 bonus	0
100	96–100	91–100	Roll again twice	—	

1 Add to enhancement bonus to determine market price.

Anachronism: This ability allows the item to alter its form to adapt to any world it is in. Allowing it to blend in to any realm. For example on a world that does not have a high enough tech level for a concealed vest, the vest would change to appear as studded leather. Requires a Perception (DC-25) to detect that the item is out of place.

Greater Transmutation; CL 15th; Craft Magic Arms and Armor, Polymorph Any Object*;* Price +2 bonus.

Concealment: This weapon has been enchanted to make it more difficult to be found while concealed. The chance of the weapons being detected receives a bonus of +10.

Moderate abjuration; CL 6th; Craft Magic Arms and Armor, Invisibility and Obscure Object*;* Price +1 bonus.

Laser Bolt: Upon command, the weapon fires a laser bolt. This laser bolt is fired from the end of the weapon and does 3d6 of damage.

Moderate evocation*;* CL 10th; Craft Magic Arms and Armor*;* Price +1 bonus

Plasma Bolt: Upon command, the weapon fires a bolt of burning plasma. This plasma bolt is fired from the end of the weapon and does 3d6 of damage, and cuts through 5 points of damage reduction or hardness.

Moderate evocation*;* CL 10th; Craft Magic Arms and Armor*;* Price +1 bonus

Table 10-17: Specific Weapons

Minor	Medium	Major	Specific Weapon	Market Price	Avail
01-20	—	—	Charged Nunchaku (+1)	5,000	26
21-40	—	—	Flaming Machete (+1)	9,000	26
41-60	—	—	Frag. Grenade of Distance (+1)	50,000	30
61-80	01-11	—	Charged Nunchaku (+2)	11,000	27
81-100	12-22	—	Keen Chainsaw (+1)	17,000	27
—	23-34	—	Flaming Machete (+2)	19,000	27
—	35-45	01-11	Charged Nunchaku (+3)	21,000	28
—	46-56	12-22	Keen Chainsaw (+2)	37,000	29
—	57-67	23-34	Flaming Machete (+3)	33,000	29
—	68-78	35-45	Wounding Handgun (+1)	10,000	26
—	79-89	46-56	Frag. Grenade of Distance (+2)	110,000	36
—	90-100	57-67	Keen Chainsaw (+3)	65,000	32
—	—	68-78	Wounding Handgun (+2)	20,000	27
—	—	79-89	Wounding Handgun (+3)	34,000	29
—	—	90-100	Frag. Grenade of Distance (+3)	200,000	45

Charged Nunchaku:			
Aura	Strong Evocation	**CL**	10th
Slot	None	**Weight**	2 lbs.
Price	5,000 (+1), 11,000 (+2), 21,000 (+3)	**Availability**	26(+1), 27(+2), 28(+3)
DESCRIPTION			
This weapon pulses with mystical energy and deals +1d6 points of damage with each successful strike.			
CONSTRUCTION			
Requirements	Craft Magic Arms and Armor, Shocking Grasp	**Cost**	2,500 (+1), 5,500 (+2), 10,500 (+3)

Flaming Machete			
Aura	Strong Evocation	**CL**	10th
Slot	None	**Weight**	3 lbs.
Price	9,000 (+1), 19,000 (+2), 33,000 (+3)	**Availability**	26(+1), 27(+2), 29(+3)
DESCRIPTION			
In addition to its enhancement bonus, this machete becomes sheathed in flames when the wielder utters a command word. The fire does not harm the hand that holds the weapon, and the machete deals +2d6 points of fire damage on a successful hit.			
CONSTRUCTION			
Requirements	Craft Magic Arms and Armor, Burning Hands	**Cost**	4,500 (+1), 9,500 (+2), 16,500 (+3)

Fragmentation Grenade of Distance			
Aura	Strong Evocation	**CL**	7th (+1 or +2), 10th (+3)
Slot	None	**Weight**	3 lbs.
Price	50,000 (+1), 110,000 (+2), 200,000 (+3)	**Availability**	30(+1), 36(+2), 45(+3)
DESCRIPTION			
The range increment of this fragmentation grenade is double normal (20 feet instead of 10 feet). The price given below is for a box of six grenades.			
CONSTRUCTION			
Requirements	Craft Magic Arms and Armor, Mage Hand	**Cost**	25,000 (+1), 55,000 (+2), 100,000 (+3

Keen Chain Saw			
Aura	Strong Evocation	**CL**	10th
Slot	None	**Weight**	10 lbs.
Price	17,000(+1), 37,000(+2), 65,000 (+3)	**Availability**	27(+1), 29(+2), 32(+3)
DESCRIPTION			
In addition to its enhancement bonus, this chain saw threatens a critical hit on a natural roll of 19 or 20 (a normal chain saw has a threat range of 20).			
CONSTRUCTION			
Requirements	Craft Magic Arms and Armor, Keen Edge	**Cost**	8,500(+1), 18,500(+2), 32,500 (+3)

Wounding Handgun			
Aura	Strong Evocation	**CL**	10th
Slot	None	**Weight**	3 lbs.
Price	10,000 (+1), 20,000 (+2), 34,000 (+3)	**Availability**	26(+1), 27(+2), 29(+3)
DESCRIPTION			
Any bullet fired from this magic Glock 20 deals such a terrible wound that, in addition to taking normal damage, the victim bleeds for 1 wound point of damage each round thereafter. Multiple wounds from the handgun result in cumulative bleeding loss. The bleeding can only be stopped with a successful Heal check (DC-15) or the application of a healing magics.			
CONSTRUCTION			
Requirements	Craft Magic Arms and Armor	**Cost**	5,000 (+1), 10,000 (+2), 17,000 (+3)

SCROLLS

A scroll is a spell magically inscribed onto paper or parchment so that it can be used later. Once the spell is cast, the scroll becomes blank or turns to dust. Scrolls are single-use items. A scroll has a Armor class of 9, hardness 0, 1 hit point, and a break DC of 8.

The availability of scrolls is determined by adding the total level of the spells on the scroll to the total caster level of the spells plus 10. (Total Level of Spells + Total Caster Level + 10).

Table 10-18: Scroll Types

d% roll	Type
01–30	Arcane
31-55	Techno-Mage
56-80	Trans-Dimensional Mage
81–100	Divine

STAVES

A staff is a 4- to 7-foot-long, ornately wrought shaft of wood enhanced to cast a number of different (though often related) spells or psionic powers. Most staffs easily double as walking sticks or cudgels. A staff has an Armor class of 7, hardness 5, 10 hit points, and a break DC of 24.

Table 10-19: Neverwhen Staves

Medium	Major	Staff	Market Price	Avail
01–74	01–50	Standard Staff		
75-87	51-75	Fire	35,500	29
88-100	76-100	Illumination	96,500	35



Staff of Fire

Aura	Strong Evocation	**CL**	9th
Slot	None	**Weight**	5 lbs.
Price	35,500	**Availability**	29

DESCRIPTION

The staff has three uses, each identical to the corresponding arcane spell. Each time the staff is used, it depletes a certain number of charges.

- Burning hands (5d4 points of fire damage; 1 charge)
- Fireball (9d6 points of fire damage; 1 charge)
- Wall of fire (2 charges)

CONSTRUCTION

Requirements	Craft Staff, Burning Hands, Fireball, Wall of Fire	**Cost**	17,750

Staff of Illumination

Aura	Strong Evocation	**CL**	9th
Slot	None	**Weight**	5 lbs.
Price	57,000	**Availability**	35

DESCRIPTION

The staff has three uses, each identical to the corresponding divine spell. Each time the staff is used, it depletes a certain number of charges.

- Light(0 charges)
- Searing Light (4d8 points of damage, or 9d6 points of damage to undead; 1 charge)
- True Seeing (lasts 9 minutes; 2 charges)

CONSTRUCTION

Requirements	Craft Staff, Light, Searing Light, True Seeing	**Cost**	48,425

TATTOOS

Tattoos are single-use "items" containing a spell-like or psionic effect that affects only the bearer. They can be drawn or imprinted just about anywhere on the body; however, the bearer of a magic tattoo must touch it (and speak a command word) to activate its power, so tattoos are normally placed in easy-to-reach places.

Enchanted tattoos are permanent until activated or dispelled. Each tattoo can only be activated once per day. Once a tattoo has been activated 6 times it loses its enchantment. To recharge a tattoo cost one-half the market price and can be done by any caster that can cast the spells required to create the tattoo. Each casting of the required spell recharges a single use of the tattoo.

Activating a tattoo is an attack action, requires the utterance of a command word, and does not provoke attacks of opportunity.

Table 10-20: Neverwhen Tattoos

Roll	Tattoo	Market Price	Avail
01-40	Body Adjustment	10,000	26
41-80	Spider Climb	7,500	26
81-100	Natural Armor	50,000	30

Tattoo of Body Adjustment

Aura	Strong Enchantment	**CL**	8th
Slot	Tattoo	**Weight**	None
Price	10,000	**Availability**	26

DESCRIPTION

This tattoo has one of three effects, which the bearer chooses at the time of activation:

- Instantly heal 3d6 points of damage.
- Gain a +7 bonus on the bearer's next Fortitude save to negate any one disease or poison currently afflicting the bearer.
- Instantly heal 2 points of temporary ability damage.

CONSTRUCTION

Requirements	Craft Tattoo, Cure Light Wounds	**Cost**	5,000 cr

Tattoo of Natural Armor

Aura	Strong Enchantment	**CL**	7th
Slot	Tattoo	**Weight**	None
Price	50,000	**Availability**	30

DESCRIPTION

This tattoo, when activated, covers the bearer's skin in hard ridges that provide a +4 natural armor bonus to armor class. The effect lasts 7 minutes.

CONSTRUCTION

Requirements	Craft Tattoo, Shield	**Cost**	25,000

Table 10-21: Wondrous Items

Minor	Medium	Major	Specific Item	Market Price	Avail
01 – 25	—	—	Windbreaker of Resistance (+1)	3,500	26
26 – 50	—	—	Elixir of Darkvision	7,000	26
51 – 75	—	—	Elixir of See Invisibility	7,000	26
75 – 100	—	—	Standard Minor Wondrous Item	—	—
—	01 – 05	—	Rotary Magazine (2)	9,000	26
—	06 – 09	—	Windbreaker of Resistance (+2)	11,000	27
—	10 – 14	—	Magazine of Holding (x2)	10,000	26
—	15 – 19	—	Elixir of Charisma	10,000	26
—	20 – 24	—	Elixir of Constitution	10,000	26
—	25 – 29	—	Elixir of Dexterity	10,000	26
—	30 – 34	—	Elixir of Intelligence	10,000	26
—	35 – 39	—	Elixir of Strength	10,000	26
—	40 – 44	—	Elixir of Wisdom	10,000	26
—	45 – 49	—	Magazine of Holding (x4)	12,600	28
—	50 – 54	—	Elixir of Stealth	13,000	27
—	55 – 59	—	Magazine of Holding (x6)	15,000	31
—	60 – 62	—	Elixir of Truth	18,000	27
—	63 – 67	—	Rotary Magazine (3)	20,000	28
—	68 – 71	—	Amulet of Life Support	20,000	27
—	72 – 76	—	Rotary Magazine (4)	20,000	30
—	77 – 80	—	Windbreaker of Resistance(+3)	21,000	28
—	81 – 84	—	Leather Jacket of Damage Reduction	25,000	28
—	85 – 89	—	Chemical Light Stick of Revealing	27,500	28
—	90 – 93	—	Crystal Pistol	27,500	28
—	94 – 100	—	Standard Medium Wondrous Item	—	—
—	—	01 – 14	Jade Crocodile	45,000	30
—	—	15 – 30	Duct Tape of Repair	50,000	30
—	—	31 – 44	Gauntlet of Lightning	65,000	32
—	—	45 – 58	Ice Thrower	75,000	33
—	—	59 – 72	Running Shoes of Striding and Springing	90,000	34
—	—	73 – 86	Screaming Amulet	120,000	37
—	—	87 – 100	Standard Major Wondrous Item	—	—

Tattoo of Spider Climb

Aura Strong Enchantment **CL** 5th
Slot Tattoo **Weight** None
Price 7,500 **Availability** 26

DESCRIPTION

The bearer can climb and travel on vertical surfaces and ceilings for 30 minutes. The bearer gains a climb speed of 20 feet and need not make Climb checks to scale a surface. The bearer cannot take run actions for the duration of the effect.

CONSTRUCTION

Requirements Craft Tattoo, Spider Climb **Cost** 3,750

WONDROUS ITEMS

Wondrous items include anything that doesn't fall into the other groups, including jewelry, tools, books, clothing, and gadgets.

Amulet of Life Support

Aura Faint Transmutation **CL** 10th
Slot Neck **Weight** 1 lbs.
Price 20,000 **Availability** 27

DESCRIPTION

This magic amulet allows the wearer to survive in hostile environments, such as a vacuum for up to 10 hours. In addition to protecting the user from the lack of air, and pressure it also protects against ambient radiation.

CONSTRUCTION

Requirements Craft Wondrous Item, Resist Energy, Water Breathing **Cost** 10,000

Chemical Light Stick of Revealing

Aura	Moderate Evocation	**CL**	3rd
Slot	None	**Weight**	1 lbs.
Price	27,500	**Availability**	28

DESCRIPTION

This magic item reveals invisible creatures and objects within its 5-foot light radius. This magic item usually comes in packs of five, and each light stick lasts 6 hours.

CONSTRUCTION

Requirements	Craft Wondrous Item, Light, Detect Secret Doors, Detect Thoughts	**Cost**	13,750

Crystal Pistol

Aura	Strong Evocation	**CL**	3rd
Slot	None	**Weight**	2 lbs.
Price	27,500	**Availability**	28

DESCRIPTION

This item is the same size as a Small handgun. Pulling the trigger activates the psionic energy stored inside the crystal. The energy strikes a single target designated by the user and deals 3d6 points of damage. The user may choose to have the device deal nonlethal damage instead.

The target must be within 130 feet. A crystal pistol can be fired 50 times before the crystal shard is completely drained of psionic energy. This item cannot be recharged.

Firing a crystal pistol is an attack action and does not provoke attacks of opportunity.

CONSTRUCTION

Requirements	Craft Wondrous Item, Lightning Bolt	**Cost**	13,750

Duct Tape of Repair

Aura	Strong Transformation	**CL**	5th
Slot	None	**Weight**	1 lbs.
Price	50,000	**Availability**	30

DESCRIPTION

This magic brand of duct tape can repair damaged objects and vehicles. When a 5-foot strip of the duct tape is applied to the damaged area, the duct tape disappears and the object regains 1d8+5 hit points instantly.

Duct tape of repair comes in a standard-size roll and can be used 14 times before the roll is exhausted. Applying duct tape of repair is a full-round action that provokes attacks of opportunity.

CONSTRUCTION

Requirements	Craft Wondrous Item, Repair Light Damage	**Cost**	25,000

Elixir of Charisma

Aura	Strong Enchantment	**CL**	5th
Slot	None	**Weight**	None
Price	10,000	**Availability**	26

DESCRIPTION

This elixir adds a +4 enhancement bonus to the drinker's Charisma score for 5 minutes.

CONSTRUCTION

Requirements	Brew Potion, Eagle's Splendor	**Cost**	5,000

Elixir of Constitution

Aura	Strong Enchantment	**CL**	5th
Slot	None	**Weight**	None
Price	10,000	**Availability**	26

DESCRIPTION

This elixir provides a +4 enhancement bonus to the drinker's Constitution score for 5 minutes.

CONSTRUCTION

Requirements	Brew Potion, Bear's Endurance	**Cost**	5,000

Elixir of Darkvision

Aura	Strong Enchantment	**CL**	3rd
Slot	None	**Weight**	None
Price	7,000	**Availability**	26

DESCRIPTION

The imbibing character can see in the dark for 3 hours, although everything he or she sees appears in shades of black and white.

CONSTRUCTION

Requirements	Brew Potion, Darkvision	**Cost**	3,500

Elixir of Dexterity

Aura	Strong Enchantment	**CL**	5th
Slot	None	**Weight**	None
Price	10,000	**Availability**	26

DESCRIPTION

The imbibing gets a +4 enhancement bonus to his or her Dexterity score for 5 minutes.

CONSTRUCTION

Requirements	Brew Potion, Cat's Grace	**Cost**	5,000 cr

Elixir of Intelligence

Aura	Strong Enchantment	**CL**	5th
Slot	None	**Weight**	None
Price	10,000	**Availability**	26

DESCRIPTION

This elixir provides a +4 enhancement bonus to the drinker's Intelligence score for 5 minutes.

CONSTRUCTION

Requirements	Brew Potion, Fox's Cunning	**Cost**	5,000



Elixir of See Invisibility			
Aura	Strong Enchantment	**CL**	3rd
Slot	None	**Weight**	None
Price	7,000	**Availability**	26
DESCRIPTION			
This elixir allows its drinker to see objects and beings that are invisible as if they were normally visible. It does not reveal illusions or allow the imbiber to see through opaque objects, nor does it reveal creatures that are simply hiding, concealed, or otherwise hard to see. The effect lasts 30 minutes.			
CONSTRUCTION			
Requirements	Brew Potion, Detect Thoughts	**Cost**	3,500

Elixir of Stealth			
Aura	Strong Enchantment	**CL**	6th
Slot	None	**Weight**	None
Price	13,000	**Availability**	27
DESCRIPTION			
This elixir grants a +5 circumstance bonus on Stealth checks for 1 hour.			
CONSTRUCTION			
Requirements	Brew Potion, Invisibility, Silence	**Cost**	6,500

Elixir of Strength			
Aura	Strong Enchantment	**CL**	5th
Slot	None	**Weight**	None
Price	10,000	**Availability**	26
DESCRIPTION			
This elixir improves the imbiber's strength, resulting in a +4 enhancement bonus to the drinker's Strength score for 5 minutes.			
CONSTRUCTION			
Requirements	Brew Potion, Bull's Strength	**Cost**	5,000

Elixir of Truth			
Aura	Strong Enchantment	**CL**	5th
Slot	None	**Weight**	None
Price	18,000	**Availability**	27
DESCRIPTION			
This elixir forces the individual drinking it to say nothing but the truth for 10 minutes; a successful Will save (DC-20) negates the effect. Further, he or she is compelled to answer any questions put to him or her in that time, but with each question he or she is free to make a separate Will save (DC-20). If one of these secondary saves is successful, he or she doesn't break free of the truth-compelling enchantment but also doesn't have to answer			

that particular question. No more than one question can be asked each round. This effect is a mind-affecting enchantment.

CONSTRUCTION

Requirements	Brew Potion, Zone of Truth	**Cost**	9,000

Elixir of Wisdom

Aura	Strong Enchantment	**CL**	5th
Slot	None	**Weight**	None
Price	10,000	**Availability**	26

DESCRIPTION

This elixir adds a +4 enhancement bonus to the drinker's Wisdom score for 5 minutes.

CONSTRUCTION

Requirements	Brew Potion, Owl's Wisdom	**Cost**	10,000

Gauntlet of Lightning

Aura	Strong Evocation	**CL**	5th
Slot	None	**Weight**	1 lbs.
Price	65,000	**Availability**	32

DESCRIPTION

This gauntlet allows its wearer to cast lightning bolt 3 times per day. Each bolt deals 5d6 points of electricity damage, or half if a Reflex save (DC-20) succeeds. Using the gauntlet is an attack action and does not provoke attacks of opportunity.

CONSTRUCTION

Requirements	Craft Wondrous Item, Lightning Bolt	**Cost**	32,500

Ice Thrower

Aura	Strong Evocation	**CL**	9th
Slot	None	**Weight**	20 lbs.
Price	75,000	**Availability**	33

DESCRIPTION

This backpack and spray nozzle looks similar to a flamethrower but shoots a 45-foot-long cone of cold that deals 9d6 points of cold damage to creatures and objects in the area. A successful Reflex save (DC-20) halves the damage. Using the ice thrower is an attack action and provokes attacks of opportunity.

The cold fuel stored in the ice thrower's backpack is drained after 10 shots but can be replenished (at the 1/5 the price and the same availability as the item).

CONSTRUCTION

Requirements	Craft Wondrous Item, Ice Storm	**Cost**	37,500

Jade Crocodile

Aura	Strong Transmutation	**CL**	6th
Slot	None	**Weight**	None
Price	45,000	**Availability**	30

DESCRIPTION

When the owner sets down this figurine and speaks the proper command word, the figurine instantly transforms into a crocodile that obeys its owner's simple commands. The crocodile remains for 10 minutes, reverting to figurine form at the end of this duration or when reduced to 0 hit points.

A jade crocodile can be used once per day. Activating the item is an attack action and does not provoke attacks of opportunity. The figurine has a Armor class of 8, hardness 5, 6 hit points, and a break DC of 22.

CONSTRUCTION

Requirements	Craft Wondrous Item, Animate Objects	**Cost**	22,500

Leather Jacket of Damage Reduction

Aura	Strong Enchantment	**CL**	3rd
Slot	Body	**Weight**	4 lbs.
Price	25,000	**Availability**	28

DESCRIPTION

In addition to providing the usual +1 equipment bonus to Armor class, this well-worn leather jacket reduces the damage to its wearer from any melee and ranged weapon attack by 1 point (1/—). This damage reduction stacks with any other damage reduction.

CONSTRUCTION

Requirements	Craft Wondrous Item, Stoneskin	**Cost**	12,500

Magazine of Holding

Aura	Moderate Conjuration	**CL**	9th
Slot	None	**Weight**	1 lbs.
Price	10,000 (x2), 12,600 (x4), 15,000 (x6)	**Availability**	26 (x2), 28(x4), 31(x6)

DESCRIPTION

This magic item comes in 3 sizes x2, x4, x6. It looks like a normal magazine for a weapon except for the arcane runes on it exterior. Within the magazine is an extra dimensional space that allows it to hold additional ammunition. The amount held is based on the size x2 holds double the normal amount of the weapon, x4 is four times the normal amount, and x6 is six times the normal amount.

CONSTRUCTION

Requirements	Craft Wondrous Item, Secret Chest	**Cost**	5,000 (x2), 6,300 (x4), 7,500 (x6)

Rotary Magazine			
Aura	Moderate Conjuration	**CL**	9th
Slot	None	**Weight**	1 lbs.
Price	3,500 (x2), 9,000 (x3), 20,000(x4)	**Availability**	26 (x2), 28(x3), 30(x4)
DESCRIPTION			
This magazine is an extension of the Magazine of Holding; in this case the extra dimensional space is divided into 2, 3 or 4 different magazines. By using a command word the user can change the ammunition being fired by the weapon.			
CONSTRUCTION			
Requirements	Craft Wondrous Item, Secret Chest	**Cost**	1,800 (x2), 4,500 (x3), 10,000 (x4)

Running Shoes of Striding and Springing			
Aura	Moderate Enchantment	**CL**	5th
Slot	Boots	**Weight**	1 lbs.
Price	90,000	**Availability**	34
DESCRIPTION			
The wearer of these shoes moves at double his or her normal speed. In addition, these shoes grant a +5 equipment bonus on Athletics checks.			
CONSTRUCTION			
Requirements	Craft Wondrous Item, Bull's Strength, Cat's Grace	**Cost**	45,000

Screaming Amulet			
Aura	Strong Necromancy	**CL**	7th
Slot	Neck	**Weight**	None
Price	120,000	**Availability**	37
DESCRIPTION			
As an attack action, the wearer can cause the amulet to emit a horrid psionic shriek that disrupts the brain waves of every living creature in a 15-foot-radius burst centered on the wearer (the wearer is unaffected). The shriek deals 7d6 points of damage, or half with a successful Willpower save (DC-25). Magic resistance applies.			
CONSTRUCTION			
Requirements	Craft Wondrous Item, Vampiric Touch	**Cost**	60,000

Windbreaker of Resistance			
Aura	Moderate Enchantment	**CL**	4th (+1), 7th (+2), 10th (+3)
Slot	Back	**Weight**	1 lbs.
Price	3,500 (+1), 11,000 (+2) 21,000 (+3)	**Availability**	26 (+1), 27 (+2), 28 (+3)
DESCRIPTION			
This garment offers magic protection in the form of a +1 to +3 resistance bonus on all saving throws.			
CONSTRUCTION			
Requirements	Craft Wondrous Item, Resistance cast 9 times	**Cost**	1,750 (+1), 5,500 (+2), 10,500 (+3)

VEHICULAR MAGIC ITEMS

Table 10-22: Neverwhen Vehicular Magic Items

Minor	Medium	Major	Specific Item	Market Price	Avail
01-17	—	—	Headlights of Blinding	1,000	25
18-34	—	—	Re-Inflating Tires	250	25
35-51	—	—	Dashboard Figurine – Humorous	4,000	26
52-68	—	—	Dashboard Figurine – Monstrous	4,000	26
69-84	—	—	Dashboard Figurine – Religious	4,000	26
85-100	—	—	Ablative Paint Job	5,000	26
—	01-15	—	Silent Warning Alarm	9,000	26
—	16-30	—	Fuzzy Dice of Luck	13,000	27
—	31-44	—	Horn of Blasting	17,000	27
—	45-58	—	Engine of Infernal Speed	21,000	28
—	59-72	—	Shrinking Paint Job	21,000	28
—	73-86	01-09	Paralytic Alarm	25,000	28
—	87-100	10-18	Trunk of Masking	45,000	30
—	—	19-28	Bumper of the Ram	65,000	32
—	—	29-37	Seats of Hold Monster	65,000	32
—	—	38-46	Zephyr Tires	65,000	32
—	—	47-55	Bumpers of Blasting	125,000	38
—	—	56-64	Flame Job	125,000	38
—	—	65-73	Impervious Tires	125,000	38
—	—	74-82	Non-Descript Paint Job	125,000	38
—	—	83-91	Paint Job of Blurring	225,000	48
—	—	92-100	Seats of Safety	325,000	58

Ablative Paint Job

Aura Moderate Enchantment **CL** 10th
Slot Paint Job **Weight** None
Price 5,000 **Availability** 26

DESCRIPTION

The vehicle coated in this nigh unscratchable silvery-gray paint. A vehicle coated in this nigh unscratchable silvery-gray paint gains 3 points of Hardness. It has no effect on any vehicle with a Hardness of 10 or higher.

CONSTRUCTION

Requirements Craft Vehicle Enchanted Items, Stoneskin **Cost** 2,500

Bumpers of Blasting

Aura Strong Evocation **CL** 13th
Slot Bumper **Weight** None
Price 125,000 **Availability** 38

DESCRIPTION

These appear to be normal bumpers until you hit something then BANG! If a vehicle equipped with bumpers of blasting strikes an object or creature while moving at least street speed the driver of the vehicle can choose to have the bumper emit an explosive blast. The explosion causes 5d6 points of fire damage (in addition to any collision damage) to the object or creature struck. The vehicle with the bumper of blasting does not take any damage from the explosion, but does take collision damage as normal.

The explosive blast can be triggered three times per day, regardless of whether the attack is made with a front or rear bumper. The driver cannot trigger an explosive blast out of turn, such as when struck by another vehicle, although the driver could ready an action to trigger the explosive blast when such a condition arises.

CONSTRUCTION

Requirements Craft Vehicle Enchanted Items, Explosive Runes **Cost** 62,500

Bumper of the Ram

Aura Strong Evocation **CL** 17th
Slot Bumper **Weight** None
Price 65,000 **Availability** 32

DESCRIPTION

The bumpers on this vehicle appear to be reinforced almost as if it was designed to ram other vehicles. This vicious looking spiked bumper must be bolted to the front or back of the vehicle. Any time the driver of the vehicle uses the bumper to ram another vehicle or object, damage to the opposed vehicle is increased by one speed and size increment, while damage to the vehicle with the bumper of the ram is reduced by one speed and one size increment. The bumper of the ram's effects do not apply to sideswipes.

CONSTRUCTION

Requirements Craft Vehicle Enchanted Item, Bull Strength **Cost** 32,500

Dashboard Figurine - Humorous

Aura Faint Abjuration **CL** 5th
Slot Non-Electronic Accessory **Weight** None
Price 4,000 **Availability** 26

DESCRIPTION

A dashboard figurine appears to be a statue of a humorous animal or person 4 to 6 inches tall. When placed upon the dashboard of a vehicle, it sticks in place and can only be removed by the owner with a command word. Once in place, the figurine grants a special ability to the vehicle and the driver. This figurine depicts some amusing-looking figure, such as a hula dancer or a cartoon character. The driver of the vehicle gains a +2 bonus on all saving throws while operating the vehicle.

CONSTRUCTION

Requirements Craft Vehicle Enchanted Item, Resistance **Cost** 2,000

Dashboard Figurine - Monstrous

Aura Faint Transmutation **CL** 5th
Slot Non-Electronic Accessory **Weight** None
Price 4,000 **Availability** 26

DESCRIPTION

A dashboard figurine appears to be a statue of a monstrous animal or person 4 to 6 inches tall. When placed upon the dashboard of a vehicle, it sticks in place and can only be removed by the owner with a command word. Once in place, the figurine grants a special ability to the vehicle and the driver. This figurine depicts some sort of fierce-looking monster, such as a radioactive dinosaur or a beholder. Attacks made by the driver and passengers of the vehicle gain a +2 attack bonus.

CONSTRUCTION

Requirements Craft Vehicle Enchanted Item, Craft Magic Arms and Armor **Cost** 2,000

Dashboard Figurine - Religious

Aura Faint Abjuration **CL** 5th
Slot Non-Electronic Accessory **Weight** None
Price 4,000 **Availability** 26

DESCRIPTION

A dashboard figurine appears to be a statue of a religious animal or person 4 to 6 inches tall. When placed upon the dashboard of a vehicle, it sticks in place and can only be removed by the owner with a command word. Once in place, the figurine grants a special ability to the vehicle and the driver. This figurine depicts some amusing-looking figure, such as a hula dancer or a cartoon character. This is an icon of a saint, the Virgin Mary, or some other being of religious or spiritual significance. This type of dashboard figurine provides a +2 bonus to the vehicle's Armor Class.

CONSTRUCTION

Requirements Craft Vehicle Enchanted Item, Craft Magic Arms and Armor **Cost** 2,000

Engine of Infernal Speed

Aura Moderate Transmutation **CL** 10th
Slot Engine **Weight** None
Price 21,000 **Availability** 28

DESCRIPTION

When the engine rev's it produces jets of blue flames from the tail pipe. A vehicle with this engine can accelerate up to two speed categories for the round, instead of one. However, the vehicle can still only decrease speed by one speed category for the round, as normal (unless the driver performs a hard stop). If the vehicle accelerates in this manner, the engine produces jets of blue flame from the tail pipe that deal 2d6 points of fire damage to anything within 10 feet of the rear of the vehicle. The flames automatically set fire to combustibles.

CONSTRUCTION

Requirements Craft Enchanted Vehicle Items, Haste **Cost** 10,500

Flame Job

Aura Strong Evocation **CL** 13th
Slot Paint Job **Weight** None
Price 128,000 **Availability** 38

DESCRIPTION

This paint job covers the front of the vehicle in wicked-looking flames. On the owner's command, the vehicle can burst into flames for up to 5 rounds per day. The flames do 5d6 fire damage to any creature or object touch or struck by the vehicle while engulfed in flames. In addition, any creature adjacent to the vehicle takes 2d6 fire damage (Reflex DC-15, Half). The flames automatically ignite combustibles.

CONSTRUCTION

Requirements Craft Enchanted Vehicle Items, Fireball, Resist Energy **Cost** 64,000

Fuzzy Dice of Luck

Aura Moderate Transmutation **CL** 8th
Slot Non-Electronic Accessory **Weight** None
Price 13,000 **Availability** 27

DESCRIPTION

These gaudy, hot-pink fuzzy dice must be hung from the rearview mirror of the vehicle to be activated. A vehicle equipped with a set of Fuzzy Dice of Luck grants the driver a +3 item bonus to Pilot checks. In addition, once per day as a swift action the driver can activate the dice. When activated the drive rolls twice for a Pilot check and takes the best result.

CONSTRUCTION

Requirements Craft Enchanted Vehicle Items, Cat's Grace **Cost** 6,500

Headlights of Blinding

Aura Moderate Necromancy **CL** 11th
Slot Headlight **Weight** None
Price 1,000 **Availability** 25

DESCRIPTION

With a gesture the headlights increase in intensity until they are a blinding white light. These headlights can emit a blinding light projecting from the front of the vehicle. The area effect is a cone-shaped burst 30 ft long. Any creatures hit must make a Fortitude (DC-18) or are blinded for 5 minutes. The blinding effect of the headlights maybe used for up to 5 rounds per day.

CONSTRUCTION

Requirements Craft Enchanted Vehicle Items, Blindness / Deafness **Cost** 500

Horn of Blasting

Aura Moderate Evocation **CL** 7th
Slot Horn **Weight** None
Price 17,000 **Availability** 27

DESCRIPTION

This horn can emit a shrieking sound that deafens and damages creatures caught in its path. This horn can emit a shrieking sound that deafens and damages creatures caught in its path. It deals 5d6 points of sonic damage to creatures within a 40-foot cone and causes them to be deafened for 2d6 rounds (a DC-16 Fortitude save reduces the damage by half and negates the deafening). Crystalline objects and creatures take 7d6 points of sonic damage, with no save unless they're held, worn, or carried by creatures (Fortitude DC-16 negates). The blasting effect of the horn maybe used twice per day.

Vehicle windows and windshields may shatter if they take sufficient damage from the blast. Headlights are also susceptible to the horn of blasting and should be treated as windows for this purpose.

CONSTRUCTION

Requirements Craft Enchanted Vehicle Items, Shout **Cost** 8,500

Impervious Tires

Aura Strong Enchantment **CL** 15th
Slot Tires **Weight** None
Price 125,000 **Availability** 38

DESCRIPTION

These tires are usually sold in sets of two or four. These tires are usually sold in sets of two or four and each tire in the set has a Hardness of 20. If one of the tires is punctured and ruined, the remaining impervious tires continue to function.

CONSTRUCTION

Requirements Craft Enchanted Vehicle Items, Iron Body **Cost** 62,500

Non-Descript Paint Job

Aura Strong Enchantment **CL** 15th
Slot Paint Job **Weight** None
Price 125,000 **Availability** 38

DESCRIPTION

This paint job makes the vehicle less noticeable. Gain a +5 bonus on Bluff and Stealth checks when tailing another vehicle or losing a tail. Twice per day the driver can activate the paint job. Each time the paint job is activated the can roll twice for Bluff or Stealth checks and take the better result.

CONSTRUCTION

Requirements Craft Enchanted Vehicle Items, Nondetection **Cost** 62,500

Paint Job of Blurring

Aura Strong Illusion **CL** 17th
Slot Paint Job **Weight** None
Price 225,000 **Availability** 48

DESCRIPTION

With a gesture from the driver the outline of the vehicle blurs and becomes difficult to see. This paint job grants a +2 bonus on all saving throws made by the vehicle and its passengers. In addition, on command the paint job distorts and warps the light waves striking the vehicle. This effect acts as the *blur* spell, granting a 20% miss chance on attacks against the vehicle and occupants.

CONSTRUCTION

Requirements Craft Enchanted Vehicle Items, Blur **Cost** 112,500

Paralytic Alarm

Aura Moderate Enchantment **CL** 13th
Slot Electronic Accessory **Weight** None
Price 25,000 **Availability** 28

DESCRIPTION

This vehicle alarm triggers whenever an attempt is made to break into the vehicle (for example, by smashing a window or bypassing a door lock), unless the intruder succeeds at a Thievery check (DC-30). When activated, the paralytic alarm emits a hypnotic pulse that requires everyone within 15ft. of the vehicle to make a Fortitude (DC-20) or be paralyzed for 5 minutes.

CONSTRUCTION

Requirements Craft Enchanted Vehicle Items, Symbol of Stunning **Cost** 12,500

Re-Inflating Tires

Aura Minor Enchantment **CL** 5th
Slot Tires **Weight** None
Price 250 per tire **Availability** 25

DESCRIPTION

These tires (usually sold in sets of two or four) are slightly spongy to the touch. If a tire is punctured, it instantly reinflates and is restored to full hit points. Once a tire magically reinflates, it becomes a nonmagical tire and cannot reinflate again.

CONSTRUCTION

Requirements Craft Enchanted Vehicle Items, Repair Moderate Damage **Cost** 125 per tire

Seats of Safety

Aura Strong **CL** 19th
Slot Seats **Weight** None
Price 325,000 **Availability** 58

DESCRIPTION

These reinforced seats are covered with ancient runes. The occupants of a vehicle equipped with these seats gain the benefits of total cover while inside the vehicle. They take no damage from vehicle collisions, they gain a +6 bonus to Armor Class, and they gain a +3 cover bonus on Reflex saves. The seats of safety do not function if any of the vehicle's doors are open.

CONSTRUCTION

Requirements Craft Enchanted Vehicle Items, Forcecage, Shield **Cost** 162,500

Seat of Hold Monster

Aura Strong Enchantment **CL** 16th
Slot Seats **Weight** None
Price 65,000 **Availability** 32

DESCRIPTION

With the pronouncement of the command word the seat envelopes the target. When the driver utters the proper command word, this seat (usually a passenger seat in the front or back of the vehicle) holds the creature seated in it. The creature attacked by the seat must make a Willpower (DC-20) or be paralyzed for 10 rounds.

CONSTRUCTION

Requirements Craft Enchanted Vehicle Items, Hold Monster **Cost** 32,500

Shrinking Paint Job

Aura	Strong Transmutation	**CL**	12th
Slot	Paint Job	**Weight**	None
Price	21,000	**Availability**	28

DESCRIPTION

With the utterance of the command word the vehicle shrinks. This paint job allows the vehicle to "shrink" to a matchbox sized version small enough to fit in the palm of one's hand. Shrinking or enlarging the vehicle requires a command word, and the vehicle takes a full-round action to shrink or return to full size. The vehicle will not shrink if it contains any living beings, but can be shrunk with up to 50 pounds of cargo stored in its trunk. The vehicle will not unfold if it is in an area that will not allow it to expand to its full size. A vehicle in its toy size has and 50 hit points. The vehicle is destroyed and cannot be repaired if reduced to 0 hit points in its toy form.

CONSTRUCTION

Requirements	Craft Enchanted Vehicle Items, Shrink Item	**Cost**	10,500

Silent Warning Alarm

Aura	Moderate Abjuration	**CL**	7th
Slot	Electronic Accessory	**Weight**	None
Price	9,000	**Availability**	26

DESCRIPTION

Though magical wards you are silently warned when you vehicle is broken into. This vehicle alarm triggers whenever an attempt is made to break into the vehicle (for example, by smashing the window or bypassing a door lock), unless the intruder succeeds at a Thievery check (DC-30).

When activated, the alarm sends a mental warning to the owner of the vehicle, although the owner must be within 1 mile of the vehicle to receive it. If the owner receives the warning, he also receives a mental picture of the individual or individuals attempting to break into the vehicle, as if standing next to them (lighting conditions apply).

CONSTRUCTION

Requirements	Craft Enchanted Vehicle Items, Alarm	**Cost**	4,500

Trunk of Masking

Aura	Moderate Illusion	**CL**	9th
Slot	Containment Area	**Weight**	None
Price	45,000	**Availability**	30

DESCRIPTION

Whenever this trunk is opened, it creates a powerful illusion to conceal its true contents. Whenever this trunk is opened, it creates a powerful illusion to conceal its true contents. The owner decides what the trunk appears to contain, and its contents seem real in every respect. Illusory items can be removed, handled, and manipulated. However, illusory tools provide no benefits to their users, and illusory items disappear if taken more than 30 feet from the vehicle.

Gleaning the true contents of the trunk requires a *true seeing* spell or similar magic. If a creatures suspects the presence of an illusion make a Willpower (DC-25) to disbelieve the illusion.

CONSTRUCTION

Requirements	Craft Enchanted Vehicle Items, Persistent Image	**Cost**	22,500

Zephyr Tires

Aura	Moderate Transmutation	**CL**	7th
Slot	Tires	**Weight**	None
Price	65,000	**Availability**	32

DESCRIPTION

Zephyr tires (sold in sets of two or four) are emblazoned with large white wings on the side. When placed on any car, van, or motorcycle (they resize to fit any of these vehicles), they allow the vehicle to fly.

The vehicle's driver can command the vehicle to fly. While flying, the vehicle follows all the normal rules for piloting a flying vehicle, but otherwise retains the same speed, initiative, and other statistics. The vehicle can maintain flight for 1 hour. When performing aerial stunts, the driver makes Pilot checks. Should the effect's duration expire while the vehicle is still aloft, the magic fails slowly. The vehicle drops 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the remaining distance.

Zephyr tires have a Hardness 10 and 20 hit points (which also count toward the hit points of the vehicle). If one or more of the tires are destroyed, the *zephyr tires* lose their magic and cease to function, and the vehicle (if airborne) plunges from the sky.

CONSTRUCTION

Requirements	Craft Enchanted Vehicle Items, Fly	**Cost**	32,500

CHAPTER ELEVEN

CITY OF MANZALA

"What can I tell you about our fair city? The first thing to remember about Manzala is that for all intents and purposes it is a frontier town, which makes the place a bit wild and ragged about the edges. It is easy to forget this when you are walking about town.

"The main areas of town are Gatetown which includes all of the Ziggurat and approximately a half mile around it. The docks which includes the water front and approximately five miles inland. Midtown which is a border area between the docks and New Town. Last but far from least you have New Town, which you already know about since that is where the University is located," says the ork cabbie.

"There are a couple of spots I recommend visiting here in town. First off, the Manzala Museum, a must see for anyone that is new to Manzala, it has a huge exhibit on the different creatures that can be encountered during realm travel. The other place that must be seen to be believed is a club called 'Soul City', it was started by a couple of retired adventures and is the place to hang out in Manzala for the up and comings."

The city of Manzala is a cross between steampunk London of H.G.Wells / Jules Verne and Dodge City of the American west. The general style of dress is suits for men and dresses or pants suits for woman. Open display of weapons are only tolerated in Gatetown and on the Docks; in other areas, carrying a pistol is allowed but highly discouraged. Manzala's population--in excess of 5 million--fluctuates by as much as 15% due to gate and starport activity, and at times the streets can be very crowded.

History: Approximately 500 years ago, the city of Manzala was rediscovered. It had been depopulated due to a war with the Sons of Balil. At that time all that was left standing was the Ziggurat and some remains of the Docks. The explorers who found it were amazed by the items they discovered in the ruins, and started a major excavation of the city. As the years passed and the expedition started learning how to use the Gates, the city grew into an inter-dimensional trading port. Since then the population has increased substantially, and many of the people and organizations that were part of the original excavation have become extremely rich and powerful.

The city is currently ruled by a council consisting of 12 lifetime members. The council also has an advisement committee that consists of one member from each of the guilds and neighborhood wardens.

The guilds are divided over professional (i.e. classes) and racial lines.

The city of Manzala sits within a protected harbor on the continent of Pacifica. The city is broken into five areas: Old Town/Gatetown, Mid Town, New Town, the Docks, and the Starport.

Old Town: Old Town (or Gatetown as some call it) is located on the surface of a 9-level, 20-sided Ziggurat. The top level of the Ziggurat is where the gates are located that allow transport to other realms and worlds. Each level of the Ziggurat is 250 feet tall with structures carved into its faces. This is the oldest part of the city, and the architecture is a combination of Toltec, Babylonian, and Anisazi.

On the west facing of the Ziggurat on the 5th tier is a large structure that holds the government offices. Mag-train tracks exit from the east and west sides of the structure. Additional mag-train systems run along the 3rd and 8th tiers of the Ziggurat.

The Ziggurat is honeycombed with rooms and corridors, and no one has managed to explore more than the surface areas. The Council has prohibited exploration of the interior of the Ziggurat unless it is specifically sponsored by the Council.

Old Town is inhabited by businesses and middle-class citizens that make their livings off the gates.

On the top of the Ziggurat is the premier gate facility. It consists of approximately 60 gates and the structures for supporting the defense forces stationed at the gates. The defense force consists of a full tumen of infantry and two main battle tanks. In addition to the forces stationed at the gate, there are always 6 aerospace fighters flying combat air patrols over the city. In the center of the 9th tier along with the gates is a large garrison building; mounted on top of this building are 8 starship-class weapons mounted on magnetic tracks. These weapons are used to defend the city against possible invasion through the gates.

The top floor of tier 9 has been opened up for use as storage warehouses. The entire warehouse system is



computerized and due to its large size it is very easy for people to get lost there. For this reason only authorized personnel are allowed in the warehouse area.

New Town: This area of the city is made up of luxurious state houses with large courtyards. Some of these residences border on being castles.

New Town was built upon a grid plan, with each "box" of the grid being one residence. The inhabitants of this structured neighborhood are well-to-do, and tend to protect their residences with magical, high tech, and organic security. It is not unusual to see magical creatures used as part of these security systems.

Most of the City Council has residences here (with the notable exception of the Drakes, who have setup an estate on Drake's Point).

The Docks: Several of the realms that Manzala trades with still use ocean-going vessels to transport cargo. The Docks have grown out of this trade. Most of the people who work with such vessels also inhabit this area.

Several projection gates are set in the sea floor near the entrance to Manzala Harbor. The gate system automatically routes any water-based vessels to these gates, which are different from those found on the Ziggurat--these gates project their fields to the surface of the water, allowing extremely large water-borne craft to come through. Always on station near these gates are the harbor monitors, large heavily armed vessels.

Starport: The starport is located on the northeastern side of Pacifica approximately 20 miles from Manzala. The location of the starport was more determined by necessity than choice—it's situated just ashore of the entry and exit point for an airborne gate. These gates act similar to those of the harbor and project their fields high into the air, allowing starships and aircraft to more easily travel through the gates. The starport houses several of the exploration vessels used by the Manzalan Scouts.

This starport includes facilities for the construction of small starships and aerospace craft.

Police Forces and Politics: Manzala has two organizations responsible for fulfilling the responsibilities of a police force.

The first are the Warden Security Forces. These groups of security personnel are selected by the Neighborhood Wardens. They answer directly to the Neighborhood Wardens but are required to follow orders given to them by Council members or officers in the Manzala Defense Forces. The Warden Security Forces handle most of the day-to-day responsibilities of a police department.

The second police force is the Civil Service division of the Manzala Defense Forces. The Civil Service division handles anything from raids where heavy firepower is needed to long-term investigations.

In recent years, the City Council has started sponsoring colonies. These colonies can be almost anywhere but it is easier to get sponsorship if the colony is located in the same realm as Terradin. If a colony can stay up and running for one year, it will receive a subsidy from the city of Manzala; if it remains intact for 4 years, Manzala will start regular flyer service to the colony.

Manzala Military

The Manzala military forces are based on the Mongolian military structure, which uses base units of 10. Ten men make up an arban, 10 arbans make up a jagun, 10 jagun make up a minghan, and 10 minghan make up a tumen. The only division larger than a tumen is an army, which is made up of 3 or more tumen.

Table 11-1: Manzala Military Structure	
Unit Type	**# of Troops**
Army	30,000+
Tumen	10,000
Minghan	1,000
Jagun	100
Arban	10

Each soldier in an arban is issued a rifle, sidearm, uniform, and body armor, all of which the solider is responsible for maintaining. In turn, the leader of each Arban is responsible for each member of his unit.

Uniform: The primary color of the Manzala uniform is dark blue with red collars and cuffs. Officers will have gold or silver piping, depending upon their responsibilities. Arcane casters have uniforms with red piping, while divine casters have blue. Combat officers have gold piping and non-combat officers have silver. On the left shoulder of the uniform is a patch indicating the soldier's Arban and Jagun; on the right shoulder are patches for the soldier's Minghan and Tumen.

Officers in the Manzala military are expected to lead by example, and any member of an arban can challenge for command based on cowardice. To do so a majority of the arban must agree.

The soldiers of the unit select the leader of each arban. The leader serves for a period of 2 years, at which point another election is held.

The commanders for jagun on up are selected by the Manzala Council and usually serve a 4-year term.

The rules and regulations of the military are very strict and almost archaic (for example, public flogging is the most common punishment for a soldier not keeping their equipment in order).

Each arban has an additional responsibility to maintain a bolt hole within the city limits. Each bolt hole has enough equipment to arm 100 people. These are meant to be used to arm the populace if the city is invaded. In the case of an invasion, each active member of the Manzala military is expected to take command of militia groups, to assist in the repulsion of the invaders.

All adult citizens of Manzala are required to serve one year of active duty and one month each year after that. In case of a city-wide emergency, militia members are expected to report to the nearest security station for duty. The only exceptions to this are members of the Manzala Rangers and combat pilots (rangers are required to report to the council chambers and combat pilots to the starport).



Standard armament for an infantryman is a laser assault rifle, laser pistol, a vibro dagger, and personal body armor. Rangers are normally armed with a System 7 Rifle, 20mm gauss pistol, vibro blade, and vibro dagger. In addition each jagun will include 3-5 arcane casters and 3-5 divine casters. Powered armor troops are equipped with a 20mm gauss pistol and Vibro Blade in addition to the standard infantry armament. Vehicle crews are normally equipped with body sheaths and laser submachine guns.

Militia members are trained in the use of laser assault rifles, laser pistols, and vibro daggers, receiving the appropriate feats after training.

In addition to the weapons issued to rangers, they may also be issued vehicles. The most common vehicle assigned to a ranger is the multi-role fighter (with an exploration pod).

Scouts: The scout forces use the same troop structure as the regular military, with the exception that the only time a unit will be larger than a jagun is on the larger scout vessels. Units are formed around the vessels on which the troops are stationed. There are three major organizations within the scout forces.

Main Force: These units are used to explore near space areas—specifically, any systems within Terradin space or the surrounding neutral areas. These forces will normally include at least one scout cruiser, at least an

arban worth of powered armor, and a compliment of multi-role fighters.

Extended Exploration: These units are responsible for deep range exploration both in conventional space and other dimensions, and missions can last from 3 months to as long as 10 years. Units are normally formed around either a hive ship or an exploration cruiser.

Groups based around a hive ship will consist of two cruiser-class vessels, two destroyer-class vessels, 4-8 assault scouts, a jagun worth of power-armored troopers, and a large compliment of multi-role fighters (usually 150).

Groups based around an exploration cruiser will consist of 4-8 assault scouts, 3 arban of power-armored troopers, and several flights of multi-role fighters.

Detached Service: These units are made up of scouts that have been given a ship and are allowed to operate as free traders or freelance scouts. The vessels supplied by the scout force will be either an assault scout or free trader.

Of all of the branches of the military the scouts work the closest with the Manzala Rangers. The scout forces also use converted vessels for their operations. They are in the unique position of having the right to use any vessels that are impounded or captured by the other branches.

The primary job of the scouts is to explore worlds/systems and to open initial communications in first contact situations.

Scout forces sent through the gates are usually 4-10 person teams with general field equipment and possibly an advanced base vehicle. Most gate exploration missions vary in length between 12 hours to as long as a week, depending on the size of the world, what minerals are detected, and if there are inhabitants.

Regular Military

The regular military is divided into the following branches:

Marines: This branch is primarily stationed on starships and space stations.

Armored: There are three sub-branches for armored divisions--Armored Recon consists of light and medium power armor; Armored Assault consists of units made up of heavy power armor; and Vehicular Armored consists of armored vehicles.

Air Force: The air force has two primary sub-branches--planetary and aerospace.

Infantry: The Manzala military forces only use mechanized infantry. Each Arban is assigned an APC.

Navy: These are the crews and support personnel for the starships and space stations.

Table 11-2: Manzala Timeline

Date	Event
-500	Sons of Balil attack the city in force, leaving the Council of 12 with only one option--to set off a neutronic bomb. The bomb destroys all living matter within 100 miles of the city. Losses to the Sons of Balil are so great that they never attempt to find out what happened to the city.
-200	Manzala rediscovered.
-197	Exploration vessel *Crimson Light* is attacked by raiders.
-196	Terradin opens trade with nearby nations via convention space. In response to raider attacks many merchants begin arming their ships.
-195	Manzala Rangers formed as catchall military force; their first mission is to stop the raids on the trade lanes.
-195	Manzala starts purchasing vessels from neighboring interstellar nations.
-180	Manzala Rangers split into army, navy, ranger, and scout forces.
-150	Trade established with world/dimensions via the gate.
-150	Dwarves establish clan home on Atalya.
-145	Manzala starts producing its own starships. Smaller vessels are manufactured on Terradin itself and larger vessels are built in orbiting stations.
-140	First Terradin-built dreadnaught-class vessel goes into service.
-136	All purchased hulls are decommissioned and given to the scout forces.
-130	First colony established away from Manzala.
-120	Manzala establishes several colonies in dimensions that they have trade agreements with.
-115	Trade colonies increase in number to 50+.
-114	Several trade colonies are attacked by unknown entities. Very few bodies are found and all technology is stripped from the colonies that are attacked.
-110	Identity of attackers is determined when a ranger unit returning from a deep space scouting mission arrives as a colony is being attacked. The attackers are the Sons of Balil.
-109	Open warfare erupts between Manzala and Balil. By mutual agreement neither city maybe attacked directly, but all colonies are considered fair game.
-80	After 29 years of fighting the war between Manzala and Balil grinds down. Open hostilities still exist but major battles are avoided by both sides. Manzala's off world colonies number less than 30.
-50	Manzala begins to re-establish colonies through the gates, and in their own space.
-5	Manzala's off world colonies now exceed 100.

Peace is currently maintained through the use of creative politics and the advanced technology that Manzala has access to. Most major interstellar incidents are handled by combined forces from each of the uninvolved nations.

TERRADIN SYSTEM

"There are a couple of things of interest within the Terradin system. Of course there is the planet of Terradin itself with the city of Manzala. Then there is also Terradin's moon Belhovia which is a large ball of water with very few pieces of dry land. This planet is used mostly by the Manzala military as training grounds, there are a few colonies but nothing major to speak of. Except for two weeks out of the year, during those two weeks the military opens up the training facilities for spectators to come and see what they have been doing. During this period numerous air shows and weapons demonstrations take place. The finale of the event is a mock battle between the branches of the military.

"Other than Belhovia there is also the planet of Altay. Altay is a barren world where life can only exist in the deepest canyons. On this rather inhospitable place the Techno Dwarves have made their home. Visitors to Altay are required to check in with the starport guildmaster to arrange planet-side travel permits; otherwise the visitor is only allowed to travel within the starport facility."

The Terradin system orbits a white-blue gas giant. The system includes 3 gas giants, 2 planetoid belts, and 2 inhabitable main worlds (Terradin and Altay). All of the planets in the Terradin system have been surveyed from orbit and from air, but only small areas around the colonies have been actually explored.

Terradin

The city of Manzala is located on the planet Terradin, which has a diameter of 25,000 miles and a breathable nitrogen oxygen atmosphere. Approximately 60% of the surface is covered with water and the planet's gravity is 1.09g.

Terradin has several odd weather conditions that have greatly slowed the amount of colonization and exploration done on the planet. One of these conditions is commonly referred to as "Brights"-pockets of gases that amplify the sun's energy like a magnifying glass. Anyone caught without protection during a Bright risk taking a large amount of damage and being badly scarred. Most "Brights" only last for 5 to 10 minutes but in that time the temperature can rise as much as 100 degrees. Most of the animal and plant life on Terradin have learned to adapt to the Brights, so it is a good idea for a traveler to head for cover if the wildlife suddenly disappears. The island on which Manzala is situated appears to be immune to the adverse weather condition; in the last 200 years not a single bright has struck the island.

Brights cause 1d6 of heat damage each round + 1d6 per round that they have existed. There is no limit to the amount of damage they can cause. In addition to the damage, anyone caught in a Bright must make a Fortitude check (DC-20) with a +1 modifier for each round the character has been in the bright; failure results in the character becoming exhausted. If the Fortitude check is failed a second time the character will become unconscious for 1d10 minutes.

In addition to the Brights, there are also more mundane storms that occur with some frequency all over Terradin.

Terradin has four orbits filled with light debris fields, and one satellite, Belhovia, which is in a flat elliptical orbit. There are several small colonies on Belhovia.

Belhovia: Belhovia is 4,800 miles in diameter with a dense but breathable atmosphere. Dry land is a precious commodity since over 80% of the surface is covered with water. There are several small colonies spread over the surface of Belhovia; the largest has starport facilities and is operated by the Manzala Defense Forces, which use parts of the planet as training grounds. The colonies on Belhovia are not very large--most are just a chunk of dry land that has a landing field painted on it and a couple of small buildings.

Altay

Altay is the second main world in the Terradin system. Located in the 11th orbit, its atmosphere is extremely thin and slightly tainted due to the mining operations. Most of the surface is inhospitable; only the lower portion of the many canyons allow for comfortable living, and each of the several mining colonies on the planet occupies a different valley. In addition to the mining companies, a Techno-Dwarven clan has chosen Altay as the location of their clan home. There are two major starports on Altay, one used exclusively by the Techno-Dwarves and the other used primarily by the ring miners.

Altay has one satellite and a dense debris ring. The satellite is 3,050 miles in diameter and does not have any atmosphere. There are several small mining operations both in the debris ring and on the satellite.

EXTENDED HISTORY

Manzala is located in the northern hemisphere, of the planet Terradyn on the island of Pacifica. With its location in the northern hemisphere Pacifica should have an arctic climate. This is not the case, the climate is actually temperate and with an average rain fall of 21 inches, quite pleasant. Manzala rests on the inside of a large protected bay on the eastern coast of Pacifica. Currently Manzala is the only major city on the island, but several small agricultural and fishing communities have

sprung up all over the island. These small communities have learned how to minimize the damage from the Brights and the storms.

Time and Season

A Terradin year is 400 days long with each day lasting just over 26 hours. Each year is broken into four seasons each 100 days long. The four seasons are spring, summer, fall, and winter. Each year there is also a period referred to as the Dark Month; this is a period of 15-30 days in which Terradyn is in the shadow of Altay**.** The period shows an increased level of storms and magical activity.

Springs tend to be a bit wet with increases in the rainfall and the intensity of the storms. It is not unusual for an occasional spring storm to make it inland on Pacifica.

Summers tend to be mild with the average temperatures ranging between 70 and 80 degrees Fahrenheit. This is the primary growing season on Pacifica.

Fall is also known as the rainy season with there being at least a mild misting on each day of the season, with temperatures in the middle 60s.

Winter is the coldest season with 2-3 inches of snowfall a year not uncommon. The average temperatures are in the middle 40s.

Life in Manzala

Life in Manzala is a mix of magic and science, since both have an effect on everyday life, from the continual light street lamps to the automated garbage collectors. To the inhabitants of Manzala magic, psionics and science are just different forms of technology, whichever one does the job better or cheaper is the one that will be used.

This unique way of thinking has created some unusual businesses within Manzala. For example the necromantic construction companies, these are companies that use zombies and other non-sentient undead as construction workers. These companies are strictly regulated by the Manzala council. In most cases the zombie's families receive the wages that would be earned for the work. Some of these companies use both robotic and undead workers on their construction sites, talk about mixing magic and science.

Life in Manzala is much like any other metropolis there are the good parts of town, like New Town, and there are the seedier parts such as Side 10 and the docks. The only real difference is that toys people use. For example you



are just as likely to get mugged by a guy with a magic sword as you would be a guy with a gun. Both options are rather dangerous for the mugger since almost everyone in Manzala carries a weapon. The best way to think of Manzala is two parts metropolis and one part frontier town.

FLORA AND FAUNA

Many of the travelers from other realms claim that many of the same animals and plants exist on Terradin as in other realms. The same pines, spruce, cedar and birch grow here on Terradin as in the other realms. There are some plants that only appear to grow on Terradin, examples of some of these plants follow.

Bright Flowers: These flowers grow on thick green vines and are usually seen with their petals closed. A wise traveler will watch these plants for they will open their petals several minutes prior to a bright starting. When the intensified sunlight from the 'Bright' strikes these flowers they absorb the energy and will glow radiant hues for several hours afterwards.

The flower petals are also used to brew a highly intoxicating beverage called bright wine. This wine is made from the glowing flower petals just after a 'Bright'.

Sword Ferns: Sword Ferns are green ground plants commonly found throughout Terradin. They can grow to be as tall as 3 feet and can be up to 5 feet in radius. The plant gets its name from the sharp leaves that radiate from the stem. These leaves are sharp enough to break skin causing 1d4 damage if care is not taken. The main danger from this plant occurs when unsuspecting travelers find themselves in the middle of a large patch. Each traveler will take 1d4 damage per round as they attempt to work their way out of the patch.

It will usually take 1d6 rounds to navigate a path through a sword fern patch. Vehicles and mounts will take the same amount of damage as a player character.

Sleeping Vines: Sleeping vines are red and blue creeping vines found in the deep woods throughout Terradin. Sleeping vines gained their name for two very good reasons. The first is from the toxin found within the thorns. It is an extremely potent paralytic poison which is extracted for use in the paralyzation darts of the needler pistol. The second reason for their name is the tendency of the vines to envelope creatures that are either paralyzed by the toxin or just happen to fall asleep near these vines. In either case the enveloped character is considered helpless when attacked by the vines. Each round the enveloped character must make a Fortitude (DC-25) or be paralyzed for 1d6 minutes. Each round that a creature is enveloped they are drained 1 CON due to blood loss. This blood loss does not occur if the character is in heavy armor that completely covers their body.

Manna Loaves: Not everything on Terradin is hostile to living beings. A good example of this is a plant commonly referred to as the Manna Loaf. The fruit of this plant has the appearance of a moderate sized potato with a reddish gold color. When eaten one fruit will provide the nourishment for an entire day.

Several attempts have been made to domesticate this plant but to date all have failed. Currently this plant can only be cultivated in the wild. Luckily for the city of Manzala the plant preserves quite well, since it has become a common form of sustenance for the lower classes.

Fauna

Many of the same animals that exist in other realms also exist on Terradin. Animals such as cats, dogs, hawks, falcons, bears etc. are very common. There are a few breeds of animal that are either less common in other realms or only exist on Terradin.

In most cases technology has replaced living creatures as mounts but some are still used. These mounts range from the simple horse and riding dog right up to exotic creatures such as griffins and dragonne.

There are many exotic creatures on Terradin in addition to the normal animals the table below list some of the creatures that can be found on Terradin. The list is far from exhaustive and is meant as a guide for Gamemasters and players.

Table 11-3: Creatures Found on Terradin

Ankheg	Dragonne	Manticore	Spider Eater
Aranea	Eagle, Giant	Oozes	Stirge
Arrowhawk	Ethereal Filcher	Otyugh	Swarms
Assassin Vines	Ethereal Marauder	Owl, Giant	Tendriculos
Barghest	Frost Worm	Owlbear	Troll
Behir	Ghost	Pegasus	Unicorn
Bodak	Ghoul	Phase Spiders	Wight
Bulette	Griffin	Pseudo Dragon	Will-o-wisp
Chimera	Hell Hound	Purple Worm	Winter Wolf
Cloaker	Hippogriff	Shadow	Worg
Dark Mantle	Kraken	Shadow Mastiff	Wraith
Dire Animals	Krenshar	Shambling Mound	Wyvern
Dragon Turtle	Lamia	Skeleton	Yeth Hound

HOME AND HEARTH

Government: The primary government on Terradin is the Manzala Council. Most communities on the planet have been sponsored by the Council and recognize it as the main authority.

The Council is made up of 12 lifetime members; each is responsible for specific areas of Manzala and Terradin. The areas of responsibility are broken down into areas such as military services, militia, sciences, the sides, districts, law enforcement, colonies, trade, education, civil services, magic research, psionic research, and divine magics research. Most Council members take personal interest in the areas they are responsible for. There is one exception to the rule and that is the 12th member of the Council, who is constantly in direct communications with his charges but only makes personal appearances for Council meetings.

The Council meets once a month for 5 days. The first three days of the Council meeting are open to the public, during this period citizens can make petitions to the Council on various issues. The last two days of the session are closed, during these sessions' trade contracts and city defenses are discussed.

Any Council member can call for an emergency session of the Council. This has only been done four times in the history of Manzala. Each time has involved major threats to Manzala such as potential invasion or an attack on a major colony.

Table 11-4: Council Members

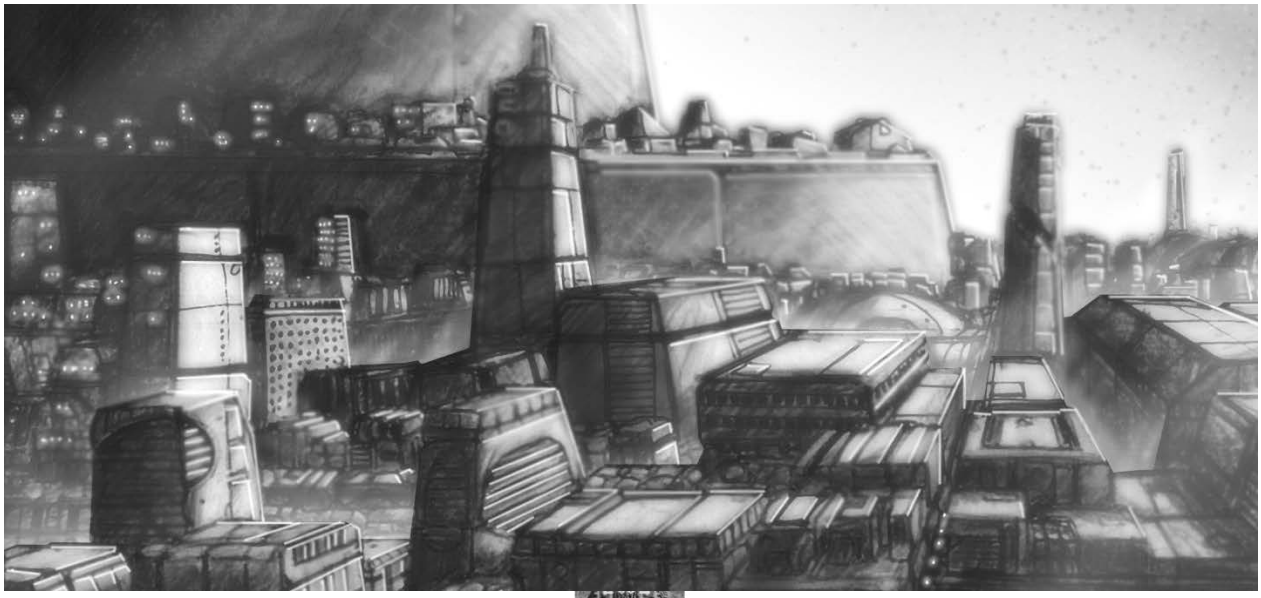
Ambrose Drake (Male, Hylathan)	Fletcher Alibasque (Male, Half Elf)	David Larson (Male, Ork)
Pangaea Drake (Female, Lycanthrope)	Pungia (Female, Ork)	Jerro (Male, Half Elf)
Keava Wildcat (Female, Xenoform)	Faustian (Male, Mutant)	Siflo (Female, Techno Dwarf)
Allia Mongoose (Female, TOC)	Ricardo Dela Morte (Appears Human)	Klashnig (Male, Mutant)

Class and Station: Class and station play a minor role in the everyday life of the citizens of Manzala. The main influence on everyday life is the divisions between nobility and the middle class. There are 8 Noble ranks; each grants a certain amount of power, but also hold great responsibility. Most establishments do not distinguish between nobles and non-nobles unless one is in New Town. Within New Town there are several establishments that are restricted to nobles only.

Table 11-5: Nobility

Rank	Honorific	Responsibility
Knight	Sir, Lady / Dame	Must defend the Terradin Confederacy in times of war.
Baronet	Sir, Lady / Dame	Responsible for defending and maintaining a specific colony or spaceport.
Baron / Baroness	Lord, Lady	Responsible for defending and maintaining a specific world or key location.
Marquis	Lord, Lady	Responsible for defending and maintaining a specific world.
Viscount / Viscountess	Most Honorable Lord, Lady	Responsible for defending and maintaining a specific system.
Duke / Duchess	Grace, Lord Duke	Responsible for defending and maintaining a specific parsec.
Archduke / Archduchess	Grace, Lord Archduke	Responsible for defending and maintaining a specific group of 3-5 parsecs.
Prince/Princess Of The Realm	Grace, Prince/Princess	Responsible for defending and maintaining a sub-sector.

Learning: Education is very important in the lives of the citizens of Manzala. The children of citizens receive a state sponsored education from the ages of 5 to 15. At the age of 15 all children must choose between trade school and university. The educational program at the trade schools lasts two years and the university program lasts four years.



After completing either trade school or university the student has the option of continuing their education by attending the military academy or by attending classes at the university, state funding only continues if the student is attending the military academy. Trade school graduates attend the academy as enlisted ranks and the university graduates attend as officer candidates.

In addition to the traditional forms of education there is the Center for Educational Research. This organization sends teams out to the other realms to collect learning technologies. One of the main lines of research is to find ways to speed up the learning process, they are several years away from any marketable results but the process is promising.

Adventurers: Manzala is a city of adventurers, be they scholars that document the finds returned from other realms or the scout that travels through the gate to explore the realm. This fact gives Manzala the feel of a frontier town instead of the metropolis that it is. Some of the key areas relating to adventure are the adventure companies and adventurers in society.

Adventure Companies: Adventure companies are groups of adventurers that have teamed together to accomplish more difficult missions and quests. These organizations are officially registered with the city of Manzala and are given a special classification under local law. Examples of this special classification are first adventure companies do not pay regular gate fees; they pay an annual fee of 5,000 credits due at the beginning of each year. Second, adventurer companies are allowed to store heavier weapons within the city limits. Third, adventurer companies get preferential treatment from the arms and equipment manufacturers within Manzala. There is a price to pay for these benefits. For example, the city of Manzala and the University of Manzala get first chance to purchase any items found that the adventuring company decides to sell.

Another advantage that the adventuring companies receive is they are usually the first ones contacted when a letter of marque becomes available. Adventuring companies also have the chance to purchase surplus starships from the Manzala services.

To form an official adventuring company requires finding a sponsor to represent the group to the Manzala Council. Locating a sponsor requires a Streetwise check of DC-25. Once located, the sponsor will attend the next Council meeting and petition for the adventuring company to be accepted; it is very seldom that a group in good standing is declined at this point.

Adventurers and Society: Since Manzala is a city of adventurers, adventure plays a big part in the average citizen's life. This part varies from the economic influxes to the direct influence due to discoveries. This does not mean that everyone in Manzala is nor was an adventurer. It does mean that adventurers do hold an odd position in society. The lower and middle class tend to look on adventurers as great heroes, while the upper class tends to look on adventurers with a bit of disdain or at best consider them a necessary evil.

Most businesses watch for adventurers that have made a big score since they have a tendency to spend their money more freely.

Languages: Several hundred languages are spoken in the city of Manzala and throughout the Terradin Commonwealth. For this reason all signs are written in Trade, Common, Mechanic, Techno-Dwarf, Hylathan, and Orkish. Most businesses have taken to using signs that do not require the viewer to be able to read, for example taverns will display a frothy beer in addition to the taverns logo.

The main language spoken in Manzala is common, but all legal documents are written in both Common and Trade languages.

COIN AND COMMERCE

The primary currency used on Terradin is the 'Credit' which is an electronic fund. Transactions using credits are normally done using either a cred-stick or cred-chip.

Cred-Stick: Cred-sticks are three inch long, one inch in diameter tubes with rounded ends. One end of the tube has three glowing colored rings that tell the viewer the approximate amount of credits on the cred-stick. The different colors of the rings are red, green, blue, silver, gold, and black.

Table 11-6: Cred-Stick Colors

Cred-Stick Color	Value
Red	100s
Green	1,000s
Blue	10,000s
Silver	100,000s
Gold	1,000,000s
Black	10,000,000s+

Cred-sticks are also used to store vital information such as medical records, or used as a key. To use a cred-stick one inserts it into a cred-stick reader and the amount of the transaction will be withdrawn from the cred-stick.

Cred-Chip: Cred-chips work the same way as cred-sticks with a few exceptions. First off, cred-chips are not color coded. Cred-chips are embedded in the torso of a

person; in humans it is normally anchored to a rib. Transactions with cred-chips are made with a credit wand which is passed over the chip. The wand sends a transaction request to the chip, which in turn waits for a cybernetic command to release the funds. It is very common for a cred-chip to contain other vital information such as financial records.

Labor: Manzala's labor force is broken into three broad categories: living, mechanical, and non-living. Each is used for different tasks by the citizens of Manzala. The living labor force is used to interact with other living creatures in roles traditionally referred to as white collar work. The mechanical and non-living work forces are used for more menial labor. Specifically, the mechanical work force is used in areas such as agriculture and garbage collection, while the non-living working force consisting of zombies and skeletons is primarily used for light construction.

The average skilled worker will make between 10 and 50 credits for a day's work, with a work day lasting 10 hours and a work week being 50 hours with the last two days of the week used for rest and relaxation.

Whether it is called slavery or indentured servitude it is not allowed within the Terradin Confederation. Anyone that is held in slavery of any kind is free to ask for political asylum when they enter the borders. In most cases the person will be taken into protective custody until the issue can be resolved.

Agriculture: Most of Manzala's agriculture is handled by the large automated farms on the northern side of the city. These large farms are harvested by giant contra-gravity craft that collect the foods, process them and then transport them to Manzala. These harvests take place on a daily basis and have become a bit of a tourist attraction since very few worlds use this level of technology to harvest there food.

Industry: Pretty much any industry you can think of either exists in Manzala or is imported through the gates. Whether it is the small mom and pop grocery store on the corner or the huge trans-dimensional corporation it is welcome in Manzala. There are a couple of industries that are kept outside the city limits, for example munitions and explosives production, which is mostly done on Liberty Station.

Other industries such as starship development, building and maintenance are divided between the starport and Liberty station.

Technological industries are not the only ones in Manzala, there are many businesses that specialize in magical, divine and psionic items. These items are normally sold for twice the manufacturing cost for off-the-shelf items, and three to four times the manufacturing cost for custom items.

There are also some unusual businesses in Manzala; for example there is the Karmic Trust Bank where people can sell parts of their essence (Experience Points) to the bank for credits. Rates vary from day to day but it is not unusual to receive 50-100 credits per experience point donated.

The only restriction on industry in Manzala is that it cannot be harmful to the city or the environment. All businesses are inspected on a monthly basis to protect the environment.

Travel: Most citizens use either the gates or conventional starships for their long distance travels. A good percentage of the traveling done by citizens of Manzala is for pleasure.

Travel within the city is done either by grav train, cab or by personal transport. Grav Trains run to most parts of the city and around every third tier of Old Town. Monthly passes for the grav train run around 2 credits. Cabs are as varied and colorful as the city itself. For example it is not unusual to see a horse drawn carriage, a steam powered car, and an anti-grav vehicle all waiting together in a cab line. There are several major cab companies but a majority of the cabs are independently owned and operated with the corporations handling the dispatch side of the business.

Personal transports can range from living transports such as horses on up to flying cars. The most common transports are those that run off of Synthahol, which is a synthetic alcohol that is environmentally friendly.

Trade: Trade is what the city of Manzala is all about. Be it internal commerce such as feeding the people that live in the city or external commerce with other realms or planets trade is the life's blood of Manzala.

Manzala is an open trade city, anyone is allowed to bring goods and sell them. There are a couple of things that are considered restricted such as weapons of Mass Destruction (Nuclear, Anti-Matter, Bio-Chemical, Genetic, etc) these items can be bought or sold in the city but the actual exchange of goods must be done somewhere else.

To trade within the city as a business a person must setup an account with the city and purchase a business license. This license costs 50 credits and is good for 6 months. With this license; the merchant is protected under Manzala law. All merchants pay a flat 10% tax on all transactions to the city.

MAGIC IN SOCIETY

Life in Manzala is a constant mix of magic and science. For example, almost every citizen carries a token. Tokens are minor magic items that will help a person through their day. These tokens can range from being a simple ward against distraction to being a charm that grants good luck. Tokens are usually small pieces of jewelry that one wears with no more thought than putting on a wrist watch or a morning cup of coffee.

The Art of Magic: All schools of arcane magic, all the domains of divine magic and all of the studies of psionics are recognized by the Manzala University. In addition to the University, there are many private schools and guilds that teach within the city. Even the most



obscure arts of magic can be found within Manzala

The University sponsors two events a year related to the Arts, as most practitioners of magic refer to it. The first is the coveted Manzala Awards, which is awarded each year for the most revolutionary discoveries in each of the arts (Arcane Magic, Divine Magic, and Psionic Studies).

The second event is the Magic Fair which is a two week event where practitioners of the arts can come to the University to demonstrate their skills, converse with other practitioners, and be recruited by leading guilds. Very little distinction is made between the different types of casters.

Religion: There are many religions in Manzala, each time a new realm is explored new religions are brought through the gate. In addition to the hundreds of churches around the city the entirety of Tier 2 side 7 is dedicated to churches and monasteries. Most of these churches are open 26 hours a day 400 days a year to assist the people of Manzala.

Healing: If a character is below zero wound points and is taken to a church of their religion it is very likely they will be healed up to positive wound points by the clergy, at no charge. Otherwise, the standard fee of 25 credits per level of the person being healed will be charged.

For loss of ability points, levels, resurrection and such a character of the same religion as the church will be charged the standard fee of 100 credits per level of the person being healed, and characters that are not of the religion will be charged double the standard rate.

For more conventional healing, hospitals and triage clinics are available throughout the city.

GEOGRAPHY

Pacifica: This continent is without a doubt the most important on the planet of Terradin. In the northeastern corner is the city of Manzala, the capital of the Terradyn Confederation. Pacifica is protected from most of the storms and Brights by devices of the ancients. Most of these devices are centered on the city and protect it from all but the worst of Terradin's weather.

Antiles: Antiles is a large continent that spans the equator of Terradin. Very little surface exploration has been done of Antiles. Most of the continent is covered with dense jungles and mountains with the largest peaks being approximately 27,000 feet tall.

Cheron: [Pronounced: Shairron] Cheron is the sister continent to Antiles. Cheron has a large mountainous plateau that covers most of the continent. Most life on Cheron is found on this plateau which is covered with a temperate forest. At the northern end of the continent is an ancient ruin that is currently being research by the Manzala University it is believed that the ruins could be as old as the Ziggurat itself.

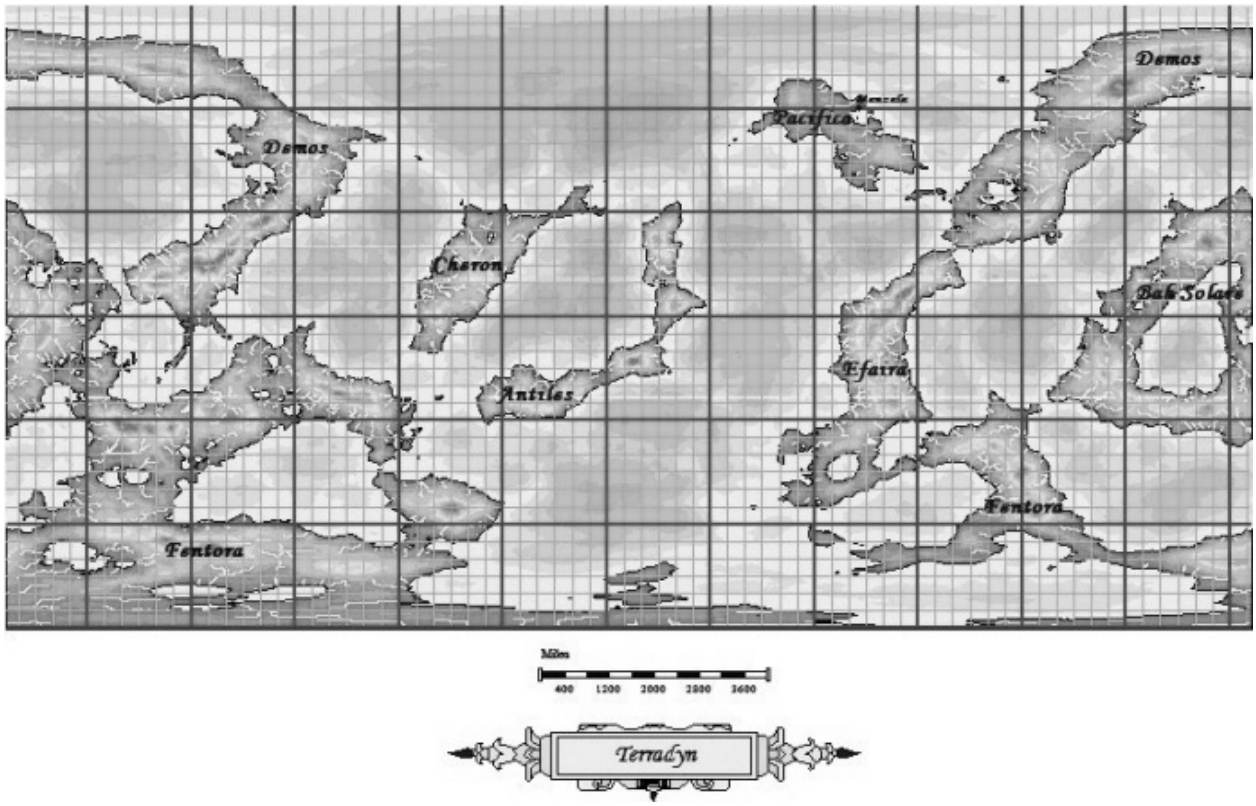
Demos: [Pronounced: Demmoss] The continent of Demos is second in size only to Fentora. Approximately two thirds of the continent is encased in ice, the rest of the continent ranges from temperate forest to permafrost

tundra. Currently there are no colonies on this continent but rumors persist that a race of giant humanoids lives in the frozen waste of Demos.

Fentora: [Pronounced: Fen' tore' a] Fentora is the largest continent on Terradin, covering a majority of the southern reaches of the planet. Approximately four fifths of the continent is covered in ice with all but the most northern reaches being tundra. Even though the continent appears to be a desolate wasteland, it is actually teaming with life such as winter wolves and frost worms.

is one test colony on this continent in a protected bay on the west coast of the continent. It is called Endeavor after one of the first colony ships to come to Manzala. The colony is only six months old but has been fighting the elements and the local wild life the whole time.

Liberty Station: Liberty Station is a misnomer for several groups of large stations that have been set up at the LaGrange points around Terradin. There is a total of 24 space stations with the largest being Liberty Station. Liberty Station's primary task is to guard the space-borne gate and to inspect ships that come through the gate.



Efaira: [pronounced:Eefarra] The continent of Efaira stretches from the northern coast of Fentora all the way north to the southern reaches of Demos. Efaira is made up mostly of mountain peaks and scrublands. Most of the land is battered constantly by the winds flowing from south to north running along the western coast.

Boh Solare: [Pronounced: Bah Solarr] this continent sits between Demos, Efaira, and Fentora. With its temperate forest and large enclosed sea it will most likely be the next continent settled by Manzala. Currently there

Liberty Station also acts as the headquarters for the Manzala Navy.

Kang La: This is a town on the far side of Pacifica in which no technology above level 2 is allowed.

Guilds and Organizations

"There are several large organizations that operate within Manzala. I won't go into all of them, since the best way for you to learn about them is to talk to one of their members." The ork cabbie says while chewing on his cigar.

"What I can tell you is that no matter what the organizations goals are they have not openly tried to do anything that would harm Manzala. I know it sounds strange but even the criminal element is very proud of our city and would not like to see anything happen to it."

Kang La

Description: This guild was founded by a half-elven monk as a sanctuary for people who do not favor technology. The majority of its members are Druids, Barbarians, and Tribal Warriors. The guild maintains a small town several miles outside of Manzala. Anyone is allowed to visit but all technological devices above Technology Level 2 must be left outside the town limits. There are several security stations at the outskirts of town that have facilities for storing banned devices. Technology Level 1 and 2 devices can be purchased in town at 10% off the listed price and with 2 points off the availability. Non-guild members are not allowed to hold public office or own businesses within the town. They are currently planning an expedition to a neighboring continent to start a new low-tech nation.
Leader: Kou-Tane, half-elven monk
Location: Kang La
Joining: To join the guild a prospective member must first forsake technology. Once they have proven to the town elders that they will not use technology above level 2, they must spend 3 nights on one of the neighboring islands. If they survive the night they will be sworn into the guild.
Assets: The guild owns and operates the Kang La Township. In addition they have setup trade through the gates to several low-tech realms.
Benefits of Membership: Members of Kang La receive a +1 attack bonus with Technology Level 1 and 2 weapons. The downside to joining the guild is that the character will receive a -6 penalty on all tests that involve using or relying on technology higher than level 2.

Church of Manzala

Description: Revolving around the belief that the city of Manzala is the physical form of a supernatural being, this religion seems to have appeared out of nowhere about a century ago. It is open to all races and professions, and clerics gain access to the domains of knowledge and travel. The current leader of the church is Zoë Tention, a mutant human Techno-Mage. Zoë believes that the city spoke to him during his deep meditations. Currently there are a handful of small chapels around the city with a large cathedral on the Ziggurat.
Leader: Zoë Tention
Location: Cathedral on the Ziggurat or small chapels throughout the city
Joining: Joining the church is as simple as showing up to one of the sermons, which are held 3 days a week. To become one of the faithful the character must do something to draw the attention of the church's inner circle; they must then go through several tests to prove that they are worthy of the blessing of Manzala.
Assets: The Church of Manzala owns several large parcels of land on the Ziggurat and around the city including the land that their chapels and cathedral are on.
Benefits of Membership: When the experience points are given the character gains the blessing of Manzala, which allows all of Manzala to be considered home ground. While in contact with the Ziggurat characters increase the amount of hit points they heal by 50%.

Knights of the Blessed Traveler

Description: This is a holy order devoted to defending travelers throughout the dimensions. The order is made up primarily of Clerics, Medics, Paladins and Soldiers. They believe that all travelers should be protected and that the journey is more important than the destination. They are sometimes referred to as wandering knights. The Knights of the Blessed Traveler use the ranks of knighthood, and have setup small roadside chapels throughout the city and near the gates. These chapels are only about 10 feet on a side, but do provide protection against the elements on inclement days. Each chapel includes several MREs and a small donation box. The donation box accepts any small objects and also accepts credit sticks.
Leader: Sir Tristan Antara
Location: The current headquarters of the Knights of the Blessed Traveler is a large stone structure in the Docks area. They are helping to finance the restoration of the ruins at Drake Point with hopes of moving there in the future.
Joining: To join the Knights first the character must go through a right-of-passage that ends with them serving a minimum of one year as a squire. During this time they must follow the orders of the knight they are assigned to and half of all financial gains made during the squireship go to either the knight or the order. After the squireship the squire is presented to the upper ranks of the order, and the squire is asked to make a case for themselves. If they make a good case they are allowed to join.
Rules:

1) A knight or squire must help any traveler that requests aid.

2) Where at all possible a knight or squire must make arrangements for future travelers (can be as simple as leaving a basket of food at a crossroads).
3) Every five years the knight must make a journey that lasts at least 100 days and nights.

Assets: Due to the assistance that the Knights give to travelers they have many benefactors.
Benefits of Membership: When a knight is first accepted into the order, they are given a blessed melee weapon. This is normally a sword, but can be any weapon that the character prefers. The order provides them with training in the weapon so they may use it without penalties even if they are not proficient. Another benefit of being a member of the order is that the knight receives free basic medical care at any of the order's hostels. The final benefit is that knights are allowed to carry their blessed weapon anywhere within the city of Manzala except for the council chambers.

Veterans of Frontier Wars

Description: The fighting that occurs at both the terrestrial and trans-dimensional colonies is referred to collectively as the Frontier Wars. This organization focuses on assisting people that have served in the Manzala military. The VFW runs a state-assisted hospital that caters to veterans and their families; they also provide job training and placement assistance.
Leader: Brigadier General Alistair Cook
Location: The hospital and training facilities are located in the Docks area.
Joining: Joining the VFW is easier than it sounds; all a character has to do is be a military veteran of a frontier fight.
Benefits of Membership: The veteran receives a 75% discount on all medical needs for them and their immediate family and job retraining if the veteran wants it. These are the official benefits; one of the unofficial benefits is that a lot of Manzala-based mercenary groups use the VFW hospital as a meeting and recruiting center.

Manzala Rangers

Description: The Manzala Rangers are an elite branch of the Manzala Defense Forces. They tend to operate either by themselves or in small groups, and have proudly taken on the legendary tagline of their Texan counterparts: "One Ranger, One Riot." Contrary to popular belief, the Manzala Rangers are not a bunch of combat monsters; their training focuses on finding alternative ways to solve problems, and if that fails, then resort to combat. Rangers are used on pretty much any mission that can be conceived, from scouting new dimensions and deep space exploration to raids on Balil strongholds.

Most rangers will recruit a small group of people they can rely on; these are referred to officially as "irregulars." If a group of irregulars has proven themselves, they may be added to the organization's roster of trusted allies. On rare occasions, irregulars will be invited to become members, but that is extremely rare.
Leader: General Randel "Blitz" Mitchell, Ork Soldier/Scout
Location: While the Ranger's main facility on Manzala is located at the starport within the military sector; their headquarters and training center is located on Belhovia.
Joining: Becoming an irregular is somewhat easy--the character just has to be selected and sponsored by a ranger. At the end of a 5-mission sponsorship, if the ranger recommends it they will be added to the roster as an irregular. Becoming an actual member is a bit harder. First the character has to get to the recruitment center and sign up for 6 weeks of psychological and physical examinations that test all facets of a person's personality. At the end of this period if the person passes they start the real training, which takes place on Belhovia. Rangers are instructed in commando, anti-terrorist, counter-insurgence, flight, and crowd control procedures. The training lasts for 16 weeks and goes 14 hours a day. (The character must qualify for the Manzala Ranger prestige class.)
Assets: Nearly unlimited--the Manzala Rangers get the best equipment that the Manzala military can provide.
Benefits of Membership: Once a Ranger always a Ranger, the character can always call on other Rangers for assistance.

Trans-Dimensional Imports

Description: This is a cover organization for a guild composed of trans-dimensional rogues and smugglers. All stealth and "shadowy" classes are accepted after they have passed the initiation. TDI is rumored to be sponsored by several members of the Council of Manzala. All of their shady activities are shrouded behind the cover of a "legitimate" import/export company. They have their fingers in all of the illicit activities within the city of Manzala and in most of the colonies. To protect itself, the organization operates on a cell system. Members only know the guild member that is one rank above them in the organization, so in the event something compromises the organization only a few people get nailed. Officially the council is attempting to stop TDI's activities, but in reality as long as they do not get too big for their britches or do anything to endanger the city, the council will let them be.
Leader: Unknown, the leader of TDI only deals with the guild through channels and memos.
Location: The location of their headquarters is unknown, but they are known to have several "legitimate" warehouses all over the city. The office for the front company is located on Tier 3, Side 8 of the Ziggurat.
Joining: To join TDI the character must first do something to draw the attention of the guild. Then the potential member will be covertly contacted and required

to pass a test. This test usually involves acquiring a rare item from another realm.
Assets: This is a large inter-realm organization that can gain access to pretty much any shady items a member could want.
Benefits of Membership: If a member is willing to call in a favor of a fellow guild member, they may add 20 to a single availability check. In addition, if the character is in good standing with the guild and has not done anything to harm the city of Manzala, TDI will provide free legal services as needed.

Gentleman's Adventuring Society

Description: This is a classic "gentlemen's club" dedicated to adventurers. Up until last year the club was limited to just men, but it is now open to men and women. It is common to find adventurers sharing their exploits over a glass of brandy or port. The headquarters for this organization is located in New Town. Most of the members of the society are windbags that like to relive the same adventure over and over, but a few are true die-hard adventurers.
Leader: Sebastian Excellsius
Location: A rather elegantly attired multi-story building in New Town. There is even a pair of doorman in tuxedos.
Joining: To join the GAS a character must first pay the entry fee of 50,000 credits and be able to prove they have gone on a "great" adventure.
Benefits of Membership: The first benefit that a member gains is access to the society's extensive inter-dimensional library, which grants a +4 situational bonus on all Craft, Knowledge, and Spellcraft checks. In time of need a member could call on the society for assistance, and there is a possibility that one of the die-hard adventurers will come to the member's aid.

Sailfairers of Infinity

Description: This organization is dedicated to the sailors who work on the Starjammers. They are a tough lot of people, and work on the edge of a vacuum without suits or safety lines, always just one step away from death, so when they get into a port they tend to play just as hard as they work. They are also extremely proud of their ships and what they do, which have lead to more than a few barroom scuffles. The Sailfairers of Infinity understand the problems that sailjammers encounter, since to be a high-ranking member you must have served on a Starjammer. SoI does what it can to address the needs of its members, doing anything from fighting for better wages to caring for a sailjammer's family in case of death. Their headquarters is located down on the Docks, in a tavern called "Infinities Crossing."
Leader: Fletcher Alibasque
Location: The tavern "Infinities Crossing"
Joining: Must serve 6 months on a Starjammer and then pay a monthly due of 10% of your pay.
Benefits of Membership: This is a full-service guild; they cover everything from medical expenses to legal needs. They will also help sailjammers to find positions on other ships or find work between voyages.

Arcanum Mysterion

Description: This is an arcane casters guild with the goal of documenting all arcane spells from all dimensions. The majority of the guild is made up of apprentices that are employed to scribe the spells found by higher-level casters. The guild's libraries are not generally open to the public, but with a little negotiation and a donation of 1,000 credits a person can gain access for a single day. All arcane casters are welcome to apply for membership.
Leader: Lucius Gaile Jones, half-elven Wizard/Rogue
Location: Tier 7, side 7 of the Ziggurat.
Joining: To join the guild a potential member must either donate 9 levels worth of rare spells or 20 caster levels worth of rare magic items.
Assets: Almost any magic item short of an artifact can be found within the AM facilities.
Benefits of Membership: Access to an extensive spell library. Spells may be purchased at 75% of the listed cost. In addition the AM has an extensive magic item research area that can be used by characters to create items. This research area increases the creator's effective level by +3 for the creation of alchemical and magic items.

Dragons of Destiny

Description: This is a guild dedicated to helping Hylathans. It is very secretive, and for good reason--many people are willing to go after the bounty on the heads of Hylathans. This organization actively seeks out Hylathans and attempts to help them adapt to traveling through dimensions. DoD will even provide funds and equipment to Hylathans and other dragonkind that are down on their luck. They have also been known to put together mercenary teams to go after groups that are actively hunting Hylathans. DoD's headquarters are located in Old Town, and the guild is run by an epic dragon.
Leader: Cascadias (Epic Dragon)
Location: Old Town
Joining: Be Hylathan or be a trusted ally of the Hylathans
Assets: Extensive, it is believed that there are at least 4 epic dragons involved with the organization.
Benefits of Membership: Members receive benefits on many levels. On a financial level they may take a loan out equal to 1,000CR times their character level, this is a one-time loan and requires the character to make a Diplomacy (DC-25). Unarmed new members are provided with a pistol of a power level that the character can use and 3 magazines of ammunition. The headquarters is also a safe

haven, and if a member is ever in danger, they may go there for protection.

Manzala Security Services

Description: This is a private security force with offices in Old Town and New Town. MSS has contracts with most of the businesses in Old Town and several of the statehouses in New Town. Most of their security personnel are armed with stun ray pistols, paralysis rods, and plastic armor.
Leader: David J Groves
Location: Their headquarters is located on the Ziggurat at Tier 5, Side 20.

SONS OF BALIL

"What can I tell you about the city of Balil? Hmm," the ork cabby seems to look around as if being watched.

"Well they are pure and simply Evil with a capital E. They have absolutely no consideration for any lifeform other than their own and will not hesitate to enslave another species to get what they want." The ork cabby puts out his cigar and leans back over the seat as to whisper something to the student.

In a hushed voice the cabby says," Don't let this get out but we are kind of at war with the city of Balil. Most of the time it is more of a border skirmish or a brush war, but it has been known to flare up into full fledged fleet battles. Currently the press is keeping most of this on the QT but some day it will all come out." The cabbie lights another cigar and starts acting like he never said anything about Balil.

The world of the Balil is a Dyson Sphere made up of several hundred orbital rings at one astral unit from the system's star. This gives Balil an effective surface area of 272,000,000,000,000,000 miles or roughly 600 million times that of the earth. The majority of Balil's internal surface area is covered with solar panels, and the majority of the interior space is taken up by personal palaces and factories. The few remaining planets in the system have been completely mined out. To acquire new resources the Sons of Balil invade and strip-mine other worlds.

On occasion, a lesser Son of Balil will take a fancy to a world and will petition the emperor to allow him to claim the world as a private holding. When a young prince is allowed to claim a world he is given an entire division of robotic troops and a platoon of servitude troops.

Balil uses many forms of technology, but the one they excel at is Syncratic Negative, which is the combination of technology, magic, and necromancy. They use this technology to create their robotic troops and to keep their servitude races in line. The living troops of the Balil military each have a loyalty device implanted that is designed to explode if it detects any attempt to interrogate the soldier or if a command signal is sent. The detonation kills the soldier; anyone within in a 50-foot radius will take 5d6 wounds, Reflex (DC-25) for half damage.

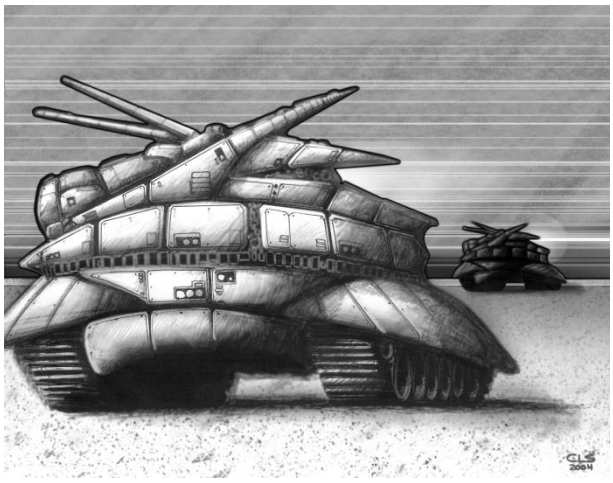
Balil has two sets of gates: one forms a central ring on the Dyson Sphere, the other is in a stable orbit around the system's star. Sons of Balil use the gates to scout for their next conquest. Their normal scouting force consists of 10 to 100 Infiltration droids, followed by a battalion of combat troops. Inhabitants of the world are either drained of their life energy or turned into servant soldiers.

Balil is ruled by Emperor Constantine, a multi-headed dragon over 500 feet long. Constantine has ruled Balil for over 10,000 years and is not showing signs of stepping down anytime soon. He has one head for each color of dragon and each type of space dragon, and is reputed to be a Navigator and an Archmage. He is normally guarded by two invisible warbots, 20 combat drones, and at least 5 spell casters in power armor that has been specially designed to allow spell casting.

Balil space raiding parties usually consist of a capital ship and 5 to 10 lesser vessels. It is not unusual for an assault force to consist of 2 or 3 battleships, 4 to 10 cruisers, and 20 or smaller vessels. Their main tactic is to overwhelm the target and then disable it. If the vessel is at least Technology Level 9 a prize crew will be sent over; if it is less than Technology Level 9 it will be stripped of all usable resources. In either case the crew will be converted into soul cells. Balil raiding parties will go on extended hunting expeditions that last until their cargo holds are full or until they have enough resources to create another raiding fleet, at which point the fleet will find a safe place to hole up for the 6 months required to build or convert the vessels.

There are 2 driving motivations behind Balil-the search for more resources and the conquest of the city of Manzala. Manzala and Balil are currently involved in a cold war. In Manzala the war is downplayed but the fighting between the two happens on an almost daily basis. The manzala rangers and shock troopers are the units most often involved in these conflicts.

The Sons of Balil (as the true citizens of the city are called) are not above using mercenaries or putting bounties on the heads of their enemies. The two most famous bounties are the one on the Hylathans and the one placed on the Sasquatch. These bounties can be collected at any Balil facility or vessel. For this reason, and as an attempt to gain supporters, all targets are given a chance for parley. The Sons of Balil have sponsored several mercenary organizations mostly consisting of



Wendigo, Ogres, and Goblyns. These mercenary units are supplied with weapons and armor, and occasionally with robotic troops. They are awarded large grants/bounties for attacking Manzala installations and vessels.

The Sons of Balil successfully invaded Manzala approximately 500 years ago. The attack was stopped only by the Manzala Council detonating a neutronic bomb that destroyed all living matter for a 200-mile radius. So many of the Sons of Balil were killed by the bomb that Constantine believed the city destroyed… until his forces started encountering Manzala forces, at which point he re-opened hostilities.

The Sons of Balil's base race is humanoid with an extremely low birthrate. For this reason the Sons of Balil are very sensitive to losing one of their own. They have learned to compensate for their low birthrate by using Syncratic Science, which allowed them to discover a way to store their souls within 6-inch golden orbs; in addition to storing their souls, this orb grants rapid healing and other magical abilities. If the body of a Son of Balil dies, the orb will attempt to open a gate and return to Balil, where another body can be acquired.

Each major military unit or capital-class vessel will include at least one Son of Balil. They normally lead battles from behind the battle lines and will rarely risk their own lives. Most Sons of Balil are quite willing to sacrifice the lives of their troops to protect themselves. Each command vessel or unit will normally include a priority transport for the specific purpose of allowing the Son of Balil to escape. This transport is effectively a chair with huge engines and is capable of opening its own gates.

INTERSTELLAR

"Interstellar relations are a bit of a hobby of mine. They are very interesting; for example did you know that peace is currently being kept by the fact that everyone is afraid to attack each other. It is true, currently every interstellar nation has a mutual defense pact with at least one other nation. This means that if you attack one nation at least one additional nation will attack back. I think it is a beautiful amount of negotiation and manipulation by the Manzala council. They are one of the major players in the political arena, even though the Terradin Confederation is one of the smallest nations.

"You probably would like to know who the other major nations are; well they are the Gorillian Empire, The Couatl Fellowship, the Gargoyle Rookery, the Hydradjin Confederation and finally what is referred to as the Ork Frontier. Each of these nations except for the Ork Frontier has an embassy here in Manzala, the Ork Frontier actually has around 50 embassies; one for each of the kingdoms within the frontier." The ork cabby says this last part with a bit of pride.

There are five major interstellar nations in close proximity to the Terradin Confederation. They are as follows:

The Gorillian Empire: Extremely militaristic, the Gorillian Empire is recovering from a failed invasion of the Couatl Fellowship.

The Couatl Fellowship: The Couatl Fellowship is isolationist, only allowing others to travel through very limited corridors of its territory.

The Gargoyle Rookery: The Gargoyle Rookery has only discovered interstellar travel in the last 50 years.

The Ork Frontier: The Ork Frontier can only be loosely referred to as a nation, as it is made up of independent worlds and warlords that only work together when they need to.

The Hydradjin Confederation: Located on the far side of the sector, the Hydradjin Confederation relies heavily on weapons that disable their foes.

All of the nations have established "neutral zones" at least 3 parsecs wide around their borders. Within these neutral zones and in the "unexplored" space privateering has become common.

Trade routes have been established between most of the nations. Large military space actions are extremely rare. Most engagements are limited to 6 to 10 vessels on each

side. The largest engagements are normally raids on privateers. There are several large trading firms but the majority of trade is still done by free traders.

Similar to what was done during the age of sails; the nations have started giving out letters of marque and covertly sponsoring privateers to perform commerce raiding.



THE GATES

"The gates are part of the system used to travel between the realms. They come in several types but the most common is referred to as a non-organic gate. That is the type that is used on the top of the Ziggurat." The ork cabby says through his cigar.

"These gates can take you to almost any realm, but are limited to where they can take you physically within a realm. I can tell that one confused you a bit. Let me clarify, a gate may be be able to take you to another dimension or possibly a different planet but it could not be used to transport you to somewhere on the same planet as the gate. Don't ask me why, all I know is that it has to do with the amount of energy required."

"The gate system also appears to have some form of intelligence, it can tell when something enters the gate the best type of gate for it to exit. For example if a sea-borne vessel were to enter the gate the ship would be transported to another gate that was over water."

There are three types of gates (natural, non-organic, and organic) and two sub-types of gates (projection and static).

Natural Gates: Natural gates can be formed in any location but they all have one thing in common--there is always a physical form to the gate, be it the smaller arcs found on planets or the large hexagonal structures found in space.

Non-Organic Gates: Non-organic gates are created by technological means such as a worm drive. It takes a great deal of energy to open a gate in this way. The equipment to do this usually takes up a large amount of space. This type of gate is not very subtle and tends to disturb the inhabitants of the target realm.

Organic Gates: Organic gates are created by Navigators or by Syncratic positive devices. For a Navigator to open an organic gate they must be within a specially made navigation chamber, which amplifies the Navigator's ability to create the gate. Opening gates is extremely taxing on Navigators, and causes a number of wounds that varies on the size of the gate being opened modified by the quality and power level of the navigation chamber they are using. Navigation chambers can be based on any power type and require a minimum level of 6 to be created.

Projection Gates: Projection gates have fields that extend beyond the structure of the gate itself to allow larger objects to enter the gate. This is the type of gate used at the city of Manzala's starport and harbor.

Static Gates: Static gates create a field between the edges of the gates that must be entered to travel through the gate. This is the most common type of gate.

Items that travel through any gate are vulnerable for 30 seconds after they come through; during this period objects exiting the gate are unable to take any actions, but they can be affected by outside forces.

While a gate is forming it starts out as a rotating 2-dimensional line of constantly changing metallic colors. Slowly the line starts forming into geometric shapes, finally becoming a geodesic dome that soon collapses into a vertical plane of energy. The gate can only be accessed from one side of the gate.

As soon as an object breaks the surface of the gate it is pulled through. It is impossible to stop an object from being pulled through the gate.

No one knows who created the gates, but several races have learned how to use them. The gate creators for reasons unknown sprinkled the gates throughout the cosmoses. These ancient gates are the most stable of the types of gates.

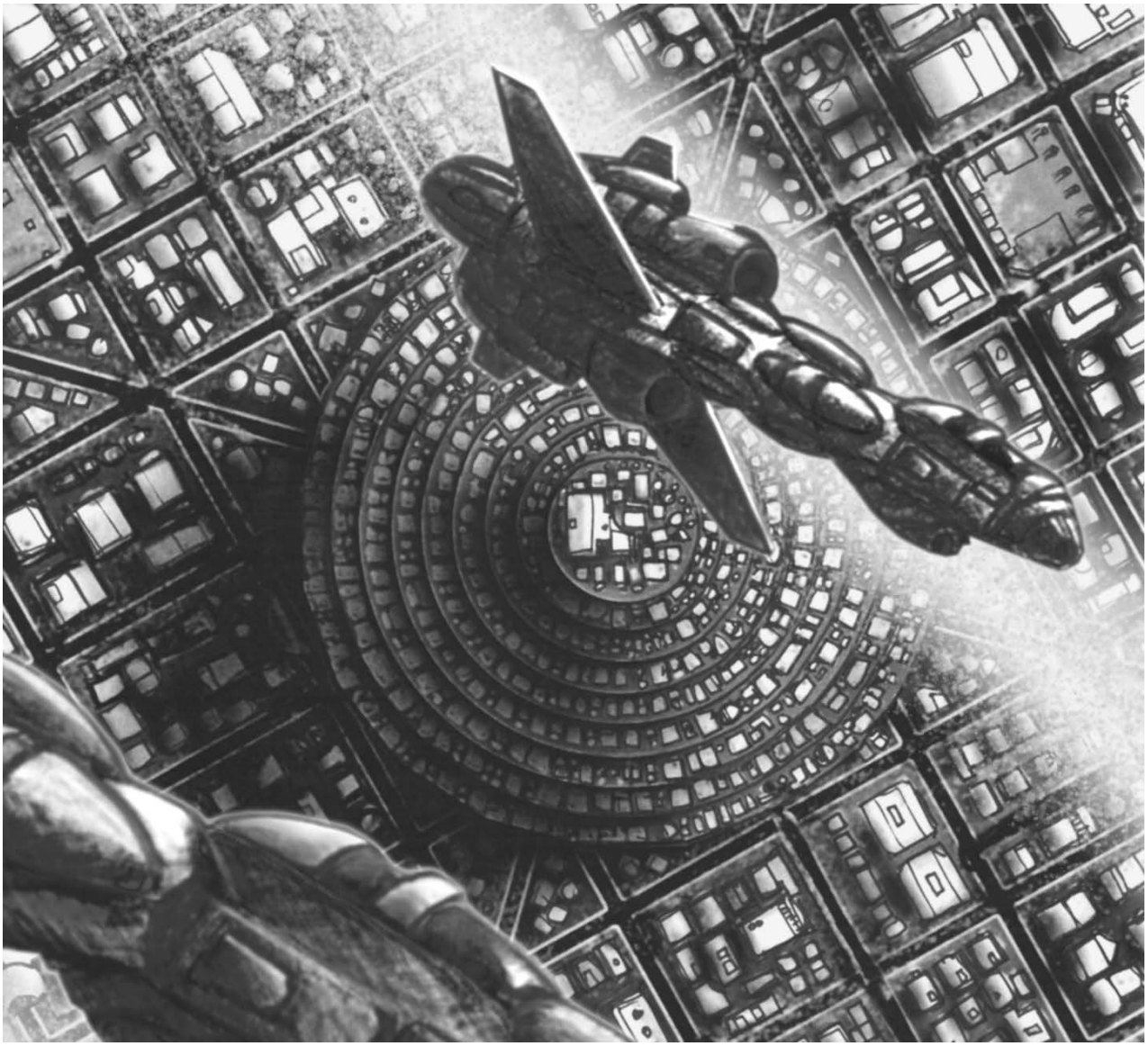
While a gate is in its neutral state it shows scenes from different worlds and star fields. The scenes change on a regular basis.

All of the gates seem to have a form of intelligence behind them, particularly those near civilized areas; one example of this intelligence is that weapons of mass destruction (such as nuclear weapons) are re-routed to non-inhabited worlds after they have entered the gate.

People traveling through the gates in Manzala are charged a nominal fee of 10 credits for inbound and outbound travel. If an inbound traveler does not have the fee or its equivalent they will be given an account and charged 20 credits. This amount has to be paid in full before the subject is allowed to leave through the gates.

Outside the gates is a moneychanger's facility that will change coin of any known realm or valuable items to credits. These valuable items can range from raw materials such as gold and silver to gems and jewelry.

Gate Sickness: Travelers that are not used to gate travel suffer what is referred to as gate sickness. For a period equal to 8 hours minus the traveler's Constitution modifier after traveling through a gate the character suffers -2 on all tests due to severe muscle and stomach cramping. Experienced travelers (those with the Gate Veteran feat) do not suffer from gate sickness.



CHAPTER TWELVE

GAMEMASTER'S SECTION

Hylathan Bounty: The bounty placed by the Sons of Balil on Hylathans is 500Cr per character level if they are alive and 200Cr per character level dead. The bounty can be collected at any Balil facility; the reason for the bounty is that the Hylathans have a history of making trouble for the Sons of Balil. There are two reasons for this bounty 1) In the Great War the Hylathan were allied with the Sasquatch and some humans. The Sons of Balil hold a grudge. 2) Hylathans can evolve into being very powerful dragons and the Sons of Balil have learned how to harness this potential when they use them as a host.

Explaining Power Levels

There are many ways to explain power levels and their restrictions, but they all boil down to two methods; the nice Gamemaster and the evil Gamemaster. The two different methods are best explained by example. Let us say that we have a character that just entered a Hard Capped Technology Level 3 world and attempts to use his TL-7 optical binoculars. The "nice" Gamemaster tells the player that the binoculars do not work due to the high-tech materials used in the binoculars. The "evil" Gamemaster has the binoculars fall apart due to the high tech materials used in the casing and the lenses not being able to function in this realm. I recommend being the "nice" Gamemaster since this leads to a more enjoyable game but sometimes the players need to be reminded about the "evil" Gamemaster.

CONDITIONS

Zero Gravity: The term zero gravity is a misnomer, in reality there is always gravity, just less than one is used to. In low gravity situations characters not normally able to will be able to fly. To take off or land safely the character must make a Reflex (DC-15) or be out of control. Characters that normally can fly do not have to make this check. Characters in zero gravity have a flight maneuverability of poor, unless they have wings in which case their maneuverability stays the same

Recoil: Whenever a weapon is fired in zero gravity the player must make a Reflex (DC-15) with the following modifiers. A failure means that the character has been launched by the recoil of the attack. The distance the recoil pushes the character is determined by multiplying the number of dice of damage the attack causes by 5 ft. This distance is quartered for laser weapons and doubled for heavy and plasma weapons. If a solid object is encountered the character takes a number of d6 worth of damage equal to the recoil modifier of the weapon fired. For example, Bodak the ork soldier, fires a Mossberg he would be attacked at +15 vs. Reflex on a hit he would be launched across the room, and would take 3d6 damage if he is launched against the far wall.

Characters that are struck while in Zero-G must also make a Reflex check to see if they are launched. The Reflex test is DC 15 +1 per 5 points of damage. For melee attacks the amount of damage is doubled for determining the Reflex DC.

Table 12-1: Zero-G Recoil

Weapon	Modifier
Hold-Out Pistol (.22, .32)	+2
Light Pistol (9mm, .38)	+3
Heavy Pistol and SMG (.45, .44, .357)	+4
Any Rifles or 20mm Gauss	+5
Plasma Weapon	Weapon Type + 1
Laser Weapon or Needler	Weapon Type - 3
Heavy Weapon	+8
Burst/Autofire	Weapon Type +1/round fired
Shooter's Size, Small	-4
, Large	+2
Velcro Soled Shoes	-4
Mag Boots	-5
Braced Stance	-5
Rocket Pack	-10

Loss of Pressure: The hulls of starships are built out of special materials to prevent the cascade effects of cosmic radiation. To determine the hardness of a starship's hull see the vessels description in the gear chapter. Listed below are the hardness and hit points of some common objects found in space.

Table 12-2: Space Object Hardness and Hit Points			
Item	Break DC	Hardness	Hit Points
Airlock Door	35	15	360
Interior Hatch	28	10	60
Civilian Station Hull	50	10-25	400
Work platform Hull	50	10	540
Military Station Hull	50	50	500

For every increment of damage equal to the hardness that an object takes a ½ inch hole is opened. For every ½ inch hole 800 gallons of air are lost per round. This means that on a good shot, a laser pistol can leave a ½ inch hole in an airlock and the chamber on the other side would lose 800 gallons of air each round until the hole was patched.

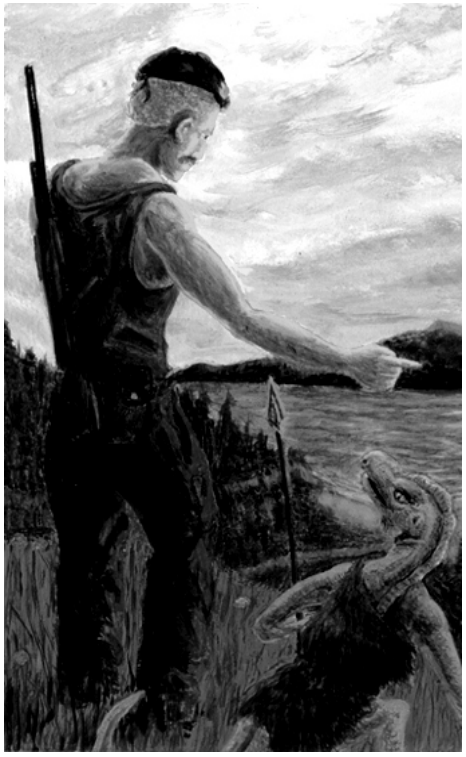


Table 12-3: Standard Volumes & Sizes		
	Size	Volume
Habitat Module	50 ft. by 14 ft.	7,697 cu/ft
Lab/Workspace	100 ft. by 30 ft.	70,686 cu/ft
Airlock	10 ft. by 10 ft.	785 cu/ft
Shuttle Cargo Bay	60 ft. by 15 ft.	10,603 cu/ft
Shuttle Flight Deck	14 ft. by 10 ft.	1,100 cu/ft.
Standard Starship Stateroom	20 ft. by 20 ft.	3,156 cu/ft.
Standard Orbital Station	5,200 ft. by 150 ft.	9,330,530,022 cu/ft.
Standard Lagrange Station	52,800 ft. by 21,120 ft.	18,497,439,869,500 cu/ft.

These volumes are normally written on the inner and outer faces of space vehicles or living spaces in fluorescent paint. When 1/10th of the pressure is lost alarms start going off, and when 1/4th of the total pressure is lost automatic sensors seal off the area.

Patches and If The Patches Fail: Maintaining a seal is the most important aspect of life in orbit. There are two emergency solutions.

Goop Ball: Ping Pong sized plastic sphere filled with a sticky white fluid. When exposed to air, the goop hardens to a putty consistency, filling the hole. One goop ball will cover a 2-inch hole, and most experienced spacefarers carry six or seven stashed in their pockets at all times.

Slap Patches: These are folded circles of sticky-sided plastic with a foil backing. They cover a 1 foot area. The backing is peeled away and the patch applied. Most experienced spacefarers have one or two on hand in any room of a habitat.

The effects of dropping pressure must be tested at half, quarter, and zero volume.

Half Pressure: At one half normal volume, the air becomes thin and hard to breathe. Character is attacked vs. Fortitude at +15 on a hit the character passes out until pressure is restored.

Quarter Pressure: At one quarter pressure (0.17 Atmospheres), all characters pass out. After 30 rounds (three minutes) the characters will start to lose 1 point of Intelligence per 3 minutes of ¼ volume. Roll 1d6/2 and this is the number of Intelligence that was lost temporarily.

Zero Pressure: At zero volume, the compartment is airless. The players will die unless they get air soon. The players will automatically lose 1d4+2 Intelligence every round (6 seconds) in addition to those lost at ¼ pressure.

When Intelligence has reached zero, the character is dead. Their blood begins to fizz like soda pop. Huge bruises cover the face, chest and extremities. Blood spurts out of eyes, nose, ears and mouth. If the character has been holding his breath, 5 rounds (30 seconds) after reaching zero pressure their lungs explode.

CHAPTER THIRTEEN

CREATURES

Android

Androids exist in societies of Technology Level 6 or higher. They are typically modeled after their anthropomorphic creators. The technology that creates them is so versatile that virtually any living creature (except oozes and plants) can be emulated, at least in terms of movement and behavior. Under certain conditions, an android can be mistaken for what it was made to resemble. However, reasonably close inspection of the android reveals the presence of robotic parts in place of biological parts. Androids can only function in realms that can support a Technology Level of 6 or higher.

Android **CR** 7

XP 3,200

Neutral Medium Construct

Init -1 **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 21 Touch 8 Flat-Footed 21 (+1 Dex, +12 Natural)

HP 79 (9d10+30) **WP** 27

Fort +3 **Ref** +2 **Will** +3

Defensive Abilities **DR** 5/adamantine; **Immune** construct traits, **SR** 15

OFFENSE

Speed 30 ft.

Melee 2 slams +13 (2d8+5)

STATISTICS

Str 20 **Dex** 9 **Con** --- **Int** 12 **Wis** 11 **Cha** 1

Base Attack +9 **CMB** +15 **CMD** +24

Skills Any one skill at +8

Languages Any programmed

Special Qualities Redundant Systems (Civilian)

FL 2 **ML** 2 **PL** 2 **S-** 5 **S+** 5 **TL** 6

ECOLOGY

Environment Any

Organization Solitary or gang (2-4)

Treasure Value None

SPECIAL ABILITIES

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Lifelike Appearance: Distinguishing a biodroid from members of its emulated species requires a successful Perception check (DC-15). It can use the disguise skill to increase the Perception check DC. To help with the simulation of an organic the robot can make a Thievery check once per day. Compare the result of the check against the table below.

Table 13-1: Life Like Appearance

Roll	Bonus to Perception DC
10 or less	+2
11-15	+4
16-20	+6
21-25	+8
26 or greater	+10

Redundant Systems: Depending on the type the category of robot they will have additional wounds.

Some androids are built to serve their masters, while others are sold to interested buyers looking for loyal servants. As utilities, their usefulness is boundless, and most androids are content to perform their assigned duties without question. Androids make able security guards, couriers, gardeners, shuttle pilots, expendable soldiers, and even nannies.

Much to the chagrin of their creators, some androids are not content to serve. Perhaps due to some flaw in their construction, they choose to pursue a different path and strive to gain experiences that will lend meaning to their existence. Although some agencies have an interest in capturing and demolishing free-willed androids, most societies in general have greater concerns to worry about. Consequently, many freethinking androids are given a chance to chase their dreams … if one assumes they even have them.

Balil Robots

The Sons of Balil rely heavily on their robots to handle most day to day operations such as investigating or invading a new world. The Balil robots are essentially robots that use the life force drained from living creatures instead of electricity and eCells.

Environment Any
Treasure Value None

Balil Battle Tank **CR** 13

XP 25,600

Lawful Evil Huge Construct

Init +4 **Senses** Darkvision 250 ft.; Low Light Vision; Perception +15

DEFENSE

AC 27 Touch 6 Flat-Footed 27 (+0 Dex, +21 Natural, -2 Size)
HP 150 (18d12) **WP** 90
Fort +12 **Ref** +12 **Will** +12
Defensive Hardness 10, **SR** 23**, Immune** Construct
Abilities Traits

OFFENSE

Speed 50 ft. (Treads)
Ranged Laser Cannon +22, Laser Machinegun +24, Grenade Launcher +20
Space 15 ft. **Reach** 0 ft.

STATISTICS

Str 26 **Dex** 10 **Con** --- **Int** 10 **Wis** 10 **Cha** 10
Base Attack +22 **CMB** +32 **CMD** 42
Feats Blind Fighting, Burst Fire, Improved Initiative, Skill Focus (Sensor Operations), Skill Focus (Perception), Strafe
Skills Navigation +12 ,Perception +15, Repair +12, Sensor Operations +15
Languages Balil, Combat Jargon
Special Qualities Fortification (Military), Redundant Systems (Military), Secure Radio (100-miles), Soul Cells, Weapons Systems
FL n/a **ML** n/a **PL** n/a **S-** n/a **S+** n/a **TL** n/a

ECOLOGY

Organization Solitary, Pairs, or Battle Group (2-4)

SPECIAL ABILITIES

Cannot be Reprogrammed: Balil constructs cannot be reprogrammed to go against their masters.
Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.
Fortification (Military): When a critical hit or sneak attack is scored on the robot, there is a 75% chance that the critical hit or sneak attack is negated and damage is against hit points instead of wounds.
Redundant Systems: Depending on the type the category of robot they will have additional wounds.
Soul Cells: The Sons of Balil use a unique technology to power their robots, soul energy. They drain this energy from living prisoners. With the soul cell charged on living energy, the Sons of Balil produce robots that can operate in any realm that life can exist.
Weapon Systems: The weapons systems available on the Balil Battle Tank are listed below.

Table 13-2: Weapons Systems – Balil Battle Tank

Weapon	DMG	Crit	Rng	ROF	Mag	Type	Special
Laser Cannon	10d12	n/a	300	SS	n/a	Energy	Wound Damage
Laser Machinegun	8d6	20	150	A	n/a	Energy	½ Wound Damage
Grenade Launcher	By Grenade	*	100	B5	100	By Grenade	

This is a robotic battle tank armed with laser cannon, a laser machinegun, and a grenade launcher. The battle tank can only use one weapon per attack. Balil Battle Tanks are powered by soul energy, due to this they are able to operate anywhere life can exist. In combat, they will use the laser cannon on large or hardened targets, while the laser machinegun and grenade launcher focus on soft targets such as people and civilian vehicles.



Balil Builder Drone							**CR** 4
XP 1,200							
Lawful Evil				Medium Construct			
Init +0		**Senses** Darkvision 60 ft.; Low Light Vision, Perception +8					
DEFENSE							
AC 19	Touch 11	Flat-Footed 18	(+0 Dex, +1 Dodge, +8 Natural)				
HP 35	(5d12)	**WP** 20					
Fort +3	**Ref** +3	**Will** +3					
Defensive Hardness 5, **SR** 10**, Immune** Construct							
Abilities Traits							
OFFENSE							
Speed 30 ft. (Quadruped), Fly 10 ft. (poor)							
Melee 6 Slams +8 (1d6+4)							
STATISTICS							
Str 18	**Dex** 10	**Con** ---	**Int** 14	**Wis** 10	**Cha** 10		
Base Attack +4	**CMB** +8	**CMD** 18					
Feats Dodge, Gearhead, Skill Focus (Repair)							
Skills Computer +10 , Perception +8, Repair +13, Sensor Operations +10							
Languages Balil							
Special Qualities Drone Construction, Fortification (Civilian), Redundant Systems (Para-Military), Secure Radio (100-miles), Soul Cells							
FL n/a	**ML** n/a	**PL** n/a	**S-** n/a	**S+** n/a	**TL** n/a		
ECOLOGY							
Organization Solitary, Pair, or Team (2-5)							
SPECIAL ABILITIES							

Cannot be Reprogrammed: Balil constructs cannot be reprogrammed to go against their masters.
Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.
Drone Construction: Balil Builder Drones can construct any of the Balil constructs from materials they find around them. The construction of the body of a Balil construct takes 1 hour per 2 hit dice. Activating the Balil construct requires a soul cell.
Fortification (Civilian): When a critical hit or sneak attack is scored on the robot, there is a 25% chance that the critical hit or sneak attack is negated and damage is against hit points instead of wounds.
Redundant Systems: Depending on the type the category of robot they will have additional wounds.
Soul Cells: The Sons of Balil use a unique technology to power their robots, soul energy. They drain this energy from living prisoners. With the soul cell charged on living energy, the Sons of Balil produce robots that can operate in any realm that life can exist.

This four legged, six-armed robot is used by the Sons of Balil to create other drones. This drone is very common on Balil starships where they are used to repair the vessel. This drone uses a form of technomancy to break down objects to their base materials and reform them into the parts needed to build a device. Balil Builder Drones are powered by soul energy, due to this they are able to operate any where life can exist.

Balil Builder Drones will attempt to avoid combat if possible. If cornered and forced to fight it will rely on either its slam attacks or grab a large heavy object to use as a club.

Balil Combat Drone							**CR** 4
XP 1,200							
Lawful Evil				Medium Construct			
Init +0		**Senses** Darkvision 60 Ft., Low-Light Vision; Perception +4					
DEFENSE							
AC 18	Touch 12	Flat-Footed 16	(+2 Dex, +6 Natural)				
HP 30	(5d10)	**WP** 40					
Fort +3	**Ref** +3	**Will** +3					
Defensive Abilities **Hardness** 5; **SR** 10; **Immune** construct traits							
OFFENSE							
Speed 30 ft.							
Melee 2 Vibro Blades +6/+6 (2d10+4/17+)							
Ranged Laser SMG +8 (3d6+1/19+)							
STATISTICS							
Str 18	**Dex** 14	**Con** ---	**Int** 10	**Wis** 10	**Cha** 10		
Base Attack +4	**CMB** +8	**CMD** 20					
Feats Burst, Two-Weapon Fighting							
Skills Acrobatics +5 ,Perception +4, Stealth +5							
Languages Balil							
Special Qualities Fortification (Paramilitary), Redundant Systems (Paramilitary), Secure Radio (5 Miles), Soul Cell							
FL n/a	**ML** n/a	**PL** n/a	**S-** n/a	**S+** n/a	**TL** n/a		
ECOLOGY							
Organization Any							
SPECIAL ABILITIES							

Cannot be Reprogrammed: Balil constructs cannot be reprogrammed to go against their masters.
Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.
Fortification (Paramilitary): When a critical hit or sneak attack is scored on the robot, there is a 50% chance that the critical hit or sneak attack is negated and damage is

against hit points instead of wounds.
Redundant Systems: Depending on the type the category of robot they will have additional wounds.
Soul Cells: The Sons of Balil use a unique technology to power their robots, soul energy. They drain this energy from living prisoners. With the soul cell charged on soul energy, the Sons of Balil produce robots that can operate in any realm that life can exist.
In combat Balil Combat Drones will act in unison using sound tactics and strategy. They are in constant communication with each other and with their command units. The laser SMG carried by Balil Combat Drones is a standard weapon that can be used by anyone, the Vibro blade is mounted in the forearm of the combat drone and may be drawn as a free action.

Balil Combat Drones are bipedal dark silver machines armed with a laser SMG and two Vibro Blades. The Vibro Blades are built into the limbs and are powered by the drone's soul cell. The laser SMG is kept in a holster



on the back of the combat drone when not in use. A Balil Combat Drone can operate continually for 100 days on a single soul cell. Balil Combat Drones are powered by soul energy, due to this they are able to operate anywhere life can exist.

Balil Infiltrator						**CR** 5
XP 1,600						
Lawful Evil			Medium Construct			
Init +2	**Senses**	Dark Vision 60 ft.; Low Light Vision; Perception +10				
DEFENSE						
AC 20	Touch 12	Flat-Footed 18	(+2 Dex, +8 Natural)			
HP 45	(6d10)	**WP** 40				
Fort +5	**Ref** +5	**Will** +5				
Defensive Abilities	**Hardness** 5; **SR** 11; **Immune** construct traits					
OFFENSE						
Speed 30 ft.						
Melee 2 Slam +10 (1d6+4) or Weapon						
Ranged Weapon +8						
Offensive Abilities Sneak Attack +3d6,						
STATISTICS						
Str 18	**Dex** 14	**Con** ---	**Int** 16	**Wis** 10	**Cha** 10	
Base Attack +6	**CMB** +10	**CMD** 22				
Feats	Alertness, Skill Focus (Perception), Skill Focus (Disguise)					
Skills	Bluff +5 , Disguise +5 , Escape Artist +8, Perception +10 , Sense Motive +7 ,Stealth +8					
Languages Any						
Special Qualities	Blend with Natives, Fortification (Civilian), Redundant Systems (Paramilitary), Secure Radio (5 Miles), Soul Cell					
FL 10	**ML** 10	**PL** 10	**S-** 10	**S+** 10	**TL** 10	
ECOLOGY						
Organization Solitary or Cell (2-6)						
Treasure Value NPC Gear (Based on disguise)						
SPECIAL ABILITIES						

Blend with Natives: A Balil Infiltrator is proficient in all weapons, armor, and shields. In addition, it can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice. When a Balil infiltrator is hidden as a local, it can assume the appearance of specific individuals. To detect the infiltrator when it is blending with the natives requires a Perception (DC-30) to detect that something is a little off.
Cannot be Reprogrammed: Balil constructs cannot be reprogrammed to go against their masters.
Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.
Fortification (Civilian): When a critical hit or sneak attack is scored on the robot, there is a 25% chance that the critical hit or sneak attack is negated and damage is against hit points instead of wounds.
Redundant Systems: Depending on the type the category of robot they will have additional wounds.
Soul Cells: The Sons of Balil use a unique technology to power their robots, soul energy. They drain this energy from living prisoners. With the soul cell charged on soul energy, the Sons of Balil produce robots that can operate in any realm that life can exist.

Balil Surveillance Drone						**CR** 2
XP 600						
Lawful Evil			Tiny Construct			
Init +6		**Senses**	Darkvision 120 ft.; Low-Light Vision; Perception +6			
DEFENSE						
AC	19 Touch	15	Flat-Footed	16	(+2 Dex, +1 Dodge, +4 Natural, +2 Size)	
HP 18 (3d10)		**WP** 12				
Fort +3		**Ref** +3		**Will** +1		
Defensive Abilities		**Hardness** 5; **SR** 10; Invisibility; **Immune** construct traits				
OFFENSE						
Speed Flying 50 ft. (Perfect)						
Melee Slam +5 (1d4 + Burn)						
Special Attack Burn (2d6, Reflex (DC-14, Half))						
STATISTICS						
Str 10	**Dex** 14	**Con** ---	**Int** 10	**Wis** 10	**Cha** 10	
Base Attack +3		**CMB** +1		**CMD** 13		
Feats Dodge, Improved Initiative						
Skills Perception +6, Stealth +8						
Languages Balil						
Special Qualities	Fortification (Civilian), Redundant Systems (Paramilitary), Secure Radio (5 Miles), Soul Cell, Temporary Incorporeal					
FL n/a	**ML** n/a	**PL** n/a	**S-** n/a	**S+** n/a	**TL** n/a	
ECOLOGY						
Organization Solitary, Pair, or Cell (2-5)						
SPECIAL ABILITIES						

Burn (Su): The Balil surveillance drone is protected in combat by a heat field. This field does 2d6 fire damage to anyone that touches it, Reflex (DC-14) for half damage

Cannot be Reprogrammed: Balil constructs cannot be reprogrammed to go against their masters.

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Fortification (Civilian): When a critical hit or sneak attack is scored on the robot, there is a 25% chance that the critical hit or sneak attack is negated and damage is against hit points instead of wounds.

Invisibility (Su): Balil surveillance drones are invisible and silent when not attacking. While invisible the surveillance drone gets a+2 bonus on attack rolls against sighted opponents, and ignores the opponent's Dexterity bonuses to AC. If attacked while invisible the surveillance drone gains the benefit of full concealment (50% miss chance).

Redundant Systems: Depending on the type the category of robot they will have additional wounds.

Soul Cells: The Sons of Balil use a unique technology to power their robots, soul energy. They drain this energy from living prisoners. With the soul cell charged on soul energy, the Sons of Balil produce robots that can operate in any realm that life can exist.

Temporary Incorporeal (SU): As a full round action a surveillance drone can make itself incorporeal for 1 minute (10 rounds). This ability may only be used once per hour.



Chaos Beast

Chaos beast can take on almost any physical form; the most common is that of an ever changing mass of tentacles and teeth. Their natural corporal instability grants them the ability to travel to other dimensions. This has greatly increased the numbers of these creatures being encountered. Chaos beasts do not speak.

For all its fearsome appearances, whether it has claws, fangs, pincers, tentacles, or spines, a chaos beast does little physical harm. Regardless of form, the creature seems unable to manage more than two attacks per round. Its continual transmutations prevent the coordination needed to do more.

ECOLOGY

Environment Any

Organization Solitary

Treasure Value Standard

SPECIAL ABILITIES

Corporeal Instability (Su): A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a Fortitude (DC-15) or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, they become a chaos beast.

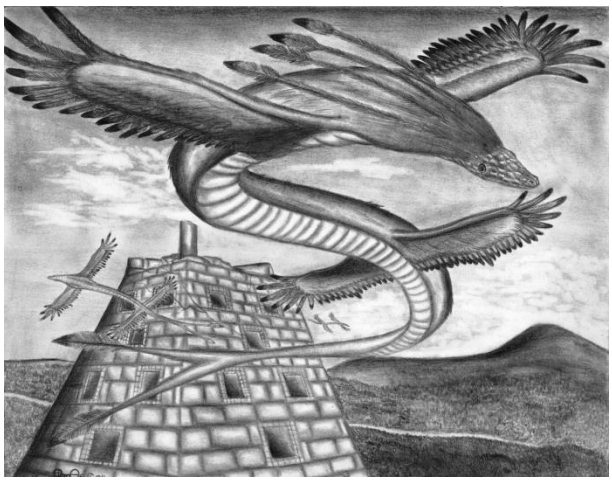
A victim can regain its own shape by taking a full round action to attempt a Will (DC-15) (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *restoration, heal,* or *greater restoration* spell removes the affliction (a separate *restoration* is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

Medium Chaos Beast											**CR** 7
XP 3,200											
Neutral Medium Outsider (Chaotic, Extraplanar)											
Init +5 **Senses** Darkvision 60 ft.; Perception +11											
DEFENSE											
AC 16 Touch 11 Flat-Footed 15 (+1 Dex, +5 Natural)											
HP 44 (8d8+8) **WP** 20											
Fort +7 **Ref** +7 **Will** +6											
Defensive Abilities Immunity to Critical Hits, Immunity to Transformation, Spell Resistance-15											
OFFENSE											
Speed 20 ft.											
Melee 2 Claws +10 (1d3+2 plus Corporeal Instability)											
STATISTICS											
Str 14	**Dex** 13	**Con** 13	**Int** 10	**Wis** 10	**Cha** 10						
Base Attack +8	**CMB** +10	**CMD** 21									
Feats Dodge, Improved Initiative, Mobility											
Skills Climb +13, Escape Artist +12, Perceptions +11, Stealth +12, Survival +2											
Special Qualities Corporeal Instability											
FL 1	**ML** 1	**PL** 1	**S-** 1	**S+** 1	**TL** 1						

Large Chaos Beast											**CR** 9
XP 6,400											
Neutral Large Outsider (Chaotic, Extraplanar)											
Init +5 **Senses** Darkvision 60 ft.; Perception +11											
DEFENSE											
AC 16 Touch 11 Flat-Footed 15 (+1 Dex, +6 Natural, -1 Size)											
HP 60 (8d10+8) **WP** 20											
Fort +8 **Ref** +7 **Will** +6											
Defensive Abilities Immunity to Critical Hits, Immunity to Transformation, Spell Resistance-15											
OFFENSE											
Speed 20 ft.											
Melee 2 Claws +11 (1d3+3 plus Corporeal Instability)											
Space 10 ft. **Reach** 10 ft.											
STATISTICS											
Str 16	**Dex** 13	**Con** 13	**Int** 10	**Wis** 10	**Cha** 10						
Base Attack +8	**CMB** +12	**CMD** 23									
Feats Dodge, Improved Initiative, Mobility											
Skills Climb +13, Escape Artist +12, Perceptions +11, Stealth +12, Survival +2											
Special Qualities Corporeal Instability											
FL 1	**ML** 1	**PL** 1	**S-** 1	**S+** 1	**TL** 1						



Couatl, Trans-Dimensional

Couatl are large colorful winged serpents, with large feathered wings. A couatl is about 12 feet long, with a wingspan of about 15 feet. It weighs about 1,800 pounds. The trans-dimensional couatl have adapted in several ways, such as gaining the Psychic hand ability. This allows them to use tools and weapons. This ability is in place of the Ethereal Jaunt that most couatls have.

The couatl have established a rather large interstellar empire. This empire is a bit xenophobic and only allows members of other races to travel along very specific routes in their empire.

A couatl uses its *detect thoughts* ability on any creature that arouses its suspicions. Since it is highly intelligent, a couatl usually casts spells from a distance before closing. Couatl will alternate their attacks between spell use and ranged

weapons. If more than one couatl is involved, they discuss their strategy before a battle.

Couatl, Trans-Dimensional						**CR** 11
XP 12,800						
Lawful Good			Large Outsider (Native)			
Init +7		**Senses**	Darkvision 60 ft.; Perception +16; Telepathy 90 ft.			
DEFENSE						
AC 25	Touch 12		Flat-Footed 22		(+3 Dex, +13 Natural, -1 Size)	
HP 58	(9d8+18)	**WP** 21				
Fort +8	**Ref** +9	**Will** +10				
OFFENSE						
Speed 20 ft.; fly 60 ft. (good)						
Melee Bite +19 (1d3+6 plus poison) or Constrict +19 (2d8+6) by weapon						
Ranged By weapon +18						
Space 10 ft.	**Reach** 10 ft.					
STATISTICS						
Str 18	**Dex** 16	**Con** 14	**Int** 17	**Wis** 19	**Cha** 17	
Base Attack +16	**CMB** +19	**CMD** 32				
Feats Dodge, Empower Spell, Eschew Materials, Hover, Improved Initiative						
Skills Diplomacy +17, Knowledge (Any Two) +15, Perception +16, Sense Motive +16, Spellcraft +15, Survival +4, Use Magic Device +15						
Languages Celestial, Common, Draconic, Trade, and also have the power of telepathy.						
Special Qualities Improved Grab, Poison, Psionics, Psychic Hand, Spells						
FL 8	**ML** 5	**PL** 10	**S-** 2	**S+** 2	**TL** 8	
ECOLOGY						
Environment Any						
Organization Solitary, Pair, or Flight (3-6)						
Treasure Value Standard						
SPECIAL ABILITIES						

Constrict (Ex): A couatl deals 2d8+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a couatl must hit a creature of up to two size categories larger with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 16, initial damage 2d4 STR, secondary damage 4d4 Str.

Psionics (Sp): At will—*detect chaos, detect evil, detect good, detect law, detect thoughts* (DC-15), *invisibility, plane shift* (DC-20), *polymorph* (self only). Effective caster level 9th. The save DCs are Charisma-based. These powers the same statistics as the arcane spell of the same name.

Spells: A couatl casts spells as a 9th-level sorcerer. It can choose its spells known from the sorcerer list, the cleric list, and from the lists for the Air, Good, and Law domains. The cleric spells and domain spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them. *Typical Spells Known* (6/7/7/7/4; save DC 19 + spell level): 0—*cure minor wounds, daze, disrupt undead, light, obscuring mist, ray of frost, read magic, resistance;* 1st—*endure elements, mage armor, protection from chaos, true strike, wind wall;* 2nd—*cure moderate wounds, eagle's splendor, scorching ray, silence;* 3rd—*gaseous form, magic circle against evil, summon monster III;* 4th—*charm monster, freedom of movement.*

Psychic Hand (Su): This ability allows a couatl to operate tools and weapons as if they had a real set of hands. A couatl can operate a pair of psychic hands for each point of Intelligence modifier, for the basic couatl this means that they can act as if they have three pairs of hands.

Telepathy (Su): A couatl can communicate telepathically with any creature within 90 feet that has an Intelligence score. The creature can respond to the couatl if it wishes—no common language is needed.

Gargoyle, Trans-Dimensional

Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving and use this disguise to surprise their foes. They require no food, water, or air, but often eat their fallen foes out of fondness for inflicting pain. The gargoyles have built a sizable interstellar nation. Most of their vessels rely on either projectile weapons or the gargoyle shock troopers. The gargoyles do not use aerospace fighters on their starships, in place of aerospace fighters they use gargoyles wearing powered assault armor; these suits have large amounts of extra power since environmental systems are not needed. A gargoyle's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Gargoyle, Trans-Dimensional						**CR** 5
XP 1,600						
Chaotic Neutral			Medium Monstrous Humanoid			
Init +2		**Senses**	Darkvision 60 ft.; Perception +4			
DEFENSE						
AC 18	Touch 12		Flat-Footed 16		(+2 Dex, +6 Natural)	
HP 37	(4d8+19)	**WP** 27				
Fort +5	**Ref** +6	**Will** +4				
Defensive Abilities **DR** 10/magic						
OFFENSE						
Speed 40 ft.; Fly 60 ft. (Average)						
Melee 2 Claws +6 (1d4+3) and bite +4 (1d6+4) or by weapon						
Ranged By weapon +6						
STATISTICS						
Str 15	**Dex** 14	**Con** 18	**Int** 10	**Wis** 11	**Cha** 7	
Base Attack +4	**CMB** +7	**CMD** 19				
Feats Multi-Attack, Improved Natural Armor (x2)						
Skills Perception +4, Stealth +7						

Languages Common, Terran, Trade
Special Qualities Freeze
FL 8 **ML** 3 **PL** 3 **S-** 2 **S+** 2 **TL** 9

ECOLOGY

Environment Any
Organization Solitary, Pair, or Wing (5–16)
Treasure Value Standard

SPECIAL ABILITIES

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a Perception (DC-20) check to notice the gargoyle is really alive.



Gargoyle Shock Trooper, Trans-Dimensional **CR** 6

XP 2,400
Chaotic Neutral Medium Monstrous Humanoid
Init +2 **Senses** Darkvision 100 ft.; Perception +4

DEFENSE

AC 26 Touch 12 Flat-Footed 24 (+8 Armor, +2 Dex, +6 Natural)
HP 37 (4d8+19) **WP** 27
Fort +5 **Ref** +6 **Will** +4
Defensive Abilities **DR** 10/magic, Hardness 10 (Armor), Force Field 50 pts. Regen 5 / round (Armor)

OFFENSE

Speed 15 ft.; Fly 120 ft. (Average)
Melee 2 Adamantine Claws +9 (5d6+6/19+)
Ranged 2 Laser Pistols +8 (3d6+1/19+) or Grenade Launcher +6 (by Grenade) or Micro Missile Launcher +6 (3d6, burst 10, Reflex-20)

STATISTICS

Str 15 (21) **Dex** 14 **Con** 18 **Int** 10 **Wis** 11 **Cha** 7
Base Attack +4 **CMB** +10 **CMD** 12
Feats Multi-Attack, Improved Natural Armor (x2)
Skills Perception +4, Stealth +7
Languages Common, Terran, Trade
Special Qualities Freeze
FL 8 **ML** 3 **PL** 3 **S-** 2 **S+** 2 **TL** 9

ECOLOGY

Environment Any
Organization Solitary, Pair, or Wing (5–16)
Treasure Value Standard

SPECIAL ABILITIES

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a Perception (DC-20) check to notice the gargoyle is really alive.

Gargoyle Shock Trooper Armor				
PL	**Hard**	**Armor Bonus**	**Max Dex**	**Armor Check**
9t	10	+8	+2	-4 (-20)

This battlesuit stands at around 8 feet tall and is normally painted to match the environment in which it will be fighting. While in operation the suit provides a force field that absorbs all damage up to 50 pts, the shield regenerates 5 points every round. In addition, the wearer's strength is increased by +6. The suit includes a jet pack that can be used to increase the gargoyle's flight speed by 200%. Built into the back of each hand is an independently powered laser pistol and built into the helmet is a micro missile launcher with a 20 round clip. Built into the back is a 40mm grenade launcher with 270 foot range and a 15-round clip. Additional equipment in this armor includes a 1,000-mile secure radio, mounting brackets for a plasma rifle or plasma assault rifle, a medi-kit, an energy cell storage rack mounted in the legs, which hold 10 large eCells. The suit is powered by 4 large eCells allowing the suit to operate for 400 hours.

Girallon, Trans-Dimensional

Girallons are magical four-armed, cousins of the gorilla. When moving on the ground, a girallon walks on its legs and lower arms. An adult girallon is about 8 feet tall, broad-chested, and covered in thick, pure white fur. It weighs about 800 pounds. The girallons have built a large interstellar empire that thrives on savagery and military prowess.

In combat a solitary girallon usually conceals itself with only its nose showing. When it spots or scents prey, it charges to the attack. A girallon picks up prey that is small enough to carry and withdraws, often vanishing into the trees before the victim's companions can do anything to retaliate. Against larger foes, a girallon seeks to tear a single opponent to bits as quickly as it can.

Girallon, Trans-Dimensional						**CR** 6
XP 2,400						
Neutral Good			Large Magical Beast			
Init +3		**Senses**	Darkvision 60ft; Low-Light Vision, Scent, Perception +6			
DEFENSE						
AC	16	Touch	12	Flat-Footed	15	(+3 Dex, +4 Natural, -1 Size)
HP 58		(7d10+20)	**WP** 21			
Fort +7		**Ref** +8		**Will** +5		
OFFENSE						
Speed	40 ft.; Climb 40 ft.					
Melee	4 Claws +13 (1d4+6 and Rend) and Bite +11 (1d8+6) or +13 by weapons (4 one-handed or 2 two-handed)					
Ranged	+10 by weapons (4 one-handed or 2 two-handed)					
Space	10 ft.	**Reach**	10 ft.			
STATISTICS						
Str 22	**Dex**	17	**Con**	14	**Int**	8 **Wis** 12 **Cha** 7
Base Attack +7		**CMB** +14		**CMD** 27		
Feats	Iron Will, Multi-Attack, Two-Weapon Fighting, Double Slice					
Skills	Climb +14, Perception +6, Stealth +8					
Languages	Common, Girallon, Trade					
Special Qualities	Rend					
FL 3	**ML**	3	**PL**	8	**S-** 2	**S+** 2 **TL** 7
ECOLOGY						
Environment	Warm Forest (Preferred) or Any					
Organization	Solitary or Company (5-8)					
Treasure Value	NPC Gear (Gargoyle Powered Assault Armor) + Standard					
SPECIAL ABILITIES						
Rend (Ex): A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+12 points of damage.						

Goblyn

A goblyn stands 3 to 3-1/2 feet tall and weighs 40 to 45 pounds. Its eyes are usually dull and glazed, varying in color from red to yellow. A goblyn's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblyns wear clothing of dark leather, tending toward drab, soiled-looking colors.

Goblyns are highly intelligent and live in a society that thrives on backstabbing and heavy-handed politics. The goblyns believed that they were the most powerful creatures in the universe until they met other races, at which point they found their diminutive size to be a hindrance. To compensate for this the goblyns started a genetics program to alter their own race. The result of these experiments is the hobgoblyn race.

Centuries of combat with bigger, stronger creatures have taught goblyns to exploit every advantage. The concept of a fair fight is meaningless in their society. They favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise.

Environment	Any
Organization	Gang (4–9), band (10–100 plus 100% noncombatants plus 1 sergeant per 20 adults and 1 leader of 4th–6th level), warband (10–24 with 2 hobgoblyn per goblyn), or tribe (40–400 plus 100% noncombatants plus 1 sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 40-400 hobgoblyn)

Goblyn, Warrior						**CR** 2/3
XP 270						
Neutral Evil			Small Humanoid (Goblinoid)			
Init +5		**Senses**	Darkvision 60 ft.; Perception +2			
DEFENSE						
AC	16	Touch	12	Flat-Footed	15	(+1 Dex, +1 Size, +3 Undercover Vest)
HP 5		(1d8+1)	**WP** 18			
Fort +3		**Ref** +1		**Will** -1		
OFFENSE						
Speed	30 ft.					
Melee	Energy Mace +1 (3d6/18+)					
Ranged	Bolt Pistol +3 (2d4/18+)					
STATISTICS						
Str 11	**Dex**	13	**Con**	12	**Int**	12 **Wis** 9 **Cha** 6
Base Attack +1		**CMB** +2		**CMD** 13		
Feats	Improved Initiative					
Skills	Ride +9, Perception +2, Stealth +9, Swim +4; **Racial Modifiers** +4 Ride, +4 Stealth					
Languages	Goblyn					
FL 6	**ML**	2	**PL**	2	**S-** 5	**S+** 1 **TL** 7
ECOLOGY						
Treasure Value	NPC Gear (Undercover Vest, Energy Mace w/h 5 small eCells, Bolt Pistol w/h 5 clips) + Standard					

Goblyn, Sergeant						**CR** 2
XP 600						
Neutral Evil			Small Humanoid (Goblinoid)			
Init +5		**Senses**	darkvision 60 ft.; Perception +3			
DEFENSE						
AC	20	Touch	12	Flat-Footed	19	(+1 Dex,+1 Natural, +1 Size, +6 Tactical Vest)
HP 16		(3d8+1)	**WP** 18			
Fort +3		**Ref** +1		**Will** +1		
OFFENSE						
Speed	30 ft.					
Melee	Energy Mace +2 (3d6/18+)					
Ranged	Neo-Tech Laser SMG +5 (3d4+1/19+)					
STATISTICS						
Str 11	**Dex**	13	**Con**	12	**Int**	12 **Wis** 9 **Cha** 6
Base Attack +2		**CMB** +3		**CMD** 14		
Feats	Improved Initiative					

Skills	Intimidate +3, Perception +3, Ride +9, Stealth +9, Swim +4; **Racial Modifiers** +4 Ride, +4 Stealth
Languages	Goblyn

FL 6	**ML** 2	**PL** 2	**S-** 5	**S+** 1	**TL** 7

ECOLOGY

Treasure Value	NPC Gear (Tactical Vest, Energy Mace, Neo-Tech Laser SMG, 10 small eCells) + Standard

Goblyn Characters

Goblyns are defined by their class levels—they do not possess racial Hit Dice. All goblyns have the following racial traits. Goblyn characters are considered Goblyn Warriors.

–2 Strength, +4 Dexterity, –2 Charisma: Goblyns are fast, but weak and unpleasant to be around.

Small: Goblyns are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Fast: Goblyns are fast for their size, and have a base speed of 30 feet.

Darkvision: Goblyns can see in the dark up to 60 feet.

Skilled: +4 racial bonus on Ride and Stealth checks.

Languages: Goblyns begin play speaking Goblyn. Goblyns with high Intelligence scores can choose any of these bonus languages: Balil, Common, Hobgoblin, or Trade.



Hobgoblyns

Hobgoblyns are larger cousins of goblyns. Hobgoblyns' hair color ranges from dark reddish-brown to dark gray. They have dark orange or red-orange skin. Large males have blue or red noses. Hobgoblyns' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-tinted leather. Their weaponry is kept polished and in good repair.

Hobgoblyns are genetically enhanced goblyns. In trade for an increase in size and strength, the hobgoblyns gave up some of their intelligence. Originally created to be the muscle for the goblyns many hobgoblyns have gone freelance, though most are still loyal to the goblyns.

Hobgoblyns have a strong grasp of strategy and tactics and are capable of carrying out sophisticated battle plans. Under the leadership of a skilled strategist or tactician, their discipline can prove a deciding factor.

Hobgoblyn, Warrior					**CR** 1
XP 400					
Lawful Evil		Medium Humanoid (Goblinoid)			
Init +1	**Senses** Darkvision 60 ft.; Perception+4				

DEFENSE

AC 15	Touch 11	Flat-Footed 14	(+1 Dex, +4 Concealable Vest)	
HP 7	(1d8+2)	**WP** 21		
Fort +4	**Ref** +1	**Will** -1		

OFFENSE

Speed	30 ft.
Melee	Longsword +2 (1d8+1/19+)
Ranged	AK-47 +2 (3d8/19+)

STATISTICS

Str 13	**Dex** 13	**Con** 14	**Int** 10	**Wis** 9	**Cha** 8
Base Attack +1		**CMB** +2		**CMD** 13	

Feats	Alertness
Skills	Perception +4, Sense Motive +2, Stealth +3
Languages	Goblyn
Special Qualities	Inbred Loyalty

FL 6	**ML** 2	**PL** 2	**S-** 2	**S+** 2	**TL** 4

ECOLOGY

Environment	Any
Organization	Gang (4–9), band (10–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (10–24), or tribe (30–300 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 4-15 Goblyn)
Treasure Value	NPC Gear (Concealable Vest, Longsword, AK-47 w/h 6 magazines) + Standard

SPECIAL ABILITIES

Inbred Loyalty (Su): Hobgoblyns are genetically engineered to be loyal to goblyns. For a hobgoblyn to act against the orders of a goblyn requires a Willpower (DC-15 + level/hit dice of goblyn + goblyn's Cha modifier)

Hobgoblyn Characters

Hobgoblyn are defined by their class levels – they do not posses racial Hit Dice. All hobgoblyns have the following racial traits.

+2 Dexterity, +2 Constitution: Hobgoblyns were engineered to be agile and hardy.

Darkvision: Hobgoblyns can see in the dark out to 60 feet.

Skilled: +4 racial bonus on Stealth checks.

Languages: Goblyn. Hobgoblyns with high intelligence scores can choose any of these bonus languages: Balil, Common, Draconic, Infernal, Giant, Ork, or Trade.

Hylathan Hunter

This is an example of the stereotypical hylathan hunter used for the hylathans hunted hindrance. One out of every five hylathan hunters will carry either an assortment of grenades or a heavy weapon of some kind. Hylathan Hunters will attempt to limit the combat to only their prey. If anyone else joins the combat they are considered fair targets for the hunt. This example of a hylathan hunter is a hobgoblyn mercenary.

Hylathan Hunters have a strong grasp of strategy and tactics and are capable of carrying out sophisticated battle plans. Under the leadership of a skilled strategist or tactician, their discipline can prove a deciding factor. These are not your standard hobgoblyns, these are highly trained professionals.

Hylathan Hunter (Hobgoblyn, Mercenary)						**CR** 3
XP	800			Hobgoblyn Warrior 4		
Lawful Evil				Medium Humanoid (Goblinoid)		
Init	+5	**Senses**		Darkvision 60 ft.; Perception+7		
DEFENSE						
AC	22	Touch	13	Flat-Footed	19	(+3 Dex, +9 Plastic Armor)
HP	31	(3d10+13)	**WP**	26		
Fort	+8	**Ref**	+4	**Will**	+1	
OFFENSE						
Speed	25 ft.					
Melee	Paralysis Rod +6 (Stun)					
Ranged	Manzala Arms Gauss SMG +9 (2d10/19+)					
STATISTICS						
Str	13	**Dex**	17	**Con**	17	**Int** 12 **Wis** 10 **Cha** 8
Base Attack	+5	**CMB**	+6	**CMD**	19	
Feats	Alertness, Improved Initiative, Burst Fire					
Skills	Intimidate +3, Perception +7, Sense Motive +4, Stealth +5					
Languages	Balil, Common, Goblyn, Hylathan, Trade					
Special Qualities	Inbred Loyalty					
FL 6	**ML** 2	**PL** 2	**S-** 2	**S+** 2	**TL** 7	
ECOLOGY						
Environment	Any					
Organization	Gang (4–9), band (10–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (10–24), or tribe (30–300 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 4-15 Goblyn)					
Treasure Value	NPC Gear (Plastic Armor, Paralysis Rod, Manzala Arms Gauss SMG w/h 10 magazines, 5 small eCells) + Standard					
SPECIAL ABILITIES						
Inbred Loyalty (Su): Hobgoblyns are genetically engineered to be loyal to goblyns. For a hobgoblyn to act against the orders of a goblyn requires a Willpower (DC-15 + level/hit dice of goblyn + goblyn's Cha modifier)						



Hydradjin

The Hydradjin are 10 foot long worm like creatures with four eyes, and eight tentacles extending from their heads. These tentacles function as both hands and natural weapons. They are coated with a paralytic poison. Hydradjin have evolved to the point of having a large interstellar nation. They are highly intelligent and rely heavily on technology. Their starships predominantly use weapons that disable the target allowing them to pick the target apart at the Hydradjin's leisure.

Hydradjin like to attack using well thought-out and coordinated plans. These plans tend toward disabling targets first and then destroying them. Individual Hydradjin will usually carry a combination of weapons to accomplish these plans. The compliment of weapons usually includes 8 pistols being a combination of stun ray pistols and laser pistols. For heavy combat a hydradjin will carry 4 laser rifles.

Hydradjin										**CR** 8
XP 4,800										
Neutral Good							Large Aberration			
Init +2			**Senses** Darkvision 60ft, Low Light Vision, Perception +11							
DEFENSE										
AC 23	Touch 12	Flat-Footed 20	(+3 Dex, +6 Natural, +5 Light Duty Vest, -1 Size)							
HP 48	(8d8+12)	**WP** 21								
Fort +4	**Ref** +5	**Will** +8								
OFFENSE										
Speed 30 ft., Climb 15 ft.										
Melee 8 Tentacles +10 melee touch (Paralysis) or Bite +10 (1d8+2) or +10 with weapon.										
Ranged 8 Hydradjin Laser Pistols +13 (3d6+1/19)										
Space 10 ft. **Reach** 10 ft.										
Special Attacks Paralysis										
STATISTICS										
Str 14	**Dex** 16	**Con** 14	**Int** 18	**Wis** 15	**Cha** 6					
Base Attack +8	**CMB** +11	**CMD** 24								
Feats Alertness, Combat Reflexes, Double Tap, Point Blank Shot										
Skills Astrogation +11, Climb +18, Computer + 11, Diplomacy +5, Perception +10, Pilot +11, Repair +11, Sensor Operations +12 **Racial Bonus** +8 Climb										
Languages Hydradjin, Trade										
Special Qualities Scent										
FL 5	**ML** 4	**PL** 4	**S-** 6	**S+** 6	**TL** 8					
ECOLOGY										
Environment Any										
Organization Solitary, Pair, or Cluster (3-6)										
Treasure Value NPC Gear (Light Duty Vest, 8 Hydradjinn Laser Pistols, 24 small eCells) + Standard										
SPECIAL ABILITIES										

Paralysis (Ex): Those hit by a hydradjin tentacle attack must succeed at a Fortitude (DC-20) save or be paralyzed for 2d8 rounds. This attack is done as a melee touch attack and has all the effects of a paralysis rod.

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Minotaur, Trans-Dimensional

Minotaurs are large humanoids with the head of a bull and the body of a man. Many are mistaken as bull totem Sons of Balil. Minotaurs tend to rely on brute strength over any other form of negotiation. A minotaur stands more than 7 feet tall and weighs about 700 pounds. Minotaurs are commonly used as mercenaries. Minotaurs prefer melee combat, where their great strength serves them well.



Minotaur, Trans-Dimensional										**CR** 5
XP 1,600										
Chaotic Evil							Large Monstrous Humanoid			
Init +0			**Senses** Darkvision 60 ft.; Scent; Perception+7							
DEFENSE										
AC 23	Touch 9	Flat-Footed (see natural cunning)	(+0 Dex, +9 Plastic Armor, +5 Natural)							
HP 52	(6d8+12)	**WP** 23								
Fort +6	**Ref** +5	**Will** +5								
Defensive Abilities Natural Cunning										
OFFENSE										
Speed 30 ft.										
Melee Large Energy Axe +9 (6d8+4/19+) or Gore +9 (1d8+4)										
Space 10 ft.		**Reach** 10 ft.								
STATISTICS										
Str 19	**Dex** 10	**Con** 15	**Int** 7	**Wis** 10	**Cha** 8					

Base Attack	+6		**CMB**	+10		**CMD**	20					
Feats	Cleave, Great Fortitude, Power Attack											
Skills	Intimidate +2, Perception +7											
Languages	Giant, Trade											
Special Qualities	Powerful Charge											
FL	3	**ML**	3	**PL**	3	**S-**	1	**S+**	1	**TL**	7	
ECOLOGY												
Environment	Underground											
Organization	Solitary, Pair or Gang (3-4)											
Treasure Value	NPC Gear (Minotaur Plastic Armor, Large Energy Axe, 10 small eCells) + Standard											
SPECIAL ABILITIES												

Powerful Charge (Ex): A Minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although Minotaurs are not especially intelligent; they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Ogre, Trans-Dimensional

Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing and equipment consists of poorly cared for items. Unlike their terrestrial cousins trans-dimensional ogres are capable of using some forms of technology; they just have a bad tendency of breaking it due to their size and strength.

Ogres favor overwhelming odds, sneak attacks, and ambushes over a fair fight. They are intelligent enough to fire ranged weapons first to soften up their foes before closing, but ogre gangs and bands fight as unorganized individuals.

Ogre, Trans-Dimensional							**CR** 4
XP	1,200						
Chaotic Evil			Large Humanoid (Giant)				
Init	-1	**Senses**	Darkvision 60 ft.; Low-Light Vision; Perception +2				
DEFENSE							
AC	23	Touch	8	Flat-Footed	23	(-1 Dex, +10 Forced Entry Unit, +5 Natural, -1 Size)	
HP	31	(4d8+13)	**WP** 23				
Fort	+6	**Ref**	+0	**Will**	+3		
OFFENSE							
Speed	30 ft. due to armor; Base 40 ft.						
Melee	Large Energy Mace +7 (5d8+7/18+)						
Ranged	Large Bolt Rifle +3 (4d8/18+)						
Space	10 ft.	**Reach**	10 ft.				
STATISTICS							

Str	21	**Dex**	8	**Con**	15	**Int**	6	**Wis**	10	**Cha**	7	
Base Attack	+3		**CMB**	+9		**CMD**	18					
Feats	Iron Will, Toughness											
Skills	Climb +9, Perception +2											
Languages	Giant, Trade											
FL	2	**ML**	2	**PL**	2	**S-**	2	**S+**	2	**TL**	7	
ECOLOGY												
Environment	Temperate or cold hills											
Organization	Solitary, Pair, Gang (3-4), or Band (5-8)											
Treasure Value	NPC Gear (Large Forced Entry Unit, Large Energy Mace, Large Bolt Rifle with 10 Magazines, 10 small eCells) + Standard											

Ogres Characters

Ogre characters possess the following racial traits.

+10 Strength, –2 Dexterity, +4 Constitution, –4 Intelligence, –4 Charisma.

Large Size: –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Stealth checks, +1 bonus on CMB and CMD, lifting and carrying limits double those of Medium characters.

Space/Reach: 10 feet/10 feet.

Speed: An ogre's base land speed is 40 feet.

Darkvision: Ogres can see in the dark out to 60 feet.

Racial Hit Dice: An ogre begins with four levels of monstrous humanoid, which provide 3d10 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +3, Ref +3, and Will +1.

Racial Skills: An ogre's monstrous humanoid levels give it skill points equal to 3 x (4 + Int modifier, minimum 1).

Racial Feats: An ogre's monstrous humanoid levels give it two feats.

Weapon and Armor Proficiency: An ogre is automatically proficient with simple weapons, martial weapons, light and medium armor, and shields.

Natural Armor: +5 natural armor bonus.

Automatic Languages: Common, Giant. If an ogre as a high enough intelligence they may choose from the following bonus languages: Dwarven, Orc, Ork, Goblyn, Terran or Trade.

Ogre Mage, Trans-Dimensional

The ogre mage is a more intelligent and dangerous variety of its mundane cousin. Normally equipped with plastic armor, a Vibro Greatsword, and a laser longbow they are a threat to even the heartiest of adventurers.

An ogre mage stands about 10 feet tall and weighs up to 700 pounds. Its skin varies in color from light green to light blue, and its hair is black or very dark brown. Ogre mages favor loose, comfortable clothing and lightweight armor.

Ogre Mage, Trans-Dimensional								**CR** 9
XP	6,400							
Lawful Evil				Large Outsider (Giant, Native, Shapechanger)				
Init	+7		**Senses**	Darkvision 60 ft., Low-Light Vision; Perception +13				
DEFENSE								
AC	26	Touch	12	Flat-Footed	23	(+9 Plastic Armor, +3 Dex, +5 Natural, -1 Size)		
HP	92 (8d10+48)		**WP**	35	Regeneration 5 (fire or acid)			
Fort	+12	**Ref**	+5	**Will**	+10			
Defensive Abilities			**SR**	19				
OFFENSE								
Speed	40 ft., fly 60 ft. (good)							
Melee	Large Vibro Greatsword +15/+10 (4d8+10/17+)							
Ranged	Large Laser Longbow +11 (2d12/19+)							
Space	10 ft.		**Reach**	10 ft.				
Spell-Like Abilities (CL 9th)	**Constant**—fly **At will**—darkness, invisibility **1/day**—charm monster (DC-17), cone of cold (DC-18), gaseous form, deeper slumber (DC-16)							
STATISTICS								
Str	24	**Dex**	17	**Con**	23	**Int**	14	**Wis** 14 **Cha** 17
Base Attack	+8		**CMB**	+16		**CMD**	29	
Feats	Agile Riposte, Combat Reflexes, Dodge, Improved Initiative							
Skills	Bluff +14, Disguise +14, Fly +5, Intimidate +14, Knowledge (arcana) +13, Perception +13, Sense Motive +13, Spellcraft +13, Use Magic Device +14							
Languages	Common, Giant, Trade							
Special Qualities	Change Shape (Small, Medium, or Large humanoid; alter self or giant form I), Flight							
FL	2	**ML**	9	**PL**	3	**S-**	1	**S+** 1 **TL** 9
ECOLOGY								
Environment	Cold Hills							
Organization	Solitary, Pairs, or Troupe (1-2 plus 2-4 ogres)							
Treasure Value	NPC Gear (Large Plastic Armor, Large Vibro Greatsword, Large Laser Longbow, 15 small eCells) + Double							
SPECIAL ABILITIES								

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Ogre Mage Characters

Ogre mage characters possess the following racial traits.

+10 Strength, +6 Constitution, +4 Intelligence, +4 Wisdom, +6 Charisma.

Large size: –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +1 bonus to CMB/CMD, lifting and carrying limits double those of Medium characters.

Space/Reach: 10 feet/10 feet.

Speed: An ogre mage's base land speed is 40 feet. It also has a fly speed of 60 feet (good).

Darkvision: Ogre mages can see in the dark up to 60 feet.

Racial Hit Dice: An ogre mage begins with five levels of outsider, which provide 5d8 Hit Dice, a base attack bonus of +5, and base saving throw bonuses of Fort +4, Ref +4, and Will +1.

Racial Skills: An ogre mage's outsider levels give it skill points equal to 5 x (6 + Int modifier [minimum 1]).

Racial Feats: An ogre mage's outsider levels give it three feats.

Natural Armor: +5 natural armor bonus.

Special Attacks (see above): Spell-like abilities.

Special Qualities (see above): Regeneration 5, spell resistance 19.

Automatic Languages: Common, Giant.

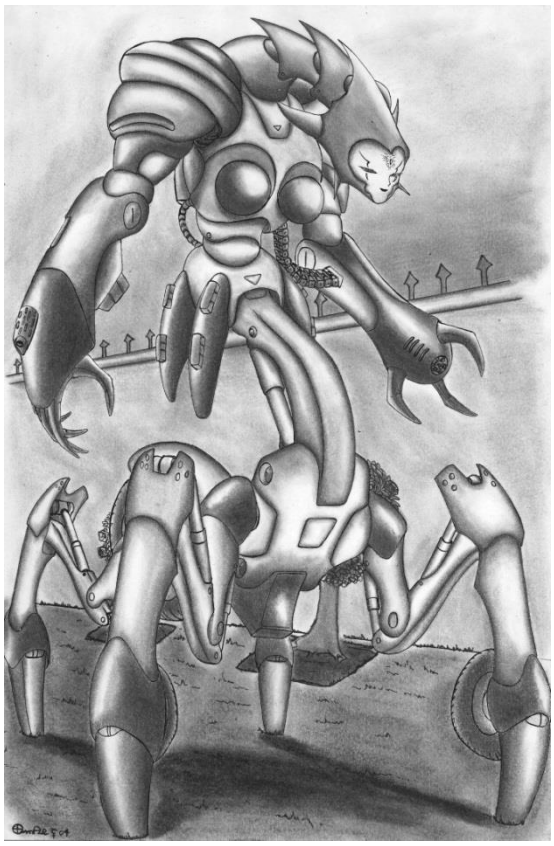
Bonus Languages: Dwarven, Goblyn, Infernal, Ork, Trade.

Robots

Free roaming robots exist in societies of Technology Level 5 or higher. No effort is made to hide the fact that they are mechanical in nature. Robots are possible at earlier Technology levels but they are extremely limited in functionality tending toward being very large and being restricted to a single location. For example, at Technology Level 4 factory robots exist for building things such as vehicles but these robots can only perform the functions they are programmed for and are unable to leave the factory.

Some robots are built to serve their masters, while others are sold to interested buyers looking for loyal servants. As utilities, their usefulness is boundless, and most armature robots are content to perform their assigned duties without question. Robots are primarily used in roles where they do not have to pass as a living beings such as security guards, couriers, gardeners, expendable soldiers, and technicians.

Very few robots break their programming and become free thinking entities, but it is known to happen from time to time. Robots are so common in Technology Level 6 and higher that most of the time people just consider them part of the scenery.



Civilian Security Robot, Mark I	**CR** 4
XP 1,200	
Neutral	Medium Construct
Init +3 **Senses**	Darkvision 60 ft., Low-Light Vision; Perception +5
DEFENSE	
AC 20 Touch 12 Flat-Footed 18	(+2 Dex, +8 Natural)
HP 35 (5d10+5) **WP** 24	
Fort +3 **Ref** +5 **Will** +3	
Defensive Abilities	**Hardness** 3; **SR** 12;**Immune** construct traits
OFFENSE	
Speed 40 ft.	
Melee 2 Paralysis Rods +9/+9 (Special)	
Ranged Stun Ray Rifle +7 (Special)	
STATISTICS	
Str 18 **Dex** 14 **Con** --- **Int** 10 **Wis** 10 **Cha** 10	
Base Attack +5 **CMB** +9 **CMD** 21	
Feats Alertness, Toughness, Two-Weapon Fighting	
Skills	Perception +8, Sense Motive +5, Trade(Law Enforcement) +3
Languages	Any programmed language
Special Qualities	Fortification (Civilian), Redundant Systems (Civilian), Secure Radio (1 Mile)
FL n/a **ML** n/a **PL** n/a **S-** n/a **S+** n/a **TL** n/a	
ECOLOGY	
Endurance	500 hours
Environment	Any that supports Technology Level - 6 or greater.
Organization	Any
Treasure Value	None
SPECIAL ABILITIES	

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Fortification (Civilian): When a critical hit or sneak attack is scored on the robot, there is a 25% chance that the critical hit or sneak attack is negated and damage is against hit points instead of wounds.

Redundant Systems: Depending on the type the category of robot they will have additional wounds.

Civilian security robots are programmed to use only non-lethal attacks, as such will stop attacking any target that appears to be incapacitated or is complying with their orders.

Civilian security robots are wheeled humanoid robots. The security bot uses a trinary wheel system that allows it to travel over difficult terrain. Civilian security robots have two arms and are equipped with a built-in stun ray rifle, 2 paralysis rods, and a squad car kit.

Construction

Construction of a Mark I Civilian Security robot requires both a Craft (Mechanical) and a craft (Electronics) check at DC-28, the construction time is 750 hours. The programming of the Mark I Civilian Security Robot requires a Computer (DC-27) and 200 hr. The cost of constructing the robot is ¼ the purchase price.



Companion Robot					**CR** 2
XP 600					
Neutral			Small Construct		
Init +1	**Senses** Low-Light Vision; Perception +				
DEFENSE					
AC	14	Touch 12	Flat-Footed	12	(+1 Dex, +2 Natural, +1 Size)
HP	18	(3d10)	**WP** 9		
Fort +1	**Ref** +2	**Will** +1			
Defensive Abilities	**Hardness** 3; **SR** 10; **Immune** construct traits				
OFFENSE					
Speed	30 ft. (biped) or 40 ft. (quadruped) or 20 ft. (treads) or 50 ft. (wheels)				
Melee	2 Slam +2 (1d4+2)				
STATISTICS					
Str 10	**Dex** 12	**Con** ---	**Int** 10	**Wis** 10	**Cha** 10
Base Attack +2	**CMB** +1	**CMD** 12			
Feats	One chosen by owner.				
Skills	Repair +3, Two chosen by owner at +3 ranks.				
Languages	Three chosen by owner				
Special Qualities	Fortification (Civilian), Laws of Robotics, Redundant Systems (Civilian)				
FL n/a	**ML** n/a	**PL** n/a	**S-** n/a	**S+** n/a	**TL** n/a
ECOLOGY					
Endurance	500 hours				
Environment	Any that supports Technology Level - 6 or greater.				
Organization	Solitary, Pair or Gang (2-10)				
Treasure Value	None				
SPECIAL ABILITIES					

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Fortification (Civilian): When a critical hit or sneak attack is scored on the robot, there is a 25% chance that the critical hit or sneak attack is negated and damage is against hit points instead of wounds.

Laws of Robotics: Companion robots are specifically programmed not to harm sentient beings. Without major reprogramming a companion robot cannot instigate combat with a sentient being. In addition, the companion robot will not attack any sentient being that is not attempting to harm it and will stop attacking if they stop attacking it. To change this programming requires 100 hours and three Computer (DC-30) checks.

Redundant Systems: Depending on the type the category of robot they will have additional wounds.

Companion units are designed to be a personal servants and can have almost any form of movement. Companion robots will accept any orders from their owner except to injure a sentient being. A companion unit would require having a large chunk of its programming changed for it to be able to do that. The most common form for a companion unit is a 3 foot tall metallic biped.

Construction

Construction of a companion robot requires both a Craft (Mechanical) and a craft (Electronics) check at DC-25, the construction time is 500 hours. The programming of a companion robot requires a Computer (DC-25) and 100 hr. The cost of constructing the robot is ¼ the purchase price.

Robot, Engineering					**CR** 4
XP 1,200					
Neutral			Large Construct		
Init +2	**Senses** Low-Light Vision, Tremor Sense 30 ft. ; Perception +0				
DEFENSE					
AC	19	Touch 12	Flat-Footed	17	(+2 Dex, +8 Natural, -1 Size)
HP	35	(5d10)	**WP** 20		
Fort +4	**Ref** +3	**Will** +1			
Defensive Abilities	**Hardness** 5; **SR** 10; **Immune** construct traits				
OFFENSE					
Speed	40 ft.				
Melee	2 Slams +9 (1d8+7) or Large Metal Object +9 (2d8+11)				
Space	10 ft.	**Reach**	10 ft.		
STATISTICS					
Str 24	**Dex** 14	**Con** ---	**Int** 10	**Wis** 10	**Cha** 10
Base Attack +3	**CMB** +11	**CMD** 23			
Feats	Gearhead, Skill Focus (Repair), Spacer				

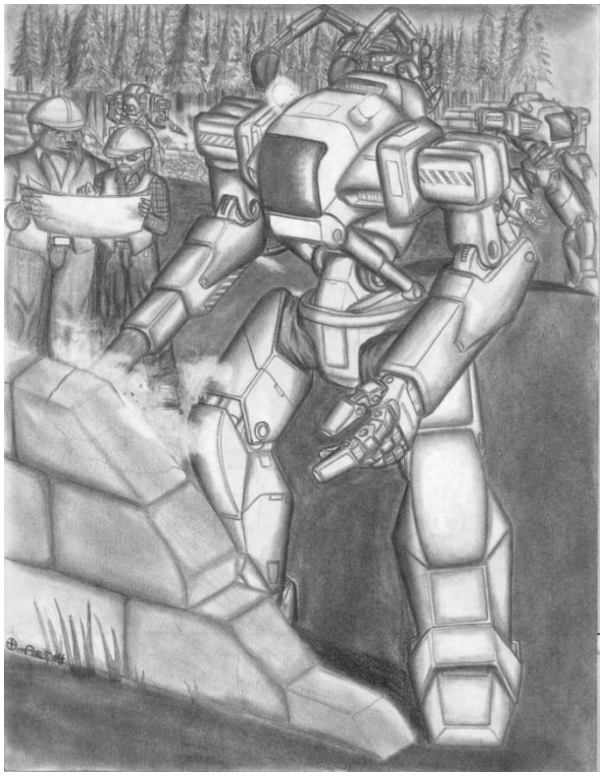
Skills	Computer +9, Repair +10
Languages	Common, Techno Jargon
Special Qualities	Fortification (Paramilitary), Redundant Systems (Paramilitary), Secure Radio (1-mile)
FL n/a **ML** n/a **PL** n/a **S-** n/a **S+** n/a **TL** n/a	
ECOLOGY	
Endurance	1,500 hours
Environment	Any that supports Technology Level - 6 or greater.
Organization	Solitary, Pair or Gang (2-10)
Treasure Value	None
SPECIAL ABILITIES	

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Fortification (Paramilitary): When a critical hit or sneak attack is scored on the robot, there is a 50% chance that the critical hit or sneak attack is negated and damage is against hit points instead of wounds.

Redundant Systems: Depending on the type the category of robot they will have additional wounds.

This bipedal heavy-duty robot is designed to work on starships or on construction sites. The hands on the unit can be replaced with a variety of tools or they can use the same tools the rest of the crew uses. When not in use, the robot can collapse down to a small cube for ease of storage. Engineering robots are not built for combat, but when pressed to do so they will either attack with their heavy lifting arms or will use a handy heavy object.



Construction

Construction of an engineering robot requires both a Craft (Mechanical) and a craft (Electronics) check at DC-28, the construction time is 750 hours. The programming of an engineering robot requires a Computer (DC-30) and 200 hr. The cost of constructing the robot is ¼ the purchase price.

General Maintenance Robot						**CR** 1
XP 400						
Neutral			Medium Construct			
Init +1		**Senses** darkvision 30 ft., low-light vision; Perception +1				
DEFENSE						
AC 15	Touch 11	Flat-Footed 14	(+1 Dex, +4 Natural)			
HP 15	(2d10)	**WP** 4				
Fort +2	**Ref** +2	**Will** +2				
Defensive Abilities	**Hardness** 3; **SR** 10; **Immune** construct traits					
OFFENSE						
Speed 50 ft.						
Melee +2 Punch (1d4)						
STATISTICS						
Str 10	**Dex** 12	**Con** ---	**Int** 10	**Wis** 10	**Cha** 10	
Base Attack +2	**CMB** +2	**CMD** 13				
Languages Any programmed						
Special Qualities	Fortification (Civilian), Radio (1 Mile), Redundant Systems (Civilian)					
FL n/a **ML** n/a **PL** n/a **S-** n/a **S+** n/a **TL** n/a						
ECOLOGY						
Power Source	500 Hours					
Environment	Any that supports Technology Level - 6 or greater.					
Organization	Any					
Treasure Value	None					
SPECIAL ABILITIES						

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Fortification (Civilian): When a critical hit or sneak attack is scored on the robot, there is a 25% chance that the critical hit or sneak attack is negated and damage is against hit points instead of wounds.

Redundant Systems: Depending on the type the category of robot they will have additional wounds.

General Maintenance Robots are designed to do menial labor such as mopping floors, dusting etc. They are not programmed for combat, but will attempt to defend themselves if attacked. The normal response for a General Maintenance Robot when attacked is to radio for help and fight defensively.

General Maintenance Robots appear as a humanoid torso attached to a 3' by 3' platform with multiple wheels on each side. They are normally equipped with items for doing their jobs such as mops and brooms.

Construction
Construction of a general maintenance robot requires both a Craft (Mechanical) and a craft (Electronics) check at DC-22, the construction time is 500 hours. The programming of the general maintenance robot requires a Computer (DC-25) and 100 hr. The cost of constructing the robot is ¼ the purchase price.

Robots, Generic

These are the basic off the shelf models of robots. They are also the template used by Techno-Mages to create robots. They normally appear in one of six sizes Diminutive, Tiny, Small, Medium, Large and Huge. Unless programmed otherwise generic robots will only act in self defense.

Organization Any
Treasure Value None

Robot, Generic, Diminutive **CR** ½
XP 200
Neutral Diminutive Construct
Init +3 **Senses** Low-Light Vision; Perception +0

DEFENSE

AC 19 Touch 17 Flat-Footed 16 (+3 Dex, +2 Natural, +4 Size)
HP 6 (1d10) **WP** 3
Fort +1 **Ref** +4 **Will** +0
Defensive Abilities **Hardness** 3; **SR** 10; **Immune** construct traits

OFFENSE

Speed 10 ft. (treads) or 15 ft. (bipedal) or 20 ft. (quadruped) or 25 ft. (wheels)
Melee 2 Claws +1 (1d2)

STATISTICS

Str 3 **Dex** 16 **Con** --- **Int** 8 **Wis** 8 **Cha** 8
Base Attack +1 **CMB** -7 **CMD** 6
Feats One selected by Creator.
Skills 2 Skill Ranks selected by Creator.
Languages One Selected by Creator.
Special Qualities Fortification (Civilian), Redundant Systems (Civilian)
FL n/a **ML** n/a **PL** n/a **S-** n/a **S+** n/a **TL** n/a

ECOLOGY

Endurance 500 Hours
Environment Any that supports Technology Level - 5 or greater.

SPECIAL ABILITIES

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.
Fortification (Civilian): When a critical hit or sneak attack is scored on the robot, there is a 25% chance that the critical hit or sneak attack is negated and damage is against hit points instead of wounds.
Redundant Systems: Depending on the type the category of robot they will have additional wounds.

Robot, Generic, Tiny **CR** 1
XP 400
Neutral Tiny Construct
Init +2 **Senses** Low-Light Vision; Perception +0

DEFENSE

AC 17 Touch 15 Flat-Footed 15 (+2 Dex, +2 Natural, +3 Size)
HP 12 (2d10) **WP** 6
Fort +2 **Ref** +4 **Will** +1
Defensive Abilities **Hardness** 3; **SR** 10; **Immune** construct traits

OFFENSE

Speed 20 ft. (treads) or 30 ft. (bipedal) or 40 ft. (quadruped) or 50 ft. (wheels)
Melee 2 Claws +1 (1d3)

STATISTICS

Str 5 **Dex** 14 **Con** --- **Int** 8 **Wis** 8 **Cha** 8
Base Attack +1 **CMB** -5 **CMD** 7
Feats One selected by Creator.
Skills 4 Skill Ranks selected by Creator.
Languages One Selected by Creator.
Special Qualities Fortification (Civilian), Redundant Systems (Civilian)
FL n/a **ML** n/a **PL** n/a **S-** n/a **S+** n/a **TL** n/a

ECOLOGY

Endurance 500 Hours
Environment Any that supports Technology Level - 5 or greater.

SPECIAL ABILITIES

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at

risk of death from massive damage.
Fortification (Civilian): When a critical hit or sneak attack is scored on the robot, there is a 25% chance that the critical hit or sneak attack is negated and damage is against hit points instead of wounds.
Redundant Systems: Depending on the type the category of robot they will have additional wounds.

Robot, Generic, Small **CR** 2

XP 600

Neutral Small Construct

Init +1 **Senses** Low-Light Vision; Perception +0

DEFENSE

AC 15 Touch 13 Flat-Footed 14 (+1 Dex, +2 Natural, +2 Size)
HP 18 (3d10) **WP** 9
Fort +2 **Ref** +4 **Will** +1
Defensive Abilities **Hardness** 3; **SR** 10; **Immune** construct traits

OFFENSE

Speed 20 ft. (treads) or 30 ft. (bipedal) or 40 ft. (quadruped) or 50 ft. (wheels)
Melee 2 Claws +3 (1d4+1)

STATISTICS

Str 8 **Dex** 12 **Con** --- **Int** 8 **Wis** 8 **Cha** 8
Base Attack +2 **CMB** -1 **CMD** 10
Feats Two selected by Creator.
Skills 6 Skill Ranks selected by Creator.
Languages One Selected by Creator.
Special Qualities Fortification (Civilian), Redundant Systems (Civilian)
FL n/a **ML** n/a **PL** n/a **S-** n/a **S+** n/a **TL** n/a

ECOLOGY

Endurance 500 Hours
Environment Any that supports Technology Level - 5 or greater.

SPECIAL ABILITIES

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.
Fortification (Civilian): When a critical hit or sneak attack is scored on the robot, there is a 25% chance that the critical hit or sneak attack is negated and damage is against hit points instead of wounds.
Redundant Systems: Depending on the type the category of robot they will have additional wounds.

Robot, Generic, Medium **CR** 3

XP 800

Neutral Medium Construct

Init +1 **Senses** Low-Light Vision; Perception +0

DEFENSE

AC 13 Touch 11 Flat-Footed 12 (+1 Dex, +2 Natural)
HP 24 (4d10) **WP** 12
Fort +3 **Ref** +3 **Will** +2
Defensive Abilities **Hardness** 3; **SR** 10; **Immune** construct traits

OFFENSE

Speed 20 ft. (treads) or 30 ft. (bipedal) or 40 ft. (quadruped) or 50 ft. (wheels)
Melee 2 Claws +6 (1d6+3)

STATISTICS

Str 16 **Dex** 12 **Con** --- **Int** 8 **Wis** 8 **Cha** 8
Base Attack +3 **CMB** +6 **CMD** 17
Feats Two selected by Creator.
Skills 8 Skill Ranks selected by Creator.
Languages One Selected by Creator.
Special Qualities Fortification (Civilian), Redundant Systems (Civilian)
FL n/a **ML** n/a **PL** n/a **S-** n/a **S+** n/a **TL** n/a

ECOLOGY

Endurance 500 Hours
Environment Any that supports Technology Level - 6 or greater.

SPECIAL ABILITIES

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.
Fortification (Civilian): When a critical hit or sneak attack is scored on the robot, there is a 25% chance that the critical hit or sneak attack is negated and damage is against hit points instead of wounds.
Redundant Systems: Depending on the type the category of robot they will have additional wounds.

Robot, Generic, Large					**CR** 4
XP 1,200					
Neutral			Large Construct		
Init +0		**Senses**	Low-Light Vision; Perception +0		
DEFENSE					
AC	13	Touch 9	Flat-Footed	13	(+0 Dex, +4 Natural, -1 Size)
HP	30	(5d10)	**WP** 15		
Fort +3	**Ref** +2	**Will** +2			
Defensive Abilities	**Hardness** 3; **SR** 10; **Immune** construct traits				
OFFENSE					
Speed	20 ft. (treads) or 30 ft. (bipedal) or 40 ft. (quadruped) or 50 ft. (wheels)				
Melee	2 Claws +9 (1d8+7)				
Space	10 ft. **Reach** 10 ft.				
STATISTICS					
Str 24	**Dex** 10	**Con** ---	**Int** 8	**Wis** 8	**Cha** 8
Base Attack +3	**CMB** +9	**CMD** 19			
Feats	Three selected by Creator.				
Skills	10 Skill Ranks selected by Creator.				
Languages	One Selected by Creator.				
Special Qualities	Fortification (Civilian), Redundant Systems (Civilian)				
FL n/a	**ML** n/a	**PL** n/a	**S-** n/a	**S+** n/a	**TL** n/a
ECOLOGY					
Endurance	500 Hours				
Environment	Any that supports Technology Level - 7 or greater.				
SPECIAL ABILITIES					
Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage. **Fortification (Civilian):** When a critical hit or sneak attack is scored on the robot, there is a 25% chance that the critical hit or sneak attack is negated and damage is against hit points instead of wounds. **Redundant Systems:** Depending on the type the category of robot they will have additional wounds.					

Robot, Generic, Huge					**CR** 5
XP 1,600					
Neutral			Large Construct		
Init +0		**Senses**	Low-Light Vision; Perception +0		
DEFENSE					
AC	15	Touch 8	Flat-Footed	15	(+0 Dex, +7 Natural, -2 Size)
HP	30	(6d10)	**WP** 15		
Fort +4	**Ref** +4	**Will** +3			
Defensive Abilities	**Hardness** 3; **SR** 10; **Immune** construct traits				
OFFENSE					
Speed	20 ft. (treads) or 30 ft. (bipedal) or 40 ft. (quadruped) or 50 ft. (wheels)				
Melee	2 Claws +15 (2d6+11)				
Space	15 ft. **Reach** 15 ft.				
STATISTICS					
Str 32	**Dex** 10	**Con** ---	**Int** 8	**Wis** 8	**Cha** 8
Base Attack +4	**CMB** +17	**CMD** 27			
Feats	Three selected by Creator.				
Skills	12 Skill Ranks selected by Creator.				
Languages	One Selected by Creator.				
Special Qualities	Fortification (Civilian), Redundant Systems (Civilian)				
FL n/a	**ML** n/a	**PL** n/a	**S-** n/a	**S+** n/a	**TL** n/a
ECOLOGY					
Endurance	500 Hours				
Environment	Any that supports Technology Level - 8 or greater.				
SPECIAL ABILITIES					
Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage. **Fortification (Civilian):** When a critical hit or sneak attack is scored on the robot, there is a 25% chance that the critical hit or sneak attack is negated and damage is against hit points instead of wounds. **Redundant Systems:** Depending on the type the category of robot they will have additional wounds.					

Robot, Military Security					**CR** 5
XP 1,600					
Neutral			Medium Construct		
Init +6		**Senses**	Darkvision 120 ft.; Low-Light Vision; Perception +6		
DEFENSE					
AC	21	Touch 12	Flat-Footed	19	(+2 Dex, +9 Natural)
HP	60	(6d12+18)	**WP** 30		
Fort +4	**Ref** +6	**Will** +4			
Defensive Abilities	**Hardness** 8; **SR** 11; **Immune** construct traits				
OFFENSE					
Speed	40 ft.(Wheeled), Flight 10 ft. (perfect)				
Melee	2 Vibro Blades +10 (2d10+4/17+)				
Ranged	2 Laser Rifles +10 (2d12/19+) or Stunray Pistol +8 (Daze, Fort (DC-20)) or Grenade Launcher +8 (Grenade)				
STATISTICS					



Str	18	**Dex**	14	**Con**	---	**Int**	10	**Wis**	10	**Cha**	10
Base Attack	+6	**CMB**	+10	**CMD**	21						
Feats	Alertness, Gearhead, Improved Initiative										
Skills	Computer +2, Perception +6, Profession (Law Enforcement) +4, Repair +6, Sense Motive +2										
Languages	Common										
Special Qualities	Fortification (Paramilitary), Redundant Systems (Military), Secure Radio (5 Miles), Trinary Wheel System										
FL	n/a	**ML**	n/a	**PL**	n/a	**S-**	n/a	**S+**	n/a	**TL**	n/a

ECOLOGY

Endurance	1,000 Hours.
Environment	Any that supports Technology Level - 7 or greater.
Organization	Solitary, Pairs, or Patrols (3-5)
Treasure Value	None

SPECIAL ABILITIES

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Fortification (Paramilitary): When a critical hit or sneak attack is scored on the robot, there is a 50% chance that the critical hit or sneak attack is negated and damage is against hit points instead of wounds.

Redundant Systems: Depending on the type the category of robot they will have additional wounds.

Trinary Wheel System: The trinary wheel system is a set of three tires two of which are always on the ground with the third above them. When the system hits an obstacle the entire group of tires rotates over the object allowing the robot to continue unobstructed. A robot with a trinary wheel system is unaffected by difficult terrain or by obstacles that are 3 ft. tall or less.

Military security robots are the heavier version of the civilian security robot. It has an anti-gravity thruster added to allow it to rapidly transverse difficult terrain. Military security robots are armed with 2 laser rifles, a stun ray pistol, and a shoulder mounted grenade launcher. In addition to the arsenal of range weapons, the military security bot is also armed with vibro blades mounted in each arm. The grenade launcher is normally loaded with 2 fragmentation grenades, 1 white phosphorus grenade, 3 sleep gas grenades, and 4 stun grenades. Military security robots may use lethal force.

Construction

Construction of a military security robot requires both a Craft (Mechanical) and a craft (Electronics) check at DC-30, the construction time is 1,000 hours. The programming of a military security robot requires a Computer (DC-30) and 200 hours. The cost of constructing the robot is ¼ the purchase price.

Robot, Warbot						**CR** 20
XP	307,200					
	Neutral			Gargantuan Construct		
Init	+5	**Senses**	Darkvision 250 ft.; Low-Light Vision; Radar 20 miles; Perception +10			

DEFENSE

AC	33	Touch	7	Flat-Footed	32	(+1 Dex, +26 Natural, -4 Size)
HP	300	(31d12+80)		**WP**	165	
Fort	+15	**Ref**	+15	**Will**	+16	
Defensive Abilities	**Force Field** 100 pts; **Hardness** 15; **SR** 36; **Immune** construct traits					

OFFENSE

Speed	Flight 60 ft. (perfect)
Ranged	6 Weapons Systems or Alpha Strike
Offensive Abilities	Alpha Strike

STATISTICS

Str	36	**Dex**	13	**Con**	---	**Int**	10	**Wis**	13	**Cha**	10
Base Attack	+31	**CMB**	+35	**CMD**	45						
Feats	Alertness, Blind-Fight, Burst Fire, Deadly Aim, Dodge, Far Shot, Gearhead, Improved Initiative, Point-Blank Shot, Mobility, Shot on the run, Skill Focus (Perception), Skill Focus (Sensor Operations), Strafe										
Skills	Computer +7 , Fly +6 , Navigation +5 , Perception +10 , Repair +8, Sensor Operations +8										
Languages	Common										
Special Qualities	Fortification (Military), Redundant Systems (Military), Secure Radio (200 Miles)										
FL	n/a	**ML**	n/a	**PL**	n/a	**S-**	n/a	**S+**	n/a	**TL**	n/a

ECOLOGY	
Endurance	17,520 hours.
Environment	Any that supports Technology Level - 9 or greater.
Organization	Solitary or Pairs
Treasure Value	None

SPECIAL ABILITIES

Alpha Strike: Once every three rounds a warbot can select a single target to vent its weapons on. The warbot fires every weapon it has at the target. Each attack is rolled separately at an attack bonus of +31. During the round in which this ability is used the warbot is immobile and the warbot suffers a -4 penalty to armor class.

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Force Field: Warbots have a 100 point force field that regenerates at the rate of 10 points per round. The warbot does not take any damage until the force field is depleted.

Fortification (Military): When a critical hit or sneak attack is scored on the robot, there is a 75% chance that the critical hit or sneak attack is negated and damage is against hit points instead of wounds.

Redundant Systems: Depending on the type the category of robot they will have additional wounds.

Weapons Systems: The warbot has multiple weapon systems mounted all over its body. The warbot is able to fire 6 weapons systems per around each turret or weapon counts as a single system.

Table 13-3: Warbot Weapon Systems

Weapon System	Att	Dmg	Crit	Rng	ROF	Type	Special
Laser Cannon	+33	10d12	---	300	SS	E	Wounds, Laser
2x Plasma Assault Turrets	+31	10d6	19+	100	A	E	Plasma
2x Quad Laser Machinegun Turrets	+33	8d12	---	150	A	E	Laser
4x Grenade Launchers	+31	By Grenade	---	100	B5		40mm
Missile Turret	+31	Missile	---	200	SS		

The grenade launchers are normally each loaded with 50 Energy, 30 White Phosphorous and 20 Smoke Grenades. The missile turret is normally loaded with 50 Energy, 20 Stun, and 30 White Phosphorous missiles.

Warbots are the ultimate death machines; they are a large flattened saucer with large amounts of weapons and turrets all over its body. Warbots are armed with a laser cannon turret, 2 plasma assault turrets, 2 quad laser machinegun turrets, 4 40mm grenade launchers, and a missile turret. The grenade launchers and missle turret have rotary magazines which allow the warbot to fire any grenade or missile in its magazine.

Construction

Construction of a warbot requires both a Craft (Mechanical) and a craft (Electronics) check at DC-45, the construction time is 5,000 hours. The programming of a warbot requires a Computer (DC-45) and 1,000 hours. The cost of constructing a warbot is 15,000,000 credits.

Sasquatch — CR 6

XP	2,400						
Lawful Good						Large Monstrous Humanoid	
Init	+3	**Senses**				Darkvision 60 ft.; Low-Light Vision; Scent; Perception +7	

DEFENSE

AC	17	Touch	13	Flat-Footed	13	(+3 Dex, +1 Dodge, +4 Natural, -1 Size)	
HP	65	(8d10+17)	**WP** 21				
Fort	+4	**Ref**	+9	**Will**	+6		

OFFENSE

Speed	40 ft. ;climb 40 ft.
Melee	Bite +14 (1d8+6), 2 Claws +12 (1d6+6)
Ranged	Stunray Rifle +11 (Daze, Fort (DC-20))
Space	10 ft. **Reach** 10 ft.

STATISTICS

Str	22	**Dex**	17	**Con**	14	**Int**	10	**Wis**	12	**Cha**	7
Base Attack	+8	**CMB**	+15	**CMD**	28						
Feats	Agile Riposte, Dodge, Guide, Multi-Attack										
Skills	Climb +14, Navigation +10, Perception +7, Stealth +13, Survival +11 **Racial Bonus** +8 Climb										
Languages	Common, Sasquatch										
FL	8	**ML**	4	**PL**	4	**S-**	2	**S+**	4	**TL**	8

ECOLOGY

Environment	Warm Forest
Organization	Solitary or Company (5-8)
Treasure Value	NPC Gear (Stunray Rifle) + Standard

The sasquatch are the former allies of the hylathans and Manzala. In the battle in which the hylathan home world was lost the sasquatch managed to severely hamper the Sons of Balil. For this a large bounty was put on their heads. This bounty combined with their slow birthrate has greatly reduced their numbers. Very few travel in civilized areas. There is one race that has prided itself on hunting down sasquatch, the wendigo. who hunt for both the bounty and sport. An adult sasquatch is an 8 feet tall, broad-chested humanoid, covered in thick, brown to black fur. It weighs about 800 pounds.

The sasquatch are peaceful and will not attack unless they are attacked first. When attacked they fight fiercely and to

the death. They will use any weapons on hand and are not above carrying high tech weapons for self defense.

Scholar's Elemental, Air

This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes. Elementals that are summoned by scholars are completely loyal to the scholar.

Languages Telepathy 100 ft. with Scholar.

FL n/a **ML** n/a **PL** n/a **S-** n/a **S+** n/a **TL** n/a

ECOLOGY

Environment Plane of Air.
Organization Solitary or Pair
Treasure Value None

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Lesser Air Elemental — CR 3

XP 800

Neutral Medium outsider (air, elemental, extraplanar)

Init +9 **Senses** Darkvision 60 ft.; Perception +7

DEFENSE

AC 19 Touch 16 Flat-Footed 13 (+5 Dex, +1 Dodge, +3 Natural)
HP 30 (4d10+8) **WP** 21
Fort +6 **Ref** +9 **Will** +1
Defensive Abilities Air Mastery; **Immune** Elemental Traits

OFFENSE

Speed Fly 100 ft. (Perfect)
Melee Slam +9 (1d6+3)
Special Attacks Whirlwind (Reflex DC-14, 1d6+3 damage, 2 rounds)

STATISTICS

Str 14 **Dex** 22 **Con** 14 **Int** 4 **Wis** 11 **Cha** 11
Base Attack +4 **CMB** +6 **CMD** 22
Feats Dodge, Flyby Attack, Improved Initiative, Weapon Finesse
Skills Acrobatics +10, Escape Artist +8, Fly +15, Knowledge(planes) +1, Perception +7, Spellcraft +2, Stealth +9

Air Elemental — CR 9

XP 6,400

Neutral Huge outsider (air, elemental, extraplanar)

Init +14 **Senses** Darkvision 60 ft.; Perception +16

DEFENSE

AC 25 Touch 19 Flat-Footed 14 (+10 Dex, +1 Dodge, +6 Natural, -2 Size)
HP 123 (13d10+52) **WP** 27
Fort +12 **Ref** +18 **Will** +6
Defensive Abilities Air Mastery; **DR** 10/-; **Immune** Elemental Traits

OFFENSE

Speed Fly 100 ft. (Perfect)
Melee 2 Slam +21 (2d8+7)
Space 15 ft. **Reach** 15 ft.
Special Attacks Whirlwind (Reflex DC-23, 2d8+7 damage, 7 rounds)

STATISTICS

Str 24 **Dex** 31 **Con** 18 **Int** 8 **Wis** 11 **Cha** 11
Base Attack +13 **CMB** +22 **CMD** 43
Feats Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Finesse
Skills Acrobatics +22, Escape Artist +20, Fly +24, Knowledge(planes) +10, Perception +16, Spellcraft +10, Stealth +14

Greater Air Elemental — CR 14

XP 38,400

Neutral Gargantuan outsider (air, elemental, extraplanar)

Init +17 **Senses** Darkvision 60 ft.; Perception +24

DEFENSE

AC 31 Touch 20 Flat-Footed 17 (+13 Dex, +1 Dodge, +11 Natural, -4 Size)
HP 200 (19d10+95) **WP** 30
Fort +16 **Ref** +24 **Will** +8
Defensive Abilities Air Mastery; **DR** 10/-; **Immune** Elemental Traits

OFFENSE

Speed Fly 100 ft. (Perfect)
Melee 2 Slam +30 (4d6+11)
Space 20 ft. **Reach** 20 ft.
Special Attacks Whirlwind (Reflex DC-30, 4d6+11 damage, 9 rounds)

STATISTICS

Str 32 **Dex** 36 **Con** 20 **Int** 10 **Wis** 11 **Cha** 11
Base Attack +19 **CMB** +34 **CMD** 57
Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Finesse
Skills Acrobatics +25, Escape Artist +24, Fly +28, Knowledge(planes) +13, Perception +24, Spellcraft +12, Stealth +17

Master Air Elemental — CR 20

XP 307,200

Neutral Colossal outsider (air, elemental, extraplanar)

Init +17 **Senses** Darkvision 60 ft.; Perception +36

DEFENSE

AC 35 Touch 19 Flat-Footed 18 (+16 Dex, +1 Dodge, +16 Natural, -8 Size)
HP 370 (31d10+200) **WP** 36
Fort +22 **Ref** +32 **Will** +12
Defensive Abilities Air Mastery; **DR** 12/-; **Immune** Elemental Traits

OFFENSE

Speed Fly 100 ft. (Perfect)
Melee 2 Slam +46 (4d8+15)
Space 20 ft. **Reach** 20 ft.
Special Attacks Whirlwind (Reflex DC-40, 4d8+15 damage, 15 rounds)

STATISTICS

Str 40 **Dex** 42 **Con** 24 **Int** 14 **Wis** 11 **Cha** 11
Base Attack +31 **CMB** +54 **CMD** 80
Feats Acrobatic, Agile Riposte, Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Improved Iron Will, Lightning Reflexes, Improved Lightning Reflexes, Mobility, Power Attack, Weapon Finesse, +6
Skills Acrobatics +40, Escape Artist +36, Fly +42, Knowledge(planes) +25, Perception +36, Spellcraft +20, Stealth +30

Air elementals summoned by scholars have the same appearance and behavior as normal air elementals. They are just bound to the scholar. It is not possible for an elemental summoned by a scholar to attack the scholar.

Table 13-4: Scholar's Air Elementals

Elemental Type	Height	Weight	Whirlwind Save DC	Whirlwind Height
Lesser	8 ft.	2 lbs.	14	10 – 30 ft.
Elemental	32 ft.	8 lbs.	23	10 – 60 ft.
Greater	64 ft.	16 lbs.	30	10 – 60 ft.
Master	128 ft.	32 lbs.	40	10 – 60 ft.

Scholar's Elemental, Earth

This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes. Elementals that are summoned by scholars are completely loyal to the scholar.

Languages Telepathy 100 ft. with Scholar.
FL n/a **ML** n/a **PL** n/a **S-** n/a **S+** n/a **TL** n/a

ECOLOGY

Environment Any.
Organization Solitary or Pair
Treasure Value None

SPECIAL ABILITIES

Earth Bolt: An earth element can fire a bolt of solid earth at a target that is within 50 feet. When struck the target must make a Fortitude save or be dazed.
Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.
Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Lesser Earth Elemental **CR** 3

XP 800
Neutral Medium outsider (earth, elemental, extraplanar)
Init -1 **Senses** Darkvision 60 ft.; Tremorsense 60 ft.; Perception +7

DEFENSE

AC 18 Touch 9 Flat-Footed 18 (-1 Dex, +9 Natural)
HP 34 (4d10+12) **WP** 26
Fort +7 **Ref** +0 **Will** +4
Defensive Abilities **Immune** elemental traits

OFFENSE

Speed 20 ft.; burrow 20 ft.; earth glide
Melee Slam +9 (1d8+7)
Ranged Earth Bolt +3 (1d4 damage, Fort (DC-15) or Dazed 1d2 rounds.)
Special Attacks Earth Mastery, Earth Bolt

STATISTICS

Str 20 **Dex** 8 **Con** 17 **Int** 4 **Wis** 11 **Cha** 11
Base Attack +4 **CMB** +9 **CMD** 18
Feats Cleave, Improved Bull Rush, Power Attack
Skills Appraise +1, Climb +10, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +7, Spellcraft +1, Stealth +3

Earth Elemental **CR** 9

XP 6,400
Neutral Huge outsider (earth, elemental, extraplanar)
Init -1 **Senses** Darkvision 60 ft.; Tremorsense 60 ft.; Perception +16

DEFENSE

AC 21 Touch 7 Flat-Footed 21 (-1 Dex, +14 Natural, -2 Size)
HP 136 (13d10+65) **WP** 32
Fort +13 **Ref** +3 **Will** +8
Defensive Abilities **DR** 10/-; **Immune** elemental traits

OFFENSE

Speed 20 ft.; burrow 20 ft.; earth glide
Melee 2 Slam +21 (2d10+10)
Ranged Earth Bolt +10 (1d8 damage, Fort (DC-21) or Dazed 1d2+1 rounds.)
Space 15 ft. **Reach** 15 ft.
Special Attacks Earth Mastery, Earth Bolt

STATISTICS

Str 30 **Dex** 8 **Con** 21 **Int** 4 **Wis** 11 **Cha** 11
Base Attack +13 **CMB** +25 **CMD** 34
Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved

	Overrun, Improved Sunder, Power Attack
Skills	Appraise +8, Climb +23, Knowledge (dungeoneering) +8, Knowledge (planes) +11, Perception +16, Spellcraft +5, Stealth +7

Greater Earth Elemental						**CR** 11
XP 19,200						
Neutral	Gargantuan outsider (earth, elemental, extraplanar)					
Init	-1	**Senses**	Darkvision 60 ft.; Tremorsense 60 ft.; Perception +18			
DEFENSE						
AC	23	Touch	5	Flat-Footed	23	(-1 Dex, +18 Natural, -4 Size)
HP	188	(15d10+105)	**WP** 38			
Fort	+16	**Ref** +4	**Will** +9			
Defensive Abilities DR 10/-; **Immune** elemental traits						
OFFENSE						
Speed	20 ft.; burrow 20 ft.; earth glide					
Melee	2 Slam +29 (2d12+14)					
Ranged	Earth Bolt +10 (2d6 damage, Fort (DC-24) or Dazed 1d2+2 rounds.)					
Space	20 ft.	**Reach** 20 ft.				
Special Attacks	Earth Mastery, Earth Bolt					
STATISTICS						
Str 38	**Dex** 8	**Con** 25	**Int** 4	**Wis** 11	**Cha** 11	
Base Attack	+15	**CMB** +33	**CMD** 42			
Feats	Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Greater Sunder, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack					
Skills	Appraise +9, Climb +28, Knowledge (dungeoneering) +9, Knowledge (planes) +11, Perception +18, Spellcraft +10, Stealth +7					

Master Earth Elemental						**CR** 20
XP 307,200						
Neutral	Colossal outsider (earth, elemental, extraplanar)					
Init	-1	**Senses**	Darkvision 60 ft.; Tremorsense 60 ft.; Perception +26			
DEFENSE						
AC	24	Touch	1	Flat-Footed	25	(-1 Dex, +23 Natural, -8 Size)
HP	450	(31d10+279)	**WP** 44			
Fort	+24	**Ref** +9	**Will** +17			
Defensive Abilities	**DR** 15/-; **Immune** elemental traits					
OFFENSE						
Speed	30 ft.; burrow 30 ft.; earth glide					
Melee	2 Slam +49 (3d10+18)					
Ranged	Earth Bolt +22 (2d8 damage, Fort (DC-34) or Dazed 1d4+2 rounds.)					
Space	25 ft.	**Reach** 25 ft.				
Special Attacks	Earth Mastery, Earth Bolt					
STATISTICS						
Str 46	**Dex** 8	**Con** 29	**Int** 4	**Wis** 11	**Cha** 11	
Base Attack	+31	**CMB** +57	**CMD** 65			
Feats	Agile Riposte, Awesome Blow, Cleave, Greater Bull Rush, Greater Cleave, Greater Overrun, Greater Sunder, Greater Vital Strike, Improved Bull Rush, Improved Overrun, Improved Sunder, Improved Vital Strike, Power Attack, Throw Anything, Vital Strike					
Skills	Appraise +20, Climb +43, Knowledge (dungeoneering) +20, Knowledge (planes) +23, Perception +26, Spellcraft +16 , Stealth +11					

Earth elementals summoned by scholars have the same appearance and behavior as normal air elementals. They are just bound to the scholar. It is not possible for an elemental summoned by a scholar to attack the scholar.

Table 13-5: Scholar's Earth Elementals		
Elemental Type	**Height**	**Weight**
Lesser	8 ft.	750 lbs.
Elemental	32 ft.	48,000 lbs.
Greater	64 ft.	128,000 lbs.
Master	128 ft.	320,000 lbs.

Scholar's Elemental, Ether

When visible this creature appears as a dark mass in a humanoid shape with glowing red eyes. Ether Elementals are created of the stuff that separates the different planes and realms. Elementals that are summoned by scholars are completely loyal to the scholar.

Languages Telepathy 100 ft. with Scholar.

FL n/a **ML** n/a **PL** n/a **S-** n/a **S+** n/a **TL** n/a

ECOLOGY

Environment Any.
Organization Solitary or Pair
Treasure Value None

SPECIAL ABILITIES

Ether Bolt: An ether element can fire a bolt of dark energy at a target that is within 50 feet. When struck the target must make a Fortitude save or be paralyzed.

Lesser Ether Elemental						**CR** 3
XP 800						
Neutral	Medium outsider (elemental, extraplanar)					
Init	+9	**Senses**	Darkvision 60 ft.; Perception +7			
DEFENSE						
AC	19	Touch	19	Flat-Footed	10	(+3 Deflection, +5 Dex, +1 Dodge)
HP	30	(4d10+8)	**WP** 21			
Fort	+6	**Ref** +9	**Will** +1			
Defensive Abilities	Incorporeal; **Immune** Elemental Traits					
OFFENSE						
Speed	Fly 100 ft. (Perfect)					
Melee	Ethereal Touch +9 (1d4+3 plus paralysis)					
Special Attacks	Ether Bolt (1d4 rounds, Fort DC-14), Paralysis (1d3 rounds, Fort DC-13)					
STATISTICS						

Str	14	**Dex**	22	**Con**	14	**Int**	8	**Wis**	11	**Cha**	16
Base Attack	+4		**CMB**	n/a		**CMD**	n/a				
Feats	Dodge, Flyby Attack, Improved Initiative, Weapon Finesse										
Skills	Acrobatics +8, Fly +11, Knowledge (dimensionology) +5, Knowledge (planes) +5, Perception +7, Spellcraft +5										

Ether Elemental					**CR** 9
XP	6,400				
Neutral	Huge outsider (elemental, extraplanar)				
Init	+14	**Senses**	Darkvision 60 ft.; Perception +16		
DEFENSE					
AC	25	Touch	25	Flat-Footed	8 (+6 Deflection, +10 Dex, +1 Dodge, -2 Size)
HP	123	(13d10+52)	**WP** 27		
Fort	+12	**Ref**	+18	**Will**	+6
Defensive Abilities	Incorporeal; **Immune** Elemental Traits				
OFFENSE					
Speed	Fly 100 ft. (Perfect)				
Melee	2 Ethereal Touch +21 (2d8+7 plus Paralysis)				
Space	15 ft.	**Reach**	15 ft.		
Special Attacks	Ether Bolt (1d4+2 rounds, Fort DC-20), Paralysis (1d3+1 rounds, Fort DC-18)				
STATISTICS					
Str	24	**Dex**	31	**Con**	18 **Int** 10 **Wis** 11 **Cha** 22
Base Attack	+13	**CMB**	+22	**CMD**	43
Feats	Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Point-Blank Shot, Spring Attack, Weapon Finesse				
Skills	Acrobatics +22, Fly +22, Knowledge(arcana) +10, Knowledge(dimensionology) +10, Knowledge(planes) +10, Perception +16, Spellcraft +11				

Greater Ether Elemental					**CR** 14
XP	38,400				
Neutral	Gargantuan outsider (elemental, extraplanar)				
Init	+17	**Senses**	Darkvision 60 ft.; Perception +24		
DEFENSE					
AC	31	Touch	31	Flat-Footed	6 (+11 Deflection, +13 Dex, +1 Dodge, -4 Size)
HP	200	(19d10+95)	**WP** 30		
Fort	+16	**Ref**	+24	**Will**	+8
Defensive Abilities	Incorporeal; **Immune** Elemental Traits				
OFFENSE					
Speed	Fly 100 ft. (Perfect)				
Melee	2 Ethereal Touch +30 (4d6+11 plus paralysis)				
Space	20 ft.	**Reach**	20 ft.		
Special Attacks	Ether Bolt (1d4+4 rounds, Fort DC-24), Paralysis (1d3+2 rounds, Fort DC-22)				
STATISTICS					

Str	32	**Dex**	36	**Con**	20	**Int**	10	**Wis**	11	**Cha**	11
Base Attack	+19		**CMB**	+34		**CMD**	57				
Feats	Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Point-Blank Shot, Spring Attack, Weapon Finesse											
Skills	Acrobatics +30, Fly +32, Knowledge(arcana) +19, Knowledge(dimensionology) +19, Knowledge(planes) +19, Perception +24, Spellcraft +19											

Master Ether Elemental					**CR** 20
XP	307,200				
Neutral	Colossal outsider (ether, elemental, extraplanar)				
Init	+17	**Senses**	Darkvision 60 ft.; Perception +36		
DEFENSE					
AC	35	Touch	35	Flat-Footed	2 (+16 Deflection, +16 Dex, +1 Dodge, -8 Size)
HP	370	(31d10+200)	**WP** 36		
Fort	+22	**Ref**	+32	**Will**	+12
Defensive Abilities	Incorporeal; **Immune** Elemental Traits				
OFFENSE					
Speed	Fly 100 ft. (Perfect)				
Melee	2 Ethereal Touch +46 (4d8+15 plus paralysis)				
Space	20 ft.	**Reach**	20 ft.		
Special Attacks	Ether Bolt (1d4+6 rounds, Fort DC-32), Paralysis (1d3+3 rounds, Fort DC-30)				
STATISTICS					
Str	40	**Dex**	42	**Con**	24 **Int** 14 **Wis** 11 **Cha** 11
Base Attack	+31	**CMB**	+54	**CMD**	80
Feats	Acrobatic, Agile Riposte, Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Improved Iron Will, Lightning Reflexes, Improved Lightning Reflexes, Mobility, Point-Blank Shot, Shot on the run, Spring Attack, Weapon Finesse				
Skills	Acrobatics +47, Fly +47, Knowledge(arcana) +33, Knowledge(dimensionology) +33, Knowledge (planes) +33, Knowledge(religion) +33 , Perception +36, Spellcraft +33				

Ether elementals summoned by scholars have the same appearance and behavior as normal ether elementals. They are just bound to the scholar. It is not possible for an elemental summoned by a scholar to attack the scholar.

Table 13-6: Scholar's Ether Elementals

Elemental Type	Height	Weight
Lesser	8 ft.	0 lbs.
Elemental	32 ft.	0 lbs.
Greater	64 ft.	0 lbs.
Master	128 ft.	0 lbs.



Scholar Elemental, Fire

This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn. Elementals that are summoned by scholars are completely loyal to the scholar.

Languages Telepathy 100 ft. with Scholar

FL n/a **ML** n/a **PL** n/a **S-** n/a **S+** n/a **TL** n/a

ECOLOGY

Environment Any.

Organization Solitary or Pair

Treasure Value None

SPECIAL ABILITIES

Fire Bolt: The fire elemental is able to fire a bolt of pure fire at any target within 100 feet. The damage and save for half damage is determined by the size of the elemental.

Flame Shield: Anything that touches a fire elemental is also affected by the burn ability. Any successful melee attacks against the fire elemental that are not more than 5 feet outside the elementals reach are affected by the flame shield. The damage and saves are determined by the size of the elemental.

Lesser Fire Elemental					**CR** 3
XP 800					
Neutral Medium outsider (elemental, extraplanar, fire)					
Init +7	**Senses** Darkvision 60ft.; Perception +7				
DEFENSE					
AC 17	Touch 14	Flat-Footed 13	(+3 Dex, +1 Dodge, +3 Natural)		
HP 30	(4d10+8)	**WP** 21			
Fort +6	**Ref** +7	**Will** +1			
Defensive Abilities	**Immune** elemental traits, fire **Weaknesses** vulnerability to cold				
OFFENSE					
Speed 50 ft.					
Melee Slam +7 (1d6+1 plus burn)					
Ranged Fire Bolt +7 (1d6, Reflex DC-14)					
Special Attacks Burn (1d6, Reflex DC-14), Fire Bolt, Flame Shield					
STATISTICS					
Str 12	**Dex** 17	**Con** 14	**Int** 4	**Wis** 11	**Cha** 11
Base Attack +4	**CMB** +5	**CMD** 18			
Feats	Dodge, Improved Initiative, Mobility, Weapon Finesse				
Skills	Acrobatics +7, Climb +4, Escape Artist +6, Intimidate +4, Knowledge (planes) +1, Perception +7, Spellcraft +2				

Fire Elemental					**CR** 9
XP 6,400					
Neutral Huge outsider (elemental, extraplanar, fire)					
Init +12	**Senses** Darkvision 60ft.; Perception +16				
DEFENSE					
AC 23	Touch 17	Flat-Footed 14	(+8 Dex, +1 Dodge, +6 Natural, -2 Size)		
HP 123	(13d10+52)	**WP** 27			
Fort +12	**Ref** +16	**Will** +6			
Defensive Abilities	**DR** 5/-; **Immune** elemental traits, fire **Weaknesses** vulnerability to cold				
OFFENSE					
Speed 60 ft.					
Melee 2 Slams +19 (2d8+7 plus burn)					
Ranged Fire Bolt +19 (2d8, Reflex DC-20)					
Space 15 ft.	**Reach** 15 ft.				
Special Attacks Burn (2d8, Reflex DC-20), Fire Bolt, Flame Shield					
STATISTICS					
Str 24	**Dex** 27	**Con** 18	**Int** 8	**Wis** 11	**Cha** 11
Base Attack +13	**CMB** +22	**CMD** 41			
Feats	Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Wind Stance				
Skills	Acrobatics +20, Climb +17, Escape Artist +18, Intimidate +12, Knowledge(arcana) +5 ,Knowledge(planes) +10, Perception +16, Spellcraft +5				

Greater Fire Elemental						CR 11
XP 12,800						
Neutral Gargantuan outsider (elemental, extraplanar, fire)						
Init +14	**Senses** Darkvision 60ft.; Perception +18					
DEFENSE						
AC 27	Touch 17	Flat-Footed 16	(+10 Dex, +1 Dodge, +10 Natural, -4 Size)			
HP 161	(15d10+78) **WP** 33					
Fort +15	**Ref** +19	**Will** +7				
Defensive Abilities	**DR** 7/-; **Immune** elemental traits, fire **Weaknesses** vulnerability to cold					
OFFENSE						
Speed 60 ft.						
Melee 2 Slams +26 (2d10+11 plus burn)						
Ranged Fire Bolt +21 (2d10, Reflex DC-23)						
Space 20 ft.	**Reach** 20 ft.					
Special Attacks Burn (2d10, Reflex DC-23), Fire Bolt, Flame Shield						
STATISTICS						
Str 32	**Dex** 31	**Con** 22	**Int** 8	**Wis** 11	**Cha** 11	
Base Attack +15	**CMB** +30	**CMD** 50				
Feats	Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Stand Still, Weapon Finesse, Wind Stance					
Skills	Acrobatics +23, Climb +22, Escape Artist +20, Intimidate +13, Knowledge(arcana) +7 ,Knowledge(planes) +10, Perception +18, Spellcraft +8					

Master Fire Elemental						CR 20
XP 307,200						
Neutral Colossal outsider (elemental, extraplanar, fire)						
Init +21	**Senses** Darkvision 60ft.; Perception +25					
DEFENSE						
AC 33	Touch 20	Flat-Footed 17	(+17 Dex, +1 Dodge, +15 Natural, -8 Size)			
HP 419	(31d10+248) **WP** 39					
Fort +25	**Ref** +34	**Will** +12				
Defensive Abilities	**DR** 10/-; **Immune** elemental traits, fire **Weaknesses** vulnerability to cold					
OFFENSE						
Speed 70 ft.						
Melee 2 Slams +38 (2d12+15 plus burn)						
Ranged Fire Bolt +40 (2d12, Reflex DC-33)						
Space 25 ft.	**Reach** 25 ft.					
Special Attacks Burn (2d12, Reflex DC-33), Fire Bolt, Flame Shield						
STATISTICS						
Str 40	**Dex** 45	**Con** 26	**Int** 10	**Wis** 11	**Cha** 11	
Base Attack +31	**CMB** +54	**CMD** 81				
Feats	Agile Riposte, Blind-Fight, Cleave, Combat Reflexes, Dodge, Great Cleave, Greater Sunder, Improved Initiative, Improved Sunder, Iron Will, Lightning Stance, Mobility, Power Attack, Spring Attack, Stand Still, Weapon Finesse, Wind Stance					
Skills	Acrobatics +42, Climb +38, Escape Artist +39, Intimidate +25, Knowledge(arcana) +23, Knowledge(planes) +23, Perception +25, Spellcraft +23					

Fire elementals summoned by scholars have the same appearance and behavior as normal fire elementals. They are just bound to the scholar. It is not possible for an elemental summoned by a scholar to attack the scholar.

Table 13-7: Scholar's Fire Elementals

Elemental Type	Height	Weight
Lesser	8 ft.	2 lbs.
Elemental	32 ft.	8 lbs.
Greater	64 ft.	16 lbs.
Master	128 ft.	32 lbs.

Scholar Elemental, Water

This translucent creature's shape shifts between a spinning column of water and a crashing wave. Elementals that are summoned by scholars are completely loyal to the scholar.

Languages Telepathy 100 ft. with Scholar

FL n/a **ML** n/a **PL** n/a **S-** n/a **S+** n/a **TL** n/a

ECOLOGY

Environment Any.

Organization Solitary or Pair

Treasure Value None

SPECIAL ABILITIES

Drench (Ex): The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Vortex (Su): Water elementals can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack (see Pathfinder Roleplaying Game Bestiary), but can only form underwater and cannot leave the water.

Water Bolt: The water elemental is able to launch a bolt of pure water at any target within 100 feet. The damage and save for half damage is determined by the size of the elemental.

Water Glide (Su): Water elementals can move through water without it reducing their movement.

Water Mastery (Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Lesser Water Elemental						**CR** 3
XP 800						
Neutral Medium outsider (elemental, extraplanar, water)						
Init +1	**Senses** Darkvision 60 ft.; Perception +5					
DEFENSE						
AC 17	Touch 13	Flat-Footed 17	(+1 Dex, +6 Natural)			
HP 30	(4d10+8)	**WP** 23				
Fort +6	**Ref** +5	**Will** +1				
Defensive Abilities	**Immune** Elemental Traits					
OFFENSE						
Speed 20 ft.; Swim 90 ft.; Water Glide						
Melee Slam +7 (1d8+4)						
Ranged Water Bolt +5 (1d6, Reflex DC-15)						
Special Attacks Drench, Vortex (Reflex DC-15), Water Bolt, Water Mastery						
STATISTICS						
Str 16	**Dex** 12	**Con** 15	**Int** 4	**Wis** 11	**Cha** 11	
Base Attack +4	**CMB** +7	**CMD** 18				
Feats Cleave, Power Attack						
Skills Acrobatics +5, Escape Artist +5, Knowledge (planes) +2, Perception +5, Spellcraft +1, Stealth +5, Swim +15						

Water Elemental						**CR** 9
XP 6,400						
Neutral Huge outsider (elemental, extraplanar, water)						
Init +5	**Senses** Darkvision 60 ft.; Perception +16					
DEFENSE						
AC 23	Touch 14	Flat-Footed 17	(+5 Dex, +1 Dodge, +9 Natural, -2 Size)			
HP 123	(13d10+52)	**WP** 29				
Fort +12	**Ref** +15	**Will** +4				
Defensive Abilities	**DR** 10/-; **Immune** Elemental Traits					
OFFENSE						
Speed 20 ft.; Swim 90 ft. ; Water Glide						
Melee 2 Slams +20 (2d8+9)						
Ranged Water Bolt +16 (2d6, Reflex DC-25)						
Space 15 ft.	**Reach** 15 ft.					
Special Attacks Drench, Vortex (Reflex DC-25), Water Bolt, Water Mastery						
STATISTICS						
Str 28	**Dex** 20	**Con** 19	**Int** 8	**Wis** 11	**Cha** 11	
Base Attack +13	**CMB** +24	**CMD** 40				
Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Sunder, Lightning Reflexes, Power Attack						
Skills Acrobatics +16, Escape Artist +18, Knowledge (arcana) +5, Knowledge(planes) +10, Perception +16, Spellcraft +5, Stealth +8, Swim +28						

Greater Water Elemental						**CR** 14
XP 38,400						
Neutral Gargantuan outsider (elemental, extraplanar, water)						
Init +7	**Senses** Darkvision 60 ft.; Perception +20					
DEFENSE						
AC 27	Touch 14	Flat-Footed 19	(+7 Dex, +1 Dodge, +13 Natural, -4 Size)			
HP 219	(19d10+114)	**WP** 35				
Fort +17	**Ref** +18	**Will** +6				
Defensive Abilities	**DR** 12/-; **Immune** Elemental Traits					
OFFENSE						
Speed 20 ft.; Swim 90 ft. ; Water Glide						
Melee 2 Slams +28 (2d10+13/19+)						
Ranged Water Bolt +22 (2d8, Reflex DC-30)						
Space 20 ft.	**Reach** 20 ft.					
Special Attacks Drench, Vortex (Reflex DC-30), Water Bolt, Water Mastery						
STATISTICS						
Str 36	**Dex** 25	**Con** 23	**Int** 10	**Wis** 11	**Cha** 11	
Base Attack +19	**CMB** +36	**CMD** 53				
Feats Cleave, Dodge, Great Cleave, Greater Bull Rush, Greater Sunder, Improved Bull Rush, Improved Critical (Slam), Improved Sunder, Lightning Reflexes, Power Attack						
Skills Acrobatics +22, Escape Artist +24, Knowledge (arcana) +12, Knowledge(planes) +15, Perception +20, Spellcraft +12, Stealth +14, Swim +36						

Master Water Elemental						**CR** 20
XP 307,200						
Neutral Colossal outsider (elemental, extraplanar, water)						
Init +10	**Senses** Darkvision 60 ft.; Perception +29					
DEFENSE						
AC 30	Touch 13	Flat-Footed 19	(+10 Dex, +1 Dodge, +17 Natural, -8 Size)			
HP 419	(31d10+248)	**WP** 41				
Fort +25	**Ref** +29	**Will** +10				
Defensive Abilities	**DR** 15/-; **Immune** Elemental Traits					
OFFENSE						
Speed 30 ft.; Swim 100 ft. ; Water Glide						
Melee 2 Slams +40 (2d12+17/19+)						
Ranged Water Bolt +33 (4d6, Reflex DC-37)						
Space 25 ft.	**Reach** 25 ft.					
Special Attacks Drench, Vortex (Reflex DC-37), Water Bolt, Water Mastery						
STATISTICS						
Str 44	**Dex** 31	**Con** 27	**Int** 10	**Wis** 11	**Cha** 11	
Base Attack +31	**CMB** +56	**CMD** 76				
Feats Blinding Critical, Cleave, Critical Focus, Critical Master, Dodge, Great Cleave, Greater Bull Rush, Greater Sunder, Improved Bull Rush, Improved						

	Critical (Slam), Improved Sunder, Lightning Reflexes, Power Attack, Staggering Critical, Stunning Critical
Skills	Acrobatics +31, Escape Artist +33, Knowledge (arcana) +21, Knowledge(planes) +24, Perception +29, Spellcraft +21, Stealth +23, Swim +45

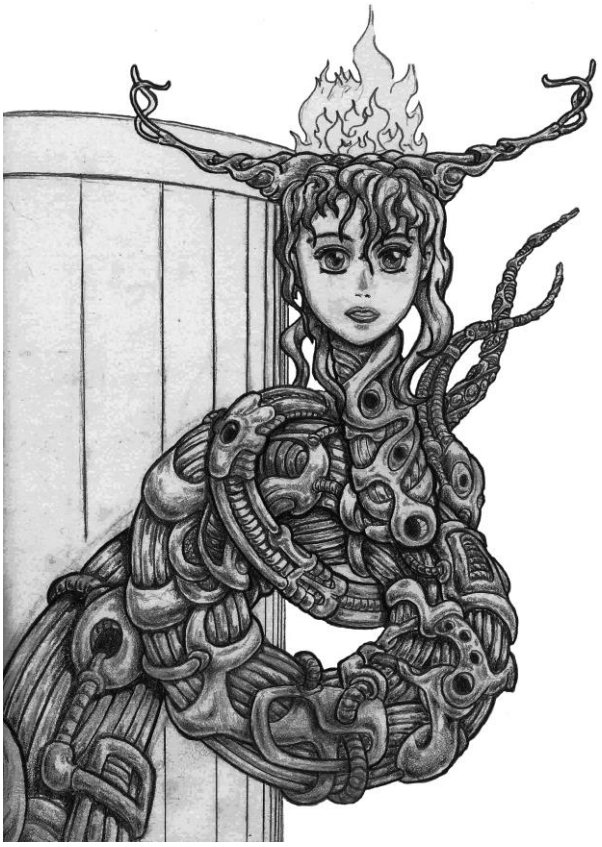
Water elementals summoned by scholars have the same appearance and behavior as normal water elementals. They are just bound to the scholar. It is not possible for an elemental summoned by a scholar to attack the scholar.

Table 13-8: Scholar's Water Elementals

Elemental Type	Height	Weight	Vortex Save DC	Vortex Height
Lesser	8 ft.	280 lbs.	15	10 – 30 ft.
Elemental	32 ft.	18,000 lbs.	25	10 – 60 ft.
Greater	64 ft.	48,000 lbs.	30	10 – 60 ft.
Master	128 ft.	120,000 lbs.	37	10 – 60 ft.

Sons of Balil

The Sons of Balil are a nearly immortal race that survives by inhabiting other creatures and using their bodies. They are extremely evil and have no respect for any race other than their own.



Son of Balil, Average						**CR** 14
XP	38,400	Human, Trans-Dimensional Magi 11				
	Any Evil	Medium (augmented humanoid)				
Init	+3	**Senses** Darkvision 60 ft. ; Perception +24				
Aura	Fear (60-ft. radius, Will DC-24)					
DEFENSE						
AC	24	Touch	15	Flat-Footed	19	(+4 Armor, +2 deflection, +3 Dex, +5 Natural)
HP	230	(20d12+100)	**WP** 30	Fast Healing 10		
Fort	+11	**Ref** +9	**Will** +12			
Defensive Abilities	**DR** 15/bludgeoning and magic; **Immune** cold, electricity, polymorph and mind-affecting attacks					
OFFENSE						
Speed	30 ft.					
Melee	Touch +5 (1d8+5 plus paralyzing touch) or Control Baton +13 (2d12+3)					
Ranged	Control Baton +13 (2d12/19+) or Wounding Handgun +16 (3d6+3 plus bleeding/19+)					
Special Attacks	Paralyzing Touch (DC-24, 1d4+2 hours)					
Spells Known	CL 11th 5th – Greater Dispel Magic, Instant Summoning, Secret Chest, Sending 4th – Break Enchantment, Dimension Door, Greater Invisibility, Rainbow Pattern, Stabilize Gate 3rd – Dimensional Slide, Time Hop, Blink, Dispel Magic, Haste, Open Gate 2nd – Alter Self, Blindness/Deafness, Blur, Darkness, Hold Person, Rope Trick 1st – Call Weaponry, Expeditious Retreat, Skate, Identify, Undetectable Alignment, Unseen Servant 0 – Burst, Catfall, Daze, Detect Magic, Mage Hand, Mending					
STATISTICS						
Str 16	**Dex** 16	**Con** 20	**Int** 24	**Wis** 16	**Cha** 18	
Base Attack +10	**CMB** +5	**CMD** 25				
Feats	Craft Wondrous Item, Defensive Combat Training, Extend Spell, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Toughness (**Bonus Feats:** Maximize Spell, Quicken Spell, Scribe Scroll,)					
Skills	Craft (alchemy) +20, Intimidate +17, Knowledge (arcana) +20, Knowledge (planes) +20, Linguistics +20, Perception +24, Sense Motive +24, Spellcraft +20, Stealth +24; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth					
Languages	Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblyn, Hylathan, Ignan, Infernal, Ork, Techno-Dwarven, Undercommon					
Special Qualities	Commanding Aura, Escape, Gate Sense, Trans-Dimensional Magic					
FL 10	**ML** 10	**PL** 10	**S-** 10	**S+** 10	**TL** 10	
ECOLOGY						

Environment	Any
Organization	Solitary
Treasure Value	NPC Gear (Boots of Levitation, Headband of Vast Intelligence +2 [Perception], Ring of Protection +2, Tattoo of Natural Armor (x3), Wounding Handgun +3, Magazine of Holding (x3))

SPECIAL ABILITIES

Commanding Aura (Su): A Son of Balil radiates evil energy. Creatures of less than 10 HD in a 60-foot radius that look at the Son of Balil must succeed on a Will save (DC-24) or be affected as though by a *Greater Command* spell from a cleric of the Son of Balil's hit dice. A creature that successfully saves cannot be affected again by the same Son of Balil's aura for 24 hours.

Escape (Su): The Son of Balil launches the golden orb that holds their soul from the body of the host. One round after leaving the host body the orb will enter trans-dimensional space and return to the Balil home world. The orb has 200 hit points and a hardness of 20.

Son of Balil, Construct **CR** 16

XP	76,800				
Any Evil	Medium (augmented humanoid, construct)				
Init	+7	**Senses**	Darkvision 60 ft. ; Perception +28		
Aura	Fear (60-ft. radius, Will DC-24)				

DEFENSE

AC	33	Touch	19	Flat-Footed	24 (+4 Armor, +2 deflection, +7 Dex, +10 Natural)
HP	363 (22d12+220)	**WP**	30	Fast Healing 10	
Fort	+17	**Ref**	+20	**Will**	+19
Defensive Abilities	**Hardness** 10; **Immune** construct traits, cold, electricity, polymorph and mind-affecting attacks				

OFFENSE

Speed	30 ft. Flying 30 ft. (Perfect)
Melee	Touch +34 (1d8+12 plus paralyzing touch) or Control Baton +34 (2d12+12)
Ranged	Control Baton +29 (2d12/19+) or Heavy Laser +31 (5d8/19+)
Special Attacks	Paralyzing Touch (DC-24, 1d4+2 hours)

STATISTICS

Str	34	**Dex**	25	**Con**	30	**Int**	34	**Wis**	22	**Cha**	19
Base Attack	+22	**CMB**	+34	**CMD**	51						

Feats	Acrobatic Steps, Agile Riposte, Blind-Fight, Combat Expertise, Dodge, Gate Veteran, Leadership, Nimble Moves, Mobility, Spring Attack, Zero-G Training
Skills	Acrobatics +29, Appraise +34, Astrogation +34, Computer +34, Demolitions +34, Diplomacy +26, Disable Device +29, Escape Artist +29, Fly +29, Intimidate +26, Perception +28, Pilot +29, Repair +34, Sense Motive +28, Sensor Operations +34, Stealth +29
Languages	Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblyn, Hylathan, Ignan, Infernal, Ork, Techno-Dwarven, Undercommon
Special Qualities	Commanding Aura, Escape

FL	10	**ML**	10	**PL**	10	**S-**	10	**S+**	10	**TL**	10

ECOLOGY

Environment	Any
Organization	Solitary
Treasure Value	NPC Gear (Minor Cloak of Displacement, Ring of Protection +2, Ring of Spell Turning, Tattoo of Natural Armor (x3))

SPECIAL ABILITIES

Commanding Aura (Su): A Son of Balil radiates evil energy. Creatures of less than 10 HD in a 60-foot radius that look at the Son of Balil must succeed on a Will save (DC-24) or be affected as though by a *Greater Command* spell from a cleric of the Son of Balil's hit dice. A creature that successfully saves cannot be affected again by the same Son of Balil's aura for 24 hours.

Escape (Su): The Son of Balil launches the golden orb that holds their soul from the body of the host. One round after leaving the host body the orb will enter trans-dimensional space and return to the Balil home world. The orb has 200 hit points and a hardness of 20.

The Sons of Balil are the rulers of the city-world of Balil and the only inhabitants that have rights. All non-citizens are considered property of the city. All true Sons of Balil carry command batons which act as both a sign of rank and a tool for commanding their legions. The Sons of Balil are effectively immortal; there life force and knowledge are kept in a device referred to as the seed. This seed is a 6" in diameter adamantine orb covered in runes. It stores the soul and has the ability to open a gate.

When a Son of Balil's host body dies, the orb will burrow its way out of the body and immediately attempt to open a gate. If the orb is unable to open a gate the seed goes dormant, and waits to be awakened.

The real reason for the bounty that the Sons of Balil have put on the Hylathans is that they find the Hylathan cloaking ability very useful and are able to greatly enhance the draconic bodies. These enhancements can increase a Son of Balil's power 2-3 fold. When anyone attempts to collect a bounty, all Hylathan in sight will fight to stop the attacker.

Table 13-9: Drone Power Cost

Type	Power
Soldier Drone	2
Balil Hover Tank	5
Builder Drone	5
Balil Fighter	8
Surveillance Drone	10
Infiltration Drone	12

The Sons of Balil use Negative Syncratic Science to create robot drones out of living creatures. The seeds used to create drones are made up of creatures' souls. To figure out the "power" of a creature's soul, add their Wisdom and Charisma together. The Drone Power Cost table lists the cost of each type of drone seed. Once the soul has been transformed to the seed all that is left is to implant it into a shell. The soul/life force of the original creature is still detectable, but it is much weaker. There is no way to reverse the process, so any creature that this occurs to is effectively dead.

The soul energy is stored in small urns, each of which can hold a maximum of 100 points worth of soul energy. A Son of Balil can magically produce one urn per hour.

The shell can either be prepared by a mechanical body or a specially prepared vehicle, or an enchanted (Golem) form. It takes 3 days for a shell to reach full potential.

SON OF BALIL

Sons of Balil appear as an exceptionally healthy version of whatever race they inhabit. No matter the race of the host, the skin always has a slight golden tint. In addition as the Son of Balil starts adapting the host to their purposes, it starts taking on a more animal like appearance. Eventually the host upper torso changes to match the totem animal of the Son of Balil.

The Balil totem animals are bear, boar, bull, cat, dog, crocodile, griffin, horse, lion, phoenix, raven, snake, and wolf. In addition there are also the Balil constructs; these are Sons of Balil that have replaced their entire body with cybernetics. Balil constructs normally appear as a creature with a mechanical snake body attached to a humanoid torso.

The Sons of Balil are very skilled at hiding their operations. In many cases there will be 4 or 5 shadow corporations / organizations between a Son of Balil and an operation.

Trans-Dimensional Maw

Trans-Dimensional Maws are dark purple in coloring with large amounts of teeth and claws. These creatures survive in the barriers between the realms.

Trans-Dimensional Maw, Medium					**CR** 7
XP 3,200					
Neutral Medium Outsider (Chaotic, Extraplanar)					
Init +5	**Senses** Darkvision 60 ft.; Perception +6				
DEFENSE					
AC 22	Touch 12	Flat-Footed 20	(+1 Dex, +1 Dodge, +10 Natural)		
HP 59	(9d10+9)	**WP** 20			
Fort +7	**Ref** +7	**Will** +3			
Defensive Abilities	**SR** 15; **Immune** Critical Hits, Transformation				
OFFENSE					
Speed 20 ft.					
Melee 3 Claws +11 (1d6+2), 2 Bites +11 (2d6+2)					
STATISTICS					
Str 14	**Dex** 13	**Con** 13	**Int** 3	**Wis** 10	**Cha** 10
Base Attack +9	**CMB** +11	**CMD** 22			
Feats	Cleave, Dodge, Improved Initiative, Mobility, Power Attack				
Skills	Perception +6, Stealth +7, Survival +6				
Special Qualities	Transdimensional Tracking, Dimensional Shift				
FL n/a	**ML** n/a	**PL** n/a	**S-** n/a	**S+** n/a	**TL** n/a
ECOLOGY					
Environment	Ever changing chaos between the realms.				
Organization	Solitary, Packs(1d6)				
Treasure Value	None				
SPECIAL ABILITIES					

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a trans-dimensional maw's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

Trans-Dimensional Tracking (Su): Trans-dimensional maws may make a tracking check each hour to follow a target even if they have traveled to another realm.

Dimensional Shift (Su): Once per hour a trans-dimensional maw can travel to any realm.



Trans-Dimensional Maw, Large						**CR** 9
XP 6,400						
Neutral		Large Outsider (Chaotic, Extraplanar)				
Init +5		**Senses** Darkvision 60 ft.; Perception +8				
DEFENSE						
AC	24	Touch	11	Flat-Footed	22	(+1 Dex, +1 Dodge, +13 Natural, -1 Size)
HP 102 (12d10+36) **WP** 26						
Fort +11 **Ref** +9 **Will** +4						
Defensive Abilities		**SR** 15; **Immune** Critical Hits, Transformation				
OFFENSE						
Speed 20 ft.						
Melee 3 Claws +17 (1d8+6), 2 Bites +17 (2d8+6)						
STATISTICS						
Str 22 **Dex** 13 **Con** 17 **Int** 3 **Wis** 10 **Cha** 10						
Base Attack +12 **CMB** +19 **CMD** 30						
Feats		Cleave, Dodge, Greater Cleave, Improved Initiative, Mobility, Power Attack				
Skills Perception +8, Stealth +9, Survival +8						
Special Qualities		Trans-Dimensional Tracking, Dimensional Shift				
FL n/a **ML** n/a **PL** n/a **S-** n/a **S+** n/a **TL** n/a						
ECOLOGY						
Environment Ever changing chaos between the realms.						
Organization Solitary, Packs(1d6)						
Treasure Value None						
SPECIAL ABILITIES						

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a trans-dimensional maw's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

Trans-Dimensional Tracking (Su): Trans-dimensional maws may make a tracking check each hour to follow a target even if they have traveled to another realm.

Dimensional Shift (Su): Once per hour a trans-dimensional Maw can travel to any realm.

Trans-dimensional maws are dark purple in coloring with extremely bad tempers. When a foe injures them they will pursue that foe until the maw is dead. Trans-dimensional maws are highly intelligent and will use Hit and Run tactics against tough foes. They also have a supernatural ability to track targets through multiple realms; this combined with their natural ability to shift dimensions allows them to follow their prey.

Wendigo

Wendigo are large white to gray fur covered humanoids with large claws and teeth; they pride themselves as great hunters and are always willing to prove it.

Wendigo						**CR** 7
XP 3,200						
Neutral Evil		Large Magical Beast				
Init +3		**Senses** Darkvision 60 ft.; Low-Light Vision; Perception +				
DEFENSE						
AC	20	Touch	12	Flat-Footed	17	(+3 Dex, +8 Natural, -1 Size)
HP 83 (9d10+33) **WP** 21						
Fort +8 **Ref** +9 **Will** +4						
OFFENSE						
Speed 40 ft.; Climb 40 ft.						
Melee		2 Claws +14 (1d6+6 plus rend), Bite +14 (2d8+6)				
Ranged Large Neo-Tech Laser Rifle +13 (6d6/19+)						
Space 10 ft. **Reach** 10 ft.						
STATISTICS						
Str 22 **Dex** 17 **Con** 14 **Int** 10 **Wis** 13 **Cha** 7						
Base Attack +9 **CMB** +16 **CMD** 29						
Feats		Deadly Aim, Far Shot, Point-Blank Shot, Rapid Shot, Toughness				
Skills Perception +7, Stealth +9, Survival +7						
Languages Trade and Wendigo						
Special Qualities Scent						
FL 5 **ML** 4 **PL** 4 **S-** 6 **S+** 3 **TL** 8						
ECOLOGY						
Environment Warm Forests						
Organization Solitary or company (5–8)						
Treasure Value NPC Gear (Large Neo-Tech Laser Rifle w/h 10x Scope, 10 small eCells) + Standard						
SPECIAL ABILITIES						

Rend (Ex): A Wendigo that hits with both of its claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+12 points of damage.

Wendigo are large white to gray fur covered humanoids with large claws and teeth; they pride themselves as great hunters and are always willing to prove it. Their favorite prey is the sasquatch. Wendigo prefer to use their natural weapons in combat but are not above using weapons or technology. Legends persist throughout the realms that wendigo are descendants of humans that devoured human flesh. To date, this has not been proven, but telling a wendigo this is a guaranteed way to start a brawl. Wendigo always take trophies from their kills and decorate themselves with a number of these trophies. It is not uncommon for these trophies to consist of heads, hands or feet. An adult wendigo is about 8 feet tall, broad-chested, and covered in thick, pure white fur. It weighs about 800 pounds.

In combat a solitary wendigo will attempt to take a foe at range or to trap them. If the foe appears to be a worthy prize the wendigo may bless the foe with death by claw or bite. Against larger or more powerful foes the wendigo will stalk the target, making sneak attacks where possible to weaken the foe. Wendigo are dedicated hunters and will not stop following a target until it is dead.

GLOSSARY

Arban – This is a basic military unit in the Manzala Military consisting of 10 Men.

Availability- This statistic measures how easy it is for an item to be found and purchased. A character that is looking for an item must make a Streetwise check versus the availability of the item. If the result of the check matches or exceeds the availability of the item the character is able to purchase it. In addition every city has a base availability rating, any items with an availability less than or equal to this rating can be purchased without making a check.

Brights- These are storms that occur all over the surface of Terradin, that focus the light of the system's sun causing an area of intense heat. The continent of Pacific has some limited protection from the Brights. The city of Manzala is also protected as no Brights have ever been recorded within 20 miles of the city.

Character Scale- This is the map scale that is used when characters that are on foot involved in a combat at the same time as characters in vehicles. On a square grid the scale is 1 square equals 5 feet

Chase Scale- This is the map scale that is used when only vehicles are involved in a combat. On a square grid the scale is 1 square equals 50 feet.

Cybernetic Capacity- Cybernetic Capacity represents how much equipment can physically be placed in a character's body. When this value reaches zero no more cybernetics can be added to the character. Cybernetic Capacity is equal to 5 + (CON Mod).

Cybernetic Tolerance- All living creatures give off an aura of life which other beings can sense. Adding cybernetics to a being reduces this aura. Cybernetic Tolerance represents this aura--the lower this value gets the less alive the character appears. Cybernetic Tolerance is equal to 5 + (CHA Mod).

Edges- Edges are special character building abilities that are purchased during character generation. A character can have a maximum of 10 points worth of edges unless the gamemaster agrees otherwise.

Faith Level- This statistic represents the maximum level of divine magic that is either currently available (soft cap) or the maximum level of divine magic that will function (hard cap) in a realm.

Gate Sickness- Gate Sickness is a form of disorientation caused by traveling through the gates. Gate sickness lasts for a period equal to (8 hours minus the traveler's CON modifier). After traveling through a gate the character suffers -2 on all tests due to sever muscle and stomach cramping. Experienced travelers (those with the Gate Veteran feat) do not suffer from gate sickness.

Hard Cap Power Level- Each of the major power types has a level; each level is either a soft cap or a hard cap. A hard cap power level means that in that realm no power of that type may be used above that level.

Hindrances- Hindrances are used to generate points for purchasing edges. Hindrances are character modifications that have a negative effect on a character.

Home Realm- This is the realm that a character is from and is used to determine what starting equipment they can have.

Jagun- A Jagun is a designation for a unit in the Manzala military; it consists of 100 men and their supporting staff.

Lagrange Point- Lagrange Points mark positions where the gravitational pull of the two large masses precisely cancels the centripetal acceleration required to rotate with them.

Magic Level- This statistic represents the maximum level of arcane magic that is either currently available (soft cap) or the maximum level of arcane magic that will function (hard cap) in a realm.

Malfunction Chance- All items have a 1 in 20 chance of malfunctioning. If a natural '1' is rolled on a die 20 while attempting to use the item there is a chance that the item malfunctioned. The Gamemaster decides what the malfunction is.

Meta Edges – Meta Edges are edges that ask a player to do something outside of the game to improve the experience for all of the players.

Mingham- A Mingham is a designation for a unit in the Manzala military; it consists of 1,000 men and their supporting staff.

Nano-Technology- the art of manipulating materials on an atomic or molecular scale especially to build microscopic devices (i.e. robots)

Nar-Banak – Ork Home World

Parsec- A unit of measure for interstellar space equal to the distance to an object having a parallax of one second or to 3.26 light-years.

Power Levels- Power levels are what define how things work in a realm or on a world. Power levels do not have to be constant across a dimension/realm; it is possible for each world in a dimension to have different power levels.

There are two types of power levels-personal and global. Personal power levels only affect the character and signify his understanding of that field. Global power levels affect everyone on a world or in a dimension. When the global power levels are determined it is decided if the power levels are hard or soft cap.

Power levels cannot exceed 10 or be below 0.

Prime Realm- Prime Realms are dimensions that can only be entered or affected by a single parallel dimension.

Prime Worlds- are similar to prime dimensions in that there is only one route to access the world from another dimension.

Psionic Level- This statistic represents the maximum level of psionic that is either currently available (soft cap) or the maximum level of psionic that will function (hard cap) in a realm.

Realm- Realms are a catch all term referring to a dimension or universe that is accessed via the gate system or through the use of a worm drive. Each realm can encompass many worlds or even many dimensions.

Sector- A unit of measure for interstellar space equal to a box four sub-sectors per side or equal to 40 parsecs by 40 parsecs by 40 parsecs.

Soft Cap Power Level- Soft-capped power levels mean that abilities above that level still work but the world or dimension has not advanced to that level. For example if there is a soft technology cap of 3, a character's Berretta 92f pistol would still fire but it would be extremely difficult to find replacement ammunition.

Starjammer- Starjammers are space faring vessels that use magically enhanced solar sails as their main form of propulsion. There are two primary types of starjammers: traditional and tall ships.

- Traditional starjammers tend to be very slender with elegant lines, with the sails extending from either side of the hull.
- Tall Ships are wooden sailing vessels that have had their sails replaced with solar sails. These vessels are still capable of operating on water.

Sub-Sector- A unit of measure for interstellar space equal to 10 parsecs by 10 parsecs by 10 parsecs.

Syncratic Sciences Negative (S-): Syncratic Sciences are the merging of Technology, Magic, Faith and Psionics. Syncratic Sciences Negative focuses on the gaining of power through the expenditure of life force in potentially harmful ways.

Syncratic Sciences Positive (S+): Syncratic Sciences are the merging of Technology, Magic, Faith and Psionics. Syncratic Science Positive is focused having the minimal negative impact on the environment.

Techno Dwarven Engine- This is a device that all techno dwarfs start the game with. It is an all purpose tool created using Nano-Technology. For more information on the techno dwarf engine see the racial description for techno dwarves.

Tech-Familiar- A tech familiar is a normal device that gains new powers and becomes a magical object when enchanted by a Techno-Mage. It retains the appearance and all of the abilities normally associated with the item. It is treated as a magical item instead of a normal item for the purpose of any effect that depends on its type.

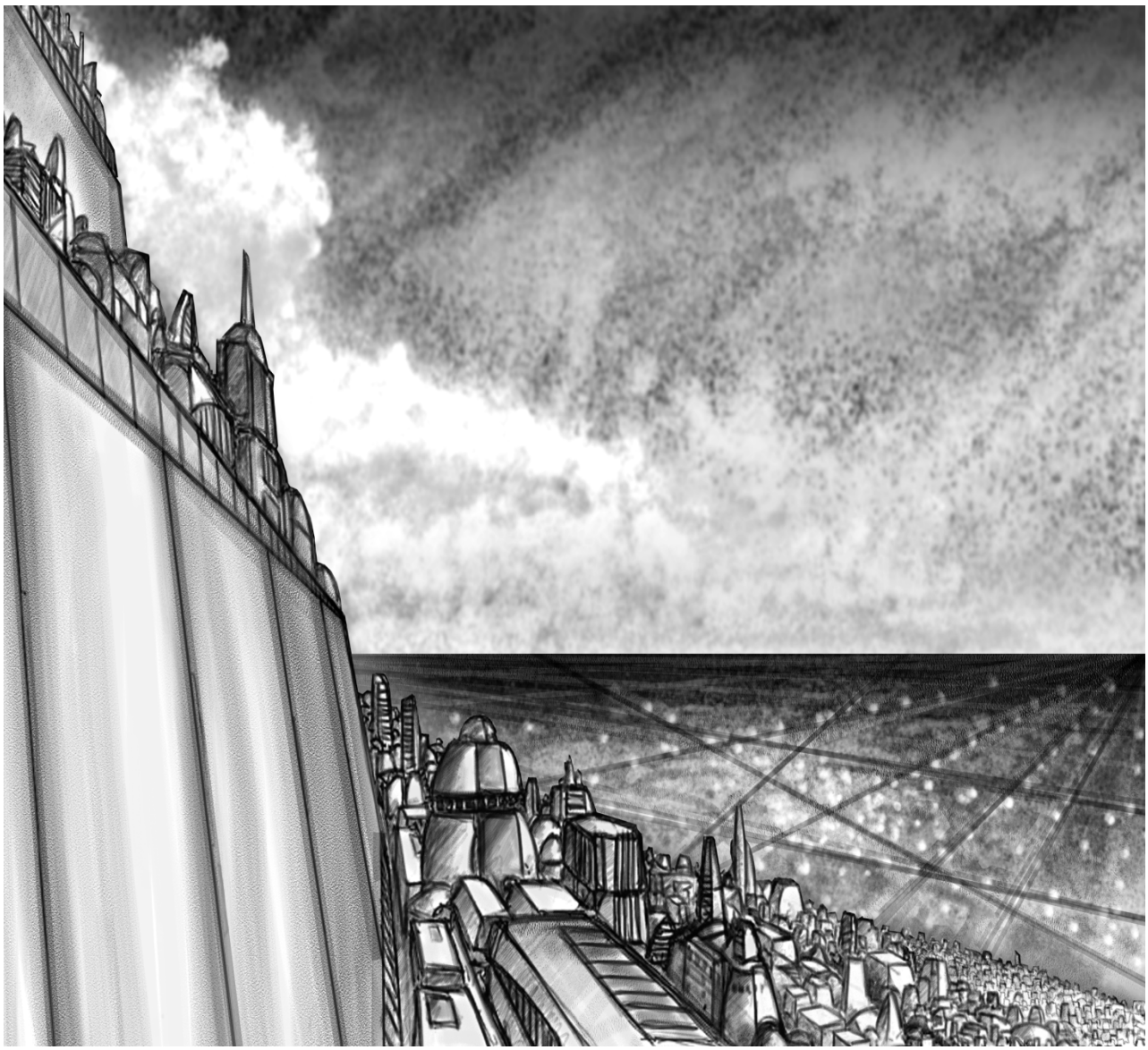
Technology Level- This statistic represents the maximum level of technology that is either currently available (soft cap) or the maximum level of technology that will function (hard cap) in a realm.

Terradin Confederacy- The Terradin Confederacy is the nation that is centered on the city of Manzala. The confederacy consists of 26 systems in this realm and another 70+ across other realms.

Trans-Dimensional Magic- Trans-dimensional magic works a little differently than standard magic does. Trans-Dimensional Magi can cast any spell that they have memorized as many times as they like; it just causes damage to them each time it is cast.

Tumen- A Tumen is a designation of a unit in the Manzala military; it consists of 10,000 men and their supporting staff and equipment.

Wound Points- Wound points measure how much true physical damage a character can withstand. Damage reduces wound points only after all hit points are gone, when a character is struck by a critical hit, or when struck by weapons that do wound damage. A character has a number of wound points equal to their Constitution times 1.5.



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Never When

Pathfinder Edition

Character Name	Alignment	Name of Home Realm
Class	**Level**	**Experience Points (Next Level)**

Race	Size	Gender	Age	Height	Weight	Hair	Eyes

Power Levels	Faith	Magic	Psionics	Syncratic -	Syncratic +	Technology
Home Realm						
Personal Modifiers						
Personal Final						

CYBER CAPACITY MAXIMUM CURRENT

CYBER TOLERANCE MAXIMUM CURRENT

LANGUAGES

Ability Scores

Ability Name	Ability Score	Ability Modifier	Temp Adj	Temp Mod
STR Strength				
DEX Dexterity				
CON Constitution				
INT Intelligence				
WIS Wisdom				
CHA Charisma				

HP Hit Points: TOTAL | Current | Nonlethal

WND Wound Points: Current | Full 0 | 25% -2 | 50% -4 | 75% -6

Initiative Modifier: TOTAL = Dex Modifier + Misc Modifier

SPEED LAND: BASE SPEED (FT. SQ.) | WITH ARMOR (FT. SQ.)

FLY (FT.) | MANEUVER | SWIM (FT.) | CLIMB (FT.) | BURROW (FT.)

AC Armor Class: TOTAL = 10 + Armor Bonus + Shield Bonus + Dex Mod + Size Mod + Natural Armor + Deflection Mod + Misc Modifier

TOUCH Armor Class

FLAT-FOOTED Armor Class

DAMAGE REDUCTION

SAVING THROWS

	TOTAL	=	Base Save	+	Ability Mod	+	Magic Mod	+	Misc Mod	+	Temp Mod
FORTITUDE (Constitution)		=		+		+		+		+	
REFLEX (Dexterity)		=		+		+		+		+	
WILL (Wisdom)		=		+		+		+		+	

BASE ATTACK BONUS

SPELL RESISTANCE

CMB: TOTAL = Base Attack Bonus + Strength Modifier + Size Modifier

CMD: TOTAL = Base Attack Bonus + Str Mod + Dex Mod + Size Mod + 10

SKILLS

√	SKILL NAME	TOTAL BONUS	=	KEY ABI	ABI MOD	+	RANKS	+	MISC MOD
	Acrobatics+		=	Dex		+		+	
	Appraise		=	Int		+		+	
	*Astrogation**		=	*Int*		+		+	
	Bluff		=	Cha		+		+	
	Climb+		=	Str		+		+	
	Computer		=	*Int*		+		+	
	Craft-		=	Int		+		+	
	Craft-		=	Int		+		+	
	Craft-		=	Int		+		+	
	Craft-		=	Int		+		+	
	*Demolitions**		=	Int		+		+	
	Diplomacy		=	Cha		+		+	
	Disable Device*+		=	Dex		+		+	
	Disguise		=	Cha		+		+	
	Drive+		=	Dex		+		+	
	Escape Artist+		=	Dex		+		+	
	Fly+		=	Dex		+		+	
	Handle Animal*		=	Cha		+		+	
	Heal		=	Wis		+		+	
	Intimidate		=	Cha		+		+	
	Kn:*-		=	Int		+		+	
	Kn:*-		=	Int		+		+	
	Kn:*-		=	Int		+		+	
	Kn:*-		=	Int		+		+	
	Kn:*-		=	Int		+		+	
	Linguistics*		=	Int		+		+	
	Navigation		=	Int		+		+	
	Perception		=	Wis		+		+	
	Perform		=	Cha		+		+	
	*Pilot**+		=	*Dex*		+		+	
	Profession*-		=	Wis		+		+	
	*Repair**		=	*Int*		+		+	
	Ride+		=	Dex		+		+	
	Sense Motive		=	Wis		+		+	
	*Sensor Operations**		=	*Int*		+		+	
	Sleight of Hand*+		=	Dex		+		+	
	Spellcraft*		=	Int		+		+	
	Starship Gunnery		=	*Int*		+		+	
	Stealth+		=	Dex		+		+	
	Streetwise		=	*Cha*		+		+	
	Survival		=	Wis		+		+	
	Swim+		=	Str		+		+	
	Use Magic Device*		=	Cha		+		+	

√ Class Skill * Trained Only + Armor Check Penalty
Italic skill in Neverwhen Rulebook Kn = Knowledge

RACIAL ABILITIES AND FEATS

CLASS ABILITIES AND FEATURES

EDGES

HINDRANCES

FEATS

ATTACKS

ATTACK or WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	MODE/ROF	RANGE	WT	AMMO	NOTES

EQUIPMENT	WT

EQUIPMENT	WT

EQUIPMENT	WT

MONEY AND VALUABLES	
Copper (CP):	
Silver(SP):	
Gold(GP):	
Credits(Cr):	
Platinum(PP):	

Other Valuables

TOTAL WEIGHT		Light Load		Medium Load		Heavy Load	
		Lift Over Head		Lift Off Ground		Drag or Push	

SPELLS/POWERS										
SPELL LEVEL	0	1	2	3	4	5	6	7	8	9
Saving Throw										
Spells Known										
Spells Per Day										
Bonus Spells										

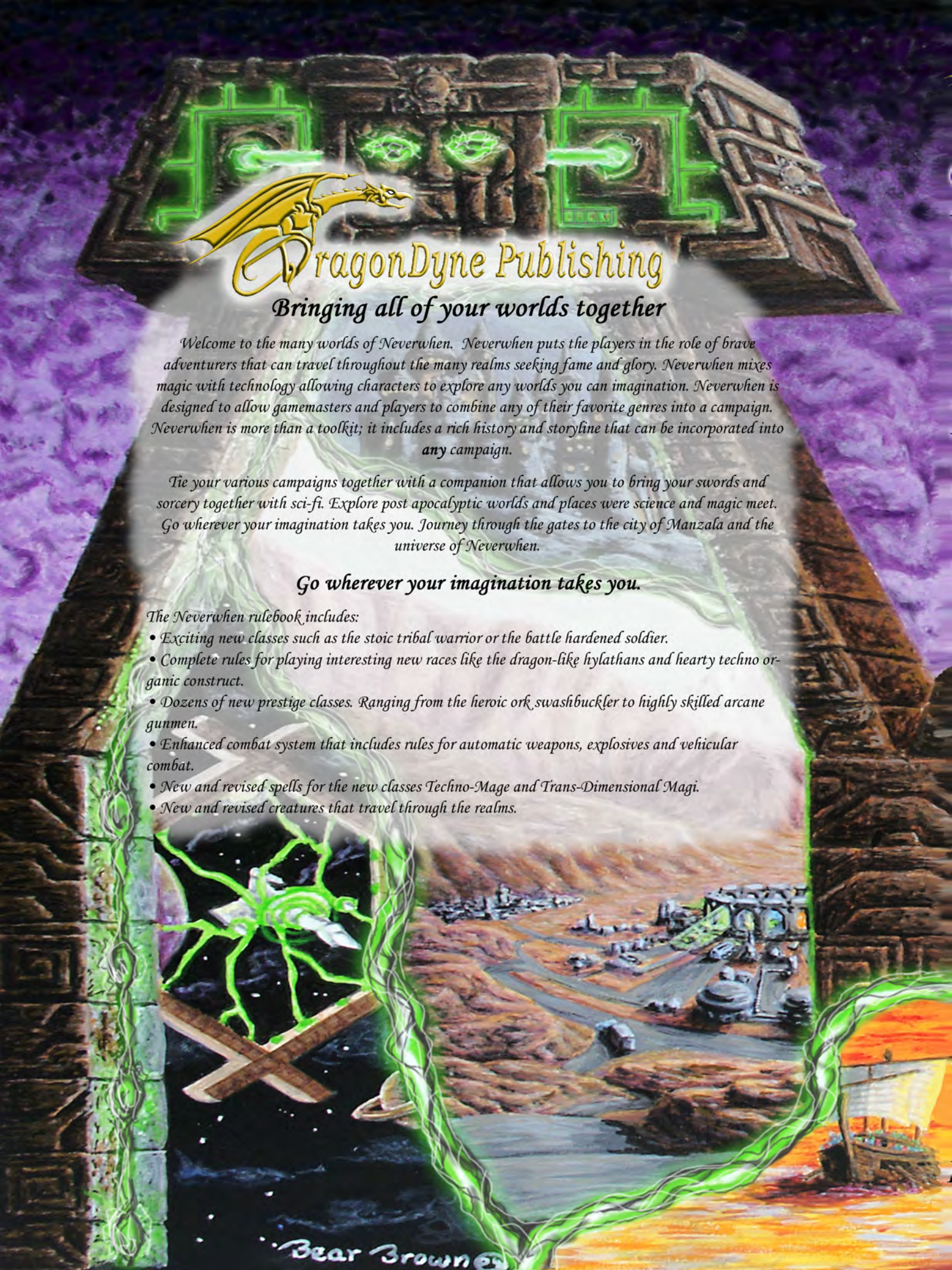
RANGES	
Close	25 ft +5 ft per 2 caster levels
Medium	100 ft + 10 per caster level
Long	400 ft + 40 per caster level

SPELLS/POWERS			
LVL	NAME	DESCRIPTION	SOURCE

MUTATIONS								
MUTATION	CASTING TIME	RANGE	TARGET	DURATION	COST	RESIST	SAVE	NOTES

CYBERNETICS						
ITEMS	PL	LOCATION	SPACES	TOLERANCE	CAPACITY	NOTES

WEAPONS AND ARMOR PROFICIENCY			
Armor			
Weapons			


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Welcome to the many worlds of Neverwhen. Neverwhen puts the players in the role of brave adventurers that can travel throughout the many realms seeking fame and glory. Neverwhen mixes magic with technology allowing characters to explore any worlds you can imagination. Neverwhen is designed to allow gamemasters and players to combine any of their favorite genres into a campaign. Neverwhen is more than a toolkit; it includes a rich history and storyline that can be incorporated into **any** campaign.
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Go wherever your imagination takes you.
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Bear Brown