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FRACTURED FUTURES

CAMPAIGN SETTING



FUTURE RACES

UNMANNED

EWAN CUMMINS



PUBLISHING

STARJAMMER
COMPATIBLE

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

UNIMEN

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FUTURE RACES



PUBLISHING

STARJAMMER
COMPATIBLE

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

WHEN THE SHATERING BROKE CELMAE
NONE COULD HAVE FORSEEN
THAT IT WOULD BE THE BEGINNING
OF THE END OF THE UNIVERSE
THE FUTURE IS FRACTURED

UNMEN

UNMEN

Description: Un-Men seen in poor light may pass for human beings. Up close their pale bluish skin and a subtle wrongness about their looks belies their alien nature. Un-men display behaviors that would be bizarre in a human: fixed grins, constant slurping from catheters, prolonged pauses between blinking, etc.

They wear armored spacesuits when working in dangerous environments, and recycled/surplus human-made jumpsuits—or close copies of such. Un-men never bother stripping nametapes, rank, corporate logos, etc. Some of the copied work-suits reproduce such symbols and texts.

Autopsies of Un-Man bodies show cryogenic damage repaired by microsurgery, genetic alterations, and antifreeze proteins in the blood supply.

Un-Men live about three times as long as humans, due to differences in their metabolic rates.

They cannot reproduce by sexual means, but instead must be created in a gigantic orbital factory called the Eternal Matrix. A newly created Un-Man gains all its basic programming, such as language and a sense of species identity, in the Eternal Matrix. Afterward it joins an assigned work gang for further training and socialization.

Xeno-psychologists haven't had much luck puzzling out the inner life of Un-Men. The only Un-men who can be meaningfully interviewed about such matters are marooned mutants, not good representatives of their species. But some clues may be had from the common habit of collecting small things in storage lockers. Individual Un-men have been observed to collect holocubes, discarded print-outs, pocket-tools, broken electrical components-- even finger-length tardigrades kept as pets.

The species lacks the sex drive of humans and shows less fear of death, and no fear of pain. Un-Men don't suffer from human greed, but many Un-men experience a cold lust for the possession of objects that fit into their collection patterns.

Un-men prefer to colonize cold, resource-rich moons and planets, worlds like Titan in the Sol System. The species also inhabits large, tomb-like space stations.

Society: Created in a factory, most Un-Men spend most of their lives in industrial

environments: making food and atmosphere, purifying water, processing ore, assembling machines, and so on. The members of the species most commonly encountered by outsiders work on space vessels; freighters and salvagers.

Un-Men don't have families in the sense that humans do. Instead, work gangs form the basic unit of society. Each gang is led by a boss.

Above the gang bosses rank the officers. And above even the captains of vessels and the directors of factories stands the Overseer class, an elite rarely encountered by outsiders.

A powerful elder Overseer called The Firstborn stands highest in prestige and authority among the Un-Men. When The Firstborn dies its lieutenants enter the Eternal Matrix. Only one emerges again: the new Firstborn.



DM.
2017

The chaplains of the Eternal Matrix, stand outside the ordinary social hierarchy, advising and helping gang bosses, captains, and Overseers. They also serve as combat medics and ghoul-killers. On rare historical occasions, a priest rises to become Firstborn, but more often the clerics advise a leader risen through the ranks of the secular officers.

Alignment and Religion: Un-Men may be of any alignment, but Neutral is most common for NPCs.

Un-Men worship The Eternal Matrix, a titanic biomechanical factory that orbits an icy, dead world in the system of a brown dwarf, parsecs distant from the nearest inhabited world. The Matrix transforms frozen human bodies into new Un-Men.

All attempts by other species to explore the Eternal Matrix, much less to gain control of it, have ended in mind-shattering, horrific disasters. The Matrix defends itself with godlike power.

Relations: Un-men prefer to trade with humans, but will deal with nonhuman aliens to obtain human bodies. Perhaps because of their own origins, the Un-men accept transgenics as potential allies. They display a cool indifference toward most other humanoids.

Coldcraft captains may hire glacier toads and ice elementals as additional crew; monsters that love the cold and won't likely steal technological secrets from their employers. They never hire undead.

Un-Men regard ghouls and ghosts with special hostility. Not only do these monsters consume the human bodies the Un-Men need, they savor the alchemically-altered flesh of Un-Men as the sweetest delicacy.

Adventurers: Typical Un-men do not seek adventure on their lonesome, nor in the company of other species.

But a fraction of Un-Men show atypical, somewhat more humanlike though still cold and bizarre personalities; whether because their brains have retained some vestigial aspects of their bodies' former humanity, due to a defect in the conversion/reproduction process, or as a result of some highly unusual outside phenomena permanently altering their minds (*raise dead* always has that effect). Player character Un-Men should be among such atypical examples of the species.

Un-Man crews often maroon these mutants, leaving them with basic gear for survival. But other Un-men show no actual hostility towards such mutants, and will work with them on a temporary basis if necessary.

Un-men can belong to any class, but the most common, besides Commoner and Expert, are

Investigator, Alchemist, Rogue, Ranger (specialized in Cold, Urban-Industrial, or Void terrain), and Cleric of the Eternal Matrix.

Names: Un-Men don't seem to use personal names amongst themselves, yet they almost never seem confused about who is addressing whom via written messages, code, or holo-cast. Mutants who travel among other species pick up nicknames, or go by the nametapes or ship designations printed on their recycled human-make work suits.

UNMAN RACIAL TRAITS

+2 Constitution, +2 Intelligence, and -2

Charisma: Un-Men possess analytical minds, cold-toughened bodies, and unsettling aspects.

Medium: Un-men are Medium creatures and have no bonuses or penalties due to their size.

Monstrous Humanoid: Un-Men are monstrous humanoids with the Un-Man subtype.

Normal Speed: Un-Men have a base speed of 20 feet and are not slowed by armor, spacesuits, or encumbrance.

Aberrant Psyche (Su): Un-Men gain +2 to saving throws vs. fear and mind-affecting phenomena. Attempts to read their minds yield nightmare visions of dead worlds and eternal cold.

Cannot Speak: Un-men can understand spoken languages, but don't speak.

Cold resistance: Antifreeze proteins in Un-Men's bodies grant cold resistance 5.

Darkvision: Un-Men possess darkvision, 60 feet range.

Torpor: Un-men may enter a state of suspended animation; *false death* as a spell-like ability, at will.

Uncanny Valley: Un-men receive a -2 racial penalty to Diplomacy skill checks for humanoids.

Un-Man Immunities: Un-men's nervous systems render them immune to ghoul paralysis, ghast stench, and to pain effects.

Languages: Un-Men begin play understanding Aklo and Common. Un-Men with high intelligence can choose from among the following languages: Ghoul, Aquan, any human language.

ALTERNATE RACIAL TRAITS

Voice of Madness

Replaces: Cannot Speak

This mutant Un-Man can speak, but only in fluent Aklo and broken Common. Its voice sounds so disturbing that hearing it gives -2 to all reaction rolls with humans and similar species. If the Un-man speaks for the first time after an encounter has begun, this action forces a second reaction roll: take the worse result of the two rolls.

UN-MEN

Freezer Burn

Replaces: Uncanny Valley.

The Un-Man was scarred and warped by the initial freezing and later conversion process. It suffers a -4 racial penalty to all Diplomacy skill checks with humans, and -2 with other humanoids. It gains a +2 racial Intimidation skill check bonus against humans.

FAVORED CLASS OPTIONS:

Rogue: Add +1 to Profession: Merchant skill for any business with/analysis of body-snatchers, organ smugglers, slavers, kidnappers, etc.

Ranger: add 1/2 rank to the Un-man's cold resistance.

Investigator: add + 1/3 rank to Aberrant Psyche saving throw adjustments versus fear and mind-affecting phenomena.

SPELLS

False Death

School necromancy; **Level** cleric/oracle 3, druid 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M/DF

Range touch

Target creature touched

Duration 10 min./level (D)

Saving Throw Will negates (harmless); **Spell**

Resistance yes (harmless)

False death allows you or a single creature you touch to fall into a cataleptic state that resembles death. While in this state, the subject can hear, smell, and taste, but cannot feel or see. The subject need not eat, breathe, or drink while affected by this spell.

Any damage suffered while in this state is halved. Further, the subject is immune to paralyzing effects, energy drain, and mind-affecting effects.

The subject is likewise immune to poison so long as initial and secondary damage both occur while the subject is still affected by false death. If secondary damage occurs after the false death spell ends, the subject is affected by the poison normally (though he is still permitted a save if the poison allows a save).

NEW EQUIPMENT

Advanced Firearms (two-handed)											
	Cost	Dmg (s)	Dmg (m)	Critical	Range	Misfire	Capacity	Weight	Type	Special	
Ghoul Gun	6,000 gp	1d8	1d10	×4	80 ft.	1	1	12 lbs.	B,P	radiant	
Advanced Firearms (one handed)											
	Cost	Dmg (s)	Dmg (m)	Critical	Range	Misfire	Capacity	Weight	Type	Special	
Infra-Laser	4,000 gp	1d6	1d8	×4	20 ft.	1	6	4 lbs.	B,P	cold,dazzle	
Armor (heavy)											
	Cost	Armor/Shield Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure Check	Speed	Weight				
Armored Space Suit	250 gp	+7	+1	-6	35%	20 ft	35 lbs.				

NEW GOD

ETERNAL MATRIX

The Metawomb, Carnifex Prime

Portfolio Un-men, cryogenics, homunculi, life from death, surgical and pharmaceutical alterations of living beings, positive energy

Typical Worshippers: Un-Men, and also some surgeons, alchemists, vivisectionists, diseased or deformed outcasts

Typical Worshipers Alignment N

Holy Symbol: White disk with black Aklo runes around the rim, spelling 'womb'

Domains: Artifice, Healing, Repose, Water

Subdomains: Ancestors, Alchemy, Ice, Medicine

Favored Animal: White Pudding

Favored Weapon: Ghoul Gun

Ghoul Gun The Ghoul Gun resembles a bulky air-rifle of archaic design, about a meter long and usually fitted with a three point harness and a folding bayonet. It fires shards of ice using compressed gas. The weapon's name derives from the special use to which Un-Men put it. When loaded with frozen spikes of amniotic fluid from a source the Un-Men call "the Eternal Womb" the weapon does extra damage to ghouls and other undead. The spikes are equivalent to holy water vials (radiant damage).

A Ghoul Gun must recharge its compressor for one round after six shots. Its integral freezing tubes can make ordinary ice ammunition from water.

Infra-Laser The pistol-style infra-laser fires a beam that drains heat from its target. A successful called shot to the eyes dazzles any creature with darkvision for 1d6 rounds, in addition to doing cold damage.

Infra-lasers require a belt-mounted power pack and must shed heat for one round after X shots.

Un-Man Armored Spacesuit The spacesuit protects as banded armor and weighs the same. It includes all standard spacesuit environmental and safety features, internal storage and drinking tube delivery systems for up to four potions/drugs, and a detachable chest-mounted holoscriptor (short range communication device that projects Aklo runes and three-dimensional black-and white images).

UN MAN COLDRAFT

Interstellar cryogenic cargo vessel

Coldcraft resemble old-fashioned Human freighter designs, modified by alien technology. These dark, tomblike vessels make long interstellar hauls with minimal life support running, freighting pharmaceuticals and heat-radiation systems out from the Un-Man factory-worlds and carrying back human bodies in their refrigerated holds.

Medium space vehicle

Base hull Freighter

Squares 320; **Cost** 6,789,000 gp; **Points Used** 19

DEFENSE

AC 2; **Hardness** 5

hp 5400; **VP** 540

Base Save +6

OFFENSE

Maximum Speed 15 (on Ethereal Plane), 10 tactical, 2 interplanetary and intergalactic;

Acceleration 0 (ethereal) 1 (under thrust)

Weapons force spear, pod-mounted

CMB +8; **CMD** 18

Ramming Damage 1d12 + Speed VP

STATISTICS

Engine Phase Box/Raid Boosters

Pilot Check Knowledge Arcana/Profession Pilot

Control Device phase box/levers and switches

Propulsion magic/external thrust

Templates Landing (terrestrial)

Additional Components Deflection Shield

Generator 1, Heat Shield, Air generator, Climate

Controller, Greater HUD Unit, Intervessel

Communications System, Navigation System

Crew 4 (skeleton crew, no drives running and no crew manning the weapons) 7 (full crew)

Decks 2

Cargo/Passengers 120 tons/117 passengers

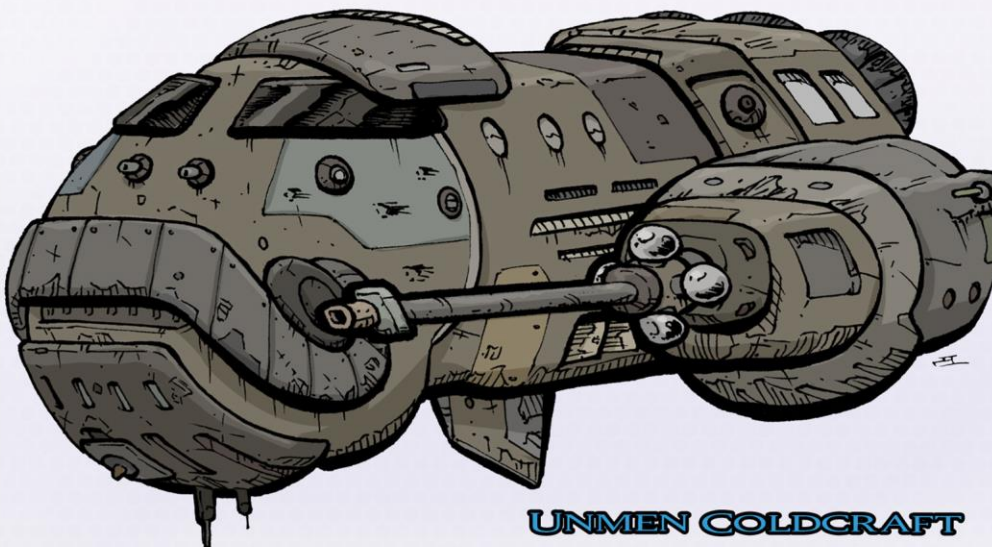
Escape Pod none

At first sight, a coldcraft resembles an antique human-built freighter. A detailed exterior scan reveals numerous minor technical differences. When traversing the Ethereal Plane, the vessels deploy webbed radiators to shed heat built up during space travel.

Coldcraft run dark and, as the name suggests, cold. Un-men can see in what would be pitch blackness for a human, so they install only the bare minimum of lighting for workstations that may require color-vision in human-visible spectrums of light, like viewing screens linked to external sensors. A boarding party's searchlights would reveal many coolant hoses stretched along the interior surfaces like veins pumping white fluid, beaded with condensation. Other such biomechanical systems of alien origin fused with human designs can be found throughout the pressurized sections.

The Un-men aboard the vessels minimize life-support demands by spending many hours in torpor, protected within womb-like acceleration couches built into the bulkheads. A skeleton crew remains active. Awakened by the deep bass rumbles of the alarm system or by their mates, the sleepers can rise in seconds to repel boarders or man their workstations.

UNMEN



UNMEN COLDRAFT

UNMEN

ADVENTURE SEED SPACE HULK

The party discovers-- or is hired to investigate-- an ancient slower-than light colony ship, lost in the Void centuries ago.

But two other groups have already reached the space hulk by the time the party arrives; a crew of Un-Men from a coldcraft, and a large band of ghoulish space pirates and their ghastr mounts. The ghouls' stolen sloop hides in a damaged section of the space hulk's enormous hull. The Un-Men's damaged coldcraft is clamped to an intact outer surface of the hulk, life-support turned off and with no external lights of sensors up.

On board the hulk, the party will find dozens of frozen human colonists and crew—the ones not already salvaged by the Un-Men or gobbled by the ghouls and ghastrs. The Un-Men and the undead monsters now fight over the remaining bodies. Both factions will attempt to gain support from the newcomers. The space hulk contains plenty of saleable supplies for the colony effort. An added moral complication arises if the party attempts to revive any of the colonists—one in four will recover fully from cold sleep, even after centuries on ice.

UNMAN COLDRAFT CREWGANGER

An armored spacesuit hides everything but the stranger's pale face, which appears human at first glance through the frosted visor...

Un-Man CR 1

XP 200

Un-Man Expert 2

N Medium aberration(un-man)

Init +1; **Senses** darkvision 60 ft., Perception +4

DEFENSE

AC 16 touch 11 flatfooted 15

hp 10

Fort +1, **Ref** +1, **Will** +2; +2 vs. mind-affecting, fear effects

Defensive Abilities: resist cold/5

Immune: ghoul paralysis, ghastr stench, pain effects

OFFENSE

Speed 20 ft.

Melee Tool +1 (1d6/x2)

Ranged Missile Infra-Laser +2 (1d8/19-20x2/cold)

TACTICS

The crewgangers prefer to fight in darkness, using their infra-lasers from behind cover. Faced with opponents with darkvision, they will initially try to dazzle targets by aiming for the eyes. If seriously injured, a crewganger will drink the potion of *cure light wounds* stored in his suit, via a hands-free tube.

STATISTICS

Str 10, **Dex** 12, **Con** 13, **Int** 15, **Wis** 8, **Cha** 7

Base Atk +1; **CMB** +1 +; **CMD** +1

Feats: Endurance, Feign Death, Medium Armor Proficiency

Skills: Bluff +3, Craft (Mechanical)+7, Disable Device +7, Heal +4, Knowledge (Engineering)+7, Perception +4, Profession (Spacer)+4, Stealth +6 **Racial Modifiers** -2 Diplomacy with humans

Languages Aklo, Aquan, Common

SPECIAL ABILITIES

Aberrant Psyche (Su): Mind-reading deeper than surface level produces only frightening visions, no useful information. +2 to saving throws vs. fear and mind-affecting phenomena.

Torpor: Unmen gain *false death* as a racial spell-like ability, usable at will.

ECOLOGY

Environment any/cold

Organization solitary, work gang (3-18)

Treasure Standard plus armored space suit, holoscriptor, infra-laser, heavy tool, potion of *cure light wounds*.

These Un-Men crew the coldcraft, freighters that carry pharmaceuticals and other goods through the Void to trade with humans and others for human bodies—living, frozen, or freshly dead. Their business often brings them into contact with shady types, like smugglers and pirates.

Each crewganger carries a pistol-style infra-laser with power pack and cord (a simple weapon with statistics as a light crossbow, but can be fired one-handed without penalty, and cannot be used with the Rapid Reload feat—it needs to shed heat absorbed every other round. It inflicts cold damage). He wears an armored spacesuit equivalent to chainmail in protection and encumbrance, with a detachable holoscriptor communication device and an integral potion/liquid ration delivery tube system. The Un-Men all employ wrenches, bars, or other tools, equivalent to light maces in melee.

The statistics above represent typical crewgangers. The GM may add levels of Expert or another class to represent experienced officers. Chaplains should be designed with Adept or Cleric class.

Fractured Futures

Campaign Setting

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UNMEN

FUTURE RACES

From the frozen reaches of deep space come the Un-Men. These body scavengers and pharmaceutical traders resemble humans...but there is something not quite right about them. Where do they come from? What do they want? Can they be trusted?

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IN THE FUTURE

NOT ALL MEN

REMAIN HUMAN



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