
THE ENCOUNTERED
VOLUME I

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6d SYSTEM

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~ David Carter

The Encountered

Volume I

David Carter

Based on the world of Alpha Omega created by
David Carter and Earl Fischl

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Introduction
1

Welcome to *The Encountered: Voume I. The Encountered* is one of the most important supplements for the *Alpha Omega* role-playing game (RPG) and offers Game Moderators (GMs) hundreds of recently discovered creatures of the New World. All creatures are presented with a description of their physical appearances and behaviors, as well as everything else needed to bring them to life for your players.

Using The Encountered
1.1

The Encountered has been designed to be easy to use. Each creature is presented using the NWSEC Standard Organism Presentation Template. The various elements of the template are explained in detail in the next section and have been designed to allow GMs to quickly use the creatures of *The Encountered* to beset and bedevil their players.

For simplicity's sake, the terms "creature" and "creatures" are used throughout this book to refer to everything from plants and animals, to spirits and personalities. It is important to note that any words that are italicized will have entries within the Glossary that provide more information for that subject.

This book can be used in a variety of ways, and the information contained within its pages has the ability to add dangerous challenges to your campaign(s). *The Encountered* is designed to provide all the important information and statistics necessary to incorporate these creatures into your *Alpha Omega* game. *The Encountered* also provides readers with the knowledge to create their own creatures, and employ them in challenging encounters.

Advice on how to use this book is provided to players and GMs throughout the text, and examples are given to show how specific game situations can arise. This may be perceived as ridiculous or unnecessary by experienced gamers and GMs, but it is not meant to be patronizing. Advice and examples are provided to give new players and GMs an understanding of the dangers and benefits a supplement, such as *The Encountered*, can have on a RPG campaign. Experienced gamers will already be intimately aware of what a supplemental manual can offer them, and they will also already have an idea of how heavily they will rely on the information contained within.

The Encountered is divided into twelve sections, each dealing with a specific element of the game. The book is designed for easy navigation, with features to help you find your way around.

NAVBAR
Along the outside edge of each page, you will notice a vertical navigation bar, or NavBar for short. The NavBar includes a set of twelve icons, each representing one of the book's primary sections. The final icon represents the book's Glossary, Index and Appendices. The highlighted icon indicates which section you are currently reading. The NavBar enables you to locate and reference different sections quickly by flipping through the pages.

FOLIO NUMBERING
Folio numbers and topic titles are displayed on the top left and right corners of each two page spread. The left folio number and topic title tell you which topic is being discussed on the left page, while the right folio number and topic title tell you which topic is being discussed on the right page. These are useful when topic explanations run across several pages and you arrive somewhere in the middle of a particular topic while flipping pages.

TABLE AND DIAGRAM NUMBERS
This book includes a number of tables and diagrams, all of which are numbered sequentially within each section for easy reference. Furthermore, the most important tables are presented together at the back of the book for quick access.

Misusing The Encountered
1.2

This book is designed to help GMs create exciting games. Most GMs will prefer to keep knowledge of the mysterious and deadly creatures of the New World from their players, allowing for fantastic and terrifying surprises at every opportunity. However, players will be curious about the creatures contained within this manual and will inevitably peruse its pages. Situations will arise where characters encounter creatures for the first time and, based on the creature's description and stats, they should have no idea how to contend with them. Experienced players and those who have read the book, however, may know precisely how to deal with the creature being encountered. In these situations, their knowledge or suggestions for coping, regardless of whether their character would be privy to this information, could diminish game play enjoyment. Although the maturity level and level of experience of a player will limit this sort of behavior, GMs are ultimately responsible for gauging the level of creature knowledge a *player* has in relation to the level of knowledge of their *character.*

The Findings of the NWSEC

1.3

The New World Science and Engineering Commission (NWSEC) is very pleased to see the release of *The Encountered: Volume I*. This is a truly momentous step for research and documentation of the plant and animal species of the New World. Countless researchers, field investigators and documentarians have spent thousands of hours and expended boundless energy, risking life and limb, to produce this volume. It is clear from even a cursory glance at these pages that the last two centuries have thrown us into a marvelous, beautiful, treacherous and deadly new world.

Since its inception in 2137, the NWSEC has worked hard to extend our research and role in the world at large, not only discovering and studying new plants and animals but delving deep into the complex array of new social groups and factions that dot the globe. The number of highly intelligent species with well established communities is significantly greater than previously believed and this volume offers our readers a first look into some of these.

Research and study are ongoing and new discoveries are made everyday. The creatures documented here have been chosen for first release because it is our feeling that they offer a sound look at the work undertaken by the NWSEC in recent years. They have also been selected to demonstrate our commitment to aggressive exploration and discovery, and to provide our users with the most relevant, accurate and current information available.

In addition to *The Encountered: Volume I*, we invite you to join the NWSEC Collaborative Workspace at www.nwsecom.com/cw. The Collaborative Workspace is home to a growing community of researchers, explorers, scientists and inventors who push the limits of science and engineering each day, contributing to the global body of knowledge and advancing our understanding of the New World.

We invite you to delve deep with us into the fantastic and startling New World. We hope you will find these pages useful and inspiring. The discoveries in this volume, though incredible, only scratch the surface of what the New World has to offer and what waits in its darkest reaches. Only through discovery, research and study will we truly know our world and our place in it.

Enjoy *The Encountered: Volume I*!
Paul Silvine, *NWSEC Director*





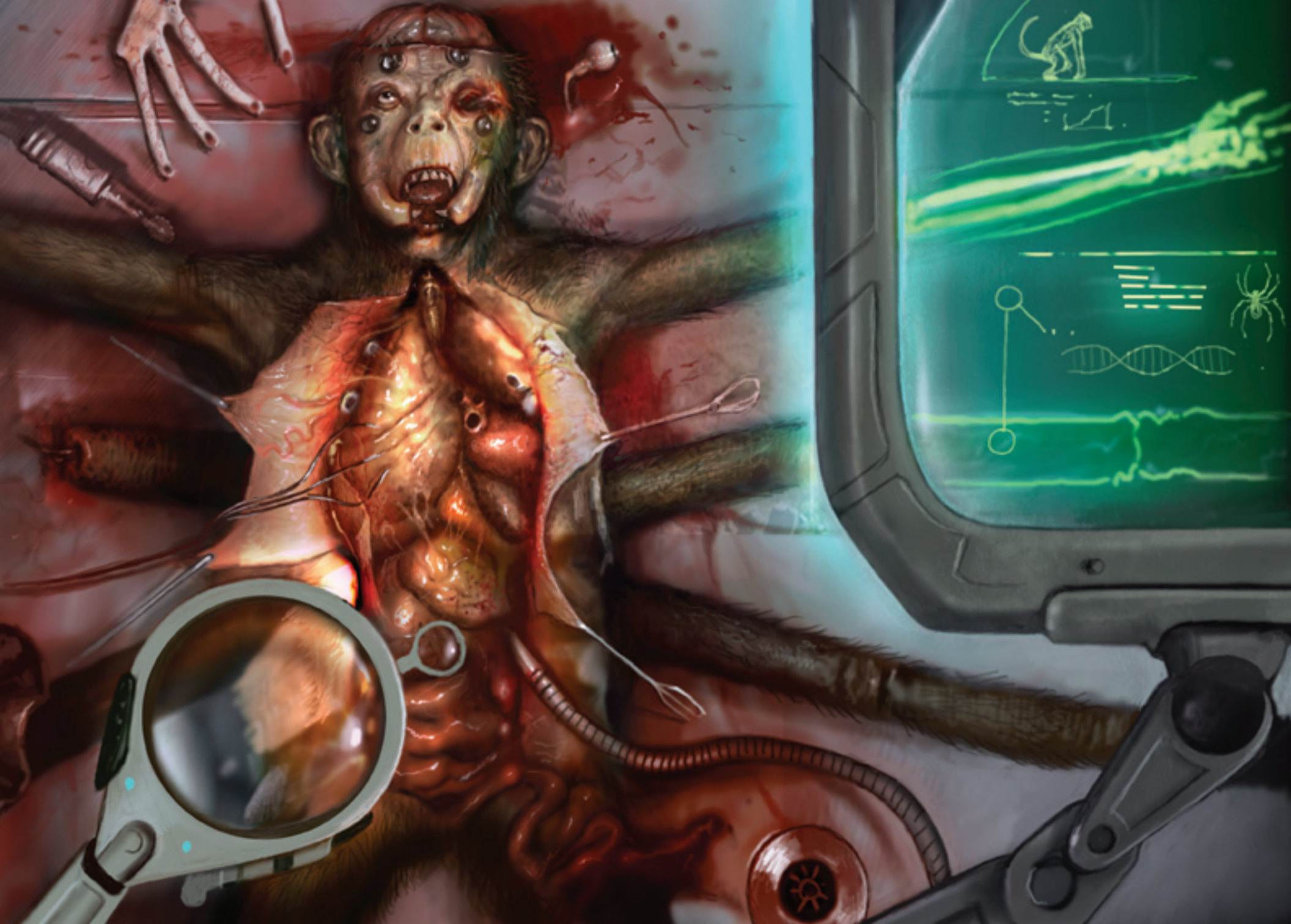
GZ SCATTER CAT

Anatomy of a Creature

2

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2.2 Creature Category
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Anatomy of a Creature
2

The New World is home to countless creatures of a mind-boggling array of shapes, forms and dangers. Classification and categorization is a staggering task. There are several elements that are currently used to describe, define and place creatures into appropriate groups, each of which is presented and explained in the following sections.

To assist GMs during preparation and game play, every creature is classified and categorized based on the approximate level of danger it presents, in addition to its attacks, defenses and general capabilities.

The diagram on the opposing page illustrates where on each of the Standard Organism Presentation Templates the following elements of creature classification can be found.

Creature Type
2.1

Five primary Creature Types have been discovered thus far in the New World. Generally speaking, these types are determined along the lines of creature creation or conception, nature, motivation or needs. Each creature has a classification number found in the upper, outside corner of its template. The first digit represents the Creature Type: Freaks of Nature (3), Tech Fiends (4), Spiritual Creatures (5), Abominations (6) and Demons (7).

Freaks of Nature
2.1.1

Freaks of Nature are creatures that have developed, or were created, through unintentional genetic alteration or unnatural or accelerated evolution. Freaks of Nature are often produced through mutation caused by the effects of mutagenic viruses, or when exposed to biological, chemical or genetic weapons. This type also includes the unnatural development of sentient entities comprised entirely of energy, such as electricity, or matter, such as water or rock.

Tech Fiends
2.1.2

Tech Fiends are creatures that are partially or completely comprised of machinery. The Tech Fiend Type includes cyborgs, robots, mechanical automatons or any mix of organic and mechanical materials given life. Tech Fiends are typically designed to serve specific functions, usually dangerous or unsavory ones. However, as is often the case, some Tech Fiends become obsolete, damaged or malfunction over time. Unable to perform their duties, some are deactivated or destroyed. Others are abandoned, and an even smaller few are set free—released of whatever bond held them to their task. Occasionally, Tech Fiends are found wandering aimlessly, unable to fulfill their purpose and trying to adapt to the freedom they were never designed for.

Abominations
2.1.3

Abominations are creatures that have been created or developed unnaturally through perverse and deliberate experimentation, genetic manipulation or necromancy. Abominations of lower intelligence are inherently driven to destroy and kill living things. Abominations of higher intelligence may be powerful minions or sentient, self-serving, malevolent creatures.

Spiritual Creatures
2.1.4

Spiritual Creatures are predominantly comprised of Alpha or Omega energy. The uneducated often refer to them as ghosts, but researchers have already discovered numerous types of Spiritual Creatures, only a few of which can be properly classified as ghosts. Generally speaking, Spiritual Creatures can only be affected by spiritual energy; however, some are capable of interacting directly with the physical world and may be vulnerable to a larger variety of damage types. Alpha Spiritual Creatures are typically only able to harm creatures comprised of Omega energy and can heal physical organisms. Conversely, Omega creatures are unable to heal, but some are capable of damaging all creatures depending on the Damage Types of their attacks.

Demons
2.1.5

The term "Demon" is often contested and debated, but NWSEC researchers now universally use the term to describe a type of creature that is organic, although heavily corrupted by the dark energy of Omega. Some are sentient, intelligent creatures that lust for power, and thrive on murder, destruction and the fear they instill in those around them. Others are non-intelligent monsters, twisted and distorted by Omega, that instinctively crave nothing but chaos and the destruction of all life.

Creature Category
2.2

Creature Categories are a general way to describe the level of danger a creature poses when encountered. There are ten categories: Category one being the least dangerous, and Category ten the most dangerous. Generally speaking, as the Category number increases, the amount of damage the creature can inflict, the size of its Health Pool, the number of Segments it is active in and the number of special attacks and defenses it possesses also increase. A detailed explanation of Creature Categories can be found in section *9.4 Creature Category*. The second digit of a creature's classification number dictates its Category.

Name
2.3

The official name for the creature, as dictated by the NWSEC, is listed here. Nicknames, pseudonyms and acronyms may also be listed at the beginning of the creature's description as AKA (Also Known As).

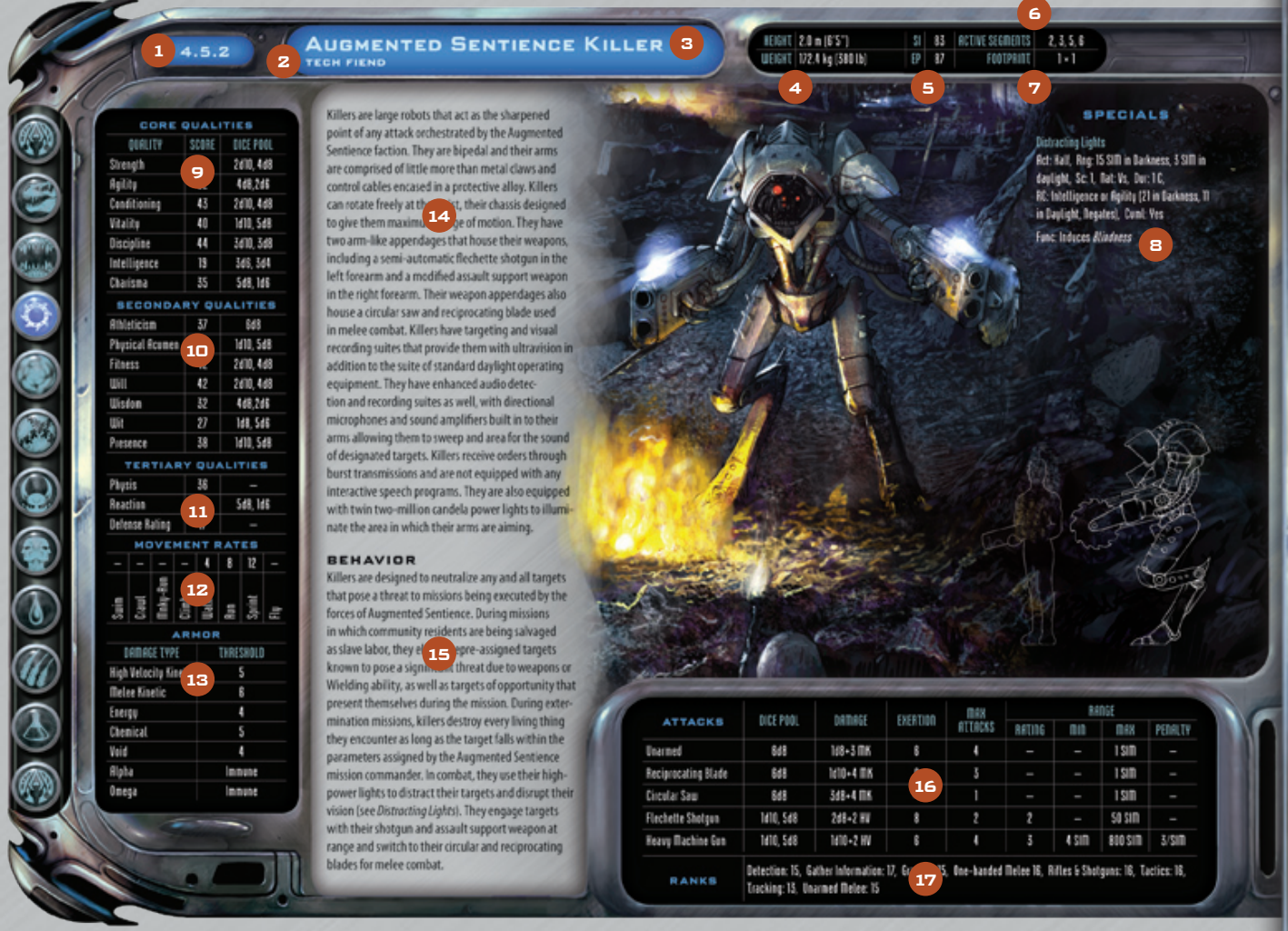
Physical Dimensions
2.4

The Physical Dimensions of a creature include the average height and weight of a typical specimen. It is possible for a creature to be shorter, taller, lighter or heavier than the presented averages.

Core Qualities
2.5

The Core Qualities of a creature provide a numerical representation of the physical and mental composition of the creature. The seven Core Qualities are Strength, Agility, Conditioning, Vitality, Discipline, Intelligence and Charisma. A more thorough description of each Core Quality can be found in section *6.3 Core Qualities* of the Core Rulebook (CRB).

1. CREATURE CATEGORY
2. CREATURE TYPE
3. NAME
4. PHYSICAL DIMENSIONS
5. VITALS
6. ACTIVE SEGMENTS
7. FOOTPRINT
8. SPECIAL ATTACKS
9. CORE QUALITIES
10. SECONDARY QUALITIES
11. TERTIARY QUALITIES
12. MOVEMENT RATES
13. ARMOR
14. DESCRIPTION
15. BEHAVIOR
16. ATTACKS
17. RANKS



1 4.5.2

2 TECH FIEND

AUGMENTED SENTIENCE KILLER 3

HEIGHT	2.0 m (6'5")	SI	83	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	122.4 kg (580 lb)	EP	87	FOOTPRINT	1 × 1

4 5 6 7

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	9	2d10, 4d8
Agility		4d8,2d6
Conditioning	43	2d10, 4d8
Vitality	40	1d10, 5d8
Discipline	44	3d10, 3d8
Intelligence	19	3d6, 3d4
Charisma	35	5d8, 1d6

SECONDARY QUALITIES

Athleticism	37	8d8
Physical Acumen	10	1d10, 5d8
Fitness		2d10, 4d8
Will	42	2d10, 4d8
Wisdom	32	4d8,2d6
Wit	27	1d8, 5d6
Presence	38	1d10, 5d8

TERTIARY QUALITIES

Physis	36	–
Reaction	11	5d8, 1d6
Defense Rating		–

MOVEMENT RATES

Swim	Crawl	Climb-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	4	8	12	–

12

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	5
Melee Kinetic	8
Energy	4
Chemical	5
Void	4
Alpha	Immune
Omega	Immune

13

Killers are large robots that act as the sharpened point of any attack orchestrated by the Augmented Sentience faction. They are bipedal and their arms are comprised of little more than metal claws and control cables encased in a protective alloy. Killers can rotate freely at the [illegible], their chassis designed to give them maximum [illegible]ge of motion. They have two arm-like appendages that house their weapons, including a semi-automatic flechette shotgun in the left forearm and a modified assault support weapon in the right forearm. Their weapon appendages also house a circular saw and reciprocating blade used in melee combat. Killers have targeting and visual recording suites that provide them with ultravision in addition to the suite of standard daylight operating equipment. They have enhanced audio detection and recording suites as well, with directional microphones and sound amplifiers built in to their arms allowing them to sweep and area for the sound of designated targets. Killers receive orders through burst transmissions and are not equipped with any interactive speech programs. They are also equipped with twin two-million candela power lights to illuminate the area in which their arms are aiming.

14

BEHAVIOR

Killers are designed to neutralize any and all targets that pose a threat to missions being executed by the forces of Augmented Sentience. During missions in which community residents are being salvaged as slave labor, they e[illegible]pre-assigned targets known to pose a signi[illegible] threat due to weapons or Wielding ability, as well as targets of opportunity that present themselves during the mission. During extermination missions, killers destroy every living thing they encounter as long as the target falls within the parameters assigned by the Augmented Sentience mission commander. In combat, they use their high-power lights to distract their targets and disrupt their vision (see *Distracting Lights*). They engage targets with their shotgun and assault support weapon at range and switch to their circular and reciprocating blades for melee combat.

15

SPECIALS

Distracting Lights
Act: Half, Rng: 15 SIM in Darkness, 3 SIM in daylight, Sc: 1, Rat: Vs, Dur: 1 C,
Rl: Intelligence or Agility (21 in Darkness, 11 in Daylight, Negates), Cuml: Yes
Func: Induces *Blindness* 8

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d8	1d8+3 IMK	8	4	–	–	1 SIM	–
Reciprocating Blade	6d8	1d10+4 IMK		5	–	–	1 SIM	–
Circular Saw	6d8	5d8+4 IMK	16	1	–	–	1 SIM	–
Flechette Shotgun	1d10, 5d8	2d8+2 HV	8	2	2	–	50 SIM	–
Heavy Machine Gun	1d10, 5d8	1d10+2 HV	8	4	5	4 SIM	800 SIM	5/SIM

RANKS

Detection: 15, Gather Information: 17, G[illegible]5, One-handed Melee 16, Rifles & Shotguns: 16, Tactics: 16, Tracking: 13, Unarmed Melee: 15 17

Secondary Qualities
2.6

Secondary Qualities represent the more complex elements of a creature's mental and physical capabilities. The seven Secondary Qualities are Athleticism, Physical Acumen, Fitness, Will, Wisdom, Wit and Presence. A more thorough description of each Secondary Quality can be found in section *6.4 Secondary Qualities* of the CRB.

Tertiary Qualities
2.7

Tertiary Qualities are the numeric representation of several aspects of a creature that are relevant to their survivability, instincts and natural combat abilities. The Tertiary Qualities are Reaction, Physis and Defense Rating. A more thorough description of each Tertiary Quality can be found in section *6.5 Tertiary Qualities* of the CRB. It is important to note that, although clear definitions are provided in the CRB for these elements, they may be inflated or deflated as required.

Vitals
2.8

A creature's Vitals include their Endurance Pool (EP) and Health Pool (HP) or Structural Integrity (SI). Endurance represents how much physical activity can be endured before exhaustion sets in, and determines how many times a particular Special Ability can be used. More information on Endurance can be found in section *6.5 Tertiary Qualities* of the CRB. Health Pool represents how much damage can be endured before dying. More information on Health Pools can be found in section *6.6 Health Pool* of the CRB.

Movement Rates
2.9

A creature's Movement Rate represents the distance it can travel in a single Segment in the various Dynamic Stances: Swimming, Crawling, Walking, Climbing, Running, Sprinting and Flying. The Walking, Running and Sprinting Dynamic Stances are generally used to refer to the locomotion of bipeds or quadrupeds. In the context of creatures that have no legs or many legs, such as snakes or insects, the term Crawling might seem more appropriate but confuses the usage of the available Dynamic Stances. For simplicity, creatures that travel on land, regardless of their method of locomotion, should use Walking, Running and Sprinting to refer to three progressive levels of effort for movement and should use the corresponding Combat Modifiers listed in section *7.9.3 Ranged Combat Stance Modifiers* and *7.10.1 Melee Combat Stance Modifiers* of the CRB for Ranged and Melee Combat respectively.

Creatures that Fly or Swim should use the listed Flying and Swimming combat modifiers when moving at their maximum rate of movement for the Flying or Swimming Dynamic Stances. However, it is possible for these creatures to swim or fly more slowly if desired. The Combat Modifiers for the Walking and Running Dynamic Stances should be used when moving at less that 1/3 and 2/3 (rounding down) of their maximum Movement Rates respectively.

For example, if an aquatic creature can only swim, and has a maximum Movement Rate of 12 for the Swimming Dynamic Stance, but only moves 4 SIM (see CRB section *7 Game Mechanics Lingo* for more information) or less, then it would use the Walking Combat Modifiers rather than Swimming. If it moved between 5 and 8 SIM, it would use the Running Combat Modifiers. Finally, if it used between 9 and 12 SIM, it would use the Swimming Combat Modifiers. Section *9.11 Movement Rates* contains more information for determining the combat modifiers associated with Movement Rates.

Note that creature Movement Rates may be different than those of a character with an equal Athleticism score due to the creature's means of locomotion and size.

Armor
2.10

Armor provides a creature with protection from various Damage Types according to that creature's Damage Thresholds. These Thresholds determine the amount of damage that is negated from each attack that uses the corresponding Damage Type. More information on Damage Thresholds can be found in sections *7.11.4 Damage Thresholds* and *7.11.5 Damage Resistances* of the CRB.

Attacks
2.11

All known methods of attack and relevant statistics are presented here, including: Associated Dice Pool, Exertion Rating, Maximum Number of Attacks per Segment, Damage, Maximum and Minimum Ranges, Range Rating and Range Penalties for all Ranged attacks. Ranged and Melee attacks are explained in detail in sections *7.9 Ranged Combat* and *7.10 Melee Combat* of the CRB.

It is important to note that whenever multiple Damage Types are listed for an attack, only the most effective Damage Type is used. For example, if an attack does "1d6 MK/OS (Melee Kinetic and Omega Spiritual)" and the target has a higher Damage Threshold against Melee Kinetic than it does against Omega Spiritual, then the attack would be calculated using Omega Spiritual Damage.

Special Attacks
2.12

For those creatures that have Special Attacks, the critical parameters and statistics are listed in an abbreviated format. The various aspects of a Special Attack are described as:

- **NAME:** The Name of the attack.
- **ACTION (Act):** Denotes the type of attack action as Free, Half or Full. Actions are described in detail in section *7.7.1 Perform an Action* of the CRB.
- **RANGE (Rng):** The maximum distance, measured in SIM, at which the attack can be performed.
- **SCOPE (Sc):** Scope describes the number of targets or area affected by the attack. Scope can be one of the following:
  - **Single Target (1):** The attack only affects a single target.
  - **Multiple Targets (MT):** The attack affects the number of targets listed in parentheses simultaneously.
  - **Area of Effect (AoE):** AoE attacks affect all targets within a defined area. The shape of the AoE varies according to the attack and may take one of many shapes. Section *9.14*

Special Attacks provides rules for creating your own AoE shapes, but a few are explained below:

- **Cone (C):** A Cone attack spreads as it travels from its point of origin away from the attacker. The Diameter "D" is the width of the effect at its maximum range.
- **Sphere (S):** A Sphere attack affects all targets within a sphere of Radius "R." Some Sphere attacks can be centered anywhere within the Range of the attack, but unless otherwise stated should be centered on the source creature by default.
- **Hemisphere (H):** A Hemisphere or "Half-sphere" attack affects all targets within a hemisphere of Radius "R" centered within the attacker's maximum range, much like the sphere above except the shape is only half a sphere regardless of its orientation.
- **Wave (W):** A Wave attack is a rectangular wall with a Length (L) and a Height (H) that travels the extent of the attack's Range, affecting all targets within its path.
- **Self (S):** These attacks only affect the source creature.

» **NATURE (Nat):** The nature of an attack will indicate how the attack is created, and what general effect it will have on a target. There are currently seven known attack natures. They are:

› **Sonic (Sn):** Sonic attacks generate audible noise. Sonic attacks are only effective if the target is able to hear the noise. If the target is deaf, hearing impaired or is wearing appropriate protective gear, the potency of the attack may be significantly reduced or rendered completely harmless. No Attack Attempt is required.

› **Visual (Vs):** Visual attacks produce an effect that must be seen in order to be effective. A visual attack can be caused by illusions, the physical appearance of a creature or some other phenomenon that the target sees. Protective eyewear and darkness can suppress visual attacks. Some visual attacks, like Flashbang grenades, explode, producing brilliant light that negates darkness entirely. No Attack Attempt is required.

› **Smell (Sm):** Smell attacks produce an effect that must be smelled in order to be effective. A smell attack could be initiated by hormonal or biological secretions, either passively or deliberately. Certain pieces of protective equipment that eliminate, reduce or protect one's sense of smell will protect a target from smell attacks. No Attack Attempt is required.

› **Gaze (Gz):** Gaze attacks require the target to be within the Line of Sight (LoS) of the attacker. Some attacks only require the target be seen by the attacker, while others require that the attacker and target make eye contact. Gaze attacks that require eye contact are indicated with the Eye Contact (EC) abbreviation. No Attack Attempt is required.

› **Physical (Ph):** Physical attacks are the simplest attacks of all, requiring the attacker to make a successful Attack Attempt to strike their target with a melee or ranged attack. The number in parentheses indicates the bonus or penalty which is added to the Attack Attempt.

› **Aura (Au):** Aura attacks affect any target that is within the listed distance from the attacker. Auras are always centered on the creature and no Attack Attempt is required.

› **Blast (Bl):** Blast attacks affect all creatures within range of the blast, and do not require an Attack Attempt Roll.

» **ENDURANCE COST (EC):** This is the amount of Endurance the Special Attack costs to initiate or maintain each segment.

» **FUNCTION (Func):** Special attacks have several different functions, the most common of which are described below:

› **Damage/Healing (Dam/Heal):** This effect damages or heals the target's HP or SI. The amount of damage or healing, and the Damage Type is listed in parentheses.

For example, "*Func: Dam (2d4 MK)*" indicates that this attack causes 2d4 Melee Kinetic damage.

› **Damage over Time (DoT)/Healing over Time (HoT):** This effect damages or heals the HP, or damages the SI of the target(s) by the amount indicated over the listed period of time. The amount of immediate damage or healing, and the Damage Type is listed in parentheses followed by the frequency at which the subsequent damage or healing occurs.

For example, "*Func: DoT (3d6 AS, 1d8 AS/3 S)*" indicates that this attack does 3d6 Alpha damage, and an additional 1d8 Alpha damage every 3 Segments after the initial damage.

› **Alter Stat or State (Alter):** This effect will raise or lower Core Qualities, State Component Levels, Endurance Pool, Defense Rating, Movement Rates or Skill Check Rolls of the target.

For example, "*Func: Alter (Strength -5)*" indicates that the victim's Strength Core Quality Score is reduced by five throughout the duration of the effect, while "*Func: Alter (Fear State +2)*" indicates that the victim's Fear State Component is increased by two Levels throughout the duration of the effect. State Component Levels are explained in detail in section *7.3 Character or Creature State* of the CRB.

› **Grapple (Grap):** Grapple attacks follow the standard rules for grappling outlined in section *7.10.4 Special Attacks and Grappling* of the CRB. Typically, a creature will have to gain control of their victim before using any other grapple attacks, but this may not always be the case. The various Grapple attacks are:

- **Control (Cont), Joint-lock (JL), Choke (Cke), Slam (Slm), Throw (Throw)**

› **Toxins (Tox)/Diseases (Dis):** These attacks introduce a harmful chemical or biological agent into the target, and have one or more effects. For simplicity, they are referred to as toxins, but may be any combination of chemicals, toxins, poisons, microorganisms, biological weapons and/or diseases. There are several important factors that dictate the behavior of these attacks:

- **Dispersal (Disp):** This is the method used to deliver the toxin. There are four toxin dispersal methods.
  - **Airborne (ABN):** Airborne toxins must be inhaled into the respiratory system to take effect. Various pieces of equipment are

designed to filter harmful particles out of the air and prevent gaseous toxins or microorganisms from being inhaled.

- **Ingested (ING):** Some toxins, typically liquid, but occasionally solid, must be ingested into the digestive system to take effect. As long as they are not ingested, they are harmless.
- **Transdermal (TDL):** Some toxins are able to penetrate the epidermal layer and reach the blood stream. Toxins of this nature take effect as soon as they come into contact with exposed skin.
- **Direct delivery (DD):** Some toxins are injected directly into the blood stream through the use of a delivery medium capable of bypassing the protective layers of a target. These delivery vehicles may include syringes, stingers, sharp teeth, claws, spines, etc. In order for these toxins to take effect, the attack must bypass all protective equipment and abilities, and lower the target's Health Pool by at least one point.

– **Effect Onset (Onset):** This is the amount of time it takes for the toxin to take effect. The Effect Onset is represented by a number of Segments "S", Cycles "C", Minutes "M", Hours "H" or Days "D". If no Effect Onset is listed, the effect is immediate.

– **Effect:** This describes what effect the toxin has on the victim, mirroring the Functions listed above, but limited to the following: Dam, DoT or Alter.

– **Duration (Dur):** This is the amount of time the effects of the toxin last. Duration is represented by a number of Segments "S", Cycles "C", Minutes "M" or Hours "H". If no duration is listed, the effect is instantaneous. This value represents the duration of the toxin rather than the attack used to deliver it.

– **Potency Level (PL):** This is a measurement of how potent the toxin is. To neutralize the toxin, a curing agent must be of equal or greater Potency Level.

– **Resist Check (RC):** This lists the type of Resist Check, the DR and the result of a successful Resist Check against the effects of the toxin.

› **Drain (Dr):** Drain attacks reduce the target(s) HP and/or EP by the listed amount and adds it to the creature's own respective pools.

» **DURATION (Dur):** The Duration of an Area of Effect attack is defined by the number of Segments "S", Cycles "C", Minutes "M" or Hours "H" the Effect lasts. If no duration is listed, the effect is instantaneous.

For example, a Duration of three Segments would be written as 3S, while a Duration of four hours would be written as 4 H. This value represents the duration of the Special Attack.

» **RESIST CHECK (RC):** This lists the type of Resist Check, the Difficulty Rating (DR) and the result of a successful Resist Check against the Special Attack.

For example, "*RC: Vitality (45 Negates)*" means that a Vitality RC with a roll of 45 or higher would negate the effect, while "*RC: Conditioning (22 Half Damage)*" means that a Conditioning RC with a roll of 22 or higher would reduce the damage suffered by the target by half.

» **CHARGE/RECHARGE (Ch/Rech):** Charge/Recharge dictates the number of times a special attack can be used successively and the amount of time that must pass to regain a charge.

For example, "*Ch/Rech: (4, 1 H)*" indicates that this particular attack can be used up to four times before requiring a Recharge. After a period of one hour, one spent charge will be regained. If no Ch/Rech is listed, the attack can be used an infinite number of times.

» **CUMULATIVE (Cuml):** Cumulative indicates whether or not the effects of multiple attacks are cumulative. If no value is given, the effects are not calculated over time.

For example "*Cuml: Yes*" indicates that the effects are suffered by the target for each successful application of the attack.

Sample Special Attacks

The following examples illustrate the information that will be provided in the descriptions of Special Attacks.

SAMPLE SPECIAL ATTACK 1:

Sonic Cone

Act: Full, Rng: 20 SIM, Sc: AoE (C, D6), Nat: Sn,
EC: 4, RC: Vitality (22, Half Damage), Ch/Rech: (2, 6 H)

Func: Dam (4d6 EN)

» The first line tells us the name of the Special Attack is "Sonic Cone."

» The first element of the second line tells us the Sonic Cone is a Full Action.

» The second element of the second line tells us the attack has a maximum Range of 20 SIM.

» The third element of the second line tells us the attack is a Cone-shaped Area of Effect with a diameter of 6 SIM at its maximum range.

» The fourth element of the second line tells us the Nature of the attack is Sonic.

» The first element of the third line tells us the Endurance Cost needed to initiate this attack is 4 Endurance Points.

» The second element of the third line tells us that a Vitality Resist Check with a roll of 22 or above would reduce the damage of the attack by half.

» The third element of the third line tells us the attack has two charges and each spent charge takes six hours to be recovered.

» The fourth line tells us the Function of this attack is to cause 4d6 Energy damage to the targets. The duration is not addressed, so the attack is instantaneous.

SAMPLE SPECIAL ATTACK 2:

Poisonous Stinger

Act: Full, Rng: 1 SIM, Sc: 1, Nat: Ph,
EC: 5, Ch/Rech: (3, 1 H), Cuml: No

Func: Toxin [Disp: DD, Effect: DoT (1d10+3 MK, 1d6 HP/C),
Dur: 10 C, PL: 3, RC: Vitality (28, Negates)]

- The first line tells us the name of this special attack is Poisonous Stinger.
- The first element of the second line tells us the attack is a Full Action.
- The second element of the second line tells us the Range of this attack is 1 SIM.
- The third element of the second line tells us the Scope of this attack is a single target.
- The fourth element of the second line tells us that the Nature of this attack is Physical, meaning an Attack Attempt Roll must be made to determine whether the attack is successful.
- The first element of the third line tells us the attack costs 5 Endurance Pool to initiate. If the creature does not have sufficient EP remaining, the special attack can not be initiated.
- The second element of the third line tells us that this attack has 3 Charges and can therefore be used up to 3 times without needing a Recharge. The second part tells us that 1 Charge is recovered every hour.
- The third element of the third line tells us that the effects of this special attack are not cumulative. This means that any subsequent, successful applications of this attack against the same target do not have any additional effect.
- The first element of the fourth line tells us the Function of this special attack is to transmit a Toxin.
- The second element of the fourth line tells us the Dispersal method for the transmission of this toxin is direct delivery, meaning the initial damage of the attack must reduce the target's HP by at least 1 point after damage and damage reduction have been calculated.
- The third element of the fourth line tells us the Effect of the Toxin is Damage over Time, and the initial damage caused by the attack is 1d10+3 Melee Kinetic (from the actual stinger attack) and then the toxin does 1d6 HP damage every subsequent Combat Cycle until the toxin has run its course or is neutralized.
- The first element of the fifth line tells us the Duration of the Toxin, if left to run its course, is 10 Combat Cycles.
- The second element of the fifth line tells us the Potency Level of the Toxin is 3.
- The third element of the fifth line tells us that a Vitality Resist Check of 28 is required to negate the effects of the Toxin.

Description
2.13

Creature Descriptions offer information about the creature's appearance, how it might smell, its physiology, offensive and defensive capabilities and other outstanding features. In most creature descriptions, you will find some information about how the creature came into existence, and how it has survived.

Behavior
2.14

The Behavior field provides information regarding the creature's instincts, diet, prey, hunting strategies and any distinguishing or important aspects of its activities and habitat. Depending on the creature, the Behavior section also provides information about the creature's ecology and may discuss things like the environments it thrives in or avoids, the time of day or season it is more likely to be encountered and any unusual characteristics it may have, such as an aversion to light or an attraction to certain smells. Information is typically provided about how the creature interacts with other creatures, especially as it relates to game play, combat and Encounter Management. Keep in mind that the suggested behaviors are only that—suggestions—and GMs should feel free to use creatures in a manner that fits the encounter they have planned.

Footprint
2.15

A creature's footprint is the amount of space it occupies on a game board when using the Model and Game Grid Combat or Model and Terrain Combat Modes of Play as described in section *1.5 Modes of Play* of the CRB. The footprint is annotated as: "([L] x [W])" where "L" is the length of a creature and "W" is the width, measured in SIMs. For example, a creature with a footprint of (4 x 5) would be 4 SIM long and 5 SIM wide.

Ranks
2.16

This area of the template lists any Skill and Wielding Ranks that a creature possesses. In some circumstances, combat Skills such as "Unarmed" or "Pistols and SMGs" do not provide an accurate representation of a creature's level of capability with their natural weapons. In these cases, Ranks have been provided for each of the creature's attacks. It is important to note that in cases where creatures do not have specified Skill Ranks for listed attacks, the Unarmed Skill should be used by default.

For creatures with Wielding Ranks, GMs may create Effects using the rules located in section *7.14 Wielding* of the CRB. In most cases a few relevant Special Attacks have been provided, however these creatures are still capable of producing their own Effects based on their Source and Intention combinations.

Active Segments
2.17

A creature's Active Segments lists the Segments in which the creature has a Turn.



Freaks of Nature

3



3.1.1

Arcology Rat

FREAK OF NATURE

HEIGHT	0.5 m (1'8")	HP	16	ACTIVE SEGMENTS	3
WEIGHT	27.2 kg (60 lb)	EP	12	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	9	4d4
Agility	10	5d4
Conditioning	6	3d4
Vitality	10	5d4
Discipline	6	3d4
Intelligence	3	1d4
Charisma	2	1d4

SECONDARY QUALITIES

Athleticism	10	5d4
Physical Acumen	8	4d4
Fitness	8	4d4
Will	8	4d4
Wisdom	5	2d4
Wit	3	1d4
Presence	6	3d4

TERTIARY QUALITIES

Physis	7	–
Reaction	7	3d4
Defense Rating	4	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
1	–	–	1	1	3	5	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	0
Melee Kinetic	2
Energy	0
Chemical	1
Void	1
Alpha	Immune
Omega	Immune

Like the cities they call home, arcology rats are gigantic. They resemble their much smaller ancestors in general appearance and typically have dark brown or black fur covering their bodies. Arcology rats rarely have fewer than four eyes, an unsettling mutation which gives them incredible vision. Their ears are usually torn and scarred from run-ins with other rats, but their hearing is exceptional. Their heads are much larger relative to their bodies, than their smaller counterparts , and they house powerful jaws filled with jagged, razor-sharp teeth. A set of semi-rigid "feelers" rests alongside their whiskers, giving arcology rats a particularly horrific appearance.

BEHAVIOR

Arcology rats are incredibly industrious and endlessly hungry. They roam the sewers and tunnels that lay beneath most arcologies, thriving on the endless supply of trash and waste that pours down from the city above. They are very territorial and extremely aggressive, attacking anything that enters their perceived territory, including other rats. Their excellent senses allow them to operate with ease in the dark confines below the cities. Arcology rats have become a serious problem for many city states, attacking maintenance personnel, damaging infrastructure and occasionally venturing out into the inhabited levels of the city where they wreak havoc until captured or destroyed. Arcology rats are disease ridden mutations and their bite can cause serious infection and even death to the unfortunate (see *Diseased Bite*). Some cities have begun extermination programs, sending professionals into maintenance areas to hunt and kill the massive rats. A few corporations have begun offering rewards for the recovery of living and dead specimens for research on their highly effective immune systems. In spite of the best efforts of city state administrations, Arcology rats continue to grow in great number alongside many cities two-legged populations.



SPECIALS

*Diseased Bite

Act: Full, Rng: 1 SIM, Sc: 1, Nat: Ph, EC: 0, Cuml: No

Func: Disease [Disp: DD, Onset: 10 M, Effect: Alter (Strength and Athleticism -5 DPS), Dur: 7 D, PL: 1, RC: Vitality (13, Negates)]

Immune to all PL 1 Toxins and Diseases.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Claws	5d4	1d4 MK	4	4	–	–	1 SIM	–
Bite	5d4	1d8 MK*	–	1	–	–	1 SIM	–

RANKS Detection: 2, Grapple: 1, Tracking: 1, Unarmed Melee: 2

HEIGHT	0.2 m (7")	HP	12	ACTIVE SEGMENTS	3, 6
WEIGHT	0.2 kg (0.5 lb)	EP	21	FOOTPRINT	0.5 × 0.5

BLOODBEAK
FREAK OF NATURE

3.1.2



SPECIALS

*Blood Drain
Beak must *Puncture*, Bloodbeak considered Hindered while *Draining*.

Act: Full, Rng: 1 SIM, Sc: 1, Rat: Ph, EC: 1/Attempt, Dur: 5 S

Func: DoT (1 HP and 1 EP/S)

Extraction
If the Bloodbeak has *Blood Drained* for 5 S it will extract its beak and withdraw from combat. After extraction the victim's Bleeding Rate is increased by 2.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Beak	5d4	1d6 MK*	–	1	–	–	1 SIM	–

RANKS	Detection: 3, Stealth 4, Unarmed Melee: 3

Bloodbeaks are small avian creatures with oversized, serrated beaks and strong legs and feet. Their feathers tend to be bright red, yellow or blue, while their eyes, beaks and feet are typically black. Their beaks are extremely resilient and covered in barbs that tear flesh as they penetrate and make extraction of the barbs equally painful and messy. Bloodbeaks resemble hummingbirds but are significantly larger. They have dramatically overdeveloped musculature in their short legs and wide feet, giving them the strength and stability required to rip their barbed beak from their victims. They have excellent vision and hearing and can beat their wings at blinding speed. This allows them to hover and gives them incredible agility. Those who have survived attacks by a swarm of Bloodbeaks never forget the thrumming sound of their wings, nor the piercing shrieks that accompany these painful attacks.

BEHAVIOR

Bloodbeaks can be found in most temperate climates and build nests with up to twenty other members of their species. They are only aggressive when hungry, attacking any warm-blooded target without fear. Bloodbeaks will attempt to attack from outside the range of vision of their target in order to gain the element of surprise. They dive at their target, ramming their sharp beaks as deep into their victim as they can. Once their beaks have pierced the hide or flesh of their targets, small, narrow tongue-like proboscises suck their victims' blood (see *Blood Drain*). Creatures able to reach the embedded Bloodbeak can attempt to rip the creature out of the flesh, armor or whatever they have anchored onto with an Opposed Grapple Check (see *Extraction*). If an attempt to extract a Bloodbeak fails, the creature will extract itself and prepare to attack again; it will attempt to drive its deadly beak into a more difficult position to reach.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	3	1d4
Agility	18	3d6, 3d4
Conditioning	15	1d6, 5d4
Vitality	6	3d4
Discipline	6	3d4
Intelligence	3	1d4
Charisma	5	2d4

SECONDARY QUALITIES

Athleticism	11	5d4
Physical Acumen	17	2d6, 4d4
Fitness	11	5d4
Will	6	3d4
Wisdom	5	2d4
Wit	4	2d4
Presence	4	2d4

TERTIARY QUALITIES

Physis	8	–
Reaction	15	1d6, 5d4
Defense Rating	12	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	2	–	–	13

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	0
Melee Kinetic	0
Energy	0
Chemical	0
Void	1
Alpha	Immune
Omega	Immune

3.1.3

Hamlin

FREAK OF NATURE

HEIGHT	0.3 m (1')	HP	10	ACTIVE SEGMENTS	3
WEIGHT	3.6 kg (8 lb)	EP	18	FOOTPRINT	0.5 × 0.5

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	4	2d4
Agility	12	6d4
Conditioning	12	6d4
Vitality	10	5d4
Discipline	9	4d4
Intelligence	4	2d4
Charisma	10	5d4

SECONDARY QUALITIES

Athleticism	8	4d4
Physical Acumen	12	6d4
Fitness	11	5d4
Will	10	5d4
Wisdom	7	3d4
Wit	7	3d4
Presence	7	3d4

TERTIARY QUALITIES

Physis	9	–
Reaction	10	5d4
Defense Rating	10	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
1	1	–	1	1	2	4	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	0
Melee Kinetic	0
Energy	0
Chemical	0
Void	1
Alpha	Immune
Omega	Immune

AKA Ground Locusts, Swarm Doggies

Hamlins are about the size of a rabbit and resemble lemmings, except for several over-developed incisors which poke out from beneath their upper lips. Hamlins also have short, whip-like tails and sharpened claws on their front legs. They range in color, from deep rust to a light grey, and they all have cobalt blue eyes that glow eerily when they catch the light. Early researchers noted that when they move as a group they emit a soft audible tone in the middle C range. Because of their diminutive size, the tone Hamlins emit is often the only warning of their approach.

BEHAVIOR

Hamlins are trouble for anyone traveling temperate or sub-tropical lands on foot. They quickly begin to pursue any moving target, while calling other Hamlins to the hunt. The longer their target keeps moving, the more Hamlins join the pursuit. Attack survivors have reported that the creatures appear harmless at first; however, as soon as they stopped moving, they were attacked by the Hamlins en masse. Hamlins swarm their victims in a wave of fur and gnashing teeth. They leap at their victims from every direction, latching on until the targets succumb to the assault (see *Leap Attack* and *Swarm*). A pack of sixty Hamlins can strip a horse to the bone in a half hour. A grown human will disappear in fifteen minutes. The only chance a potential victim has is to outrun or destroy the Hamlins. Most Freezone communities and small city states of the frontier are familiar with these little beasts and pay bounties for their skins. Some community lookouts are even under orders to shoot anyone seen approaching with a trailing swarm of Hamlins. Oddly enough, Hamlins will not scour an area for food unless they have followed a target that has come to rest there first. No one is sure why, but they only eat prey that they have stalked.



SPECIALS

*Leap Attack

Act: Half, Rng: 2 SIM, Sc: 1, Nat: Ph, EC: 2, RC: Agility (15, Negates)

Func: Alter (Agility RCs -1, MRs -1)

Swarm

Hamlins receive a +1 bonus to their Leap Attack and Bite Attack Attempts for every Hamlin attached to the target.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Bite	4d4	1d6 MK	6	2	–	–	1 SIM	–
Leap*	4d4	–	–	1	–	–	2 SIM	–

RANKS Detection: 2, Grapple: 2, Tracking: 3, Unarmed Melee: 1

HEIGHT	0.7 m (2'2")	HP	8	ACTIVE SEGMENTS	3
WEIGHT	6.8 kg (15 lb)	EP	20	FOOTPRINT	1 × 1

SKEETER
FREAK OF NATURE

3.1.4

SPECIALS

Blood Drain
Bite must *Puncture*.

Act: Full, Rng: 1 SIM, Sc: 1, Nat: Ph, EC: 1, Dur: 7 S (After 7 S it is full and will withdraw from combat)

Func: DoT (1d6 MK, 1 HP and 1 EP/S)

***Lucid Toxin**
Act: Half, Rng: 10 SIM, Sc: 1, Nat: Ph, EC: 5, Ch/Rech: (1, 12 H), Cuml: No

Func: Toxin [Disp: DD, Onset: 1 S, Effect: Alter (Thought State -2, NLT *Confused*), Dur: 3 H, PL: 1, RC: Vitality (15, Negates)]



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Bite	5d4	1d6 MK*	–	1	–	–	1 SIM	–

RANKS	Barb: 8, Detection: 3, Unarmed Melee: 3

AKA Bloodsucker

Skeeters are nearly identical to the common mosquito except for their incredible size. They are typically found in swamplands, marshy areas or near other standing bodies of water. Skeeters occasionally travel in large swarms numbering in the hundreds, but tend to hunt for blood in much smaller numbers. Many Freezone communities have developed automated dispensers that emit pheromones that are extremely offensive to Skeeters and other flying insects, but are undetectable by humans. Like their smaller cousins, Skeeters have six legs that hang beneath their abdomen and a pair of antennae and palps attached to their heads. They have long proboscises that extend from their mouths that are used to penetrate the skin of their victims and extract blood. Blood is used as a source of protein for the eggs Skeeters carry. They also have a small barb at the end of their proboscises that can be propelled at their prey as they approach. The sound of a Skeeter's wings is almost as legendary as the mess created when these large insects are squashed.

BEHAVIOR

Skeeters are attracted to the carbon dioxide exhaled by other animals, and to heat and movement. They persistently attack living targets, attempting to siphon a sizable volume of their victim's blood in order to satisfy their seemingly unending hunger. The proboscis that a Skeeter inserts during its bite releases an enzyme that inhibits blood coagulation. This causes victims to continue bleeding while their blood is withdrawn (see *Blood Drain*). Before attacking with their bite, Skeeters shoot a small barb at their victim. When the barb strikes a solid surface, it releases an hallucinogenic toxin that has a disorienting, yet relaxing effect (see *Lucid Toxin*). This toxin has become a primary ingredient for many narcotics on the black market, prompting entrepreneurial and criminal minds to construct Skeeter breeding nurseries.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	7	3d4
Agility	12	6d4
Conditioning	12	6d4
Vitality	9	4d4
Discipline	12	6d4
Intelligence	2	1d4
Charisma	1	1d4

SECONDARY QUALITIES

Athleticism	10	5d4
Physical Acumen	12	6d4
Fitness	11	5d4
Will	11	5d4
Wisdom	7	3d4
Wit	2	1d4
Presence	4	2d4

TERTIARY QUALITIES

Physis	8	–
Reaction	11	5d4
Defense Rating	9	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	1	–	–	10

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	0
Melee Kinetic	0
Energy	0
Chemical	0
Void	1
Alpha	Immune
Omega	Immune

3.1.5

Sleech

FREAK OF NATURE

HEIGHT	0.6 m (2'1")	HP	16	ACTIVE SEGMENTS	3
WEIGHT	10.9 kg (24 lb)	EP	10	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	9	4d4
Agility	9	4d4
Conditioning	8	4d4
Vitality	12	6d4
Discipline	10	5d4
Intelligence	1	1d4
Charisma	1	1d4

SECONDARY QUALITIES

Athleticism	9	4d4
Physical Acumen	9	4d4
Fitness	10	5d4
Will	11	5d4
Wisdom	6	3d4
Wit	1	1d4
Presence	5	2d4

TERTIARY QUALITIES

Physis	7	–
Reaction	8	4d4
Defense Rating	6	–

MOVEMENT RATES

Swim	Crawl	M-Run	Climb	Walk	Run	Sprint	Fly
1	1	–	1	1	2	–	–

ARMOR

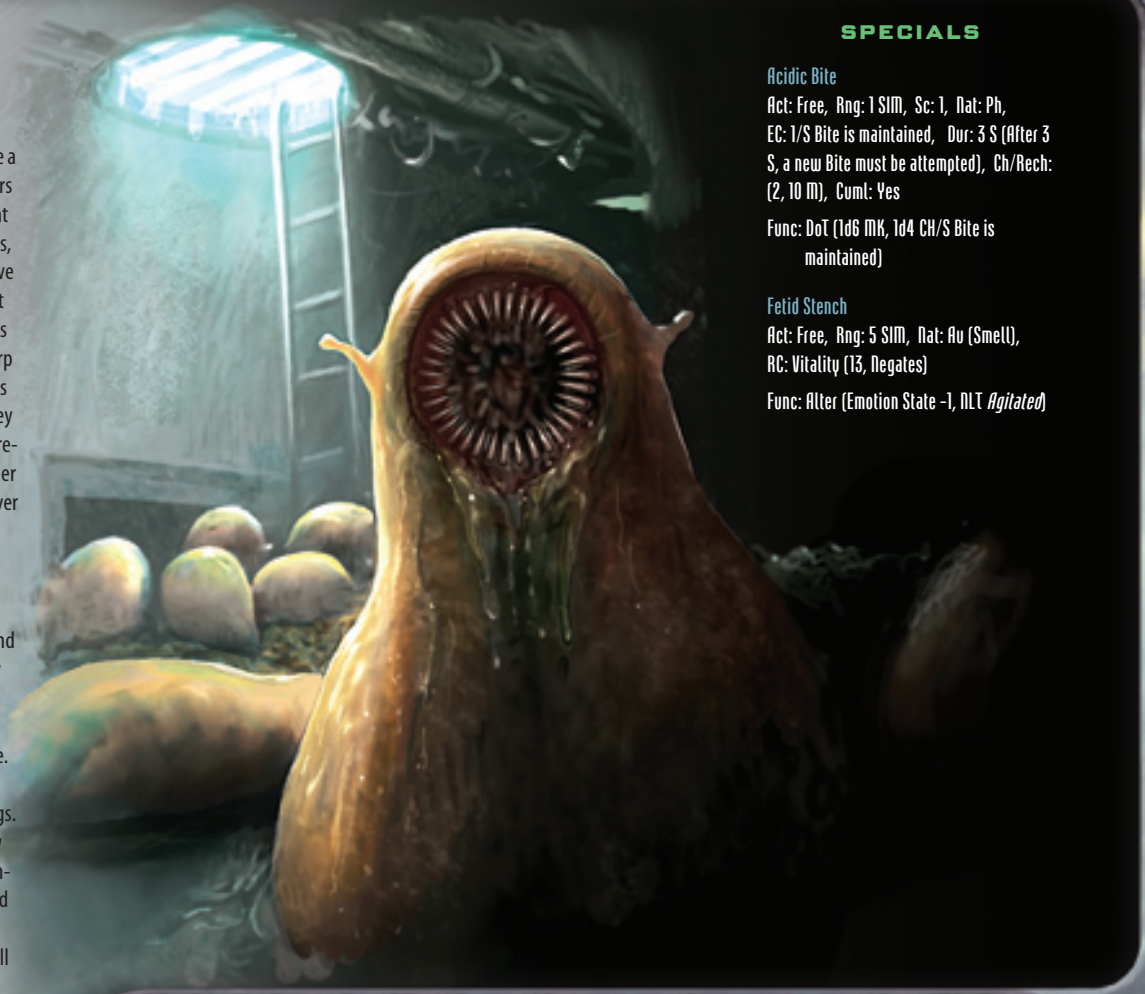
DAMAGE TYPE	THRESHOLD
High Vel. Kinetic	1
Melee Kinetic	2
Energy	1
Chemical	4
Void	1
Alpha	Immune
Omega	Immune

AKA Fecal Worm, Poop Slug

Sleeches are large, slimy genetic combinations of slugs and leeches renowned throughout the New World for their unquenchable hunger and incomparable stench. As Sleeches move, they leave a thick, putrid smelling yellow mucus trail that lingers for days before hardening. Research has shown that their vital organs reside in the center of their bodies, protected by their thick, pliable hides. Sleeches have a single large, flexible mouth that forms an airtight seal around their meals. The insides of their mouths are lined with a layer of hundreds of tiny razor-sharp teeth, and their saliva is acidic. This means Sleeches are able to chew through almost any material if they are given enough time (see *Acidic Bite*). Sleeches create nests in dank, dark areas not frequented by other animals. In the fetid darkness, they feed on whatever they find, leaving nothing but a disgusting trail of mucus and feces in their wake (see *Fetid Stench*).

BEHAVIOR

Sleeches will eat anything and are able to detect and draw nutrients from whatever organic matter they ingest. Research has revealed that Sleech eggs are laid approximately every three days and are mixed with nutrient-rich waste excreted at the same time. Sleech young develop rapidly, provided enough nutrients remain in the feces surrounding their eggs. In areas where food is abundant, Sleeches multiply quickly and mature to full size within a week of continuous eating. Entire warehouses have been wiped clean of food and other materials by undetected Sleech infestations. Sleeches are not deadly in small numbers unless prey are very young, old, frail or unarmored. In large numbers, they often overwhelm victims and eat them alive. However, Sleeches are typically no match for a bit of body armor or a sharp melee weapon.



SPECIALS

Acidic Bite

Act: Free, Rng: 1 SIM, Sc: 1, Nat: Ph, EC: 1/S Bite is maintained, Dur: 3 S (After 3 S, a new Bite must be attempted), Ch/Rech: (2, 10 M), Cuml: Yes

Func: DoT (1d6 MK, 1d4 CH/S Bite is maintained)

Fetid Stench

Act: Free, Rng: 5 SIM, Nat: Au (Smell), RC: Vitality (13, Negates)

Func: Alter (Emotion State -1, NLT *Agitated*)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Bite	4d4	1d6 MK	–	1	–	–	1 SIM	–

RANKS	Detection: 1, Grapple: 3, Unarmed Melee: 1

HEIGHT	1.1 m (3'6")	HP	22	ACTIVE SEGMENTS	3
WEIGHT	34.0 kg (75 lb)	EP	20	FOOTPRINT	1 × 1

SQUICK
FREAK OF NATURE

3.1.6



SPECIALS

Immune to all PL 1 and 2 Toxins, Chemicals and Diseases.

AKA Garbage Patchers, Carnies

Squicks are small humanoid creatures with limited intelligence and questionable hygiene. They resemble short, angry, uneducated children in need of a bath. Squicks earned their name from the sound their oversized heads make when bullets or blunt objects pass through them. The name was first coined by Emilio Dusk, an NWSEC explorer, who compared it to the sound of a ripe tomato hitting the floor. For warmth and protection, Squicks wear whatever clothes they can scavenge and clearly have no concern for their appearance. They have beady little eyes and are covered in hundreds of tiny scars—the marks of their form of conflict resolution: scratching, biting and slapping until the weaker Squick concedes. These little scavengers live in areas long ignored by more intelligent beings, including garbage dumps, sewage tunnels and lower, abandoned arcology levels. Squicks will eat anything dense enough to be held in their grubby little hands, so long as it is not too hard for their rotten teeth.

BEHAVIOR

Squick communities often have significant numbers; however, there is no true leadership or organization of any sort. Communities are merely kept in order by the least mentally stunted specimen who is able to intimidate, threaten and trick other Squicks to do his or her bidding. A few Squick communities have learned to properly clothe themselves, use tools and even firearms. However, these groups are the exception rather than the norm. For the most part, Squicks are territorial, cannibalistic savages capable of extreme aggressiveness when defending their turf. They attack with simple melee weapons in overwhelming numbers, but are skittish and scare easily; they retreat and attack often. Some people have attempted to keep these disgusting little wretches as pets. Others have tried to educate them and turn them into respectable members of society. In most cases, Squicks perceive this kindness as a weakness and spring violently into action, murdering and eating their would-be advocates.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d4	1d4+1 MK	4	5	–	–	1 SIM	–
Melee Weapon	6d4	Weapon+1	Dependent upon Weapon					

RANKS Barter: 1, Detection: 3, Grapple: 3, Living off the Land: 4, One-handed Melee: 2, Performing: 1, Structural Technologies: 1, Tactics: 1, Theft: 1, Tracking: 1, Two-handed Melee: 2, Unarmed Melee: 3

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	12	6d4
Agility	12	6d4
Conditioning	14	1d6, 5d4
Vitality	10	5d4
Discipline	8	3d4
Intelligence	6	2d4
Charisma	2	1d4

SECONDARY QUALITIES

Athleticism	12	6d4
Physical Acumen	13	6d4
Fitness	12	6d4
Will	9	4d4
Wisdom	7	3d4
Wit	4	2d4
Presence	7	3d4

TERTIARY QUALITIES

Physis	9	–
Reaction	10	5d4
Defense Rating	8	–

MOVEMENT RATES

Swim	Crawl	M-Run	Climb	Walk	Run	Sprint	Fly
1	2	2	2	2	3	5	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Vel. Kinetic	0
Melee Kinetic	1
Energy	0
Chemical	1
Void	1
Alpha	Immune
Omega	Immune

3.1.7

Terror Beetle

FREAK OF NATURE

HEIGHT	0.84 m (2'9")	HP	22	ACTIVE SEGMENTS	3
WEIGHT	52.2 kg (115 lb)	EP	20	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	11	5d4
Agility	10	5d4
Conditioning	12	6d4
Vitality	10	5d4
Discipline	8	4d4
Intelligence	3	1d4
Charisma	11	5d4

SECONDARY QUALITIES

Athleticism	11	5d4
Physical Acumen	11	5d4
Fitness	11	5d4
Will	9	4d4
Wisdom	6	3d4
Wit	7	3d4
Presence	11	5d4

TERTIARY QUALITIES

Physis	9	–
Reaction	8	4d4
Defense Rating	4	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
–	2	–	2	2	3	5	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	2
Melee Kinetic	3
Energy	2
Chemical	3
Void	1
Alpha	Immune
Omega	Immune

Terror beetles are named for their horrific appearance and frightening taste for human flesh. They are huge, winged insects, some more than a meter (3') in length. Their bodies are covered in chitinous exoskeletons. Unlike their smaller beetle relatives, terror beetle heads are the largest part of their bodies and are home to grotesquely complex mouths, at the center of which are ghastly lamprey-like funnels filled with rows of razor sharp teeth. They have numerous eyes that span the sides of their heads. Their legs are clawed and covered in sharp barbs. Terror beetles have heavily armored bodies covered in sharp spikes and horns. Although incapable of flight, they use their wings to support a leaping attack toward unsuspecting prey (see *Leap Attack*). When jumping, their wings hum loudly as they flap at blinding speed. When extended from underneath their exoskeleton, Terror beetle wings are a deep red color.

BEHAVIOR

Terror beetles are becoming increasingly common in cities, where they quickly find comfortable homes in sewers, alleys, abandoned buildings and any dank place they can force their way into. In the Wilds, they favor rugged terrain, caves and dense vegetation. They are usually found alone or in small numbers, although large swarms are common where food is plentiful. Terror Beetles are aggressive carnivores, quick to attack and devour anything they perceive as food. They instinctively rely on their durable exoskeletons and barbs to protect them as they charge. Their limbs are capable weapons, and they eagerly throw themselves onto their prey, ripping, biting and clawing viciously. They latch onto their victims with their mandibles as fast as possible, drawing them to their lamprey-like suckers where they quickly begin mashing and sucking their prey's flesh. Terror Beetles are almost completely nocturnal. During the day they retreat from the sun into whatever dark space is available. At night they are incredibly active scouring the terrain for food and, as the local food source dwindles, moving on in search of better hunting grounds.



SPECIALS

Leap Attack

Act: Half, Rng: 4 SIM, Sc: 1, Nat: Ph, EC: 4, RC: Agility (18, Negates; 14, Half Damage)

Func: Dam (1d6+3 MK)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d4	1d4	4	4	–	–	1 SIM	–
Bite	5d4	1d6+1	6	2	–	–	1 SIM	–

RANKS	Detection: 3, Tracking: 2, Unarmed Melee: 2

HEIGHT	0.8 m (2'6")	HP	32	ACTIVE SEGMENTS	3, 6
WEIGHT	38.6 kg (85 lb)	EP	38	FOOTPRINT	1.5 × 1.5

Chameleon Spinner

FREAK OF NATURE

3.2.1



SPECIALS

Poisonous Bite

Act: Free, Sc: 1, Nat: Ph, RC: Agility (15 Negates), Ch/Rech: (3, 6 H), Cuml: No

Func: Toxin [Disp: DD, Effect: Alter (Speed State -2 NLT *Slowed*, Strength -5 and an additional -5/H), Dur: 6 H, PL: 2, RC: Vitality (15, Negates)]

Sheet Web (28/18)

This is an almost transparent sheet of web. See *Web* Glossary entry for more details.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Bite	2d6, 4d4	1d8+1 MK	6	2	–	–	1 SIM	–

RANKS Detection: 6, Stealth: 8, Tracking: 3, Unarmed Melee: 5

AKA Ghost Spiders

Chameleon spinners are large, aggressive, intelligent arachnids. Before reaching adulthood, their exteriors are an eerie, translucent gray. By the time they mature, their bodies lack distinctive markings and, like the chameleon from which they borrow their name, develop the ability to adopt the appearance and color of their immediate surroundings. Immediately following the transition to adulthood, the mother pushes the Spinners from the nest, forcing them to fend for themselves. Chameleon spinners have resilient, hairless exoskeletons and are exceptional climbers; they have no difficulty crawling on inverted surfaces despite their large size and move with alarming speed. The production of their transparent, almost invisible, webbing is a biological wonder and an incredibly effective hunting tool (see *Sheet Web*).

BEHAVIOR

Chameleon spinners can be found in temperate climates around the world. They prefer dimly lit areas with dense, difficult terrain—features that increase the effectiveness of their camouflage and make their webs difficult to detect. Solitary spinners have been encountered, but they usually construct webs near others of their kind. Their vast networks of webs are joined by thin lines that alert spinners should prey become entangled in a web. Victims caught in networked webs become food for the entire group and are quickly split into equal parts. Research has shown that chameleon spinners observe the behavior of their prey and adjust the position of the webs in their network accordingly. They have even been observed creating traps for their prey: prey attempting to bypass intentionally easy to detect webs can become snared in secondary webs hidden from view. As solitary hunters or smaller networks, chameleon spinners focus on well-traveled areas, building webs across paths or trails in the wild, or across doorways and stairwells in ruined or abandoned buildings.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	15	1d6, 5d4
Agility	17	2d6, 4d4
Conditioning	20	4d6, 2d4
Vitality	16	2d6, 4d4
Discipline	18	3d6, 3d4
Intelligence	6	3d4
Charisma	9	4d4

SECONDARY QUALITIES

Athleticism	16	2d6, 4d4
Physical Acumen	19	3d6, 3d4
Fitness	18	3d6, 3d4
Will	17	2d6, 4d4
Wisdom	12	6d4
Wit	8	4d4
Presence	12	6d4

TERTIARY QUALITIES

Physis	14	–
Reaction	14	1d6, 5d4
Defense Rating	10	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	2	–	3	3	5	8	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	1
Melee Kinetic	2
Energy	0
Chemical	0
Void	2
Alpha	Immune
Omega	Immune

3.2.2

Colonial Drone

Freak of Nature

Height	1.1 m (3'8")	HP	30	Active Segments	3, 6
Weight	136 kg (300 lb)	EP	32	Footprint	2 × 1

Core Qualities

Quality	Score	Dice Pool
Strength	19	3d6, 3d4
Agility	14	1d6, 5d4
Conditioning	14	1d6, 5d4
Vitality	16	2d6, 4d4
Discipline	18	3d6, 3d4
Intelligence	3	1d4
Charisma	8	4d4

Secondary Qualities

Athleticism	17	2d6, 4d4
Physical Acumen	14	1d6, 5d4
Fitness	15	1d6, 5d4
Will	17	2d6, 4d4
Wisdom	11	5d4
Wit	6	3d4
Presence	14	1d6, 5d4

Tertiary Qualities

Physis	13	–
Reaction	14	1d6, 5d4
Defense Rating	7	–

Movement Rates

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	2	–	2	3	5	7	–

Armor

Damage Type	Threshold
High Velocity Kinetic	2
Melee Kinetic	3
Energy	2
Chemical	4
Void	2
Alpha	Immune
Omega	Immune

Colonial drones are the versatile laborers of a Colonial Hive. They resemble massive cockroaches but are significantly more dangerous. They have thick, protective carapaces that reduce damage sustained during combat. Their monstrous heads have three sets of eyes and incredibly powerful jaws. Colonial drones also have two long antennae attached to the top of their heads that are capable of interpreting faint sounds, alerting them to the presence of prey or predators. These antennae are also used to interpret the high-pitched, shrieking commands of superior members of the Hive hierarchy. Colonial drones have two front pincers that inject acidic digestive fluids into earth and rock, quickly liquefying them so that they can be ingested through the creature's narrow, tubular tongue. After digestion, colonial drones secrete a sticky paste that can be shaped and smoothed and, once hardened, is a strong, durable material similar to ceramic.

Behavior

Colonial drones create an intricate network of tunnels within the Hive by constantly burrowing through the earth. Colonial drones ingest some of this earth for nutrients, but they place most of it in a large, hollow organ inside their bodies before carrying it out to the entrances of their hives where they excrete it. This process creates towering mounds of dirt similar in structure to a volcano. Drones recognize members of their hive by their distinct smell. Drones will not attack intruders unless higher-ranked members of the hive first spray them with a particular scent or are commanded to do so. Once either of these actions occur, the colonial drones in that area will stop what they are doing and immediately attack. Once the target has been killed, or destroyed, the drones return to their tasks as though nothing out of the ordinary had occurred. During combat, drones attack with their front pincers and acidic digestive fluid (see *Digestive Fluid*).

Specials

Digestive Fluid

Act: Half, Rng: 1 SIM, Sc: 1, Nat: Ph, EC: 4, Dur: 2 S, RC: Agility (15, Half Damage), Ch/Rech: (2, 5 M), Cuml: Yes

Func: DoT (1d6 CH, 1d4 CH/S)



Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	2d6, 4d4	1d4+1 MK	4	5	–	–	1 SIM	–
Bite	2d6, 4d4	2d6+1 MK	–	1	–	–	1 SIM	–

Ranks Detection: 4, Grapple: 3, Tracking: 3, Unarmed Melee: 5

HEIGHT	0.3 m (1')	HP	31	ACTIVE SEGMENTS	3, 6
WEIGHT	27.2 kg (60.0 lb)	EP	30	FOOTPRINT	1 × 1

Duct Worm

FREAK OF NATURE

3.2.3

SPECIALS

Reactive Skin
If an opponent uses an Unarmed Attack against this creature or attempts to Break Free from a Grapple, they suffer 1d4+1 CH damage per Strike or Attempt.





Duct worms are vicious, snake-like creatures that have two rows of sharp spines lining the top and bottom of their bony, cylindrical heads. The stretchy skin around their mouths recedes to reveal rows of razor-sharp, fang-like teeth. Their bodies are pliable, allowing them to stretch and compress into narrow spaces with ease. Duct worms are carnivorous and primarily aquatic creatures that burrow into the bottoms of rivers, lakes or other bodies of water where they wait patiently for passing prey. They use their many tentacles to propel themselves through liquid or along smooth surfaces; their many carpal suckers provide them with an excellent grip on dry surfaces and the ability to easily grasp prey. Although they spend most of their time in water, duct worms are capable of breathing air and are routinely encountered on land. In fact, duct worms earned their name by venturing into drainage and irrigation systems, sewers and other runoff waterways. Through these passages they sometimes find themselves in close proximity to humans, which, if caught off guard, make a satisfying meal.

BEHAVIOR

Duct worms are extremely aggressive and will attack all animals they believe they can kill. In water, their speed is their greatest asset. On dry land, they rely on the element of surprise, often dropping onto would-be prey from above. If their food supply begins to disappear, they move to new hunting grounds, sniffing out new food sources with their snake-like forked tongue. In combat, duct worms wrap their tentacles around their target, constricting to maintain a formidable grip and to prevent their victim from escaping. Once they have a firm grip, they bite their victim repeatedly with their incredibly sharp teeth. Aside from their speed, duct worms rely on a sharp ring of painful spikes around their head for defense. Their skin secretes a chemical that dissolves flesh and synthetic materials on contact, making it difficult to free oneself from their grasp (see *Reactive Skin*).

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	15	1d6, 5d4
Agility	20	4d6, 2d4
Conditioning	16	2d6, 4d4
Vitality	18	3d6, 3d4
Discipline	14	1d6, 5d4
Intelligence	4	2d4
Charisma	10	5d4

SECONDARY QUALITIES

Athleticism	18	3d6, 3d4
Physical Acumen	18	3d6, 3d4
Fitness	17	2d6, 4d4
Will	16	2d6, 4d4
Wisdom	9	4d4
Wit	7	3d4
Presence	13	6d4

TERTIARY QUALITIES

Physis	14	–
Reaction	13	6d4
Defense Rating	10	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
8	3	–	3	3	4	5	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	1
Melee Kinetic	3
Energy	1
Chemical	3
Void	2
Alpha	Immune
Omega	Immune

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Bite	3d6, 3d4	1d8+1 MK	6	2	–	–	1 SIM	–

RANKS Detection: 4, Grapple: 6, Tracking: 3, Unarmed Melee: 5

3.2.4

Helyfish

FREAK OF NATURE

HEIGHT	1.7 m (5'6")	HP	24	ACTIVE SEGMENTS	3, 6
WEIGHT	29.5 kg (65 lb)	EP	31	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	17	2d6, 4d4
Agility	14	1d6, 5d4
Conditioning	14	1d6, 5d4
Vitality	10	5d4
Discipline	17	2d6, 4d4
Intelligence	6	3d4
Charisma	12	6d4

SECONDARY QUALITIES

Athleticism	16	2d6, 4d4
Physical Acumen	14	1d6, 5d4
Fitness	12	6d4
Will	14	1d6, 5d4
Wisdom	12	6d4
Wit	9	4d4
Presence	15	1d6, 5d4

TERTIARY QUALITIES

Physis	13	–
Reaction	14	1d6, 5d4
Defense Rating	7	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	–	–	–	8

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	0
Melee Kinetic	1
Energy	1
Chemical	2
Void	2
Alpha	Immune
Omega	Immune

Helyfish bear a striking resemblance to jellyfish; however, their translucent bodies are filled with helium, allowing them to hover and fly through the air using the same motions jellyfish use to glide through water. Helyfish have long, thin and extraordinarily lightweight tentacles that drift under their body as they move through the air. When traveling, these creatures make no discernable noise, allowing them to sneak up on prey and attack without notice. Helyfish have a reputation for latching onto and destroying the armor of humanoid targets without drawing the attention of their victim. Once a Helyfish has eaten through the armor and reaches the exposed flesh of a victim, the intense pain of their sting is more than enough to make their presence known. Their stealth and capable offensive abilities are well known among travelers of the Wilds. Helyfish are unarmored and cannot absorb a great deal of damage before their fragile skin is ruptured. Once this occurs, they plummet to the groud and squirm helplessly until they die.

BEHAVIOR

Helyfish are pack hunting carnivores that float at low altitudes searching for large prey to descend upon. They use their dangerous tentacles to sting prey and absorb nutrients from them. As these strange creatures travel, they attract innumerable flying insects with a strong pheromone that they continuously released through their skin. As the insects approach they inevitably come into contact with the Helyfish's tentacles, becoming prey. When attacking a larger target, Helyfish descend slowly and carefully before gently draping their tentacles onto their prey. When Helyfish tentacles are disturbed, they wrap around the intruder and thousands of small tentacle spines release a potent necrotoxin that liquefies the prey so that it can then be ingested through the tentacles. The toxin induces extreme pain and often causes muscular contractions (see *Necrotoxic Grasp*). Although a single Helyfish may not pose much of a threat, a pack can quickly kill a single unprotected target with relative ease.



SPECIALS

Necrotoxic Grasp

Helyfish must have *Control* first.

Act: Full, Rng: 2 SIM, Sc: 1, Nat: Ph, EC: 3/S held, Dur: until victim *Breaks Free* or is released

Func: DoT (1d8+1 CH, 1d4+1 CH/S)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	2d6, 4d4	1d4+1 CH	5	4	–	–	2 SIM	–
Bite	2d6, 4d4	1d4+1 MK	–	1	–	–	1 SIM	–

RANKS	Detection: 3, Grapple: 6, Stealth: 6, Tracking: 2, Unarmed Melee: 4

HEIGHT	1.7 m (5'6")	HP	32	ACTIVE SEGMENTS	3, 6
WEIGHT	95.3 kg (210 lb)	EP	29	FOOTPRINT	2 × 1.5

MUCKHUGGER
FREAK OF NATURE

3.2.5



SPECIALS

Leaping Tentacle Attack
Act: Full, Rng: 7 SIM, Sc: 1, Nat: Ph, EC: 6, RC: Agility (20, Negates)

Func: Grapple, Control

Inflating Suffocation
Requires *Control*.

Act: Half, Rng: 1 SIM, Sc: 1, Nat: Ph, EC: 1 EP/S held

Func: Grapple, Choke

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	3d6, 3d4	1d4+1 MK	4	4	–	–	2 SIM	–
Bite	3d6, 3d4	1d10+2 MK	6	2	–	–	1 SIM	–

RANKS Detection: 4, Grapple: 6, Tracking: 2, Unarmed Melee: 5

Muckhuggers are amphibian creatures named for their love of lounging in mud, and for the hug-like attack they use to suffocate their prey. Their powerful hind legs and inflating chests resemble the common bullfrog, while their slimy, brownish-orange epidermal layer and sucker-covered tentacles reveal their grotesque octopodian ancestry. Muckhuggers have two pairs of oversized brown eyes that are partially closed as they lounge sleepily in the cool mud, but are wide with excitement as they attack their targets. They are well known for their stagnant odor, reminiscent of rotting wood, and the deep, guttural sound of their mating call. Their long, sticky tongues shoot out quickly to capture the large insects that patrol the swamplands. Muckhuggers are incredible swimmers and jumpers, but otherwise only waddle or crawl using their tentacles to assist their movement on land.

BEHAVIOR

Muckhuggers are swamp-dwelling carnivores that thrive in the damp, musky air and overwhelming stench of stagnant water. They are lazy, lethargic creatures that try to avoid any laborious activity or combat. Muckhuggers hunt insects and small animals that wander within range of their sticky tongues. Every few days, Muckhuggers require more sustenance than their lazy insect-devouring diet provides. This need for food drives them to use their powerful legs to propel them onto a larger, meatier target, which they envelop with their long, constricting tentacles (see *Leaping Tentacle Attack*). They use their significant strength to pull their victims into the water. When launching themselves at their prey, Muckhuggers inflate their chests to an incredible size, using it like a pillow to suffocate their victims. While killing their prey, they turn their heads sideways (see *Inflating Suffocation*). NWSEC observers have often remarked that when smothering its victim, Muckhuggers will turn their head sideways with an expression on their face similar to that of a child squeezing a stuffed animal.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	20	4d6, 2d4
Agility	15	1d6, 5d4
Conditioning	14	1d6, 5d4
Vitality	18	3d6, 3d4
Discipline	15	1d6, 5d4
Intelligence	4	2d4
Charisma	10	5d4

SECONDARY QUALITIES

Athleticism	18	3d6, 3d4
Physical Acumen	15	1d6, 5d4
Fitness	16	2d6, 4d4
Will	17	2d6, 4d4
Wisdom	10	5d4
Wit	7	3d4
Presence	15	1d6, 5d4

TERTIARY QUALITIES

Physis	14	–
Reaction	14	1d6, 5d4
Defense Rating	7	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
5	2	–	3	3	4	5	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	2
Melee Kinetic	3
Energy	1
Chemical	2
Void	2
Alpha	Immune
Omega	Immune

3.2.6

Rockscythe

FREAK OF NATURE

HEIGHT	0.9 m (3')	HP	30	ACTIVE SEGMENTS	3, 6
WEIGHT	63.5 kg (140 lb)	EP	31	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	15	1d6, 5d4
Agility	18	3d6, 3d4
Conditioning	16	2d6, 4d4
Vitality	14	1d6, 5d4
Discipline	15	1d6, 5d4
Intelligence	5	2d4
Charisma	10	5d4

SECONDARY QUALITIES

Athleticism	17	2d6, 4d4
Physical Acumen	17	2d6, 4d4
Fitness	15	1d6, 5d4
Will	15	1d6, 5d4
Wisdom	10	5d4
Wit	8	4d4
Presence	13	6d4

TERTIARY QUALITIES

Physis	13	–
Reaction	15	1d6, 5d4
Defense Rating	10	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	2	3	3	3	5	–	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	3
Melee Kinetic	4
Energy	2
Chemical	3
Void	2
Alpha	Immune
Omega	Immune

AKA Blade Dreidels

Rockscythes are small but deceptively strong and athletic creatures with powerful hind legs and two scythe-like arms. Their rough, dark-colored skin gives them a rock-like appearance when they remain still; this makes them difficult to detect with a cursory glance when motionless in rocky terrain. Their long, sharply bladed arms are comprised of dense bone, giving them formidable durability. The end of each blade is curved with an extremely sharp inner edge that is used for piercing and tearing the flesh of their prey. Rockscythes are incredible leapers that spin through the air with one scythed appendage in front of their body and the other behind, making them a dangerous projectile. They also have strong jaws filled with small teeth used for tearing strips of flesh from their prey.

BEHAVIOR

Rockscythes are carnivorous pack animals and are common in temperate, rocky environments as well as barren tundra. Rockscythes hunt in packs of four to eight, squatting patiently, their body between their legs, ready to spring upon their prey. When resting or waiting to strike, Rockscythes keep one bladed arm resting across their chests and the other across their lower back. Rockscythes raise their arms into an attack position as they leap. When attacking, they use the element of surprise to gain an advantage over their prey; leaping from concealment at their unsuspecting prey from above (see *Leap Attack*). Both arms have a significant range of motion and their shoulders are likely double-jointed, although research has yet to confirm this. These creatures are capable melee combatants and can launch numerous leap attacks against their opponents. Once they have felled their prey, they use their hooked scythes to tear their victims apart. Rockscythes willingly share the spoils of their victory with their pack, but the most capable hunters enjoy the largest and most nutritious portions.



SPECIALS

Leap Attack

Act: Half, Rng: 3 SIM, Sc: 1, Nat: Ph, EC: 4, RC: Agility (18, Half Damage)

Func: Dam (2d6+1 MK)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	2d6, 4d4	1d8+1	6	2	–	–	1 SIM	–

RANKS	
	Detection: 4, Stealth: 6, Tracking: 2, Unarmed Melee: 6

HEIGHT	0.9 m (3')	HP	24	ACTIVE SEGMENTS	3, 6
WEIGHT	9.1 kg (20 lb)	EP	33	FOOTPRINT	1 × 1

Sawbeak
Freak of Nature

3.2.7



Specials

Diving Slash
Follows *Dive Attack* rules, -5 to Attack Attempt, Min Range 3 SIM.

Act: Full, Rng: 7 SIM, Sc: 1, Nat: Ph, EC: 3, RC: Agility (20, Negates)

Func: Dam (2d4+1 MK)

***Talon Stinger**
Follows *Dive Attack* rules, -5 to Attack Attempt, Min Range 3 SIM.

Act: Full, Rng: 7 SIM, Sc: 1, Nat: Ph, EC: 4, RC: Agility (20, Negates), Ch/Rech: (3, 6 H), Cuml: Yes

Func: Toxin [Disp: DD, Effect: Alter (Strength -5, Agility -5), Dur: 10 M, PL: 2, RC: Vitality (18, Negates)]

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	2d6, 4d4	1d4+1 MK	4	4	–	–	1 SIM	–
Diving Slash	3d6, 3d4	2d4+1 MK	–	1	–	3 SIM	7 SIM	–
Talons	3d6, 3d4	1d8+1 MK*	–	1	–	3 SIM	7 SIM	–

Ranks Detection: 4, Tracking: 2, Stealth: 6, Unarmed Melee: 6

AKA Numbing Bird, Buzzard

Sawbeaks are large, colorful birds about twice the size of modern eagles. Their feathers are typically bright yellow in color, and their faces are ringed in black fur. Upon closer viewing, the bizarre nature of this creature becomes evident as its insect-like characteristics are revealed. Sawbeaks have large, compound eyes like flies. They derive their name from the horizontal, serrated beaks that curve outward around their faces. Sawbeaks have razor sharp talons and smaller stingers that extend and retract from an orifice in the bottom of their feet. These oddly complex avian creatures can beat their wings at a frequency much higher than most birds, a feat that produces a low frequency buzzing or thrumming sound that allows them to perform an array of insect-like aerial maneuvers other birds of similar size are incapable of.

Behavior

Sawbeaks' favorite meals are insects, which they most commonly eat off the ground or from tree trunks. Sawbeaks are also capable of killing small animals on their own, and larger creatures as a swarm. Sawbeaks relish these more substantial meals, which they hunt by diving and grasping in their sharp talons. They inject large prey with the small stinger found in the center of their feet. These stingers contain a paralytic poison that suppresses the movement of their prey (see *Talon Stinger*). When their prey slows its struggle, and its defenses drop, Sawbeaks use their serrated beaks to rip them open and eat without having to worry about their dinner escaping. Sawbeaks avoid attacking targets that are too heavy for them to carry; however, if they become agitated or feel their nests are threatened, adult Sawbeaks will aggressively dive on their targets, slashing with their sharp beaks and talons (see *Diving Slash*).

Core Qualities

Quality	Score	Dice Pool
Strength	14	1d6, 5d4
Agility	20	4d6, 2d4
Conditioning	18	3d6, 3d4
Vitality	16	2d6, 4d4
Discipline	15	1d6, 5d4
Intelligence	4	2d4
Charisma	10	5d4

Secondary Qualities

Athleticism	17	2d6, 4d4
Physical Acumen	19	3d6, 3d4
Fitness	17	2d6, 4d4
Will	16	2d6, 4d4
Wisdom	10	5d4
Wit	7	3d4
Presence	12	6d4

Tertiary Qualities

Physis	14	–
Reaction	15	1d6, 5d4
Defense Rating	12	–

Movement Rates

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	1	2	–	14

Armor

Damage Type	Threshold
High Velocity Kinetic	1
Melee Kinetic	2
Energy	0
Chemical	1
Void	2
Alpha	Immune
Omega	Immune

3.2.8

Stalker Monkey

FREAK OF NATURE

HEIGHT	1.2 m (3'11")	HP	26	ACTIVE SEGMENTS	3, 6
WEIGHT	24.9 kg (55 lb)	EP	33	FOOTPRINT	1.5 × 1.5

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	14	1d6, 5d4
Agility	20	4d6, 2d4
Conditioning	18	3d6, 3d4
Vitality	14	1d6, 5d4
Discipline	15	1d6, 5d4
Intelligence	5	2d4
Charisma	8	4d4

SECONDARY QUALITIES

Athleticism	17	2d6, 4d4
Physical Acumen	19	3d6, 3d4
Fitness	16	2d6, 4d4
Will	15	1d6, 5d4
Wisdom	10	5d4
Wit	7	3d4
Presence	11	5d4

TERTIARY QUALITIES

Physis	13	–
Reaction	14	1d6, 5d4
Defense Rating	10	–

MOVEMENT RATES

2	2	3	4	3	4	7	–
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	1
Melee Kinetic	2
Energy	0
Chemical	1
Void	2
Alpha	Immune
Omega	Immune

Stalker monkeys are grotesque beasts with savage intellects. They are feared and respected wherever they settle. Stalker monkeys are horrific monsters that have monkey heads, like their predecessors, but they have arachnid eyes and poisonous fangs. Four of their eight limbs maintain the functionality and strength of a monkey's, while the other four are arachnid in appearance and capability. Stalker monkeys have extremely long tails that are used for balance and to assist with climbing. For the most part, their bodies are covered in a layer of fur, although some parts are covered in a chitinous exoskeleton, giving them a disturbingly arachnid appearance. The motions and movement of stalker monkeys are a bizarre mixture of the fluidity and agility common among mammals, and the abrupt, robotic movement of an insect.

BEHAVIOR

Stalker monkeys are extremely unpredictable creatures due, in no small part, to the instinctive differences between their genetic donors. They are capable of spinning webs, but are very selective about where and when they deploy them since their monkey impulsiveness conflicts with their arachnid patience. Some rely exclusively on carefully placed webs for all of their hunting. Some prefer to hide, pouncing on prey like trapdoor spiders, while others simply attack on sight. Stalker monkeys generally live in troops of 3 to 25 individuals, but hunting packs tend to be no larger than 10 and are largely comprised of the most agile and aggressive members of the group. They bark like dogs in order to warn other members of their troop of dangerous intruders, but remain silent if intruders and prey can be defeated. Stalker monkey webs can be used to cover large areas and easily entrap careless prey. These webs can also be secreted in concentrated amounts, covering smaller areas but with a significantly stickier webbing (see *Web Deposit*). Stalker monkey venom is a necrotoxin that slowly softens and disintegrates the flesh of prey (see *Necrotoxic Bite*).



SPECIALS

*Necrotoxic Bite

Act: Full, Sc: 1, Nat: Ph, EC: 0,
Dur: Instant, RC: Agility (15, Negates),
Ch/Rech: 2, 12 H, Cuml: Yes

Func: Toxin [Disp: DD, Effect: DoT (1d4, 1/S), Dur: 3 C, PL: 2, RC: Vitality (15, Negates)]

Web Deposit (25, 18)

Stalker Monkeys are able to deposit concentrated amounts of *Web* in small areas as a form of perimeter defense near their nests. While stuck, victims may Stand or Kneel, but cannot use a Dynamic Stance to move and are considered Hindered.

Trapdoor Pounce

Stalker Monkeys may choose to patiently hide in a small burrow covered in elements of the local terrain that requires a Detection (Sight) Skill Check DR 30 to detect. Failure allows the Monkey to leap unexpectedly at any victim within 5 SIM of the door providing them with Surprise.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	2d6, 4d4	1d4+1 MK	3	5	–	–	1 SIM	–
Bite	2d6, 4d4	1d8 MK*	–	1	–	–	1 SIM	–

RANKS	Detection: 6, Grapple: 6, Stealth: 6, Tracking: 4, Unarmed Melee: 6

HEIGHT	1.1 m (3'6")	HP	34	ACTIVE SEGMENTS	3, 6
WEIGHT	108.9 kg (240 lb)	EP	36	FOOTPRINT	2.5 × 1.5

TWISTERFISH
FREAK OF NATURE

3.2.9



SPECIALS

Grasping Bite
Act: Half, Rng: 1 SIM, Sc: 1, Nat: Ph,
EC: 3 and 1/S Bite is held,
RC: Agility (15, Negates)

Func: Grapple, Control

Twisting Bite
Requires *Control*.

Act: Full, Rng: 1 SIM, Sc: 1, Nat: Ph,
EC: 3, Duration: Instant,
RC: Strength (18, Negates)

Func: Dam (2d6+1 MK)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	2d6, 4d4	1d4+1 MK	4	5	–	–	1 SIM	–
Bite	2d6, 4d4	1d8+1 MK	6	2	–	–	1 SIM	–

RANKS Detection: 4, Grapple: 6, Tracking: 3, Unarmed Melee: 4

AKA Spirofish

Twisterfish are aquatic creatures equipped with numerous long, undulating tentacles. As twisterfish propel themselves through the water, their long tentacles cause them to constantly rotate. Twisterfish have six limbs, three on each side of their body. As they swim, their limbs splay outward, giving them a propeller-like appearance. Each limb ends in a sharp, curved claw. Their oversized mouths are filled with long, sharp teeth capable of easily tearing large chunks of flesh from prey. Twisterfish skin is leathery and tough. Their sinewy innards are apparently quite chewy and sour. Twisterfish have two large eyes above their mouth, each capable of moving independently, providing the Twisterfish with a wide area of vision.

BEHAVIOR

Twisterfish are prolific hunters whose complex mode of locomotion requires almost constant nourishment to maintain. They prefer to swim near the surface of the water, warming themselves in the sunlight. They eagerly swallow small fish and aquatic animals whole as they glide through the water. Their viciousness becomes immediately apparent when they attack larger creatures. As they attack, Twisterfish increase their speed and rotate faster as they close in, their limbs fully extended. Just as they impact their target they bite down, unleashing the full ferocity of their jaws (see *Grasping Bite*). They quickly begin slashing and stabbing with their sharp, hook-like claws, wounding their prey. Once their prey is incapacitated, they twist clockwise with their target's flesh firmly held in their jaws while pushing in the opposite direction with their firmly embedded claws. They jerk and gyrate, while ripping large chunks out of their prey (see *Twisting Bite*).

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	15	1d6, 5d4
Agility	19	3d6, 3d4
Conditioning	20	4d6, 2d4
Vitality	14	1d6, 5d4
Discipline	16	2d6, 4d4
Intelligence	4	2d4
Charisma	10	5d4

SECONDARY QUALITIES

Athleticism	17	2d6, 4d4
Physical Acumen	20	4d6, 2d4
Fitness	17	2d6, 4d4
Will	15	1d6, 5d4
Wisdom	10	5d4
Wit	7	3d4
Presence	13	6d4

TERTIARY QUALITIES

Physis	14	–
Reaction	14	1d6, 5d4
Defense Rating	7	–

MOVEMENT RATES

	Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
11	–	–	–	–	–	–	–	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	1
Melee Kinetic	2
Energy	1
Chemical	2
Void	2
Alpha	Immune
Omega	Immune

3.3.1

Colonial Drox

FREAK OF NATURE

HEIGHT	1.8 m (6')	HP	46	ACTIVE SEGMENTS	3, 6
WEIGHT	104.3 kg (230 lb)	EP	48	FOOTPRINT	1.5 × 1.5

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	22	5d6, 1d4
Agility	24	6d6
Conditioning	25	6d6
Vitality	21	4d6, 2d4
Discipline	23	5d6, 1d4
Intelligence	5	2d4
Charisma	19	3d6, 3d4

SECONDARY QUALITIES

Athleticism	23	5d6, 1d4
Physical Acumen	25	6d6
Fitness	23	5d6, 1d4
Will	22	5d6, 1d4
Wisdom	14	1d6, 5d4
Wit	12	6d4
Presence	21	4d6, 2d4

TERTIARY QUALITIES

Physis	20	–
Reaction	19	3d6, 3d4
Defense Rating	9	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	2	–	2	4	–	–	16

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	3
Melee Kinetic	3
Energy	2
Chemical	5
Void	3
Alpha	Immune
Omega	Immune

AKA Clear-cutters

Colonial droxin are large flying insects that clear areas for colonial infestation, and act as a form of close air support when a hive is under attack. They closely resemble the common dragonfly; however, their abdomen is significantly shorter and rounder. Droxin have three pairs of wings centered above their bulbous abdomen and three pairs of legs that extend out from their thorax. A pair of antennae sits on top of their heads, along with two massive compound eyes that provide them with a wide viewing angle. They have a pair of long, bladed appendages used like saws for cutting down trees and brush. The bottom of the abdomen is home to a sphincter that opens to release a highly pressurized stream of concentrated acid. This searing cone of deadly acid is used to burn vegetation and erode soil to create the dry, desert dirt in which the droxin build entrances to their subterranean nests. Droxin use a long, spongy tongue to draw moisture and nutrients out of the vegetation and soil before unleashing their acidic discharge. This blend soon becomes acid in the droxins' abdomens.

BEHAVIOR

Aside from drones and reavers, droxin are the most commonly encountered members of the colony above ground. They release their acidic spray to kill plant life and weaken trees before descending to use their serrated arms to clear any remaining vegetation. A single drox will not engage an intruder in their territory unless victory is assured, instead withdrawing while emitting a shrill, alarming whistle to summon reinforcements. In combat, droxin fly over targets, releasing their concentrated acid payload to attack their opposition en masse, assisting the drones and Reavers as they engage the enemy in melee combat (see *Acid Spray*). Once droxin have expended their supply of acid, they descend into the fray, cutting at their enemies with their saw-like appendages.



SPECIALS

Acid Spray

Act: Half, Rng: 6 SIM, Sc: AoE (Cone, D4), Dat: BI, EC: 8, Dur: 3 S, RC: Agility (23, Half Damage), Ch/Rech: (3, 5 M)

Func: DoT (2d8+1 CH, 1d6 CH/1 S)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d6, 1d4	1d8+2 MK	5	4	–	–	1 SIM	–

RANKS	Detection: 8, Grapple: 4, Tracking: 6, Unarmed Melee: 7

HEIGHT	1.5 m (5')	HP	47	ACTIVE SEGMENTS	3, 6
WEIGHT	29.5 kg (65 lb)	EP	47	FOOTPRINT	1.5 × 1.5

Lucid Creeper

FREAK OF NATURE

3.3.2



SPECIALS

Pheromones

Any living being that approaches within 20 SIM of a Lucid Creeper must make a Discipline DR 18 RC. Failure causes the individual to be unknowingly drawn towards the Creeper. Success negates the effect.

Lucid Mist

Act: Full, Rng: 6 SIM, Sc: AoE (Cone, D6), Nat: Bl, EC: 6, RC: Agility (22, Negates), Ch/Rech: (2, 1 H)

Func: Chem [Disp: ABN, Effect: Renders victim *Unconscious*, Dur: 2 M, PL: 2, RC: Vitality (18, Negates)]

Digestive Leaves

Act: Half, Rng: 3 SIM, Sc: 1, Nat: Ph, EC: 2, RC: Vitality (20, Negates)

Func: DoT (1d10+2 CH, 1d4 CH/1 C)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d6	1d6+2 MK	6	4	–	–	8 SIM	–

RANKS	Detection: 10, Grapple: 10, Unarmed Melee: 8

At first glance, lucid creepers appear to be vibrant flowers shaped like the white lotus, but are a warm orange color. They are quite large and when in bloom, their flowers are 25 cm (10") in diameter and smell quite sweet. However, the beautiful appearance and comforting aroma of this flower is a deceptive cover designed to conceal a very deadly and cunning creature. The true form of this clever and patient carnivore lies patiently along the ground, waiting for passing creatures to fall prey to its charms. The majority of the lucid creeper's body is dark green and weed-like, easily unnoticed by victims captivated by its beauty and the allure of its flowers.

BEHAVIOR

The vines of the lucid creeper spread out in all directions and lay flat along the ground, acting as a set of finely tuned motion detectors. When the creeper senses the approach of other creatures, it releases a host of enticing pheromones that are capable of attracting a wide range of animals (see *Pheromones*). The lucid creeper waits patiently until its prey has moved well within the range of its hidden appendages. Once its prey is within distance, the creeper will simultaneously attack the prey with multiple vines and spray a chemical mist. The mist is a sleep-inducing toxin meant to render victims unconscious (see *Lucid Mist*). The vines continue to attack until the victim has either been incapacitated by the mist, or beaten unconscious. Some vines flail at the victim, their thick stalks and sharp spines battering and tearing flesh, while others grapple and tangle, preventing escape. Once the prey has been rendered unconscious, the vines drag them toward the creeper's center, where they are kept unconscious by an array of pain-killing sedatives. The lucid creeper's prey is also injected with digestive juices, which slowly liquefy their innards. The creeper then plunges several needle-like appendages deep into their bodies, drawing sustenance from the liquid (see *Digestive Leaves*).

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	23	5d6, 1d4
Agility	25	6d6
Conditioning	26	1d8, 5d6
Vitality	21	4d6, 2d4
Discipline	21	4d6, 2d4
Intelligence	3	1d4
Charisma	19	3d6, 3d4

SECONDARY QUALITIES

Athleticism	24	6d6
Physical Acumen	26	1d8, 5d6
Fitness	24	6d6
Will	21	4d6, 2d4
Wisdom	12	6d4
Wit	11	5d4
Presence	21	4d6, 2d4

TERTIARY QUALITIES

Physis	20	–
Reaction	18	3d6, 3d4
Defense Rating	9	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	2	–	–	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	2
Melee Kinetic	2
Energy	1
Chemical	1
Void	3
Alpha	Immune
Omega	Immune

3.3.3

Macero

FREAK OF NATURE

HEIGHT	1.2 m (4')	HP	49	ACTIVE SEGMENTS	3, 6
WEIGHT	61.2 kg (135 lb)	EP	50	FOOTPRINT	1.5 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	19	3d6, 3d4
Agility	24	6d6
Conditioning	26	1d8, 5d6
Vitality	23	5d6, 1d4
Discipline	24	6d6
Intelligence	6	3d4
Charisma	19	3d6, 3d4

SECONDARY QUALITIES

Athleticism	22	5d6, 1d4
Physical Acumen	25	6d6
Fitness	25	6d6
Will	24	6d6
Wisdom	15	1d6, 5d4
Wit	13	6d4
Presence	19	3d6, 3d4

TERTIARY QUALITIES

Physis	20	–
Reaction	18	3d6, 3d4
Defense Rating	12	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
2	2	–	2	4	8	12	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	3
Melee Kinetic	4
Energy	2
Chemical	3
Void	3
Alpha	Immune
Omega	Immune

Macero resemble miniature Tyrannosaurus Rex dinosaurs. However, macero are completely toothless and have an amphibian-like protrusion between their jaws and collarbone that looks like a huge goiter. Sometimes this protrusion appears slack, but the area is generally swollen and pronounced. The protrusion in the macero's neck is a digestive symbiote. It is a large, dark red organ whose shape mirrors the macero's stomach. Macero also have a pair of vestigial legs they keep tucked up against themselves. They are always a deep rust color, except for their neck-protrusions, which are an almost translucent orange or mustard. They also have small black eyes that allow them to see very well during the daytime, but they are basically blind at night.

BEHAVIOR

Macero are pack hunters, commonly operating in numbers between four and twelve in various climates. Despite being carnivores, macero cannot tear or chew flesh by themselves. The symbiote inside each macero produces young at a prodigious rate, which are stored in their elastic pouches. When macero encounter prey, or are threatened, they spit globs of mucus laced with dozens of these young digestive symbiotes. Upon contact, the young secrete a powerful substance that liquefies most organic matter quickly and no doubt painfully. The macero then lap at the oozing liquefied flesh with its long tongue, nourishing both itself and the symbiote it carries. Young symbiotes consumed during the process of feeding are killed by the macero's digestive juices and eaten along with its liquid sustenance. If left uneaten, the young symbiotes perish shortly after excretion. Hatchling macero are drawn to these discarded symbiotes by a pheromone secreted by the mother marking the spot. Each young macero then consumes a young symbiote which then takes hold inside them.



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d6, 1d4	1d10+2 MK	4	5	–	–	1 SIM	–
Mucus Spit	6d6	2d8+1 CH	–	1	1	–	30 SIM	–

RANKS Detection: 8, Grapple: 6, Mucus Spit: 10, Tracking: 5, Unarmed Melee: 7

HEIGHT	2.1 m (7')	HP	52	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	0–907 kg (0–2000 lb)	EP	49	FOOTPRINT	1.5 × 1.5

Minor Entity
FREAK OF NATURE

3.3.4

SPECIALS

Summoning Entities
See Summoning Glossary entry.

Entity Control
See Controlling Glossary Entry.

Source Attacks
*Damage Types for Entity attacks are as follows:

- Earth, Air Entities: Melee Kinetic
- Fire/Heat, Water/Cold Entities: Energy
- Plasma, Electrical, Photonic Entities: Energy
- Void Entities: Void

**Armor, Movement and Core Qualities may vary at GM's discretion based on Entity Source.



AKA Elemental

Minor entities are human-sized, sentient, animated, concentrations of matter and energy. They can be comprised of an Elemental Wielding Source such as Fire, Water, Earth or Air or of an Energy Source such as electricity or light. They can also be created using the Void Source. Some entities are the creations of Wielders, who provide them with consciousness and form, while others persist in the world, their conception a mystery to scientists and observers alike. Wielders can control entities they encounter (not summon) by using an Effect created with the same Source as the entity and the Control Intention (see *Entity Control*). An entity's body can range from distinctly humanoid shapes to relatively featureless, simple masses of Source material. All entities are intelligent creatures capable of audible and telepathic communication. Their telepathy is unidirectional; they can project their thoughts, but not to read the minds of those they communicate with.

BEHAVIOR

The behavior of summoned entities is limited by the needs of their masters. They are compelled to do whatever their summoner requires of them, be it information gathering, instigating violence or protecting a person or place. The behavior of minor entities of unknown origin is dictated by their degree of intelligence, benevolence or malevolence. Some are shy creatures that avoid contact with all living beings. Others are friendly and will communicate with strangers with no ill will or hostility. Some are distinctly mischievous or malevolent creatures who actively create difficulty or cause harm to innocent or harmless creatures. In combat, minor entities unleash melee and ranged attacks based on their Source (see *Source Attacks*). They may strike with their appendages in melee combat or propel various pieces, portions or extensions of themselves towards their enemy as ranged attacks.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Melee*	6d6	1d6+2	6	4	–	–	1 SIM	–
Ranged*	1d8, 5d6	1d10+1	8	2	1	–	50 SIM	–

RANKS
Detection: 9, Grapple: 7, One-handed Melee: 6, Ranged Attack: 9, Tactics: 7, Tracking: 7, Two-handed Melee: 6, Unarmed Melee: 8

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	25	6d6
Agility	24	6d6
Conditioning	27	1d8, 5d6
Vitality	25	6d6
Discipline	22	5d6, 1d4
Intelligence	15	1d6, 5d4
Charisma	25	6d6

SECONDARY QUALITIES

Athleticism	25	6d6
Physical Acumen	26	1d8, 5d6
Fitness	26	1d8, 5d6
Will	24	6d6
Wisdom	19	3d6, 3d4
Wit	20	4d6, 2d4
Presence	25	6d6

TERTIARY QUALITIES

Physis	23	–
Reaction	22	5d6, 1d4
Defense Rating	11	–

MOVEMENT RATES

2	2	4	4	4	8	12	16
Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	5
Energy	3
Chemical	3
Void	3
Alpha	Immune
Omega	Immune

3.3.5

Ripper Eel

FREAK OF NATURE

LENGTH	2.4 m (8')	HP	50	ACTIVE SEGMENTS	3, 6
WEIGHT	90.7 kg (200 lb)	EP	47	FOOTPRINT	3 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	26	1d8, 5d6
Agility	24	6d6
Conditioning	24	6d6
Vitality	26	1d8, 5d6
Discipline	23	5d6, 1d4
Intelligence	4	2d4
Charisma	19	3d6, 3d4

SECONDARY QUALITIES

Athleticism	25	6d6
Physical Acumen	24	6d6
Fitness	25	6d6
Will	25	6d6
Wisdom	14	1d6, 5d4
Wit	12	6d4
Presence	23	5d6, 1d4

TERTIARY QUALITIES

Physis	21	–
Reaction	19	3d6, 3d4
Defense Rating	10	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
16	–	–	–	–	–	–	–

ARMOR

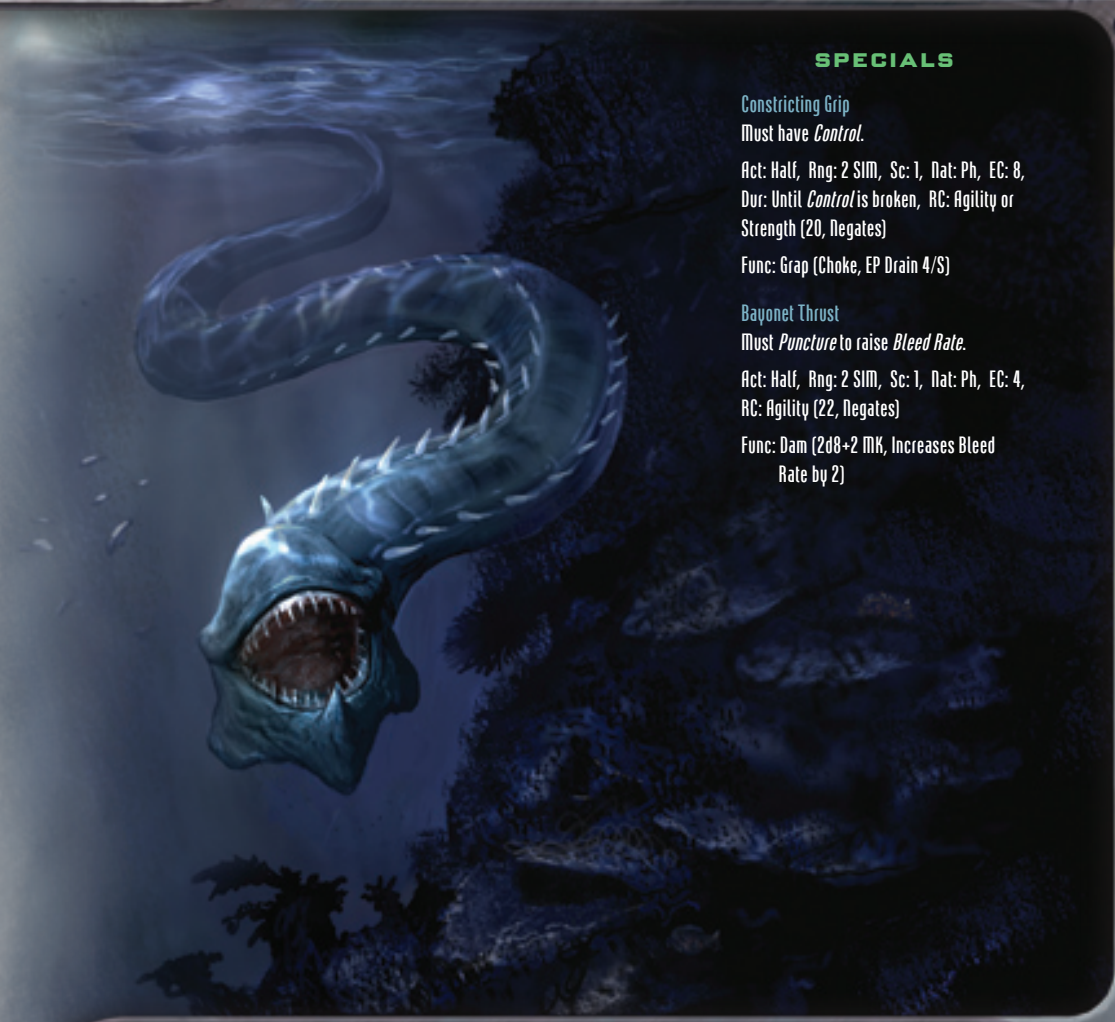
DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	4
Energy	3
Chemical	5
Void	3
Alpha	Immune
Omega	Immune

AKA Bleeder Eels, Sea Constrictors

Ripper eels are large eels with no discernable eyes or ears that rely on their intricately layered senses of smell and touch to survive. Their thick bodies are lined with three rows of sensitive feelers that act as antennae to detect temperature change and vibrations in the water around them. Ripper eels have heads that appear to be nothing more than a massive mouth with an elongated lower jaw; however, their heads also contain processing organs that interpret the many sensory inputs the creature continuously receives. Their heads are covered with a thick, bone-like exoskeleton and have huge, pyramidal lower jaws that protrude significantly beyond the rest of their heads. The few small teeth that line the outer ridge of their lower jaws are clearly visible as they rise disjointedly from their bony mouths. The scaly body of the Ripper Eel is very tough and heavily corded with muscular tissue.

BEHAVIOR

Ripper Eels are carnivores that enjoy, above all else, drinking the blood of their struggling victims. These voracious aquatic creatures have developed the ability to navigate by measuring the temperature and vibrations around them, giving them an infra-vision-like view of the world. Ripper eels are not picky about meals and will attack anything their feelers detect. In combat, they stab victims with a quick initial strike by driving their pyramidal lower jaw into the flesh of their target like a bayonet: they lap the blood that flows from these wounds (see *Bayonet Thrust*). As ripper eels withdraw their powerful jaws, they use their teeth to tear the flesh of their prey while simultaneously wrapping their powerful bodies around them, constricting until their victims are dead. (see *Constricting Grip*).



SPECIALS

Constricting Grip

Must have *Control*.

Act: Half, Rng: 2 SIM, Sc: 1, Nat: Ph, EC: 8, Dur: Until *Control* is broken, RC: Agility or Strength (20, Negates)

Func: Grap (Choke, EP Drain 4/S)

Bayonet Thrust

Must *Puncture* to raise *Bleed Rate*.

Act: Half, Rng: 2 SIM, Sc: 1, Nat: Ph, EC: 4, RC: Agility (22, Negates)

Func: Dam (2d8+2 MK, Increases Bleed Rate by 2)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Bite	6d6	1d10+2 MK	6	3	–	–	3 SIM	–

RANKS Detection: 8, Grapple: 9, Tracking: 6, Unarmed Melee: 8

HEIGHT	1.5 m (5')	HP	51	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	54.4 kg (120 lb)	EP	50	FOOTPRINT	2 × 1

SCREECHER
FREAK OF NATURE

3.3.6



SPECIALS

Disorienting Screech
Act: Half , Rng: 10 SIM, Sc: AoE (S, R10), Nat: Sn, EC: 4, RC: Discipline (20, Negates), Dur: 2 C

Func: Alter (Thought State -2, NLT *Confused*)

Acidic Bite
Act: Full, Rng: 1 SIM, Sc: 1, Nat: Ph, EC: 4, RC: Agility (22, Negates), Dur: 1 S after Control is lost

Func: Grap (Control), DoT (1d10+3 MK, 1d4 CH/S)

Tail Stinger
Act: Full, Sc: 1, Nat: Ph, EC: 5, RC: Agility (18, Negates), Ch/Rech: (2, 12 H), Cuml: Yes

Func: Dam (1d8+3 MK), Toxin [Disp: DD, Effect: Alter (Speed State -2, NLT *Slowed*), Dur: 1 H, PL: 3, RC: Vitality (18, Negates)]

Echolocation
Reduces the penalty for fighting in Darkness by 4.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Bite	1d8, 5d6	1d10+3 MK	–	1	–	–	1 SIM	–
Tail Stinger	1d8, 5d6	1d8+3 MK	–	1	–	–	2 SIM	–

RANKS Detection: 9, Grapple: 7, Tracking: 6, Unarmed Melee: 7

AKA Pain Bats, Drake Snakes

Screechers are large, flying creatures that are a cross between vampire bats and giant snakes. They are named for the loud, shrill cry they use to distract or disorient targets before and during combat. Their wings are huge, with a wingspan of up to 3 m (9.8') and are covered with a membrane much tougher than those of bats. They have no discernable eyes and are believed to navigate using echolocation (interpreting the echoes of various emitted audible and inaudible cries). Screechers have a set of long, sharp teeth that protrude upwards from their lower jaws. They also have a single, slightly curved spike at the end of their extremely maneuverable and strong snakelike bodies.

BEHAVIOR

Screechers are extremely clever nocturnal hunters that use feints and distractions to trap their prey. Once they have identified potential victims, they take advantage of their numbers by encircling their targets. They also emit an incredibly powerful shrill scream to terrify and disorient their victims (see *Disorienting Screech*), shepherding them towards the kill zone of the main hunting party. Screechers dive towards their targets with their jaws wide open (sometimes as wide as 180 degrees), ready to bite. They impale their victim with the teeth of their lower jaws, firmly anchoring their prey. Digestive acid, stored in their mouths, is secreted when they bite and quickly begins to burn the victim. This Acidic Bite lasts as long as their prey is attached to their teeth (see *Acidic Bite*). Screechers can also attack with their spiked tails, stabbing their victims as they fly by. Their spiked tails are also used as an additional attack when anchored to their target (see *Tail Stinger*). Research has shown that during a hunt, if the number of attacking Screechers becomes reduced by half, they emit a harsh screech, signaling the remaining creatures to withdraw.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	24	6d6
Agility	27	1d8, 5d6
Conditioning	26	1d8, 5d6
Vitality	25	6d6
Discipline	24	6d6
Intelligence	14	1d6, 5d4
Charisma	21	4d6, 2d4

SECONDARY QUALITIES

Athleticism	26	1d8, 5d6
Physical Acumen	27	1d8, 5d6
Fitness	26	1d8, 5d6
Will	25	6d6
Wisdom	19	3d6, 3d4
Wit	18	3d6, 3d4
Presence	23	5d6, 1d4

TERTIARY QUALITIES

Physis	23	–
Reaction	22	5d6, 1d4
Defense Rating	11	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	–	–	–	16

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	2
Melee Kinetic	3
Energy	1
Chemical	3
Void	3
Alpha	Immune
Omega	Immune

3.3.7

Snot Lizard

FREAK OF NATURE

HEIGHT	1.1 m (3'6")	HP	48	ACTIVE SEGMENTS	3, 6
WEIGHT	68 kg (150 lb)	EP	50	FOOTPRINT	1.5 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	23	5d6, 1d4
Agility	27	1d8, 5d6
Conditioning	25	6d6
Vitality	23	5d6, 1d4
Discipline	25	6d6
Intelligence	7	3d4
Charisma	21	4d6, 2d4

SECONDARY QUALITIES

Athleticism	25	6d6
Physical Acumen	26	1d8, 5d6
Fitness	24	6d6
Will	24	6d6
Wisdom	16	2d6, 4d4
Wit	14	1d6, 5d4
Presence	22	5d6, 1d4

TERTIARY QUALITIES

Physis	22	–
Reaction	21	4d6, 2d4
Defense Rating	13	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
4	2	–	4	4	8	12	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	2
Melee Kinetic	3
Energy	3
Chemical	5
Void	3
Alpha	Immune
Omega	Immune

Snot lizards are mutated combinations of Western Fence Lizards and a large breed of canine. They have retained the extreme agility and fast reflexes of their lizard genes, making them a difficult creature to contend with when encountered in significant numbers. Their skin is a tough, leathery hide that covers their entire body and is capable of altering its color slightly to assist with hunting prey and hiding from predators. Snot lizards have a hardened endoskeleton surrounding their necks and heads, which provides significant protection against the attacks of natural predators. They also have many quills protruding from the back of their heads and the end of their tails. Snot Lizards drool perpetually and leak mucus from their nostrils and gap-toothed mouths. Their eyes are solid black, making it difficult to discern exactly where and what they are looking at.

BEHAVIOR

Snot Lizards are pack animals that behave much like wolves. They bark to inform the pack of danger or to discipline hatchlings. Snot lizards can alter the color of their skin to blend in with their surroundings, making them difficult to identify. These creatures are unable to properly chew or digest raw flesh and prefer to use their mucus to partially dissolve and soften their food before eating it. Snot lizards can project mucus from their mouths at a single target. This mucus comes in two varieties, each serving a unique function. One is an extremely thick, viscous liquid meant to slow, and eventually halt the movement of their target (see *Slowing Mucus*). The second mucus is highly acidic and damages most unprotected, organic material (see *Acidic Mucus*). The quills that protrude from the snot lizard's tail are a potent defense mechanism that releases a highly reactive chemical on contact (see *Reactive Quills*). Snot lizards can also attack with their front claws and teeth; however, these are significantly less potent than their mucus and quills.



SPECIALS

Slowing Mucus

Act: Full, Rng: 15 SIM, Sc: 1, Nat: Ph, EC: 5, Dur: 2 C, RC: Agility or Strength (18, Negates), Ch/Rech: (2, 1 H), Cuml: Yes

Func: Alter (Speed State -1, NLT *Slowed*)

Acidic Mucus

Act: Full, Rng: 5 SIM, Sc: 1, Nat: Ph, EC: 5, Dur: 2 S, RC: Agility (18, Negates), Ch/Rech: (2, 1 H), Cuml: Yes

Func: Dam (2d8+1 CH, 1d4 CH/S for 2 S.)

Reactive Quills

If an opponent uses an Unarmed Attack against this creature they suffer 1d8+2 CH damage per Strike or Attempt.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Claws	6d6	1d6+2 MK	6	4	–	–	1 SIM	–
Bite	6d6	1d10+2 MK	9	2	–	–	1 SIM	–

RANKS Detection: 7, Grapple: 6, Ranged Attacks: 10, Stealth: 10, Tracking: 7, Unarmed Melee: 7

LENGTH	2 m (6.6')	HP	48	ACTIVE SEGMENTS	3, 6
WEIGHT	65 kg (143 lb)	EP	49	FOOTPRINT	2 × 1.5

Swamp Ray

FREAK OF NATURE

3.3.8



SPECIALS

Paralytic Barb

Act: Full, Sc: 1, Nat: Ph, EC: 8, RC: Agility (18, Negates), Ch/Rech: (2, 1 H), Cuml: Yes

Func: Dam (2d8+2 MK), Toxin [Disp: DD, Effect: *Paralysis*, Dur: 1 M, PL: 3, RC: Vitality (20, Negates)]

Swamp rays are a specialized form of freshwater sting ray, first discovered in the dark and dangerous swamps of South America. Swamp rays are now found throughout the world's semi-tropical and tropical climates. They are much larger than their other freshwater counterparts; most are more than 2 m (6') in diameter, with barbed tails extending another 2 m. Swamp ray coloring varies, but all are able to quickly change their skin color to closely match their surroundings. Their bodies are covered by hair-like tendrils of varying lengths that allow them to keenly sense vibration and electrical impulses in their environment. The edges of their bodies, and portions of their undersides, are covered with finger-like limbs that allow them to dig, crawl and climb trees and logs, where they lay in wait for prey. Four eyes sit atop their heads, two on each side, giving them superb vision. Their tails carry razor sharp barbs that inject a potent paralytic venom. Finally, their mouths are located among the finger-like limbs of their undersides; it is filled with dozens of rows of tiny razor-like teeth.

BEHAVIOR

Swamp rays are voracious predators, constantly moving in search of better hunting grounds and larger prey. Their favorite hunting technique is to bury themselves in the mud or sand near shore with only their eyes and the barbs of their tails exposed. They lay in wait for anything and everything that passes within range. With lightening speed and deadly accuracy, they whip their tails through the air, stabbing their prey with their barbs to inject their paralytic venom (see *Paralytic Barb*). Once their prey is paralyzed, they are able to take their time devouring it. Swamp rays have been known to take prey as large as an Uber Wolf, paralyzing them while they drink. Swamp rays are notoriously wasteful predators, capable of incapacitating prey far too large to consume on their own. They almost always leave carcasses behind. As such, they are often followed by birds and other scavengers.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Bite	5d6, 1d4	1d8+2 MK	6	2	–	–	1 SIM	–
Tail	5d6, 1d4	2d8+2 MK	–	1	–	–	3 SIM	–

RANKS Detection: 9, Grapple: 6, Stealth: 8, Tracking: 5, Unarmed Melee: 7

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	22	5d6, 1d4
Agility	21	4d6, 2d4
Conditioning	24	6d6
Vitality	24	6d6
Discipline	25	6d6
Intelligence	5	2d4
Charisma	19	3d6, 3d4

SECONDARY QUALITIES

Athleticism	22	5d6, 1d4
Physical Acumen	23	5d6, 1d4
Fitness	24	6d6
Will	25	6d6
Wisdom	15	1d6, 5d4
Wit	12	6d4
Presence	21	4d6, 2d4

TERTIARY QUALITIES

Physis	20	–
Reaction	18	3d6, 3d4
Defense Rating	9	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
12	2	–	4	4	–	–	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	2
Melee Kinetic	4
Energy	2
Chemical	4
Void	3
Alpha	Immune
Omega	Immune

3.3.9

Traffler Spider

FREAK OF NATURE

HEIGHT	1.0 m (3.2')	HP	50	ACTIVE SEGMENTS	3, 6
WEIGHT	70 kg (154.3 lb)	EP	47	FOOTPRINT	2 × 2.5

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	26	1d8, 5d6
Agility	24	6d6
Conditioning	24	6d6
Vitality	26	1d8, 5d6
Discipline	23	5d6, 1d4
Intelligence	5	2d4
Charisma	23	5d6, 1d4

SECONDARY QUALITIES

Athleticism	25	6d6
Physical Acumen	24	6d6
Fitness	25	6d6
Will	25	6d6
Wisdom	14	1d6, 5d4
Wit	14	1d6, 5d4
Presence	25	6d6

TERTIARY QUALITIES

Physis	22	–
Reaction	20	4d6, 2d4
Defense Rating	13	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	3	–	1	4	8	12	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	3
Melee Kinetic	4
Energy	3
Chemical	4
Void	3
Alpha	Immune
Omega	Immune

Named for the naturalist who first documented them—Roger Traffler—Traffler spiders are massive predatory arachnids common in Central and South America; recently spotted as far north as the southern edge of New York. Adults are more than 1 meter (3.2') in height and weigh upwards of 70 kilograms (154.3 lbs). Males tend to be larger than females and have four sets of brightly colored eyes and an elaborate patterning on their abdomens. Females also have elaborate abdomen patterning, but tend to be slightly duller in color. Both sexes have large mandibles capable of tearing huge chunks from prey. Fierce front limbs, which have been adapted for feeding and defense, rest near the mouth on each side of the head. In males, these large powerful appendages are covered with jagged edges and are heavily plated. They are masterful hunters, with extremely good vision. Like many other large spiders, they are very fast on the ground, but relatively ineffective climbers and completely unable to swim.

BEHAVIOR

Traffler spiders have a surprising social organization which seems to mimic that of wolves. They are organized into packs, hunting and living together in groups of up to forty adults, with dozens of young. Research thus far indicates there is a dominate male who leads the pack, accompanied by several young males that form the primary hunting group. It is assumed dominant males must fend off challenges from other males within their packs and defend their groups from dominant males of outside packs; they accomplish this through the use of their massive forelimbs. Groups of Traffler spiders tend to roam large expanses, routinely coming into contact with other packs. Their diet is omnivorous, though they clearly favor meat. Reports suggest they are extremely aggressive and unafraid to attack even the largest prey, especially when operating in large numbers.



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Bladed Appendages	6d6	1d10+2 MK	5	3	–	–	1 SIM	–
Bite	6d6	2d8+2 MK	10	2	–	–	1 SIM	–

RANKS Detection: 8, Grapple: 7, Stealth: 6, Tracking: 6, Unarmed Melee: 8

HEIGHT	1.2 m (4')	HP	46	ACTIVE SEGMENTS	3, 6
WEIGHT	59.0 kg (130 lb)	EP	51	FOOTPRINT	1 × 1.5

VULTURAT
FREAK OF NATURE

3.3.10



SPECIALS

Echolocation
Reduces the penalty for fighting in Darkness by 4.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Beak	4d6, 2d4	1d10+2 MK	6	3	–	–	1 SIM	–
Talons	4d6, 2d4	2d8+2 MK	8	2	–	–	1 SIM	–

RANKS	Detection: 10, Grapple: 6, Tracking: 6, Unarmed Melee: 7

Vulturats are large scavenger birds—a bizarre combination of vulture and bat. They resemble extremely large vultures with bat-like wings. The thumb that protrudes from the middle of each wing is akin to a sharpened claw. Vulturats are covered in black feathers, save for the weathered, leathery skin that covers their head and neck. Their beaks are incredibly sharp and strong, capable of dissecting their prey with skill and precision. Their talons are also deadly sharp, and their powerful grip is used to keep their meal in place while tearing at it with their beaks. Unlike their vulture predecessors, vulturats have very distinct, visible ears similar to those of vampire bats. These massive ears allow them to efficiently echolocate their prey, making them deadly nocturnal predators.

BEHAVIOR

Vulturats are ravenous hunters and scavengers. During the day, they take advantage of their incredible vision to locate dead or dying animals. They circle slowly from great heights, allowing them to scan large areas with ease. When hunting at night, vulturats use a form of echolocation to determine the position of their prey as they fly. Unlike bats, the sound emitted for this form of navigation can be clearly heard by the human ear. Like vultures, most vulturats prefer to feed from the carcasses of recently slain animals; they are frequently spotted following other predators, patiently waiting for a chance to steal a meal or pick apart remains. Extremely protective of the food they claim, vulturats will attack any creature that challenges them for a meal. Unlike typical vultures, they will not shy away from victims that have not yet died. A venue of vulturats will dive at wounded or helpless targets, striking with their talons, claws and beaks to expedite death.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	21	4d6, 2d4
Agility	20	4d6, 2d4
Conditioning	24	6d6
Vitality	22	5d6, 1d4
Discipline	27	1d8, 5d6
Intelligence	4	2d4
Charisma	19	3d6, 3d4

SECONDARY QUALITIES

Athleticism	21	4d6, 2d4
Physical Acumen	22	5d6, 1d4
Fitness	23	5d6, 1d4
Will	25	6d6
Wisdom	16	2d6, 4d4
Wit	12	6d4
Presence	20	4d6, 2d4

TERTIARY QUALITIES

Physis	20	–
Reaction	18	3d6, 3d4
Defense Rating	9	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	3	5	–	15

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	2
Melee Kinetic	3
Energy	1
Chemical	2
Void	3
Alpha	Immune
Omega	Immune

3.4.1

Carapace Ox

FREAK OF NATURE

HEIGHT	2.1 m (7')	HP	85	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	589.7 kg (1700 lb)	EP	68	FOOTPRINT	4 × 3

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	32	4d8,2d6
Agility	15	1d6, 5d4
Conditioning	35	5d8, 1d6
Vitality	35	5d8, 1d6
Discipline	33	4d8,2d6
Intelligence	6	3d4
Charisma	29	2d8, 4d6

SECONDARY QUALITIES

Athleticism	24	6d6
Physical Acumen	25	6d6
Fitness	35	5d8, 1d6
Will	34	5d8, 1d6
Wisdom	20	4d6, 2d4
Wit	18	3d6, 3d4
Presence	31	3d8, 3d6

TERTIARY QUALITIES

Physis	26	–
Reaction	22	5d6, 1d4
Defense Rating	9	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
2	2	–	–	5	7	9	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	5
Energy	4
Chemical	4
Void	3
Alpha	Immune
Omega	Immune

AKA Mega-Turtle, Pet Rocks

Carapace oxen are gigantic quadrupeds resembling the common tortoise. They live in heavy tortoise-like shells, which provide them with significant protection. Research has shown that the rough, multi-faceted surfaces of these shells are as unique as fingerprints, though all are either slate or granite in color. They have four short, elephantine legs, a beaked spade-like head and a single pair of humanoid arms, all of which are drawn into their shell when threatened, leaving only their large, sharp tusks on the exterior. Carapace oxen have three eyes in their heads; a small red pair just above the snout and a much larger, black eye in the center of the head. No one is certain what purpose the third eye serves. Some Freezone tribes often ascribe spiritual powers to it, though the carapace ox has never shown a capacity for Wielding. Scientists believe the third eye permits the beast to see into the ultraviolet and infrared spectrums.

BEHAVIOR

Carapace oxen are herd animals, routinely traveling in groups of up to 30. They are herbivores and live on whatever vegetation they can reach with their arms and shove into their mouths, though they seem to have a preference for tubers. Much like common turtles, carapace oxen reproduce by laying up to 100 eggs in huge nests each spring. Because of their placid and docile natures, carapace oxen make mediocre pets but very good farm animals. Many on the frontier use them as beasts of burden since their powerful physiques and low speeds make them easy to work with and extremely useful for carrying massive loads or pulling plows. Though it is difficult to rile a carapace ox, they are capable of surprising speed when angered. They can also deliver a powerful bite that can snap a human femur like a toothpick, so it is always best to treat these beasts with respect. The flesh of carapace oxen is edible; it is highly sought after by chefs in many of the world's largest city-states because of its delicious flavor.



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d6	1d8+2 MK	8	3	–	–	1 SIM	–
Bite	6d6	2d10+2 MK	–	1	–	–	1 SIM	–
Tusk	6d6	2d6+2 MK	12	2	–	–	2 SIM	–

RANKS Detection: 12, Grapple: 10, Tracking: 8, Unarmed Melee: 11

HEIGHT	1.8 m (6')	HP	58	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	122.5 kg (270 lb)	EP	62	FOOTPRINT	1.5 × 1.5

Colonial Reaver

FREAK OF NATURE

3.4.2



Colonial reavers are a clear evolutionary departure from a millipede-like insect and a frightening move toward a humanoid creature with evolved intelligence. Their front legs have developed into limbs that function like arms. These arms have shoulder, elbow and wrist joints, as well as one additional joint in the middle of a pincer-like appendage that is serrated on the inside edge. Their middle and rear legs are significantly longer than the dozens that run along either side of the abdomen and thorax: they serve to prop up the reaver's body, providing it with an increased range of motion, added height and a much more intimidating stance. Many pairs of small, millipede-like legs are unable to reach the ground but remain in constant motion, trying desperately to gain traction despite the firm footing provided by the Colonial reaver's dominant larger legs. Colonial reavers have six segmented eyes; one pair is significantly larger than the others. This dominating set of large eyes provides the creature with a slightly more human face compared to most other insects.

BEHAVIOR

Colonial reavers have developed a far superior intellect than colonial drones and other insects that rely almost entirely upon instincts and genetic programming. They act as the foremen of the colony's workforce, providing direction to drones and disciplining them when they are not working hard enough. They also solve problems that arise in the development of the colony's infrastructure and surroundings. Reavers serve the various Princes and the Queen of the colony, obeying their commands and instructions on matters concerning the development of the colony. When it comes to the defense of the colony, or during the seizure of new territory, Colonial reavers readily demonstrate their viciousness, combat prowess and efficiency. During combat, Colonial reavers take orders from their commanding Colonial Warriors. Colonial reavers can use their serrated arms as a combination of scythe and handsaw, and are able to stab opponents with the sharp feet of their middle legs.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	24	6d6
Agility	28	2d8, 4d6
Conditioning	30	3d8, 3d6
Vitality	28	2d8, 4d6
Discipline	32	4d8,2d6
Intelligence	15	1d6, 5d4
Charisma	28	2d8, 4d6

SECONDARY QUALITIES

Athleticism	26	1d8, 5d6
Physical Acumen	29	2d8, 4d6
Fitness	29	2d8, 4d6
Will	30	3d8, 3d6
Wisdom	24	6d6
Wit	22	5d6, 1d4
Presence	26	1d8, 5d6

TERTIARY QUALITIES

Physis	26	–
Reaction	25	6d6
Defense Rating	12	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
2	3	–	4	5	7	10	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	3
Melee Kinetic	4
Energy	3
Chemical	4
Void	3
Alpha	Immune
Omega	Immune

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Bladed Appendages	1d8, 5d6	2d6+3 MK	10	3	–	–	1 SIM	–

RANKS Detection: 12, Grapple: 9, Tracking: 12, Unarmed Melee: 13

3.4.3

Feederweed

FREAK OF NATURE

HEIGHT	2.4 m (8')	HP	63	ACTIVE SEGMENTS	3, 6
WEIGHT	120.2 kg (265 lb)	EP	66	FOOTPRINT	3 × 2

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	28	2d8, 4d6
Agility	18	3d6, 3d4
Conditioning	34	5d8, 1d6
Vitality	29	2d8, 4d6
Discipline	32	4d8,2d6
Intelligence	6	3d4
Charisma	27	1d8, 5d6

SECONDARY QUALITIES

Athleticism	23	5d6, 1d4
Physical Acumen	26	1d8, 5d6
Fitness	32	4d8,2d6
Will	31	3d8, 3d6
Wisdom	19	3d6, 3d4
Wit	17	2d6, 4d4
Presence	28	2d8, 4d6

TERTIARY QUALITIES

Physis	25	–
Reaction	21	4d6, 2d4
Defense Rating	9	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
–	1	–	1	2	3	–	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	2
Melee Kinetic	3
Energy	0
Chemical	1
Void	3
Alpha	Immune
Omega	Immune

AKA Audrey Jr., Mancatcher

From afar, feederweeds appear to be beautiful flowers. They are fragrant and produce a very fresh, sweet smell reminiscent of honeysuckle and lilac. Feederweeds can grow in many climates but flourish in tropical regions. They close during the night and in poor weather, but bloom majestically when the sun is shining. They move when necessary to keep the warm rays of the sun on their velvety petals. These plants require a tremendous amount of food. This causes them to be despised by horticulturalists and farmers because of their ability to quickly destroy crops through a process of slowly absorbing the nutrients from the surrounding soil. Their name and vicious reputation stem from their secondary method of nourishment: feederweeds extend a long, tongue-like tendril from the center of their petals to quickly grab wandering animals that stray too close. As the tendril shoots out, the mouth-like center of the flower opens to prepare for the food it is about to receive.

BEHAVIOR

Feederweeds position themselves in an area that provides both adequate sunlight and soil to satisfy their immense appetites. When all of the moisture and beneficial elements of the soil are absorbed, feederweeds draw their tentacle-like roots from the ground and slowly crawl to a nearby location with richer soil. Feederweeds have a sophisticated olfactory organ that allows them to smell approaching animals and sense body temperature. Once their prey moves within range, they lash out with their long tendril to grab their victims. If they succeed, feederweeds pull their victims toward their expanding central cavities (see *Extending Tendril*). They continue to pull their targets toward their mouths, lowering their flowery body into position. Feederweeds are easily capable of swallowing man-sized victims. Once swallowed, prey quickly perish from a lack of oxygen unless they are saved or able to free themselves (see *Central Cavity*). Before word spread about the dangers of this persistent and voracious weed, many horticulturalists and farmers attempting to either study or remove feederweeds from their gardens lost their lives.



SPECIALS

Central Cavity

Target must have been swallowed as per *Extending Tendril* and immediately begins to feel the effects of a Choke attack, however all damage and Endurance drain is doubled.

Extending Tendril

Act: Full, Rng: 6 SIM, Sc: 1, Nat: Ph, EC: 6, RC: Strength (24, Negates, can be rolled each Turn)

Func: Grap (Control, pulls victim towards mouth at 3 SIM/S). Once victim reaches the mouth, it is bitten once and pulled into the *Central Cavity*.

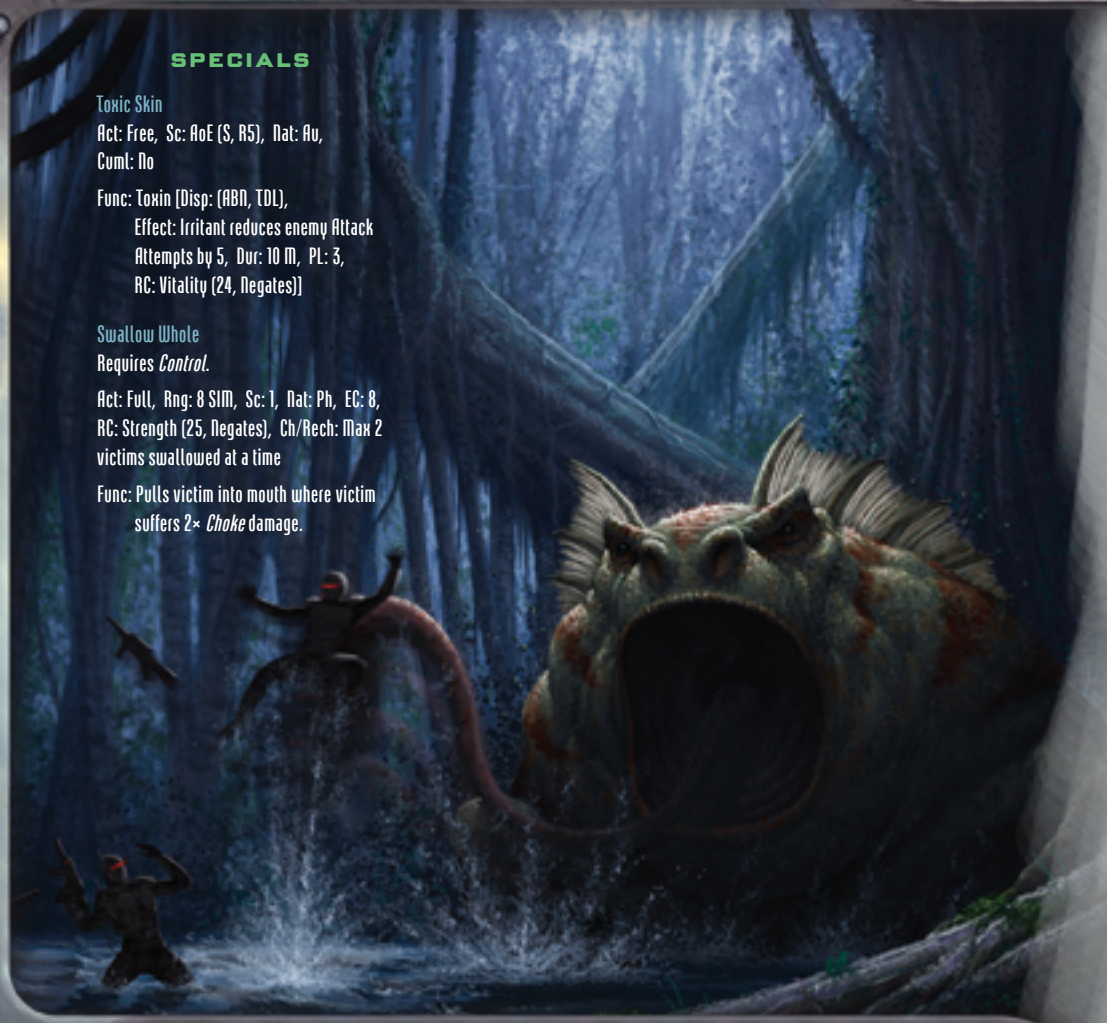
ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Tendril	5d6, 1d4	1d8+2 MK	10	2	–	–	6 SIM	–
Bite	5d6, 1d4	3d6+2 MK	–	1	–	–	1 SIM	–

RANKS	Detection: 16, Grapple: 14, Unarmed Melee: 13

HEIGHT	3.7 m (12')	HP	58	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	1270.1 kg (2800 lb)	EP	56	FOOTPRINT	4 × 4.5

Gulliwog
Freak of Nature

3.4.4



Specials

Toxic Skin
Act: Free, Sc: AoE (S, R5), Nat: Au, Cuml: No

Func: Toxin [Disp: (ABD, TDL), Effect: Irritant reduces enemy Attack Attempts by 5, Dur: 10 M, PL: 3, RC: Vitality (24, Negates)]

Swallow Whole
Requires *Control*.

Act: Full, Rng: 8 SIM, Sc: 1, Nat: Ph, EC: 8, RC: Strength (25, Negates), Ch/Rech: Max 2 victims swallowed at a time

Func: Pulls victim into mouth where victim suffers 2× *Choke* damage.

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	2d8, 4d6	1d8+3 MK	12	3	–	–	2 SIM	–
Tongue	5d6, 1d4	2d6+2 MK	–	1	–	–	8 SIM	–

Ranks Detection: 12, Grapple: 13 (16 for Tongue), Stealth: 14, Unarmed Melee: 13 (16 for Tongue)

Gulliwogs are gigantic amphibians that live in the wetlands and aquatic systems of North and South America. Fledgling gulliwogs are about 1.5 m (5') tall, 3 m (9.8') wide and resemble a small stout car, while adult gulliwogs can grow to reach the size of a small building. South American specimens come in all types of vibrant colors, while their cousins to the north remain a ruddy dark green. Gulliwogs are notoriously slow creatures, relying on their gigantic, lightning-quick tongue and poisonous skin for survival in the Wilds. The potency of their toxin is closely tied to their environment. Gulliwogs from clean regions are only mildly toxic, while those that live in the Great Wastes or other poisonous environments carry radiation and deadly pollutants (see *Toxic Skin*). Gulliwogs have an adaptive camouflage that allows them to change color to suit their environments, a potent tool which assists with both defense and hunting. They hide their great mass in thick vegetation, caves and other locations that maximize the effectiveness of their camouflage. There they lay in wait, using their tongues to catch anything and everything that walks by their gigantic mouths.

Behavior

Gulliwogs live solitary lives from the moment they hatch, and only gather in groups to compete for mates. A gulliwog's croak is deafening and when several get together during the breeding season they drive most other occupants out of the area. A female may lay thousands of eggs, but tadpole mortality is high, as they quickly fall prey to the barrage of predatory creatures common in the Wilds. An ambush from water is the gulliwog's favorite hunting technique. They are also notorious for eating almost anything. Necropsies performed on larger specimens have turned up skeletons of young bull chargers, parts of machines, and more often than not, people. Their undiscerning eating habits and tendency to consume travelers has made gulliwogs the subject of legends and folklore among many Remnant tribes. Young children are often told that if they do not behave, gulliwogs will come in the night to eat them.

Core Qualities

Quality	Score	Dice Pool
Strength	35	5d8, 1d6
Agility	22	5d6, 1d4
Conditioning	24	6d6
Vitality	34	5d8, 1d6
Discipline	32	4d8,2d6
Intelligence	9	4d4
Charisma	28	2d8, 4d6

Secondary Qualities

Athleticism	29	2d8, 4d6
Physical Acumen	23	5d6, 1d4
Fitness	29	2d8, 4d6
Will	33	4d8,2d6
Wisdom	21	4d6, 2d4
Wit	19	3d6, 3d4
Presence	32	4d8,2d6

Tertiary Qualities

Physis	26	–
Reaction	25	6d6
Defense Rating	10	–

Movement Rates

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
3	2	–	–	4	6	–	–

Armor

Damage Type	Threshold
High Velocity Kinetic	3
Melee Kinetic	4
Energy	2
Chemical	4
Void	3
Alpha	Immune
Omega	Immune

3.4.5

Jekylhide

Freak of Nature

Height	1.9 m (6'3")	HP	67	Active Segments	2, 4, 6
Weight	111.1 kg (245 lb)	EP	68	Footprint	1 × 1

Core Qualities

Quality	Score	Dice Pool
Strength	32	4d8,2d6
Agility	34	5d8, 1d6
Conditioning	35	5d8, 1d6
Vitality	32	4d8,2d6
Discipline	33	4d8,2d6
Intelligence	9	4d4
Charisma	28	2d8, 4d6

Secondary Qualities

Athleticism	33	4d8,2d6
Physical Acumen	35	5d8, 1d6
Fitness	34	5d8, 1d6
Will	33	4d8,2d6
Wisdom	21	4d6, 2d4
Wit	19	3d6, 3d4
Presence	30	3d8, 3d6

Tertiary Qualities

Physis	29	–
Reaction	27	1d8, 5d6
Defense Rating	14	–

Movement Rates

2	3	4	4	4	8	12	–
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

Armor

Damage Type	Threshold
High Velocity Kinetic	3
Melee Kinetic	4
Energy	2
Chemical	3
Void	3
Alpha	Immune
Omega	Immune

AKA Wolf in Sheep's Clothing, Jackfurries

Jekylhides are small, furry, lazy animals that most people consider to be extremely cute. They have large, furry ears, small eyes and a small mouth. They make a subtle noise similar to feline purring, but best described as a "warble." They are highly valued as pets for wealthy children and celebrities as they are difficult to acquire. Jekylhides are even more difficult to train to be trusting and loyal pets. Those fortunate enough to forge a bond of loyalty with a jekylhide have earned a valuable protector for life. When agitated or concerned for the welfare of a member of its family, jekylhides change from their small, cute animal forms to massive, terrifying beasts renowned for their viciousness and aggression. During this transformation, their size increases tenfold and they gain incredible strength. Their claws and teeth grow considerably longer and sharper and their eyes become a shade of bright orange. Their facial features stretch giving them a feral and ferocious appearance.

Behavior

Wild jekylhides live in small families typically comprised of two to four members. They mate for life and only have one or two litters of two to three young in their entire twenty-year lifespan. They enjoy lounging in the sun and sleeping (they aspire to do little else), minding their own business and are content to let the world pass them by. However, their behavior changes dramatically when they are frightened or a member of their family is threatened. They grow into their ferocious alternate forms and attack mercilessly with their claws and teeth until the threat is killed. Jekylhides always fight to the death; they never back down, a trait that has contributed to their popularity as guardians of the wealthy elite. When threats escape or have been neutralized, Jekylhides calm down and revert to their cute and cuddly forms, ready to nestle with their owner or mate as if nothing happened.



Specials

Transformation
It takes 2 Segments for a Jekylhide to change between forms.

Miniature Form
When a Jekylhide is in its miniature, cute and cuddly form, its Core Qualities are all brought down to 5 save for Intelligence and Charisma which remain the same in both forms. While in their miniature form, Jekylhides cannot attack.

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Claws	4d8,2d6	1d8+3	8	5	–	–	1 SIM	–
Bite	4d8,2d6	2d6+3	12	2	–	–	1 SIM	–

Ranks Detection: 14, Grapple: 14, Stealth: 10, Tracking: 12, Unarmed Melee: 14

HEIGHT	1.2 m (4')	HP	61	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	127 kg (280 lb)	EP	63	FOOTPRINT	2 × 1

PANTHILE
FREAK OF NATURE

3.4.6



SPECIALS

Sticky Tongue
The sticky tongue of the Panthile can be used to make a Disarm attack as a Half Action.

Bloody Irritant
Act: Half, Sc: 1, Rng: 12 SIM, Nat: Ph, EC: 8, Dur: 3 C, RC: Discipline or Vitality (25, Negates), Ch/Rech: (2, 1 H), Cuml: No

Func: Alter (Thought State -2, NLT *Distracted*; Emotion State -2, NLT *Agitated*) and induces *Blindness*

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Claws	4d8,2d6	1d8+3	7	5	–	–	1 SIM	–
Tongue	5d8, 1d6	1d8+2	10	2	–	–	3 SIM	–
Bite	4d8,2d6	2d6+3	–	1	–	–	1 SIM	–

RANKS Detection: 14, Grapple: 12, Stealth: 20, Tracking: 13, Tumble: 16, Unarmed Melee: 14

Panthiles are a bizarre combination of panther and chameleon lizard. They stand approximately 1 m (3') tall at the shoulder, weigh up to 135 kg (300 lb) and possess thick, rugged reptilian skin of varying shades of gray. From afar, panthiles are easily mistaken for massive predatory cats, their large paws ending with sharp claws and their mouths full of pointed teeth capable of piercing and tearing the thickest hides. They have the hunting instincts and stealthy demeanor of their large, feline genetic predecessors, but possess the articulating eyes, long sticky tongue and adaptable camouflage of the chameleon. Panthiles are capable of moving with the painfully slow deliberation of their reptilian genetic donors, but can instantly unleash the lightning fast pounces and sprints they have retained from their feline side. They are one of the most capable and feared hunters of the New World, thriving with relative ease and avoiding most would-be predators.

BEHAVIOR

Panthiles hunt and travel in coalitions of two to ten members. They are carnivorous hunters that rely on their stealth and adaptive camouflage to gain the element of surprise over their prey. They have a wide range of vision since their eyes articulate individually and are capable of looking in two different directions simultaneously. Panthiles are able to squirt a chemical composed of their own blood and a glandular irritant. This liquid serves as both a preliminary strike and defense mechanism meant to disrupt the vision of prey or predators, giving the Panthile enough time to strike or flee (see *Bloody Irritant*). In combat, Panthiles sneak as close to their prey as possible before unleashing their Bloody Irritant attack. As they advance, they use their sticky, lizard-like tongue to pull at and disrupt any weapons that intelligent prey may have readied (see *Sticky Tongue*). They finally pounce on their prey, tearing viciously with their teeth and claws.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	28	2d8, 4d6
Agility	35	5d8, 1d6
Conditioning	32	4d8,2d6
Vitality	29	2d8, 4d6
Discipline	31	3d8, 3d6
Intelligence	6	3d4
Charisma	27	1d8, 5d6

SECONDARY QUALITIES

Athleticism	32	4d8,2d6
Physical Acumen	34	5d8, 1d6
Fitness	31	3d8, 3d6
Will	30	3d8, 3d6
Wisdom	19	3d6, 3d4
Wit	17	2d6, 4d4
Presence	28	2d8, 4d6

TERTIARY QUALITIES

Physis	27	–
Reaction	25	6d6
Defense Rating	13	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
2	4	–	9	4	10	14	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	3
Melee Kinetic	3
Energy	2
Chemical	2
Void	3
Alpha	Immune
Omega	Immune

3.4.7

Sasquatch

Freak of Nature

Height	2.7 m (9')	HP	62	Active Segments	2, 4, 6
Weight	421.8 kg (930 lb)	EP	53	Footprint	2 × 2

Core Qualities

Quality	Score	Dice Pool
Strength	35	5d8, 1d6
Agility	30	3d8, 3d6
Conditioning	28	2d8, 4d6
Vitality	34	5d8, 1d6
Discipline	25	6d6
Intelligence	8	4d4
Charisma	31	3d8, 3d6

Secondary Qualities

Athleticism	33	4d8,2d6
Physical Acumen	29	2d8, 4d6
Fitness	31	3d8, 3d6
Will	30	3d8, 3d6
Wisdom	17	2d6, 4d4
Wit	20	4d6, 2d4
Presence	33	4d8,2d6

Tertiary Qualities

Physis	27	–
Reaction	25	6d6
Defense Rating	10	–

Movement Rates

2	3	4	4	4	7	10	–
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

Armor

Damage Type	Threshold
High Velocity Kinetic	4
Melee Kinetic	5
Energy	3
Chemical	4
Void	3
Alpha	Immune
Omega	Immune

Sasquatch are huge, hulking, ape-like creatures that inhabit the wooded mountain regions of North America. From a distance they can easily be mistaken for giants. They are powerfully built, thick and dense with muscle. They are covered in a thick brown and grey fur from head to toe, giving them excellent camouflage and protection from the elements. Sasquatch have massive feet and hands, worn smooth and hard from years spent wandering the rugged terrain they call home. With age come the scars of battle; most adult sasquatch bear the marks of conflicts they have had with the beasts of the Wilds. In spite of their incredible size and strength, their deadliest weapons are their fantastic senses and low cunning.

Behavior

Contrary to popular belief, sasquatch are not shy creatures, elusive and quick to run. In truth, they are inquisitive, unafraid and quick to anger. They inhabit densely wooded expanses of rugged terrain and are especially fond of mountainous regions where they can establish large home ranges to hunt and forage. They roam the woods and hills with impunity, their size and strength making them fearless. Their favored foods are roots, berries and small animals. In spite of their seemingly mundane diet, sasquatch can be extremely violent and deadly to even the largest adversary. Among Freezone explorers, their short tempers and tendency to hurl huge rocks and pull small trees from the ground to use as clubs is legendary. Sasquatch live solitary lives although their ranges are often so large that several overlap, making contact between individuals fairly common. When mating and raising young, sasquatch form small family groups. Once the young reach adulthood, the family unit separates. Research suggests that the father seeks out a new range, leaving his old established range to the young. New family groups are formed several times throughout life, occasionally between the same mother-father pair.



Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	4d8,2d6	2d6+3 MK	10	3	–	–	2 SIM	–
Melee Weapon	4d8, 2d6	Weapon+3	Dependent on Weapon					

Ranks Detection: 18, Grapple: 14, One-handed Melee: 14, Two-handed Melee: 14, Stealth: 11, Tactics: 12, Throwing: 12, Tracking: 12, Unarmed Melee: 15

HEIGHT	1.8 m (6') diam	HP	65	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	408.2 kg (900 lb)	EP	50	FOOTPRINT	2 × 2

Spine Sphere
FREAK OF NATURE

3.4.8



SPECIALS

Spine Scream
Act: Half, Rng: 25 SIM, Sc: AoE (S, R25), Nat: Sn, RC: Discipline (25, Negates), Dur: 6 S, Ch/Rech: (1, 1 H)

Func: Alter (Fear State -2, NLT *Scared*)

Spine Volley
Act: Half, Rng: 25 SIM, Sc: AoE (S, R4), Nat: Ph, RC: Agility (20, Half Damage), Ch/Rech: (3, 1 H)

Function: Dam (3d6+2 MK)

Spine Burst
Act: Free, Rng: 15 SIM, Sc: AoE (S, R15, centered on Spine Sphere), Nat: Bl, RC: Agility (20, Half Damage)

Function: Dam (3d6+2 MK)

AKA Pin Cushion, Hell Roller

Spine spheres are large, nightmarish, spherical creatures whose entire exterior is covered in spines, spikes and quills of varying length and size. The majority of these creatures are approximately 1.8 m (6') in diameter, however, some larger specimens have been observed. They are able to control their motion through the use of internal muscles and specialized organs, navigating with countless eyes that peer out from between the gore-covered spines. Spine spheres perpetually smell of wet, dirty hair and whatever partially digested carcass clings to its spines. Many victims have been caught off guard by this bizarre creature, expecting it to roll in a straight line, only to realize, too late, that is capable of quick and nimble lateral movement and can see in all directions simultaneously.

BEHAVIOR

Spine spheres feed by simply rolling around their environment, indiscriminately impaling whatever they encounter. Their spines have tiny, serrated hooks on their tips that curl to grab living tissue, ripping pieces from the flesh of larger creatures or completely holding on to smaller animals, impaling them further with every rotation. Their spines slowly extract and digest nutrients from their prey as they continue to travel. Before combat, spine spheres utter a loud, high pitch screech as they advance upon their prey (see *Spine Scream*) while simultaneously launching a volley of spikes and spines as a preemptive attack (see *Spine Volley*). If a target fails their RC against the Scream, the spine sphere attempts to roll over them, impaling them with their spines. If its target does not fail their RC, the spine sphere will stop approximately 15 m (49') away and begin shooting spines and spikes toward it. At the moment a spine sphere's HP falls below zero, the creature explodes creating a massive burst of spiked shrapnel (see *Spine Burst*).

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	35	5d8, 1d6
Agility	25	6d6
Conditioning	30	3d8, 3d6
Vitality	35	5d8, 1d6
Discipline	20	4d6, 2d4
Intelligence	7	3d4
Charisma	15	1d6, 5d4

SECONDARY QUALITIES

Athleticism	30	3d8, 3d6
Physical Acumen	28	2d8, 4d6
Fitness	33	4d8,2d6
Will	28	2d8, 4d6
Wisdom	14	1d6, 5d4
Wit	11	5d4
Presence	25	6d6

TERTIARY QUALITIES

Physis	24	–
Reaction	22	5d6, 1d4
Defense Rating	11	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
2	–	–	–	4	6	10	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	5
Energy	3
Chemical	3
Void	3
Alpha	Immune
Omega	Immune

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	3d8, 3d6	1d8+3	4	3	–	–	1 SIM	–
Roll Over	3d8, 3d6	3d6+3	–	1	–	4 SIM	10 Sim	–
Ranged Spines	2d8, 4d6	2d6+2	7	2	2	–	15 SIM	–

RANKS Detection: 14, Ranged Spines: 14, Tactics: 10, Unarmed Melee: 13

3.4.9

Uber Wolf

FREAK OF NATURE

HEIGHT	1.2 m (4')	HP	66	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	136.1 kg (300 lb)	EP	64	FOOTPRINT	2 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	32	4d8,2d6
Agility	34	5d8, 1d6
Conditioning	32	4d8,2d6
Vitality	34	5d8, 1d6
Discipline	32	4d8,2d6
Intelligence	8	4d4
Charisma	30	3d8, 3d6

SECONDARY QUALITIES

Athleticism	33	4d8,2d6
Physical Acumen	33	4d8,2d6
Fitness	33	4d8,2d6
Will	33	4d8,2d6
Wisdom	20	4d6, 2d4
Wit	19	3d6, 3d4
Presence	31	3d8, 3d6

TERTIARY QUALITIES

Physis	29	–
Reaction	27	1d8, 5d6
Defense Rating	13	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
3	3	4	4	4	8	16	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	3
Melee Kinetic	4
Energy	2
Chemical	4
Void	3
Alpha	Immune
Omega	Immune

Uber wolves are larger, more aggressive versions of their Timber Wolf predecessors. They have thick fur that varies in color between white, gray, black and brown. Uber wolves also have incredible senses of hearing, smell and sight, making them deadly predators. Uber wolves have particularly efficient eyes, allowing them to see in both lowlight conditions and in the infrared spectrum; therefore, they are frightfully efficient hunters at night. Uber wolves move relatively fast and have great stamina, allowing them to sprint over great distances. The jaws of uber wolves are significantly stronger than normal wolves and their teeth are much larger and sharper, making their bite a dangerous weapon. Their claws are extremely sharp, threatening death in ways a normal wolf cannot match.

BEHAVIOR

Uber wolves travel, hunt, and live in packs of 3 to 20, but are capable solitary hunters as well. Their pack can be comprised of any combination of uber wolves and natural wolves, but the pack leader or Alpha is always the strongest uber wolf male. Uber wolves can be found in any temperate climate and generally stick to an area within 10 km (6 mi) of their den. Once engaged in combat, uber wolves are not easily spooked and rarely back down, except if their pack leader is killed. The pack leader almost always unleashes a piercing howl before an attack (see *Piercing Howl*), except when stealth and the element of surprise are required to claim their prey. Uber wolves are also capable of pouncing on their prey (see *Pounce*), knocking them to the ground to make it easier to attack with their teeth and claws. When they feel their target is weak enough, they bite, clamping their jaws tightly onto their victim, before shaking their heads wildly from side to side (see *Locking Bite*). This attack is used to snap the spine of smaller animals and to tear chunks of flesh from larger prey.



SPECIALS

Locking Bite

Act: Full, Rng: 1 SIM, Sc: 1, Nat: Ph, EC: 6, RC: Agility (24, Negates), Dur: Until Control is lost

Func: Grap (Control), DoT (3d6+3 MK, 1d6+3 MK/S)

Piercing Howl

Act: Full, Rng: 20 SIM, Sc: AoE (S, R20), Nat: Sn, EC: 8, RC: Discipline (22, Negates), Dur: 3 C, Cuml: No

Func: Alter (Fear State -2, NLT *Scared*), other wolves in the area (Fear State +2, NHT *Confident*)

Pounce

Act: Full, Rng: 4 SIM, Sc: 1, Nat: Ph, EC: 10, RC: Agility (23, Negates)

Func: Grap (Control), Dam (2d10+3 MK)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Claws	4d8,2d6	1d8+3 MK	8	4	–	–	1 SIM	–
Bite	4d8,2d6	3d6+3 MK	–	1	–	–	1 SIM	–

RANKS Detection: 16, Grapple: 13, Tracking: 15, Tumble: 10, Stealth: 13, Unarmed Melee: 14

HEIGHT	0.9 m (3')	HP	62	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	68.0 kg (150 lb)	EP	67	FOOTPRINT	2 × 1

UV Creeper
FREAK OF NATURE

3.4.10



SPECIALS

Tentacle Trap
Act: Free, Rng: 2 SIM, Sc: 1, Nat: Ph, EC: 10, RC: Strength or Agility (25, Negates)
Func: Grap (Control) Creeper will drag victim towards its lair at its Crawling MR

Creeper Camouflage
UV Creepers can only be seen by characters with a form of Infravision. Otherwise they are considered *Invisible* and follow the corresponding rules in the Glossary.

Acidic Spray
Act: Full, Rng: 10 SIM, Sc: AoE (C, D4), Nat: Bl, EC: 10, RC: Agility (22, Half Damage), Ch/Rech: (2, 1 H)
Func: Dam (2d8+2 Chem)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Claws	6d8	1d8+3 MK	8	5	–	–	1 SIM	–
Bite	6d8	2d6+3 MK	12	2	–	–	1 SIM	–

RANKS Detection: 12, Grapple: 14, Tracking: 10, Tumble: 10, Stealth: 22, Unarmed Melee: 14

UV creepers are six-legged creatures that dwell beneath the earth eating soil and solid stone as they dig the tunnels that form their intricate lairs. The epidermal layer covering their bodies bends visible light instead of reflecting it, making them invisible to the naked eye. UV creepers can be clearly seen by any being or device capable of seeing in the UV spectrum. The heads of these creatures consist predominantly of a large mouth filled with sharp, durable teeth used for breaking rock. Their saliva is a concentrated hydrochloric acid that assists their digestion of rock and soil, which they ingest in large amounts daily. UV creepers have multiple sets of eyes that provide them with ultravision and a series of long, ribbon-like tentacles extends out of the back of their body. The legs of UV Creepers are extremely flexible and nimble allowing them to run simultaneously along the walls, ceilings and floors of narrow passages.

BEHAVIOR

UV creepers are not active, aggressive hunters since they gain much of their nutritional requirement from the soil they ingest. Occasionally, they require nourishment most easily found in other living creatures. In these instances, UV creepers occupy strategic positions from which they allow their tentacles to dangle in the path of potential prey (see *Tentacle Trap*). Since UV creepers are invisible in normal light (see *Creeper Camouflage*), victims become entangled in their tentacles and are dragged down into tunnels before they realize what is happening to them. If a creeper is spotted before combat is initiated, it will flee if victory is uncertain otherwise it will engage its adversary by spraying acidic vomit (see *Acidic Spray*) as a first strike. It will then rush its target, using its powerful jaws to bite and sharp claws to slash.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	34	5d8, 1d6
Agility	38	1d10, 5d8
Conditioning	32	4d8,2d6
Vitality	30	3d8, 3d6
Discipline	35	5d8, 1d6
Intelligence	9	4d4
Charisma	28	2d8, 4d6

SECONDARY QUALITIES

Athleticism	36	6d8
Physical Acumen	35	5d8, 1d6
Fitness	31	3d8, 3d6
Will	33	4d8,2d6
Wisdom	22	5d6, 1d4
Wit	19	3d6, 3d4
Presence	31	3d8, 3d6

TERTIARY QUALITIES

Physis	29	–
Reaction	29	2d8, 4d6
Defense Rating	18	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
3	4	–	4	4	8	12	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	3
Melee Kinetic	4
Energy	3
Chemical	5
Void	3
Alpha	Immune
Omega	Immune

3.4.11

Web Guardian

FREAK OF NATURE

HEIGHT	1.8 m (6')	HP	60	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	140.6 kg (310 lb)	EP	62	FOOTPRINT	2 × 2

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	26	1d8, 5d6
Agility	28	2d8, 4d6
Conditioning	28	2d8, 4d6
Vitality	32	4d8,2d6
Discipline	34	5d8, 1d6
Intelligence	16	2d6, 4d4
Charisma	32	4d8,2d6

SECONDARY QUALITIES

Athleticism	27	1d8, 5d6
Physical Acumen	28	2d8, 4d6
Fitness	30	3d8, 3d6
Will	33	4d8,2d6
Wisdom	25	6d6
Wit	24	6d6
Presence	29	2d8, 4d6

TERTIARY QUALITIES

Physis	28	–
Reaction	26	1d8, 5d6
Defense Rating	13	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
2	3	–	4	4	7	10	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	4
Energy	3
Chemical	5
Void	3
Alpha	Immune
Omega	Immune

Web guardians are twisted mutations of spider and man. They have a humanoid head, with one pair of human eyes and three pairs of red, arachnid eyes. These creatures have three sets of stacked mandibles that are constantly undulating in search of food to pull into their mouths. The tongue of a web guardian has a sharp end that can penetrate prey to suck out their innards. Web guardians do this by liquefying organs using digestive chemicals injected by the long pincers protruding from the guardian's neck. Instead of the palp that normal spiders have, web guardians have a pair of hairy arms attached to their cephalothoraxes. These arms are humanoid in structure and composition, but are covered by excessive hair and a layer of chitinous protective plating. The middle and index fingers on each hand are capable of shooting extended lengths of sticky web. The remaining fingers each have a hooked, serrated nail that is capable of cutting through the web they produce. They have eight long, hairy legs and a large carapace covered in chitinous armor.

BEHAVIOR

Web guardians are territorial creatures that hunt near their underground or cavern lairs. They are intelligent and cunning creatures that dwell in colonies of 5 to 100 other web guardians and a host of other arachnids. They are capable of speech and have developed their own language that is largely composed of guttural growls and high pitched chirps. Web guardians are carnivores that use the web they release from the spinnerets in their fingers to capture prey. They set static webs of various sizes in strategic locations to capture a variety of different creatures (see *Guardian Web*). They also engage creatures in direct combat by shooting web from their fingers directly at their victim (see *Web Spray*). Web Guardians can also strike with their claws and pincers, which are a source of a potent toxin (see *Pincer Toxin*).



SPECIALS

Guardian Web (20, 25)
This web is used by Web Guardians as their means of passive food gathering and is also used to build their nests.

Web Spray (20, 25)
Act: Half, Rng: 8 SIM, Sc: AoE (C, D4), Nat: Bl, Dur: 1 M, EC: 9, RC: Agility or Strength (28, MRs -50%, else Movement Rate -100%), Ch/Rech: (2, 2 H), Cuml: No

Func: Reduce or prevent enemy movement

Pincer Toxin
Act: Full, Rng: 1 SIM, Sc: 1, Nat: Ph, Ch/Rech: (2, 6 H), Cuml: No

Func: Toxin [Disp: DD, Effect: DoT (2d4+3 MK, 1 HP/M), Dur: 1 H, PL: 3, RC: Vitality (15, Negates)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Claws	1d8, 5d6	2d4+3 MK	10	4	–	–	1 SIM	–

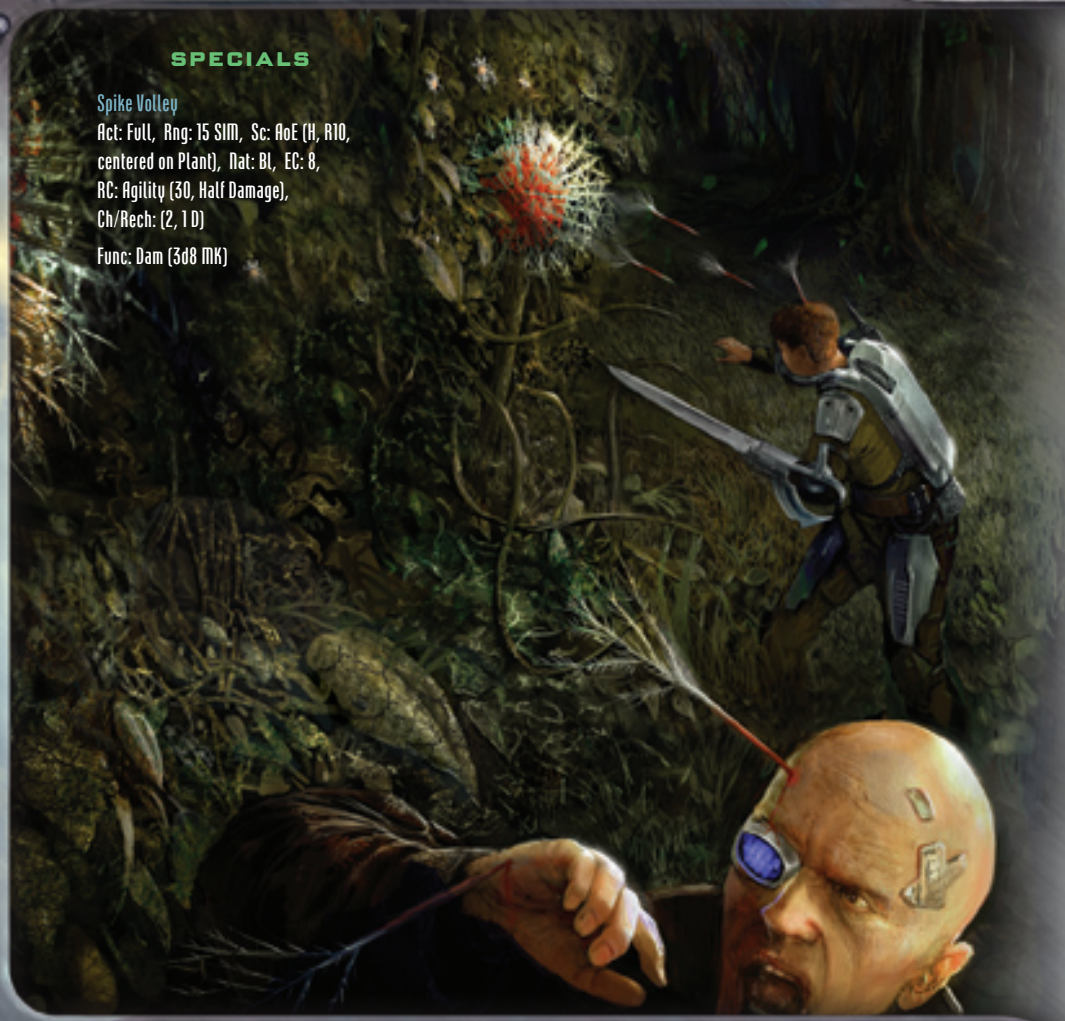
RANKS Detection: 13, Grapple: 11, Stealth: 11, Tracking: 11, Unarmed Melee: 14

HEIGHT	2.0 m (6'5")	HP	73	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	70.3 kg (155 lb)	EP	75	FOOTPRINT	2 × 2

Blood Spike Plant

FREAK OF NATURE

3.5.1



SPECIALS

Spike Volley
Act: Full, Rng: 15 SIM, Sc: AoE (H, R10, centered on Plant), Nat: Bl, EC: 8, RC: Agility (30, Half Damage), Ch/Rech: (2, 1 D)

Func: Dam (3d8 MK)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Vines	3d8, 3d6	2d8+3 MK	10	3	–	–	5 SIM	–
Spikes	4d8,2d6	1d10+2 MK	7	2	1	–	20 SIM	–

RANKS Detection: 17, Grapple: 18, Ranged Spikes: 18, Stealth: 20, Unarmed Melee: 16

Blood spike plants can slightly alter their appearance according to their environment, but they are primarily a collection of long, spiked vines that stem from a central stalk, on top of which rests a large spherical bulb covered in seeds. These seeds are long and sharp and can be projected through the air by the bulb. The seed's fluffy exterior is easily caught by the wind and carried to new locales where more plants quickly emerge. Blood spike plants adapt to their surroundings and adopt coloration and leaves similar to nearby foliage. This camouflage makes them difficult to detect and many victims stumble into them unknowingly. These hardy plants grow rapidly and each one can cover an area of more than 2 sq m (21.5 sq ft). Each plant has, on average, a dozen vines capable of growing 10 m (32.8') in length. These vines end in a hard, sharp spike and can move and attack of their own accord, guided by receptors that detect body heat.

BEHAVIOR

Similar to the Venus Flytrap and Pitcher Plant, blood spike plants prefer to eat live prey instead of absorbing nutrients from the soil or through photosynthesis. They are mindless plants that instinctively attack any source of body heat that comes within range of their vines regardless of its size. Blood spike plants often grapple their prey with some of their vines, while their remaining vines attack viciously. During combat, the spiked seeds of the central bulb are periodically shot at nearby targets like a natural, omni-directional shotgun (see *Spike Volley*). If victorious, the plant pulls the victim towards its central stalk and absorbs the blood with its roots as it saturates the soil at the stalk's base. Once the body decomposes, the plant absorbs further nutrients through the soil, often attracting scavengers that also quickly fall prey to the plant, perpetuating the cycle and allowing the plant to grow large very quickly. For this reason, the area around these plants often reeks of death.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	32	4d8,2d6
Agility	28	2d8, 4d6
Conditioning	35	5d8, 1d6
Vitality	38	1d10, 5d8
Discipline	40	1d10, 5d8
Intelligence	6	3d4
Charisma	32	4d8,2d6

SECONDARY QUALITIES

Athleticism	30	3d8, 3d6
Physical Acumen	32	4d8,2d6
Fitness	37	6d8
Will	39	1d10, 5d8
Wisdom	23	5d6, 1d4
Wit	19	3d6, 3d4
Presence	32	4d8,2d6

TERTIARY QUALITIES

Physis	30	–
Reaction	27	1d8, 5d6
Defense Rating	13	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
2	–	–	2	2	3	4	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	5
Energy	3
Chemical	4
Void	4
Alpha	Immune
Omega	Immune

3.5.2

Bull Charger

FREAK OF NATURE

HEIGHT	2.1 m (7')	HP	78	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	1134 kg (2500 lb)	EP	68	FOOTPRINT	4 × 2

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	44	3d10, 3d8
Agility	25	6d6
Conditioning	38	1d10, 5d8
Vitality	40	1d10, 5d8
Discipline	30	3d8, 3d6
Intelligence	7	3d4
Charisma	40	1d10, 5d8

SECONDARY QUALITIES

Athleticism	35	5d8, 1d6
Physical Acumen	32	4d8,2d6
Fitness	39	1d10, 5d8
Will	35	5d8, 1d6
Wisdom	19	3d6, 3d4
Wit	24	6d6
Presence	42	2d10, 4d8

TERTIARY QUALITIES

Physis	32	–
Reaction	27	1d8, 5d6
Defense Rating	11	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	4	9	14	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	5
Melee Kinetic	6
Energy	3
Chemical	4
Void	4
Alpha	Immune
Omega	Immune

Bull chargers are tough, physically powerful creatures with dense layers of bone protecting their skull and shoulders. They have a single horn on their heads capable of penetrating even the thickest hides of their prey. Their eyes are affixed on either side of their wide heads. Two large tusks protrude from their upper jaws; they grow sharper and serrated on the outside and inside edges as they curve around the creature's head. These tusks are used to gore injured targets and rip open hides, allowing the bull charger to easily feast on the underlying flesh with their sharp teeth. Bull chargers have very thick, heavily muscled shoulders and chests, making their upper torsos massive. Their bodies become thinner towards their hind legs, but only slightly. Their powerful legs allow them to move quickly despite their considerable bulk. Bull Chargers may be hairless or covered in short brown fur, and have a bull-like tail.

BEHAVIOR

Bull chargers are carnivores that travel with their mates and one or two young. Only the male of the family unit hunts. They charge any target they believe to be a threat or that might make a good meal. In combat, they advance as fast as possible, attempting to gore their prey with their horns (see *Bull Charge*). Following this attack, they use their sharp tusks to hamstring their targets before moving away and preparing another charge to finish off their victims (see *Hamstring Tusk Attack*). If the bull charger believes it has damaged its prey it will charge again, however, this time it will stay to finish the fight, tearing with its tusks and kicking with its hooves until its target is killed. If it does not believe it has damaged its target to the point where victory is assured, bull chargers most commonly move off in search of easier prey.



SPECIALS

Bull Charge

Follows *Charge Attack* rules in the Glossary.

Act: Full, Rng: 14 SIM, Sc: 1, Nat: Ph (-10 penalty applied to Attack Attempt), EC: 12, RC: Agility (35, Negates, 30 Half Damage)

Func: Dam (3d12+3 MK)

Bull Charger must move at least 6 SIM before striking the target. If successful, the victim is knocked *Prone*, 5 SIM from their original position.

Hamstring Tusk Attack

Act: Full, Rng: 1 SIM, Sc: 1, Nat: Ph (-10 penalty applied to Attack Attempt), EC: 6, RC: Agility (35, Negates)

Func: Dam (2d8+3 MK, Victim's MRs reduced by 50% for 10 M)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Tusks	5d8, 1d6	1d10+3 MK	7	4	–	–	1 SIM	–

RANKS	Detection: 13, Tracking: 11, Unarmed Melee: 17

HEIGHT	1.9 m (6'2")	HP	86	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	165.6 kg (365 lb)	EP	76	FOOTPRINT	2 × 1

CHITIN
FREAK OF NATURE

3.5.3

SPECIALS

Pounce
Act: Full, Rng: 7 SIM, Sc: 1, Nat: Ph, EC: 14, RC: Agility (25, Negates)
Func: Grap (Control), Dam (3d8+4 MK)



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Claws	6d8	1d10+4 MK	7	5	–	–	1 SIM	–
Blade Appendages	6d8	2d8+4 MK	10	3	–	–	2 SIM	–

RANKS Detection: 15, Grapple: 14, Stealth: 17, Tracking: 14, Unarmed Melee: 18

Chitins are man-sized quadrupeds whose bone structure gives them a predominantly canine shape and posture. Two articulated limbs protrude from the creature's back, just behind their shoulder blades and appear to be derived from arachnid or insect ancestry. These two limbs are used as the creature's primary method of defense and attack. Their spiked, chitinous, segmented plating creates a protective, armored exoskeleton that covers their entire body, contributing to their disturbing insect-like appearance. Chitins have heads that are much shorter than most canines' and are significantly taller, giving them an almost humanoid structure save for their immense, bony foreheads. Chitins are powerful creatures with a dense layer of muscle beneath their exoskeletons. They are capable of leaping considerable distances, a technique often used to take down prey before tearing at it with the retractable claws on all of their paws (see *Pounce*). Their tail ends in an extremely sharp hook that provides them with an additional method of attack.

BEHAVIOR

Like wolves, chitins are carnivorous pack-hunters that roam the area near their dens in search of food. They are led by an alpha male who must reassert his dominance over other members of the pack on a daily basis. The hierarchy within a pack is continuously reaffirmed by daily fighting among males. Observers who have witnessed this behavior describe it as an intense fight that halts just before the lethal strike. Chitins are stealth hunters that get down on all fours and crawl along the ground with their shoulder pincers straightened out along the sides of their bodies. As they approach their prey their shoulder pincers curl up towards the target in preparation for combat. Once engaged, chitins use their many claws, sharp appendages and armored plating to defeat their adversaries.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	35	5d8, 1d6
Agility	38	1d10, 5d8
Conditioning	42	2d10, 4d8
Vitality	44	3d10, 3d8
Discipline	34	5d8, 1d6
Intelligence	17	2d6, 4d4
Charisma	40	1d10, 5d8

SECONDARY QUALITIES

Athleticism	37	6d8
Physical Acumen	40	1d10, 5d8
Fitness	43	2d10, 4d8
Will	39	1d10, 5d8
Wisdom	26	1d8, 5d6
Wit	29	2d8, 4d6
Presence	38	1d10, 5d8

TERTIARY QUALITIES

Physis	36	–
Reaction	31	3d8, 3d6
Defense Rating	16	–

MOVEMENT RATES

2	3	–	3	4	8	12	–
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	6
Energy	3
Chemical	5
Void	4
Alpha	Immune
Omega	Immune

3.5.4

Colonial Warrior

Freak of Nature

Height	2.0 m (6'8")	HP	72	Active Segments	2, 4, 6
Weight	149.7 kg (330 lb)	EP	70	Footprint	1 × 1

Core Qualities

Quality	Score	Dice Pool
Strength	36	6d8
Agility	34	5d8, 1d6
Conditioning	38	1d10, 5d8
Vitality	34	5d8, 1d6
Discipline	32	4d8,2d6
Intelligence	16	2d6, 4d4
Charisma	36	6d8

Secondary Qualities

Athleticism	35	5d8, 1d6
Physical Acumen	36	6d8
Fitness	36	6d8
Will	33	4d8,2d6
Wisdom	24	6d6
Wit	26	1d8, 5d6
Presence	36	6d8

Tertiary Qualities

Physis	32	–
Reaction	30	3d8, 3d6
Defense Rating	15	–

Movement Rates

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
–	2	3	4	4	8	12	–

Armor

Damage Type	Threshold
High Velocity Kinetic	4
Melee Kinetic	5
Energy	3
Chemical	4
Void	4
Alpha	Immune
Omega	Immune

Colonial warriors are large humanoids that seem to be a mixture of various insect species. They are almost completely covered in an exoskeleton of overlapping, jagged plates. Colonial warriors appear to have developed as two distinct bodies that share the same head, but are, in fact, connected internally. The main body is humanoid and has a set of large, strong arms that end in vicious, serrated, triple-bladed scissor-like claws. The colonial warrior's main set of legs are extremely strong, allowing the creature to leap approximately 10 m (32.8') into the air. The second body is a multi-legged, segmented beetle that clings to the back of the main humanoid body like a backpack. This small body's legs are in constant motion, grasping forward involuntarily like a flipped beetle desperately trying to right itself. This second body's fly-like wings are too small to allow the creature to fly; instead they help control the warrior's speed and movement during powerful leaps or descents. Finally, a large stinger hangs at the Colonial warrior's back, arching over the Colonial warrior's shoulder to strike at its next victim.

Behavior

Colonial warriors are the fanatical defenders and guardians of Colonial hives and the ruling queen. They attack all intruders on sight unless specifically directed to do otherwise by superiors. Colonial warriors advance upon their prey as quickly as possible. Once engaged in melee combat, colonial warriors use their teeth and claws as their primary weapons. They also have several special attacks that can be devastating for an unprepared victim. The first is a special grappling attack in which they use their sharp claws as shears, attempting to cut off a limb of their opponent (see *Shearing Claws*). The second is also a special grappling attack in which the warrior trips its victim, kneeling over them to strike with its tail stinger (see *Tail Stinger*).



Specials

Tail Stinger

Victim must be under *Control*.

Act: Half, Rng: 1 SIM, Sc: 1, Nat: Ph, EC: 8, RC: Agility (30, Negates), Ch/Rech: (2, 3 H), Cuml: No

Func: Toxin [Disp: DD, Effect: DoT (1d10+3, 1d6/C), Dur: 10 C, PL: 3, RC: Vitality (35, Negates)]

Shearing Claws

Must have *Control*. As a Full Action, Warriors can make a single attack with one of their claws that deals standard damage, but has an AP value of 5.

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Claws	5d8, 1d6	2d8+3 MK	8	3	–	–	1 SIM	–
Bite	5d8, 1d6	3d8+3 MK	–	1	–	–	1 SIM	–

Ranks Detection: 14, Grapple: 14, Stealth: 10, Tracking: 14, Unarmed Melee: 17

HEIGHT	2.4 m (8')	HP	74	ACTIVE SEGMENTS	2, 3, 5 ,6
WEIGHT	294.8 kg (650 lb)	EP	72	FOOTPRINT	1 × 1.5

Handstand
Freak of Nature

3.5.5



Specials

Double Kick
Act: Full, Rng: 1 SIM, Sc: 1, Nat: Ph (-10 penalty applied to Attack Attempt), EC: 8, RC: Agility (35, Negates), Ch/Rech: (1, 1 C)

Func: Dam (3d8+3 MK, Victim knocked *Prone*, 2 SIM behind original position)

Leech Bite
Handstand must have *Control* of target, attack must *Puncture*.

Act: Full, Rng: 1 SIM, Sc: 1, Nat: Ph (-5 penalty applied to Attack Attempt), EC: 8, Dur: 3 S maximum, RC: Agility (30, Negates), Ch/Rech: (1, 1 D)

Func: *Drain* (1d10 MK, 1d8/S)

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Front Legs	1d10, 5d8	1d10+4 MK	7	5	–	–	1 SIM	–
Main Arms	1d10, 5d8	2d8+4 MK	10	2	–	–	2 SIM	–

Ranks Detection: 15, Grapple: 16, Stealth: 9, Tracking: 15, Unarmed Melee: 18

Handstands are one of the most feared and respected creatures of the New World. Unlike most bipedal animals, they use their two arms as their primary means of movement. When running and sprinting, handstands move in a fashion similar to apes by planting their shorter legs on the ground as their powerful arms reach forward to vault them ahead. Their legs are short compared to their arms, but have extremely sharp claws protruding from the knuckles of their toes. These claws are almost 0.5 m (1.6') long, and dangle downwards, rubbing together slightly when the handstand is resting. Intelligent observers have reported that the sound of handstand claws scraping together is similar to knives being sharpened, an unnerving phenomenon made worse by the comfort the creature finds in this position. Handstands appear even more gruesome because of the long, sharp horns and spikes that cover their body. Their mouths bear a terrifying resemblance to squid with their many tentacles undulating involuntarily, appearing to plead for food incessantly. The skin of a handstand is typically a shade of brown or grey.

Behavior

Handstands are aggressive carnivores that kill any creature that would make a good meal. They are fast despite their seemingly awkward physiology and can cover a large amount of ground quickly. Handstands have no ranged attack capability and use their speed to close in on their prey as quickly as possible. They attack primarily with the large claws of their feet, slashing or thrusting with one at a time, or by attempting to knock their opponents to the ground by kicking them with both feet simultaneously (see *Double Kick*). Handstands can balance themselves on one arm, striking out with the other with a powerful punch that can easily knock the wind out of most opponents. The many tentacles around the handstand's mouth act like leeches when the creature bites, draining bodily fluids from the victim and rejuvenating its own health (see *Leech Bite*).

Core Qualities

Quality	Score	Dice Pool
Strength	41	2d10, 4d8
Agility	36	6d8
Conditioning	34	5d8, 1d6
Vitality	40	1d10, 5d8
Discipline	38	1d10, 5d8
Intelligence	19	3d6, 3d4
Charisma	40	1d10, 5d8

Secondary Qualities

Athleticism	39	1d10, 5d8
Physical Acumen	35	5d8, 1d6
Fitness	37	6d8
Will	39	1d10, 5d8
Wisdom	29	2d8, 4d6
Wit	30	3d8, 3d6
Presence	41	2d10, 4d8

Tertiary Qualities

Physis	35	–
Reaction	34	5d8, 1d6
Defense Rating	14	–

Movement Rates

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	5	9	13	–

Armor

Damage Type	Threshold
High Velocity Kinetic	4
Melee Kinetic	5
Energy	3
Chemical	3
Void	4
Alpha	Immune
Omega	Immune

3.5.6

Needlebeast

FREAK OF NATURE

HEIGHT	1.7 m (5'6")	HP	78	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	79.4 kg (175 lb)	EP	80	FOOTPRINT	2 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	32	4d8,2d6
Agility	44	3d10, 3d8
Conditioning	42	2d10, 4d8
Vitality	36	6d8
Discipline	38	1d10, 5d8
Intelligence	16	2d6, 4d4
Charisma	32	4d8,2d6

SECONDARY QUALITIES

Athleticism	38	1d10, 5d8
Physical Acumen	43	2d10, 4d8
Fitness	39	1d10, 5d8
Will	37	6d8
Wisdom	27	1d8, 5d6
Wit	24	6d8
Presence	32	4d8,2d6

TERTIARY QUALITIES

Physis	34	–
Reaction	33	4d8,2d6
Defense Rating	16	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
3	3	4	4	5	10	16	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	3
Melee Kinetic	4
Energy	2
Chemical	4
Void	4
Alpha	Immune
Omega	Immune

Needlebeasts are small, lean and vicious creatures. They move extremely fast and every part of their body is capable of inflicting damage. They have very long, thin, triangular heads that are almost completely comprised of their massive, flat mouth, which is filled with rows of sharp teeth. The shape of their bodies and the distinct look of their mouths denotes a genetic relationship to the crocodile but the forward set eyes are much more reminiscent of many species of fish. Needlebeasts, however, are predominantly land-dwelling creatures that walk on all four limbs, using their heavily-muscled legs to propel them great distances through the air. Their four paws each have two toes, each having long, sharp claws that they use to penetrate and rip open the hides of their prey. Their heads, backs, arms and long tails are also heavily adorned with spikes and spines that provide a reliable measure of protection and the ability to inflict considerable damage.

BEHAVIOR

Needlebeasts are predatory carnivores that prowl the swampy, marshy wetlands of the Wilds. They are very capable swimmers that use their entire body to help propel them through the water. When hunting in water, they open their mouths and trawl the surface, catching small aquatic animals and insects. Like crocodiles, needlebeasts are known to use a stealthy aquatic approach by moving beneath the water's surface to attack larger land-dwelling creatures drinking at shore. When hunting on land, needlebeasts use stealth and their ability to leap significant distances to surprise their prey and attack, primarily, with their two front claws (see *Leap Attack*). They are also known to clamp down on the head or upper torso of victims with their large jaws, grappling their targets to the ground (see *Clamping Jaw*). In this position, needlebeasts strike with their tails and claws or roll over their victims, impaling them with their many spikes and spines (see *Death Roll Attack*).



SPECIALS

Leap Attack

Act: Full, Rng: 8 SIM, Sc: 1, Nat: Ph (-15 penalty applied to Attack Attempt), EC: 15, RC: Agility (30, Negates)

Func: Dam (3d8+4 MK, Victim knocked *Prone*, Needlebeast has *Control*)

Clamping Jaw

Act: Full, Rng: 1 SIM, Sc: 1, Nat: Ph (-10 penalty applied to Attack Attempt, treated as Trip attack), EC: 10, RC: Agility (30, Negates; 25, no damage but *Control* maintained)

Func: Dam (2d8+4 MK, Needlebeast gains *Control*)

Death Roll Attack

Needlebeast must have *Control* with victim *Prone*.

Act: Full, Rng: 1 SIM, Sc: 1, Nat: Ph, EC: 12, RC: Strength (25, Negates)

Func: Dam (3d8+4 MK, Needlebeast loses Control)

After the attack, Needlebeast is in Standing Static Stance within 1 SIM of target.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	1d10, 5d8	1d10+4 MK	6	5	–	–	1 SIM	–
Bite	1d10, 5d8	2d8+4 MK	–	1	–	–	1 SIM	–

RANKS Detection: 15, Grapple: 17, Stealth: 17, Tracking: 15, Unarmed Melee: 18

HEIGHT	12.0 m (39'4")	HP	76	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	362.9 kg (800 lb)	EP	70	FOOTPRINT	3 × 3

Python Worm

FREAK OF NATURE

3.5.7



SPECIALS

Constricting Grasp

Python Worm must have *Control* first.

Act: Half, Rng: 4 SIM, Sc: 1, Nat: Ph, EC: 8, RC: Strength (35, Negates; 30, Half Damage)

Func: Grapple (Choke, Endurance drain of 6 EP/S Choke is maintained)

Swallow Whole

Requires *Control*.

Act: Full, Rng: 1 SIM, Sc: 1, Nat: Ph, EC: 12, RC: Strength or Agility (20, Negates), Ch/Rech: Max 1 man-sized victim or larger swallowed at a time

Func: Swallows victim, causing 3× Crush damage

Like the snake they derive their name from, python worms are massive creatures. Adults routinely reach lengths in excess of 12 m (39') and weigh more than 362 kg (800 lbs). Python worms are found around the world, most commonly in cool wooded regions where their dull color and rough skin allows them to blend well among the decaying leaves and loose soil they call home. Their heads are ringed by dozens of tiny black eyes that encircle their hugely flexible mouths. Their bodies are dotted with hundreds of small pits that are actually heat-sensing organs that allow them to hunt in total darkness. Python worms are able to extend their elastic-like jaws and flexible bodies to incredible proportions, allowing them to swallow prey several times larger than themselves (see *Swallow Whole*).

BEHAVIOR

Python worms are generally docile. They fearlessly roam the forest floors with relative impunity. Their favorite homes are among decaying plant matter and soft soil where they create huge borrows. During the day, python worms are predators of opportunity, relying mostly on slow-moving or oblivious prey that pass too close to their hiding places or burrows. At night they become voracious predators, moving quickly and silently along the ground in serpentine fashion. Their incredible sense of smell and ability to detect the heat of their prey allow them to quickly hone in on unsuspecting animals. Once near enough to their prey, python worms lash out with their elastic jaws opened wide and quickly expand their bodies, creating powerful suction as they latch onto the prey. Once they have a firm grip with their massive jaws, they wrap themselves around their prey, crushing it to death. Python worms are indiscriminate eaters, swallowing anything and everything they can latch on to. Python worms are able to stretch their mouth to a diameter of 3 m (9.8') and swallow targets as long as 6 m (19.7').

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	34	5d8, 1d6
Agility	32	4d8,2d6
Conditioning	36	6d8
Vitality	40	1d10, 5d8
Discipline	34	5d8, 1d6
Intelligence	7	3d4
Charisma	36	6d8

SECONDARY QUALITIES

Athleticism	33	4d8,2d6
Physical Acumen	34	5d8, 1d6
Fitness	38	1d10, 5d8
Will	37	6d8
Wisdom	21	4d6, 2d4
Wit	22	5d6, 1d4
Presence	35	5d8, 1d6

TERTIARY QUALITIES

Physis	31	–
Reaction	27	1d8, 5d6
Defense Rating	7	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
14	5	–	3	–	–	–	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	5
Energy	2
Chemical	4
Void	4
Alpha	Immune
Omega	Immune

ATTACKS

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	4d8,2d6	1d10+3 MK	10	3	–	–	4 SIM	–
Bite	4d8,2d6	3d8+3 MK	–	1	–	–	4 SIM	–

RANKS Detection: 19, Grapple: 18, Stealth: 13, Tracking: 16, Unarmed Melee: 15

3.5.8

Regressing Slasher

FREAK OF NATURE

HEIGHT	2.4m (8') / 1.2 m (4')	HP	74	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	362 kg (800 lb) / 81.6kg (180 lb)	EP	76	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	32	4d8,2d6
Agility	40	1d10, 5d8
Conditioning	38	1d10, 5d8
Vitality	36	6d8
Discipline	38	1d10, 5d8
Intelligence	8	4d4
Charisma	34	5d8, 1d6

SECONDARY QUALITIES

Athleticism	36	6d8
Physical Acumen	39	1d10, 5d8
Fitness	37	6d8
Will	37	6d8
Wisdom	23	5d6, 1d4
Wit	21	4d6, 2d4
Presence	33	4d8,2d6

TERTIARY QUALITIES

Physis	32	–
Reaction	30	3d8, 3d6
Defense Rating	15	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
2/3	2/4	–	1/4	3/4	5/8	7/12	–

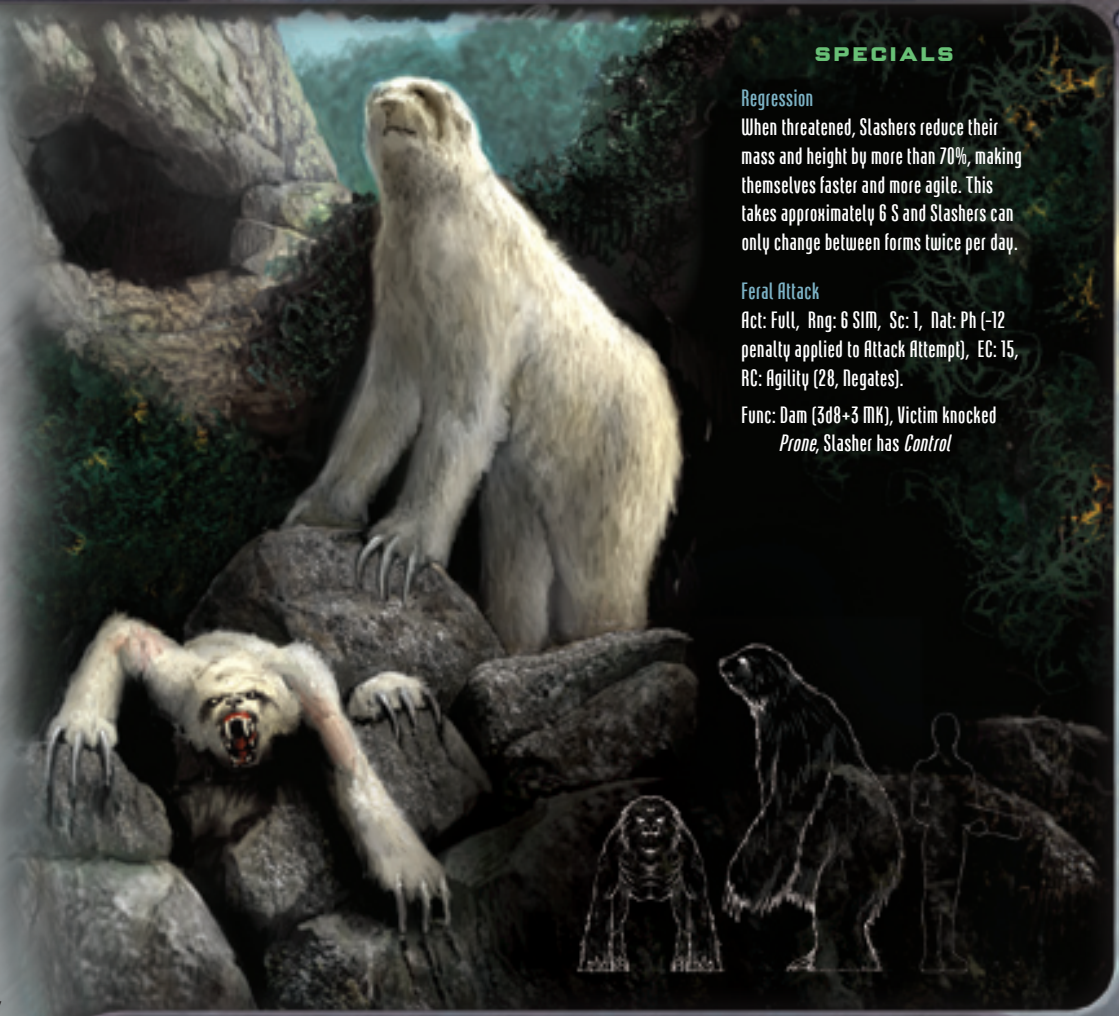
ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	3
Melee Kinetic	4
Energy	2
Chemical	3
Void	4
Alpha	Immune
Omega	Immune

Regressing slashers are a very peculiar creature. In their normal state they are akin to massive specimens of the three-toed sloth. They are slow-moving and docile, and spend most of their time tending to their dens and eating fauna, ferns and leaves in the upper reaches of the trees they live in. Regressing slashers have three long claws that protrude from the end of their soft paws that help them firmly grip the branches and trunks of trees as they climb. They also have two sharp incisors that they use to tear leaves into pieces to make digestion easier. Regressing slashers are alert despite their lumbering, oafish appearance and have superior senses of sight, hearing and smell. When agitated the regressing slasher's body shrinks; their soft, flabby flesh becomes leaner, faster and significantly more agile. Oddly, their sharp incisors and long claws do not shrink; they become much larger in proportion to the rest of their bodies, providing them with dangerous weapons.

BEHAVIOR

Regressing slashers are normally part of a social group known as a clan comprised of four pairs of mated couples. Each mated pair rears litters of four young approximately every five years. When regressing slashers are in their large, calm state, they are shy herbivores that care little about those outside their families. The females carry their young on their backs as they gather food and climb through the tree tops, while the males keep watch for predators or other threats to the clan. As soon as a threat is spotted, regressing slashers shrink, reducing their size and weight to one quarter of their normal size. In this reduced state, they are extraordinarily aggressive, vicious monkey-like animals. They unleash a fierce leaping attack, using their claws to tear at their opponents after jumping on them with an ear-piercing scream (see *Feral Attack*).



SPECIALS

Regression

When threatened, Slashers reduce their mass and height by more than 70%, making themselves faster and more agile. This takes approximately 6 S and Slashers can only change between forms twice per day.

Feral Attack

Act: Full, Rng: 6 SIM, Sc: 1, Nat: Ph (-12 penalty applied to Attack Attempt), EC: 15, RC: Agility (28, Negates).

Func: Dam (3d8+3 MK), Victim knocked *Prone*, Slasher has *Control*

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Claws	6d8	1d10+3 MK	4	5	–	–	1 SIM	–
Bite	6d8	2d8+3 MK	6	2	–	–	1 SIM	–

RANKS	Detection: 16, Grapple: 19, Stealth: 15, Tracking: 16, Unarmed Melee: 18

HEIGHT	2.0 m (6'6")	HP	89	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	907.2 kg (2k lb)	EP	73	FOOTPRINT	4 × 2

RUINICORN
FREAK OF NATURE

3.5.9



SPECIALS

Thunderous Charge
Follows *Charge Attack* rules in the Glossary.

Act: Full, Rng: 20 SIM, Sc: 1, Nat: Ph (-10 penalty applied to Attack Attempt), EC: 12, RC: Agility (35, Negates; 30, Half Damage; 25, not Stunned)

Func: Dam (3d8+4 MK)

Ruinicorn must move at least 5 SIM before striking the target. If successful, the victim is knocked *Prone*, 4 SIM from their original position.

Horse Kick
Affects targets in Rear Facing.

Act: Full, Rng: 2 SIM, Sc: 1, Nat: Ph (-10 penalty applied to Attack Attempt), EC: 8, RC: Agility (35, Negates), Ch/Rech: (1, 1 C)

Func: Dam (2d8+4 MK, Victim knocked *Prone*, 3 SIM behind original position)

Trample
Follows *Trample* rules in Glossary.

Act: Full, Rng: 20 SIM, Sc: MT, Nat: Ph (-15 penalty applied to Attack Attempt), EC: 12, RC: Agility (35, Negates; 30, Half Damage)

Func: Dam (3d8+4 MK) and targets knocked *Prone*.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	2d10, 4d8	1d10+4 MK	8	4	–	–	1 SIM	–
Kick†	2d10, 4d8	2d8+4 MK	–	1	–	–	2 SIM	–

†Rear Facing

RANKS	Detection: 16, Tracking: 14, Unarmed Melee: 18

AKA Multicorn, Dread Steed

Ruinicorns have the body shape of a large, muscular horse but the demeanor and horns of a bull. From a distance they are easily mistaken for a Clydesdale. Although the horns have the same general shape of bull horns, they are much larger in diameter and length. Coupled with the power generated by the ruinicorn's fierce charge, the horns are capable of inflicting significant damage. The bone that forms the ruinicorn's skull and surrounds its horns is extremely dense, allowing them to withstand tremendous impact. Ruinicorns are typically covered in coarse black or brown hair and have retained the tail and mane of their horse predecessors. Ruinicorns also have a pair of jagged spurs protruding upwards from the front and back of each of their hooves. These spurs are used to dig for roots and other delicacies, but they also make an effective stabbing or slashing weapon.

BEHAVIOR

Ruinicorns are herbivores that graze throughout the Wilds, traveling in herds similar to wild horses or buffalo. Females tend to stick close to their young and avoid threatening situations when possible, but fight ferociously to protect their young. Male ruinicorns are aggressive and charge anything they perceive as a threat. The thunderous sound of their hooves impacting the ground creates a powerful effect capable of stunning nearby creatures. When this occurs, these creatures are unable to move as the ruinicorn charges (see *Thunderous Charge*). Ruinicorns typically react negatively to any creature that approaches them and are quick to charge or strike with their powerful hooves if they feel endangered. Ruinicorns are notoriously stubborn and difficult to subdue; they resist all attempts to capture or tame them. However, it is possible to train these creatures and, with significant effort, they can be broken and brought into service as powerful beasts of burden. In some rare instances, they have even been trained as mounts.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	50	5d10, 1d8
Agility	34	5d8, 1d6
Conditioning	41	2d10, 4d8
Vitality	48	4d10, 2d8
Discipline	32	4d8,2d6
Intelligence	7	3d4
Charisma	36	6d8

SECONDARY QUALITIES

Athleticism	42	2d10, 4d8
Physical Acumen	38	1d10, 5d8
Fitness	45	3d10, 3d8
Will	40	1d10, 5d8
Wisdom	20	4d6, 2d4
Wit	22	5d6, 1d4
Presence	43	2d10, 4d8

TERTIARY QUALITIES

Physis	35	–
Reaction	31	3d8, 3d6
Defense Rating	13	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
3	–	–	–	5	10	20	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	4
Energy	2
Chemical	3
Void	4
Alpha	Immune
Omega	Immune

3.5.10

Splayer

Freak of Nature

Height	2.1 m (7')	HP	73	Active Segments	2, 4, 6
Weight	136.1 kg (300 lb)	EP	66	Footprint	1 × 1

Core Qualities

Quality	Score	Dice Pool
Strength	35	5d8, 1d6
Agility	33	4d8,2d6
Conditioning	34	5d8, 1d6
Vitality	39	1d10, 5d8
Discipline	32	4d8,2d6
Intelligence	16	2d6, 4d4
Charisma	36	6d8

Secondary Qualities

Athleticism	34	5d8, 1d6
Physical Acumen	34	5d8, 1d6
Fitness	37	6d8
Will	36	6d8
Wisdom	24	6d8
Wit	26	1d8, 5d6
Presence	36	6d8

Tertiary Qualities

Physis	32	–
Reaction	29	2d8, 4d6
Defense Rating	15	–

Movement Rates

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
4	3	8	3	4	8	12	–

Armor

Damage Type	Threshold
High Velocity Kinetic	4
Melee Kinetic	5
Energy	3
Chemical	4
Void	4
Alpha	Immune
Omega	Immune

Splayers are large creatures with four arms and a hideous head containing a freakishly long tongue. They have scaly, reptilian skin and are typically grey or light brown in color. The splayer's movement appears canine as they use their powerful legs to bound forward while their two smaller arms support their weight between strides. These small arms are very human in appearance save for the sharp claws at the end of their three-fingered hands. The other pair of larger arms is tucked behind them as they run, but becomes much more significant when the splayer stands upright. These large arms are humanesque from the shoulder to the elbow, but instead of forearms and hands, splayers have large, sharp appendages which resemble a pair of organic, jagged scimitars.

Behavior

Splayers are intelligent creatures that only hunt when hungry but which defend their territory ferociously. They typically attack in packs and close to melee range as quickly as possible, using cover and positions suited for ambush to give their targets little warning. During combat, their primary weapons are their sword-like arms which they use to slash and stab at their targets. Eyewitness testimonials detail the brutal capability of these appendages and the reason these creatures have earned the name splayers. After penetrating their victim, each scimitar-like arm can splay apart like scissors being opened inside their victim, causing more damage as they pull their victim toward their other set of waiting arms. When close enough, the smaller hands grab the victim, holding them or slashing with their smaller claws. The splayer attempts to wrap its long tongue around the neck, head or a limb of the victim, pulling it into their strong jaws. The bite of a splayer is strong enough to break bone and few have escaped the grasp of these terrifying creatures once reeled in to close proximity.





Specials

Tongue

The Splayer's tongue, which has a range of 2 SIM can be used to Grapple and Choke targets.

Splaying Appendages

A Splayer can use each of these to *Splay* a target to gain *Control*.

Act: Half, Rng: 2 SIM, Sc: 1, Nat: Ph (-10 penalty applied to Attack Attempt), EC: 6, RC: Agility (35, Negates)

Func: Dam (2d8+3 MK), provides *Control* and pulls target to a distance of 1 SIM

One target per appendage, max of 2 at a time.

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	5d8, 1d6	1d10+3 MK	8	5	–	–	1 SIM	–
Bite	5d8, 1d6	1d10+5 MK	10	2	–	–	1 SIM	–

Ranks Detection: 14, Grapple: 18, Tracking: 12, Unarmed Melee: 18

HEIGHT	4.5 m (14'9")	HP	84	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	226.8 kg (500 lb)	EP	84	FOOTPRINT	1 × 1

Void Drake
Freak of Nature

3.5.11



Specials

Void Blast
Act: Half, Rng: 20 SIM, Sc: 1, Nat: Bl, EC: 8, RC: Vitality (40, Negates; 35, Half Damage)
Func: Dam (2d8+5 V0)

Void Area Attack
Act: Full, Rng: 15 SIM, Sc: AoE (H, R5), Nat: Bl, EC: 15, RC: Vitality (40, Negates; 35, Half Damage), Ch/Rech: (2, 10 M)
Func: Dam (3d8+5 V0)

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	2d10, 4d8	1d10+4 MK/V0	10	3	–	–	3 SIM	–

Ranks Detection: 20, Grapple: 10, Stealth: 20, Tracking: 16, Unarmed Melee: 17

Void drakes are one of the most troubling creatures ever studied by the NWSEC. At first glance, their dark, ethereal form appears to be of spiritual origin and their destructive aggressive behavior prompted scientists to believe they were comprised of Omega energy. Consultations with several spiritual wielders proved this hypothesis to be false, leading to a new theory that the creature is somehow connected to the Void Wielding Source. Void drakes have a serpentine body with large, sweeping wings and an incredible wingspan. They also have a long tail, the end of which is enlarged and is primarily used to assist with maneuverability—it is unknown if the bizarre shape of the tail serves another purpose. Their head is almost human in appearance save for a flat plate that covers the area where a nose and mouth would be. They have no legs or other appendages and it is unknown whether they require any sort of rest or even cease flying occasionally. Although their entire body is black, their eyes glow white, giving them a menacing supernatural appearance.

Behavior

Void drakes are dangerous creatures that seem to have an innate ability to detect living beings as well as incredibly sharp senses of sight and hearing. They do not appear to require sustenance but hunt nonetheless. They swoop down upon targets and use either a strafing attack as they pass or stop to remain within melee range using their massive wings to keep them in place. Void drakes do not regularly use physical attacks although their ethereal looking body is quite solid and they have in fact been observed using their long neck and head to strike targets. Their primary method of attack is a form of Innate Wielding which uses the Void Source and the Agony or Nihilism Intentions to conduct devastating attacks which destroy matter and energy (see *Void Blast* and *Void Area Attack*). For an unknown reason, these attacks do not eliminate large chucks of matter but eliminate molecules spread throughout the target.

Core Qualities

Quality	Score	Dice Pool
Strength	42	2d10, 4d8
Agility	44	3d10, 3d8
Conditioning	44	3d10, 3d8
Vitality	40	1d10, 5d8
Discipline	40	1d10, 5d8
Intelligence	19	3d6, 3d4
Charisma	44	3d10, 3d8

Secondary Qualities

Athleticism	43	2d10, 4d8
Physical Acumen	44	3d10, 3d8
Fitness	42	2d10, 4d8
Will	40	1d10, 5d8
Wisdom	30	3d8, 3d6
Wit	32	4d8,2d6
Presence	43	2d10, 4d8

Tertiary Qualities

Physis	39	–
Reaction	36	6d8
Defense Rating	18	–

Movement Rates

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	–	–	–	25

Armor

Damage Type	Threshold
High Velocity Kinetic	5
Melee Kinetic	6
Energy	5
Chemical	7
Void	8
Alpha	Immune
Omega	Immune

3.6.1

Colonial Prince

FREAK OF NATURE

HEIGHT	1.9 m (6'3")	HP	88	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	86.2 kg (190 lb)	EP	91	FOOTPRINT	1 × 1.5

AKA Colonial Guard, Colonial Suitor

Colonial princes are significantly more humanoid than colonial warriors, but have unmistakable insect ancestry. These creatures are intelligent and along with the Queen, are the only members of the Colonials capable of speech. Princes are bipedal, their legs having developed into a more human shape and function. Their torso, shoulders, arms and face are covered in a plated exoskeleton that provides protection against physical attacks. They have two compound eyes and a pair of antennae on their heads. Their lower jaw is split in the middle and is essentially a pair of mandibles that fit together smoothly when the creature is not eating or talking. They have three fingers and an opposable digit on each hand and have developed significant flexibility allowing them to use their lightweight melee weapons with impressive finesse. Princes are able to fly using the wings that grow from their shoulder blades and can attack targets with a large stinger that protrudes from the small of their back.

BEHAVIOR

Colonial princes are the guardians of the Queen and the elite defenders of the Colony. Unless ordered by the Queen herself, they will not leave her side and tend to her every need. One prince is selected every mating season and is chosen as King, inheriting the honorable duty of mating with the Queen. In combat, princes demonstrate their tremendous speed, agility and the intensive training they undergo with a variety of melee weapons. They create their weapons using a resin produced by Colonial drones. They use their flexible stinger to attack targets, attempting to inject them with a painful necrotoxin that rapidly destroys tissue cells (see *Necrotoxic Sting*). Colonial princes can spew a concentrated, acidic spray from their mouth that slowly burns through armor and flesh (see *Acidic Spray*). Acting in unison, these creatures can use their wings to generate a loud, buzzing sound that can prevent verbal communication and distract their opponents.



CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	42	2d10, 4d8
Agility	50	5d10, 1d8
Conditioning	46	3d10, 3d8
Vitality	42	2d10, 4d8
Discipline	45	3d10, 3d8
Intelligence	18	3d6, 3d4
Charisma	40	1d10, 5d8

SECONDARY QUALITIES

Athleticism	46	3d10, 3d8
Physical Acumen	48	4d10, 2d8
Fitness	44	3d10, 3d8
Will	44	3d10, 3d8
Wisdom	32	4d8,2d6
Wit	29	2d8, 4d6
Presence	41	2d10, 4d8

TERTIARY QUALITIES

Physis	40	–
Reaction	39	1d10, 5d8
Defense Rating	19	–

MOVEMENT RATES

3	3	4	5	4	8	14	22
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	6
Energy	3
Chemical	5
Void	5
Alpha	Immune
Omega	Immune

SPECIALS

Necrotoxic Sting

Act: Full, Sc: 1, Nat: Ph, EC: 10, RC: Agility (40, Negates), Ch/Rech: (2, 12 H), Cuml: No

Func: Dam (2d12+5 MK), Toxin [Disp: DD, Effect: DoT (2d6+1 HP and 1d10 EP, 1d6+1 HP and 1d6 EP/S), Dur: 3 C, PL: 3, RC: Vitality (35, Negates)]

Acidic Spray

Act: Half, Rng: 4 SIM, Sc: AoE (C, D3), Nat: Bl, EC: 8, Dur: 3 S, RC: Agility (40, Half Damage), Ch/Rech: (2, 5 H), Cuml: Yes

Func: DoT (2d12+3 CH, 1d10+1 CH/S)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	3d10, 3d8	2d6+5 MK	8	5	–	–	1 SIM	–
Colonial Blades	3d10, 3d8	2d8+5 MK	11	3	–	–	1 SIM	–
Ranged Weapon	4d10, 2d8	Weapon+3	Dependent on Weapon					
Melee Weapon	3d10, 3d8	Weapon+5	Dependent on Weapon					

RANKS

Core Fitness: 18, Detection: 21, Gather Information: 22, Grapple: 18, Military Theory: 20, One-handed Melee: 22, Orienteering: 22, Read People: 18, Stealth: 16, Tracking: 18, Tumble: 22, Two-handed Melee: 20, Unarmed Melee: 22

HEIGHT	1.8 m³ (64 cu ft)	HP	110	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	385.6 kg (850 lb)	EP	107	FOOTPRINT	3 × 3

FHIA

FREAK OF NATURE

3.6.2



SPECIALS

Engulf

Follows *Crush* rules as found in the Glossary. This attack does 3× normal *Crush* damage.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Pseudopods	3d10, 3d8	2d12+4 MK/CH	12	3	–	–	5 SIM	–

RANKS Detection: 22, Grapple: 24, Stealth: 20, Tracking: 20, Unarmed Melee: 23

AKA F*!@ing Huge Intelligent Amoeba

FHIAs resemble the microscopic single-celled organism known as an amoeba, however, they are incredibly massive and exponentially more complex. Although their appearance is similar to an amoeba, FHIAs are sentient, considerably more capable, and extremely dangerous. In their natural state they look like large pools of translucent protoplasm and move through the use of pseudopods which extend out from their central mass.

BEHAVIOR

FHIAs are not fast creatures and hunt by positioning themselves in areas where they are difficult to detect and from where they can strike quickly when prey is unaware of their presence. They have been known to climb walls, trees and any other surface that provides them with a good vantage point. When attacking, they lash out quickly with pseudopods or drop directly onto their target, attempting to envelop as much of their prey as possible (see *Engulf*). As they make contact, the acidic digestive chemicals found within their outer membrane begin to digest their prey. When they consume prey, they not only absorb the nutrients found in their bodies, but the target's genetic information as well. Once a target has been touched, their genetic information is imprinted within the FHIA allowing them to replicate portions of the newly absorbed target such that they can extend pseudopods in the form of legs, arms, hands, feet, heads, claws, pincers, antennae or any other distinct body part of any victim. Their pseudopods cannot maintain these specific forms for extended periods of time, but the short term transformation does provide a method to strike an enemy or grab an object for leverage. If a FHIA chooses to communicate with a target, it extends a pseudopod shaped like a previous victim's head out from the central mass as if covered in the exterior membrane. The head reabsorbs into the central mass between sentences, reemerging from a seemingly random part of the central mass each time the creature speaks.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	52	5d10, 1d8
Agility	35	5d8, 1d6
Conditioning	55	6d10
Vitality	55	6d10
Discipline	52	5d10, 1d8
Intelligence	15	1d6, 5d4
Charisma	42	2d10, 4d8

SECONDARY QUALITIES

Athleticism	44	3d10, 3d8
Physical Acumen	45	3d10, 3d8
Fitness	55	6d10
Will	54	6d10
Wisdom	34	5d8, 1d6
Wit	29	2d8, 4d6
Presence	47	4d10, 2d8

TERTIARY QUALITIES

Physis	44	–
Reaction	39	1d10, 5d8
Defense Rating	17	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
3	–	–	3	3	4	5	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	6
Melee Kinetic	6
Energy	3
Chemical	6
Void	5
Alpha	Immune
Omega	Immune

3.6.3

Forlorn

Freak of Nature

Height	3.0 m (10')	HP	98	Active Segments	2, 3, 5, 6
Weight	181.4 kg (400 lb)	EP	92	Footprint	1 × 2

Core Qualities

Quality	Score	Dice Pool
Strength	46	3d10, 3d8
Agility	42	2d10, 4d8
Conditioning	48	4d10, 2d8
Vitality	50	5d10, 1d8
Discipline	44	3d10, 3d8
Intelligence	36	6d8
Charisma	46	3d10, 3d8

Secondary Qualities

Athleticism	44	3d10, 3d8
Physical Acumen	45	3d10, 3d8
Fitness	49	4d10, 2d8
Will	47	4d10, 2d8
Wisdom	40	1d10, 5d8
Wit	41	2d10, 4d8
Presence	46	3d10, 3d8

Tertiary Qualities

Physis	45	–
Reaction	42	2d10, 4d8
Defense Rating	19	–

Movement Rates

4	4	4	5	5	11	16	22
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

Armor

Damage Type	Threshold
High Velocity Kinetic	3
Melee Kinetic	6
Energy	2
Chemical	3
Void	5
Alpha	Immune
Omega	Immune

The Forlorn are groups of former Seraph or Ophanum forces that have mutated for unknown reasons sometime within the past two hundred and fifty years. They remain significantly taller than most Terrans and retain their feathered or leathery wings and keen intellect. However, their mutations have dramatically altered them. Some are much stronger than the average Elim while others are clearly much less physically capable. Some are covered in boils or their skin has changed color or texture giving them a particularly gruesome appearance. Some have developed extraneous, non-functional limbs while others have developed animalistic qualities. Most Forlorn have been deemed unfit for duty and have been released from the Seraph and Ophanum ranks. Some Evolutionary factions continue to assist them, providing medical care and attempting to cure their ailments, unfortunately for the Forlorn, other groups see them as distractions and logistical burdens, cutting all ties and leaving them to fend for themselves. Some have chosen exile and roam the Wilds alone, while others are seen as apostates that have abandoned their brethren and are hunted as deserters.

Behavior

Their behavior varies from individual to individual, although many like-minded individuals have managed to seek each other out and developed a heritage through shared experiences. Some are friendly to any who tolerate their physical mutations and have forged relationships with other tolerant creatures throughout the Freezones. These Forlorn are not hostile, have accepted their fate and hold no ill will toward Earth, its residents or their kin who have been unable to assist them. However, many Forlorn are extremely hostile and hold anyone and everyone responsible for the suffering they have endured and the disgrace they perceive their mutations have brought them. These Forlorn are murderous savages that teeter on the edge of insanity and delusion, seeing enemies where none exist and choosing to strike preemptively before their opposition can get the better of them.



Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	3d10, 3d8	2d6+4 MK	8	5	–	–	1 SIM	–
Melee Weapon	3d10, 3d8	Weapon+4	Dependent on Weapon					
Ranged Weapon	3d10, 3d8	Weapon+2	Dependent on Weapon					

Ranks

Alertness: 22, Arcane: 6, Arts: 22, Bows and Crossbows: 21, Coercion: 20, Core Fitness: 22, Gather Information: 21, Melee Combat: 23, Military Theory: 18, Science: 16, Stealth: 20, Survival: 22

HEIGHT	2.5 m (8'3")	HP	82	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	280 lb	EP	77	FOOTPRINT	1.5 × 1

HUNCHCAPPER
FREAK OF NATURE

3.6.4



SPECIALS

*Armor Piercing
All attacks have an AP value of 3.

Rending Strike
Act: Full, Rng: 2 SIM, Sc: 1, Nat: Ph, EC: 15, RC: Agility or Strength (24, Half Damage)
Func: Dam (4d10+5 MK)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Claws	4d10, 2d8	2d6+5 MK*	10	4	–	–	2 SIM	–

RANKS Detection: 23, Grapple: 15, Stealth: 22, Tracking: 22, Unarmed Melee: 24

AKA Scissorfingers, Quasimodo

Hunchcappers are large, humanoid creatures with an incredibly lean, wiry physique. The musculature of their back and shoulders is fantastically overdeveloped, pushing the top of their spine forward and causing them to hunch menacingly. Their mouth is large and filled with long, sharp teeth. Their skin is insufficient to adequately cover their mouth, leaving Hunchcappers with an ever-present, evil-looking grin. Their head is narrow and when combined with their mouth, close-set eyes and massive upper body gives them a very intimidating appearance. Adding to their frightfully intimidating appearance are their immensely oversized hands and long, sharp claws that protrude from the end of their fingers, each easily as long as a dagger. Hunchcappers also have strong, resilient claws on their feet that assist them when climbing trees or moving through difficult terrain. Hunchcappers move with stealth and purpose when stalking prey, measuring each step carefully, demonstrating a high-degree of muscle control. However, when attacking or after being spotted, they run awkwardly towards their target with a swaying motion that makes them appear quite clumsy and oafish.

BEHAVIOR

Hunchcappers are extremely agile and stealthy predators. They live in temperate climates and stay close to forested or swampy areas. Hunchcappers tend to remain within the relative safety of large treetops and are capable of moving quickly and efficiently from tree to tree. They live in small families of no more than eight communicating through a series of snorts and gestures. Hunchcappers are carnivorous but are relatively unintelligent and rely on instincts more than reason. The overdeveloped muscles in their back provide them with exceptional strength and their massive shoulders make their wide-arcing swings very powerful. In combat, they lash out with powerful swipes and rising, piercing blows which have been known to decapitate or eviscerate opponents in a single strike (see *Rending Strike*).

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	51	5d10, 1d8
Agility	47	4d10, 2d8
Conditioning	42	2d10, 4d8
Vitality	40	1d10, 5d8
Discipline	35	5d8, 1d6
Intelligence	7	3d4
Charisma	40	1d10, 5d8

SECONDARY QUALITIES

Athleticism	49	4d10, 2d8
Physical Acumen	45	3d10, 3d8
Fitness	41	2d10, 4d8
Will	38	1d10, 5d8
Wisdom	21	4d6, 2d4
Wit	24	6d6
Presence	46	3d10, 3d8

TERTIARY QUALITIES

Physis	37	–
Reaction	35	6d8
Defense Rating	16	–

MOVEMENT RATES

3	3	4	4	4	8	16	–
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	5
Energy	2
Chemical	3
Void	5
Alpha	Immune
Omega	Immune

3.6.5

Murder Slug

FREAK OF NATURE

HEIGHT	2.7 m (9')	HP	103	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	567 kg (1250 lb)	EP	94	FOOTPRINT	4 × 3

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	48	4d10, 2d8
Agility	40	1d10, 5d8
Conditioning	48	4d10, 2d8
Vitality	55	6d10
Discipline	46	3d10, 3d8
Intelligence	16	2d6, 4d4
Charisma	43	2d10, 4d8

SECONDARY QUALITIES

Athleticism	44	3d10, 3d8
Physical Acumen	44	3d10, 3d8
Fitness	52	5d10, 1d8
Will	51	5d10, 1d8
Wisdom	31	3d8, 3d6
Wit	30	3d8, 3d6
Presence	46	3d10, 3d8

TERTIARY QUALITIES

Physis	42	–
Reaction	38	1d10, 5d8
Defense Rating	17	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
3	–	–	–	4	6	8	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	5
Melee Kinetic	7
Energy	3
Chemical	6
Void	5
Alpha	Immune
Omega	Immune

Murder slugs are gigantic, slimy creatures with a slug-like body and a large mouth in what can only be assumed is their head. Its hide is quite thick yet soft and porous and continuously secretes mucus and various gasses. Murder slugs produce an odor similar to a combination of rotting milk, feces and aged bile that easily nauseates almost any creature with a sense of smell (see *Nauseating Odor*). The six large arms that surround their body end in hard, curved talons and allow the creature to strike targets on all sides with ease. Their large mouth is normally recessed behind their flesh, but quickly emerges revealing two sets of hideously arranged triangular teeth. A long, sticky tongue can be projected out of the mouth amid a spray of thick saliva and colored mucus to wrap around a target before pulling them in.

BEHAVIOR

Murder slugs are carnivores that hunt within the warm moisture of subterranean caverns and tropical swamps. These stagnant, humid areas are the perfect breeding ground for a variety of insects, all of which the murder slug enjoys snacking on. The stale air of their subterranean lairs makes murder slug odor even more potent. In combat, they secrete a noxious gas through their porous skin which attacks the respiratory system of creatures nearby. They also release a harmful spray of bacteria by way of a muscle spasm akin to a powerful cough or sneeze that projects a generous portion of mucus at an intended victim (see *Mucus Spray*). Murder slugs can strike at their victims with their sharp appendages or lash out with their sticky tongue and attempt to grab a target and drag it into their gaping maw where it is held firmly by the tongue while being chewed by its rows of sharp teeth (see *Gaping Maw*). Murder Slugs tend to sit patiently underwater attempting to surprise passing victims by emerging quickly from beneath the surface. They can remain underwater for up to 2 hours at a time and can attempt to detect the movement of victims that come within 15 SIM of their position. Their Nauseating Odor cannot be smelled while they are submerged.



SPECIALS

Nauseating Odor

Does not function if Slug is underwater.

Act: Free, Rng: 15 SIM, Nat: Sm, RC: Discipline (33, Negates)

Func: Alter (Thought State -3; NLT *Overwhelmed*)

Mucus Spray

Act: Half, Rng: 12 SIM, Sc: AoE (C, D9), Nat: Bl, EC: 12, Dur: 3 S for damage, 5 C for MR reduction, RC: Agility (40, Negates; 35, Half Damage), Ch/Rech: (1, 1 H)

Func: DoT (4d10+2 CH, 1d10+2 CH/S), Alter MRs by 50%.

***Gaping Maw**

Requires *Control*.

Act: Half, Rng: 5 SIM, Sc: 1, Nat: Ph, EC: 6, RC: Strength (35, Negates, can be rolled each of victim's Turn)

Func: Grap (Pulls victim towards mouth at 3 SIM/S). Once victim reaches the mouth, it is bitten once and pulled into the Slug where it suffers 3× normal *Crush* damage until freed.

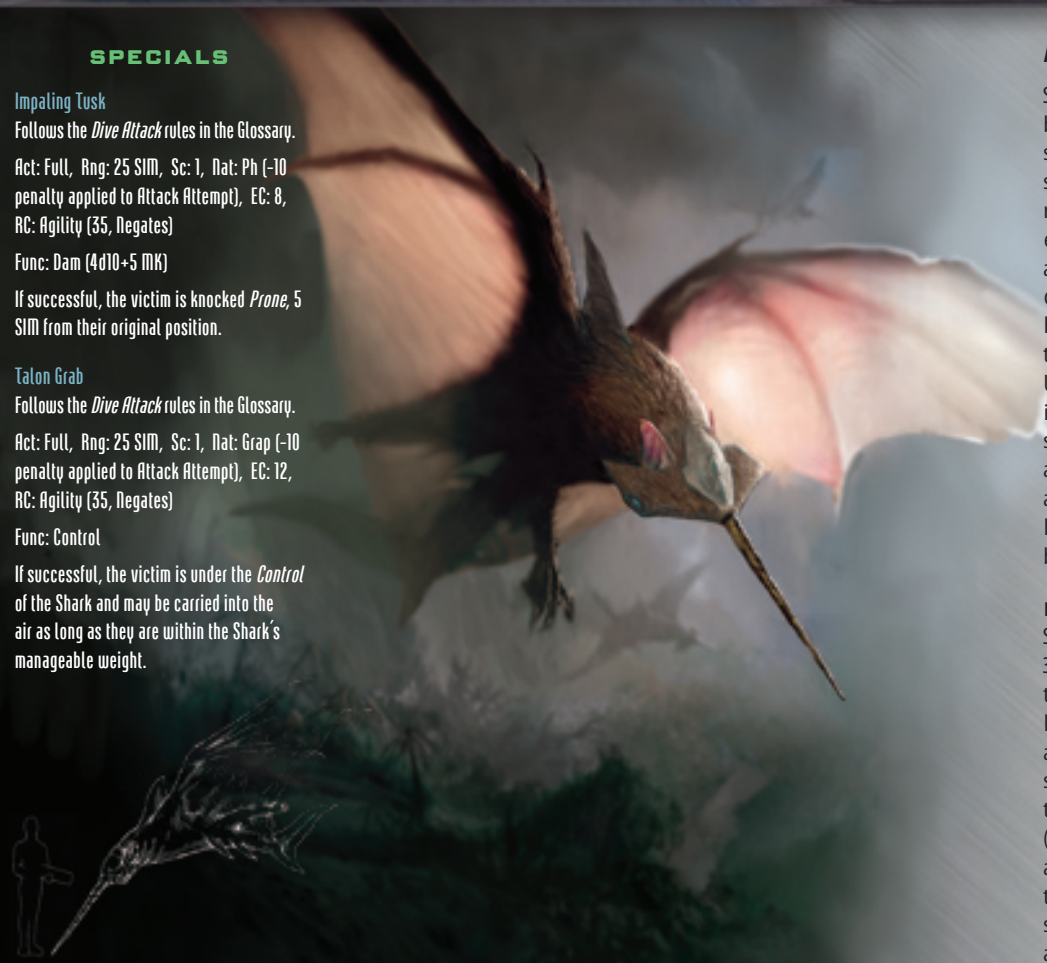
ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Claws	3d10, 3d8	2d12+5 MK	12	3	–	–	1 SIM	–
Tongue*	3d10, 3d8	1d8+2 MK	–	1	–	–	5 SIM	–
Bite	3d10, 3d8	4d10+5 MK	–	1	–	–	1 SIM	–

RANKS Detection: 24, Grapple: 20, Stealth: 22, Tracking: 10, Unarmed Melee: 22

HEIGHT	2.4 m (8')	HP	106	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	453.6 kg (1,000 lb)	EP	101	FOOTPRINT	3 × 3

Sky Shark
Freak of Nature

3.6.6



Specials

Impaling Tusk

Follows the *Dive Attack* rules in the Glossary.

Act: Full, Rng: 25 SIM, Sc: 1, Nat: Ph (-10 penalty applied to Attack Attempt), EC: 8, RC: Agility (35, Negates)

Func: Dam (4d10+5 MK)

If successful, the victim is knocked *Prone*, 5 SIM from their original position.

Talon Grab

Follows the *Dive Attack* rules in the Glossary.

Act: Full, Rng: 25 SIM, Sc: 1, Nat: Grap (-10 penalty applied to Attack Attempt), EC: 12, RC: Agility (35, Negates)

Func: Control

If successful, the victim is under the *Control* of the Shark and may be carried into the air as long as they are within the Shark's manageable weight.

AKA Plane Banes, Can Openers

Sky sharks are massive birds of prey that appear to be an unnatural blend of narwhals, hammerhead sharks and some form of gigantic bat. The head of a sky shark resembles that of the hammerhead shark, retaining the wide, rectangular shape and eye on each end, a feature which allows it to scan a large area quickly. The head is also protected by extremely dense bone plates. Similar to the narwhal, sky sharks have a very long, narrow tusk that protrudes from their upper left incisor through the front of its head. Unlike the narwhal, this tusk is as strong as steel and is the creature's primary weapon. They have two strong legs used to support them while not flying and allowing them to hang upside down like a bat. On average, they have a wingspan of 5 m (16.4'), however, larger, even gigantic, specimens have been recorded by NWSEC observation teams.

Behavior

Sky sharks hunt in schools that can be as small as 3 or 4 creatures or as large as 500. When hunting, they scan the ground and air for signs of movement, looking primarily for large, slow prey that will provide abundant food for little trouble. They dive at high speed, attempting to use their dense, bone-protected head and tusk to ram and impale targets (see *Impaling Tusk*). For smaller prey, the sky shark attempts to grasp the target in its talons, carry in into the air, drop it and then dive after it, attempting to swallow it in their huge maw (see *Talon Grab*). They attempt to swallow small, flying prey whole but attack larger flying targets with their tusks to disable it and then tear it apart once it has crashed to the ground. Sky sharks earned the nickname "Plane Bane" by often mistaking aircraft for prey, prompting them to repeatedly ram and skewer the superstructure of their would-be meal.

Core Qualities

Quality	Score	Dice Pool
Strength	44	3d10, 3d8
Agility	50	5d10, 1d8
Conditioning	52	5d10, 1d8
Vitality	54	6d10
Discipline	49	4d10, 2d8
Intelligence	6	3d4
Charisma	48	4d10, 2d8

Secondary Qualities

Athleticism	47	4d10, 2d8
Physical Acumen	51	5d10, 1d8
Fitness	53	6d10
Will	52	5d10, 1d8
Wisdom	28	2d8, 4d6
Wit	27	1d8, 5d6
Presence	46	3d10, 3d8

Tertiary Qualities

Physis	43	–
Reaction	37	6d8
Defense Rating	17	–

Movement Rates

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
16	–	–	–	3	–	–	25

Armor

Damage Type	Threshold
High Velocity Kinetic	4
Melee Kinetic	6
Energy	4
Chemical	4
Void	5
Alpha	Immune
Omega	Immune

Attacks

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	4d10, 2d8	2d6+5 MK	12	3	–	–	1 SIM	–
Bite	4d10, 2d8	2d12+5 MK	–	1	–	–	1 SIM	–

Ranks Detection: 24, Grapple: 22, Tracking: 10, Unarmed Melee: 20

3.6.7

Snow Winder

FREAK OF NATURE

HEIGHT	12.2 m (40')	HP	101	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	997.9 kg (2200 lb)	EP	88	FOOTPRINT	5 × 4

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	50	5d10, 1d8
Agility	52	5d10, 1d8
Conditioning	48	4d10, 2d8
Vitality	53	6d10
Discipline	40	1d10, 5d8
Intelligence	7	3d4
Charisma	50	5d10, 1d8

SECONDARY QUALITIES

Athleticism	51	5d10, 1d8
Physical Acumen	50	5d10, 1d8
Fitness	51	5d10, 1d8
Will	47	4d10, 2d8
Wisdom	24	6d6
Wit	29	2d8, 4d6
Presence	50	5d10, 1d8

TERTIARY QUALITIES

Physis	43	–
Reaction	37	6d8
Defense Rating	13	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
20	–	–	6	6	10	20	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	6
Melee Kinetic	7
Energy	4
Chemical	6
Void	5
Alpha	Immune
Omega	Immune

Snow winders are massive snakes that can glide gracefully through snow and swim through icy water. Their long bodies are covered in a thick hide that is exceptionally smooth and slick causing very little friction as they travel. They have dozens of gill-like slits along their exterior that work together to help propel them through the snow. Their thick hide is resistant to cold and pressure, allowing them to survive under large amounts of snow or in the depths of large bodies of water. Snow winders have a pyramidal head covered by four concave, triangular flanges of dense, chitinous plating that come together at a deadly point. This serves as both the creature's primary weapon and a tool which aids movement by dispersing the snow or water in its path. On the top and bottom of its head are eyes that see within the infrared spectrum, allowing snow winders to detect heat emitted by prey. Two additional eyes, located at the sides of their head, have normal vision but are quite sensitive to light and are only used deep underwater where they scan for the movement of cold-blooded creatures. Snow winders have a large mouth filled with sharp teeth, which drops down from the bottom of their head just behind the armored plating, to bite or swallow their prey.

BEHAVIOR

Snow winders are carnivorous predators that hunt in icy, cold climates or in the frigid depths of oceans or other large bodies of water. They will attack almost any creature they detect so long as the effort required to score a kill is minimal. Snow winders are also attracted to noise and will investigate any sound loud enough to be heard. They create rippling effects along the top of the snow as they glide beneath the surface, stalking their prey. In combat, they attack with bites or tremendous, forceful strikes from their sharp, thick head (see *Head Strike*) attempting to pierce their prey before ripping it apart with its mouth.



SPECIALS

Head Strike

Act: Half, Rng: 5 SIM, Sc: 1, Nat: Ph, EC: 8, RC: Agility (40, Negates; 35, Half Damage)

Func: Dam (4d10+5 MK, AP 4)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d10, 1d8	2d12+5 MK	12	3	–	–	3 SIM	–
Bite	5d10, 1d8	2d6+5 MK	–	1	–	–	3 SIM	–

RANKS Detection: 22, Grapple: 18, Tracking: 18, Unarmed Melee: 22

HEIGHT	2.7 m (9')	HP	101	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	680.4 kg (1,500 lb)	EP	89	FOOTPRINT	3 × 2

Striped Ape
Freak of Nature

3.6.8



Specials

Terrifying Roar
Act: Full, Rng: 10 SIM, Sc: AoE (S, R10), Nat: Sn, EC: 8, RC: Discipline (35, Negates), Dur: 4 C, Cuml: No

Func: Alter (Thought State -3, NLT *Terrified*)

Slam
Can affect 2 targets simultaneously in Front Facing.

Act: Full, Rng: 2 SIM, Sc: 2, Nat: Ph, EC: 10, RC: Agility (40, Negates; 35, Half Damage)

Func: Dam (4d10+5 MK)

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Claws	5d10, 1d8	2d12+5 MK	8	5	–	–	1 SIM	–
Bite	5d10, 1d8	2d6+5 MK	16	2	–	–	1 SIM	–

Ranks Detection: 23, Grapple: 24, Stealth: 18, Throwing: 20, Tracking: 21, Unarmed Melee: 24

Striped apes are a bizarre but deadly genetic mixture of ape and tiger; the resulting creature being inexplicably more massive than either of its predecessors. They have characteristics of both animals and are extremely agile and incredibly strong. Their fur can be any mix of tiger and ape color and markings. However, their body tends to be predominately ape-like, while their teeth, claws, and predatory instincts are unmistakably feline. While relaxed, striped apes look calm and regal, preening themselves and one another with great pride. However, when they sense danger their true nature is revealed with a snarling growl and a mouth full of razor sharp teeth.

Behavior

Striped apes live in troops of three to 30 individuals, similar to their distant gorilla cousins. They are led by a dominant male that takes responsibility for the protection, feeding, leadership and guidance of the troop. Killing the leader can scatter a troop unless a new leader is quickly established. Striped apes communicate through grunts and body language, but have been seen using simple sign language to communicate when hunting or when troop leaders wish to silently convey important messages to the troop. Striped apes are able to use simple tools often found in the wild to assist them with hunting, fishing or fighting. Using branches as clubs and throwing rocks are common tactics. They waste little time advancing on prey. Their power and cat-like stealth and reflexes make them formidable hunters. Striped apes normally stalk their prey until they spot an opportune moment to strike like an ideal ambush location or while their target's defenses are lowered. Before breaking from ambush, striped apes will emit a *Terrifying Roar* that strikes fear in all who hear it. Striped apes are agile, capable of attacking a target with each of their mighty fists and knocking them to the ground (see *Slam*). Striped apes can be found in temperate, jungle, and sub-arctic climates around the world. They often find shelter in caves and ruins, but routinely do their best to stay out of the elements when traveling between hunting or fishing grounds.

Core Qualities

Quality	Score	Dice Pool
Strength	55	6d10
Agility	45	3d10, 3d8
Conditioning	49	4d10, 2d8
Vitality	52	5d10, 1d8
Discipline	40	1d10, 5d8
Intelligence	8	4d4
Charisma	52	5d10, 1d8

Secondary Qualities

Athleticism	50	5d10, 1d8
Physical Acumen	47	4d10, 2d8
Fitness	51	5d10, 1d8
Will	46	3d10, 3d8
Wisdom	24	6d6
Wit	30	3d8, 3d6
Presence	54	6d10

Tertiary Qualities

Physis	43	–
Reaction	37	6d8
Defense Rating	17	–

Movement Rates

3	3	5	5	5	10	16	–
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

Armor

Damage Type	Threshold
High Velocity Kinetic	5
Melee Kinetic	6
Energy	3
Chemical	4
Void	5
Alpha	Immune
Omega	Immune

3.6.9

Ursid Behemoth

FREAK OF NATURE

HEIGHT	9.1 m (30')	HP	108	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	3.6k kg (8k lb)	EP	104	FOOTPRINT	6 × 4

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	60	2d12, 4d10
Agility	48	4d10, 2d8
Conditioning	52	5d10, 1d8
Vitality	56	1d12, 5d10
Discipline	52	5d10, 1d8
Intelligence	15	2d6, 4d4
Charisma	59	2d12, 4d10

SECONDARY QUALITIES

Athleticism	54	6d10
Physical Acumen	50	5d10, 1d8
Fitness	54	6d10
Will	54	6d10
Wisdom	34	5d8, 1d6
Wit	37	6d8
Presence	60	2d12, 4d10

TERTIARY QUALITIES

Physis	49	–
Reaction	44	3d10, 3d8
Defense Rating	16	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
5	5	–	5	6	10	20	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	6
Melee Kinetic	7
Energy	5
Chemical	6
Void	5
Alpha	Immune
Omega	Immune

AKA Smokey

Ursid behemoths are a gigantic combination of several species of bear. Their overall body shape most resembles the polar bear, however, their thick fur varies in color and shade between white, black and brown. They have a profoundly increased intelligence over their predecessors and are capable of such things as setting simple traps, tracking other animals, analyzing the intentions of creatures that enter their territory and learning simple commands. Ursid behemoths are gentle to other intelligent creatures unless attacked or otherwise agitated and are easily scared off by loud noises. However, they are also quick to regain their courage and return to the source of the noise to investigate and defend their territory. Ursid Behemoths have massive paws with sharp claws; their sheer size alone making them incredibly powerful weapons. They also have very keen senses of sight, hearing and smell and a huge powerful jaw capable of tearing an armored man in two in the rare instance they are too large to be swallowed whole.

BEHAVIOR

Ursid behemoths develop unique personalities and their behavior depends on their mood, environment and experiences coming into contact with other creatures. Some ursid behemoths are extremely aggressive, attacking all creatures in its vicinity out of fear, anger or hatred. Others are quite gentle, and some have developed bonds of loyalty with sentient creatures they have encountered. In combat, ursid behemoths unleash a loud roar meant to intimidate and terrify their enemies (see *Terrifying Roar*). They then charge at their enemies, hurling their incredible weight forward to overrun or knock their targets out of their path (see *Trample*). Once engaged in melee combat, ursid behemoths use their claws, paws and teeth to slash, bash or otherwise inflict tremendous wounds upon their adversaries. Ursid behemoths can focus their strength, using powerful sweeping strikes that can strike multiple targets around them (see *Cleaving Swipe*).



SPECIALS

Terrifying Roar

Act: Full, Rng: 15 SIM, Sc: AoE (S, R15), Nat: Sn, EC: 10, RC: Discipline (40, Negates), Dur: 5 C, Cuml: No

Func: Alter (Thought State -3, NLT *Terrified*)

Trample

Follows *Trample Attack* rules in the Glossary.

Act: Full, Rng: 20 SIM, Sc: 1, Nat: Ph (-10 penalty applied to Attack Attempt), EC: 15, RC: Agility (40, Negates; 35, Half Damage)

Func: Dam (4d10+5 MK)

If successful, the victim is knocked *Prone* in their original position.

Cleaving Swipe

As a Full Action, a Behemoth may use one of its massive paws to swipe two targets in Adjacent Facings (Front or Sides) at once. The attack is made using the higher of the two targets' DR and if successful, deals 2d12+5 MK damage to each target.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Claws	6d10	2d6+5	12	3	–	–	1 SIM	–
Bite	6d10	2d12+5 MK	–	1	–	–	1 SIM	–

RANKS	
	Detection: 23, Grapple: 24, Throwing: 20, Tracking: 21, Unarmed Melee: 24

HEIGHT	2.4 m (8')	HP	87	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	793.8 kg (1750 lb)	EP	92	FOOTPRINT	4 × 4

Voltaic Impaler

FREAK OF NATURE

3.6.10



SPECIALS

Voltaic Charge
Act: Full, Rng: 20 SIM, Sc: 1, Nat: Ph, EC: 6, RC: Agility (35, Half Damage), Ch/Rech: (4, 1 H)

Func: Dam (4d10+2 EN)

Disruptive Shock
Act: Full, Rng: 15 SIM, Nat: Bl, EC: 10, Dur: 1 C, RC: Discipline (30, Negates), Ch/Rech: (2, 1 D)

Func: Alter (Speed State -3, NLT *Idle*)

Voltaic impalers are a dangerous and complex genetic blend of various insects. Their head closely resembles that of a mantis with one large compound eye on either side. They have a pair of large, sharp pincers under their mouth that are extremely strong and which are used to carry food and building materials back to their nest or to hold enemies steady so they can be more easily engaged with melee attacks from their front limbs. Impalers use a pair of mandibles to ingest chunks of food sheared off by their pincers. Their body is predominantly shaped like a very large ant and has six legs attached to the thorax which are used exclusively for motion. The rear pair is reverse-articulated, allowing the impaler to leap despite its immense size. A large, flexible tail protrudes from the rear of the abdomen and is capable of unleashing powerful electric charges. Their front limbs are shaped like large scythe blades and serve as the beast's primary weapons.

BEHAVIOR

Voltaic impalers are voracious carnivores that tend to stay near their nest, hunting in packs of two or three. They are very adept at tracking prey and using their powerful hind legs to propel themselves distances of up to 10 m (32.8') towards their target, typically gaining the element of surprise. In combat, they attack with their forward limbs, slashing and stabbing their victims. They also use their tail to send arcs of powerful electricity at their target (see *Voltaic Charge*). Impalers can also use their tail to perform a specialized area of effect attack meant to disrupt the nervous systems of all targets within range, an effect which temporarily reduces the Speed State of victims (see *Disruptive Shock*). Voltaic impalers can also bite targets and use their large pincers and mandibles to rip out huge chunks of flesh which they eagerly shove into their complex insect-like mouths.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Bite	4d10,2d8	2d12+5 MK	12	2	–	–	1 SIM	–
Scythe Appendages	4d10,2d8	2d6+5 MK	8	4	–	–	2 SIM	–

RANKS Detection: 23, Grapple: 24, Ranged Attack: 20, Tracking: 21, Unarmed Melee: 24

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	53	6d10
Agility	42	2d10, 4d8
Conditioning	45	3d10, 3d8
Vitality	42	2d10, 4d8
Discipline	47	4d10, 2d8
Intelligence	7	3d4
Charisma	40	1d10, 5d8

SECONDARY QUALITIES

Athleticism	48	4d10, 2d8
Physical Acumen	44	3d10, 3d8
Fitness	44	3d10, 3d8
Will	45	3d10, 3d8
Wisdom	27	1d8, 5d6
Wit	24	6d6
Presence	47	4d10, 2d8

TERTIARY QUALITIES

Physis	39	–
Reaction	37	6d8
Defense Rating	17	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	3	–	4	6	10	16	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	6
Energy	3
Chemical	4
Void	5
Alpha	Immune
Omega	Immune

3.6.11

Wastes Giant

FREAK OF NATURE

HEIGHT	5.5 m (18')	HP	94	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	1202 kg (2650 lb)	EP	85	FOOTPRINT	4 × 4

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	52	5d10, 1d8
Agility	40	1d10, 5d8
Conditioning	45	3d10, 3d8
Vitality	49	4d10, 2d8
Discipline	40	1d10, 5d8
Intelligence	9	4d4
Charisma	49	4d10, 2d8

SECONDARY QUALITIES

Athleticism	46	3d10, 3d8
Physical Acumen	43	2d10, 4d8
Fitness	47	4d10, 2d8
Will	45	3d10, 3d8
Wisdom	25	6d6
Wit	29	2d8, 4d6
Presence	51	5d10, 1d8

TERTIARY QUALITIES

Physis	41	–
Reaction	35	5d8, 1d6
Defense Rating	16	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
3	3	4	4	5	10	15	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	5
Melee Kinetic	6
Energy	4
Chemical	5
Void	5
Alpha	Immune
Omega	Immune

Wastes giants are massive humanoids which frequent the Great Wastes region of North America. All wastes giants suffer some sort of mutation, most being extremely obvious. Misshapen heads and bodies are most common, however, some are even more exceptional—extra limbs, tails and eyes have been reported. The few who have encountered these fierce creatures and lived to share their story report extraordinarily dense skin, possibly a side effect of the harsh environment they call home. Male and female wastes giants have been encountered, although rarely together, and both sexes exhibit similar mutations, massive musculature and violent tendencies. They cloth themselves in roughly sewn together animal hides although their rough, dense skin requires little protection from the elements. Male wastes giants tend to favor massive clubs which they wield with startling precision and deadly effect.

BEHAVIOR

Wastes giants tend to be observed roaming alone, although recent encounters suggest small social groups are not uncommon. Some researchers even speculate that loose groupings complete with hierarchical rule exist and that wastes giants have a language all their own. They seem to live nomadic lives, largely centered around the herd animals they prey upon. Caves and dense woods are their favored bedding grounds although they have been encountered on the open plains where their speed and leaping abilities make them extremely dangerous. Whatever their social organization, all wastes giants are extremely dangerous. They are incredibly strong and durable. Their height gives them a fantastic vantage point and, unless sleeping, they are extremely difficult to catch by surprise. Both males and females are active and aggressive hunters, scouring the Wastes and surrounding regions for any and all prey. Omnivores by nature, their favorite foods are large herd animals which they stalk and take down by hurling stones before closing in for the kill. Waste giants have been known to raid Freezone communities in small groups of three to ten.



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	3d10, 3d8	2d6+5 MK	8	4	–	–	1 SIM	–
Melee Weapon	3d10, 3d8	Weapon+5	Dependent on Weapon					
Ranged Weapon	2d10, 4d8	Weapon+3	Dependent on Weapon					

RANKS

Bows & Crossbows: 18, Detection: 17, Grapple: 24, Intimidation: 22, One-handed Melee: 21, Orienteering: 12, Ranged Attack: 20, Tactics: 10, Tracking: 16, Two-handed Melee: 20, Unarmed Melee: 18

HEIGHT	1.8 m (6')	HP	118	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	1588 kg (3.5k lb)	EP	116	FOOTPRINT	6 × 4

Asphalt Dragon

FREAK OF NATURE

3.7.1



SPECIALS

Steam Attack
Act: Full, Rng: 8 SIM, Sc: AoE (C, D7), Nat: Bl, EC: 10, RC: Agility (45, Negates; 40, Half Damage), Ch/Rech: (1, 1 H)

Func: Dam (5d10+4 EN)

Intense Heat
Act: Free, Rng: 2 SIM, Sc: AoE (S, R2), Nat: Au

Func: DoT (1d8 EN/S)

Asphalt Projectile
Act: Half, Rng: 20 SIM, Sc: 1, Nat: Ph,

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	2d12, 4d10	2d8+6 MK	12	4	–	–	2 SIM	–
Bite	2d12, 4d10	3d10+6 MK	–	1	–	–	2 SIM	–

RANKS Asphalt Projectile: 28, Detection: 24, Grapple: 12, Stealth: 24, Tracking: 21, Unarmed Melee: 26

AKA Biker's Bane, Tag Terror

Short, squat, powerfully built and low to the ground are the words that best describe these beasts. Their tails and necks are both long and taper toward their end. The asphalt dragon's head is a wedge shaped, box-jawed deathtrap filled with serrated fangs and topped by a row of small nostrils on either side. The beast has six eyes, lined up much in the same fashion as its nostrils, but each set of three is canted inwards so that the two eyes in front have almost the same visual field as a humanoid. Six short but very muscular legs propel the creature forward at surprisingly high speeds, each one ending in a set of short nails. Its natural color is a battleship grey but it can assume the color of its surroundings in much the same fashion as a chameleon.

BEHAVIOR

Asphalt dragons are saurian carnivores that roam temperate and arid lands. They tend to be found alone or in mated pairs. Their favored prey are small herd animals such as sheep or goats, but they will eat anything they can chase down or catch off guard. Because they are cold blooded, when living in temperate climates they hibernate during the winter. In warm climates or during the summer months, asphalt dragons can be found sunning themselves on rocks, hills or flatlands when they are not hunting. Their favorite sunning roosts are the remnants of old roads and highways, making them a serious hazard to those who still use these routes. Because the asphalt dragon changes its color to match its surroundings, drivers of small vehicles often do not realize there is something on the road until it is too late. If they are lucky this only means a collision at high speed with a sleeping asphalt dragon. Unlucky drivers find themselves face-to-face with a deadly predator who has come to see the sound of light engines approaching as a meal call and which is looking to make a snack of hapless travelers.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	66	4d12, 2d10
Agility	55	6d10
Conditioning	54	6d10
Vitality	64	3d12, 3d10
Discipline	62	3d12, 3d10
Intelligence	9	4d4
Charisma	58	1d12, 5d10

SECONDARY QUALITIES

Athleticism	61	2d12, 4d10
Physical Acumen	55	6d10
Fitness	59	2d12, 4d10
Will	63	3d12, 3d10
Wisdom	36	6d8
Wit	34	5d8, 1d6
Presence	62	3d12, 3d10

TERTIARY QUALITIES

Physis	53	–
Reaction	48	4d10, 2d8
Defense Rating	22	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
4	4	–	–	6	15	24	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	6
Melee Kinetic	8
Energy	7
Chemical	6
Void	6
Alpha	Immune
Omega	Immune

3.7.2

Giant Scorpid

FREAK OF NATURE

LENGTH	7.6 m (25')	HP	150	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	3856 kg (8500 lb)	EP	127	FOOTPRINT	8 × 6

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	66	4d12, 2d10
Agility	58	1d12, 5d10
Conditioning	65	4d12, 2d10
Vitality	70	5d12, 1d10
Discipline	62	3d12, 3d10
Intelligence	7	3d4
Charisma	65	4d12, 2d10

SECONDARY QUALITIES

Athleticism	62	3d12, 3d10
Physical Acumen	62	3d12, 3d10
Fitness	68	4d12, 2d10
Will	66	4d12, 2d10
Wisdom	35	5d8, 1d6
Wit	36	6d8
Presence	66	4d12, 2d10

TERTIARY QUALITIES

Physis	56	–
Reaction	48	4d10, 2d8
Defense Rating	24	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	6	15	24	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	6
Melee Kinetic	7
Energy	4
Chemical	6
Void	6
Alpha	Immune
Omega	Immune

Giant scorpids are massive creatures that have distinct anatomical elements which reveal their tarantula and scorpion genetic composition. There is no logical explanation for why the combination of their genetic ancestors resulted in extensive growth. Giant scorpids appear to be primarily scorpion in structure having eight legs, a tail stinger and two large pincers at the front of their body. These pincers each have two distinct sets of serrated claws that generate incredible shearing force. The arachnid genetic roots of these monstrosities is evident from the coarse hairs that protrude from between their armored exoskeleton and the eight eyes spread across their massive head. Giant scorpids are capable of secreting web material from a large gland located in their tail above their poisonous stinger. Due to their incredible size, they are often hunted so their claws and stinger can be sold as ornaments and their potent toxin salvaged and sold on the black market.

BEHAVIOR

The behavior of the giant scorpid is governed primarily by their scorpion genetics. This leads them to use their claws and tail as their primary weapons. They are aggressive and territorial carnivores that will attack anything entering an area of land they consider theirs. As they initiate combat, giant scorpids shoot their secondary weapon, a stream of sticky web, toward a target attempting to restrict its movement and reduce its ability to defend itself (see *Web Spray*). They then move toward their prey, using their immense size to initiate melee combat as soon as possible. Giant scorpids can use their tail stinger to inflict significant damage to man-sized targets and to inject a painful poison (see *Agonizing Toxin*). While its targets are struggling to overcome its web secretion or are dealing with the pain associated with a successful sting, the giant scorpid attacks using both its claws to bash or cut any remaining victims before moving in to finish off those already disabled.



SPECIALS

Web Spray (30, 45)

This web attack is used to reduce or prevent the movement of targets.

Act: Full, Rng: 25 SIM, Sc: AoE (C, D13), Nat: Bl, EC: 12, RC: Agility or Strength (40, MR -50%, else MR -100%), Ch/Rech: (2, 10 H), Cuml: No

Func: Reduce or prevent enemy movement

Agonizing Toxin

Act: Full, Rng: 2 SIM, Sc: 1, Nat: Ph, Ch/Rech: (3, 1 H), Cuml: No

Func: Dam (5d10+6 MK), Toxin [Disp: DD, Effect: DoT (1d10 HP, 1d10 HP/C), Dur: 10 C, PL: 4, RC: Vitality (45, Negates)]

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Claws (AP 5)	3d12, 3d10	3d10+6 MK	12	3	–	–	3 SIM	–
Tail	3d12, 3d10	5d10+6 MK	–	1	–	–	5 SIM	–

RANKS Detection: 24, Grapple: 22, Tracking: 18, Unarmed Melee: 26

HEIGHT	9.1 m (30')	HP	145	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	5443 kg (12,000 lb)	EP	129	FOOTPRINT	5 × 5

Groper Worm

FREAK OF NATURE

3.7.3



SPECIALS

Feeding Tentacles

Requires *Control*.

Act: Half, Rng: 18 SIM, Sc: 1, Nat: Ph, EC: 8, RC: Strength (45, Negates, can be rolled each of victim's Turn)

Func: Grap (Pulls victim towards mouth at 6 SIM/S). Once victim reaches the mouth, it is bitten once and swallowed where it suffers 3× normal *Crush* damage until freed.

Belly of the Beast

The victim may not conduct any physical actions while trapped inside the Groper Worm.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Tentacles	3d12, 3d10	2d8+6 MK	8	4	–	–	18 SIM	–
Bite	3d12, 3d10	5d10+6 MK	–	1	–	–	1 SIM	–

RANKS Detection: 28, Grapple: 30, Stealth: 25, Tracking: 17, Unarmed Melee: 28

Groper Worms are gigantic, mutated combinations of hook worms and whip worms. They have a fat, slug-like body and two long, whip-like tentacles that are 18.3 m (60') in length. Their head is nothing more than a gaping maw filled with razor sharp teeth and which is surrounded by a multitude of tentacles, each typically 3.0 m (10') in length. Groper worms have a tough, fleshy epidermal layer that ranges in color from dark purple to light brown. Until these creatures attack, they conceal themselves by burrowing into the ground or resting in water so that only their tentacles and mouth breech the surface. Once groper worms attack, they quickly rise to their full height, hissing loudly and emitting a foul stench that reeks of garbage, vomit and feces.

BEHAVIOR

Groper worms are patient hunters that conceal themselves and remain motionless until their prey draws near, at which point they attack without warning. Their tentacles lay flat against the ground or just under the surface of a liquid and are capable of detecting vibrations from movement and sound. When their prey comes into range, they quickly lash out, using their longer tentacles to ensnare victims and pull them towards their massive vertical jaws. When the victim has been pulled within 3.0 m (9.8') of their mouth, the eight shorter feeding tentacles grab onto the victim, freeing the longer ones to ensnare its next victim. Once trapped in the feeding tentacles, it is extremely difficult for any victim to escape (see *Feeding Tentacles*). The feeding tentacles lift the target towards the creature's mouth, where it is bitten once before being swallowed. The constricting muscles lining the groper worm's body, combined with the lack of oxygen, kill any swallowed creature in short order (see *Belly of the Beast*), however, some traumatized victims are rumored to have survived this horrifying ordeal after being cut free shortly after being swallowed.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	66	4d12, 2d10
Agility	61	2d12, 4d10
Conditioning	64	3d12, 3d10
Vitality	66	4d12, 2d10
Discipline	65	4d12, 2d10
Intelligence	12	6d4
Charisma	61	2d12, 4d10

SECONDARY QUALITIES

Athleticism	64	3d12, 3d10
Physical Acumen	63	3d12, 3d10
Fitness	65	4d12, 2d10
Will	66	4d12, 2d10
Wisdom	39	1d10, 5d8
Wit	37	6d8
Presence	64	3d12, 3d10

TERTIARY QUALITIES

Physis	56	–
Reaction	51	5d10, 1d8
Defense Rating	20	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
5	–	–	3	6	8	10	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	6
Melee Kinetic	7
Energy	5
Chemical	6
Void	6
Alpha	Immune
Omega	Immune

3.7.4

Land Octopus

FREAK OF NATURE

HEIGHT	4.6 m (15')	HP	130	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	2041 kg (4500 lb)	EP	114	FOOTPRINT	5 × 5

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	60	2d12, 4d10
Agility	52	5d10, 1d8
Conditioning	56	1d12, 5d10
Vitality	62	3d12, 3d10
Discipline	58	1d12, 5d10
Intelligence	6	3d4
Charisma	59	2d12, 4d10

SECONDARY QUALITIES

Athleticism	56	1d12, 5d10
Physical Acumen	54	6d10
Fitness	59	2d12, 4d10
Will	60	2d12, 4d10
Wisdom	32	4d8,2d6
Wit	33	4d8,2d6
Presence	60	2d12, 4d10

TERTIARY QUALITIES

Physis	50	–
Reaction	44	3d10, 3d8
Defense Rating	18	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
20	4	–	6	6	8	10	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	6
Melee Kinetic	6
Energy	4
Chemical	6
Void	6
Alpha	Immune
Omega	Immune

Land Octopi are a family of massive, multi-armed creatures closely resembling their aquatic cousins. They are found around the world in tropical and semi-tropical climates. Like true octopi, their arms are a type of muscular hydrostat, incredibly flexible and powerful, but boneless, which allows them to move quickly, seemingly gliding along the ground's surface. Their arms are laden with powerful suction cups, each with a razor sharp claw at its center. Land octopi climb extremely well and are adept at climbing between close packed trees without returning to the ground. Land octopi killed and examined by NWSEC researchers revealed an internal shell which gives their massive head shape. They are capable of rapid changes in skin color and texture, a powerful camouflage, and have gigantic eyes on each side of their head. Land octopi mouths are massive hooked beaks, hidden between their two front legs.

BEHAVIOR

Land octopi tend to live in small, 8 to 12 member, groups composed of roughly equal numbers of males and females. Together they roam vast areas, equally at home in densely wooded regions and open ranges where they glide quickly and easily. From the air they are often mistaken for bison or other herd animals. They often share their ranges with other groups of land octopi and members routinely change groups. They are extremely clever creatures, able to solve simple problems like pulling people from the windows of vehicles. They communicate with each other through touch and changes in skin color and texture. Their cleverness extends to their methods of hunting. Discerning carnivores, land octopi set devious ambushes for large prey like cattle, laying in wait, camouflaged while members of their group herd the prey toward the ambush. Among explorers, they have a well deserved reputation for aggression. They are quick to attack, relying on their powerful limbs to tie-up prey while their powerful beak slashes and tears at it.



SPECIALS

Constricting Grasp

Follows the Crush Attack rules found in the Glossary.

Act: Half, Rng: 8 SIM, Sc: 1, Nat: Ph, EC: 8, RC: Strength (45, Negates; 40, Half Damage), Dur: Until *Control* is lost

Func: Grap (Crush)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Tentacles	1d12, 5d10	2d6+6 MK	10	4	–	–	8 SIM	–
Bite (AP 5)	1d12, 5d10	3d10+6 MK	–	1	–	–	1 SIM	–

RANKS	Detection: 26, Grapple: 30, Stealth: 22, Tactics: 10, Tracking: 21, Unarmed Melee: 28

HEIGHT	10.7 m (35')	HP	135	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	11,340 kg (25,000 lb)	EP	116	FOOTPRINT	5 × 5

Major Entity
Freak of Nature

3.7.5



Specials

Summoning Entities
See *Summoning* Glossary entry.

Entity Control
See *Controlling* Glossary entry.

Source Attacks
Damage Types for Entity attacks are as follows:

- Earth, Air Entities: MK
- Fire/Heat, Water/Cold Entities: EN
- Plasma, Eletrical, Photonic Entities: EN
- Void Entities: Void

Area Attack
Act: Full, Rng: 100 SIM, Sc: AoE (S, D20), Nat: Bl, EC: 20, RC: Agility or Vitality (40, Half Damage), Ch/Rech: (2, 5 H)

Func: Dam [5d10+3 (Damage Type varies according to Source of Entity)]

*Armor, Movement and Core Qualities may vary at GM's discretion based on Entity Source.

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Melee Attack	2d12, 4d10	2d8+6 EN	10	4	–	–	2 SIM	–
Ranged Attack	6d10	3d10+3 EN	6	2	1	–	40 SIM	–

Ranks Detection: 26, Grapple: 26, Melee Attack: 28, Ranged Attacks: 26, Tactics: 15, Tracking: 23

Major Entities are giant-sized, powerful, intelligent, animated concentrations of energy whose body shape can range from humanoid to shapeless mass and is comprised of material associated with a specific Wielding Source. They spawn through unexplained phenomenon in the Wilds, roaming freely like massive children, or are summoned or created by powerful Wielders using dangerous Effects (see *Summoning*). Most are created from the Elemental Source and may be comprised of fire, water, earth or air. Others are spawned from the Energy Source and might be comprised of electricity or photonic energy, while still others are spawned from the Void Source. Major Entities are sentient beings that communicate audibly or telepathically by implanting words or images into the mind of those nearby, but are not capable of reading minds or emotions. It is possible for another Wielder to wrest control of a Major Entity through the use of an appropriate Control Effect (see *Entity Control*).

Behavior

Summoned Major Entities are compelled to do whatever the summoner demands of them. They routinely serve powerful Wielders for extended periods of time as servants or body guards. The behavior of those that spawn in the Wilds is dictated by their inherent degree of benevolence or malevolence. Some are xenophobic hermits that avoid other living creatures at all costs, fearing for their safety. Others are quite social, always looking to learn, teach or exchange information with strangers and friends alike. In combat, they unleash melee and ranged attacks based on their Source (see *Source Attacks*). Major Entities may strike with appendages of their body in melee combat or propel various pieces, portions or extensions of themself toward their enemy as a ranged attack. Major Entities can also unleash powerful area of effect attacks based on their Source (see *Area Attacks*).

Core Qualities

Quality	Score	Dice Pool
Strength	66	4d12, 2d10
Agility	51	5d10, 1d8
Conditioning	56	1d12, 5d10
Vitality	64	3d12, 3d10
Discipline	60	2d12, 4d10
Intelligence	14	1d6, 5d4
Charisma	64	3d12, 3d10

Secondary Qualities

Athleticism	59	2d12, 4d10
Physical Acumen	54	6d10
Fitness	60	2d12, 4d10
Will	62	3d12, 3d10
Wisdom	37	6d8
Wit	39	1d10, 5d8
Presence	65	4d12, 2d10

Tertiary Qualities

Physis	54	–
Reaction	48	4d10, 2d8
Defense Rating	18	–

Movement Rates

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
3	4	4	5	6	13	20	–

Armor

Damage Type	Threshold
High Velocity Kinetic	6
Melee Kinetic	7
Energy	7
Chemical	7
Void	6
Alpha	Immune
Omega	Immune

3.7.6

Phase Render

FREAK OF NATURE

HEIGHT	2.7 m (9')	HP	135	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	269.9 kg (595 lb)	EP	129	FOOTPRINT	2 × 2

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	59	2d12, 4d10
Agility	66	4d12, 2d10
Conditioning	64	3d12, 3d10
Vitality	56	1d12, 5d10
Discipline	65	4d12, 2d10
Intelligence	17	2d6, 4d4
Charisma	63	3d12, 3d10

SECONDARY QUALITIES

Athleticism	63	3d12, 3d10
Physical Acumen	65	4d12, 2d10
Fitness	60	2d12, 4d10
Will	61	2d12, 4d10
Wisdom	41	2d10, 4d8
Wit	40	1d10, 5d8
Presence	61	2d12, 4d10

TERTIARY QUALITIES

Physis	56	–
Reaction	52	5d10, 1d8
Defense Rating	24	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
4	4	–	6	6	8	10	37

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	6
Melee Kinetic	6
Energy	5
Chemical	6
Void	6
Alpha	Immune
Omega	Immune

Phase renders are a pilot's worst nightmare. They are voracious, resilient avian creatures capable of temporarily phasing out of existence and reappearing a short distance away. They are renowned for using this ability to transport themselves onto the exterior of approaching aircraft, demonstrating an incredible tolerance for acceleration and deceleration. Their body is incredibly lean and appears to be made entirely of sinewy muscle combined with near unbreakable claws and a few hooked spikes. Although phase renders are physically impressive creatures, their strength is far greater than their wiry frame would indicate. They use their long sharp claws and unbreakable teeth to penetrate the exterior of vehicles and prey alike, while the thick cartilage and tendons in their jaw and claws provide them with the ability to easily rip and tear otherwise thick, durable materials. Their incredible vision allows them to see rapidly approaching aircraft at great distances on the horizon, however, they have difficulty tracking targets below them amongst the many visual distractions caused by the terrain below.

BEHAVIOR

Phase renders are extremely aggressive pack hunters that appear to genuinely revel in the thrill of the hunt. Males demonstrate their hunting prowess by single-handedly engaging challenging prey. However, if injured or defeated in the fray, remaining pack members immediately intervene to provide assistance. Phase renders typically use their ability to teleport to instantly close to melee combat range with their target (see *Teleportation*). Once in range, they tear mercilessly into their prey with the unbelievable strength of their bite and the vicious armor penetration of their rending claws in an attempt to eviscerate their victim (see *Rending Attack*). Once the target has been disabled by the lead male, the pack descends to feed.



SPECIALS

Teleportation

As a Full Action, Phase Renders can instantly teleport to any position within 100 SIM of their current position, provided they have *LoS*.

Rending Attack

Requires *Control*.

Act: Full, Rng: 1 SIM, Sc: 1, Nat: Ph, EC: 20, RC: Agility or Strength (45, Negates; 40, Half Damage)

Func: Dam (5d10+6 MK)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Claws (AP 5)	3d12, 3d10	2d8+6 MK	7	5	–	–	1 SIM	–
Bite (AP 6)	3d12, 3d10	3d10+6 MK	10	2	–	–	1 SIM	–

RANKS Detection: 28, Grapple: 30, Tactics: 25, Tracking: 18, Unarmed Melee: 28

HEIGHT	2.4 m (8')	HP	151	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	4,082 kg (9,000 lb)	EP	112	FOOTPRINT	4 × 2.5

Rhinocelisk
Freak of Nature

3.7.7



Specials

Distracting Roar

Act: Half, Rng: 20 SIM, Sc: AoE (S, 20R), Nat: Sn, EC: 8, RC: Discipline (42, Negates), Dur: 4 C, Cuml: No

Func: Alter (Thought State -1, NLT *Distracted*)

Petrifying Gaze

Aimed at strongest, largest target that failed Distracting Roar RC.

Act: Half, Rng: 20 SIM, Sc: 1, Nat: Vs, EC: 5, RC: Discipline (45, Negates), Dur: 1 C, Cuml: No

Func: Alter (Fear State -8)

Rhino Charge

Follows *Charge Attack* rules in the Glossary

Act: Full, Rng: 26 SIM, Sc: 1, Nat: Ph (-10 penalty applied to Attack Attempt), EC: 15, RC: Agility (40, Negates; 38, Half Damage)

Func: Dam (5d10+6 MK)

If successful, victim is knocked *Prone*, 8 SIM from their original position.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	3d12, 3d10	2d8+6 MK	12	3	–	–	2 SIM	–
Bite	3d12, 3d10	3d10+6 MK	–	1	–	–	1 SIM	–

RANKS Detection: 24, Tracking: 16, Unarmed Melee: 26

AKA Thunder Beasts

Rhinocelisks are huge creatures that appear to be a mix of rhinoceros and the mythological basilisk. Their hide is thick and tough and is usually several shades of gray. The genes of their rhinoceros predecessors have had a profound affect on their appearance. They have retained the massive body shape of a rhino and have an elongated head from which two large horns protrude. The larger of the horns is furthest forward on the head and can reach lengths of 2.1 m (7'). The Rhinocelisk's mouth appears to be relatively small when closed, but when attacking, the bottom jaw opens to reveal a huge, square maw with teeth at the four corners and a powerful, but short tongue which is used to flick prey that have been impaled by their teeth, into their mouth.

Behavior

Rhinocelisks have maintained the keen senses of hearing and smell of their rhinoceros ancestors and have gained significantly improved vision. They are aggressive animals that charge any unfamiliar creature or object, using their immense size and power to attack and destroy the perceived threats as soon as they enter the Rhinocelisk's territory. Their charge is preceded by a fantastic roar meant to draw the attention of their adversaries (see *Distracting Roar*). They then focus an intense gaze at whatever target they perceive to be the greatest threat (see *Petrifying Gaze*) before charging and attempting to impale their victim with their massive horn (see *Rhino Charge*). After their first charge, the Rhinocelisk attacks with its horn, mouth or front feet depending on the size and state of its target. It uses its horn and feet against large, healthy targets, saving the bite of its huge maw for smaller or wounded ones. If the situation permits, it will make additional *Rhino Charges*, all preceded by its *Petrifying Gaze*.

Core Qualities

QUALITY	SCORE	DICE POOL
Strength	70	5d12, 1d10
Agility	54	6d10
Conditioning	56	1d12, 5d10
Vitality	65	4d12, 2d10
Discipline	56	1d12, 5d10
Intelligence	7	3d4
Charisma	58	1d12, 5d10

Secondary Qualities

Athleticism	62	3d12, 3d10
Physical Acumen	55	6d10
Fitness	61	2d12, 4d10
Will	61	2d12, 4d10
Wisdom	32	4d8,2d6
Wit	33	4d8,2d6
Presence	64	3d12, 3d10

Tertiary Qualities

Physis	52	–
Reaction	47	4d10, 2d8
Defense Rating	21	–

Movement Rates

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	6	15	24	–

Armor

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	6
Melee Kinetic	6
Energy	5
Chemical	6
Void	6
Alpha	Immune
Omega	Immune

3.7.8

Screaming Crawler

FREAK OF NATURE

HEIGHT	21.3 m (70')	HP	150	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	9,979 kg (22,000 lb)	EP	129	FOOTPRINT	21 × 3.5

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	68	4d12, 2d10
Agility	58	1d12, 5d10
Conditioning	65	4d12, 2d10
Vitality	68	4d12, 2d10
Discipline	64	3d12, 3d10
Intelligence	8	4d4
Charisma	64	3d12, 3d10

SECONDARY QUALITIES

Athleticism	63	3d12, 3d10
Physical Acumen	62	3d12, 3d10
Fitness	67	4d12, 2d10
Will	66	4d12, 2d10
Wisdom	36	6d8
Wit	36	6d8
Presence	66	4d12, 2d10

TERTIARY QUALITIES

Physis	56	–
Reaction	50	5d10, 1d8
Defense Rating	17	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	8	16	24	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	6
Melee Kinetic	7
Energy	5
Chemical	6
Void	6
Alpha	Immune
Omega	Immune

Screaming crawlers are very large, powerful creatures that use the sound of their wailing screams to invoke considerable destruction. Their bodies are shaped like gigantic centipedes consisting of 25 to 30 body segments, each with its own pair of legs, save for the first body segment, which has a pair of scythe-like mandibles under its head. Screaming crawlers are orange in color and covered with a very hard protective exoskeleton. The most striking element of this creature's head is its large mouth. When closed, it is shaped like a plus sign and is capable of opening vertically or horizontally. The interior of its mouth is filled with sharp, triangular teeth used to rip off easily swallowed pieces of its prey. This creature has a pair of red eyes located just below the level of their mouth as well as a single, central, oval sensory organ used to determine the density of materials and the shockwave frequency required to destroy them. Screaming crawlers have earned their name through their ability to emit powerful, focused screams capable of inflicting enormous damage.

BEHAVIOR

Screaming crawlers are carnivorous predators that hunt instinctively rather than intelligently. They crawl along the ground or through subterranean tunnels haphazardly searching for food. They have been observed using their intense screams to destroy rock and other objects their prey might use for shelter, all the while using their odd sensory organ to determine the effective harmonic frequency at which to resonate (see *Nihilistic Scream*). Once their target is without shelter, they use another powerful wail to disorient and stun their prey (see *Stunning Scream*). They then use their long, sharp mandibles to slash and pierce their opponents, attempting to mortally wound them before they are able to regain their senses. Screaming crawlers also attack targets with their sharp teeth or slam into targets, attempting to crush them with their many legs and massive bodies.



SPECIALS

Nihilistic Scream

Act: Full, Rng: 20 SIM, Sc: AoE (C, R5, focused on a single object or area within the AoE), Nat: Bl, EC: 25, RC: Agility (30, Half Damage; 35, Negates)

Func: Dam [5d10+3 EN to non-living only (SI)]

Stunning Scream

Act: Full, Rng: 20 SIM, Sc: AoE (C, R7), Nat: Bl, EC: 20, RC: Discipline (40, Negates), Dur: 1 C

Func: *Stuns* target.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Scythe Mandibles	3d12, 3d10	2d8+6 MK	10	4	–	–	1 SIM	–
Bite	3d12, 3d10	3d10+6 MK	–	1	–	–	1 SIM	–

RANKS Detection: 28, Tracking: 21, Unarmed Melee: 26

HEIGHT	3.4 m (11')	HP	140	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	363 kg (800 lb)	EP	124	FOOTPRINT	2 × 2

Tusked Harbinger

FREAK OF NATURE

3.7.9



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	3d12, 3d10	2d8+6 MK	8	5	–	–	1 SIM	–

RANKS Detection: 26, Grapple: 28, Tracking: 23, Unarmed Melee: 30

Tusked harbingers are lethal, bipedal creatures whose immense strength, incredible agility, natural armor and weapons have made them legendary. They have a long, single, retractable serrated claw that protrudes from the middle knuckle of each hand and non-retractable claws of a similar size and shape at each elbow and knee. These claws are quite thick and curve slightly as they extend away from the harbinger's body. Their entire body is covered in thick plates that create an armored exoskeleton. Their head is wide, but slightly squat, a pair of long tusks that curve down and outward protrudes from the upper jaw. They have a pair of wide-set, beady, red eyes which are barely discernable amidst the layered plating covering their head and face. The brutal combination of tough armor and the many lethal striking points of their claws has led many scientists to believe that these creatures were the product of genetic engineering rather than accelerated evolution. Until further proof is gathered, NWSEC refuses to change their creature type classification to abomination.

BEHAVIOR

Tusked harbingers seem to revel in the carnage of melee combat. They spend the majority of their waking hours prowling the Wilds, searching for prey. After any particularly large or challenging kill, tusked harbingers linger for a noticeably long time near the body of their victim(s), drinking their blood and smearing it over their body. They aggressively nudge the corpse with their tusks, snorting derisively in what appears to be a sign of proud mockery and taunting, as if to further demonstrate their dominance, despite the victim's obvious ignorance to the display, a bizarre and disturbing ritual that has led many researchers to question the origins and nature of these creatures. In combat, they bound toward their target with great speed, moving on all fours like an ape and ramming with their densely protected head and sharp tusks. Once they have entered melee range, their retractable claws are used to efficiently cut their prey to pieces.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	60	2d12, 4d10
Agility	64	3d12, 3d10
Conditioning	62	3d12, 3d10
Vitality	64	3d12, 3d10
Discipline	62	3d12, 3d10
Intelligence	17	2d6, 4d4
Charisma	60	2d12, 4d10

SECONDARY QUALITIES

Athleticism	62	3d12, 3d10
Physical Acumen	63	3d12, 3d10
Fitness	63	3d12, 3d10
Will	63	3d12, 3d10
Wisdom	40	1d10, 5d8
Wit	39	1d10, 5d8
Presence	60	2d12, 4d10

TERTIARY QUALITIES

Physis	56	–
Reaction	51	5d10, 1d8
Defense Rating	23	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
4	5	5	6	6	14	22	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	7
Melee Kinetic	8
Energy	7
Chemical	5
Void	6
Alpha	Immune
Omega	Immune

3.8.1

Colonial Queen

Freak of Nature

Height	1.9 m (6'4")	HP	180	Active Segments	1, 2, 3, 5, 6
Weight	90.7 kg (200 lb)	EP	142	Footprint	1 × 1.5

Core Qualities

Quality	Score	Dice Pool
Strength	62	3d12, 3d10
Agility	75	6d12
Conditioning	72	5d12, 1d10
Vitality	68	4d12, 2d10
Discipline	70	5d12, 1d10
Intelligence	42	2d10, 4d8
Charisma	75	6d12

Secondary Qualities

Athleticism	69	5d12, 1d10
Physical Acumen	74	6d12
Fitness	70	5d12, 1d10
Will	69	5d12, 1d10
Wisdom	56	1d12, 5d10
Wit	59	2d12, 4d10
Presence	69	5d12, 1d10

Tertiary Qualities

Physis	66	–
Reaction	62	3d12, 3d10
Defense Rating	31	–

Movement Rates

6	6	7	8	8	16	24	36
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

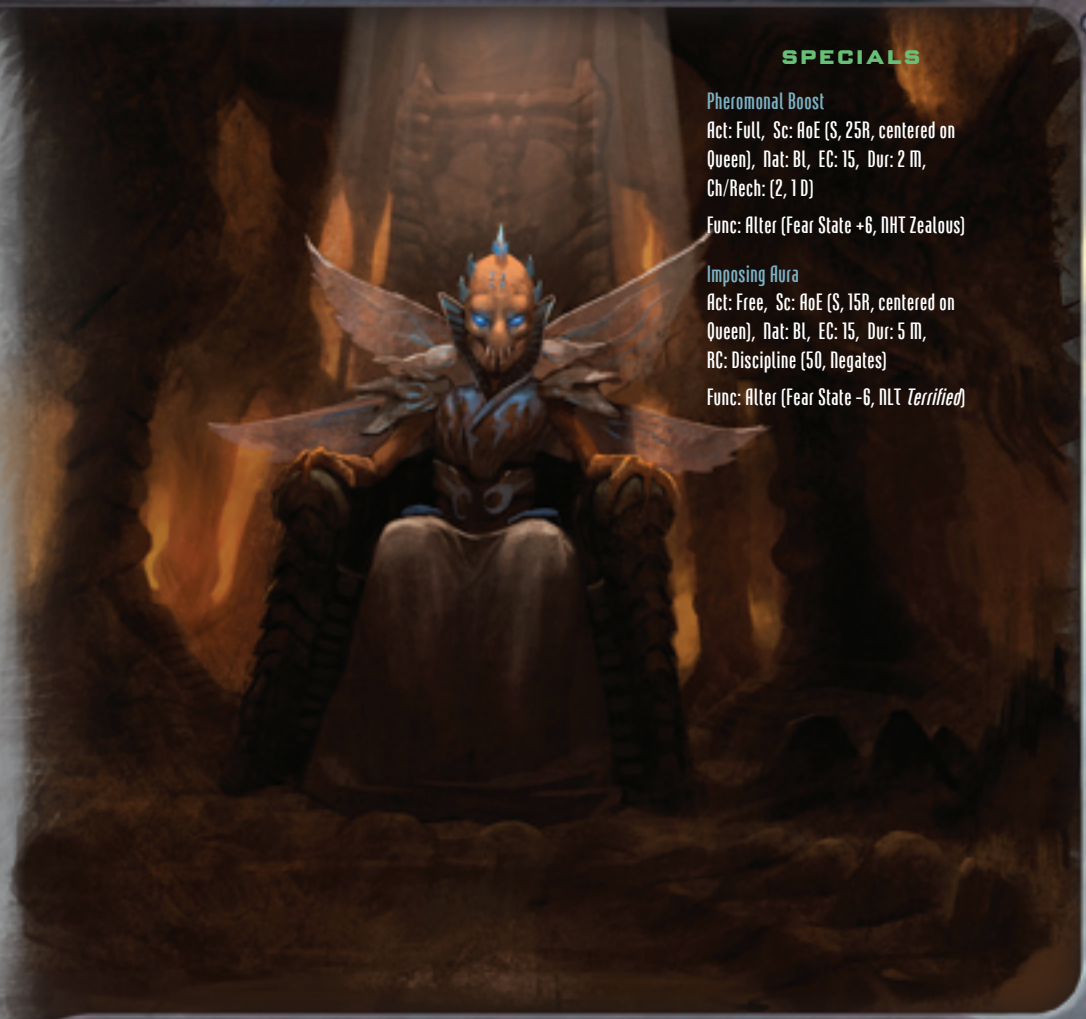
Armor

Damage Type	Threshold
High Velocity Kinetic	8
Melee Kinetic	9
Energy	7
Chemical	7
Void	7
Alpha	Immune
Omega	Immune

Colonial queens are the highest ranking member of a Colonial hive. Within a hive there can only be one queen and all subordinate members protect her at all costs. Colonial queens are the most humanoid looking of all the Colonials, but many of their features remain distinctly insect-like. Their skin is a rusty orange and is covered with smooth, hard plating that accentuates their femininity while providing a moderate amount of protection from physical attacks. Their eyes are human in shape, but are compound in design and an emerald blue in color. Their eyes are accentuated by swirls of blue color that permeate their orange exterior. They wear a long flowing gown that covers the majority of their frame but which is open in the back to allow their two sets of hornet-like wings freedom of movement and to ensure her ability to fly is not impeded. They are capable of human speech but only use it when communicating with other sentient beings, relying instead on the high-pitch shrieking language of the Colonials to communicate with hive members.

Behavior

Colonial queens are intelligent creatures that hold the protection, perseverance and growth of their hive and the Colonial race as their most powerful motivation. Colonial queens hold audience with local politicians and important members of surrounding societies when negotiating local boundaries and resource partitions, sometimes by having these key personnel brought before her forcefully. Some queens are rational and are willing to coexist with other species, while others are elitist fanatics that care nothing for the outside world and let nothing stand in the way of the expansion of their hive. In combat, queens will fight with the stingers that protrude from each of their forearms as well as large, two-handed melee weapons. They are also capable of releasing pheromones that inspire the rank and file hive members to fight for her and their home (see *Pheromonal Boost*).



Specials

Pheromonal Boost
Act: Full, Sc: AoE (S, 25R, centered on Queen), Nat: Bl, EC: 15, Dur: 2 M, Ch/Rech: (2, 1 D)

Func: Alter (Fear State +6, NHT Zealous)

Imposing Aura
Act: Free, Sc: AoE (S, 15R, centered on Queen), Nat: Bl, EC: 15, Dur: 5 M, RC: Discipline (50, Negates)

Func: Alter (Fear State -6, NLT *Terrified*)

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	5d12, 1d10	3d6+7 MK	8	5	–	–	1 SIM	–
Melee Weapon	5d12, 1d10	Weapon+7	Dependent upon Weapon					
Ranged Weapon	6d12	Weapon+4	Dependent upon Weapon					

Ranks

Alertness: 32, Arts: 32, Biology: 18, Coercion: 33, Commerce: 30, Core Fitness: 32, Deceive: 34, Detection: 4, Leadership: 7, Melee Combat: 33, Military Theory: 28, Science: 13, Survival: 34

HEIGHT	122 m (400')	HP	300	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	154,000 kg (340,000 lb)	EP	139	FOOTPRINT	130 × 130

Colossal Reaper

FREAK OF NATURE

3.8.2

SPECIALS

Feeding Tentacles

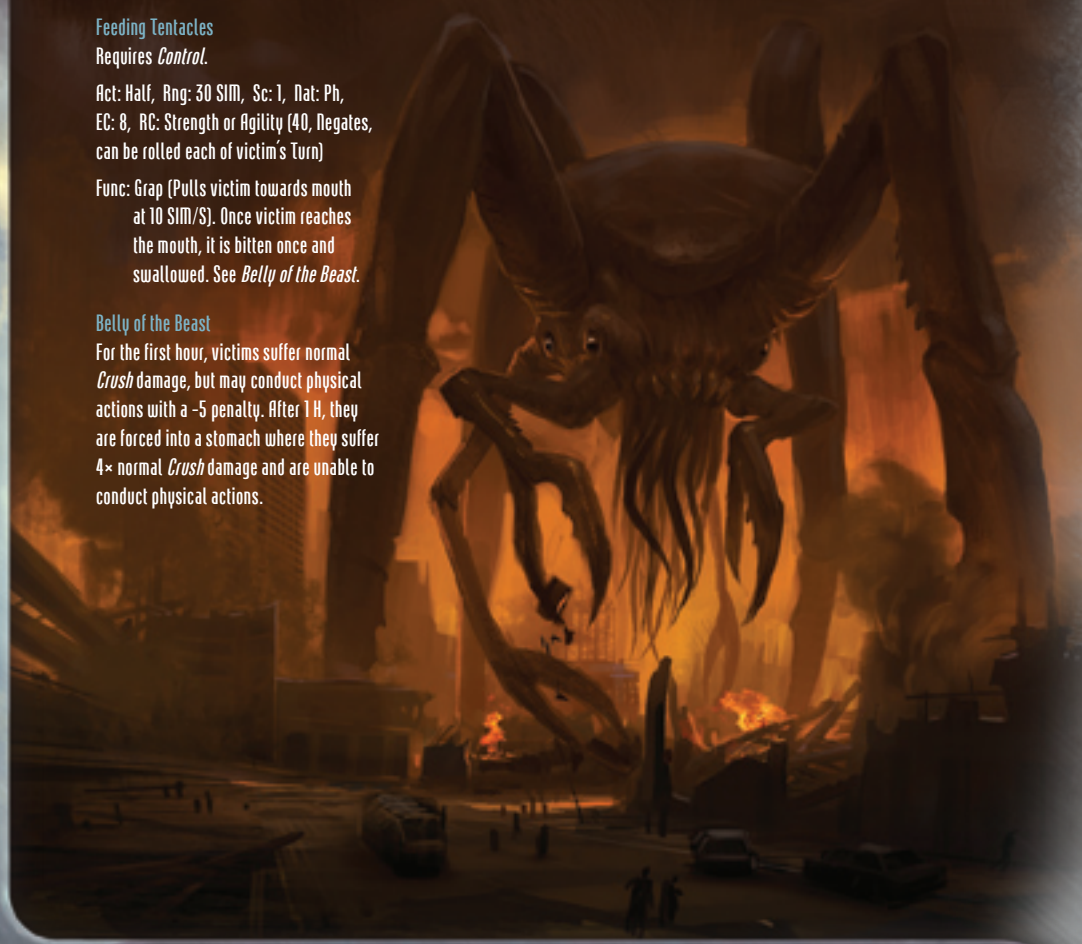
Requires *Control*.

Act: Half, Rng: 30 SIM, Sc: 1, Dat: Ph, EC: 8, RC: Strength or Agility (40, Negates, can be rolled each of victim's Turn)

Func: Grap (Pulls victim towards mouth at 10 SIM/S). Once victim reaches the mouth, it is bitten once and swallowed. See *Belly of the Beast*.

Belly of the Beast

For the first hour, victims suffer normal *Crush* damage, but may conduct physical actions with a -5 penalty. After 1 H, they are forced into a stomach where they suffer 4× normal *Crush* damage and are unable to conduct physical actions.



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Claws (AP 30)	5d12, 1d10	4d20+7 MK	12	2	–	–	20 SIM	–
Stomp	5d12, 1d10	5d20+7 MK	–	1	–	–	10 SIM	–

RANKS Detection: 32, Grappling: 32, Tracking: 18, Unarmed Melee: 36

Colossal reapers are one of the most fearsome and largest creatures discovered in the Wilds. Their four massive, segmented legs protrude upwards out of a large central body before arriving at an elbow-like joint from which they angle down to the ground far below. Their entire body is covered in a dark, plated armor with a large carapace protecting the area between their legs and abdomen. The central body hangs down between their legs, a massive mouth with two rows of enormous overlapping teeth visible at its base. Colossal reapers have four large, powerful arms that extend down from their center. Each arm is articulated with several joints, providing them with great dexterity. The arms each end with a serrated claw capable of generating tremendous shearing force. Colossal reapers have four eyes that are located around their large mouth, equally spaced in a radial pattern, providing them with omni-directional vision at all times. Their claws pass food into a multitude of hanging tentacles that work together to pull their meals up into their large mouth.

BEHAVIOR

Colossal reapers are nomadic creatures that do not remain in one area for long. They are incredibly curious creatures that are easily attracted by strange noises or unusual phenomena as they wander about the Wilds. Their massive size and vicious lethality are typically more than a match for the majority of the creatures they encounter in the Wilds, a fact they seem well aware of, moving with supreme confidence and a terrifying presence. Colossal reapers are carnivorous and prefer the meat of lumbering livestock rather than that of leaner creatures. Occasionally, they use their massive scythe blades to cut down a tree to chew on; grinding their teeth down to maintain their length or picking the meat that gets caught between them. Although these creatures are known to spend the majority of their time on land, they enjoy lounging and sleeping in lakes or deep ponds, using a set of gills located on top of their body to breathe.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	78	1d20, 5d12
Agility	65	4d12, 2d10
Conditioning	75	6d12
Vitality	80	1d20, 5d12
Discipline	64	3d12, 3d10
Intelligence	15	1d6, 5d4
Charisma	68	4d12, 2d10

SECONDARY QUALITIES

Athleticism	72	5d12, 1d10
Physical Acumen	70	5d12, 1d10
Fitness	78	1d20, 5d12
Will	72	5d12, 1d10
Wisdom	40	1d10, 5d8
Wit	42	2d10, 4d8
Presence	73	6d12

TERTIARY QUALITIES

Physis	64	–
Reaction	56	1d12, 5d10
Defense Rating	20	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
8	–	–	–	8	17	25	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	9
Melee Kinetic	10
Energy	8
Chemical	10
Void	8
Alpha	Immune
Omega	Immune

3.8.3

Copse

FREAK OF NATURE

HEIGHT	61.0 m (200')	HP	200	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	20,412 kg (45,000 lb)	EP	129	FOOTPRINT	50 × 60

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	68	4d12, 2d10
Agility	65	4d12, 2d10
Conditioning	67	4d12, 2d10
Vitality	68	4d12, 2d10
Discipline	62	3d12, 3d10
Intelligence	14	1d6, 5d4
Charisma	64	3d12, 3d10

SECONDARY QUALITIES

Athleticism	67	4d12, 2d10
Physical Acumen	66	4d12, 2d10
Fitness	68	4d12, 2d10
Will	65	4d12, 2d10
Wisdom	38	1d10, 5d8
Wit	39	1d10, 5d8
Presence	66	4d12, 2d10

TERTIARY QUALITIES

Physis	58	–
Reaction	52	5d10, 1d8
Defense Rating	18	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	7	14	22	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	11
Melee Kinetic	11
Energy	12
Chemical	9
Void	8
Alpha	Immune
Omega	Immune

AKA Bracken

Copse are gargantuan, six-legged creatures that appear to be a bizarre mix of trees and the massive Japanese Spider Crab. They can reach hundreds of feet in height, each of their segmented legs resembling a tree in both appearance and texture. The carapace of a copse is covered in a hard, chitin-like exoskeleton that provides protection from attacks. Their two long, segmented claws are also protected by a chitinous layer making them very resilient and deadly weapons. The shearing force created by these claws is staggering; they can easily cut through trees or tear open unarmored vehicles. Combined with the considerable length of their arms, these claws are dangerous weapons with tremendous melee range.

BEHAVIOR

Copses are slow-moving, docile creatures that use patience and camouflage as their primary hunting tools. They can remain completely motionless for hours, standing amongst trees that share the same coloring and texture of their tall legs. As their prey approaches, copses "uproot" their long, front claws, quietly moving them into a position to strike. These massive creatures also use their huge legs to stomp the life out of their prey. The eyes of these creatures are extremely adept at detecting movement below them, but cannot articulate enough to see above and their field of vision in front is extremely limited. It has been discovered that by covering the eyes of a copse, they can be made to stop moving and fall asleep, thinking it is night. If their sight is obstructed in specific locations, they immediately move in an attempt to regain their full field of vision. Since the claws of a copse are unable to articulate enough to reach its own carapace, the few capable of reaching this precarious location have been able to control the movement of these creatures.



SPECIALS

Claw Crush

Provided a Copse has *Control* of a target in one of its claws, as a Half Action, it may begin to *Crush* the victim with normal damage.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Claws (AP 15)	4d12, 2d10	3d6+7 MK	16	2	–	–	8 SIM	–
Stomp	4d12, 2d10	4d20+7 MK	–	1	–	–	5 SIM	–

RANKS

Detection: 25, Grappling: 32, Stealth: 35 (For Detection when Standing still in heavily wooded areas), Tracking: 16, Unarmed Melee: 30

HEIGHT	7.0 m (22')	HP	190	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	1451 kg (3200 lb)	EP	136	FOOTPRINT	6 × 12

PTEROHAWK
FREAK OF NATURE

3.8.4



SPECIALS

Acidic Strafe

-10 penalty to Attack Attempt.

Act: Full, Rng: 12 SIM, Sc: AoE (C, D5), Nat: Bl, EC: 12, Dur: 5 S, RC: Agility (48, Negates; 40, Half Damage), Ch/Rech: (2, 1 D), Cuml: No

Func: DoT (3d10+4 CH, 2d10 CH/S)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Talons (AP 7)	6d12	3d6+7 MK	12	3	–	–	2 SIM	–
Bite (AP 5)	6d12	4d20+7 MK	–	1	–	–	2 SIM	–

RANKS Detection: 31, Grappling: 34, Stealth: 17, Tracking: 19, Unarmed Melee: 34

AKA Winged Death

Pterohawks are large reptilian, avian creatures which, at first glance, appear to be monstrous bats. They have a wingspan of more than 12 m (39') and are capable of flying at altitudes of up to 10.7 km (35,000'). Their gruesome features appear distorted with rage and two long sharp horns extend back from the top of their heads. Pterohawks have very distinct, long arms which support thick leathery wings. The shape of their wings combined with their massive size, make gaining altitude quite a feat and pterohawks have incredibly powerful, muscled bodies. They are able to dive from fantastic heights much faster than most other flying creatures, a tactic often employed to surprise prey from above. Pterohawks have strong talons that are capable of penetrating armor and tearing large pieces out of vehicles, buildings and terrain. A row of sharp spikes runs the length of their back from the base of the neck to the start of their long, thick tail.

BEHAVIOR

Pterohawks have two main weapons they employ while hunting. The first is their extremely large, powerful and razor sharp talons. They use these talons like a hawk or falcon, sweeping down at their prey from above at high speed and grasping their targets in their powerful grip. Depending on the size of the prey they have captured, they may decide to gain altitude and drop their prey from a height that will kill or mortally wound the unfortunate creature; or, if the target is small enough, they will fly upward before releasing their target and then dive to swallow it whole as it free falls. When fighting larger, more powerful adversaries or those it cannot easily grasp in its talons, the pterohawk will strafe its prey, vomiting a highly acidic digestive fluid over the area as it passes (see *Acidic Strafe*). When they are certain that victory is inevitable, they land and attack using their sharp teeth and massive tail to finish off their enemies.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	73	6d12
Agility	72	5d12, 1d10
Conditioning	74	6d12
Vitality	71	5d12, 1d10
Discipline	65	4d12, 2d10
Intelligence	19	3d6, 3d4
Charisma	71	5d12, 1d10

SECONDARY QUALITIES

Athleticism	73	6d12
Physical Acumen	73	6d12
Fitness	73	6d12
Will	68	4d12, 2d10
Wisdom	42	2d10, 4d8
Wit	45	3d10, 3d8
Presence	72	5d12, 1d10

TERTIARY QUALITIES

Physis	64	–
Reaction	57	1d12, 5d10
Defense Rating	23	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
3	–	–	–	6	10	14	40

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	8
Melee Kinetic	9
Energy	7
Chemical	9
Void	8
Alpha	Immune
Omega	Immune

3.8.5

Pyrosaur

Freak of Nature

Height	6.1 m (20')	HP	190	Active Segments	1, 2, 4, 6
Weight	4,536 kg (10,000 lb)	EP	141	Footprint	9 × 4

Core Qualities

Quality	Score	Dice Pool
Strength	75	6d12
Agility	65	4d12, 2d10
Conditioning	70	5d12, 1d10
Vitality	74	6d12
Discipline	71	5d12, 1d10
Intelligence	8	4d4
Charisma	74	6d12

Secondary Qualities

Athleticism	70	5d12, 1d10
Physical Acumen	68	4d12, 2d10
Fitness	72	5d12, 1d10
Will	73	6d12
Wisdom	40	1d10, 5d8
Wit	41	2d10, 4d8
Presence	75	6d12

Tertiary Qualities

Physis	62	–
Reaction	55	6d10
Defense Rating	23	–

Movement Rates

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
–	6	–	–	12	18	24	–

Armor

Damage Type	Threshold
High Velocity Kinetic	8
Melee Kinetic	9
Energy	6
Chemical	8
Void	8
Alpha	Immune
Omega	Immune

AKA Char Eaters, Golgosaurus

Found mostly in arid or temperate lands, this massive, heavily muscled, four legged carnivore is one of the most dramatic if not effective hunters in the Wilds. Swift despite its bulk, it can chase down prey and rend it to pieces with its razor-sharp talons and dagger-sized teeth. They are equipped with a heavy spiked tail which lacks the reach to be an effective weapon but helps the pyrosaur maintain its balance when running. This terrifying beast is able to generate extremely high temperatures within its body which it can project outwards, searing everything nearby (see *Searing Radius*), Research suggests that this ability is a by-product of its metabolism and that the bone-like plates on its head and the jagged protrusions on its back, shoulders and tail are used to radiate the heat away from the beast. Heat powerful enough to melt all but the toughest alloys and char flesh in seconds is generated whenever a pyrosaur becomes excited, a dangerous addition to an already deadly creature. Scientists have determined the creature cannot digest raw flesh properly. Indeed, the more charred the meal the more sustenance it delivers for the pyrosaur.

Behavior

Pyrosaurs are solitary creatures except during mating season, at which time they seek out a partner, mate and part ways once again. They do not raise their young or even protect their eggs beyond burying them in the sand. When hunting, pyrosaurs take the most direct path to their prey and attack it viciously until the target is either dead or proves to be more trouble than it is worth. As soon as it senses prey or conflict is near, pyrosaurs begin to heat up and the temperature around the creature climbs steadily, passing 500 degrees Celsius (932°F) in mere minutes. No one has been able to measure the actual maximum temperature produced by a pyrosaur, but damage to materials exposed to the beast suggest it is capable of temperatures in excess of 1,300 degrees Celsius (2,372°F).



Specials

Pyrosaurs are immune to heat-based attacks however cold-based attacks do double damage.

Searing Radius

Act: Full, Rng: 8 SIM, Sc: AoE (S, R8, centered on Pyrosaur), Nat: Bl, EC: 8, RC: Vitality (45, Half Damage), Ch/Rech: (3, 2 H)

Func: Dam [4d20 EN (Fire/Heat)]

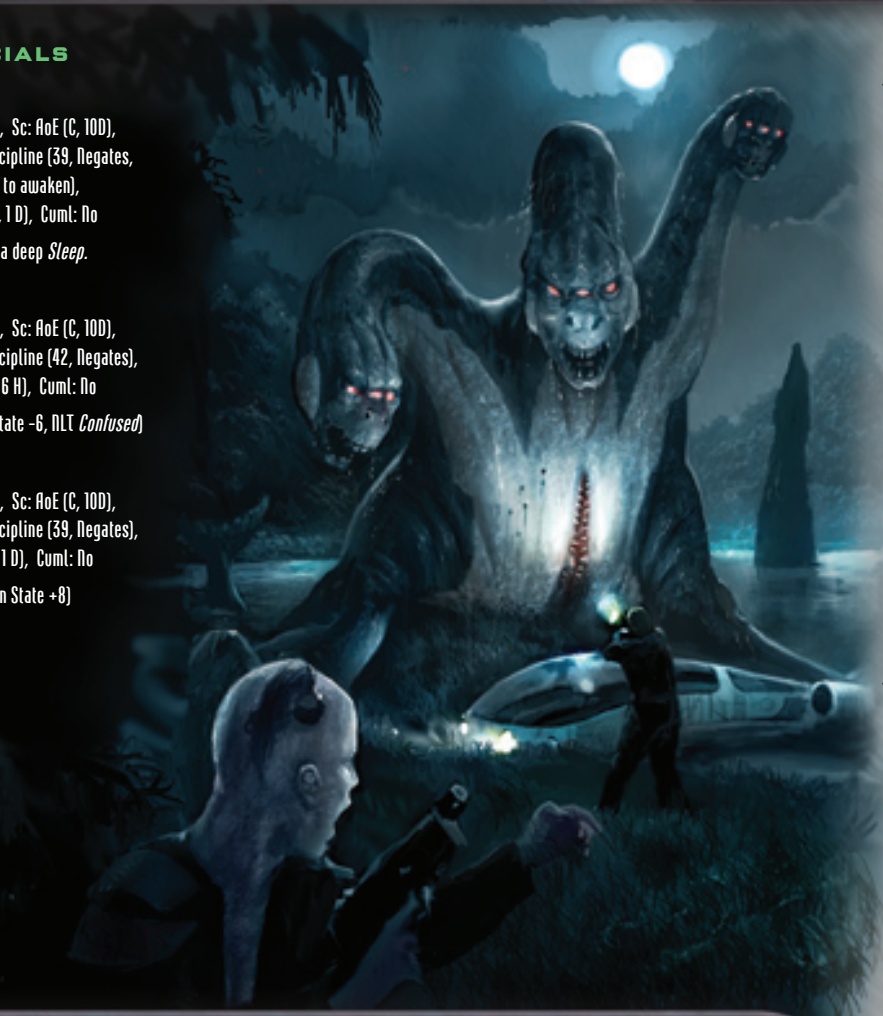
Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	5d12, 1d10	3d6+7 MK	8	4	–	–	2 SIM	–
Bite	5d12, 1d10	4d10+7 MK	–	1	–	–	1 SIM	–

Ranks	Detection: 32, Grappling: 28, Tracking: 25, Unarmed Melee: 32

HEIGHT	10.7 m (35')	HP	200	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	13,600 kg (30,000 lb)	EP	147	FOOTPRINT	15 × 9

Tri-Dra
Freak of Nature

3.8.6



Specials

Sleep
Act: Half, Rng: 25 SIM, Sc: AoE (C, 10D), Nat: Bl, EC: 8, RC: Discipline (39, Negates, can attempt each Turn to awaken), Dur: 2 M, Ch/Rech: (3, 1 D), Cuml: No

Func: Victim falls into a deep *Sleep*.

Confusion
Act: Half, Rng: 25 SIM, Sc: AoE (C, 10D), Nat: Bl, EC: 8, RC: Discipline (42, Negates), Dur: 3 C, Ch/Rech: (3, 6 H), Cuml: No

Func: Alter (Thought State -6, NLT *Confused*)

Mesmerism
Act: Half, Rng: 25 SIM, Sc: AoE (C, 10D), Nat: Bl, EC: 8, RC: Discipline (39, Negates), Dur: 3 C, Ch/Rech: (2, 1 D), Cuml: No

Func: Alter (Disposition State +8)

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	6d12	3d6+8 MK	8	4	–	–	5 SIM	–
Bite	6d12	3d10+8 MK	12	3	–	–	5 SIM	–

Ranks Detection: 34, Grappling: 22, Tracking: 23, Unarmed Melee: 32

AKA Svengali, Perdition's Stare

These large, saurian creatures are usually found in bogs or swamps. Their bodies are thick, tapered at the end and have four flippers arranged in place of legs. Though their lower half resembles a prehistoric marine reptile, the tri-dra has three long necks, each one ending in a head with a small mouth and three bulbous eyes which sit atop two breathing holes. Overtop of that structure is a hood-like flap of thick bone that juts out like a peaked cap. Near the underside of the tri-dra's body sits a large orifice with vestigial teeth. The orifice is large enough to swallow a cow whole and is the beast's primary means of feeding. Their digestive process is very slow and because of this the creature takes every opportunity to ingest smaller snacks like rodents, plants or smaller pieces of a larger meal with the small mouths on their heads, sending these bits to a second stomach where they can be digested apart from the huge ,mass of meat held in their primary stomach.

Behavior

Tri-dra are mysterious creatures, blessed with seemingly mystical abilities. Each of their three eyes can create what can only be described as a unique Wielding Effect in co-ordination with the matching eye on the other heads. The three Effects are *Sleep*, *Confusion* and *Mesmerism*. The Mesmerism effect essentially causes the victim to see the beast as extremely charismatic. The victim wants to be near the tri-dra and will go to absurd lengths to do so—including attempting to escape bonds, but not attacking allies. Once the victim is within range, the beast will attack and try to consume them. Depending on how powerful the would-be victim is, this may or may not break the Wielding Effect. A tri-dra will usually use only one Effect on a victim at a time, but will use them all in succession if necessary. If the victim manages to resist all three effects, the tri-dra will simply go elsewhere for easier pickings. It is believed that if one eye is damaged, it will reduce the effectiveness of the corresponding Wielding Effect by a third, but this has not been confirmed.

Core Qualities

Quality	Score	Dice Pool
Strength	78	1d20, 5d12
Agility	70	5d12, 1d10
Conditioning	75	6d12
Vitality	76	6d12
Discipline	72	5d12, 1d10
Intelligence	12	6d4
Charisma	70	5d12, 1d10

Secondary Qualities

Athleticism	74	6d12
Physical Acumen	73	6d12
Fitness	76	6d12
Will	74	6d12
Wisdom	42	2d10, 4d8
Wit	41	2d10, 4d8
Presence	74	6d12

Tertiary Qualities

Physis	65	–
Reaction	58	1d12, 5d10
Defense Rating	29	–

Movement Rates

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
18	–	–	–	8	10	12	–

Armor

Damage Type	Threshold
High Velocity Kinetic	8
Melee Kinetic	10
Energy	8
Chemical	9
Void	8
Alpha	Immune
Omega	Immune

3.8.7

Whiplasher

Freak of Nature

Height	4.6 m (15')	HP	200	Active Segments	1, 2, 4, 6
Weight	6,350 kg (12,000 lb)	EP	144	Footprint	13 × 6

Core Qualities

Quality	Score	Dice Pool
Strength	76	6d12
Agility	72	6d12
Conditioning	75	6d12
Vitality	73	6d12
Discipline	69	5d12, 1d10
Intelligence	10	5d4
Charisma	71	5d12, 1d10

Secondary Qualities

Athleticism	74	6d12
Physical Acumen	74	6d12
Fitness	74	6d12
Will	71	5d12, 1d10
Wisdom	40	1d10, 5d8
Wit	41	2d10, 4d8
Presence	74	6d12

Tertiary Qualities

Physis	64	–
Reaction	57	1d12, 5d10
Defense Rating	24	–

Movement Rates

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	10	19	28	–

Armor

Damage Type	Threshold
High Velocity Kinetic	9
Melee Kinetic	10
Energy	9
Chemical	8
Void	7
Alpha	Immune
Omega	Immune

Whiplashers are gigantic, four-legged creatures with a thick, rough, rocky hide and a multitude of spikes protruding from their body, the majority of which are found on their tail, neck and head. Their long, muscular tail ends with a sphere of hardened cartilage with three large spikes emerging from within, and these are used for powerful sweeping attacks. Their broad, heavy-set body provides them with tremendous destructive capabilities once they begin to charge. Whiplashers have earned their name for their long, thick, muscular neck and thickly boned head which they whip at their opponents with devastating speed and force. The multitude of spikes, combined with the weight of their head make it a devastating weapon which they employ with deadly effect. Whiplashers have huge mouths with two rows of large teeth. Their eyes are set behind their jaws, one on either side of their head.

Behavior

Whiplashers are carnivorous hunters, fiercely territorial and seemingly constantly paranoid. They will attack any creature they encounter not only for the meal they will provide, but to prevent those creatures from feeding on prey in the whiplasher's territory. Once they detect an adversary, they fly into rage and will not rest or retreat until their opponent has had the life crushed out of them. A whiplasher's extreme size makes their presence very easy to discern, their thunderous footfalls shaking the ground and their tremendous roar easily heard from kilometers away. In combat, their primary weapon is their thick, bony head which they whip toward their enemies like a massive flail (see *Head Whip*). They also use their tail to attack whenever possible, propelling its weight and spikes into its enemies (see *Tail Whip*). Finally, whiplashers are also capable of a vicious bite and regularly employ their thick legs to stomp on creatures that have succumbed to previous wounds, ensuring that they never rise again.



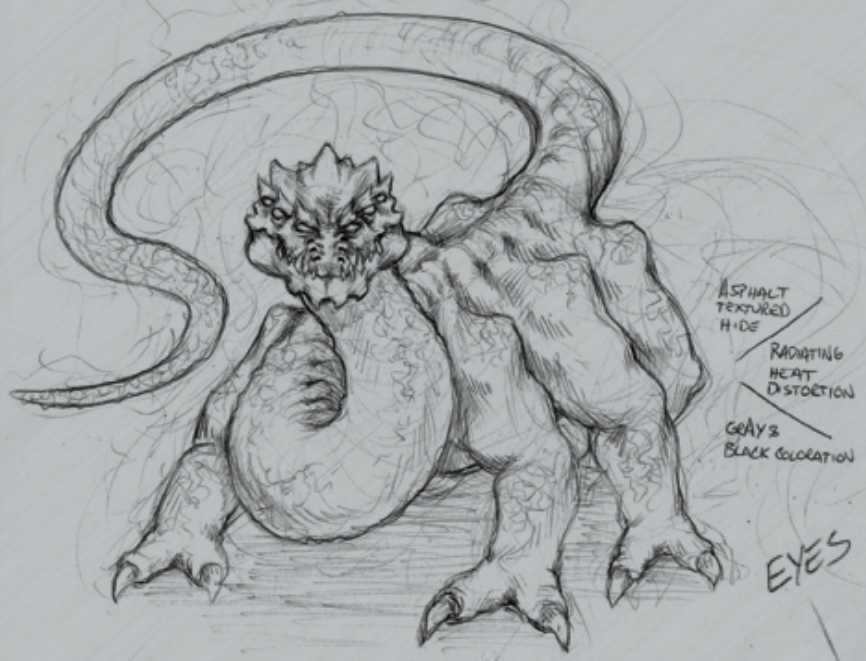
Specials

Tail Whip
As a Full Action, a Whiplasher may use its powerful tail to simultaneously attack all targets, within 4 SIM, in Adjacent Facings (Back or Sides). All targets that are struck by this Unarmed attack suffer 4d10+8 MK damage.

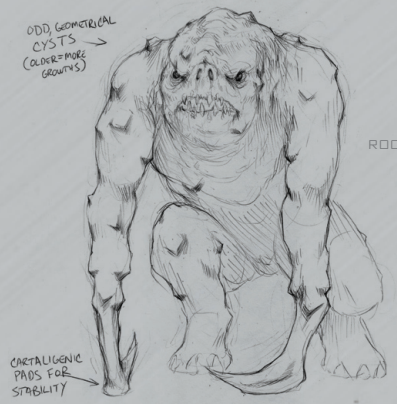
Head Whip
As a Half Action, a Whiplasher may use its massive, spiked head to attack a target, within 3 SIM, in a Side Facing. If successful, this Unarmed attack causes 6d10+8 MK damage.

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Claws	6d12	3d6+7 MK	8	4	–	–	2 SIM	–
Bite	6d12	4d10+10 MK	17	2	–	–	3 SIM	–
Stomp	6d12	4d10+8 MK	16	2	–	–	1 SIM	–

Ranks Detection: 25, Grappling: 20, Tracking: 18, Unarmed Melee: 36



ASPHALT DRAGON



ROCKSCYTHE



PYTHON WORM

3.9.1

Colonial Pilgrim

Freak of Nature

Height	200 m (656')	HP	300	Active Segments	1, 2, 3, 4, 5, 6
Weight	907,000 kg (2,000,000 lb)	EP	182	Footprint	650 × 220

Core Qualities

Quality	Score	Dice Pool
Strength	90	4d20, 2d12
Agility	82	2d20, 4d12
Conditioning	92	4d20, 2d12
Vitality	92	4d20, 2d12
Discipline	90	4d20, 2d12
Intelligence	58	1d12, 5d10
Charisma	85	3d20, 3d12

Secondary Qualities

Athleticism	86	3d20, 3d12
Physical Acumen	87	3d20, 3d12
Fitness	92	4d20, 2d12
Will	91	4d20, 2d12
Wisdom	74	6d12
Wit	72	5d12, 1d10
Presence	88	3d20, 3d12

Tertiary Qualities

Physis	84	–
Reaction	80	1d20, 5d12
Defense Rating	30	–

Movement Rates

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
5	–	–	–	6	10	–	20

Armor

Damage Type	Threshold
High Velocity Kinetic	12
Melee Kinetic	13
Energy	12
Chemical	14
Void	10
Alpha	Immune
Omega	Immune

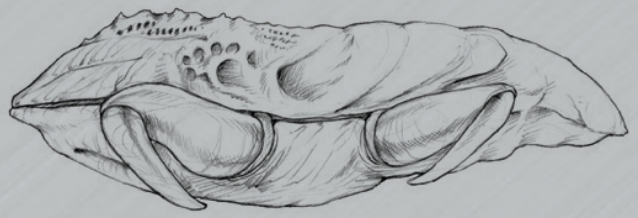
The Colonial Pilgrim is an intelligent creature that slowly moves from place to place establishing Colonial hives. The posterior of this enormous creature resembles an extremely large wasp nest which is home to every type of Colonial, from drones to newly forming pilgrims, all in various stages of growth and development. Those Colonials capable of flight embark and disembark as they desire or as needed. The top of its body is covered in the hard, chitinous armor common amongst all Colonials with overlapping plating protecting their abdomen and thorax. As its primary weapons, this gigantic beast has thousands of small, spine-like stingers that permeate their dorsal and ventral areas at every angle. These spines can be fired in large volleys or a few at a time to strike targets in any direction. The beast has four enormous legs that extend from the center of its body and these are strong enough to support its great mass, allowing the Pilgrim to rest comfortably on the ground. The Colonial Pilgrim is believed to possess some sort of Energy Control Wielding ability which it uses to fly, since this huge creature has no wings.

Behavior

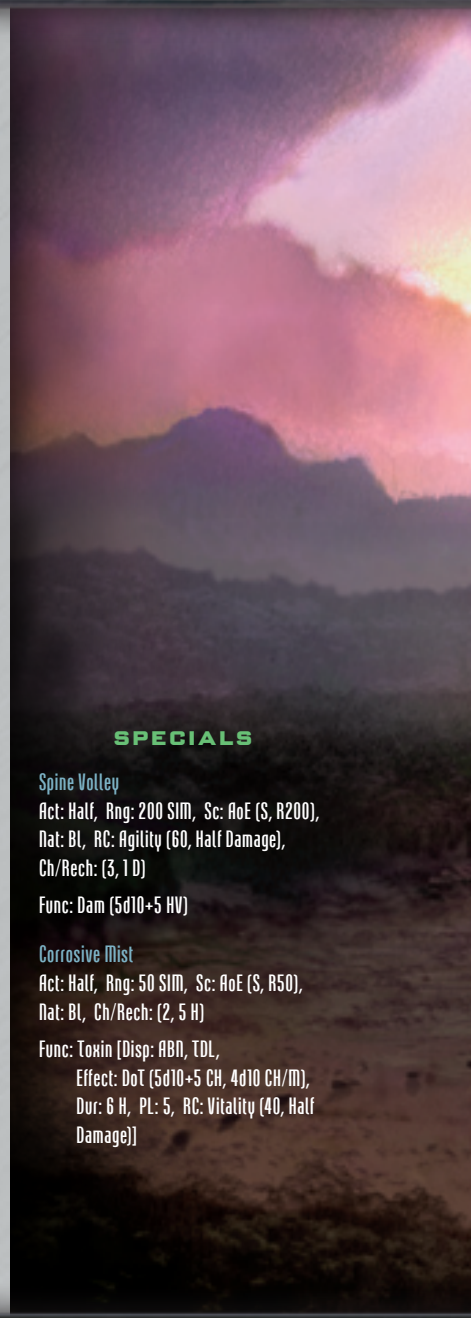
The Colonial Pilgrim is believed to carry large groups of colonials to new locations in order to establish new hives. Once the required number of passengers are coaxed out to begin construction, it departs, moving slowly to a new location while the few remaining passengers breed to rejuvenate their numbers. The Pilgrim will typically travel hundreds of kilometers before setting down to mark the location for a new hive. The Pilgrim is not overtly aggressive and does not seek conflict. Nevertheless, researchers speculate that the overwhelming drive of this creature to expand and create new hives will result in direct conflict with a city-state in the very near future. The result of such a large conflict can only be guessed at, but given the size of the Pilgrim and the numbers it carries with it, it is certain both sides will endure significant casualties. In combat, the Pilgrim will unleash volleys of spines from its armored exterior to cut approaching enemies to ribbons (see *Spine Volley*). Its large pincers are also able to cause considerable damage, however, they are extremely slow moving and relatively ineffective against small targets. Finally, the Pilgrim can disperse a corrosive mist (see Corrosive Mist) over a large area that burns everything it contacts.

History

The Colonial Pilgrim is believed to have evolved somewhere in southern Africa in the early 2200s and has been crisscrossing the continent since then, establishing new hives. The sparse population and relatively low level of technology of the cities there has allowed the activities of the Pilgrim to remain outside the influence of any force capable of destroying it or attempting to negotiate with it. Since some colonial hives have been destroyed without retaliation from the Pilgrim, it is believed that it cannot communicate with the members of the hives that it leaves behind, a condition which also delayed its discovery.







Specials

Spine Volley

Act: Half, Rng: 200 SIM, Sc: AoE (S, R200), Nat: Bl, RC: Agility (60, Half Damage), Ch/Rech: (3, 1 D)

Func: Dam (5d10+5 HV)

Corrosive Mist

Act: Half, Rng: 50 SIM, Sc: AoE (S, R50), Nat: Bl, Ch/Rech: (2, 5 H)

Func: Toxin [Disp: ABN, TDL, Effect: DoT (5d10+5 CH, 4d10 CH/M), Dur: 6 H, PL: 5, RC: Vitality (40, Half Damage)]



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	3d20, 3d12	5d20+9 MK	–	1	–	–	5 SIM	–
Spine Projectiles	3d20, 3d12	3d10+5 HV	10	4	4	–	300 SIM	–

RANKS	Detection: 34, Ranged Spines: 40, Unarmed Melee: 38

3.9.2

Flamestrider

FREAK OF NATURE

HEIGHT	12.8 m (42')	HP	275	ACTIVE SEGMENTS	1, 2, 3, 5, 6
WEIGHT	19,500 kg (43,000 lb)	EP	161	FOOTPRINT	15 × 11

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	88	3d20, 3d12
Agility	85	3d20, 3d12
Conditioning	79	1d20, 5d12
Vitality	86	3d20, 3d12
Discipline	82	2d20, 4d12
Intelligence	17	2d6, 4d4
Charisma	88	3d20, 3d12

SECONDARY QUALITIES

Athleticism	87	3d20, 3d12
Physical Acumen	82	2d20, 4d12
Fitness	83	2d20, 4d12
Will	84	2d20, 4d12
Wisdom	50	5d10, 1d8
Wit	53	6d10
Presence	88	3d20, 3d12

TERTIARY QUALITIES

Physis	75	–
Reaction	68	4d12, 2d10
Defense Rating	26	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
6	–	–	–	11	22	33	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	11
Melee Kinetic	11
Energy	10
Chemical	12
Void	9
Alpha	Immune
Omega	Immune

Flamestriders are gargantuan, bipedal creatures that have a profound control over the Elemental Wielding Source as well as the Agony and Nihilism Intentions. They have a large head with a massive jaw, filled with large, sharp teeth and a pair of huge red eyes filled only with an intense desire to wreak havoc and destroy. They have large feet that provide them with superior stability and massive claws capable of rending trees and tearing large chunks from buildings. Their thick, tough, reptilian skin is nearly impenetrable by small caliber firearms or unenhanced melee weapons. Due to their immense size, flamestriders cause tremendous damage wherever they go, inadvertently crushing whatever lies in their path. This casual destruction pales in comparison to the devastation they inflict when deliberately attacking. These terrifying creatures have an Innate Wielding ability which allows them to create Effects of tremendous destructive force which typically manifest in the form of breath weapons. They are capable of emitting great waves of fire, freezing blasts of ice, forceful gales of wind or powerful manipulations of the earth around them.

BEHAVIOR

Flamestriders are the undisputed kings of the Wilds. They are the ultimate predator, roaming wherever they choose, feeding on any and all creatures they encounter, destroying anything that crosses their path. In combat, they are ruthless savages that stomp, bite, claw and maim their enemies in as many ways as possible. They unleash tremendous blasts of fire to clear the area in which they are fighting and scorch their targets to cinders (see *Wave of Fire*). Flamestriders can also unleash powerful volleys of ice and water to pummel enemies into oblivion (see *Ice Blast*). If hard-pressed they will unleash tremendous gusts of air that slam into adversaries and knock them off their feet (see *Percussive Strike*) or use the ground beneath their victims to grind their legs or slam into their bodies (see *Earth Shatter*). Finally, when the opportunity presents itself, they routinely attempt to swallow their victims whole (see *Eaten Whole*).

HISTORY

The first sighting of a flamestrider occurred in 2261 when a Xalian Resource Recovery team was extracting precious metals from what was believed to be a former mining facility destroyed decades earlier. Xalian had been operating the facility for approximately seven months, pulling large amounts of silver out of the mine. On March 4th, a massive beast came tearing out of the Wilds, flames spewing from its massive jaws. Before the Xalian security detail could organize itself, it was decimated by a potent combination of devastating Wielding Effects and the unmatched natural weaponry of the monster that became known as the Flamestrider. After destroying the facility, the creature entered the mine and has yet to emerge, through that entrance in any case. Mercenary teams have been sent in to destroy the creature, but none have managed to return to the surface and claim their wages for destroying the monster.



SPECIALS

Wave of Fire
Act: Half, Rng: 35 SIM, Sc: AoE (W, W10, H30), Nat: Bl, EC: 10, RC: Agility (42, Half Damage), Ch/Rech: (2, 1 H)
Func: Dam (6d10+5 En)

Ice Blast
Act: Half, Rng: 25 SIM, Sc: AoE (C, D20), Nat: Bl, EC: 12, RC: Agility (44, Half Damage), Ch/Rech: (2, 1 H)
Func: Dam [5d10+5 En (Cold-based)]

Percussive Strike
Act: Full, Rng: 15 SIM, Sc: AoE (Au, R15, centered on Flamestrider), Nat: Bl, EC: 15, RC: Agility (42, Half Damage; 38, Remain in current Stance), Ch/Rech: (3, 1 H)
Func: Dam (3d10+5 MK), Knocks victims *Prone*

Earth Shatter
Act: Full, Rng: 50 SIM, Sc: AoE (H, R10), Nat: Bl, EC: 20, RC: Agility (44, Half Damage), Ch/Rech: (1, 6 H)
Func: Dam (4d20+9 En)

Eaten Whole
As a Full Action, a flamestrider can attempt to swallow a target whole. An Agility RC 40, Negates, failure results in the target being swallowed and suffering 3× *Crush* damage, unable to take physical actions, until freed.



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Claws (AP 9)	3d20, 3d12	3d10+9 MK	8	4	–	–	5 SIM	–
Bite (AP 10)	3d20, 3d12	6d10+9 MK	–	1	–	–	3 SIM	–
Stomp	3d20, 3d12	4d10+9 MK	18	2	–	–	4 SIM	–

RANKS	Detection: 42, Grapple: 40, Tracking: 40, Unarmed Melee: 42

Kraken
Freak of Nature

Height	35 m (114.8')	HP	275	Active Segments	1, 2, 3, 5, 6
Weight	181,400 kg (400,000 lb)	EP	180	Footprint	40 × 40

Core Qualities

Quality	Score	Dice Pool
Strength	90	4d20, 2d12
Agility	82	2d20, 4d12
Conditioning	89	4d20, 2d12
Vitality	92	4d20, 2d12
Discipline	91	4d20, 2d12
Intelligence	15	1d6, 5d4
Charisma	90	4d20, 2d12

Secondary Qualities

Athleticism	86	3d20, 3d12
Physical Acumen	86	3d20, 3d12
Fitness	91	4d20, 2d12
Will	92	4d20, 2d12
Wisdom	53	6d10
Wit	53	6d10
Presence	90	4d20, 2d12

Tertiary Qualities

Physis	78	–
Reaction	70	5d12, 1d10
Defense Rating	27	–

Movement Rates

Swim	Crawl	Mbky-Run	Climb	Walk	Run	Sprint	Fly
23	–	–	8	–	–	–	–

Armor

Damage Type	Threshold
High Velocity Kinetic	10
Melee Kinetic	11
Energy	9
Chemical	10
Void	8
Alpha	Immune
Omega	Immune

Kraken are enormous marine creatures which roam the world's oceans in an endless hunt for food. Few have encountered them and lived to tell the tale and those that do describe a monstrous cross between an octopus and a squid. In the Pirate Islands, where kraken have been encountered numerous times, they are often referred to as the "demon of the sea" or "the great beast". Kraken have squid-like bodies, long and tubular but without the lateral fins of a squid. They also have slightly bulbous heads and a pair of massive eyes which give them infravision and an octopus-like appearance. Below the primary eyes, near the base of their tentacles, kraken have an array of fourteen smaller eyes arranged in pairs near the base of their seven largest tentacles, giving their head a particularly frightening, almost spider-like appearance. Unlike squid and octopi, kraken have fourteen tentacles, each laden with hundreds of suckers and easily twice the length of their already gargantuan bodies. Seven of the tentacles are significantly larger than the others and have razor sharp hooks in the suckers and at the end of the limb. Their color varies from black to deep red to a pale yellow and seems to shift, although no scientific studies have been conducted to reveal whether or not they are covered in the chromatophores which allow their much smaller cousins to change color.

Behavior

Kraken generally live at tremendous depth, but routinely surface to hunt whales and other large marine creatures. Their appetite is insatiable and they are voracious predators. Their incredible size makes them easy to spot when moving, particularly when employing their jet propulsion which allows them to swim at considerable speed. However, when hovering motionless in dark water, or clinging to the sea floor, they are easily missed or mistaken for something inanimate like the wall of a reef or a massive rock structure.

Kraken are extremely clever hunters. Their favorite technique is to rush unsuspecting prey from below, wrapping them in their massive tentacles and crushing them or tearing them apart with the hooks of their larger limbs. Some deep sea research vessels have captured footage of kraken dragging whales into deep water without attempting to crush them, suggesting they are intelligent enough to recognize certain prey's need to surface. In spite of their perceived intelligence, their appetite routinely trumps calculated attacks and kraken often attack whatever is large enough to offer a suitable meal, regardless of what it may be. Numerous fishing vessels have been lost to Kraken, crushed and dragged into the depths. They have no known predators aside from megalodons and other kraken, so they tend to be somewhat reckless hunters, occasionally venturing into shallow waters where the bulk of their body is visible above the surface. Here they are particularly dangerous to humans.

History

The first kraken was encountered in waters off the coast of Brazil, near Divinus, in 2264. The creature was seen surfacing near a large passenger vessel. Fortunately for those onboard, the beast submerged, leaving their vessel intact. Since then, numerous encounters have been reported with kraken around the world. Some speculate that the beasts are one of the New World's deadliest mutations, while others claim Triton Enterprises or some other genetic engineering firm is responsible for these gigantic terrors of the deep.

Specials

Constricting Grasp

Follows the Crush Attack rules found in the Glossary.

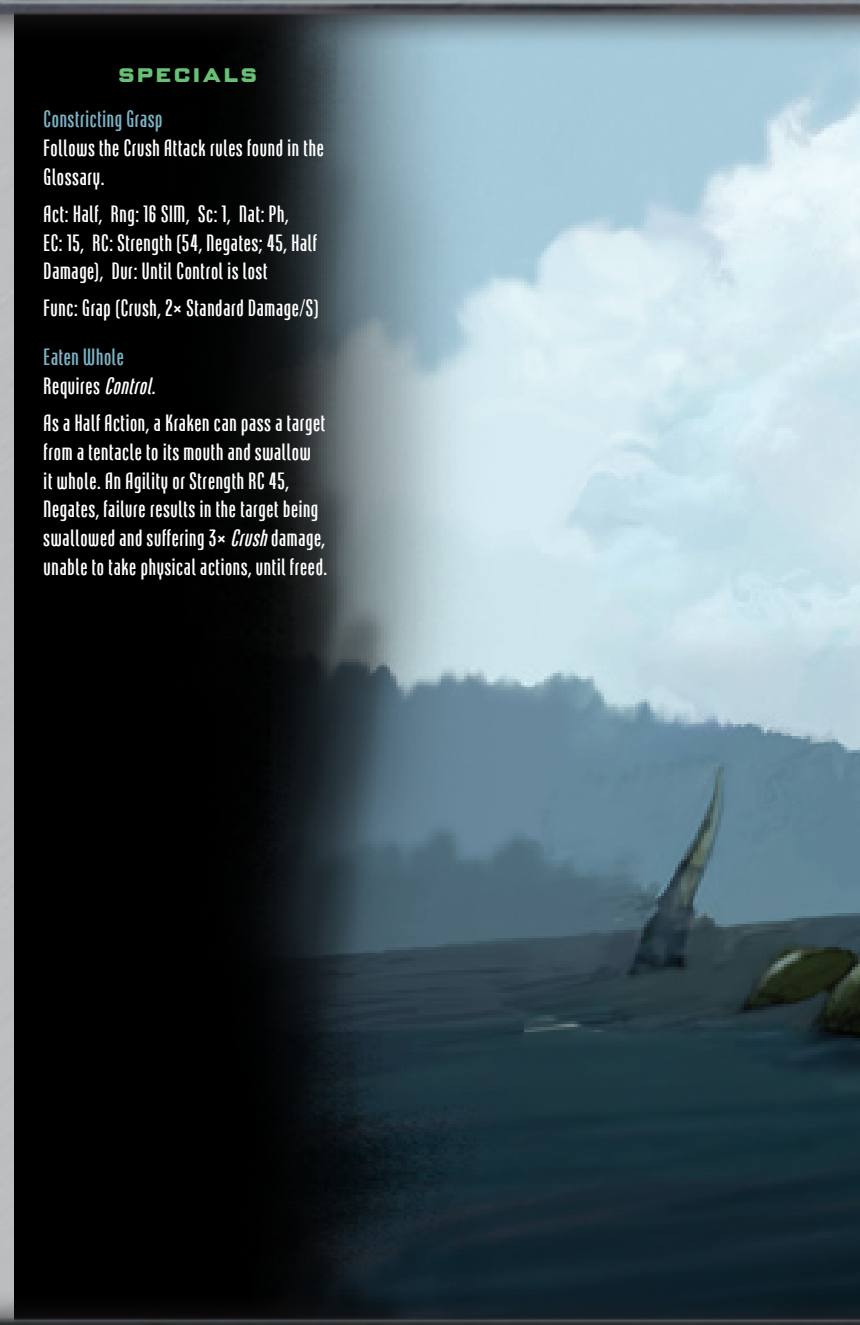
Act: Half, Rng: 16 SIM, Sc: 1, Nat: Ph, EC: 15, RC: Strength (54, Negates; 45, Half Damage), Dur: Until Control is Lost

Func: Grap (Crush, 2× Standard Damage/S)

Eaten Whole

Requires *Control*.

As a Half Action, a Kraken can pass a target from a tentacle to its mouth and swallow it whole. An Agility or Strength RC 45, Negates, failure results in the target being swallowed and suffering 3× *Crush* damage, unable to take physical actions, until freed.





ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	3d20, 3d12	3d10+9 MK	8	5	–	5 SIM	20 SIM	3/SIM

RANKS	Detection: 36, Grapple: 44, Tracking: 25, Unarmed Melee: 36

3.9.4

Megalodon

Freak of Nature

Height	12 m (39.4')	HP	250	Active Segments	1, 2, 3, 5, 6
Weight	113,000 kg (250,000 lb)	EP	179	Footprint	20 × 15

Core Qualities

Quality	Score	Dice Pool
Strength	92	4d20, 2d12
Agility	88	3d20, 3d12
Conditioning	90	4d20, 2d12
Vitality	92	4d20, 2d12
Discipline	89	4d20, 2d12
Intelligence	19	3d6, 3d4
Charisma	92	4d20, 2d12

Secondary Qualities

Athleticism	90	4d20, 2d12
Physical Acumen	89	4d20, 2d12
Fitness	91	4d20, 2d12
Will	91	4d20, 2d12
Wisdom	54	6d10
Wit	56	1d12, 5d10
Presence	92	4d20, 2d12

Tertiary Qualities

Physis	80	–
Reaction	72	5d12, 1d10
Defense Rating	28	–

Movement Rates

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
34	–	–	–	–	–	–	–

Armor

Damage Type	Threshold
High Velocity Kinetic	10
Melee Kinetic	12
Energy	10
Chemical	12
Void	9
Alpha	Immune
Omega	Immune

Megalodons are true apex predators, sharks of seemingly impossible size—one of Mother Nature's crowning achievements. The largest ever encountered was 18.4 m (60') in length, its dorsal fin 3 m (9.8') tall. A submersible research drone operating only 12 km (7.5 mi) off the coast of Divinus in 2279 came upon the creature as it rose to attack the drone's operating vessel. Their coloring varies only subtly between individuals. All are a deep grey which fades to white towards their underside. Their massive eyes are black. Most bear the scars of encounters with other large predators.

Behavior

Megalodons seem to favor warm coastal waters where they roam unchallenged and always in search of food. Like many other large sharks, they are gifted with incredible senses which allow them to detect prey at significant distance. They routinely cruise the depths, skimming the ocean floor, in search of food in the waters above. Once a potential meal has been detected, they race toward it, rising quickly through the water to surprise their victim from below. Their favored foods are whales and other large sharks, although there is little doubt that they happily devour whatever animal is unfortunate enough to cross their path. Although formal study of the creatures is still relatively new, they are believed to be solitary animals. Nothing is known about their reproduction habits.

Most encounters with megalodons have been at the surface where their massive dorsal fins give away their presence almost immediately. Fortunately, these encounters are rarely fatal. Most researchers suspect megalodons near the water's surface have recently eaten and are not actively pursuing prey. However, numerous vessels have been the victims of attack, most often from below, and almost all were sunk in minutes or completely destroyed in the attack.

History

At the age of 17, Riven Schlosser, who would become one of the world's most gifted geneticists and founder of Triton Enterprises, was given a very special gift by his great grandfather—an ancient tale of adventure called Meg: Hell's Aquarium. Riven was enthralled with the story and its fantastic megalodon sharks. The tale instilled a lifelong fascination with the creatures in him, a fascination which eventually fueled his greatest feat of bioengineering. On July 12, 2244, Triton Enterprises made history, unveiling to the world its most ambitious project to date—the Triton Enterprises Megalodon. VidNet channels around the world were filled with fantastic images of the monstrous creature gliding effortlessly through the clear water of Triton Island's marine containment facility, its dorsal fin towering nearly 2 m above the water's surface. Triton's engineers had outdone themselves, recreating an ancient super-predator, a true terror of the deep.

One year later, the monster escaped Triton Island's marine facilities. Details of the escape have never been released, but the lack of damage to the facility has conspiracy theorists buzzing that the creature may have been intentionally released into the wild. Some claim Triton had engineered more than one megalodon and that all had been released into the open ocean. In 2276, researchers embarked on the dangerous task of studying the creature. Almost immediately they proved that since Triton lost control of megalodon prime in 2245, they have been thriving in warm waters around the globe. This has sparked debate within NWSEC, with one side claiming more than one megalodon escaped in 2245, while other researchers suggest a more terrifying theory—megalodons had survived their supposed extinction. To this day, in spite of confirmed encounters with megalodons, Triton refuses to comment.

Specials

Head Whip

As a Half Action, a Megalodon may use its massive head to attack a target, within 5 SIM, in a Side Facing. If successful, this Unarmed attack causes 5d10+9 MK damage.

Eaten Whole

Requires *Control*.

As a Half Action, a Megalodon can swallow an area 7 SIM long × 5 SIM wide × 8 SIM tall, whole. An Agility RC 40, Negates, failure results in the target being swallowed and suffering normal *Crush* damage, unable to take physical actions, until freed.

Megalodon
Freak of Nature

3.9.4



Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	4d20, 2d12	3d10+9 MK	16	2	–	–	2 SIM	–
Bite (AP 10)	4d20, 2d12	5d20+5 MK	–	1	–	–	5 SIM	–

Ranks Detection: 39, Grapple: 38, Tracking: 42, Unarmed Melee: 38

3.9.5

Sledgehammer

FREAK OF NATURE

HEIGHT	15.2 m (50')	HP	260	ACTIVE SEGMENTS	1, 2, 3, 4, 5, 6
WEIGHT	27,200 kg (60,000 lb)	EP	174	FOOTPRINT	8 × 15

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	92	4d20, 2d12
Agility	90	4d20, 2d12
Conditioning	89	4d20, 2d12
Vitality	92	4d20, 2d12
Discipline	85	3d20, 3d12
Intelligence	18	3d6, 3d4
Charisma	90	4d20, 2d12

SECONDARY QUALITIES

Athleticism	91	4d20, 2d12
Physical Acumen	90	4d20, 2d12
Fitness	91	4d20, 2d12
Will	89	4d20, 2d12
Wisdom	52	5d10, 1d8
Wit	54	6d10
Presence	91	4d20, 2d12

TERTIARY QUALITIES

Physis	79	–
Reaction	71	5d12, 1d10
Defense Rating	28	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	5	12	23	34	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	11
Melee Kinetic	12
Energy	10
Chemical	11
Void	10
Alpha	Immune
Omega	Immune

Sledgehammers are gargantuan creatures, infamous for their two massive limbs that end in large, dense calcium deposits reminiscent of sledgehammers. These creatures use these limbs as crutches as they move, planting them down heavily and then swinging the rest of their body forward. Their large, heavily-muscled legs and long, three-toed feet provide the incredible support required for them to stand upright and swing their unruly weapons in an attempt to crush the life out of their adversaries. They have a thick, leathery hide and a strong tail that they use for additional balance. Sledgehammers also have two smaller arms located in the front of their upper torso which they hold daintily out in front of them when not being used. When feeding, sledgehammers lock their "hammer" arms in a push-up position and lean over their meal, using their smaller arms to tear off large pieces of meat that are quickly shoveled into their mouth. Their head is little more than an oversized mouth full of long, pointed teeth and two pairs of eyes; one pair set in close proximity to the top of their mouth, the second set located on the sides of their head.

BEHAVIOR

Sledgehammers are solitary omnivores so high on the food chain they have very little to fear in the way of natural predators. They appear to enjoy the popping sound produced by a creature crushed under the tremendous force of a crushing blow from one of their enormous arms. When engaging targets, sledgehammers create a tremendous shockwave (see Shockwave) by slamming both of their hammer-arms into the ground, the force of which knocks most opponents flat on their back (see *Thunderous Slam*). They are also capable of using either of their hammers to obliterate a target with a single crushing blow (see *Crushing Blow*).

HISTORY

Several sledgehammers have been seen throughout the former Americas, however, it is unknown whether any specimens exist on other continents. Triton Enterprises managed to capture one in 2243 and spent significant resources attempting to train and study the beast. Their goal was to use the creature as a model upon which to engineer similar creatures for use as laborers, particularly for demolition and surface mining. The sledgehammer proved to be quite stubborn and resistant to chemicals meant to suppress its ferocious nature. During a demolition training exercise set in the ruins of a long abandoned industrial zone, the creature broke loose and, in its enraged state, destroyed several city blocks, killing 14 Triton employees as it smashed its way back into the Wilds. No further attempts to train these creatures have been recorded.



SPECIALS

Thunderous Slam

Causes *Shockwave*, found below, as a secondary effect.

Act: Full, Rng: 4 SIM, Sc: AoE, (Rectangle, 3W × 6L in front of Sledgehammer), Nat: Ph, EC: 25, RC: Agility (55, Half Damage), Ch/Rech: (3, 10 M)

Func: Dam (5d20+9 MK)

Shockwave

Act: Free, Rng: 15 SIM, Sc: AoE (S, R15, centered on *Thunderous Slam* impact point), Nat: Bl, RC: Agility (50 to maintain current Stance)

Func: Alter Stance to *Prone*

Crushing Blow

Act: Half, Rng: 4 SIM, Sc: 1, Nat: Ph, EC: 12, RC: Agility (50, Half Damage)

Func: Dam (5d10+9 MK)



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Sledge Appendages	4d20, 2d12	3d10+9 MK	8	4	–	–	3 SIM	–

RANKS	Detection: 34, Grapple: 32, Tracking: 24, Unarmed Melee: 42

3.10.1

Armored Gargantuan

Freak of Nature

Height	40 m (131')	HP	400	Active Segments	1, 2, 3, 4, 5, 6
Weight	227,000 kg (500,000 lb)	EP	194	Footprint	20 × 30

Core Qualities

Quality	Score	Dice Pool
Strength	100	6d20
Agility	96	5d20, 1d12
Conditioning	98	6d20
Vitality	100	6d20
Discipline	96	5d20, 1d12
Intelligence	45	3d10, 3d8
Charisma	100	6d20

Secondary Qualities

Athleticism	98	6d20
Physical Acumen	97	6d20
Fitness	99	6d20
Will	98	6d20
Wisdom	71	5d12, 1d10
Wit	73	6d12
Presence	100	6d20

Tertiary Qualities

Physis	91	–
Reaction	84	2d20, 4d12
Defense Rating	35	–

Movement Rates

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
6	–	–	6	8	12	16	–

Armor

Damage Type	Threshold
High Velocity Kinetic	14
Melee Kinetic	16
Energy	13
Chemical	15
Void	10
Alpha	Immune
Omega	Immune

Armored gargantuans are colossal, bipedal creatures that are virtually indestructible. Their head is covered in a thick, armored exoskeleton with tiny, horizontal slits left open to provide their eyes with a limited field of vision. A pair of large horns juts forward from the top of their head, as well as another pair from the bottom of their jaw, giving their head the appearance of a massive claw. The armored plating around their head spreads out and back slightly to provide additional protection over their thick neck. The corners of their huge mouths have three pairs of large mandibles stacked vertically that move to usher food in when opened. The body of an armored gargantuan is also completely covered in a thick, armored exoskeleton with only small gaps between plates. Their thick shoulder plates and the large spikes that protrude through them are devastating weapons. Gargantuans have massive arms that end in oversized fists. Three large blades protrude from their forearm, each razor sharp. The thickness of the plates and the lack of flexibility in the joints restrict their mobility, however, their incredible mass and seemingly impenetrable armor make them an almost unstoppable force once they gain momentum.

Behavior

Very little is known about the behavior of these creatures. The lack of sightings is occasionally attributed to the belief that they are extremely territorial and do not stray far from their dens. When agitated or provoked to attack, they become a destructive force matched only by Mother Nature herself. They have demonstrated their ability to punch through buildings, bend steel with ease and throw heavily armored vehicles hundreds of meters as if they were pebbles. In combat, they enter a berserk state and have an unquenchable bloodlust, ravaging anything within reach. They attack with every armored and spiked part of their body, their sheer size a powerful weapon. The very sight of an armored gargantuan instills petrifying fear in most adversaries preventing them from moving, let alone taking action against this beast (see *Petrifying Presence*). They do not stop attacking until all opposition has been destroyed.

History

Only one recorded sighting of an armored gargantuan has been confirmed and witnesses are unsure what provoked the creature's attack. In 2184, in the open city of New Cambridge, in what was previously Fredericton, New Brunswick, Canada, a gargantuan devastated the entire area, swatting resistance aside as if they were flies and using its fantastic size and strength to turn every standing building to rubble. After the demolition of the city, the creature retreated into the Wilds and has not been sighted again. Several theories exist which explain the creature's sudden appearance and attack though, of course, none have been proven true. As to where these fierce and terrifying monsters come from, few have posited theory's more enticing than Halvan Ramses, who suggests that these terrors, and other titanic monstrosities of the Wilds, are phase two of Mother Nature's war on the human world.



Specials

Petrifying Presence

Act: Free, Rng: 100 SIM, Sc: AoE (S, R100 centered on Gargantuan), Nat: Vis, Dur: 10 M, RC: Discipline (50, Negates; 45 reduces penalty to -6, NLT *Scared*; 40 reduces penalty to -7, NLT *Terrified*)

Func: Alter (Fear State -8)

Armored Charge

Follows Charging rules in the Glossary.

Act: Full, Rng: 36 SIM, Sc: 1, Nat: Ph (-10 penalty applied to Attack Attempt), EC: 20, RC: Agility (60, Negates; 55, Half Damage)

Func: Dam [6d20+10 MK (AP 15)]

If successful, the victim is knocked *Prone*, 20 SIM from their original position.

Trample

This attack follows the *Trample* rules as per the Glossary. The attack is made at -15 to the Attack Attempt, but if successful, knocks the target into the *Prone* Static Stance and causes 6d10+10 MK damage.

Armored Gargantuan

Freak of Nature



Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed (AP 12)	6d20	4d10+10 MK	10	4	–	–	4 SIM	–
Horns (AP 15)	6d20	6d10+10 MK	15	2	–	–	4 SIM	–

Ranks	Detection: 35, Grapple: 45, Tracking: 15, Unarmed Melee: 45

3.10.2

Protoplasmic Infester

FREAK OF NATURE

VOLUME	250,000 m³ (8 mil. cu ft)	HP	400	ACTIVE SEGMENTS	1, 2, 3, 4, 5, 6
WEIGHT	375 mil. kg (827 mil. lb)	EP	200	FOOTPRINT	Varies

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	100	6d20
Agility	92	4d20, 2d12
Conditioning	100	6d20
Vitality	100	6d20
Discipline	100	6d20
Intelligence	15	1d6, 5d4
Charisma	90	4d20, 2d12

SECONDARY QUALITIES

Athleticism	96	5d20, 1d12
Physical Acumen	96	5d20, 1d12
Fitness	100	6d20
Will	100	6d20
Wisdom	58	1d12, 5d10
Wit	53	6d10
Presence	95	5d20, 1d12

TERTIARY QUALITIES

Physis	85	–
Reaction	77	1d20, 5d12
Defense Rating	28	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
6	6	–	6	6	8	10	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	Immune
Melee Kinetic	Immune
Energy	12
Chemical	11
Void	10
Alpha	Immune
Omega	Immune

The protoplasmic infester is the embodiment of sickness and disease. It appears to be viscous ooze that typically covers an area of about 250 sq m (2,690 sq ft), but this varies with the creature's desired density. Its exterior is translucent with a slightly green tinge. It moves slowly by extending large pseudopods and pulling itself along and is capable of climbing sheer or inverted surfaces so long as they can support its significant weight. Research suggests that the thousands of victims this creature has absorbed are digested over a period of about five years, creating an overwhelming smell of death and decay that constantly accompanies this creature. As the protoplasmic infester absorbs its victims it learns about their natural immunities and defense mechanisms so that it may more easily dispense with any future members of that species it may encounter. This creature is capable of transmitting sickness and maladies using a variety of methods. It can send forth bursts of microorganisms in directed or dispersed attacks (see *Microorganism Projection*), grasp a victim with a pseudopod and inject various pathogens directly through the target's skin (see *Sampling*) or project small globs of itself that stick to vicitms, restricting their movement and burning their way through any protective clothing or armor (see *Limpets*).

BEHAVIOR

The protoplasmic infester is a sentient, instinctual creature, albeit of limited intelligence, that harbors no malevolent feelings or thoughts toward any living creature, but which is compelled to absorb all life it encounters to strengthen itself and further its domination of the world around it. It can sense living creatures and is drawn to body heat, the gasses exhausted by breathing and, some speculate, life force itself. In combat, it attempts to use its pseudopods to grab targets in order to determine if it has encountered them previously (see *Sampling*). If it has encountered the species before, it will unleash a custom virus to disable the target (see *Custom Virus*). If this is a new sort of victim, it unleashes a standard concoction to test the immune system of this new meal (see *Concoction*). It will attack all targets within range with both its *Microorganism Projection* and *Limpets* as soon as it is able.

HISTORY

The protoplasmic infester was first encountered in 2235 in the former Russian city of Vladivostok. It emerged from the water and within two days had disabled or killed every resident. Luckily, the pathogens it emitted were contained or at least failed to reach any nearby population centers. Some residents managed to flee before becoming infected but thousands more died on the various paths and trade routes that led away from the city. The hundreds of thousands of residents that chose to stay and attempt to combat this creature perished. During the battle it was discovered that the infester is more vulnerable to fire and extreme cold than to standard small arms fire. A tactical nuclear weapon was dropped on the city to prevent the creature from spreading, but it is unknown whether the infester was completely destroyed.

SPECIALS

Microorganism Projection

The Protoplasmic Infester can attack victims with viruses that can be released by their *Sampling* pseudopods during physical attacks or in area attacks with its *Concoction* and *Custom Virus* attacks.

Limpets

Act: Half, Rng: 30 SIM, Sc: 1, Nat: Bl, EC: 8, RC: Agility (50, Negates), Cuml: Yes

Func: Alter (MRs -2), Dam (5 CH/S/Limpet)

Sampling

Infester requires *Control* over victim.

Act: Free, Rng: 30 SIM, Nat: Ph, EC: 5, RC: Vitality (40, Negates)

Func: Grap (Attack Attempt made at -10, If successful, Infester learns victim's genetic code and can create *Custom Virus*)

Custom Virus

Victim must have been *Sampled*.

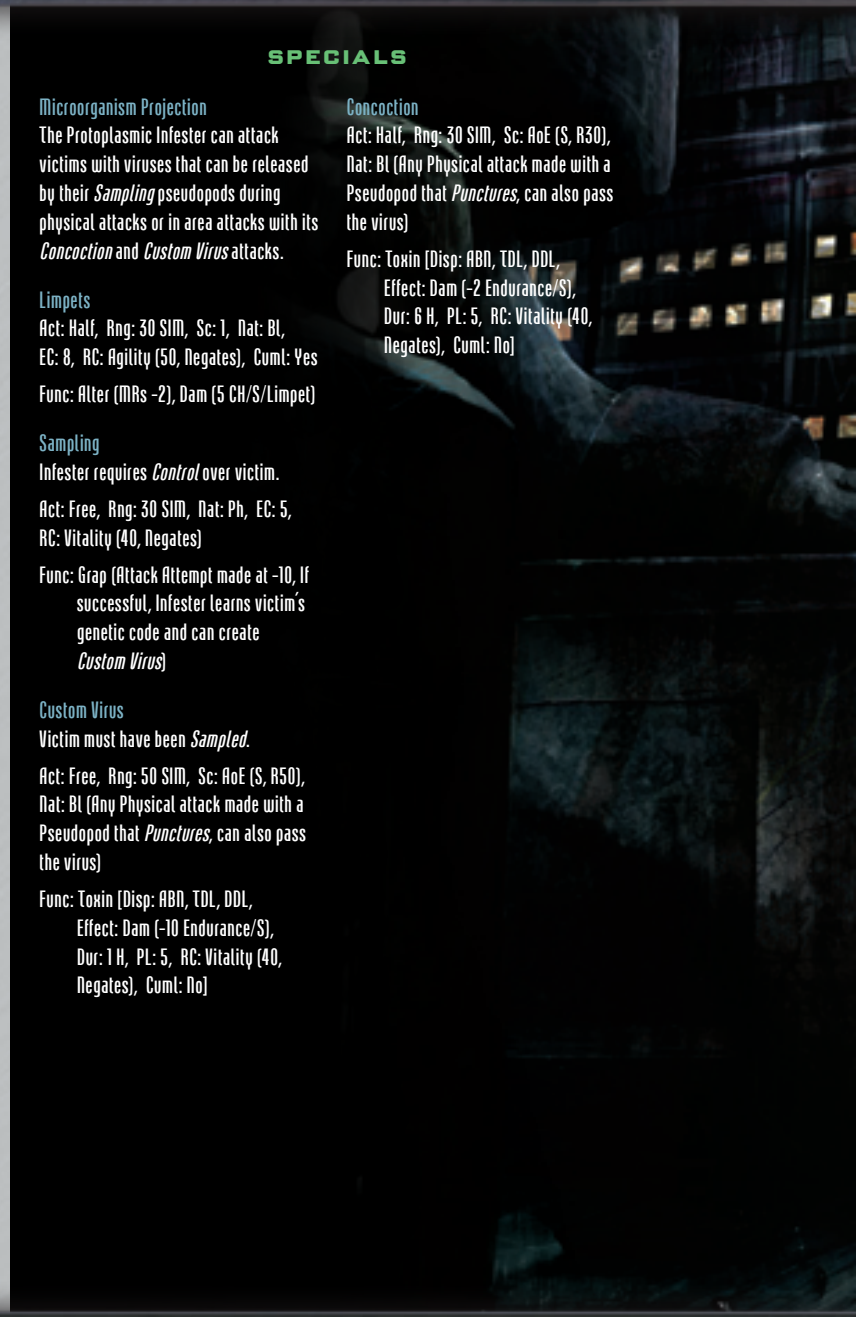
Act: Free, Rng: 50 SIM, Sc: AoE (S, R50), Nat: Bl (Any Physical attack made with a Pseudopod that *Punctures*, can also pass the virus)

Func: Toxin [Disp: ABD, TDL, DDL, Effect: Dam (-10 Endurance/S), Dur: 1 H, PL: 5, RC: Vitality (40, Negates), Cuml: No]

Concoction

Act: Half, Rng: 30 SIM, Sc: AoE (S, R30), Nat: Bl (Any Physical attack made with a Pseudopod that *Punctures*, can also pass the virus)

Func: Toxin [Disp: ABD, TDL, DDL, Effect: Dam (-2 Endurance/S), Dur: 6 H, PL: 5, RC: Vitality (40, Negates), Cuml: No]



Protoplasmic Infester

Freak of Nature



Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Melee Pseudopods	5d20, 1d12	3d10+10 CH	8	5	–	–	30 SIM	–
Ranged Pseudopods	5d20, 1d12	3d10+5 CH	10	5	–	–	200 SIM	–

Ranks	
	Biology: 35, Chemistry: 30, Detection: 44, Grapple: 45, Medicine: 25, Ranged Attacks: 45, Tracking: 44, Unarmed Melee: 45

3.10.3

Tentacled Feeder

FREAK OF NATURE

HEIGHT	90 m (295')	HP	400	ACTIVE SEGMENTS	1, 2, 3, 4, 5, 6
WEIGHT	227,000 kg (500,000 lb)	EP	195	FOOTPRINT	20 × 20

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	98	6d20
Agility	96	5d20, 1d12
Conditioning	97	6d20
Vitality	97	6d20
Discipline	98	6d20
Intelligence	55	6d10
Charisma	96	5d20, 1d12

SECONDARY QUALITIES

Athleticism	97	6d20
Physical Acumen	97	6d20
Fitness	97	6d20
Will	98	6d20
Wisdom	77	1d20, 5d12
Wit	76	6d12
Presence	97	6d20

TERTIARY QUALITIES

Physis	91	–
Reaction	87	3d20, 3d12
Defense Rating	35	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
14	–	–	–	–	–	–	35

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	13
Melee Kinetic	15
Energy	12
Chemical	14
Void	10
Alpha	Immune
Omega	Immune

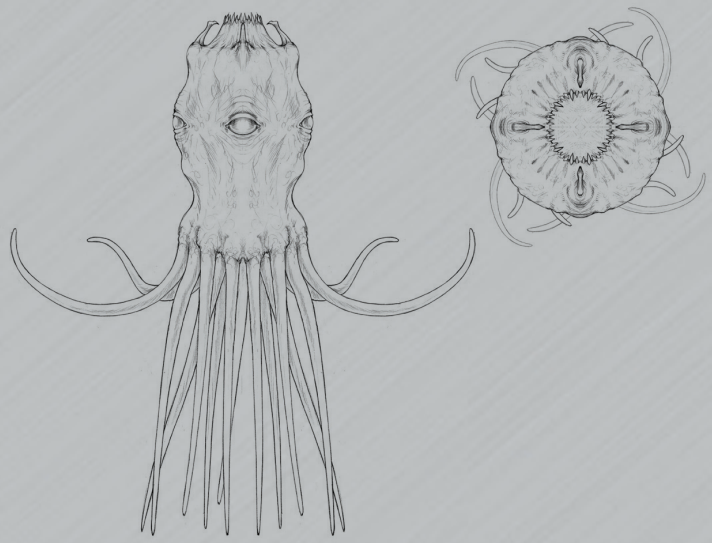
Tentacled Feeders are monstrous, floating creatures comprised of a central body and a dozen or more long tentacles, each ending with a thick, fleshy lid that opens to reveal an eyeball used to search for prey that closes when the tentacles make their attacks. The central body is roughly oval with four huge eyeballs placed equidistantly around its circumference. A fifth, smaller eyeball is located at the base of the body and has a clear view of all activity beneath the creature. Beneath its red-gray skin, the body appears heavily muscled and undulates constantly as its colossal white eyes systematically search for prey in all directions. A gigantic gaping maw rests atop this titanic monster's body, a single circle of teeth lines its interior and are capable of tearing apart particularly large victims that cannot be swallowed whole. Tentacled feeders float approximately 30 m (98') above the ground as they roam the landscape using their tentacles, each more than 40 m (131') in length, to grab prey they spot with their keen eyes. These unfortunate victims are raised into the air and dropped into the feeder's mouth. Tentacled feeders can unleash shockwaves of invisible energy that not only cause physical harm but that serve to disrupt the thought patterns of living creatures. Some researchers speculate that the same energies used by the tentacled feeder to disrupt thought patterns is also the same type of energy that allows these creatures to float.

BEHAVIOR

Tentacled feeders are intelligent creatures that seem to take a perverse pleasure in the chaos they create, meticulously hunting down prey that tries to escape them. In all recorded sightings they have been seen hunting alone. It is unknown whether they mate or even have any sort of social or familial group. When they require rest they either deposit themselves, mouth down, on dry land or bottom eye down in a pool of water large enough to conceal the majority of their bulk, tentacles splayed out around them, or they attempt to pull themselves into a cave or crevice large enough to accommodate their large bodies. Their large eyes remain open while they rest, their eyelids periodically closing and reopening protectively. At the first sign of danger, they rise quickly into the air, unleashing their energy shockwave to stun potential adversaries (see *Shockwave*). Feeders will then use their tentacles to either grapple or strike targets directly or, if they sense the enemy is dangerous enough, they will grab whatever objects happen to be nearby and hurl them at their enemies (see *Projectiles*).

HISTORY

No one knows how tentacled feeders came into existence; however NWSEC scientists believe that their closest known relative is a member of the octopus family, so the beast may actually have an aquatic origin. The first known sighting of a tentacled feeder took place in 2263 when observers in what was once Yellowstone National Park discovered a massive pile of excrement that contained, among other things, a large amount of clothing and equipment. They discovered the storage module of a digital recording device which was still functional. Playback revealed the final moments of the operator's life as he recorded the creature's appearance and then tried to hide as it passed. A long tentacle with an eyeball at the tip was briefly seen in the video before the operator was whisked into the air. A quick glimpse of what is now known as a tentacled feeder is seen before the final image of the beast's horrific mouth followed by blackness and the sounds of snapping bone, screaming and gurgled liquid then, finally, silence.



SPECIALS

Shockwave

Act: Full, Rng: 300 SIM, Sc: AoE, (S, R300, centered on Feeder), Nat: Bl, EC: 20, RC: Discipline (50, Half Damage; 45, Remain in current Stance and negates knockback), Ch/Rech: (3, 1 H)

Func: Dam (3d10+5 EN), Knocks targets *Prone* and back 10 SIM

Projectiles

Act: Half, Rng: 400 SIM, Sc: 1, Nat: Ph (Attack Attempt made at -10), EC: 10, RC: Agility (50, Negates)

Func: Dam (5d10+5 MK)

Feeding Tentacles

Requires *Control*.

Act: Half, Rng: 30 SIM, Sc: 1, Nat: Ph, EC: 8, RC: Strength or Agility (50, Negates, can be rolled each of victim's Turn)

Func: Grap (Pulls victim towards mouth at 10 SIM/S) Once victim reaches the mouth, it is swallowed whole. See *Swallowed Whole*.

Swallowed Whole

For the first hour, victims suffer normal *Crush* damage, but may conduct physical actions with a -5 penalty. After 1 H, they are forced into a stomach where they suffer 4× normal *Crush* damage and are unable to conduct physical actions.

Tentacled Feeder

FREAK OF NATURE



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Tentacles	6d20	4d10+10 MK	10	5	–	–	40 SIM	–

RANKS	Detection: 45, Grapple: 45, Ranged Attacks: 38, Tracking: 35, Unarmed Melee: 40



Tech Fiends

4



4.1.1

ES26-Monitor

TECH FIEND

HEIGHT	0.3 m (1') diam	SI	15	ACTIVE SEGMENTS	3
WEIGHT	5.4 kg (12 lb)	EP	15	FOOTPRINT	0.5 × 0.5

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	8	4d4
Agility	10	5d4
Conditioning	5	2d4
Vitality	10	5d4
Discipline	10	5d4
Intelligence	10	5d4
Charisma	1	1d4

SECONDARY QUALITIES

Athleticism	9	4d4
Physical Acumen	8	4d4
Fitness	8	4d4
Will	10	5d4
Wisdom	10	5d4
Wit	6	3d4
Presence	5	2d4

TERTIARY QUALITIES

Physis	8	–
Reaction	10	5d4
Defense Rating	11	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	–	–	–	10

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	2
Melee Kinetic	3
Energy	1
Chemical	1
Void	1
Alpha	Immune
Omega	Immune

AKA Snitch, Corporate Eye

ES26-Monitors are floating, electronic, surveillance platforms that are used predominately as communication relays, news and traffic cameras, public announcement vehicles and as a general deterrent to criminal activity due to their tendency to investigate suspicious activity. They are spheroid in overall shape, but are usually covered in antennae, communication arrays, audio/visual augmentation and recording equipment, as well as lights and two-way communication equipment. They are commonly painted in the colors of the organization or government that owns them. Some are painted in a matte black for night operations while others forced to patrol particularly lawless or anarchic neighborhoods have been covered in spray painted graffiti.

BEHAVIOR

Most ES26-Monitors are automated machines that slowly glide through an alternating set of navigation points recording audio and visual data that is relayed in real time to government or corporate security stations where analysts search for illicit and illegal activity. Some are equipped with remote control devices and can receive navigational input directly from an operator. These are typically equipped with video screens and microphones so the operator can transmit their voice in order to interact directly with individuals being questioned. These models are also used by military Special Forces and police Emergency Response Teams to investigate dangerous locations or criminal hideouts and gain real-time intelligence without endangering lives. ES26-Monitors can be equipped with specialized tools and weapons such as Micro-Welding Torches, repair tools, low caliber shotguns and additional armor (see *Repair* and *Infiltrator Suites*). The range and quality of the surveillance packages on each model is contingent upon the cost. Cheaper models may have a range limited to a few dozen meters as well as less data storage, while expensive models may have a range of many kilometers and a tremendous amount of data storage and power source longevity.



SPECIALS

*All targets struck with a successful Taser attack must make a Vitality RC at DR 15 or be rendered unconscious for 30 seconds.

Repair Suite

This ES26-RS Custodian variant is equipped with a Micro-Welding Torch, several canisters of fuel, a Repair Kit and a P-Comm complete with Net-wire.

**Infiltrator Suite

This ES26-IS Infiltrator is equipped with a shortened, recoilless Raust Pacifier shotgun and a P-Comm complete with Net-wire.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Taser*	4d4	1d4 MK	–	1	1	–	8 SIM	–
Raust Pacifier** †	4d4	1d12-1 HV	–	1	2	–	35 SIM	–
Welding Torch	4d4	1d4 EN/S	–	1	–	–	1 SIM	–

†Spread 1. See Raust Pacifier entry in section *9.5.4 Ranged Weapons* of CRB for more information.

RANKS

Computer Technologies: 3, Detection: 4, Electronics: 3, Mechanical Technologies: 4, Ranged Attacks: 2, Structural Technologies: 4, Tactics: 2, Tracking: 2

HEIGHT	0.2 m (7")	SI	12	ACTIVE SEGMENTS	3
WEIGHT	0.4 kg (0.9 lb)	EP	32	FOOTPRINT	0.5 × 0.5

Augmented Sentience Locator

TECH FIEND

4.1.2



SPECIALS

Detect Locator

A Detection (Sight) Skill Check with a DR of 25 is required at a relative distance of 5 SIM to determine the Locator is not an organic creature. Infravision will reveal a lower heat signature than that of similar, warm-blooded creatures.

Self-Destruct

Act: Full, Sc: AoE (S, R2), Nat: Ph, RC: Agility (20, Half Damage).

Func: Dam (2d4 HV).

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Prod	5d4	1d4 MK, EN	4	2	–	–	1 SIM	–

RANKS Detection: 5, Stealth: 6, Tactics: 2, Tracking: 3, Unarmed Melee: 1

Locators are small robots created as surveillance and target acquisition assets. They are designed to mimic the appearance, movement and habits of common animals and insects from a distance; however, up close they are clearly mechanical. The most common designs for these creatures are those of birds and spiders which help them to avoid detection. Locators are constructed using materials resilient enough to absorb the wear and tear that occurs during deployment. All data they acquire is relayed back to listening stations within the territory of Augmented Sentience in periodic burst transmissions. Locators are equipped with a single weapon that releases an electric charge to ward off any creatures that interfere with their operation. This device is made to simulate the natural weapons of the animal it emulates (i.e. a bird's beak or a spider's chelicerae).

BEHAVIOR

Locators are programmed and tasked with monitoring specific locations and targets dictated by Ulysses and are used to maintain a perimeter around Augmented Sentience territory, blending in with their surroundings as much as their design will allow. If they become aware they have been detected, they move to the safety of another vantage point. If cornered, they will attack with their electric charge. However, if injured or captured, they self-destruct causing a small but intense explosion that will destroy the majority of their parts. The explosion does not cause significant damage beyond an extremely small radius but will destroy all sensory equipment and data storage contained within, a clever feature that prevents investigators from determining the target of their observation (see *Self-Destruct*). Before their self-destruction, locators initiate a final burst transmission to relay any relevant information about their target and a small bit of code that notifies the recipient of their imminent destruction.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	5	2d4
Agility	15	1d6, 5d4
Conditioning	16	2d6, 4d4
Vitality	14	1d6, 5d4
Discipline	16	2d6, 4d4
Intelligence	5	2d4
Charisma	1	1d4

SECONDARY QUALITIES

Athleticism	10	5d4
Physical Acumen	16	2d6, 4d4
Fitness	15	1d6, 5d4
Will	15	1d6, 5d4
Wisdom	11	5d4
Wit	3	1d4
Presence	3	1d4

TERTIARY QUALITIES

Physis	10	–
Reaction	10	5d4
Defense Rating	15	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	1	–	–	11

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	1
Melee Kinetic	2
Energy	0
Chemical	2
Void	1
Alpha	Immune
Omega	Immune

4.1.3

Tech-Kid

Tech Fiend

Height	0.9 m (3')	SI	20	Active Segments	3
Weight	22.7 kg (50 lb)	EP	20	Footprint	1 × 1

Core Qualities

Quality	Score	Dice Pool
Strength	14	1d6, 5d4
Agility	12	6d4
Conditioning	10	5d4
Vitality	10	5d4
Discipline	10	5d4
Intelligence	10	5d4
Charisma	14	1d6, 5d4

Secondary Qualities

Athleticism	13	6d4
Physical Acumen	11	5d4
Fitness	10	5d4
Will	10	5d4
Wisdom	10	5d4
Wit	12	6d4
Presence	14	1d6, 5d4

Tertiary Qualities

Physis	11	–
Reaction	12	6d4
Defense Rating	9	–

Movement Rates

1	2	2	2	2	3	6	–
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

Armor

Damage Type	Threshold
High Velocity Kinetic	1
Melee Kinetic	2
Energy	0
Chemical	1
Void	1
Alpha	Immune
Omega	Immune

AKA Kinder Surprise, Death Dolls

Tech-kids are small artificial intelligence products that unknowingly act as surveillance and reconnaissance assets for companies, organizations or governments that employ them. They are designed to resemble human children between the ages of 4 and 6 and behave accordingly. Tech-kids are dressed appropriately for the cover story they have been programmed with and feature common characteristics such as messy hair, freckles, cute laughs, bright smiles and believable stories about their parents and home life. Their hair is real and their skin is warm and soft and can even produce sweat and blood. Their internal hardware is designed to simulate a living child in every way needed to hide their true identity from most observers. Once activated to fulfill their primary mission, their child-like expressions and movements are replaced with a stern dedication to their task, a shift from child-like glee to deadly serious robotic precision, unnerving to most onlookers.

Behavior

Tech-kids have little difficulty injecting themselves into groups of playing children. They even exhibit all of the emotions expected from a child of their age. However, when activated for reconnaissance duties, they immediately lose their child-like innocence and clumsy movements, becoming sleek, agile and versatile surveillance machines capable of operating for extensive periods of time under harsh conditions. They are equipped with the hardware and programming necessary to be capable surveillance assets and have multiple subroutines that provide them with stealth, athleticism, awareness and environmental knowledge. Tech-kids are capable of accessing their child-like programming when conducting surveillance if it will help them complete their mission (see *Blend In*). Although Tech-kids are not designed for combat, they have been known to be equipped with low caliber or specialized weapons meant for disabling or neutralizing humanoid targets. When "off duty" they have no memory of the activities undertaken while "on duty".



Specials

Blend In

If spotted during reconnaissance, Tech-kids can make an untrained Deceive Skill Check as an Opposed Roll against their target(s)' Read People Skill. If successful, their activities are considered innocent, failure results in their activity being perceived as unusual and/or suspect. Bonuses should be applied for checks in a playground or area where children are expected or penalties for areas such as underground caverns small, unsupervised children should not be.

Weapon

Tech kids can be equipped with weapons that are easily concealed or contained in sub-dermal storage areas. The majority of armed Tech-kids are provided with dart-guns or some form of toxin delivery weapon and used in surprise attacks.

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	6d4	1d4+1 MK	4	5	–	–	1 SIM	–
Melee Weapon	6d4	Weapon+1	Dependent on Weapon					
Ranged Weapon	5d4	Dependent on Weapon						

Ranks Detection: 6, One-handed Melee: 2, Pistols & SMGs: 2, Stealth: 7, Tactics: 4, Tracking: 5, Unarmed Melee: 2

HEIGHT	1.8 m (5'9")	SI	31	ACTIVE SEGMENTS	3, 6
WEIGHT	79.4 kg (175 lb)	EP	27	FOOTPRINT	1 × 1

Arvan Mark IV
Tech Fiend

4.2.1



Specials

Arvan MkIV-L Labor Suite
Mk IVs with a Labor Suite have the following Skills:

Computer Technologies: 3, Concentration: 3, Electronics: 4, Equipment Systems: 3, Industrial Vehicles: 3, Mechanical Technologies: 3, Melee Combat: 3, Operate Vehicle: 3, Production: 3, Structural Technologies: 3, Technologies: 2, Vehicle Systems: 3.

Arvan Mk IV-S Security Suite
Mk IVs with a Security Suite have the following Skills:

Ground Vehicles: 3, Intimidation: 3, Leadership: 3, Melee Combat: 4, Military Theory: 3, Negotiation: 4, Operate Vehicle: 3, Orienteering: 4, Small Arms: 3, Tactics: 3, Tracking: 4, Vehicle Systems: 3.

Arvan Mk IV-C Companion Suite
Mk IVs with a Companion Suite have the following Skills:

Animal Handling: 4, Arts: 4, Coercion: 4, Culinary Arts: 3, Fine Arts: 4, Ground Vehicles: 3, Melee Combat: 1, Medicine: 5, Networking: 4, Operate Vehicle: 3, Vehicle Systems: 2, Writing: 3.

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	2d6, 4d4	1d6+1 MK	5	3	–	–	1 SIM	–
Melee Weapon	2d6, 4d4	Weapon+1 MK	Dependent on Weapon					
Ranged Weapon	2d6, 4d4	Weapon+1	Dependent on Weapon					

Ranks

The Arvan Mk IV is the most infamous New World AI model. Originally produced by Arvan Industries in 2250, it featured the most realistic looking skin, hair and eyes produced to date. The Mk IV was hailed, "the perfect servant"—an AI that could learn and perform the duties average people detest, without complaint. Several different personalities and physical appearances were produced providing this trendy new "pet" with a degree of customization never before seen in AI. Some were trained to act as security guards, others as domestic assistants or companions while others performed various dangerous, boring or otherwise disgusting industrial jobs (see *Suites* below). The only shortcoming of the Mk IV is that its movements are slightly unnatural and appear forced, making them very easy to discern from living beings.

Behavior

Behavior is what made the Arvan Mk IV infamous. For roughly two years or more these AI would perform as designed but soon after their logic module fails, causing their behavior to become erratic or violent. The symptoms of this mechanical breakdown resemble those of schizophrenia in humans and it is possible the breakdown might remain hidden, either by some mechanical quirk or through deliberate deception, for some time. When this error was discovered, Arvan recalled all Mk IVs, however, for many, the damage had been done. In minor cases, residences were damaged by faulty servants. In severe cases people were injured or even murdered. The most publicized incident involved a Mk IV nanny named Isabelle whose horrified family returned home one evening to find their baby daughter's internal organs pristinely lined up on the kitchen table while Isabelle searched for the mechanical problem that caused her to cry. Arvan believed the recall had contained the problem but unfortunately it was discovered that other corporations like Promethion had acquired the designs for the Mk IV and were mass producing them for sale under different names with different appearances to less informed Freezone communities.

Core Qualities

Quality	Score	Dice Pool
Strength	18	3d6, 3d4
Agility	15	1d6, 5d4
Conditioning	16	2d6, 4d4
Vitality	15	1d6, 5d4
Discipline	11	5d4
Intelligence	18	3d6, 3d4
Charisma	15	1d6, 5d4

Secondary Qualities

Athleticism	17	2d6, 4d4
Physical Acumen	16	2d6, 4d4
Fitness	16	2d6, 4d4
Will	13	6d4
Wisdom	15	1d6, 5d4
Wit	17	2d6, 4d4
Presence	17	2d6, 4d4

Tertiary Qualities

Physis	15	–
Reaction	16	2d6, 4d4
Defense Rating	8	–

Movement Rates

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
2	2	3	3	3	5	8	–

Armor

Damage Type	Threshold
High Velocity Kinetic	2
Melee Kinetic	3
Energy	1
Chemical	2
Void	2
Alpha	Immune
Omega	Immune

4.2.2

Garra Zenteer Feral Gazer

TECH FIEND

HEIGHT	1.5 m (5')	HP	28	ACTIVE SEGMENTS	3, 6
WEIGHT	79.4 kg (175 lb)	EP	38	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	15	1d6, 5d4
Agility	16	2d6, 4d4
Conditioning	18	3d6, 3d4
Vitality	10	5d4
Discipline	20	4d6, 2d4
Intelligence	15	1d6, 5d4
Charisma	10	5d4

SECONDARY QUALITIES

Athleticism	16	2d6, 4d4
Physical Acumen	17	2d6, 4d4
Fitness	14	1d6, 5d4
Will	15	1d6, 5d4
Wisdom	18	3d6, 3d4
Wit	13	6d4
Presence	13	6d4

TERTIARY QUALITIES

Physis	15	–
Reaction	17	2d6, 4d4
Defense Rating	9	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	2	–	3	3	–	–	15

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	2
Melee Kinetic	3
Energy	2
Chemical	3
Void	2
Alpha	Immune
Omega	Immune

Feral gazers are the reconnaissance troops of the Garra Zenteer. They are winged creatures created in the image of mythical gargoyles, complete with rough grayish skin. Feral Gazers have four sets of sharp claws useful for holding onto precarious vantage points while conducting reconnaissance and intelligence gathering for the Makers. The most profound and in many ways unnerving aspect of their appearance is the crude melding of obvious surveillance equipment into the organic host body of the feral gazer. Their central eye is a visual recording device capable of telescopic zoom, target recognition, data recording and streaming data transmission. The area surrounding their eyes is metallic and clearly not part of the organic host body that carries it. Their ears are highly effective directional microphones capable of amplifying, recording and transmitting audio data.

BEHAVIOR

Feral Gazers are designed as reconnaissance troops and are not effective combat soldiers. They are capable of using their claws and sharp teeth to defend themselves. If forced into close combat, it will attempt to fly to another vantage point or return to its command post if damaged. Feral Gazers are the eyes and ears of the Garra Zenteer and are deployed frequently against their enemies, neighbors or areas of interest to the Makers. These creatures are tireless when gathering the intelligence their mission demands of them. They can wait for days, motionless like the statues they were modeled after, without complaint, nourishment or rest while monitoring a specific location or waiting for a target to become visible. They may also be deployed as assassins or snipers that use a modified sniper rifle to engage targets at long range. The retractable receiver, chamber and telescopic barrel of this weapon are built into their right forearm and are calibrated with their optic system for precision firing. When deployed as assassins, these creatures are particularly deadly to all but the most attentive of targets.



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	2d6, 4d4	1d4+1 MK	4	3	–	–	1 SIM	–
Sniper Rifle	2d6, 4d4	2d8+1 HV	–	1	6	6 SIM	800 SIM	4/SIM

RANKS Climbing: 3, Detection: 7, Rifles & Shotguns: 10, Stealth: 7, Tactics: 6, Tracking: 6, Unarmed Melee: 3

HEIGHT	0.7 m (2'2")	HP	20	ACTIVE SEGMENTS	3
WEIGHT	24.9 kg (55 lb)	EP	29	FOOTPRINT	1 × 1

Sand Runner
TECH FIEND

4.2.3



SPECIALS

*Sand Runners may be equipped with explosives or an Anti-Armor weapon, but not both.

Defense System
Act: Half, Rng: 2 SIM, Sc: AoE (S, R2, centered on Sand Runner), Nat: Bl, RC: Agility (18, Half Damage)

Func: Dam (2d6 EN)

Explosive Blast
Act: Half, Rng: 5 SIM, Sc: AoE (S, R5, centered on Sand Runner), Nat: Bl, RC: Agility (20, Half Damage)

Func: Dam (3d6 HV)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Anti-Armor Weapon*	6d4	Dependent on Weapon						

RANKS	Detection: 6, Launchers & Mortars: 10, Stealth: 5, Tactics: 6, Tracking: 6, Unarmed Melee: 2

AKA Sand Mines

Sand Runners are large, genetically engineered Desert Horned Lizards. Their leathery skin can mimic the color of their environment, providing them with convincing natural camouflage. Their bodies are short and stout, appearing too large for their stubby legs. The back of their head and most of the rest of their body is covered in small spines, providing protection from many would-be predators. The engineers behind these creatures focused tremendous effort on the integration of a sub-dermal weapon system wrapped in a layer of organic material designed to prevent biological rejection. Sand runners are also engineered with an internal control module. Typically, these creatures are implanted with a significant amount of remotely activated demolitions or a disposable anti-armor weapon. Realistically, the entire creature is disposable since the detonation of the explosives or the back-blast from the anti-armor rocket reduces them to a bloody pulp.

BEHAVIOR

For most of their tragic lives, sand runners are left to behave as normal Desert Horned Lizards; they eat insects of various species and size, bask in the sun and avoid getting eaten by creatures bigger and nastier than themselves. Fortunately for them, their passive defense system provides significant protection against most biological organisms (see *Defense System*). Their operators are able to monitor their location and vitals in real-time, activating them as necessary. Once activated, a sand runner's motor functions are completely under the control of their operator, significantly increasing their lethality. Small cameras built into their eyes stream visual data to their operators, allowing them to track potential targets remotely. Once their target is in range, the rocket or explosives (see *Explosive Blast*) can be detonated wrecking havoc and destruction on the target and obliterating the hapless sand runner.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	13	6d4
Agility	12	6d4
Conditioning	11	5d4
Vitality	9	4d4
Discipline	18	3d6, 3d4
Intelligence	3	1d4
Charisma	8	4d4

SECONDARY QUALITIES

Athleticism	13	6d4
Physical Acumen	12	6d4
Fitness	10	5d4
Will	14	1d6, 5d4
Wisdom	11	5d4
Wit	6	3d4
Presence	11	5d4

TERTIARY QUALITIES

Physis	11	–
Reaction	12	6d4
Defense Rating	9	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
2	2	–	2	2	3	5	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	1
Melee Kinetic	2
Energy	1
Chemical	2
Void	2
Alpha	Immune
Omega	Immune

4.2.4

Augmented Sentience Shepherd

TECH FIEND

HEIGHT	1.2 m (4')	SI	34	ACTIVE SEGMENTS	3, 6
WEIGHT	147 kg (325 lb)	EP	38	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	16	2d6, 4d4
Agility	10	5d4
Conditioning	20	4d6, 2d4
Vitality	14	1d6, 5d4
Discipline	18	3d6, 3d4
Intelligence	14	1d6, 5d4
Charisma	10	5d4

SECONDARY QUALITIES

Athleticism	13	6d4
Physical Acumen	15	1d6, 5d4
Fitness	17	2d6, 4d4
Will	16	2d6, 4d4
Wisdom	16	2d6, 4d4
Wit	12	6d4
Presence	13	6d4

TERTIARY QUALITIES

Physis	15	–
Reaction	15	1d6, 5d4
Defense Rating	7	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	2	5	8	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	2
Melee Kinetic	3
Energy	1
Chemical	4
Void	2
Alpha	Immune
Omega	Immune

Shepherds are used almost exclusively during the seizure of slaves and kidnapping operations. Shepherds enter hideouts and homes, forcing those within to exit by use of non-lethal force. They are built on a wheeled platform of four, rugged, all-terrain wheels, each with independent suspension. They have a rotating, central torso that houses their power source, audio and video data storage, control modules, a grenade launcher as well as a central loudspeaker. Shepherds have four arms that branch out from the central torso, two of which contain a shotgun capable of firing non-lethal munitions such as rubber bullets or beanbag rounds, as well as a ranged taser. The remaining two arms contain audio and video recording equipment and sophisticated detection suites used for locating targets. They are equipped with an array of motion sensors as well as ultravision for night operations. Shepherds also have a 3 million candela light attached to each sensory arm as well as a loud, modulating frequency noisemaker used to disrupt hearing.

BEHAVIOR

Shepherds were tasked to herd targets into the open by issuing orders with their loudspeaker so they can be easily corralled by more capable machines such as Hunters and Killers. When entering a building to flush out incompliant targets, they deploy special purpose grenades such as gas and flashbangs to flush out or disorient targets before moving in to use motion sensors, directional sound detection and visual surveillance suites to locate targets. Once a target is located, they keep their lights trained on them to disrupt its vision (see *Distracting Lights*) and use their tremendous sound production capabilities to disrupt the target's hearing (see *Disruptive Noise*). The combination of blinding light and over-powering sound disorients most targets almost immediately. Once the target is completely disoriented, shepherds pelt them with non-lethal munitions forcing them toward their intended destination. If the target resists further, shepherds use their tasers to render the target immobile and drag them to their destination with a metal tentacle-like winch that retracts into the lower section of their torso.



SPECIALS

**All targets struck with a successful Taser attack must make a Vitality RC at DR 15 or be rendered unconscious for 30 seconds.

*Non-Lethal (NL) Damage renders a target unconscious once their Health Pool is lowered to 0 or below, it cannot be used to kill them.

Distracting Lights

Act: Half, Rng: 15 SIM in Darkness, 3 SIM in daylight, Sc: 1, Dat: Vs, Dur: 1 C, RC: Intelligence or Discipline (18 in Darkness, 8 in Daylight, Negates), Cuml: Yes

Func: Induces *Blindness*

Disruptive Noise

Act: Half, Rng: 5 SIM, Sc: AoE (S, R5, centered on Shepherd), Dat: Sn, Dur: 2 C, RC: Discipline (15, Negates), Cuml: Yes

Func: Alter (Thought State -2, NLT *Confused*) and induces *Deafness*

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Shotgun	1d6, 5d4	1d12+1 HV	9	2	–	–	1 SIM	–
Shotgun (NL)*	1d6, 5d4	1d6+1 MK	7	2	2	–	1 SIM	–
40 mm Grenade Launcher	1d6, 5d4	Grenade	–	1	2	5 SIM	40 SIM	2/SIM
Taser**	1d6, 5d4	1d4 MK	–	1	1	–	15 SIM	–

RANKS

Detection: 7, Launchers & Mortars: 10, Rifles & Shotguns: 10, Stealth: 5, Tactics: 6, Tracking: 6, Unarmed Melee: 2

HEIGHT	2.1 m (7')	HP	49	ACTIVE SEGMENTS	3, 6
WEIGHT	113.4 kg (250 lb)	EP	48	FOOTPRINT	1.5 × 1

Garra Zenteer Cyber Naga

TECH FIEND



SPECIALS

Fearless

The Fear State of a Cyber Naga can never drop below *Normal*.

Cyber nagas are part cyborg and part snake. They are ruthless killers designed to act as the front line soldiers for the Garra Zenteer. The bottom half of their bodies have been replaced with that of large, bio-engineered snakes allowing them to slither across the ground with impressive speed. Their upper body is a combination of flesh and machine that joins with its serpent body through a metal chassis. Their faces are constructed to resemble various Japanese Noh masks designed to terrorize their enemies. Cyber nagas usually have a jagged metal blade affixed to the end of their tail. One of their hands remains human in appearance and function, but is fashioned from a durable metal and has significantly augmented strength. Their main hand has been replaced with a melee weapon such as a blade, flail, mace or morning star.

BEHAVIOR

Cyber Nagas are kept in a form of cryogenic stasis when they are not being used for combat. Their minds are programmed to obey a limited number of commands and execute inherent, automated processes. They return to their cryo-stasis chambers once they are given the command to shut down. There they are connected to an augmented reality central mainframe that stimulates their brain while their cybernetic parts recharge and their biological elements regenerate. When they are awoken they move to a designated mobilization area and form ranks awaiting orders. Here they are provided with instructions, typically to kill everything that is not Garra Zenteer, and then they are loaded onto transport vehicles and brought to the battlefield. In combat, they advance towards the enemy as quickly as possible and engage in melee combat. They attack as often as possible, pushing forward into enemy ranks and never retreating. Cyber nagas are fearless and relentless killing machines—a horrific blend of engineered beast and deadly machine.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	26	1d8, 5d6
Agility	22	5d6, 1d4
Conditioning	24	6d6
Vitality	25	6d6
Discipline	24	6d6
Intelligence	12	6d4
Charisma	23	5d6, 1d4

SECONDARY QUALITIES

Athleticism	24	6d6
Physical Acumen	23	5d6, 1d4
Fitness	25	6d6
Will	25	6d6
Wisdom	18	3d6, 3d4
Wit	18	3d6, 3d4
Presence	25	6d6

TERTIARY QUALITIES

Physis	22	–
Reaction	21	4d6, 2d4
Defense Rating	11	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
2	2	0	2	4	6	10	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	1
Melee Kinetic	2
Energy	2
Chemical	3
Void	2
Alpha	Immune
Omega	Immune

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d6	1d6+2	5	3	–	–	1 SIM	–
Melee Weapon	6d6	Weapon+2	Weapon-1	Weap	–	–	Weap	–

RANKS Detection: 5, Stealth: 4, Tactics: 5, Tracking: 4, Unarmed Melee: 4

4.3.2

Augmented Sentience Incinerator

TECH FIEND

HEIGHT	1.9 m (6'2")	SI	47	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	154.2 kg (340 lb)	EP	52	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	24	6d6
Agility	22	5d6, 1d4
Conditioning	25	6d6
Vitality	22	5d6, 1d4
Discipline	27	1d8, 5d6
Intelligence	17	2d6, 4d4
Charisma	25	6d6

SECONDARY QUALITIES

Athleticism	23	5d6, 1d4
Physical Acumen	24	6d6
Fitness	24	6d6
Will	25	6d6
Wisdom	22	5d6, 1d4
Wit	21	4d6, 2d4
Presence	25	6d6

TERTIARY QUALITIES

Physis	23	–
Reaction	23	5d6, 1d4
Defense Rating	11	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	4	6	10	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	2
Melee Kinetic	3
Energy	3
Chemical	4
Void	3
Alpha	Immune
Omega	Immune

Incinerators are designed to create chaos, destroy morale and force targets out of hiding. They are large humanoid robots built with a heat resistant alloy that enables them to survive extreme temperatures. Their frame houses a huge fuel supply for the twin flamethrowers mounted on their upper forearms. Incinerators are also equipped with sophisticated hands that allow them to manipulate their environment, open doors, and lift rubble just like humans – incredibly powerful humans. Incinerators are equipped with a variety of audio, visual and motion detecting sensors for tracking down targets. They are also equipped with extremely bright spotlights for illuminating dark areas and for disrupting the vision or vision augmentation devices of their targets. Incinerators are also equipped with flame extinguishers to snuff out fires that accidentally spread to desirable resources or unfortunate targets that were meant to be salvaged rather than burned alive.

BEHAVIOR

Incinerators are designed to destroy the infrastructure of any community or fortified location that Augmented Sentience has marked for destruction. They are used sparingly during slave-gathering and salvage missions, lighting small fires in an attempt to drive out any resistance that Shepherds are unable to detect or cope with. During extermination missions, incinerators burn everything and everyone they can, causing an incredible amount of chaos and panic as their targets are faced with imminent death and the absolute destruction of their community. Their only goal is to destroy their target and ensure it can never recover by eliminating all infrastructure and resources that might allow survivors to remain in the area and rebuild. In combat, they engage targets with their twin flamethrowers until they exhaust their fuel supply, at which point they switch to their twin retractable blades housed within their lower forearms and engage at close quarters. They may also use their high-power lights to distract their targets and disrupt their vision or sensors (see *Distracting Lights*).



SPECIALS

Distracting Lights

Act: Half, Rng: 15 SIM in Darkness, 3 SIM in daylight, Sc: 1, Nat: Vs, Dur: 1 C,
RC: Intelligence or Agility (21 in Darkness, 11 in Daylight, Negates), Cuml: Yes

Func: Induces *Blindness*

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Forearm Blades	5d6, 1d4	1d10+2 MK	8	2	–	–	1 SIM	–
Throwers	6d6	2d10+1 EN	14	2	2	2 SIM	40 SIM	–

RANKS Detection: 9, Launchers & Mortars: 12, Stealth: 5, Tactics: 10, Tracking: 8, Unarmed Melee: 6

HEIGHT	0.9 m (3')	HP	50	ACTIVE SEGMENTS	3, 6
WEIGHT	113.4 kg (250 lb)	EP	50	FOOTPRINT	2 × 1

Garra Zenteer Scatter Cat

TECH FIEND

4.3.3



Garra Zenteer scatter cats are technologically augmented, large breed felines used as reconnaissance units and mobile firebases. They have earned their names by both the scatter bombs they are sometimes equipped with and the fact that targets tend to panic and scatter during their attacks. They are slightly larger than common predatory cats like cougars and mountain lions and have had various parts of their anatomy replaced with cybernetic implants. These implants include an array of surveillance suites which have replaced their eyes and ears and a number of segmented armor plates that cover parts of their body. They use hydraulic supports to help them carry their weapons load, which includes small shoulder-mounted rocket packs and compact auto-loading mortars. Scatter cats retain their feline stealth and agility as well as their hunter instincts, but are made more deadly and durable by their implants. They retain most of their feline mannerisms and are able to roar and hiss. From a distance they are easily mistaken for unaugmented cats.

BEHAVIOR

Scatter cats form strong bonds with their handlers and are monitored by them using electronic tracking devices. They can be given simple commands using electric impulses or audio commands to make them "stay", "track" a target, "attack", "withdraw", "flee", etc. Due to their intense training, they follow commands extremely well. They are capable melee combatants that use their claws and teeth to fend off most predatory animals that interfere with their operations and to take down targets in close combat. If given the command to "flee", scatter cats can drop their weapons load to allow them to move with greater speed and agility. If they lose communication with their handlers, they execute a series of procedures to attempt to reestablish their connection. If these procedures are unsuccessful, they return to the command post from which they were deployed so diagnostics can be initiated. Scatter cats are also equipped with homing beacons so they can be located should they be unable to return to their base.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	24	6d6
Agility	27	1d8, 5d6
Conditioning	27	1d8, 5d6
Vitality	23	5d6, 1d4
Discipline	23	5d6, 1d4
Intelligence	5	2d4
Charisma	21	4d6, 2d4

SECONDARY QUALITIES

Athleticism	26	1d8, 5d6
Physical Acumen	27	1d8, 5d6
Fitness	25	6d6
Will	23	5d6, 1d4
Wisdom	14	1d6, 5d4
Wit	13	6d4
Presence	23	5d6, 1d4

TERTIARY QUALITIES

Physis	21	–
Reaction	20	4d6, 2d4
Defense Rating	13	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
2	3	–	3	4	8	14	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	2
Melee Kinetic	3
Energy	2
Chemical	3
Void	3
Alpha	Immune
Omega	Immune

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	1d8, 5d6	1d6+3 MK	6	4	–	–	1 SIM	–
60 mm Mortar	1d8, 5d6	Ammo	–	1	–	20 SIM	2500 SIM	–
Rocket	1d8, 5d6	1d10+2 HV	8	3	5	20 SIM	600 SIM	3/SIM

RANKS Detection: 10, Launchers & Mortars: 12, Stealth: 8, Tactics: 8, Tracking: 8, Tumble: 8, Unarmed Melee: 8

4.3.4

Tech Roamer

Tech Fiend

Height	1.8 m (6')	HP	47	Active Segments	3, 6
Weight	90.7 kg (200 lb)	EP	45	Footprint	1 × 1

Core Qualities

Quality	Score	Dice Pool
Strength	24	6d6
Agility	21	4d6, 2d4
Conditioning	25	6d6
Vitality	22	5d6, 1d4
Discipline	20	4d6, 2d4
Intelligence	14	1d6, 5d4
Charisma	22	5d6, 1d4

Secondary Qualities

Athleticism	23	5d6, 1d4
Physical Acumen	23	5d6, 1d4
Fitness	24	6d6
Will	21	4d6, 2d4
Wisdom	17	2d6, 4d4
Wit	18	3d6, 3d4
Presence	23	5d6, 1d4

Tertiary Qualities

Physis	21	–
Reaction	20	4d6, 2d4
Defense Rating	10	–

Movement Rates

3	4	4	2	4	6	8	–
Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly

Armor

Damage Type	Threshold
High Velocity Kinetic	3
Melee Kinetic	4
Energy	2
Chemical	3
Void	3
Alpha	Immune
Omega	Immune

Tech roamers are nomadic cyborgs that eke out a living in the Freezones, surviving by any means necessary. They come in many forms and can be derived from any of the intelligent species on the planet. Likewise, their cybernetics may boast the most advanced, finely-tuned technology science has to offer or may be obsolete, rust-ridden junk. Most are equipped with at least two cybernetic limbs, one of which is usually some form of ranged weapon that has replaced their off hand and forearm. Most tech roamers become members of mercenary groups, working as soldiers, pirates, guides or any profession that can earn them some sort of a living in the Wilds. They may be completely unkempt, uneducated, savage-looking barbarians or, if they have somehow made good, may be well-groomed, well-clothed and educated mercenaries.

Behavior

Tech roamers are intelligent creatures that hail from many walks of life, each with their own perceptions of right and wrong, duty, and morality. Like all people, some are good, some are evil and some do not make a distinction provided their needs are met. If organized and trained by a strong leader, tech roamers can form highly capable groups ranging from small bands of freelance soldiers to large militias with hundreds of members. When large groups of tech roamers become organized, they tend to reach agreements with larger cities to remain outside the city's area of influence, most commonly upon threat of death. These agreements are not always respected. Some groups of tech roamers have aggressive "recruiting practices" that amount to little more than the kidnapping, torture and brain-washing of victims who are then forced to join their enclave. Some tech roamers are solitary wanderers that have chosen or been forced into a life of exile, traveling wherever they are compelled to go. Some become rogue heroes choosing to help strangers they encounter in need of assistance, while others choose to prey on those they encounter, murdering them for their possessions or entertainment.



Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	5d6, 1d4	1d6+2 MK	6	4	–	–	1 SIM	–
Melee Weapon	5d6, 1d4	Weapon+2	Dependent on Weapon					
Ranged Weapon	5d6, 1d4	Weapon+1	Dependent on Weapon					

Ranks

Detection: 8, One-handed Melee: 8, Rifles & Shotguns: 12, Stealth: 4, Survival: 5, Tactics: 7, Tracking: 6, Unarmed Melee: 7 (Additional Ranks can be added or subtracted to suit the training of each Tech Roamer)

HEIGHT	1.8 m (6')	HP	48	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	104.3 kg (230 lb)	EP	49	FOOTPRINT	1 × 1

Technocratic Coalition Trooper

Tech Fiend

4.3.5



Tech-Coa troopers are the rank and file soldiers of the Technocratic Coalition. They are cybernetically augmented humans built for war. No two are exactly alike. Their appearance, height, weight and build vary slightly. Tech-Coa troopers usually wear their uniform - a combination of camouflage clothing and painted exoskeleton, suited to the environment in which they operate. Their rank and unit are clearly displayed on their armor. Each trooper is equipped with a standard equipment load along with any specialized equipment tailored to their specific training. Their cybernetic augmentations allow them to operate effectively for extended periods of time and lower the amount of sleep they require each night. Although the physical capabilities of troopers are enhanced by their cybernetics, they all undertake physical training on a daily basis to stay in peak physical condition. Since they were originally human, each trooper has a distinct personality evident in their mannerisms, speech and habits.

BEHAVIOR

Tech-Coa troopers are not war-mongering jarheads; they are intelligent soldiers that take great pride in their profession and have a very strict, self-imposed code of discipline. Although they are often detached and sullen when acting as escorts or undertaking other mercenary tasks, they take extra care to ensure innocents are not harmed whenever possible. Troopers are disciplined and respect all fellow soldiers regardless of rank or station. They have a different outlook on life that stems from the suffering and camaraderie inherent in military training. The day-to-day concerns of the average person seem frivolous compared to the rigors of battle and training, a truth they live with every day. Troopers do not complain when things become difficult or uncomfortable. They persevere at all times because their brothers rely on them. All troopers have identical training regimens during the first few years of their lives but receive individual training based on demonstrated aptitudes for things like sharpshooting, electronics, vehicle operation, explosives and hand-to-hand combat.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d6	1d6+2 MK	6	4	–	–	1 SIM	–
Melee Weapon	6d6	Weapon+2	Dependent on Weapon					
Assault Rifle	6d6	2d6+1 HV	8	4	4	2 SIM	400 SIM	2/SIM
Ranged Weapon	6d6	Weapon+1	Dependent on Weapon					

RANKS

Core Fitness: 5, Detection: 8, Leadership: 4, One-handed Melee: 9, Orienteering: 9, Rifles & Shotguns: 13, Stealth: 6, Tactics: 9, Tracking: 5, Unarmed Melee: 8 (Ranks vary according to specialized training of individual Troopers)

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	24	6d6
Agility	23	5d6, 1d4
Conditioning	25	6d6
Vitality	23	5d6, 1d4
Discipline	24	6d6
Intelligence	17	2d6, 4d4
Charisma	24	6d6

SECONDARY QUALITIES

Athleticism	24	6d6
Physical Acumen	24	6d6
Fitness	24	6d6
Will	24	6d6
Wisdom	21	4d6, 2d4
Wit	21	4d6, 2d4
Presence	24	6d6

TERTIARY QUALITIES

Physis	23	–
Reaction	22	5d6, 1d4
Defense Rating	11	–

MOVEMENT RATES

3	4	4	4	4	7	10	–
Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	3
Melee Kinetic	4
Energy	2
Chemical	3
Void	3
Alpha	Immune
Omega	Immune

4.4.1

Alloy Attendant

TECH FIEND

HEIGHT	1.7 m (5'7")	SI	65	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	86.2 kg (190 lb)	EP	70	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	23	5d6, 1d4
Agility	25	6d6
Conditioning	35	5d8, 1d6
Vitality	30	3d8, 3d6
Discipline	35	5d8, 1d6
Intelligence	18	3d6, 3d4
Charisma	25	6d6

SECONDARY QUALITIES

Athleticism	24	6d6
Physical Acumen	30	3d8, 3d6
Fitness	33	4d8,2d6
Will	33	4d8,2d6
Wisdom	27	1d8, 5d6
Wit	22	5d6, 1d4
Presence	24	6d6

TERTIARY QUALITIES

Physis	27	–
Reaction	25	6d6
Defense Rating	13	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	4	–	3	4	8	12	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	5
Energy	3
Chemical	5
Void	3
Alpha	Immune
Omega	Immune

Alloy attendants are humanoid, metal constructs built to act as personal servants and protectors. They are typically a single color, with robust, yet sleek and simple designs. Their outer casing is constructed of a durable, protective polymer. Every model is slightly different with a variety of subtle differences in paint, finish, frame construction, decorative lighting, voice tone and personality. Alloy attendants are not equipped with any weaponry save for their dense, metal hands. Combined with their great strength, they are more than a match for most common criminals or the occasional house guest that just will not leave. Although some alloy attendants are large and lumbering, most models are quite flexible and capable of moving with fluidity and grace.

BEHAVIOR

Alloy attendants are stalwart protectors, devoted to those in their charge and can be programmed with an array of behavioral subroutines including many security settings with elevating levels of aggression toward potential threats. When faced with a potential threat, alloy attendants announce their intentions before acting, almost always providing adequate warning to allow threats to withdraw before resorting to physical action. Alloy attendants are equipped with a behavioral "governor" that prevents them from killing a living being, however, many paranoid owners either refrain from having them installed or have them deactivated by someone skilled with electronics. In combat, they follow the commands of their masters to the letter, attacking and halting their attack with a single word or signal. Most are programmed to deal with numerous emergency situations like protecting an unconscious or injured master, carrying them to safety, and rescuing them from underneath heavy rubble. Attendants are programmed for unarmed combat and grappling, but it is certainly possible for them to be armed with melee weapons. They are capable of using small arms or larger weaponry, however, this is typically reserved for Alloy Defenders, their combat-designed big brothers.



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d6	1d8+3 MK	8	5	–	–	1 SIM	–
Melee Weapon	6d6	Weapon+3	Dependent on Weapon					
Ranged Weapon	3d8, 3d6	Weapon+2	Dependent on Weapon					

RANKS

Alertness: 12, Arts: 10, Commerce: 10, Fine Arts: 12, Gather Information: 12, Grapple: 13, Negotiation: 12, Operate Vehicle: 10, Science: 10, Survival: 8, Technology: 12, Vehicle Systems: 11, Unarmed Melee: 10
(Ranks vary according to function of Attendant)

HEIGHT	1.7 m (5'8")	SI	65	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	113.4 kg (250 lb)	EP	59	FOOTPRINT	1 × 1

Loth Drifter
Tech Fiend

4.4.2

SPECIALS

Travel Mode
The Drifter can change between its combat mode and a wheeled travel mode in 2 Segments. While in travel mode it uses the Drive MR.



Loth drifters are small, robotic scouts that are used by Loth for general purpose reconnaissance and to locate useful resources throughout the Wilds and the ruins of the Old World for Loth Gatherers to later collect. They are humanoid in shape and are constructed of a resilient, lightweight, metal frame. Their small, angular head contains a large variety of sensory equipment. Their wrists contain two bright lights and a pair of double-barrel submachine guns. They are also equipped with a rocket pack on one shoulder which can be used to eliminate heavy or resilient obstacles and a grenade launcher on the other shoulder. Drifters have a rugged, all terrain wheel located at each of their shoulders and knee joints. When they need to travel at high speed, they lay prone, pull their arms and legs up alongside their body in "travel mode" and begin "driving". When in travel mode, the weapons articulate backwards onto the drifter's back. Drifters are also equipped with a 360 kg (800 lb) winch built into the bottom of each forearm. These winches are equipped with magnetic grappling hooks providing them with the ability to pull heavy obstacles or use them as climbing devices.

BEHAVIOR

Drifters are programmed to be curious and fearless as they explore the depths of often resource-rich ruins and the darkest regions of the Wilds. Since they are inexpensive to manufacture and maintain, they are also programmed with little regard for their own safety, resulting in reckless, daredevil behavior which often puts them in dangerous situations. When engaged in reconnaissance activity, they only directly engage targets that appear to present little threat to their continued ability to expore. They speed towards such targets and launch themselves acrobatically into the air, shooting their weapons as they soar. When presented with larger, more dangerous adversaries, they transmit all recorded data about the target being observed to Loth Foundry and await orders from Loth.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	3d8, 3d6	1d8+3 MK	8	4	–	–	1 SIM	–
Forearm SMGs	5d8, 1d6	2d6+2 HV	6	5	3	–	250 SIM	–
Melee Weapon	3d8, 3d6	Weapon+3	Dependent on Weapon					
Rockets	5d8, 1d6	3d6+2 HV	14	2	5	10 SIM	400 SIM	3/SIM

RANKS

Detection: 12, Gather Information: 14, Grapple: 13, Launchers & Mortars: 13, One-handed Melee: 10, Orienteering: 14, Pistols & SMGs: 15, Technology: 12, Tracking: 10, Tumble: 10, Vehicle Systems: 10, Unarmed Melee: 12

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	28	2d8, 4d6
Agility	32	4d8,2d6
Conditioning	35	5d8, 1d6
Vitality	30	3d8, 3d6
Discipline	24	6d6
Intelligence	18	3d6, 3d4
Charisma	24	6d6

SECONDARY QUALITIES

Athleticism	30	3d8, 3d6
Physical Acumen	34	5d8, 1d6
Fitness	33	4d8,2d6
Will	27	1d8, 5d6
Wisdom	21	4d6, 2d4
Wit	21	4d6, 2d4
Presence	26	1d8, 5d6

TERTIARY QUALITIES

Physis	27	–
Reaction	26	1d8, 5d6
Defense Rating	13	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Drive
–	3	3	4	4	8	12	34

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	5
Energy	3
Chemical	5
Void	3
Alpha	Immune
Omega	Immune

4.4.3

Augmented Sentience Hunter

TECH FIEND

HEIGHT	1.8 m (6')	SI	67	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	113.4 kg (250 lb)	EP	69	FOOTPRINT	14

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	28	2d8, 4d6
Agility	34	5d8, 1d6
Conditioning	35	5d8, 1d6
Vitality	32	4d8,2d6
Discipline	34	5d8, 1d6
Intelligence	18	3d6, 3d4
Charisma	32	4d8,2d6

SECONDARY QUALITIES

Athleticism	31	3d8, 3d6
Physical Acumen	35	5d8, 1d6
Fitness	34	5d8, 1d6
Will	33	4d8,2d6
Wisdom	26	1d8, 5d6
Wit	25	6d6
Presence	30	3d8, 3d6

TERTIARY QUALITIES

Physis	30	–
Reaction	29	2d8, 4d6
Defense Rating	14	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	4	–	–	4	8	12	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	5
Energy	3
Chemical	5
Void	4
Alpha	Immune
Omega	Immune

Hunters are members of the Augmented Sentience Faction and are man-sized, humanoid trackers programmed to quickly locate any target that manages to elude the Shepherds and Killers during a seizure or eradication operation. Hunters are built with lighter armor than Killers and are significantly faster and more agile. They are not as heavily equipped as some of their brethren, but are still more than capable of accomplishing their objectives. Like many of the Augmented Sentience, their head contains audio and visual sensors such as infravision and forward-looking infrared, required to hunt down targets in almost any environment. They are equipped with a motion sensing suite as well as a three million candela power searchlight on each forearm. Hunters are armed with non-lethal munitions such as rubber bullets and a ranged taser built into their left arm for non-lethal target engagements. They also have a flechette shotgun and sniper rifle built into their right arm for use when their target is not needed alive. Both the shotgun and sniper rifle are equipped with under barrel blades for use in melee combat. Hunters are able to use hydraulic "stilts" that allow them to increase their height by up to 0.9 m (36") as desired.

BEHAVIOR

Hunters are typically deployed around the perimeter of an operational area to ensure that targets do not escape. They are programmed with a variety of tracking techniques and detailed knowledge of most climates and terrain, as well as a variety of espionage skills to help them enter secure facilities or stalk their targets without being noticed. In combat, Hunters attempt to neutralize their target as quickly as possible. If their mission is to recover an escapee, they will use non-lethal attacks to disable the target and bring them back to a designated collection point. If they have been tasked to assassinate a target, they will use their sniper rifle as their preferred weapon, while their flechette shotgun is adequate for close quarters combat. Hunters are not as proficient in melee combat as their Killer brethren but use their under barrel blades effectively when forced into hand-to-hand combat.



SPECIALS

*All targets struck with a successful Taser attack must make a Vitality RC at DR 22 or be rendered unconscious for 1 M.

Distracting Lights

Act: Half, Rng: 15 SIM in Darkness, 3 SIM in daylight, Sc: 1, Nat: Vs, Dur: 1 C,
RC: Intelligence or Agility(21 in Darkness, 11 in Daylight, Negates), Cuml: Yes

Func: Induces *Blindness*

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	3d8, 3d6	1d8+3 MK	8	4	–	–	1 SIM	–
Taser*	5d8, 1d6	1d6+2 EN	–	1	1	–	15 SIM	–
Sniper Rifle	5d8, 1d6	2d10+2 HV	–	1	5	8 SIM	1500 SIM	–
Flechette Shotgun	5d8, 1d6	3d10+2 HV	–	1	2	–	45 SIM	–

RANKS Detection: 16, Espionage: 13, Gather Information: 14, Grapple: 13, One-handed Melee: 12, Orienteering: 14, Pistols & SMGs: 15, Rifles & Shotguns: 15, Tactics: 12, Tracking: 16, Unarmed Melee: 14

HEIGHT	1.8 m (5'10")	HP	59	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	72.6 kg (160 lb)	EP	63	FOOTPRINT	1 × 1

Technocratic Coalition Scout

Tech Fiend

4.4.4



Tech-Coa scouts are cyborg soldiers designed for aerial and ground-based reconnaissance. Their appearance varies slightly from one scout to the next since different parts of each scout remain human. All Tech-Coa scouts have cybernetic armored exoskeletons that are affixed with four thrusters, one in the base of each boot and one in the bottom of each forearm. They are soldiers to the core, painted in various military insignias that denote their rank, unit and special appointments and are equipped with adaptive camouflage clothing and cloaks that can change their color and pattern as needed. Scouts typically fly close to the earth to avoid detection, but are completely capable of increasing their altitude depending on the situation. When travelling, they can access pocket computers and other communications devices which are typically kept in a secure, reinforced panel on their forearms and which feed audio and visual data to earpieces and displays within their helmets. Scouts are typically armed with a sniper rifle, holdout pistol or small SMG as well as short sword for close quarters combat.

BEHAVIOR

These soldiers retain their own mannerisms, attitudes and thoughts but adhere to a strict code of discipline enforced by the Technocratic Coalition's senior officers and administrators. As with all members of the Technocratic Coalition, scouts are solely designed and conditioned to conduct military operations, making them feel uneasy and bored during times of peace or inactivity. When the Technocratic Coalition is not at war or conducting operations, they often allow a certain number of scouts to act as guides or personal security for convoys traveling through their territory. In combat, scouts use their speed and lightweight armor to their advantage, striking enemy formations from one angle and then withdrawing and quickly attacking from another. Weaponry within a scout's unit is varied, with a mix of shotguns and assault rifles providing the squad with a high degree of versatility during patrols, raids, reconnaissance operations or in escort roles.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	25	6d6
Agility	25	6d6
Conditioning	32	4d8,2d6
Vitality	27	1d8, 5d6
Discipline	31	3d8, 3d6
Intelligence	18	3d6, 3d4
Charisma	25	6d6

SECONDARY QUALITIES

Athleticism	25	6d6
Physical Acumen	29	2d8, 4d6
Fitness	30	3d8, 3d6
Will	29	2d8, 4d6
Wisdom	25	6d6
Wit	22	5d6, 1d4
Presence	25	6d6

TERTIARY QUALITIES

Physis	26	–
Reaction	25	6d6
Defense Rating	12	–

MOVEMENT RATES

2	2	4	3	4	7	10	35
Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	3
Melee Kinetic	4
Energy	4
Chemical	4
Void	3
Alpha	Immune
Omega	Immune

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d6	1d8+3 MK	7	5	–	–	1 SIM	–
Melee Weapon	6d6	Weapon+3	Dependent on Weapon					
Ranged Weapon	2d8, 4d6	Weapon+2	Dependent on Weapon					

RANKS

Core Fitness: 10, Detection: 14, Leadership: 10, One-handed Melee: 12, Orienteering: 14, Rifles & Shotguns: 16, Stealth: 14, Tactics: 13, Tracking: 12, Unarmed Melee: 11 (Ranks vary according to specialized training of individual Scouts)

4.4.5

Sleeper
Tech Fiend

Height	1.8 m (6')	SI	58	Active Segments	2, 4, 6
Weight	90.7 kg (200 lb)	EP	64	Footprint	1 × 1

Core Qualities

Quality	Score	Dice Pool
Strength	30	3d8, 3d6
Agility	26	1d8, 5d6
Conditioning	30	3d8, 3d6
Vitality	28	2d8, 4d6
Discipline	34	5d8, 1d6
Intelligence	22	5d6, 1d4
Charisma	28	2d8, 4d6

Secondary Qualities

Athleticism	28	2d8, 4d6
Physical Acumen	28	2d8, 4d6
Fitness	29	2d8, 4d6
Will	31	3d8, 3d6
Wisdom	28	2d8, 4d6
Wit	25	6d6
Presence	29	2d8, 4d6

Tertiary Qualities

Physis	28	–
Reaction	28	2d8, 4d6
Defense Rating	14	–

Movement Rates

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
2	3	4	4	4	6	12	–

Armor

Damage Type	Threshold
High Velocity Kinetic	3
Melee Kinetic	4
Energy	2
Chemical	3
Void	3
Alpha	Immune
Omega	Immune

AKA Stooge, Marionette

Sleepers are adult AI, with secret programming that makes them the unwitting tools of corporate, government or private power players. Sleepers are as varied in appearance and design as regular AI, some are early-model robotic constructs while others are top of the line models complete with fitted artificial skin, implanted hair, bio-engineered tissue, distinct personalities and even high-end clothing. Beneath their unremarkable exterior lies code that can instantly transform them into highly tuned, multi-purpose machines of incredible versatility. Once activated, they stop at nothing to accomplish their goals and immediately lose all memory of their previous life. They become emotionless assets with the precise parameters of their true owner governing their behavior. When they recover from periods of "activation", they remember nothing. Implanted coding convinces them they were sick, asleep or provides them with some other plausible explanation for their memory lapse.

Behavior

Sleepers are programmed with a back-door control subroutine that allows their puppet masters to activate them and transmit commands and data. When activated, mission specific logic and controls override and hijack their normal personality and physiology, unlocking incredible abilities they never knew they had (see *Mission Specific Logic*). They receive large amounts of data in two ways which lays dormant until activation. First, during their manufacturing process employees of production facilities are paid to secretly insert code into their logic modules before they are activated, ensuring this programming is hidden from all but the most highly skilled technicians and from the AI itself. Second, an encrypted burst transmission can be sent from a controller to any compatible AI models pre-selected to become sleepers during their manufacturing. Sleepers can be activated at any time, a deadly surprise that can provide them with a significant advantage over intended targets (see *Innocuous*).



Specials

Mission Specific Logic

Sleepers can be hijacked by one of two possible Mission Specific Logic plugins:

Infiltrator

Infiltrators are designed for stealth and are excellent thieves, scouts or spies.

Assassin

Assassins are designed for discretion and killing efficiency and are unaffected by the emotions and fears that sometimes affect even the most experienced human assassins.

Innocuous

Until a Sleeper is activated, they are normal members of society behaving as any other AI would in any given environment. They could be a good friend, the guy that runs the hardware store or the godfather of your child. Once activated all of that is irrelevant and in situations where combat is not expected, this can catch targets completely unaware. This provides Sleepers with a +8 to their Reaction Checks if activated in the presence of would be targets or individuals preventing them from accomplishing their mission.

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	2d8, 4d6	1d8+3 MK	4	5	–	–	1 SIM	–
Melee Weapon	2d8, 4d6	Weapon+3	Dependent on Weapon					
Ranged Weapon	2d8, 4d6	Weapon+2	Dependent on Weapon					

Ranks

Alertness: 10, Coercion: 9, Core Fitness: 10, Espionage: 9, Gather Information: 14, Melee Combat: 12, Operate Vehicle: 10, Orienteering: 10, Small Arms: 10, Street Smarts: 8, Technology: 10, Tracking: 9

HEIGHT	2.4 m (8')	SI	86	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	544 kg (1,200 lb)	EP	88	FOOTPRINT	3 × 2.5

Loth Gatherer

TECH FIEND

4.5.1



SPECIALS

Metal Tentacles
These two pairs of metal, articulating tentacles are normally coiled within the Gatherers' body but can be extended from the holes under the rocket packs to hold or manipulate materials and objects. They can be used to Grapple targets.

Loth gatherers are large, spider-like robots used in the collection of raw materials and useful materials found throughout the rubble of the Old World. They are typically deployed to areas that have been thoroughly reconnoitered by Loth drifters and marked as having sufficient resources to warrant collection. Their long, metallic legs allow them to navigate difficult terrain and place themselves in an ideal position for resource retrieval. The rear section of their body is comprised of a bulbous energy reservoir that expands as it is filled with resources, giving it the appearance of a spider's abdomen. Their underbelly is covered in a variety of hooks, claws, winches and scoops that allow them to pick up all manner of useful material and pass it up and into their abdomen. The front of their body is equipped with a pair of high-powered cutting lasers used to break down material too large to be carried in one piece. A pair of metal, tentacles can be extended to manipulate materials and objects. The sight of Loth gatherers picking away at the remains of a ruined area is enough to make any knowledgeable being think twice about interfering in their operations for fear of attracting the wrath of Loth and its deadly army.

BEHAVIOR

Loth gatherers are programmed as machines of labor and are not designed for combat. They meticulously and systematically work their way between their assigned navigation points, ignoring whatever creatures might be nearby. Gatherers will not initiate combat with any creature unless their work is disrupted. In cases where they must attack, they launch rockets at their targets to dissuade further hostile action. If necessary, they can also use their cutting lasers and a pair of extendable gathering claws to defend themselves and ward off bothersome creatures. They work diligently to accomplish their tasks, bringing large amounts of resources back to Loth Foundry daily. If Loth gatherers are disabled or destroyed, a distress beacon is automatically initiated, calling for protective reinforcements like Loth drifters or nearby mercenaries in the employ of the Foundry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	2d10, 4d8	2d8+4 MK	12	3	–	–	2 SIM	–
Metal Tentacles†	2d10, 4d8	1d10+4 MK	8	5	–	–	5 SIM	–
Rocket Packs††	2d10, 4d8	2d10+2 HV	10	2	4	10 SIM	300 SIM	–
Cutting Laser†††	2d10, 4d8	2d8+2 EN	10	2	–	–	5 SIM	–

RANKS Alertness: 16, Cutting Laser: 18, Gather Information: 18, Grapple: 20, Launchers & Mortars: 16, Melee Combat: 13, Technology: 14, Tracking: 10

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	44	3d10, 3d8
Agility	38	1d10, 5d8
Conditioning	44	3d10, 3d8
Vitality	42	2d10, 4d8
Discipline	44	3d10, 3d8
Intelligence	34	5d8, 1d6
Charisma	42	2d10, 4d8

SECONDARY QUALITIES

Athleticism	41	2d10, 4d8
Physical Acumen	41	2d10, 4d8
Fitness	43	2d10, 4d8
Will	43	2d10, 4d8
Wisdom	39	1d10, 5d8
Wit	38	1d10, 5d8
Presence	43	2d10, 4d8

TERTIARY QUALITIES

Physis	41	–
Reaction	40	1d10, 5d8
Defense Rating	20	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	4	5	10	16	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	5
Melee Kinetic	6
Energy	4
Chemical	7
Void	5
Alpha	Immune
Omega	Immune

4.5.2

Augmented Sentience Killer

TECH FIEND

HEIGHT	2.0 m (6'5")	SI	83	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	172.4 kg (380 lb)	EP	87	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	41	2d10, 4d8
Agility	32	4d8,2d6
Conditioning	43	2d10, 4d8
Vitality	40	1d10, 5d8
Discipline	44	3d10, 3d8
Intelligence	19	3d6, 3d4
Charisma	35	5d8, 1d6

SECONDARY QUALITIES

Athleticism	37	6d8
Physical Acumen	38	1d10, 5d8
Fitness	42	2d10, 4d8
Will	42	2d10, 4d8
Wisdom	32	4d8,2d6
Wit	27	1d8, 5d6
Presence	38	1d10, 5d8

TERTIARY QUALITIES

Physis	36	–
Reaction	34	5d8, 1d6
Defense Rating	17	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	4	8	12	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	5
Melee Kinetic	6
Energy	4
Chemical	5
Void	4
Alpha	Immune
Omega	Immune

Killers are large robots that act as the sharpened point of any attack orchestrated by the Augmented Sentience faction. They are bipedal and their arms are comprised of little more than metal claws and control cables encased in a protective alloy. Killers can rotate freely at the waist, their chassis designed to give them maximum range of motion. They have two arm-like appendages that house their weapons, including a semi-automatic flechette shotgun in the left forearm and a modified assault support weapon in the right forearm. Their weapon appendages also house a circular saw and reciprocating blade used in melee combat. Killers have targeting and visual recording suites that provide them with ultravision in addition to the suite of standard daylight operating equipment. They have enhanced audio detection and recording suites as well, with directional microphones and sound amplifiers built into their arms allowing them to sweep an area for the sound of designated targets. Killers receive orders through burst transmissions and are not equipped with any interactive speech programs. They are also equipped with twin two-million candela power lights to illuminate the area in which their arms are aiming.

BEHAVIOR

Killers are designed to neutralize any and all targets that pose a threat to missions being executed by the forces of Augmented Sentience. During missions in which community residents are being salvaged as slave labor, they eliminate pre-assigned targets known to pose a significant threat due to weapons or Wielding ability, as well as targets of opportunity that present themselves during the mission. During extermination missions, killers destroy every living thing they encounter as long as the target falls within the parameters assigned by the Augmented Sentience mission commander. In combat, they use their high-power lights to distract their targets and disrupt their vision (see *Distracting Lights*). They engage targets with their shotgun and assault support weapon at range and switch to their circular and reciprocating blades for melee combat.



SPECIALS

Distracting Lights

Act: Half, Rng: 15 SIM in Darkness, 3 SIM in daylight, Sc: 1, Nat: Vs, Dur: 1 C,
RC: Intelligence or Agility (21 in Darkness, 11 in Daylight, Negates), Cuml: Yes

Func: Induces *Blindness*

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d8	1d8+3 MK	6	4	–	–	1 SIM	–
Reciprocating Blade	6d8	1d10+4 MK	6	3	–	–	1 SIM	–
Circular Saw	6d8	3d8+4 MK	–	1	–	–	1 SIM	–
Flechette Shotgun	1d10, 5d8	2d8+2 HV	8	2	2	–	50 SIM	–
Heavy Machine Gun	1d10, 5d8	1d10+2 HV	6	4	3	4 SIM	800 SIM	3/SIM

RANKS Detection: 15, Gather Information: 17, Grapple: 15, One-handed Melee 16, Rifles & Shotguns: 16, Tactics: 16, Tracking: 13, Unarmed Melee: 15

HEIGHT	1.8 m (6')	HP	74	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	104.3 kg (230 lb)	EP	80	FOOTPRINT	1 × 1

Technocratic Coalition Oscillator

TECH FIEND

4.5.3

SPECIALS

Agonizing Frequency
Act: Full, Rng: 25 SIM, Sc: AoE (C, D5), Nat: Bl, EC: 7, RC: Agility or Vitality (30, Negates), Ch/Rech: (4, 1 H)

Func: Dam [3d8+2 EN to living only (HP)]

Nihilistic Frequency
Act: Full, Rng: 25 SIM, Sc: AoE (C, D5), Nat: Bl, EC: 7, RC: Agility or Vitality (35, Negates), Ch/Rech: (4, 1 H)

Func: Dam [3d8+2 EN to non-living only (SI)]

Fear Frequency
Act: Full, Rng: 25 SIM, Sc: AoE (C, D7), Nat: Bl, EC: 6, RC: Agility or Discipline (30, Negates), Dur: 5 M, Ch/Rech: (4, 1 H)

Func: Alter (Fear State -3, NLT *Terrified*)



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	4d8,2d6	1d10+3 MK	6	5	–	–	1 SIM	–
SMG	6d8	2d6+2 HV	7	5	3	–	175 SIM	–

RANKS
Core Fitness: 16, Detection: 15, Gather Information: 18, Grapple: 15, Leadership: 17, One-handed Melee 14, Pistols & SMGs: 17, Rifles & Shotguns: 16, Stealth: 11, Tactics: 18, Tracking: 13, Unarmed Melee: 16

Tech-Coa oscillators are specialized military assets that act as field commanders for the Technocratic Coalition. They have a distinct cybernetic exoskeleton that makes them easily identifiable on the battlefield. They are equipped with two small propulsion jets that allow them to quickly fly to wherever they are most needed on the battlefield. Oscillators wear a long, hooded cloak draped over their armor which hides their face. They are equipped with a marvel of technology known as an emitter. This piece of equipment is a mark of distinction amongst the Tech-Coa and is only given to their most elite commanders. During a prestigious ceremony, the left hand and forearm of the recipient is surgically removed and an emitter is attached in its place. Emitters resemble survival knives but are loaded with specifically designed tuners that generate waves of energy resonating at specific frequencies. Oscillators are honored elites amongst the Technocratic Coalition forces and are revered for their capabilities on the battlefield.

BEHAVIOR

Tech-Coa oscillators are strategic military assets that operate autonomously as the Tech-Coa engages in warfare. They are not attached to a specific military unit, but have command authority and are in constant communication with Tech-Coa Control, themselves typically analyzing the battlefield from a secure command post. Their emitters are a valuable tool and weapon that can have a profound affect on localized skirmishes. Each emitter is equipped with three different tuners that generate specific frequencies to create different effects. The first tuner resonates at a frequency that disrupts living tissue, causing physical damage to all living creatures (see *Agonizing Frequency*). The second is capable of damaging physical, non-living objects or creatures (see *Nihilistic Frequency*). The final tuner resonates at a frequency that induces fear in the minds of targets (see *Fear Frequency*). Aside from their emitters, Oscillators are typically equipped with a compact, but powerful, sub-machine gun.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	32	4d8,2d6
Agility	33	4d8,2d6
Conditioning	38	1d10, 5d8
Vitality	36	6d8
Discipline	42	2d10, 4d8
Intelligence	19	3d6, 3d4
Charisma	40	1d10, 5d8

SECONDARY QUALITIES

Athleticism	33	4d8,2d6
Physical Acumen	36	6d8
Fitness	37	6d8
Will	39	1d10, 5d8
Wisdom	31	3d8, 3d6
Wit	30	3d8, 3d6
Presence	36	6d8

TERTIARY QUALITIES

Physis	34	–
Reaction	32	4d8,2d6
Defense Rating	16	–

MOVEMENT RATES

2	3	4	4	4	8	12	17
Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	5
Melee Kinetic	6
Energy	4
Chemical	5
Void	4
Alpha	Immune
Omega	Immune

4.5.4

Technocratic Coalition Punisher

Tech Fiend

Height	2.0 m (6'5")	HP	76	Active Segments	2, 4, 6
Weight	172.4 kg (380 lb)	EP	71	Footprint	1.5 × 2

Core Qualities

Quality	Score	Dice Pool
Strength	42	2d10, 4d8
Agility	33	4d8,2d6
Conditioning	36	6d8
Vitality	40	1d10, 5d8
Discipline	35	5d8, 1d6
Intelligence	16	2d6, 4d4
Charisma	32	4d8,2d6

Secondary Qualities

Athleticism	38	6d8
Physical Acumen	35	4d8,2d6
Fitness	38	1d10, 5d8
Will	38	6d8
Wisdom	26	6d8
Wit	24	6d8
Presence	37	6d8

Tertiary Qualities

Physis	33	–
Reaction	32	3d8, 3d6
Defense Rating	16	–

Movement Rates

1	2	3	2	4	7	10	–
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

Armor

Damage Type	Threshold
High Velocity Kinetic	6
Melee Kinetic	6
Energy	5
Chemical	5
Void	4
Alpha	Immune
Omega	Immune

Tech-Coa punishers are the heavy infantry of the Technocratic Coalition. Physically, they are the largest and most powerful of all Tech-Coa troops; they are, however, also the most thoroughly mechanical and least organic. All are protected by a heavy, armored exoskeleton that serves to protect their vital systems and the few remaining biological elements of their bodies from the rigors of warfare. Punishers are always painted with aggressive symbols depicting their military unit, previous kills, and anything else that might serve to intimidate the enemy at close range. Punishers choose the design of their own armor, invoking terror in their enemies through the use of demon, evil spirit or fearsome creature motifs. Punishers carry the heavy weapons of the Tech-Coa ground forces; each soldier having one of their arms replaced by an assault support weapon such as a thrower or heavy assault weapon. Their other arm typically carries a melee weapon or large shield. Punishers are slow-moving on the battlefield, but are designed to unleash enough firepower to see them successful in taking their objectives.

Behavior

Punishers live for combat. Time between battles agonizes and frustrates them, frequently forcing them to be shutdown and placed in a cryogenic state during periods of inactivity. Some are able to control their frustrations and can function effectively between battles; these individuals tend to rise quickly in the punisher ranks, becoming NCOs or officers. During combat, punishers are, for lack of better words, joyful. They have been known to smile and laugh, often hysterically as they unleash mayhem on their targets, giggling and chuckling at big explosions or particularly gruesome deaths. Punishers are typically used in small groups as miniature firebases to pin down enemies or destroy vehicles. However, they are more comfortable on the front lines, shoulder to shoulder with light infantry dealing death directly to the enemy.



Specials

Grieving Rage

Occurs when a fellow Punisher is killed within 25 SIM.

Act: Full, Sc: Self, Dur: 5 M

Func: Alter (Lowers Emotion State to *Berserk*)

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	6d8	1d10+4 MK	8	4	–	–	1 SIM	–
Melee Weapon	6d8	Weapon+4	Dependent on Weapon					
Ranged Weapon	4d8,2d6	Weapon+2	Dependent on Weapon					

Ranks

Assault Support Weapons: 16, Core Fitness: 18, Detection: 14, Gather Information: 14, Leadership: 11, Melee Combat: 16, Small Arms: 18, Stealth: 9, Tactics: 13, Tracking: 9

HEIGHT	2.1 m (7')	HP	76	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	231.3 kg (510 lb)	EP	71	FOOTPRINT	2 × 2

Garra Zenteer Scorp Strider

TECH FIEND

4.5.5

SPECIALS

Torso Spin
Act: Full, Rng: 1 SIM, Sc: AoE, Nat: Bl (1 SIM around Strider), EC: 12, RC: Agility (35, Negates; 30, Half Damage)

Func: Dam (3d8+4 MK)

Crushing Grip
Must have *Control*. As a Full Action, Scorp Striders can make a single attack that deals *Crush* damage for each Segment *Control* is maintained. This attack also has an AP value of 5.



Scorp striders are the Garra Zenteer's heavy infantry. They are a formidable and alarming blend of insect, man and machine. Their faces are grotesque - one eye a compound insect eye, the other a human eye. Their mouth is an expanding, four-cornered collection of foul, twisted teeth. Their torso is humanoid and heavily muscled, but covered by plated, insect-like armor. Their arms have been replaced by two massive scorpion claws but have distinct cybernetic augmentations on the outside edge of each forearm. One is a long, retractable, serrated blade while the other is an assault support weapon, typically a thrower although launchers and heavy support weapons are not uncommon. Their lower torso is the most mechanical part of their body and is comprised of four metal legs, each covered in serrated blades. Their upper and lower torsos can spin independently allowing the creature's upper body to rotate freely.

BEHAVIOR

As with other Garra Zenteer forces, scorp striders are designed to fight for and protect the Makers. They are only activated when needed to perform patrols, undergo maintenance or prepare for combat, and are otherwise shut down and forced to recharge. Scorp striders are aggressive combatants that are just intelligent enough to effectively follow orders. They are programmed to hate their enemies and obey orders without question. In ranged combat they use their assault support weapons to engage the enemy, but they are most effective in melee combat. They can use their claws and legs to strike at opponents, however, their claws are most effective when used for grappling or crushing opponents (see *Crushing Grip*). Scorp striders use their serrated, retractable blade as a sword for both offense and defense, but it is most dangerous when this creature uses its rotating upper torso to spin repeatedly, unleashing a fierce area of effect attack to damage the creatures around them (see *Torso Spin*).

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d8	1d10+4 MK	8	4	–	–	1 SIM	–
Thrower	5d8, 1d6	2d8+2 EN	–	1	–	–	25 SIM	–
Ranged Weapon	5d8, 1d6	Weapon+2	Dependent on Weapon					
Forearm Blade	6d8	2d8+4 MK	12	3	–	–	1 SIM	–

RANKS
Assault Support Weapons: 17, Core Fitness: 15, Detection: 15, Gather Information: 16, Leadership: 12, Melee Combat: 17, Small Arms: 16, Stealth: 7, Tactics: 12, Tracking: 10

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	37	6d8
Agility	34	5d8, 1d6
Conditioning	36	6d8
Vitality	40	1d10, 5d8
Discipline	35	5d8, 1d6
Intelligence	16	2d6, 4d4
Charisma	38	1d10, 5d8

SECONDARY QUALITIES

Athleticism	36	6d8
Physical Acumen	35	5d8, 1d6
Fitness	38	1d10, 5d8
Will	38	1d10, 5d8
Wisdom	26	1d8, 5d6
Wit	27	1d8, 5d6
Presence	38	1d10, 5d8

TERTIARY QUALITIES

Physis	34	–
Reaction	31	3d8, 3d6
Defense Rating	15	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
–	3	–	3	4	8	12	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	5
Melee Kinetic	6
Energy	5
Chemical	4
Void	4
Alpha	Immune
Omega	Immune

4.6.1

Alloy Defender

TECH FIEND

HEIGHT	2.0 m (6'5")	SI	103	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	158.8 kg (350 lb)	EP	105	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	52	5d10, 1d8
Agility	52	5d10, 1d8
Conditioning	53	6d10
Vitality	50	5d10, 1d8
Discipline	52	5d10, 1d8
Intelligence	24	6d6
Charisma	48	4d10, 2d8

SECONDARY QUALITIES

Athleticism	52	5d10, 1d8
Physical Acumen	53	6d10
Fitness	52	5d10, 1d8
Will	51	5d10, 1d8
Wisdom	38	1d10, 5d8
Wit	36	6d8
Presence	50	5d10, 1d8

TERTIARY QUALITIES

Physis	47	–
Reaction	45	3d10, 3d8
Defense Rating	23	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	5	5	5	6	12	18	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	7
Melee Kinetic	7
Energy	5
Chemical	5
Void	5
Alpha	Immune
Omega	Immune

AKA Centurions

Alloy defenders are sleek, autonomous, humanoid machines designed to provide efficient and effectual defense against aggressors while also tending to the day to day needs of the subjects placed in their care. They are typically employed as part of a sophisticated defense plan or as security for the extremely wealthy or important. Alloy defenders have a layer of custom armored plating that is highly resistant to most standard small arms and smaller caliber heavy weapons. Defenders are typically painted a charcoal color during the manufacturing process, but custom paint jobs are common place. Unlike the bulkier alloy attendants, defenders are much more agile and are comprised of state-of-the-art materials and components. They are typically equipped with non-lethal weapons such as a taser or beanbag launcher, as well as twin rotary cannons that are stored within the top of their forearms. Defenders are equipped with a variety of image enhancement and sensory devices that provide them with ultravision and detection scanners for explosives and firearms. They also use advanced communication devices that allow them to stay in contact with security personnel or superiors.

BEHAVIOR

Alloy defenders are programmed to handle an array of specific situations and the majority of them are equipped with an advanced active artificial intelligence that allows them to learn and gain experience during the course of their duties. This makes defenders significantly more adaptable than security drones limited to their inherent programming. Alloy defenders tend to err on the side of caution, going out of their way to clearly demonstrate their intolerance for those that mean to cause harm to the individuals or property that they are ordered to protect. They are untiring in their protective duties and completely unapologetic for the questioning or searching of any individuals not adhering to instructions regardless of their station or celebrity.



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d10, 1d8	2d6+5 MK	8	5	–	–	1 SIM	–
Melee Weapon	5d10, 1d8	Weapon+5	Dependent on Weapon					
Wrist Cannons	6d10	2d4+3 HV	6	7	3	–	200 SIM	–
Ranged Weapon	6d10	Weapon+3	Dependent on Weapon					

RANKS

Alertness: 22, Arts: 18, Assault Support Weapons: 15, Coercion: 18, Espionage: 16, Fine Arts: 18, Gather Information: 22, Leadership: 10, Melee Combat: 22, Operate Veicle: 15, Small Arms: 21, Stealth: 16, Survival: 15, Tactics: 18, Technology: 19, Tracking: 14

HEIGHT	1.9 m (6'2")	HP	94	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	113.4 kg (250 lb)	EP	100	FOOTPRINT	1 × 1

Technocratic Coalition Commando

Tech Fiend

4.6.2



Commandoes are the elite forces of the Technocratic Coalition. Their once-human bodies have been cybernetically augmented to improve mental and physical performance. A commando's armor is comprised of customized protective plates, fitted for maximum flexibility, comfort and protection and hosts thrusters allowing them to fly. Their offhand arm contains a retractable shield that extends from the top and bottom of the forearm guard to cover the commando from shoulder to knee. These shields have custom slots cut into them to provide a stable firing platform for an assault or sniper rifle when the shield is deployed. Commandoes each have a slightly different weapons load. Some carry a one-handed SMG as their primary weapon while others prefer to carry a rifle. They all have at least one hold out firearm and a one or two-handed melee weapon. A commando's helmet contains a variety of layered, visual aids that clearly display geographic data, positions of allies and other real-time data relevant to combat that is streamed in from a variety of sources. It also provides Ultravision and a flare compensator that adjusts for unexpected flashes.

BEHAVIOR

Tech-Coa commandoes are the "cream of the crop" of the Technocratic Coalition's fighting forces. They are highly trained in every facet of combat and espionage and capable of operating effectively as frontline soldiers or as special operations assets. They are experts at unarmed combat, melee combat and small arms use and have unmatched discipline. They are the ultimate soldier, performing their duties at the highest level of perfection and unshaken by the horrors and atrocities inherent in warfare. Commandoes follow their rules of engagement to the letter and will not endanger the lives of innocents whenever possible. When entering a combat zone or deployment position, commandoes fly in formation, shields extended and weapons secured in firing positions until they land. Upon landing, they secure their perimeter and await instruction from their commander.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d10, 1d8	2d6+5 MK	8	5	–	–	1 SIM	–
Melee Weapon	5d10, 1d8	Weapon+5	Dependent on Weapon					
Ranged Weapon	5d10, 1d8	Weapon+3	Dependent on Weapon					

RANKS

Assault Support Weapons: 13, Coercion: 16, Core Fitness: 22, Detection: 21, Gather Information: 23, Leadership: 16, Melee Combat: 23, Operate Vehicle: 18, Small Arms: 24, Stealth: 17, Survival: 16, Tactics: 20, Technology: 14, Tracking: 18, Vehicle Systems: 13

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	49	4d10, 2d8
Agility	54	6d10
Conditioning	48	4d10, 2d8
Vitality	46	3d10, 3d8
Discipline	52	5d10, 1d8
Intelligence	19	3d6, 3d4
Charisma	48	4d10, 2d8

SECONDARY QUALITIES

Athleticism	52	5d10, 1d8
Physical Acumen	51	5d10, 1d8
Fitness	47	4d10, 2d8
Will	49	4d10, 2d8
Wisdom	36	6d8
Wit	34	5d8, 1d6
Presence	49	4d10, 2d8

TERTIARY QUALITIES

Physis	45	–
Reaction	44	3d10, 3d8
Defense Rating	22	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
5	5	5	5	6	9	14	31

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	6
Melee Kinetic	6
Energy	5
Chemical	5
Void	4
Alpha	Immune
Omega	Immune

HLID
TECH FIEND

HEIGHT	6.7 m (22')	SI	107	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	5,216.3 kg (11,500 lb)	EP	95	FOOTPRINT	5.5 × 4

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	62	3d12, 3d10
Agility	42	2d10, 4d8
Conditioning	55	6d10
Vitality	52	5d10, 1d8
Discipline	40	1d10, 5d8
Intelligence	17	2d6, 4d4
Charisma	50	5d10, 1d8

SECONDARY QUALITIES

Athleticism	52	5d10, 1d8
Physical Acumen	49	4d10, 2d8
Fitness	54	6d10
Will	46	3d10, 3d8
Wisdom	29	2d8, 4d6
Wit	34	5d8, 1d6
Presence	56	1d12, 5d10

TERTIARY QUALITIES

Physis	45	–
Reaction	40	1d10, 5d8
Defense Rating	14	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	6	12	18	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	6
Melee Kinetic	8
Energy	5
Chemical	7
Void	5
Alpha	Immune
Omega	Immune

Heavy Logistical/Industrial Drones (HLID) are massive, bipedal machines used for a variety of industrial purposes such as heavy-lifting, large-scale welding, drilling, construction, demolition and excavation. They are popular machines, typically used by construction, land development and shipping companies. Their limbs are heavily reinforced to withstand the incredible stress and demand placed on them during everyday use. Their legs contain a host of auxiliary stabilizing legs that deploy for excavation and especially heavy lifting. Their arms contain an array of tools including compressed air rivet guns, welding torches, saw blades, flamethrowers, drills and forklift blades. They also store large excavation buckets over their shoulders. HLIDs are equipped with a variety of visual and audio sensors that allow them to precisely control their equipment and undertake even the most delicate of tasks or, should the need arise, fend off attackers.

BEHAVIOR

Initially, all HLIDs were equipped with an automated security system designed by Promethion Industries that was connected to an array of cameras or sensory equipment in their work area. When these sensors perceived a threat or intruder, they triggered dormant HLIDs to power up and investigate. Unfortunately, these subroutines failed in numerous HLIDs and authorized employees were accidentally killed when entering the premises after normal working hours. This prompted an immediate investigation and recall of all HLID models which had their automated defense software removed. Promethion reported that all of their customers were informed of the recall and that 90% had been successfully retrofitted. Formal apologies were issued to the families of victims of this unfortunate malfunction. The locations and serial numbers of the remaining 10% could not be verified and unstable models are still in service. In combat, HLIDs use their massive size and the variety of industrial tools they wield as weapons with shocking proficiency.



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d10, 1d8	2d6+5 MK	8	4	–	–	2 SIM	–
Circular Saw	5d10, 1d8	2d12+5 MK	16	2	–	–	2 SIM	–
Thrower	4d10, 2d8	2d10+3 EN	–	1	1	–	25 SIM	–
Rivet Gun	4d10, 2d8	2d6+5 HV	7	5	1	–	40 SIM	–

RANKS Detection: 24, Explosives: 22, Grapple: 20, One-handed Melee: 22, Rivet Gun: 22, Technology: 18, Thrower: 19, Unarmed Melee: 20

HEIGHT	3.7 m (12')	HP	100	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	385.6 kg (850 lb)	EP	89	FOOTPRINT	2 × 2

Garra Zenteer Rankar

TECH FIEND

4.6.4



SPECIALS

Crushing Leap

Follows *Leap Attack* rules in the Glossary. Rankars may also Leap up to 20 SIM as a Full Movement Action.

Act: Full, Rng: 20 SIM, Sc: 1, Nat: Ph (-15 to Attack Attempt roll), EC: 12, RC: Agility (35, Negates; 30, Half Damage)

Func: Dam (2d12+5 MK)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d10, 1d8	2d6+5 MK	8	4	–	–	1 SIM	–
Melee Weapon	5d10, 1d8	Weapon+5	Dependent on Weapon					
Ranged Weapon	4d10, 2d8	Weapon+3	Dependent on Weapon					

RANKS Assault Support Weapons: 22, Detection: 20, Gather Information: 22, Intimidation: 22, Melee Combat: 23, Military Theory: 19, Orienteering: 20

AKA Leaping Demons, Horned Striders

The rankar are the shock troops of the Garra Zenteer. Their demonic appearance, hate-filled faces and massive size are designed to instill fear in opposing troops. Rankars are huge beasts. Their hunched body is lean and powerful. Their wiry arms end in large, powerful claws. Their eyes are predominantly red with a circle of yellow around their pupils. Their skin is almost always red, however, shades of orange and pink are not unheard of. Their legs are manufactured from an extremely durable metal alloy and have a series of sharp serrated blades affixed to them to increase casualties as they wade through enemy ranks. These limbs are extraordinarily powerful and allow the rankar to leap more than 20 m (66') in a single bound. Their incredible height allows them to stride easily across most terrain with ease and provides them with a great vantage point during battle.

BEHAVIOR

Rankars are intelligent and extremely aggressive troop commanders of the Garra Zenteer army. They are capable, fearless and do not tolerate cowardice, weakness or ineptitude. When it comes to battlefield prowess, they are fiercely competitive with other rankar and are constantly trying to outdo and even humiliate each other. Rankars give orders to their troops and then go wherever they are needed on the battlefield, leaping from one area to another, spreading carnage and ensuring the Garra Zenteer forces are not failing in their duties. The constant mistrust and challenging of one another can result in two rankars fighting to the death in the middle of a larger battle, the winner taking command of his defeated opponent's troops. Rankars typically fight with their deadly claws but are not adverse to carrying brutal melee weapons or even using firearms. They may also attempt to leap on top of an important target, attempting to crush the life out of them with their incredible mass and powerful hooves (see *Crushing Leap*).

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	52	5d10, 1d8
Agility	47	4d10, 2d8
Conditioning	51	5d10, 1d8
Vitality	49	4d10, 2d8
Discipline	38	1d10, 5d8
Intelligence	18	3d6, 3d4
Charisma	49	4d10, 2d8

SECONDARY QUALITIES

Athleticism	50	5d10, 1d8
Physical Acumen	49	4d10, 2d8
Fitness	50	5d10, 1d8
Will	44	3d10, 3d8
Wisdom	28	2d8, 4d6
Wit	34	5d8, 1d6
Presence	51	5d10, 1d8

TERTIARY QUALITIES

Physis	43	–
Reaction	39	1d10, 5d8
Defense Rating	17	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
–	3	4	–	5	10	16	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	5
Melee Kinetic	7
Energy	4
Chemical	5
Void	5
Alpha	Immune
Omega	Immune

4.6.5

Augmented Sentience Sapper

TECH FIEND

HEIGHT	2.1 m (6'10")	SI	110	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	181.4 kg (400 lb)	EP	107	FOOTPRINT	2 × 2

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	54	6d10
Agility	45	3d10, 3d8
Conditioning	55	6d10
Vitality	55	6d10
Discipline	52	5d10, 1d8
Intelligence	18	3d6, 3d4
Charisma	51	5d10, 1d8

SECONDARY QUALITIES

Athleticism	50	5d10, 1d8
Physical Acumen	50	5d10, 1d8
Fitness	55	6d10
Will	54	6d10
Wisdom	35	5d8, 1d6
Wit	35	5d8, 1d6
Presence	53	6d10

TERTIARY QUALITIES

Physis	47	–
Reaction	42	2d10, 4d8
Defense Rating	21	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	3	–	–	4	10	16	–

ARMOR

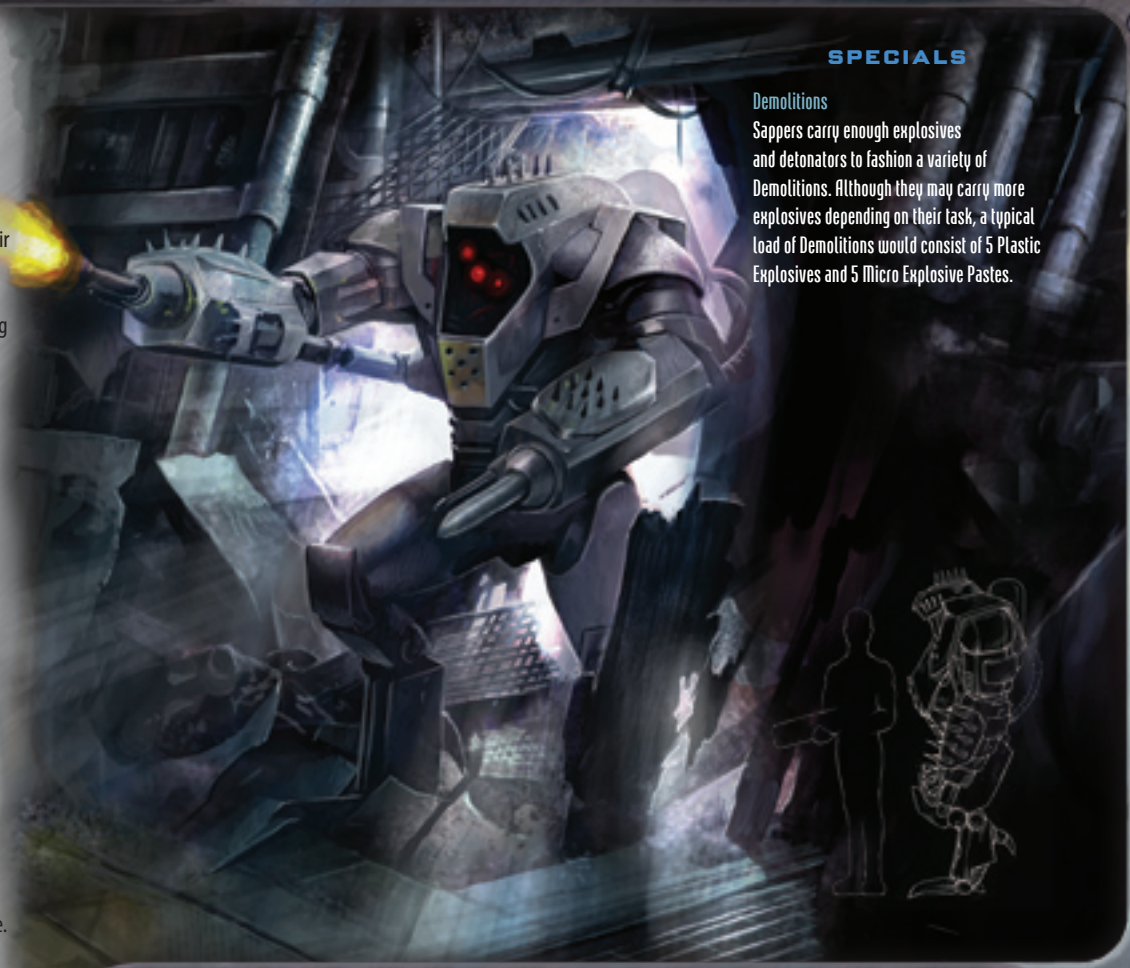
DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	6
Melee Kinetic	7
Energy	3
Chemical	5
Void	5
Alpha	Immune
Omega	Immune

AKA Breachbots

Sappers are Augmented Sentience combat engineers. They are versatile robots specialized in the destruction and penetration of protective barriers and obstacles. They have a pair of fully functional humanoid arms and hands as well as a pair of large weapons that hang down from the upper part of their chassis. The left-hand weapon resembles a large hydraulic jackhammer with several attachments at various angles capable of everything from destroying armored vehicles to piercing materials like steel and concrete. An industrial cutting torch is also affixed to the bottom of this appendage. The right-hand weapon is a thrower filled with highly concentrated acid used for melting materials such as plastic and rubber and for disintegrating unarmored flesh and organic materials. A powerful reciprocating saw and hydraulic "jaws of life" combination tool is also attached to the bottom of the left forearm. Sappers are equipped with ultravision and are capable of receiving and broadcasting data and audio/visual information through an internal communication system.

BEHAVIOR

Sappers are a critical piece of the Augmented Sentience. A small number of them are typically ordered to accompany Killers and Incinerators to breach buildings, bunkers, vehicles or other protective barriers or defensive obstacles that less capable Augmented Sentience assets are unable to overcome. In combat, they attempt to engage vehicles and any materials being used by adversaries as cover with their jackhammer, leaving targets with nowhere to hide. They typically engage smaller, less armored targets with sprays from their thrower. Sappers are also equipped with an array of explosives and detonators that enhances their sapping abilities and death dealing potential (see *Demolitions*). Since their weapons lack the range of other Augmented Sentience units, they are typically protected by an escort of Killers while they conduct their battlefield shaping activities.



SPECIALS

Demolitions

Sappers carry enough explosives and detonators to fashion a variety of Demolitions. Although they may carry more explosives depending on their task, a typical load of Demolitions would consist of 5 Plastic Explosives and 5 Micro Explosive Pastes.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d10, 1d8	1d10+5 MK	8	4	–	–	1 SIM	–
Thrower	5d10, 1d8	3d10+3 CH	–	1	1	–	25 SIM	–
Jackhammer (AP 5)	5d10, 1d8	2d12+5 MK	16	2	–	–	1 SIM	–
Reciprocating Saw	5d10, 1d8	2d6+5 MK	10	3	–	–	1 SIM	–

RANKS Security: 23, Detection: 20, Explosives: 22, Launchers & Mortars: 23, Melee Combat: 20, Small Arms: 21, Tactics: 19, Technology: 23, Tracking: 14

HEIGHT	2.7 m (9')	SI	140	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	6,804 kg (15,000 lb)	EP	126	FOOTPRINT	3 × 3

Loth Devastator

TECH FIEND

4.7.1



SPECIALS

Travel Mode

The Devastator can change between its combat mode and a wheeled travel mode in 4 Segments. While in travel mode it uses the Drive MR.

Loth devastators are heavily armed and armored robots that provide fire support for operations conducted by the armies of Loth Foundry and also act as a defensive screen or perimeter defense for resource gathering operations. They are large humanoid robots protected by a thick layer of armor designed to withstand most small arms fire and light energy weapons. When required to travel long distances or at high speeds, devastators lay prone in "travel mode" and use the wheels located in their upper arms and legs to drive as if they were a large truck. A pair of lights is built into into the side of each forearm and a rocket pod is mounted on top of each of their shoulders. The mounts of these weapons can traverse backward and articulate so that they can be used even in travel mode. The bottom of each forearm is equipped with a large energy blade that, when activated, stretches from the hand beyond the elbow.

BEHAVIOR

During resource gathering operations, devastators are programmed to safeguard gatherers. Assisting a damaged gatherer or liberating one that is under fire is their first priority. Maintaining a perimeter defense of the operational area is their second. During military operations or while attached to mercenary forces, the versatility of devastators allows them to effectively act as mobile firebases, reserve assets or frontline shock troops. In combat, they are cautious and calculating, preferring to remain within nominal range of their rockets and machine gun but transitioning easily to melee combat if ordered to close with the enemy or if their position is overrun. In close combat, they use their energy blades with deadly precision, revealing their considerable melee combat programming.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	2d12, 4d10	2d8+6 MK	8	3	–	–	1 SIM	–
Forearm Blade	2d12, 4d10	2d10+6 EN	12	2	–	–	1 SIM	–
Wrist Cannon	2d12, 4d10	3d8+3 HV	8	4	3	–	200 SIM	–
Rocket	2d12, 4d10	3d10+3 HV	12	2	–	8 SIM	500 SIM	+3/SIM

RANKS Assault Support Weapons: 27, Detection: 26, Melee Combat: 20, Small Arms: 24, Tactics: 22, Technology: 20, Tracking: 24

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	62	3d12, 3d10
Agility	58	1d12, 5d10
Conditioning	62	3d12, 3d10
Vitality	65	4d12, 2d10
Discipline	64	3d12, 3d10
Intelligence	19	3d6, 3d4
Charisma	62	3d12, 3d10

SECONDARY QUALITIES

Athleticism	60	2d12, 4d10
Physical Acumen	60	2d12, 4d10
Fitness	64	3d12, 3d10
Will	65	4d12, 2d10
Wisdom	42	2d10, 4d8
Wit	41	2d10, 4d8
Presence	62	3d12, 3d10

TERTIARY QUALITIES

Physis	56	–
Reaction	51	5d10, 1d8
Defense Rating	23	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Drive
–	–	–	–	6	9	12	34

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	7
Melee Kinetic	7
Energy	6
Chemical	6
Void	6
Alpha	Immune
Omega	Immune

4.7.2

Technocratic Coalition Juggernaut

TECH FIEND

HEIGHT	4.0 m (13')	HP	143	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	4,309 kg (9,500 lb)	EP	124	FOOTPRINT	4.5 × 4

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	66	4d12, 2d10
Agility	60	2d12, 4d10
Conditioning	62	3d12, 3d10
Vitality	68	4d12, 2d10
Discipline	62	3d12, 3d10
Intelligence	13	6d4
Charisma	64	3d12, 3d10

SECONDARY QUALITIES

Athleticism	63	3d12, 3d10
Physical Acumen	61	2d12, 4d10
Fitness	65	4d12, 2d10
Will	65	4d12, 2d10
Wisdom	38	1d10, 5d8
Wit	39	1d10, 5d8
Presence	65	4d12, 2d10

TERTIARY QUALITIES

Physis	56	–
Reaction	50	5d10, 1d8
Defense Rating	24	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	5	12	18	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	7
Melee Kinetic	7
Energy	6
Chemical	5
Void	6
Alpha	Immune
Omega	Immune

Juggernauts are massive, humanoid creatures that provide heavy fire support to Tech-Coa forces. The engineers that developed them chose to use clones of select wastes giants, genetically altered for increased mental capability, and amputated at the knees and elbows, as the organic body from which these monstrous soldiers are created. The armor of these monstrous cyborgs is a powered exoskeleton that enhances their strength and durability. They are heavily armored and heavily armed. Their favored weapons are the large rotary cannon mounted as a replacement for their right forearm. For melee combat, juggernauts are equipped with a pair of torso-mounted, anti-armor rocket packs adding to their already impressive arsenal. When extended, the flail's chain is about 3 m (10') long, giving them considerable reach. Juggernauts are typically outfitted with a shoulder-mounted mortar and grenade launcher on one shoulder and an anti-armor rocket launcher on the other shoulder.

BEHAVIOR

A juggernaut's size and armored exterior makes it almost invulnerable to all but the highest caliber small arms and heavy weapons. Juggernauts are valuable military assets that are expensive and resource intensive to create so Tech-Coa Command uses them sparingly, only deploying them when they are required to guarantee victory in crucial battles. Juggernauts' sole purpose is to inflict casualties on the enemy as quickly and brutally as possible. Their orders are to target the enemy's most dangerous or important units first, undermining the confidence of those that remain. Juggernauts are sentient, intelligent and able to make quick decisions in most tactical situations presented to them. As with all Tech-Coa soldiers, they are equipped with a variety of cybernetic sensory devices and displays that relay audio transmissions, targeting information as well as data relevant to enemy and friendly forces. Juggernauts are fiercely loyal to their commanders and will abandon their fellow soldiers, despite their soldierly bond, if ordered to another location.



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	3d12, 3d10	2d8+6 MK	8	3	–	–	1 SIM	–
Energy Blades	3d12, 3d10	2d10+6 EN	10	2	–	–	1 SIM	–
Anti-armor Rockets (AP 8)	2d12, 4d10	3d10+3 HV	12	2	5	8 SIM	400 SIM	–
Chain Gun (AP 3)	2d12, 4d10	2d6+3 HV	6	6	5	5 SIM	600 SIM	–

RANKS Assault Support Weapons: 28, Detection: 23, Intimidation: 24, Melee Combat: 24, Tactics: 26, Tracking: 25

HEIGHT	6.4 m (21')	HP	140	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	6,804 kg (15,000 lb)	EP	105	FOOTPRINT	4.5 × 4

Garra Zenteer Mauler

TECH FIEND

4.7.3



SPECIALS

Sweeping Strike
As a Full Action, a Mauler may use one of its massive claws to swipe two targets in Adjacent Facings (Front or Sides) at once. The attack is made using the higher of the two targets' DR and if successful, deals 3d10+5 MK damage to each target.

Beaten Zone
Act: Full, Rng: 400 SIM, Sc: AoE (H, R5), Nat: Ph, EC: 10, RC: Agility (32, Half Damage)
Func: Dam (5d10+3 HV)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Claws	6d10	3d10+5 MK	11	3	–	–	4 SIM	–
Chain Gun (AP 2)	4d10, 2d8	2d8+3 HV	7	5	5	5 SIM	800 SIM	+3/SIM

RANKS Assault Support Weapons: 28, Detection: 25, Intimidation: 25, Melee Combat: 26, Tactics: 24, Tracking: 24

Maulers are hulking, four-limbed creatures whose immense size, power and weaponry make them an incredible asset to Garra Zenteer forces. Their body shape is ape-like and they use the knuckles of their front claws to support their weight as they move. Their hands are clearly cybernetic and consist of a thick wrist and fingers that form huge razor sharp claws. Their claws lay flat on the ground as they walk, leaving distinctive tracks which give away their presence to scouts and trackers. Maulers have an extremely thick hide that covers their entire body, augmented by a layer of segmented plating that protects the front of their legs, underbelly, shoulders and head. This creature uses the twin chain guns that are mounted to their shoulders to inflict significant damage on their adversaries, blasting away from their hunched position, using their rear legs to hold them firmly in place. Their head is wide and densely boned with two large horns that protrude from the sides and curve down and forward. Maulers have a pair of clawed, finger-like mandibles in the corners of their large mouth that assist with eating and add to their frightful appearance.

BEHAVIOR

Maulers are devastating adversaries. Their powerful limbs, deadly metal claws and fearsome firepower are more than a match for most enemies of the Garra Zenteer. They are typically used both as mobile firebases and in the front lines as the spearhead for assaults, ripping and smashing through enemy forces to make room for the rest of the Garra Zenteer. The immense reach and size of their claws allows them to perform sweeping attacks that may strike multiple targets simultaneously (see *Sweeping Strike*). On command, they rear up on their hind legs, pushing their chest forth and unleash the full fury of their chain guns to inflict damage across a wide area (see *Beaten Zone*).

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	65	4d12, 2d10
Agility	42	2d10, 4d8
Conditioning	55	6d10
Vitality	60	2d12, 4d10
Discipline	50	5d10, 1d8
Intelligence	9	4d4
Charisma	56	1d12, 5d10

SECONDARY QUALITIES

Athleticism	54	6d10
Physical Acumen	49	4d10, 2d8
Fitness	58	1d12, 5d10
Will	55	6d10
Wisdom	33	4d8,2d6
Wit	36	6d8
Presence	61	2d12, 4d10

TERTIARY QUALITIES

Physis	49	–
Reaction	43	2d10, 4d8
Defense Rating	22	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	4	6	13	20	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	6
Melee Kinetic	7
Energy	6
Chemical	6
Void	0
Alpha	Immune
Omega	Immune

4.7.4

Jackhammer

TECH FIEND

HEIGHT	4.6 m (15')	SI	135	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	3,969 kg (8,750 lb)	EP	124	FOOTPRINT	3 × 6

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	57	1d12, 5d10
Agility	69	2d12, 4d10
Conditioning	62	3d12, 3d10
Vitality	59	2d12, 4d10
Discipline	62	3d12, 3d10
Intelligence	17	2d6, 4d4
Charisma	57	1d12, 5d10

SECONDARY QUALITIES

Athleticism	58	1d12, 5d10
Physical Acumen	61	2d12, 4d10
Fitness	61	2d12, 4d10
Will	61	2d12, 4d10
Wisdom	40	1d10, 5d8
Wit	37	6d8
Presence	57	1d12, 5d10

TERTIARY QUALITIES

Physis	53	–
Reaction	49	4d10, 2d8
Defense Rating	20	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	6	13	20	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	6
Melee Kinetic	7
Energy	6
Chemical	6
Void	6
Alpha	Immune
Omega	Immune

Jackhammers are hulking robots that rest their weight upon two massive, cylindrical arms. Their smaller legs are mainly used for stability during movement. Their hulking upper arms extend beyond their shoulder making them appear to lean forward menacingly. Their body is covered in armored plates, however, their circuitry and electronics are clearly visible through gaps in the armor. Their head contains a variety of audio and visual sensors that provide them with superior senses including ultravision. Their arms are large hydraulic jackhammers used to reduce whatever stands in their path to rubble. These powerful tools can be used to create destructive shockwaves that rip through the ground, leveling buildings and destroying even the largest vehicles. Of course, they can also be used directly against targets to cause devastating damage. Jackhammers have several wedge-shaped fittings that emerge and retract from the bottom of their hammers as needed allowing them to more easily destroy durable materials like reinforced concrete and metals. Jackhammers are also equipped with two retractable, light machine guns affixed to their upper torso.

BEHAVIOR

Jackhammers are programmed to destroy vehicles, foundations, buildings or other structures at the command of their owner. They use their jackhammers to attack their target, pounding it mercilessly with each reciprocating blow until it has been completely destroyed. They are also capable of creating miniature earthquakes by hammering the ground or floor and sending shockwaves of energy toward their targets (see *Shockwave*). If necessary, they will use the various fittings inside their arms to create smaller focal points for their hammers if they are required to penetrate armor or resilient materials. If not being used in their primary capacity as mobile wrecking machines or ordered to defend a specific area, they will use their submachine guns to attack whatever unfortunate target happens nearby.



SPECIALS

Shockwave

Act: Half, Rng: 20 SIM, Sc: AoE (C, D5), Dat: Bl, (40, Negates; 35, Remain in current Stance; 32, Half Damage), Ch/Rech: (3, 10 M)

Func: Dam (3d10+3 En), Knocks targets *Prone*

Quake

Act: Full, Rng: 12 SIM, Sc: AoE (H, R12), Dat: Bl, RC: Agility (40, Negates; 35, Remain in current Stance; 32, Half Damage), Ch/Rech: (2, 10 M)

Func: Dam (5d10+3 En), Knocks targets *Prone*

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Jackhammers (AP 4)	1d12, 5d10	2d8+6 MK	8	5	–	–	2 SIM	–
Light Machine Guns	2d12, 4d10	2d6+3 HV	6	6	5	3 SIM	600 SIM	3/SIM

RANKS	Rifles & Shotguns: 24, Detection: 28, Melee Combat: 23, Tactics: 22, Tracking: 24

HEIGHT	3.7 m (12')	SI	195	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	4,536 kg (8,000 lb)	EP	152	FOOTPRINT	3 × 4.5

BANSHEE
TECH FIEND

4.8.1



SPECIALS

Wave of Serenity
Act: Half, Rng: 100 SIM, Sc: AoE (C, D80), Nat: Bl, EC: 9, RC: Discipline (42, Negates), Dur: 10 M, Ch/Rech: (2, 1 D), Cuml: Yes

Func: Alter (Emotion State +8)

Wave of Fear
Act: Half, Rng: 100 SIM, Sc: AoE (C, D80), Nat: Bl, EC: 9, RC: Discipline (40, Negates), Dur: 5 M, Ch/Rech: (3, 1 D), Cuml: Yes

Func: Alter (Fear State -7, NLT Terrified)

Wave of Despair
Act: Half, Rng: 100 SIM, Sc: AoE (C, D80), Nat: Bl, EC: 9, RC: Discipline (48, Negates), Dur: 10 M, Ch/Rech: (2, 1 D), Cuml: Yes

Func: Alter (Thought State -8)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d12, 1d10	3d6+7 MK	18	2	–	–	1 SIM	–
Heavy Machine Guns	5d12, 1d10	2d8+4 HV	8	5	5	5 SIM	500 SIM	3/SIM

RANKS Detection: 33, Heavy Assault Weapons: 30, Melee Combat: 18, Rifles & Shotguns: 32, Tactics: 31, Tracking: 30

Banshees were originally developed for large-scale crowd control, releasing inaudible frequencies designed to induce feelings of serenity and peacefulness to encourage large concentrations of people to remain calm. It was believed that they would be particularly useful for political demonstrations, riot control and security within prisons or forced labor camps. However, very few of these peace-keeping machines were actually ever produced and even fewer remain active. Numerous weapons research programs and arms manufacturers imagined the military applications of such a machine and began experimenting with units modified to emit frequencies that instill fear and despair. Early testing against rebel factions within the area of influence of some larger arcologies proved quite successful. Hardened rebel soldiers that had held out against defense and security forces for decades began surrendering by the hundreds to any opposition they encountered, including investigative news crews covering their stories. The original banshee designs were modified to make them larger, armored and armed in spite of the peaceful purpose for which they were originally created. Banshees' legs are reverse-articulated, allowing them to move quickly over a variety of terrain. Their arms are each equipped with a heavy machine gun and combat shotgun. Their most obvious characteristic is the large, rectangular frequency emitter that emerges forward from their upper torso, giving them a hunched appearance. A series of sensory equipment, including forward-looking infrared, radar, and standard audio and video recorders are housed within the center of the emitter area.

BEHAVIOR

Banshees behave according to their programming and are usually quite reliable. In combat, they direct their emitters to unleash arcing waves of energy to create numerous effects on living creatures (see *Wave of Serenity*, *Fear and Despair*). They are capable of engaging targets at long and short range with their assault rifles and shotguns respectively, however, they are not designed for prolonged combat exposure.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	72	5d12, 1d10
Agility	65	4d12, 2d10
Conditioning	78	1d20, 5d12
Vitality	70	5d12, 1d10
Discipline	74	6d12
Intelligence	22	5d6, 1d4
Charisma	68	4d12, 2d10

SECONDARY QUALITIES

Athleticism	69	5d12, 1d10
Physical Acumen	72	5d12, 1d10
Fitness	74	6d12
Will	72	5d12, 1d10
Wisdom	48	4d10, 2d8
Wit	45	3d10, 3d8
Presence	70	5d12, 1d10

TERTIARY QUALITIES

Physis	64	–
Reaction	58	1d12, 5d10
Defense Rating	27	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	10	17	25	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	9
Melee Kinetic	10
Energy	9
Chemical	11
Void	8
Alpha	Immune
Omega	Immune

4.8.2

Capacitor

TECH FIEND

HEIGHT	4.9 m (16')	SI	200	ACTIVE SEGMENTS	1, 2, 3, 5, 6
WEIGHT	10,886 kg (25,000 lb)	EP	151	FOOTPRINT	11 × 7

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	78	1d20, 5d12
Agility	74	6d12
Conditioning	76	6d12
Vitality	78	1d20, 5d12
Discipline	75	6d12
Intelligence	19	3d6, 3d4
Charisma	76	6d12

SECONDARY QUALITIES

Athleticism	76	6d12
Physical Acumen	75	6d12
Fitness	77	1d20, 5d12
Will	77	1d20, 5d12
Wisdom	47	4d10, 2d8
Wit	48	4d10, 2d8
Presence	77	1d20, 5d12

TERTIARY QUALITIES

Physis	68	–
Reaction	62	3d12, 3d10
Defense Rating	27	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	10	13	26	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	9
Melee Kinetic	10
Energy	11
Chemical	11
Void	8
Alpha	Immune
Omega	Immune

Capacitors are creatures of scorpion-like design. They have two large arms attached to the sides of their body along with two smaller, more mobile arms located in the front of their body, one of which is a scorpion-like pincer while the other contains a circular saw blade. Capacitors are covered with an artificial armor designed to roughly replicate the chitinous armor common among insects. Their sensory equipment is located between their front arms and is arranged to appear as insect eyes. Capacitors have a tail that is capable of extending high into the air where it acts as a lightning rod attracting electrical strikes. These energy strikes are quickly preserved within several powerful capacitors in the center of the creature's body. The tremendous energy can be unleashed by emitters located at the end of the two main arms. Because electrical strikes are not a dependable source of continuous energy, capacitors are also capable of generating electricity as they move and regulating it through a complex series of alternators, capacitors and other energy storage devices.

BEHAVIOR

Capacitors were initially designed as mobile power stations that could be deployed with expeditionary teams or resource gathering operations. The discovery of their destructive power was an unfortunate accident. Capacitors are most commonly employed as they were intended, as mobile power stations, by numerous corporations and organizations operating the Freezones and are generally only used in combat as a last resort. In spite of their reputation for reliability, some have had faulty programming that has caused them to wander off and act autonomously. In combat, they unleash ranged attacks in the form of blasts of electricity. Their melee combat capability is limited, but their front arms are more than capable of providing them with close quarter defense. Capacitors are also capable of unleashing area of effect electrical surges around their body (see *Electrical Surge*).



SPECIALS

Electrical Surge

Act: Full, Rng: 10 SIM, Sc: AoE (S, R10), Nat: Bl, EC: 10, RC: Vitality (40, Half Damage), Ch/Rech: (2, 1 D)

Func: Dam (4d20+4 EN)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d12	3d6+8 MK	12	3	–	–	2 SIM	–
Electrical Discharge	6d12	3d10+4 EN	16	2	4	3 SIM	150 SIM	2/SIM
Hydraulic Pincer (AP 6)	6d12	4d10+8 MK	–	1	–	–	2 SIM	–
Circular Saw	6d12	3d10+8 MK	18	2	–	–	2 SIM	–

RANKS Detection: 32, Heavy Assault Weapons: 34, Melee Combat: 31, Tactics: 25, Tracking: 30

HEIGHT	3.0 m (10')	SI	184	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	3,300 kg (7,275 lb)	EP	140	FOOTPRINT	2 × 2

Augmented Sentience Decimator

TECH FIEND

4.8.3



Decimators are large, bipedal machines that are built to both withstand and deliver a tremendous amount of damage. They are covered with large, thick, armored plates that provide incredible protection against small arms fire. Decimators have eight cylilndrical containers, four of large diameter and four of small diameter, that are affixed to their back and that extend from above their shoulders down to their hips. These containers store stacked metal discs of varying shape and thickness depending on which container they are in. At the base of these containers is a mechanism that quickly grabs a disc and moves it into the chamber of one of the large launchers located in the arms. The launcher propels the discs at incredible speed, creating deadly projectiles. These launchers are capable of rotating so the discs can be released vertically or horizontally as required. Decimators choose which size disc to fire depending on their target and how heavily it is armored. Large discs are thick and heavy, but have a sharp edge and are designed to inflict maximum damage to larger, armored targets, while small discs are designed for penetrating the armor of smaller targets, like infantry.

BEHAVIOR

Decimators are built as frontline shock troops whose purpose is to destroy all opposition and force the enemy to expend significant resources trying to neutralize them. Their thunderous strides and imposing construction are enough to make the feint of heart flee well before the notorious "zing" of their discs unleashes spectacular destruction. Decimators are best used as a firebase that can keep enemies suppressed with a steady barrage of lightning fast discs. In melee combat, a single large blade is pulled out of the launcher and held firmly in place at the end of each arm like a massive axe blade, transforming both arms into vicious close combat weapons.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	74	6d12
Agility	69	5d12, 1d10
Conditioning	72	5d12, 1d10
Vitality	70	5d12, 1d10
Discipline	68	4d12, 2d10
Intelligence	17	2d6, 4d4
Charisma	69	5d12, 1d10

SECONDARY QUALITIES

Athleticism	72	5d12, 1d10
Physical Acumen	71	5d12, 1d10
Fitness	71	5d12, 1d10
Will	69	5d12, 1d10
Wisdom	43	2d10, 4d8
Wit	43	2d10, 4d8
Presence	72	5d12, 1d10

TERTIARY QUALITIES

Physis	63	–
Reaction	57	1d12, 5d10
Defense Rating	27	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	10	19	28	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	9
Melee Kinetic	10
Energy	9
Chemical	11
Void	8
Alpha	Immune
Omega	Immune

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d12, 1d10	3d6+7 MK	8	4	–	–	1 SIM	–
Large Blade (AP 6)	5d12, 1d10	3d20+4 HV	–	1	3	–	80 SIM	–
Small Blade (AP 3)	5d12, 1d10	3d10+4 HV	12	3	2	–	100 SIM	–

RANKS Detection: 34, Blade Launchers: 32, Grappling: 25, Tactics: 30, Tracking: 31, Unarmed: 29

Arktuross

Tech Fiend

Height	3.7 m (12')	HP	275	Active Segments	1, 2, 3, 5, 6
Weight	1,179 kg (2,600 lb)	EP	177	Footprint	2.5 × 3

Core Qualities

Quality	Score	Dice Pool
Strength	85	3d20, 3d12
Agility	78	1d20, 5d12
Conditioning	90	4d20, 2d12
Vitality	92	4d20, 2d12
Discipline	87	3d20, 3d12
Intelligence	23	5d6, 1d4
Charisma	86	3d20, 3d12

Secondary Qualities

Athleticism	82	2d20, 4d12
Physical Acumen	84	2d20, 4d12
Fitness	91	4d20, 2d12
Will	90	4d20, 2d12
Wisdom	55	6d10
Wit	55	6d10
Presence	86	3d20, 3d12

Tertiary Qualities

Physis	77	–
Reaction	68	4d12, 2d10
Defense Rating	32	–

Movement Rates

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
12	5	–	–	12	21	30	–

Armor

Damage Type	Threshold
High Velocity Kinetic	12
Melee Kinetic	14
Energy	11
Chemical	11
Void	9
Alpha	Immune
Omega	Immune

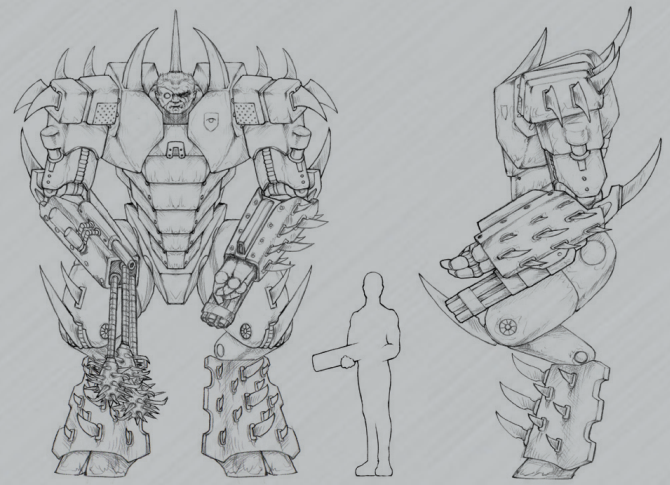
Arktuross is the commander of the Garra Zenteer army. He is a massive creature, more vehicle and machine than man. His large torso has been inserted into a massive upright armor, his legs are reverse-articulated and each arm is outfitted with a variety of weapon systems. His right eye is a complex cybernetic implant, the metal surrounding it clean and polished unlike the scarred and scorched flesh that surrounds it. His left arm is home to a large-caliber, custom devastator assault support weapon that is attached to the underside of the forearm. His right arm has a 10 m (33') long thick retractable chain that ends in three flail-like weapons, each comprised of a large, solid, metal sphere covered in various spikes, barbs and serrated blades. Arktuross is also equipped with a flamethrower on the top of his right forearm and a retractable blade on the top of his left. He has the emblem of his elite honor guard painted on the chest of his armor. This symbol is a black circle with a pair of curved scimitars with a central, stylized skull separating them.

Behavior

Arktuross is a ruthless general that does not tolerate failure from subordinates but generously rewards success. He is loyal to the Creators for saving his life and is indebted to them for this second chance to prove himself the greatest general of his time. Arktuross has little respect for the mindless cyber naga under his command, but has been impressed with a few of the more aggressive and competent rankar in his ranks. He personally invites those soldiers he witnesses performing beyond expectation to join his honor guard, granting them the right to bear the Red Eye of Arktuross on their armor. Arktuross will lead his troops into combat wherever and whenever the Creators deem it necessary, executing their strategies with grim determination. He is especially driven to destroy any and all Technocratic Coalition forces he or his forces encounter, deeming them traitorous, untrustworthy wretches. He continues to blame the commanders of the Technocratic Coalition for abandoning him and leaving him for dead. He is a calculating and sound tactician, whose immense size and intimidating presence make him a difficult foe to defeat either in the realm of battlefield strategy or physical combat.

History

Before the Creators selected him to be the general of their army, Arktuross was a member of the Technocratic Coalition, serving as a juggernaut squad commander. When he was critically injured in a battle against the robotic hordes of Loth Foundry, his bio-medical sensors were damaged, making Tech-Coa Command believe he had been destroyed and negating the need for a rescue attempt during the battle. When sent to retrieve his corpse and salvage his armor, the Tech-Coa troops could find no trace of the juggernaut. He had been located by scouts who were monitoring the battle on behalf of the Creators just as they were beginning to amass their great army known as the Garra Zenteer. The Creators healed Arktuross' wounds, revived him and fueled the confusion brought about by the belief that he had been abandoned, slowly transforming the confusion into rage and hatred all the while re-educating him and filling his mind with the knowledge and tactics of great military leaders. They conditioned him to lead their army with the promise that he would have his revenge on the Technocratic Coalition. He agreed and chose the name Arktuross for himself.





ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	2d20, 4d12	3d10+8 MK	14	3	–	–	2 SIM	–
Flail	2d20, 4d12	4d20+8 MK	–	1	–	–	8 SIM	–
Chain Gun	2d20, 4d12	3d8+4 HV	10	5	5	5 SIM	600 SIM	3/SIM
Forearm Blade	2d20, 4d12	4d8+7 MK	13	3	–	–	2 SIM	–
Thrower	2d20, 4d12	2d20+4 EN	13	2	2	2 SIM	25 SIM	3/SIM

RANKS

Computer Technologies: 32, Detection: 36, Electronics: 36, Gather Information: 38, Grapple: 37, Heavy Assault Weapons: 39, History: 30, Intimidation: 38, Law: 28, Leadership: 40, Mechanical Technologies: 36, One-handed Melee: 38, Orienteering: 39, Sociology: 34, Structural Technologies: 34, Tactics: 40, Tracking: 30, Unarmed Melee: 35

Learner

Tech Fiend

Height	Varies	SI	210	Active Segments	1, 2, 3, 4, 5, 6
Weight	Varies	EP	175	Footprint	Varies

Core Qualities

Quality	Score	Dice Pool
Strength	80	1d20, 5d12
Agility	92	4d20, 2d12
Conditioning	85	3d20, 3d12
Vitality	78	1d20, 5d12
Discipline	90	4d20, 2d12
Intelligence	65	4d12, 2d10
Charisma	72	5d12, 1d10

Secondary Qualities

Athleticism	86	3d20, 3d12
Physical Acumen	89	4d20, 2d12
Fitness	82	2d20, 4d12
Will	84	2d20, 4d12
Wisdom	78	1d20, 5d12
Wit	69	5d12, 1d10
Presence	76	6d12

Tertiary Qualities

Physis	80	–
Reaction	82	2d20, 4d12
Defense Rating	39	–

Movement Rates

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
10	10	10	10	10	21	32	40

Armor

Damage Type	Threshold
High Velocity Kinetic	10
Melee Kinetic	11
Energy	9
Chemical	9
Void	9
Alpha	Immune
Omega	Immune

Learners are the common name for a life form that is composed of a large, coalescent group of nanites, collectively called fogs. In their natural state, these fogs appear as a large swarm of tiny insects. However, learners can assume any shape they like. Learners assume the shape of a particular object, organism, behavior or other element of life on Earth and most commonly assume the form of sentient humanoids. Although they are capable, learners rarely shapeshift during a period of study as they fear their transformation will interfere with the findings of their living experiment. Unless a medical scan is made (even a rudimentary one will usually suffice), learners appear outwardly as whatever species or object they are mimicking, even pretending to eat and sleep. They are faster, stronger, and more intelligent than most known sentient races; they hide their true nature along with the skills and knowledge they have gained during their travels. In 2280, learners have distributed themselves all over the world but are most common in North America, as their home laboratory is in what was once eastern Nebraska.

Behavior

Learners behave according to three directives: To Learn, To Bring what they learn to the Preserver, and To Replicate. Learners will periodically create "Dispatch Fogs," usually avian in form, to bring a foglet to The Preserver, the large, gelatinous learner from which all the others were created. The Preserver resides in the ruined laboratory where the learners were first created. This specialized learner is the only one with memories of other learners. No learner will ever tap into the memories of another for fear of biasing his or her own data. Similarly, no learner will ever try to completely destroy another. If the goals of two learners force them into conflict and they try to destroy each other, one will always ensure part of the other survives to bring its knowledge to the Preserver. Some learners study math, science, astronomy, while others study emotions such as compassion and hate. There is even one report of a learner studying architecture that builds itself into a tower again and again just to see what height it can reach. Because of some flaw in their programming, they eventually come to enjoy whatever they study. Thus, some are gallant crusaders studying honor while others are horrific torturers who study the physical and psychological limits of living organisms. Most learners masquerade as humanoids to better study our behavior.

History

The learners were originally created as lab assistants to gather information on a group of scientists' experiments. Using nanotechnology, scientists created an intelligent mass of utility fog. Soon after the creation of the foglets, however, the entire lab was destroyed in a meteor shower and the scientists killed. The A.I. of the Fog was lost and confused until its programming kicked in and it was driven to study its surroundings. It began self-replicating and creating copies of itself, giving each copy a tabula rasa for memory. Thus, the learners were born.

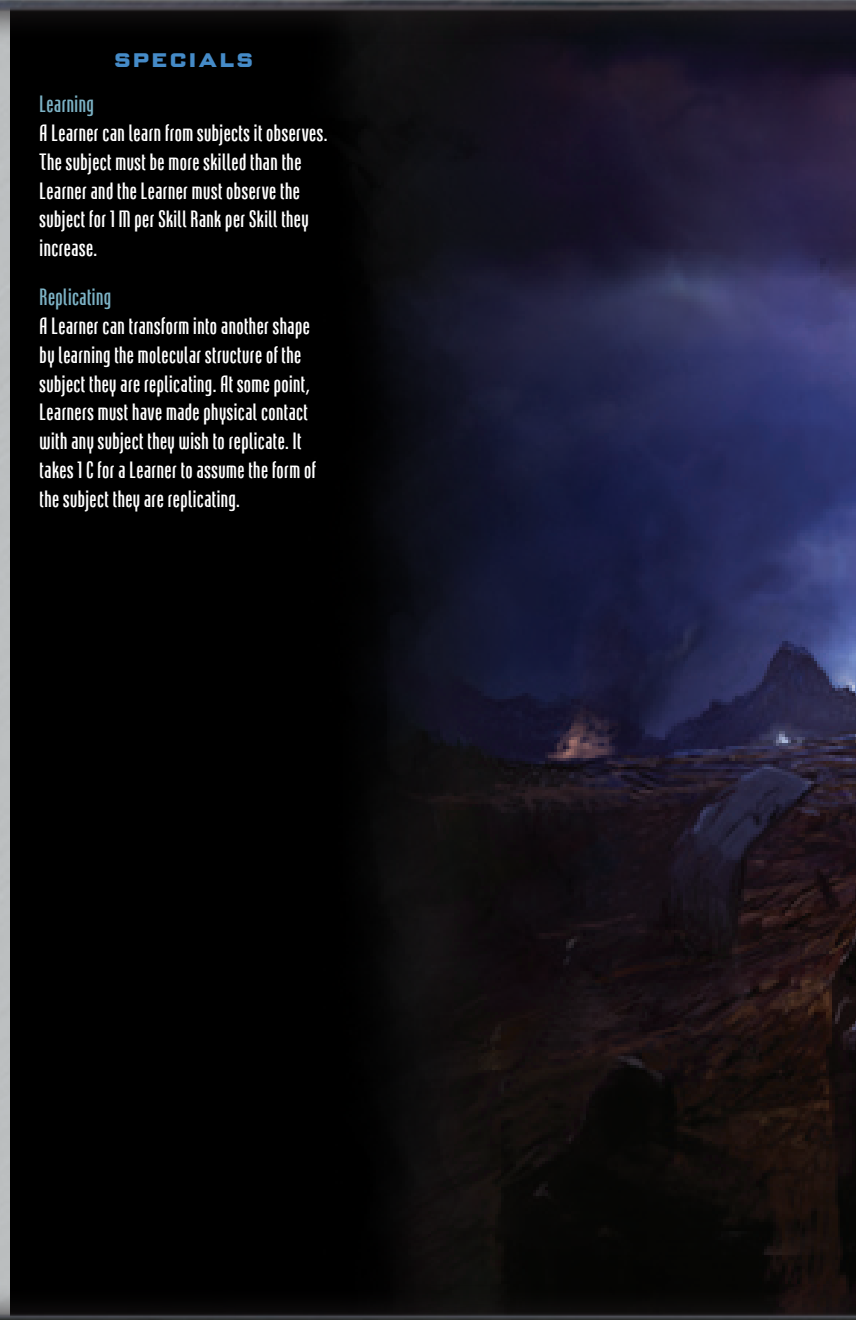
Specials

Learning

A Learner can learn from subjects it observes. The subject must be more skilled than the Learner and the Learner must observe the subject for 1 M per Skill Rank per Skill they increase.

Replicating

A Learner can transform into another shape by learning the molecular structure of the subject they are replicating. At some point, Learners must have made physical contact with any subject they wish to replicate. It takes 1 C for a Learner to assume the form of the subject they are replicating.





ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	3d20, 3d12	3d6+9 MK	10	5	–	–	6 SIM	–
Electrical Charge	4d20, 2d12	3d10+5 EN	16	2	–	–	10 SIM	–
Melee Weapon	3d20, 3d12	Weapon+9	Dependent on Weapon					

RANKS	Varies according to the subjects they have studied. Skill Ranks tend to be around 40. All Learners have the following as minimum Ranks for self protection: Grapple: 35, One-handed Melee: 35, Two-handed Melee: 32, Unarmed Melee: 36.

4.10.1

Garra Zenteer Earth Strider

TECH FIEND

HEIGHT	195 m (640')	SI	400	ACTIVE SEGMENTS	1, 2, 3, 4, 5, 6
WEIGHT	544,000 kg (1,200,000 lb)	EP	195	FOOTPRINT	185 × 85

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	100	6d20
Agility	85	3d20, 3d12
Conditioning	100	6d20
Vitality	100	6d20
Discipline	95	5d20, 1d12
Intelligence	32	4d8, 2d6
Charisma	95	5d20, 1d12

SECONDARY QUALITIES

Athleticism	93	5d20, 1d12
Physical Acumen	93	5d20, 1d12
Fitness	100	6d20
Will	98	6d20
Wisdom	64	3d12, 3d10
Wit	64	3d12, 3d10
Presence	98	6d20

TERTIARY QUALITIES

Physis	87	–
Reaction	78	1d20, 5d12
Defense Rating	29	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	12	21	30	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	14
Melee Kinetic	16
Energy	13
Chemical	15
Void	10
Alpha	Immune
Omega	Immune

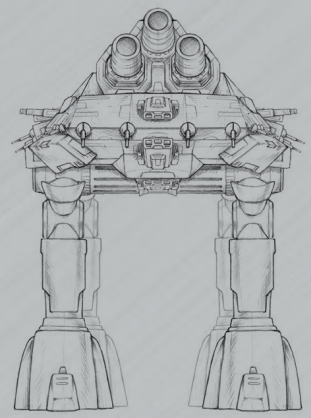
Each of its thick, heavily armored legs extends down from a corner of its rectangular frame supporting the creature's mass about 140 m (459') above the ground. Its trapezoidal body is covered in thick plating that makes the strider invulnerable to the majority of small arms and other simple weapons. Over their protective plating rests a layer of reactive armor that automatically fires a burst of armor piercing flechettes and plasma to deflect and destroy incoming projectiles. Six double-barrel plasma turrets, one top center, one bottom center, one front, one back and one on each of its sides, provide a moderate amount of firepower in all directions. A perimeter of spherical, turreted laser rifles completes its layered, omnidirectional defense. Its main weapons are a cluster of three massive, long-barreled howitzers that sit on the top and at the rear of its frame. These howitzers are used to propel van-sized shells at targets at extreme velocity. The recoil from these weapons is tremendous and the breach is designed to lurch backwards into several dampeners. Nevertheless, the recoil created by firing the weapons requires the creature be standing still when they are fired. The lower two tubes are energy weapons that fire intense beams of concentrated energy tremendous distances. These weapons are liquid and air-cooled and release a super-heated burst of steam shortly after each shot. A variety of visual and audio sensors, as well as numerous augmentation devices, allow the creature to observe the environment around it and to track the status of its target(s) and adversaries with deadly accuracy.

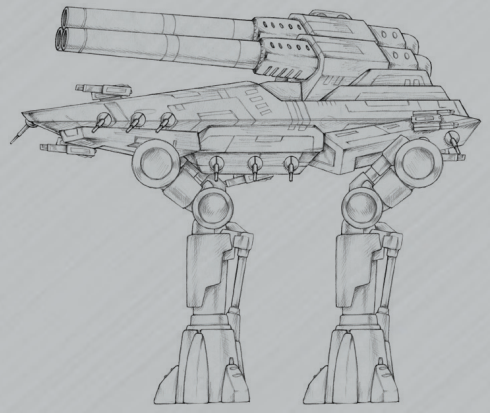
BEHAVIOR

It is believed that earth striders were first designed to destroy arcologies, despite the treaties that outlawed these horrific acts. They can be instructed to attack a particular set of geographic coordinates, bombarding as they advance, using more and more weapons to unleash destruction as it draws closer to its target. Their organic brain is focused on the single task of eliminating its target so long as it is still functioning. It is capable of assessing and responding to threats as it moves, slowing only to fire its massive main guns. Its turrets provide point defense against vehicles and smaller adversaries, while its reactive armor sends bursts of flechette rounds toward its enemies each time it is struck (see *Reactive Armor*).

HISTORY

There are no records of an earth strider being built, and none have been observed in action. The plans for this monstrous death machine were discovered during the raid of a subterranean bunker deep inside the Rocky Mountains in the former Canadian province of British Colombia. It was believed the bunker was a production facility for the Garra Zenteer, however, the evidence collected there led some investigators to believe it had been planted by another faction. An inter-Arcology investigation was launched and the findings were subsequently classified at the highest levels and kept from public scrutiny. Several factions, notably Loth Foundry and Augmented Sentience have a standing reward for any operative that can bring their representatives a copy of the report.





SPECIALS

Reactive Armor

Act: Free, Rng: 400 SIM, Sc: AoE (C, D400), Nat: Bl, RC: Agility (55, Half Damage), Ch/Rech: 5/Facing, requires reload when depleted

Func: Dam (4d10+5 HV)

Concentrated Fire

Act: Full, Rng: 400 SIM, Sc: AoE (H, R100, within Rng), Nat: Bl, EC: 25, RC: Agility (55, Half Damage)

Func: Dam (6d20+5 En)

Garra Zenteer Earth Strider

TECH FIEND

4.10.1



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d20, 1d12	6d10+9 MK	–	1	–	–	10 SIM	–
Laser Turret	5d20, 1d12	5d10+5 EN	14	4	5	–	400 SIM	–
Plasma Turret	5d20, 1d12	4d10+5 EN	10	6	6	–	2000 SIM	–
HV Howitzer	5d20, 1d12	5d20+5 HV	–	1	–	800 SIM	20,000 SIM	1/10 SIM
Energy Howitzer	5d20, 1d12	6d12+5 EN	–	1	–	800 SIM	12,000 SIM	1/10 SIM

RANKS

Detection: 43, Grapple: 45, Heavy Assault Weapons: 45, Orienteering: 45, Tactics: 35, Technology: 39, Tracking: 36, Unarmed Melee: 39

4.10.2

Augmented Sentience Exterminator

TECH FIEND

HEIGHT	36.6 m (120')	SI	400	ACTIVE SEGMENTS	1, 2, 3, 4, 5, 6
WEIGHT	113,000 kg (250,000 lb)	EP	193	FOOTPRINT	12 × 24

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	96	5d20, 1d12
Agility	92	4d20, 2d12
Conditioning	96	5d20, 1d12
Vitality	98	6d20
Discipline	97	6d20
Intelligence	26	2d8, 4d6
Charisma	95	5d20, 1d12

SECONDARY QUALITIES

Athleticism	94	5d20, 1d12
Physical Acumen	94	5d20, 1d12
Fitness	97	6d20
Will	98	6d20
Wisdom	62	3d12, 3d10
Wit	61	2d12, 4d10
Presence	96	5d20, 1d12

TERTIARY QUALITIES

Physis	86	–
Reaction	78	1d20, 5d12
Defense Rating	32	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	15	27	40	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	13
Melee Kinetic	15
Energy	12
Chemical	14
Void	10
Alpha	Immune
Omega	Immune

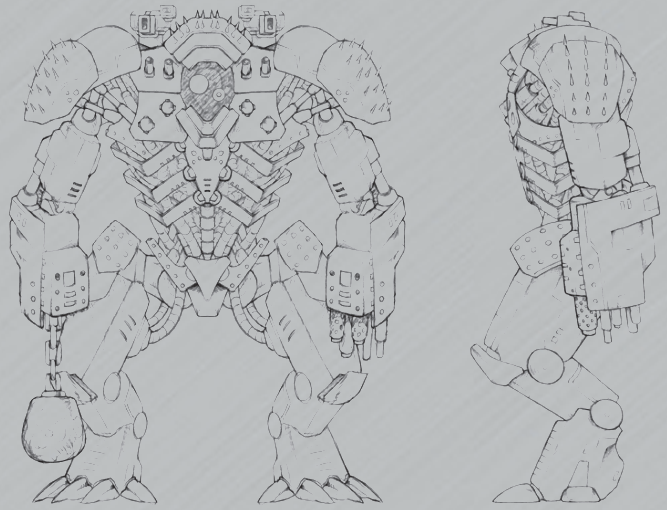
The Exterminator was built for one purpose—the annihilation of large populations. It is the most resource intensive unit fielded by the Augmented Sentience and is believed to be one of a kind. The Exterminator is a towering, bipedal machine that looks like an extremely well-armored and heavily armed suit of armor, only exponentially larger. Its central body is equipped with four gas canister launchers on both the front and back that are capable of launching smoke or various other types of gas. It has two sets of mortar and cluster bomb launchers that fire over the shoulders, each capable of firing a variety of shells (see *High Explosive*, *Incendiary*, *Cluster* and *Penetrator Shells*). Its massive arms contain several large weapons including a thrower and a rocket launcher. The left arm contains a large anti-armor weapon in place of its hand while the right contains a massive retractable flail with a thick, long chain—more wrecking ball than traditional melee weapon. A pair of turreted, rotating rocket launchers, with very wide arcs of fire, rest atop its massive shoulders.

BEHAVIOR

The artificial intelligence of the Exterminator is programmed to destroy life as efficiently as possible. It uses all of its weapons to inflict mass casualties and crushes everything that stands in its way. If necessary, the AI responsible for the development of Augmented Sentience can upload its intelligence into the Exterminator, transforming itself from a Loaded AI into the largest and most dangerous of all free-floating AI. The Exterminator will engage targets at long range with indirect fire from its mortar and cluster bombs while moving forward. Once its gas launchers are in range it will launch smoke to create chaos amongst targets and then launch gas to begin the annihilation of all nearby living things (see *Nerve Gas*). Once it has closed the range to its target, the Exterminator uses its anti-armor weapon, rockets, chain gun, throwers and flail to inflict as much carnage and destruction as possible.

HISTORY

On November 21st, 2276, aerial reconnaissance and long range surveillance captured imagery of this gigantic machine testing its weapon systems. The reconnaissance drones were destroyed almost immediately, but not before transmitting coordinates and initiating an air strike to eliminate what was clearly a mobile weapon of mass destruction. It is unknown whether what became known as the Exterminator was destroyed. Further reconnaissance showed immense blast craters from the strike, but no obvious wreckage or signs of the destruction of this colossal machine. Although the surveillance footage was released to the public and sent to all governments of the Inter-Arcology community, none claimed ownership of the weapon or had any further information regarding its capabilities or origin. Based on the structure and design, analysts believe it was created by Augmented Sentience, but all attempts to locate it have failed.



SPECIALS

Ammo

The Exterminator can carry up to 100 Rockets/Mortar Shells/Gas Grenades of any of the following ammunition types:

High Explosive

» Dam: 6d10+5 HV, AoE: H, R20

Incendiary

» Dam: 3d10+5 EN, AoE: H, R10, Special: Ignites flammable material

Cluster

» Dam: 4d10+5 HV, AoE: H, R25

Penetrator Shells

» Dam: 3d10+5, AoE: H, R5, Special: AP 25

Nerve Gas

Sc: AoE (H, R1, Radius increases by 1 SIM/S to a max R50), Nat: Bl, Cuml: Yes

Func: Toxin [Disp: ABN, TDL, Effect: Dam (-5 HP/S), Dur: 2 M, PL: 5, RC: Vitality (45, Negates)]

Smoke Grenade

Sc: AoE (H, R1, Radius increases by 1 SIM/S to a max R50), Nat: Bl, Dur: 5 M

Func: Creates +8 Cover is smoke breaks *LoS*.

Augmented Sentience Exterminator

Tech Fiend

4.10.2



Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	5d20, 1d12	3d10+9 MK	14	3	–	–	5 SIM	–
Wrecking Ball	5d20, 1d12	4d20+9 MK	–	1	–	–	30 SIM	–
Chain Gun (AP 5)	5d20, 1d12	3d10+5 HV	10	4	6	–	1000 SIM	–
Thrower	5d20, 1d12	2d20+5 EN	–	1	4	–	200 SIM	–
Mortar	5d20, 1d12	Ammo	18	2	6	100 SIM	6000 SIM	1/SIM
Rockets (AP 10)	5d20, 1d12	Ammo	18	2	5	20 SIM	800 SIM	2/SIM

Ranks

Assault Support Weapons: 45, Detection: 41, Grapple: 45, One-handed Melee: 40, Orienteering: 45, Tactics: 35, Technology: 41, Tracking: 35, Unarmed Melee: 39



Spiritual Creatures

5



5.1.1

Spirit Mist

SPIRITUAL CREATURE

HEIGHT	4.0 m (13') radius	HP	22	ACTIVE SEGMENTS	3
WEIGHT	–	EP	–	FOOTPRINT	Varies

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	8	4d4
Agility	6	3d4
Conditioning	12	6d4
Vitality	10	5d4
Discipline	12	6d4
Intelligence	8	4d4
Charisma	8	4d4

SECONDARY QUALITIES

Athleticism	7	3d4
Physical Acumen	9	4d4
Fitness	11	5d4
Will	11	5d4
Wisdom	10	5d4
Wit	8	4d4
Presence	8	4d4

TERTIARY QUALITIES

Physis	9	–
Reaction	9	4d4
Defense Rating	5	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	–	–	–	2

ARMOR

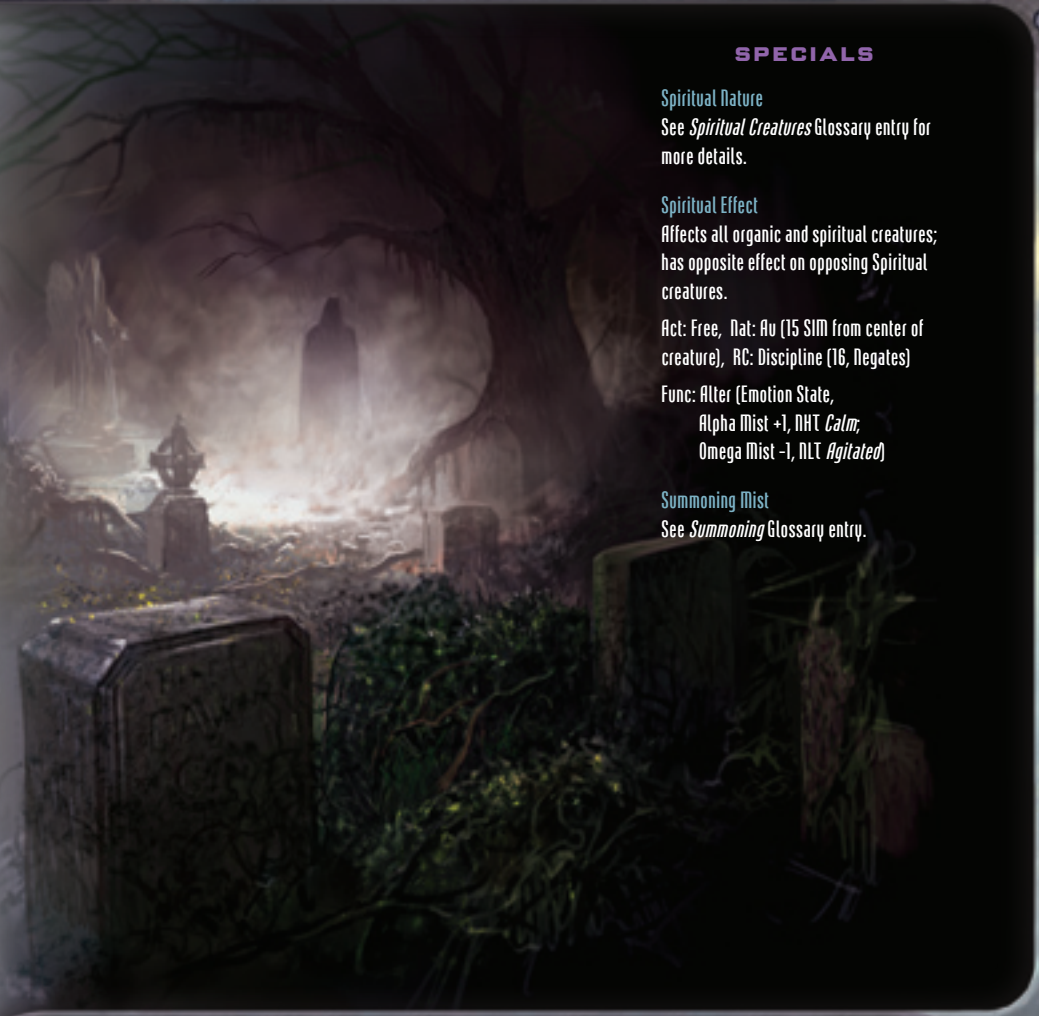
DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	Immune
Melee Kinetic	Immune
Energy	Immune
Chemical	Immune
Void	Immune
Alpha	1
Omega	1

AKA Fog of Fates

Spirit Mist is a concentration of spiritual energy that manifests as a fog. It can be thick or relatively light, has no discernable taste or smell and is not tangible enough to be felt. It can be detected by Spiritual-Insight Wielding Effects or by those gifted with exceptional senses or skilled enough to recognize such an anomaly. Omega fog can induce a terrible sense of despair and confinement to those within it, while Alpha Mist, provides comfort and serenity to those in its midst. Spirit mists seem to be attracted to one another and as their numbers increase, so too does the area of their influence and the potency of their effects. Opposing mists are compelled to engage one another in a maelstrom of melee combat that appears as strong, swirling gusts of wind. Only one type of mist, Alpha or Omega, can exist in one area at a time. Combat does not cease until one mist is completely destroyed. Spirit mists can be summoned by Wielders as Alpha or Omega Creation Effects (see *Summoning Mist*).

BEHAVIOR

Spirit mist tends to manifest and converge in areas of strong feelings or emotions associated with the source of the mist—Alpha or Omega. Omega mist looms in areas where horrific crimes have been committed or where fear and isolation are prevalent. Alpha mist is drawn to areas of tranquility and peace, adding to the serenity of these blissful locations. Omega mists fill the mind with thoughts of ineptitude, fear, inadequacy, despair and mistrust, causing the weak willed to be less effective in their actions. Omega mist has the opposite effect upon creatures derived from Omega energy (see *Spiritual Effect*). Alpha mists fill the hearts of those within with feelings of confidence, trust, courage, and hope, causing those that are influenced by them to become more effective in their endeavors. Alpha mist has the opposite affect upon creatures that are derived from Omega energy.



SPECIALS

Spiritual Nature

See *Spiritual Creatures* Glossary entry for more details.

Spiritual Effect

Affects all organic and spiritual creatures; has opposite effect on opposing Spiritual creatures.

Act: Free, Nat: Au (15 SIM from center of creature), RC: Discipline (16, Negates)

Func: Alter (Emotion State,
Alpha Mist +1, NHT *Calm*;
Omega Mist -1, NLT *Agitated*)

Summoning Mist

See *Summoning* Glossary entry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed*	3d4	1d6 AS/OS	3	2	–	–	3 SIM	–

RANKS Detection: 4, Grapple: 2, Stealth: 5, Unarmed Melee: 2, Wielding: Alpha or Omega 2

HEIGHT	0.2 m (6") radius	HP	8	ACTIVE SEGMENTS	3
WEIGHT	–	EP	–	FOOTPRINT	0.5 × 0.5

Spirit Orb

SPIRITUAL CREATURE

5.1.2



SPECIALS

Spiritual Charge
Affects all organic and spiritual creatures.

Act: Half, Rng: 2 SIM, Sc: 1, Nat: Ph,
RC: Discipline (20, Half Damage),
Ch/Rech: (6, 1 S)

Func: Alpha Orb–
Heal (1d4 HP to biological creatures),
Dam (1d4 AS to Omega creatures);
Omega Orb–Dam (1d6 OS)

Spiritual Effect
Affects all organic and spiritual creatures; has opposite affect on opposing Spiritual creatures.

Act: Free, Nat: Au (10 SIM),
RC: Discipline (10, Negates)

Func: Alter (Thought State,
Alpha Orb +1, NHT *Collected*;
Omega Orb -1, NLT *Distracted*)

Summoning Orbs
See *Summoning* Glossary entry.

AKA Sprites, Nightlights

Spirit Orbs are small, spherical concentrations of spiritual energy that pulse with a colored luminescence. Alpha orbs are lighter in color and tend to be white, yellow, green, or blue and pulse at a low frequency, gently transitioning between color and light. Omega orbs are typically red, purple or orange and pulse at a much higher frequency. Spirit orbs have no discernable mass and are capable of hovering or flying at various speeds. They move quietly, only hushed whispers of indiscernible words can be heard as they pass close by. The whispers emanating from Alpha orbs are tranquil and pacifying compared to the harsh tone of Omega orbs. Studies of these entities claim that the motion and luminescence of Alpha orbs is soothing and benevolent and some Spiritual Wielders claim to have "befriended" the energy, encouraging their continued presence with quiet music, lush gardens and other serene stimuli. Other, more self-serving Wielders have managed to trap Omega orbs, using them as tools to study the prolonged effect that the negativity and despair they invoke has on living creatures.

BEHAVIOR

Alpha orbs can invoke feelings of calm and peacefulness in those they are drawn to. Their unintelligible whispers have a positive effect on a target's subconscious resulting in increased performance in the actions they take. Omega orbs incite negativity and malice through their harsh, hissing whispers (see *Spiritual Effect*). Spirit orbs have very little direct physical impact on the material world, but they are capable of generating small energy charges that can be unleashed, seemingly, at will upon targets. The charge emitted by Alpha orbs can heal small amounts of damage to organic creatures or damage entities composed of Omega energy. Omega orbs cause slightly more damage to creatures they choose to target, but are not capable of healing (see *Spiritual Charge*).

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Alpha Charge	1d6, 5d4	1d4 AS/EN	3	2	–	–	2 SIM	–
Omega Charge	1d6, 5d4	1d6 OS/EN	3	2	–	–	2 SIM	–

RANKS Detection: 5, Stealth: 3, Unarmed Melee: 3, Wielding: Alpha or Omega 3

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	1	1d4
Agility	15	1d6, 5d4
Conditioning	15	1d6, 5d4
Vitality	6	3d4
Discipline	10	5d4
Intelligence	8	4d4
Charisma	1	1d4

SECONDARY QUALITIES

Athleticism	8	4d4
Physical Acumen	15	1d6, 5d4
Fitness	11	5d4
Will	8	4d4
Wisdom	9	4d4
Wit	5	2d4
Presence	1	1d4

TERTIARY QUALITIES

Physis	8	–
Reaction	12	6d4
Defense Rating	10	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	–	–	–	10

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	Immune
Melee Kinetic	Immune
Energy	0
Chemical	Immune
Void	Immune
Alpha	2
Omega	2

5.2.1

Alpha Watcher

SPIRITUAL CREATURE

HEIGHT	1.8 m (6')	HP	32	ACTIVE SEGMENTS	3, 6
WEIGHT	–	EP	–	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	18	3d6, 3d4
Agility	20	4d6, 2d4
Conditioning	18	3d6, 3d4
Vitality	14	1d6, 5d4
Discipline	16	2d6, 4d4
Intelligence	16	2d6, 4d4
Charisma	12	6d4

SECONDARY QUALITIES

Athleticism	19	3d6, 3d4
Physical Acumen	19	3d6, 3d4
Fitness	16	2d6, 4d4
Will	15	1d6, 5d4
Wisdom	16	2d6, 4d4
Wit	14	1d6, 5d4
Presence	15	1d6, 5d4

TERTIARY QUALITIES

Physis	16	–
Reaction	18	3d6, 3d4
Defense Rating	9	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	–	–	–	10

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	Immune
Melee Kinetic	Immune
Energy	Immune
Chemical	Immune
Void	Immune
Alpha	Immune
Omega	2

AKA Guardian Angel, Casper

Alpha watchers are concentrations of Alpha energy that prevent needless acts of destruction or death. They may choose to protect an individual, object or watch over a particular location or building. The vast majority of the time they are invisible, but they are capable of manifesting as ethereal, wavering, human-sized shapes composed of light, or as the image of a trusted friend or family member that has crossed over. They are capable of small amounts of speech, but their voice is nothing more than a gentle whisper. The presence of an Alpha watcher is sometimes accompanied by a warm draft of air or a faint but relaxing scent of freshness or flowers. They also provide feelings of peace by injecting a happy memory in the minds of those they choose to aid. They have been known to subconsciously urge others to come to the aid of someone in need, often reuniting friends and family who had long since lost contact.

BEHAVIOR

Alpha watchers are drawn to potentially dangerous and hazardous situations where people or other living creatures may be injured or killed. They are rare entities that keep a watchful eye out for those that need their help. Alpha watchers are believed to be able to tap into the Insight Intention to predict whether certain objects or situations will result in a harmful or fatal accident and will find ways to lower the chances of such events taking place. They will often find a way to draw their target's attention to a key element of a potential catastrophe. This could be realized as a flash of light that causes a vehicle driver to stop daydreaming in time to see a pedestrian, or by planting a thought to remind someone to ensure a power outlet has been deactivated before repairing it. They also possess limited telekinetic powers that allow them to move objects or people out of harm's way. They are attuned to the presence of Omega energy and immediately attack any equal or lesser concentration of Omega energy they encounter.



SPECIALS

Spiritual Nature

See *Spiritual Creatures* Glossary entry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	3d6, 3d4	1d4+1 AS	4	4	–	–	1 SIM	–

RANKS Detection: 6, Energy: 6, Stealth: 7, Unarmed Melee: 6, Wielding: Alpha 8, Energy 8

HEIGHT	1.7 m (5'6")	HP	26	ACTIVE SEGMENTS	3, 6
WEIGHT	–	EP	–	FOOTPRINT	1 × 1

POLTERGEIST
SPIRITUAL CREATURE

5.2.2



SPECIALS

Telekinetic Attack
Act: Half, Rng: 15 SIM, Sc: 1, Nat: Bl, EC: 3, RC: Agility (20, Negates; 17, Half Damage)
Func: Dam (1d8+1 MK)

Terrifying Illusions
Act: Half, Rng: 15 SIM, Sc: 1, Nat: Vs, EC: 4, Dur: 2 C, RC: Discipline (18, Negates)
Func: Alter (Fear State -2, NLT *Scared*)

Spiritual Nature
See *Spiritual Creatures* Glossary entry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	2d6, 4d4	1d4+1 OS	4	4	–	–	1 SIM	–

RANKS Detection: 7, Energy: 6, Omega: 6, Stealth: 7, Unarmed Melee: 6, Wielding: Control 8, Energy 8, Omega 8

When spirits cross over they are sometimes intercepted by Omega energy and forced to remain on Earth in the form of poltergeists. Poltergeists are Omega-based spiritual creatures that haunt locations or sometimes even specific objects and attempt to harm any living beings that come within their area of influence. For the most part, they remain invisible, however, they can appear as ghostly, translucent images, humanoid in shape and appearance. The presence of a poltergeist may be accompanied by the foul odor of rotting flesh and localized drop in temperature. Although capable of speaking in harsh whispers, they rarely do so with sufficient volume to be heard, choosing instead to let their actions speak for them. Audio recording and enhancing equipment is capable of capturing much more of their speech through Electronic Voice Phenomenon but most of these communications are nothing more than playful or misleading answers to questions posed by those aware of the poltergeist's presence.

BEHAVIOR

Poltergeists cannot cause a significant amount of direct, physical harm but are capable of hurling objects at targets (see *Telekinetic Attack*). These spiritual creatures are tied to a physical location or object and cannot stray far from it. It is usually the carrier of the object or the residents of the location that suffer the brunt of the poltergeist's malice, however, on rare occasions it has been observed that only visitors to haunted locations are harmed while residents are not. Poltergeists can create disturbing illusions designed to terrify observers. These illusions come in many forms: horrifically violent images, the appearance of frightening messages on walls, distorted images in mirrors or other images that will terrify their victim (see *Terrifying Illusions*). Poltergeists can also manipulate energy around them to make electricity flicker, to turn lights or electronics on and off, and are able to project their voice through audio equipment.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	14	1d6, 5d4
Agility	20	4d6, 2d4
Conditioning	12	6d4
Vitality	14	1d6, 5d4
Discipline	15	1d6, 5d4
Intelligence	15	1d6, 5d4
Charisma	12	6d4

SECONDARY QUALITIES

Athleticism	17	2d6, 4d4
Physical Acumen	16	2d6, 4d4
Fitness	13	6d4
Will	15	1d6, 5d4
Wisdom	15	1d6, 5d4
Wit	14	1d6, 5d4
Presence	13	6d4

TERTIARY QUALITIES

Physis	15	–
Reaction	16	2d6, 4d4
Defense Rating	8	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	–	–	–	10

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	Immune
Melee Kinetic	Immune
Energy	Immune
Chemical	Immune
Void	Immune
Alpha	2
Omega	4

5.3.1

Lesser Spirit

SPIRITUAL CREATURE

HEIGHT	2.0 m (6'6")	HP	50	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	–	EP	–	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	24	6d6
Agility	26	1d8, 5d6
Conditioning	27	1d8, 5d6
Vitality	23	5d6, 1d4
Discipline	25	6d6
Intelligence	16	2d6, 4d4
Charisma	23	5d6, 1d4

SECONDARY QUALITIES

Athleticism	25	6d6
Physical Acumen	27	1d8, 5d6
Fitness	25	6d6
Will	24	6d6
Wisdom	21	4d6, 2d4
Wit	20	4d6, 2d4
Presence	24	6d6

TERTIARY QUALITIES

Physis	23	–
Reaction	23	5d6, 1d4
Defense Rating	11	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	–	–	–	16

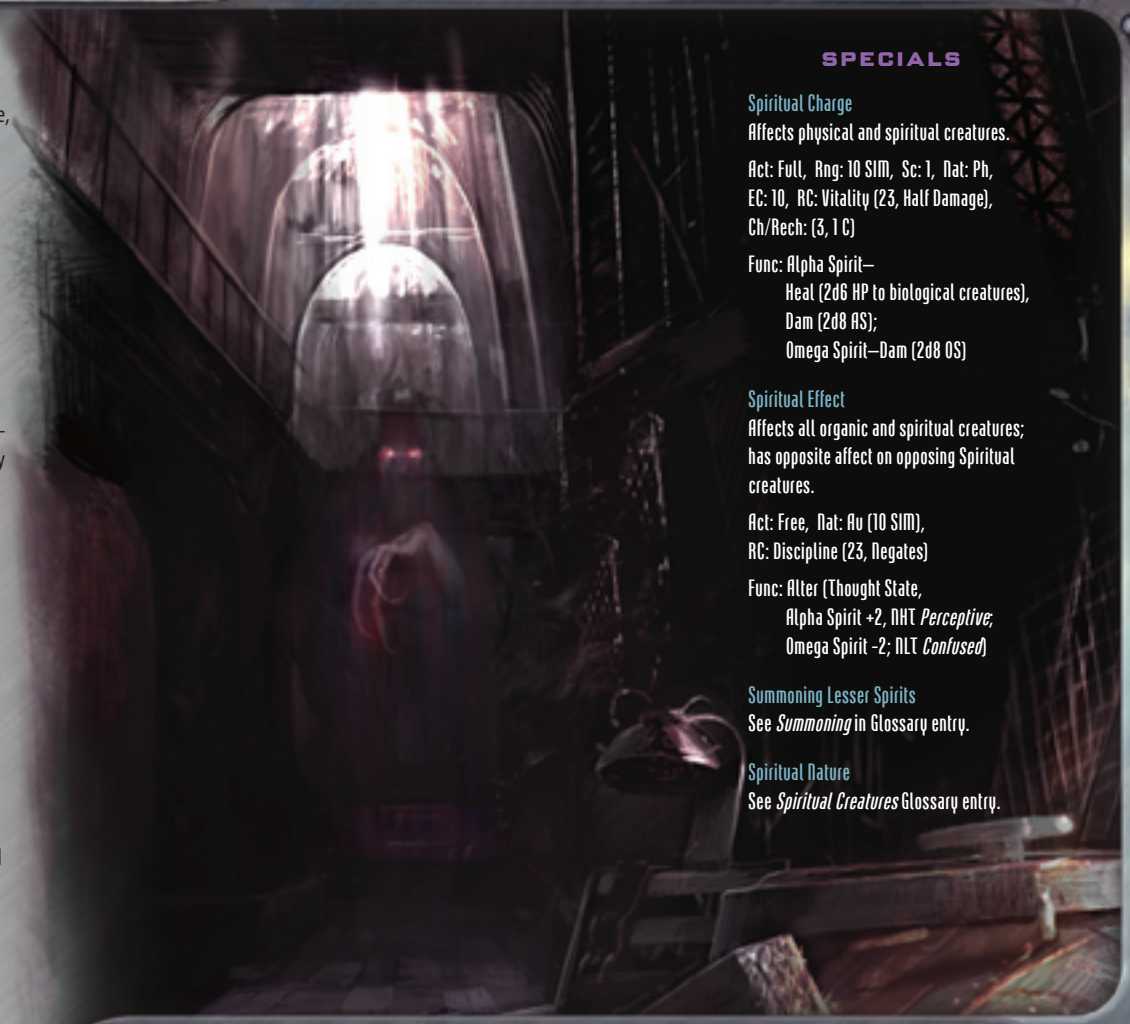
ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	Immune
Melee Kinetic	Immune
Energy	Immune
Chemical	Immune
Void	Immune
Alpha	5
Omega	5

Lesser spirits are concentrations of spiritual energy that initially manifest as small, almost shapeless forms. Lesser Alpha spirits typically glow with a white, yellow, orange or other soft, warm luminescence. Lesser Omega spirits are darker in color and appear as black, red, purple, blue or other intense colors. The physical features and appearance of lesser spirits are completely determined by their spiritual source, Alpha or Omega, and how that energy is interpreted by those observing them. These creatures emit significant auras that reveal something of their nature. Lesser Alpha spirits instill feelings of peace and security that encourage the observer to perceive them as gentle, harmless entities, warm and welcoming. Lesser Omega spirits project an aura of negativity that is perceived by sentient creatures as hatred and malevolence causing them to appear as dark, nightmarish monsters. Powerful Spiritual Wielders, unaffected by the auras these entities project, may simply see them as shapeless concentrations of energy with no discernable characteristics.

BEHAVIOR

Lesser spirits behave very differently depending on their spiritual source. Lesser Alpha spirits tend to stay out of the affairs of organic beings primarily due to a lack of interest in the affairs of the physical world and the creatures that inhabit it. They are capable of healing living creatures (see *Spiritual Charge*) and still provide the same secure, serene, peaceful feelings indicative of Alpha creatures (see *Spiritual Effect*). Lesser Alpha spirits can use their bodies or Alpha weapons to attack Omega-based creatures, but are incapable of harming non-Omega-based creatures. Lesser Omega spirits will attack all living or Alpha-based creatures whenever the opportunity presents itself. They are capable of attacking physical beings (see *Spiritual Charge*) and emit an aura of despair, malevolence and negativity that may have an adverse effect on the actions of their victims (see *Spiritual Effect*). They delight in the terror they generate and the effect it has on the living.



SPECIALS

Spiritual Charge
Affects physical and spiritual creatures.

Act: Full, Rng: 10 SIM, Sc: 1, Nat: Ph, EC: 10, RC: Vitality (23, Half Damage), Ch/Rech: (3, 1 C)

Func: Alpha Spirit–
Heal (2d6 HP to biological creatures),
Dam (2d8 AS);
Omega Spirit–Dam (2d8 OS)

Spiritual Effect
Affects all organic and spiritual creatures; has opposite affect on opposing Spiritual creatures.

Act: Free, Nat: Au (10 SIM),
RC: Discipline (23, Negates)

Func: Alter (Thought State,
Alpha Spirit +2, NHT *Perceptive*;
Omega Spirit -2; NLT *Confused*)

Summoning Lesser Spirits
See *Summoning* in Glossary entry.

Spiritual Nature
See *Spiritual Creatures* Glossary entry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d6	1d10+2 AS/OS	6	5	–	–	1 SIM	–
Ranged	1d8, 5d6	2d8+2 AS/OS	9	2	3	–	100 SIM	–

RANKS Detection: 11, Ranged Attacks: 14, Stealth: 11, Unarmed Melee: 10, Wielding: Alpha or Omega 10

HEIGHT	0.9 m (3')	HP	44	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	–	EP	–	FOOTPRINT	1 × 1

MALINGERER
SPIRITUAL CREATURE

5.3.2



SPECIALS

Possession
Malingerers may *Possess* victims in accordance with the rules set forth in the Glossary.

Exorcism
Malingerers may be *Exorcised* in accordance with the rules set forth in the Glossary.

Spiritual Nature
See *Spiritual Creatures* Glossary entry.

Malingerers are the spiritual equivalent of a parasite. They are Omega-derived creatures that prey upon the weak, the injured, the sick and the mentally ill, hijacking their victim's body and mind. Malingerers enter their victim as a form of *possession*. Once it has assumed control there are no overt indicators that would directly reveal the malingerer's presence, its spiritual tentacles are invisible to all but the spiritually attuned. That being said, all malingerers force their victim to appear to need physical or mental assistance. Malingerers prevent a victim from eating or sleeping, the resulting physical suffering feeding and sustaining the Omega energy within their body. As time progresses and the victim's health begins to fade, the malingerer becomes needy and increases its efforts to draw new potential hosts for *possession*.

BEHAVIOR

Once a malingerer has gained control of its victim it will make its victim appear weak, helpless or in need of assistance. It may force its victim to break one of its own bones, wound itself or, at the very least, make the victim appear destitute and without hope, abandoned and alone. In wild creatures, victims suddenly appear to be an easy target, tricking predators that can then be *possessed*. Sentient beings may be drawn to a malingerer infested victim out of compassion and a desire to provide assistance. When the time to strike is right, their current victim expires and malingerers make an attempt to *possess* a new host. Malingerers can be forced out of a victim through *exorcism* and may either attempt to *possess* what it perceives to be the closest, weakest target or may flee the area to find a victim away from the power that *exorcised* it (see *Possession*). Regardless of whether a malingerer succeeds in hopping from victim to victim, surviving witnesses or victims may be hard-pressed to provide the same assistance to legitimate members of society in need.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	24	6d6
Agility	21	4d6, 2d4
Conditioning	22	5d6, 1d4
Vitality	22	5d6, 1d4
Discipline	25	6d6
Intelligence	18	3d6, 3d4
Charisma	23	5d6, 1d4

SECONDARY QUALITIES

Athleticism	23	5d6, 1d4
Physical Acumen	22	5d6, 1d4
Fitness	22	5d6, 1d4
Will	24	6d6
Wisdom	22	5d6, 1d4
Wit	21	4d6, 2d4
Presence	24	6d6

TERTIARY QUALITIES

Physis	22	–
Reaction	22	5d6, 1d4
Defense Rating	14	–

MOVEMENT RATES

4	4	–	4	4	6	8	10
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	Immune
Melee Kinetic	Immune
Energy	Immune
Chemical	Immune
Void	Immune
Alpha	3
Omega	6

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d6, 1d4	1d6+2 OS	6	5	–	–	4 SIM	–

RANKS Alertness: 11, Stealth: 13, Unarmed Melee: 10, Wielding: Omega 10

5.4.1

False Wraith

SPIRITUAL CREATURE

HEIGHT	Mimics Target	HP	65	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	Equipment Only	EP	–	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	30	3d8, 3d6
Agility	32	4d8,2d6
Conditioning	35	5d8, 1d6
Vitality	30	3d8, 3d6
Discipline	32	4d8,2d6
Intelligence	19	3d6, 3d4
Charisma	35	5d8, 1d6

SECONDARY QUALITIES

Athleticism	31	3d8, 3d6
Physical Acumen	34	5d8, 1d6
Fitness	33	4d8,2d6
Will	31	3d8, 3d6
Wisdom	26	1d8, 5d6
Wit	27	1d8, 5d6
Presence	33	4d8,2d6

TERTIARY QUALITIES

Physis	30	–
Reaction	28	2d8, 4d6
Defense Rating	14	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	4	7	10	14

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	Immune
Melee Kinetic	Immune
Energy	4
Chemical	Immune
Void	Immune
Alpha	4
Omega	6

A wraith was believed to be an apparition that mimicked the appearance of a person, appearing to them before their imminent death. False wraiths are heavily influenced by the energy of Omega and relish stalking their prey, sizing them up and appearing before them at the worst possible moment as a ghostly, horrifying and tormented reflection of their victim. Whether by accident or design, false wraiths have played upon antiquated beliefs and superstitions to cause paralytic fear in their potential victims. False wraiths cannot fight the impulses that compel them to wander, incessantly searching for sentient beings to kill. Although these creatures have the ability to capture the appearance of their prey as a ghostly, shimmering reflection, they are also capable of using all manner of equipment, weapons and clothing. False wraiths have earned their name from the stories told by those that have encountered them but managed to live to tell the tale.

BEHAVIOR

False wraiths are nomadic scavengers that roam widely, searching for victims and collecting whatever equipment, weapons and clothing they believe will be helpful in their dread pursuits. When these creatures find a victim that interests them, they find a way to get close to them. When they find a venue from which they can secretly observe their victim, they begin to take on their features, distorting them in twisted, horrific ways designed to create shock and fear. Once a false wraith has mastered the visage of their victim, they reveal themselves, and use the moment of shock when a victim first looks upon their own twisted face to implant a suggestion that the wraith has appeared to herald the end of the victim's life (see *False Appearance*). False wraiths are compelled to attack their enemies with the equipment they have at their disposal. They are relentless, attacking until either they or their targets have perished.



SPECIALS

False Appearance

Effective only against one target which the False Wraith has selected to mimic.

Act: Free, Rng: 5 SIM, Sc: 1, Nat: Vs, Dur: 5 M, RC: Discipline (30, Reduces the effect to NLT *Scared*)

Func: Alter (Fear State -4)

Spiritual Nature

See *Spiritual Creatures* Glossary entry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	3d8, 3d6	1d8+3 MK/OS	8	5	–	–	1 SIM	–
Melee Weapon	3d8, 3d6	Weapon+3	Dependant on Weapon					
Ranged Weapon	5d8, 1d6	Weapon+2	Dependant on Weapon					

RANKS Alertness: 14, Grapple: 12, Stealth: 12, Unarmed Melee: 13, Wielding: Omega 10

HEIGHT	1.8 m (6')	HP	84	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	–	EP	–	FOOTPRINT	1 × 1

Possessor Spirit

SPIRITUAL CREATURE

5.5.1

SPECIALS

Spiritual Nature
See *Spiritual Creatures* Glossary entry.

Possession
Possessor Spirits may *Possess* victims in accordance with the rules set forth in the Glossary.

Exorcism
Possessor Spirits may be *Exorcised* from victims in accordance with the rules set forth in the Glossary.

Telekinetic Attack
Act: Half, Rng: 25 SIM, Sc: 1, Nat: Bl,
RC: Agility (32, Negates; 27, Half Damage)
Func: Dam (3d8+4 MK)

Terrifying Illusions
Act: Half, Rng: 25 SIM, Sc: 1, Nat: Vs,
Dur: 5 M, RC: Discipline (28, Negates)
Func: Alter (Fear State -4, NLT *Terrified*)



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	1d10, 5d8	1d10+4 OS/EN	8	5	–	–	1 SIM	–

RANKS Alertness: 18, Grapple: 16, Stealth: 18, Unarmed Melee: 18, Wielding: Control 16, Energy 10, Omega 14

Possessor spirits are intelligent, Spiritual creatures controlled by Omega energy. They are the disembodied souls of those who have chosen not to cross over or have been prevented from doing so by a more powerful creature and forced into servitude. Possessor spirits are typically man-sized apparitions that usually appear as ghostly images shrouded in ethereal mist or shadow. They may also choose to remain invisible. When visible, some are translucent avatars of their former physical selves, appearing as they were prior to their death. Others are grotesque, horrific, disfigured apparitions that strike fear in the hearts of their enemies. Possessor spirits are not affected by the physical boundaries of the world; they may move through walls, fly and remain underwater indefinitely.

BEHAVIOR

Possessor spirits are unable to cause physical harm to living beings but can possess a target by invading and taking control of its body (see *Possession*). While possessing a victim the spirit can force it to do anything that its body is physically capable of, including but not limited to, attacking others, destroying objects, conversing and moving from place to place. Possessor sprits typically stalk their victims for days or weeks, closely monitoring them, before attempting to possess them. They assess whether the target will be adequate for their needs and try to determine how easy they will be to control. Possessor spirits are capable of projecting a hollow, disembodied voice and communicating telepathically. Most possessor spirits taunt their prey for some period of time before attempting to possess them; using the fear they generate to increase the potency of their abilities. They create terror in a multitude of ways including lunging unexpectedly out of the darkness and then disappearing, grabbing or touching with an unseen hand, uttering eerie whispers, screaming at high volume without appearing and telekinetically moving small objects within sight of their prey.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	34	5d8, 1d6
Agility	44	3d10, 3d8
Conditioning	44	3d10, 3d8
Vitality	40	1d10, 5d8
Discipline	38	1d10, 5d8
Intelligence	19	3d6, 3d4
Charisma	42	2d10, 4d8

SECONDARY QUALITIES

Athleticism	39	1d10, 5d8
Physical Acumen	44	3d10, 3d8
Fitness	42	2d10, 4d8
Will	39	1d10, 5d8
Wisdom	29	2d8, 4d6
Wit	31	3d8, 3d6
Presence	38	1d10, 5d8

TERTIARY QUALITIES

Physis	37	–
Reaction	34	5d8, 1d6
Defense Rating	17	–

MOVEMENT RATES

–	–	–	–	4	6	12	18
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	Immune
Melee Kinetic	Immune
Energy	Immune
Chemical	Immune
Void	Immune
Alpha	6
Omega	8

5.5.2

Spirit Servant

SPIRITUAL CREATURE

HEIGHT	1.9 m (6'3")	HP	86	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	Equipment only	EP	–	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	44	3d10, 3d8
Agility	40	1d10, 5d8
Conditioning	44	3d10, 3d8
Vitality	42	2d10, 4d8
Discipline	39	1d10, 5d8
Intelligence	18	3d6, 3d4
Charisma	40	1d10, 5d8

SECONDARY QUALITIES

Athleticism	42	2d10, 4d8
Physical Acumen	42	2d10, 4d8
Fitness	43	2d10, 4d8
Will	41	2d10, 4d8
Wisdom	29	2d8, 4d6
Wit	29	2d8, 4d6
Presence	42	2d10, 4d8

TERTIARY QUALITIES

Physis	38	–
Reaction	35	5d8, 1d6
Defense Rating	18	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	5	9	13	19

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	Immune
Melee Kinetic	Immune
Energy	4
Chemical	Immune
Void	Immune
Alpha	5
Omega	5

AKA Beholden

Spirit servants are man-sized entities comprised primarily of spiritual energy. Their bodies are invisible but maintain a solid, tangible humanoid shape allowing them to physically affect the world around them. Spirit servants are typically dressed in hooded robes, however, they are capable of wearing clothing and carrying or using equipment which floats eerily supported by their ghostly form. Although spirit servants are capable of maintaining anonymity or avoiding detection in crowded or dimly lit environments, once discovered they are truly unnerving and intimidating opponents due to their alarming appearance and ethereal visage. Spirit servants move with silent, fluid grace and speak with disembodied voices that can be loud and oppressive or little more than a whisper. The aura surrounding Alpha-based spirit servants instills feelings of respect and serenity in those nearby, while Omega-based spirit servants instill fear and despair and project powerful feelings of negativity and malevolence.

BEHAVIOR

Spirit servants are intelligent creatures bound to servitude by powerful masters. Some are comprised entirely of Alpha energy and have sworn oaths to defend particular places, people, objects, ideals or creatures. Others are comprised of Omega energy and have been forced to assist evil masters carry out their diabolical agenda. They are stalwart in their duty or pursuit, requiring no rest and are incapable of feeling fear (see *Fearless*). They can only be harmed by weapons or Effects that cause Energy damage or by their opposing Spiritual Source. They are immune to all other Damage Types. Although they are spiritual in nature, they are capable of employing physical weaponry and equipment, typically limiting their belongings to a single layer of clothing and a weapon or two. All spirit servants tend to use small, easily concealed weaponry that will not draw attention to them. Their incorporeal bodies allow their careful steps to move with unnatural silence, making them excellent spies and deadly assassins.



SPECIALS

Fearless
Spirit Servants are immune to negative fear-based effects and therefore their Fear State Component may never fall below Normal.

Spiritual Nature
See *Spiritual Creatures* Glossary entry.

Summoning
Servants can be *summoned* as per the Glossary entry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	2d10, 4d8	1d10+4 EN	8	5	–	–	1 SIM	–
Melee Weapon	2d10, 4d8	Weapon+4	Dependent on Weapon					
Ranged Weapon	2d10, 4d8	Weapon+2	Dependent on Weapon					

RANKS

Alertness: 17, Grapple: 15, Intimidation: 16, Pistols & SMGs: 18, Stealth: 16, Unarmed Melee: 15, Wielding: Alpha or Omega 18

HEIGHT	Dependent on Host	HP	110	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	Dependent on Host	EP	–	FOOTPRINT	1 × 1

Chosen
SPIRITUAL CREATURE

5.6.1

SPECIALS

Possession
Chosen exist when the host has been possessed by an Alpha spirit. See Glossary information for more information on *Possession*.

Exorcism
The spirit within a Chosen may be *Exorcised* from its host in accordance with the rules set forth in the Glossary.

When the spirit inside the Chosen departs the host, it is treated in accordance with the *Spiritual Creatures* Glossary entry.



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	4d10, 2d8	2d6+5 MK/AS	8	5	–	–	1 SIM	–
Melee Weapon	4d10, 2d8	Weapon+5	Dependent on Weapon					
Ranged Weapon	6d10	Weapon+3	Dependent on Weapon					

RANKS
Alertness: 20, Gather Information: 18, Grapple: 18, Medicine: 22, Negotiation: 18, Stealth: 24, Unarmed Melee: 20, Wielding: Alpha 24, Insight 20

Chosen are the physical manifestation of a second chance. They appear as someone who is grounded, organized, intelligent, fit and well-groomed. They exude an aura of confidence, compassion, honesty and strength. Chosen are created when a concentration of Alpha energy takes control of the physical and mental faculties of someone who has given up on life, let it escape them or had it stolen from them. Some have been lost to the effects of drug or chemical abuse. Others have been traumatized so severely that their mind has shutdown in a desperate attempt to escape from their own harsh reality. Finally, some have been physically or mentally damaged by an accident or by possession of an Omega spiritual creature. Chosen teach their host to respect themselves and others and keep their host safe from the abuse or triggers to addiction they may have suffered previously. The eyes of a chosen reveal the sadness and pain the host is slowly overcoming.

BEHAVIOR

The Alpha energy of a chosen that takes over a host body protects it from further harm until it has recovered from its afflictions. This powerful energy nurses the victim back to physical, mental and emotional health by providing a constant source of warmth, trust and friendship. However, the energy will not linger longer than necessary, leaving the host the moment they are in full control of themselves and able to assume responsibility for themselves once again. In the mean time, the Alpha energy uses the host to perform acts of goodness, helping others whenever possible and defending the innocent, using violence only to combat the activity of Omega energy. Chosen have access to the memories, knowledge and personality of their host and usually hide painful memories and emotional triggers that initiate negative behavior, allowing the host to be confident and happy until they have truly recovered. Although Chosen cannot fly, the Alpha spirit may fly once it departs the host.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	48	4d10, 2d8
Agility	50	5d10, 1d8
Conditioning	55	6d10
Vitality	55	6d10
Discipline	53	6d10
Intelligence	25	6d6
Charisma	54	6d10

SECONDARY QUALITIES

Athleticism	49	4d10, 2d8
Physical Acumen	53	6d10
Fitness	55	6d10
Will	54	6d10
Wisdom	39	1d10, 5d8
Wit	40	1d10, 5d8
Presence	51	5d10, 1d8

TERTIARY QUALITIES

Physis	49	–
Reaction	44	3d8, 3d6
Defense Rating	22	–

MOVEMENT RATES

3	4	4	5	5	9	14	30
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	Immune
Melee Kinetic	Immune
Energy	Immune
Chemical	Immune
Void	Immune
Alpha	Immune
Omega	6

5.7.1

Greater Spirit

SPIRITUAL CREATURE

HEIGHT	7.6 m (25')	HP	145	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	–	EP	–	FOOTPRINT	3.5 × 3.5

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	61	2d12, 4d10
Agility	68	4d12, 2d10
Conditioning	70	5d12, 1d10
Vitality	62	3d12, 3d10
Discipline	65	4d12, 2d10
Intelligence	32	4d8,2d6
Charisma	64	3d12, 3d10

SECONDARY QUALITIES

Athleticism	65	4d12, 2d10
Physical Acumen	69	5d12, 1d10
Fitness	66	4d12, 2d10
Will	64	3d12, 3d10
Wisdom	49	4d10, 2d8
Wit	48	4d10, 2d8
Presence	63	3d12, 3d10

TERTIARY QUALITIES

Physis	60	–
Reaction	57	1d12, 5d10
Defense Rating	22	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	6	6	13	20	32

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	Immune
Melee Kinetic	Immune
Energy	5
Chemical	Immune
Void	Immune
Alpha	6
Omega	7

Greater spirits are intense concentrations of spiritual energy that manifest as large, ethereal apparitions of continuously changing shape and form. They glow with a pulsating luminescence depending on their source. Alpha spirits glow with a light blue, white, light green, yellow or orange color, while Omega spirits project an aura of intense red, purple or blue. Since they are comprised of pure, spiritual energy, they are able to pass through physical material unhindered and are invulnerable to physical damage. Unlike weaker spiritual creatures, greater spirits are able to directly manipulate and inflict damage on physical objects and organisms. The very presence of greater spirits can have a profound impact upon living creatures, whether they are sentient or not. Greater Alpha spirits invoke feelings of serenity, peace and caring while projecting an aura of calm and trust. Conversely, greater Omega spirits induce hostility, melancholy and chaos while projecting an aura that invokes rage and mistrust.

BEHAVIOR

The probability that sufficient spiritual energy would converge within a small enough area to create a cohesive entity of this magnitude of power is incredibly low. This has led spiritual academics to believe that the number of sightings of these creatures is proof of deliberate design, suggesting a being or beings exist capable of creating the environment necessary for the conception of greater spirits. Extremely powerful Spiritual Wielders are theoretically capable of summoning the required concentration of energy. However, such an event has yet to be documented. Regardless of the process or circumstance responsible for their conception, greater spirits are a force to be reckoned with. Those spawned from Alpha are capable of significant healing, and inflicting damage to malevolent creatures, while those wrought of Omega energy are capable of considerable damage to all creatures including those of a spiritual nature (see *Spiritual Charge*). The aura these creatures project can also influence the behavior of organic creatures (see *Spiritual Aura*).



SPECIALS

Spiritual Charge
Affects living, undead and spiritual creatures.

Act: Full, Rng: 10 SIM, Sc: 1, Nat: Ph,
RC: Vitality (42, Negates; 37, Half Damage),
Ch/Rech: (3, 2 C)

Func: Alpha Spirit—Heal (2d8+6 HP to biological creatures),
Dam (3d10+3 AS);
Omega Spirit—Dam (4d10+6 OS)

Spiritual Aura
Affects living, undead and spiritual creatures; has opposite affect on opposing Spiritual creatures.

Act: Free, Nat: Au (10 SIM),
RC: Discipline (40, Negates),
Ch/Rech: (2, 2 C)

Func: Alter (Thought State,
Alpha Spirit +4, NHT *Enlightened*;
Omega Spirit -4, NLT *Ignorant*)

Summoning Greater Spirits
See *Summoning* rules in Glossary.

Spiritual Nature
See *Spiritual Creatures* Glossary entry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed*	4d12, 2d10	2d8+6 AS/OS	10	4	–	–	2 SIM	–
Ranged*	5d12, 1d10	2d8+3 AS/OS	13	3	3	–	150 SIM	–

RANKS

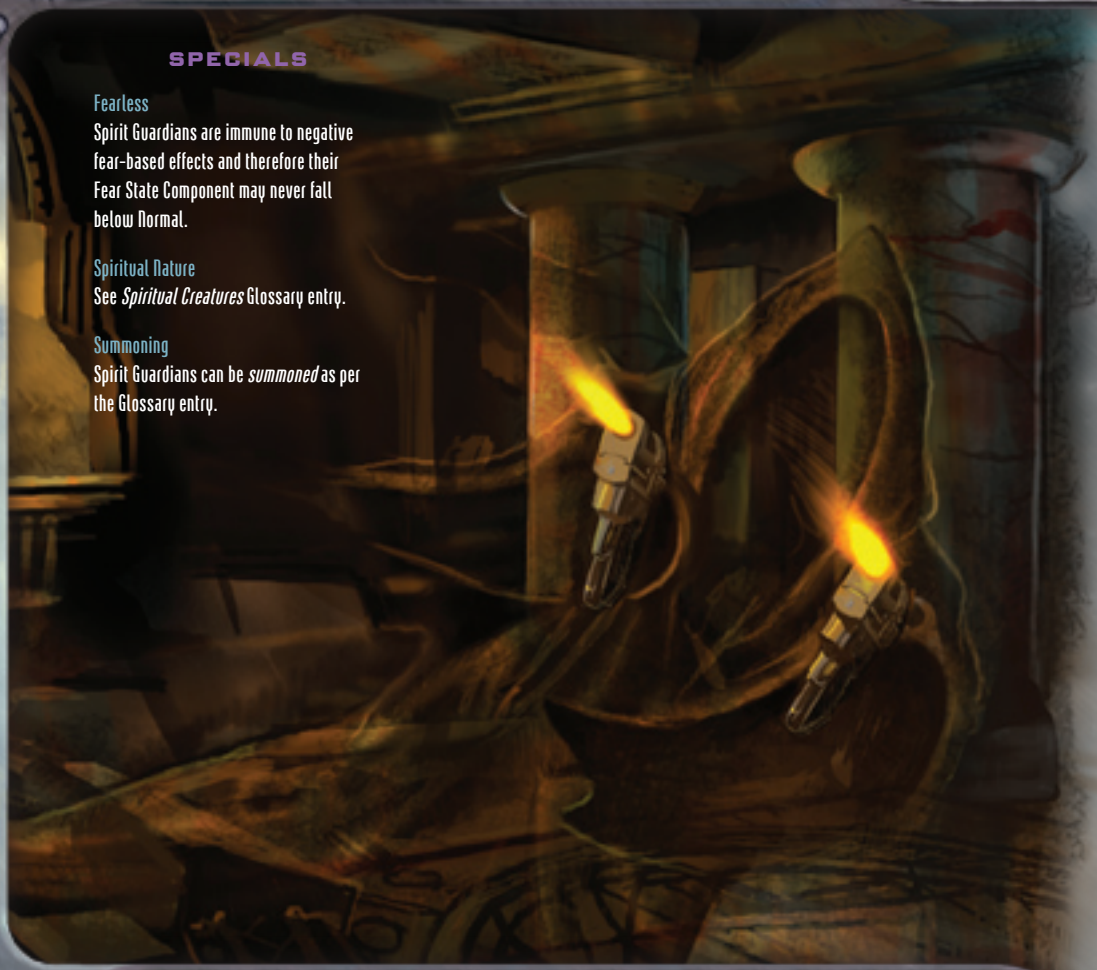
Detection: 26, Gather Information: 24, Grapple: 26, Ranged Attacks: 25, Stealth: 24, Unarmed Melee: 26,
Wielding: Alpha or Omega 30

HEIGHT	1.9 m (6'3")	HP	150	ACTIVE SEGMENTS	1, 2, 3, 5, 6
WEIGHT	Equipment only	EP	–	FOOTPRINT	1 × 1

Spirit Guardian

SPIRITUAL CREATURE

5.7.2



SPECIALS

Fearless
Spirit Guardians are immune to negative fear-based effects and therefore their Fear State Component may never fall below Normal.

Spiritual Nature
See *Spiritual Creatures* Glossary entry.

Summoning
Spirit Guardians can be *summoned* as per the Glossary entry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	4d12, 2d10	2d8+6 AS/OS	7	5	–	–	1 SIM	–
Melee Weapon	4d12, 2d10	Weapon+6	Dependent on Weapon					
Ranged Weapon	5d12, 1d10	Weapon+7	Dependent on Weapon					
Ranged Spiritual Attack	5d12, 1d10	3d10+4 (AS/OS)/EN	14	2	1	–	100	–

RANKS Alertness: 26, Grapple: 26, Intimidation: 28, Pistols & SMGs: 28, Ranged Spiritual Attacks: 28, Stealth: 26, Unarmed Melee: 25, Wielding: Alpha or Omega: 30

Spirit guardians are invisible spiritual creatures that have been tasked to act as sentries to protect a particular person or place. They are comprised of either Alpha or Omega energy, an element of their being which dramatically affects their behavior, but creates no distinct physical differences between guardians. They are invisible, but as with the weaker spirit servant, any clothes or equipment they wear or carry can be clearly seen. Spirit guardians have the ability to control energy in a manner that allows them to lift, manipulate, operate or otherwise affect the physical world around them. Their attacks can be felt by both spiritual and physical beings; however, they are only susceptible to damage from the spiritual damage type opposite their own. Spirit guardians are completely silent as they move. The only noise they make is generated by the equipment they carry. That being said, they may communicate audibly using anything from a quiet whisper to a booming yell as required. Spirit guardians are also able to project a powerful aura that can have a dramatic affect on friends or foes in the area.

BEHAVIOR

The behavior of spirit guardians is dictated by whether they were created of Alpha or Omega energy. Alpha guardians will loyally watch over whatever person or place they are compelled to protect, questioning and warning those that approach before taking defensive action against aggressors. They can speak and be reasoned with and may even restrain from using deadly force, but are nevertheless extremely diligent in their duties. Omega guardians are much more aggressive and merciless, attacking with little provocation and only stopping their relentless assault at the command of their master. Spirit guardians move as ethereal entities and are able to pass through walls and other solid materials but their physical equipment cannot. In combat, they attack unarmed or with whatever weapons they have in their possession. They are also capable of unleashing powerful bursts of spiritual energy.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	60	2d12, 4d10
Agility	70	5d12, 1d10
Conditioning	70	5d12, 1d10
Vitality	66	4d12, 2d10
Discipline	70	5d12, 1d10
Intelligence	34	5d8, 1d6
Charisma	66	4d12, 2d10

SECONDARY QUALITIES

Athleticism	65	4d12, 2d10
Physical Acumen	70	5d12, 1d10
Fitness	68	4d12, 2d10
Will	68	4d12, 2d10
Wisdom	52	5d10, 1d8
Wit	50	5d10, 1d8
Presence	63	3d12, 3d10

TERTIARY QUALITIES

Physis	62	–
Reaction	59	2d12, 4d10
Defense Rating	29	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	7	14	21	33

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	Immune
Melee Kinetic	Immune
Energy	Immune
Chemical	Immune
Void	Immune
Alpha	8
Omega	8

5.8.1

Omega Void

SPIRITUAL CREATURE

HEIGHT	1.2 m (4') Diameter	HP	200	ACTIVE SEGMENTS	1, 2, 3, 5, 6
WEIGHT	–	EP	–	FOOTPRINT	1.5 × 1.5

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	78	1d20, 5d12
Agility	65	4d12, 2d10
Conditioning	76	6d12
Vitality	80	1d20, 5d12
Discipline	75	6d12
Intelligence	18	3d6, 3d4
Charisma	75	6d12

SECONDARY QUALITIES

Athleticism	72	5d12, 1d10
Physical Acumen	71	5d12, 1d10
Fitness	78	1d20, 5d12
Will	78	1d20, 5d12
Wisdom	47	4d10, 2d8
Wit	47	4d10, 2d8
Presence	77	1d20, 5d12

TERTIARY QUALITIES

Physis	67	–
Reaction	59	2d12, 4d10
Defense Rating	30	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	–	–	–	20

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	Immune
Melee Kinetic	Immune
Energy	9
Chemical	Immune
Void	Immune
Alpha	8
Omega	10

AKA Abyssal, Potholes

Omega voids are large, shapeless, hazy apparitions comprised of pure, impenetrable darkness. These dangerous and ominous entities are created by a vortex of Omega energy. Omega voids absorb light, creating a hole in the visible spectrum that causes the image of all objects around them to warp or bend unnaturally. These creatures do not seem to be sentient but survivors' stories claim they have heard the sound of whispering voices on a rushing wind all around them as the creature approached. The presence of Omega voids is accompanied by the icy cold of a vacuum and quickly draws in all air, matter, and energy in its vicinity (see *Feeding Vacuum*). Those who have managed to survive an encounter with a void are left with the traumatic memory and recurring feelings of the return of the void, the utter absence of matter and energy. These terrifying feeling are often enough to drive survivors into madness.

BEHAVIOR

Omega voids are rare, nomadic creatures that roam freely, feeding carefully on a variety of energy sources. These creatures only require a fixed amount of energy to survive, but are capable of absorbing a great deal more. Most of the energy Omega voids feed on, such as electricity, light and heat, are harmful to living creatures. These powerful creatures are able to absorb an exorbitant amount of energy without being harmed, however, they are not without their own limits. Omega voids have an odd method of coping with energy that exceeds their tolerance levels; they grow in size and power (see *Damage Thresholds*). As the void gets larger, it grows more and more dangerous. This trend continues as the creature is bombarded with energy, eventually becoming gargantuan and causing massive amounts of damage to everything it nears. After these creatures are damaged and destroyed, they implode and vanish, leaving no trace. When *satiated* Omega Voids will move away from their source of sustenance; if pursued or attacked, but if pursued or attacked, it will attempt to overwhelm all aggressors until the moment it is destroyed.



SPECIALS

Integrity Thresholds

As an Omega Void is damaged its Integrity Threshold changes, affecting the parameters, as applicable, of its Feeding Vacuum and Draining Aura. The Thresholds are as follows:

50+% HP remaining: Hungry

» Parameters normal

<50% HP remaining: Satiated

» Void Diameter: 5× normal, Rng: 5× normal, Dam: 4d10+5 VD/OS, 2 Endurance/S, RC: +10

<25% HP remaining: Engorged

» Void Diameter: 10× normal, Rng: 10× normal, Dam: 4d20+9 VD/OS, 5 Endurance/S, RC: +15

Feeding Vacuum

Act: Full, Sc: AoE (S, R20, centered on Void), Nat: Bl, RC: Vitality (45, Half Damage; 40, Negates)

Func: Dam (3d6+4 VD/OS)

Draining Aura

Act: Free, Nat: Au (20 SIM centered on Void)

Func: Dam (-1 Endurance/S)

Spiritual Nature

See *Spiritual Creatures* Glossary entry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Disintegration	1d20, 5d12	3d6+4 VD/OS	12	3	1	–	50 SIM	–

RANKS Detection: 33, Disintegration: 34, Grapple: 32, Wielding: Omega 38

HEIGHT	45.7 m (150')	HP	188	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	Varies with material	EP	–	FOOTPRINT	10 × 20

Spirit Titan

SPIRITUAL CREATURE

5.8.2



SPECIALS

Summoning
Spirit Titans can be *summoned* as per *Summoning* rules in Glossary.

Spirit Within
When the SI of a Spirit Titan reaches 0, the body is destroyed but a Greater Spirit is released.

Spiritual Nature
See *Spiritual Creatures* Glossary entry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d12	3d6+7 MK/(AS/OS)	10	4	–	–	1 SIM	–
Ranged	5d12, 1d10	4d8+4 MK/(AS/OS)	14	3	3	–	300 SIM	–
Melee Weapon	6d12	Weapon+7	Dependent on Weapon					

RANKS Arcane: 24, Detection: 33, Grapple: 30, One-handed Melee: 31, Tracking 25, Two-handed Melee: 30, Unarmed Melee: 36, Wielding: Alpha or Omega 34

Spirit titans are massive combinations of spiritual energy and solid material. The spiritual energy enters the chosen material, animating it to suit its own purpose. Common materials include metal, wood, concrete and any combination of debris or rubble so long as it is dense with significant weight and size. The shape of these behemoths is determined by the energy that creates them but all inevitably have a central mass and at least two appendages for motion and two or more for striking or manipulating the environment. Although the most common shape is humanoid, many animalistic or mechanical forms have also been observed. These colossal creatures can be created by powerful Spiritual Wielders or conceived by spiritual energy itself. Titans may communicate verbally or telepathically if they so desire but their purpose is generally quite clear during their typically short lifespan and they rarely have need for verbal communication. Titans are incredibly resilient, able to withstand a significant amount of damage before losing cohesion or being destroyed. Summoning spirit titans is a very tasking ritual that is beyond the capability of all but the most powerful Spiritual Wielders (see *Summoning*).

BEHAVIOR

Spirit titan behavior depends completely on its source of spiritual energy. Alpha titans are summoned or conceived to defend the innocent and the worthy from evil or dark powers. Omega titans are conceived for destructive purposes. The impact from the strikes of these titanic creatures cause Melee Kinetic damage to physical creatures as well as spiritual damage to opposing spiritual creatures. Alpha titans make stalwart guardians. They are the perfect champions, capable of rushing out to meet the largest and most deadly opponents in order to prevent unnecessary suffering or death. Omega titans are juggernauts and extremely difficult to neutralize before they unleash their own waves of terror and destruction upon their victims. They are the perfect weapon for breaking the lines of an opposing army or breaching the defenses of an enemy position with ease.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	75	6d12
Agility	70	5d12, 1d10
Conditioning	70	5d12, 1d10
Vitality	72	5d12, 1d10
Discipline	68	4d12, 2d10
Intelligence	18	3d6, 3d4
Charisma	72	5d12, 1d10

SECONDARY QUALITIES

Athleticism	73	6d12
Physical Acumen	70	5d12, 1d10
Fitness	71	5d12, 1d10
Will	70	5d12, 1d10
Wisdom	43	2d10, 4d8
Wit	45	3d10, 3d8
Presence	74	6d12

TERTIARY QUALITIES

Physis	64	–
Reaction	58	1d12, 5d10
Defense Rating	29	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
–	6	7	7	10	19	28	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	9
Melee Kinetic	10
Energy	7
Chemical	9
Void	8
Alpha	9
Omega	9

5.9.1

Spirit Behemoth

SPIRITUAL CREATURE

HEIGHT	>61.0 m (200')	HP	275	ACTIVE SEGMENTS	1, 2, 3, 5, 6
WEIGHT	–	EP	–	FOOTPRINT	90 × 65

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	92	4d20, 2d12
Agility	85	3d20, 3d12
Conditioning	92	4d20, 2d12
Vitality	90	4d20, 2d12
Discipline	88	3d20, 3d12
Intelligence	34	5d8, 1d6
Charisma	94	5d20, 1d12

SECONDARY QUALITIES

Athleticism	89	4d20, 2d12
Physical Acumen	89	4d20, 2d12
Fitness	91	4d20, 2d12
Will	89	4d20, 2d12
Wisdom	61	2d12, 4d10
Wit	64	3d12, 3d10
Presence	93	5d20, 1d12

TERTIARY QUALITIES

Physis	82	–
Reaction	75	6d12
Defense Rating	27	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
12	–	–	12	14	25	36	45

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	Immune
Melee Kinetic	Immune
Energy	12
Chemical	Immune
Void	Immune
Alpha	10
Omega	10

Spirit behemoths are the largest known concentrations of spiritual energy. They are ethereal creatures that have no discernable mass, but are able to focus the energy that forms the boundary of their bodies to create energy fields that can damage physical objects and beings. Their appearance is essentially bestial, but differs between specimens based on the source of their energy. Alpha behemoths tend to appear as strong, beautiful creatures that naturally project an air of dignity and majesty. They have smooth contours and mimic many of the characteristics of animals that naturally evolved on Earth, though slightly alien in aspect. Alpha behemoths are typically white, orange, shades of light red or other warm colors and exude positive energy, providing those around them with feelings of confidence, trust and serenity (see *Spiritual Aura*). Omega behemoths are monstrous creatures with a horrific appearance that usually boasts horns, tendrils, assorted disfigurements, teeth, claws and other nightmarish attributes. They tend to be colored with darker, harsher colors such as deep red, purple, blue or black. They project strong auras of negative energy that infuse non-Omega creatures with feelings of terror, dread and hopelessness (see *Spiritual Aura*). Spirit behemoths are extremely rare due to the incredible amount of spiritual energy required for them to exist.

BEHAVIOR

Spirit behemoths behave according to the type of spiritual energy which formed them. Alpha behemoths are benevolent protectors of life that are motivated to stand between Omega energy and the unfortunate souls in its path. They become violent as a last resort. Omega behemoths are malevolent creatures driven to destroy. They target the living and will not pass an opportunity to kill unless controlled by an extremely powerful master that dictates its behavior. In combat, behemoths use their massive limbs and mixed appendages to strike enemies, inflicting incredible damage by concentrating their energy into a focused attack. Behemoths can also use concentrated spiritual energy to conduct ranged attacks. These may appear as beams of energy, or distinct projectiles hurled at incredible speeds. Spirit behemoths can also unleash powerful area of effect attacks that release spherical waves of spiritual energy causing damage all around them (see *Spiritual Blast*). Spirit behemoths can also project waves of spiritual energy that cause damage in a more specific, concentrated form (see *Spiritual Wave*).

HISTORY

Only one spiritual behemoth encounter has been documented with any degree of reliability. On 19 November, 2277 a convoy of orphaned children was being moved by their sponsoring organization 'Second Chance for Children'. The convoy was being escorted by armored mercenaries for the dangerous journey from the Remnant community 'Dawn's Hope' to the city of 'Journey's End' in the northern part of what was once South Dakota. The convoy was ambushed by Freezone marauders and the mercenary escort was killed. It appeared the children were going to be lost when members of the charity say a "miracle" occurred. A massive, light blue, ethereal creature whose description varied between witnesses came out of the treeline, destroying the marauders with ease. As quickly as it appeared, it vanished back into the trees and was not seen again. The convoy arrived safely that night.

SPECIALS

Spiritual Aura

Affects living, undead and spiritual creatures; has opposite affect on opposing Spiritual creatures.

Act: Free, Nat: Au (150 SIM),
RC: Discipline (45, Negates),
Dur: RC must be made each M

Func: Alter (Fear State, Alpha Behemoth +6, Omega Behemoth -6)

Spiritual Blast

Act: Full, Sc: AoE (S, R200, centered on Behemoth), Nat: Bl, RC: Discipline (42, Negates; 38, Half Damage),
Ch/Rech: (1, 10 M)

Func: Dam [5d10+4 EN/(AS/OS)]

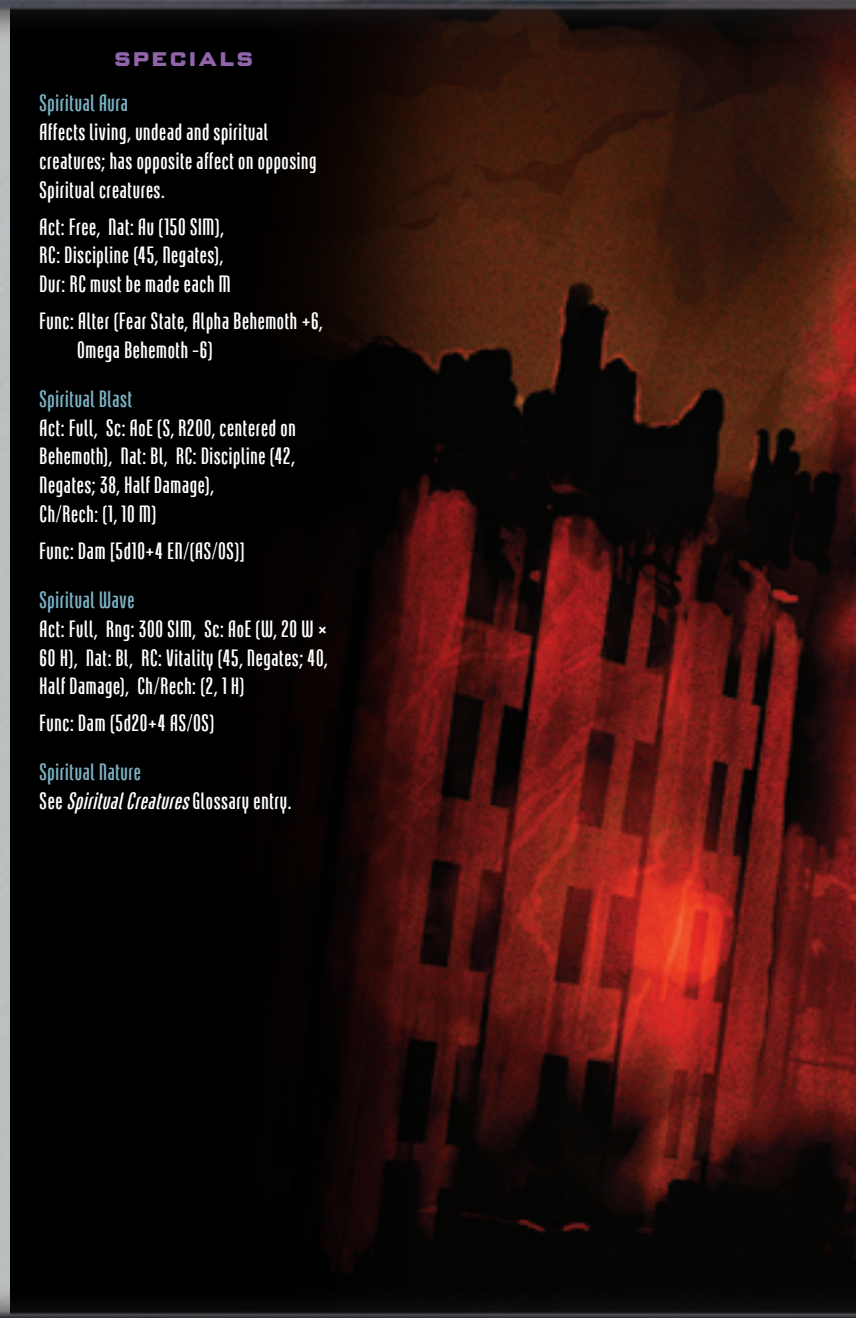
Spiritual Wave

Act: Full, Rng: 300 SIM, Sc: AoE (W, 20 W × 60 H), Nat: Bl, RC: Vitality (45, Negates; 40, Half Damage), Ch/Rech: (2, 1 H)

Func: Dam (5d20+4 AS/OS)

Spiritual Nature

See *Spiritual Creatures* Glossary entry.





ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	4d20, 2d12	3d10+9 MK/(AS/OS)	12	4	–	–	5 SIM	–
Ranged (38)	4d20, 2d12	4d10+5 MK/(AS/OS)	15	3	4	5 SIM	400 SIM	5/SIM

RANKS	Detection: 40, Grapple: 39, Tracking: 36, Unarmed Melee: 42, Wielding: Alpha or Omega 46

5.10.1

Alpha Absolver

SPIRITUAL CREATURE

HEIGHT	–	HP	400	ACTIVE SEGMENTS	1, 2, 3, 4, 5, 6
WEIGHT	–	EP	–	FOOTPRINT	Varies

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	100	6d20
Agility	100	6d20
Conditioning	100	6d20
Vitality	100	6d20
Discipline	100	6d20
Intelligence	100	6d20
Charisma	100	6d20

SECONDARY QUALITIES

Athleticism	100	6d20
Physical Acumen	100	6d20
Fitness	100	6d20
Will	100	6d20
Wisdom	100	6d20
Wit	100	6d20
Presence	100	6d20

TERTIARY QUALITIES

Physis	100	–
Reaction	100	6d20
Defense Rating	40	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	–	–	–	100

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	Immune
Melee Kinetic	Immune
Energy	Immune
Chemical	Immune
Void	Immune
Alpha	Immune
Omega	15

The Alpha Absolver is the largest concentration of Alpha energy on Earth. It is unknown how large it is or how much area it covers as the few that have been in its presence were overcome by the intense energy it projects. The Absolver is described as shapeless but able to imprint feelings, images and words within the mind of those it is trying to communicate with. These feelings are primal sensations of complete protection, safety, warmth and joy. Witnesses speak of falling to their knees and weeping as they feel the weight of the world lift from their shoulders, liberating them from their worries, concerns, fears and stresses. The world seems lucid, as if you are dreaming and happily lost in the completeness of the moment. Constantly changing images and words flash through the minds of those nearby sentient beings. One moment a female voice can be heard. Her form is barely discernable and backlit by intense warm light. The next moment a male voice is heard and a distinctly male presence is felt. The voices and presences are very familiar but just beyond recollection. An encounter with the Alpha Absolver changes people forever. The remainder of their life pales in comparison to that moment and nothing but the pursuit of once again being in the presence of the Alpha Absolver seems worthwhile.

BEHAVIOR

Little is known about the behavior of the Alpha Absolver. It is evident that it is the ultimate, benevolent spiritual presence. It is infinitely intelligent and presents images of past, present and future to those it encounters (see *Alpha Insight*). The reason it remains on Earth is unknown. Some researchers speculate it will inevitably meet the Omega Convergence in some capacity; an event many believe will have a definitive impact on all life on Earth. The Alpha Absolver's location remains a mystery but researchers are convinced it will remain on Earth until it is somehow destroyed or its ultimate purpose is served. Alpha Spiritual Wielders all feel an indescribable but definite connection to the Absolver and many feel that it was responsible for their calling to become Alpha Wielders. Many describe similar dreams and experiences in which a powerful and ultimately benevolent presence contacted them to provide guidance for important events or decisions, and believe this communion was with the Alpha Absolver. It projects several auras that instill strength and confidence in the living beings around it (see *Absolving Aura*). It is believed that the Alpha Absolver is capable of incredible acts of mass healing and protection against Omega energy and the creatures it has tainted (see *Healing Wave* and *Mass Exorcism* respectively).

HISTORY

It is believed by some researchers that the Alpha Absolver has had a direct impact on humanity's development, giving guidance and strength to key historical figures and surfacing in recent years in preparation for a dread event that quickly approaches. Many have searched for the truth regarding its origin and its plan for mankind, and although many claim to have succeeded, none have been able to provide undeniable proof. What is clear is that the Alpha Absolver holds the preservation of life as its highest priority and uses lesser Alpha spiritual creatures and chosen beings to carry out acts that continue to shape the future of the world for the better.

SPECIALS

Alpha Insight

Act: Free, Rng: 40,076 km (24,902 mi), Sc: 1, Nat: Bl, RC: Discipline (60, Alerts victim to *Insight*; 70 prevents *Insight*, Targets may add *Insight* Ranks to RC)

Func: Access information as per Duration below.

Dur: Varies according to desired age of information:

- 1 S reveals information < 1 century
- 2 S reveals information < 1 millennia
- 3 S reveals information < 1 eon

Absolving Aura

Affects desired living and Alpha spiritual creatures; has opposite affect on Omega and Undead creatures.

Act: Free, Nat: Au (200 SIM from center of creature), RC: Discipline (65, Negates), Dur: RC must be made each M

Func: Alter (Fear, Thought, Emotion, and Disposition States, +8)

Mass Exorcism

The Alpha Absolver may *exorcise* Omega creatures as per the *Exorcism* rules found in the Glossary.

Mass Possession

The Alpha Absolver is able to *possess* targets as governed by the rules described in the *Possession* Glossary entry for the sole purpose of preserving or protecting life.

Mass Healing

Heals desired living and Alpha spiritual creatures; causes AS damage to Omega and Undead creatures.

Act: Full, Sc: AoE (S, R500, centered on Absolver), Nat: Bl, RC: Discipline (65, Negates; 60 Half Damage), Ch/Rech: (2, 1 M)

Func: Heal (3d20+5 HP), Dam (3d20+5 AS)

Alpha Wave

Act: Half, Sc: AoE (W, 100 W × 100 H), Nat: Bl, RC: Vitality (65, Negates; 60, Half Damage), Ch/Rech: (2, 1 H)

Func: Dam (6d20+5 AS)

Spiritual Nature

See *Spiritual Creatures* Glossary entry.



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d20	4d10+10 EN/AS	10	5	–	–	10 SIM	–
Ranged	6d20	4d10+10 EN/AS	10	5	5	–	500 SIM	–

RANKS	All Skills, Sources and Intentions: 45

5.10.2

Omega Convergence

SPIRITUAL CREATURE

HEIGHT	–	HP	400	ACTIVE SEGMENTS	1, 2, 3, 4, 5, 6
WEIGHT	–	EP	–	FOOTPRINT	Varies

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	100	6d20
Agility	100	6d20
Conditioning	100	6d20
Vitality	100	6d20
Discipline	100	6d20
Intelligence	100	6d20
Charisma	100	6d20

SECONDARY QUALITIES

Athleticism	100	6d20
Physical Acumen	100	6d20
Fitness	100	6d20
Will	100	6d20
Wisdom	100	6d20
Wit	100	6d20
Presence	100	6d20

TERTIARY QUALITIES

Physis	100	–
Reaction	100	6d20
Defense Rating	40	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	–	–	–	100

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	Immune
Melee Kinetic	Immune
Energy	Immune
Chemical	Immune
Void	Immune
Alpha	15
Omega	Immune

AKA The Dark One

The Omega Convergence is the largest known concentration of Omega energy on Earth. Its pure, intense malevolence reduces those within its presence, physically or spiritually, to blabbering, pathetic whelps. The raw power of its hatred for all life overwhelms living beings, flooding them with images of eternal suffering and rendering them unable to think or act (see *Damning Aura*). It is seemingly formless, a mass of darkness that envelops the senses of its victims. It is perceived by those unfortunate enough to face it as a shifting figure of unimaginable terror, personifying the darkest nightmares and deepest fears of on-lookers, making grown men cringe with boyish terror. Its form remains masked just beyond perception, but flashes of victim's secret fears accompanied by a powerful, deafening and penetrating voice causes paralytic fear for those in the presence of the Omega Convergence. This voice can shift to a deceptive, seductive and soft one appealing to the more primal urges of its target, deceiving them with allusions to rewards for loyalty that are never fulfilled. It is believed that the Convergence is capable of communicating with multitudes of creatures simultaneously through mass telepathy, lessening its overwhelming presence enough to converse with those beings it chooses as servants or slaves.

BEHAVIOR

Although little fact or evidence has been presented to explain the nature or ambition of the Omega Convergence, it is presumed that it is the ultimate malevolent force on Earth. It is the greatest of all deceivers and manipulators, showing its victims images of the past, present and future that may or may not be true, but which are designed to manipulate and control (see *Omega Insight*). Its full agenda is unknown, but it is clearly driven by a desire to destroy and cause suffering for every living thing on Earth. The location of the Convergence is unknown, but its presence on Earth is felt and shared by those it compels into servitude. Many Omega Wielders speak of the images of torture, humiliation, failure and pain they will endure should they disobey their calling to serve this dark concentration of energy. The Convergence exudes several auras that can completely overpower those in its presence, preventing them from taking any action (see *Damning Aura*). The Omega Convergence is also capable of tremendous waves of destructive energy that can destroy physical and spiritual creatures, matter and energy with tremendous force (see *Omega Wave* and *Omega Blast* respectively).

HISTORY

It is believed that the Omega Convergence is ultimately responsible for many of the disasters that have befallen Earth throughout its history. Numerous researchers hold to the belief that many profound historical figures that committed acts of genocide, large-scale violence, corruption and war in the name of profit were willing pawns, guided and influenced by the Omega Convergence. It was the Omega Convergence that corrupted Zai'tan and his Flight of Ophanum, compelling him to betray his people in their hour of need and transforming them into the malevolent force known as "Legion", however, this terrifying truth is known to only a handful of people on Earth.

SPECIALS

Omega Insight

Act: Free, Rng: 40,076 km (24,902 mi), Sc: 1, Nat: Bl, RC: Discipline (60, Alerts victim to *Insight*, 70 prevents *Insight*, Targets may add Insight Ranks to RC)

Func: Access information as per Duration below.

Dur: Varies according to desired age of information:

- 1 S reveals information < 1 century
- 2 S reveals information < 1 millennia
- 3 S reveals information < 1 eon

Damning Aura

Affects desired living and Alpha spiritual creatures; has opposite affect on Omega and Undead creatures.

Act: Free, Nat: Aura (200 SIM from center of creature), RC: Discipline (65, Negates), Dur: RC must be made each M

Func: Alter (Fear, Thought, Emotion, and Disposition States, -8)

Mass Exorcism

The Omega Convergence may *exorcise* Alpha creatures as per the *Exorcism* rules found in the Glossary.

Mass Possession

The Omega Convergence is able to possess targets as governed by the rules described in the Possession Glossary entry.

Omega Blast

Act: Half, Sc: AoE (S, R500, centered on Convergence), Nat: Bl, RC: Discipline (65, Negates; 60, Half Damage), Ch/Rech: (1, 10 M)

Func: Dam (6d20+5 EN/OS)

Omega Wave

Act: Half, Sc: AoE (W, 100 W × 100 H), Nat: Bl, RC: Vitality (65, Negates; 60, Half Damage), Ch/Rech: (1, 1 H)

Func: Dam (6d20+9 EN/OS)

Spiritual Nature

See *Spiritual Creatures* Glossary entry.



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d20	4d10+10 EN//OS	10	5	–	–	10 SIM	–
Ranged	6d20	4d10+10 EN/OS	10	5	5	–	500 SIM	–

RANKS	All Skills, Sources and Intentions: 45



Abominations

6



6.1.1

Feral
Abomination

Height	0.9 m (3')	HP	20	Active Segments	3
Weight	20.4 kg (45 lb)	EP	22	Footprint	1 × 1

Core Qualities

Quality	Score	Dice Pool
Strength	12	6d4
Agility	12	6d4
Conditioning	15	1d6, 5d4
Vitality	13	6d4
Discipline	6	3d4
Intelligence	7	3d4
Charisma	4	2d4

Secondary Qualities

Athleticism	12	6d4
Physical Acumen	14	1d6, 5d4
Fitness	14	1d6, 5d4
Will	10	5d4
Wisdom	7	3d4
Wit	6	3d4
Presence	8	3d4

Tertiary Qualities

Physis	10	–
Reaction	10	5d4
Defense Rating	9	–

Movement Rates

1	2	2	2	2	3	6	–
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

Armor

Damage Type	Threshold
High Velocity Kinetic	0
Melee Kinetic	2
Energy	0
Chemical	0
Void	2
Alpha	Immune
Omega	Immune

Ferals are small, wild humanoids that appear to be children about the age of ten. They are usually quite dirty and tend to exhibit mannerisms learned from animals. Ferals have larger eyes than human children and their teeth are noticeably sharper and longer. Many ferals grow their thick fingernails long and file them to a point, increasing their lethality and functionality. It is believed that the first ferals were accidentally created as a side effect of a new "hyper-vaccine" that was being administered to children in a remote colony to ward off dangerous diseases. A few days after inoculation, children between the ages of five and eleven started having nightmares and became skittish and spooked around adults, even those they had known and trusted for years. Soon after, the physical changes began and the children were compelled to run into the Wilds, several of them attacking their startled parents before fleeing. Younger children who initially showed no signs of this bizarre shift in personality and appearance also became feral when they reached the age of five.

Behavior

Ferals are skittish creatures that scare easily, but become aggressive if provoked or denied the objects they desire. They are drawn to food and warmth, but become uncomfortable if stared at and will bite, scratch or flee from any who attempt to touch them. They are comfortable with other ferals, however, and form small packs that sleep, hunt and play together. Ferals have learned to survive by watching the animals of the Wilds, imitating many of their behaviors, mannerisms and habits. Ferals communicate through grunts and a few poorly pronounced words. Even those children who were starting to read before their change show no interest or capability to continue any form of education. They enjoy playing games, but have little comprehension or interest in rules and tend to make things up as they go, settling disagreements through violence.



Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	4d4	1d6 MK	4	5	–	–	1 SIM	–

Ranks Core Fitness: 3, Detection: 3, Grapple: 3, Stealth: 4, Survival: 3, Unarmed Melee: 4

HEIGHT	1.8 m (6')	HP	18	ACTIVE SEGMENTS	3
WEIGHT	77.1 kg (170 lb)	EP	–	FOOTPRINT	1 × 1

Shambling Zombie

ABOMINATION

6.1.2



SPECIALS

Undead
Shambling Zombies are *undead* and are subject to the rules found in the Glossary entry.

Raising the Dead
Necromancy can be used to raise Shambling Zombies according to the *summoning* Glossary entry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	4d4	1d6+2 MK	5	4	–	–	1 SIM	–
Melee Weapon	4d4	Dependent on Weapon						

RANKS Detection: 3, Grapple: 4, Unarmed Melee: 4, Wielding: Omega 2

Shambling zombies are the corpses of dead humanoids that have been animated by concentrated Omega energy. They are grotesque horrors that feel no pain and exist only to eat the flesh of living, sentient beings. Shambling zombies cannot communicate or reason, save for overcoming simple obstacles. They tirelessly pursue their prey, dragging themselves forward, motivated only by an insatiable hunger for flesh. They move with awkward, halting steps, moaning pleadingly with increasing volume and frequency as they approach their prey. Even damaged limbs serve only to slow them down. Nothing deters them from their goal to eat the flesh of their victims. Only massive head trauma or severed spinal cords will completely halt their movement. If they cannot find sustenance, their flesh will rot from their bones until it is impossible for them to move, after which they cling to undeath for several months before the Omega energy animating them dissipates.

BEHAVIOR

Shambling zombies tend to gather together in hordes hunting their prey. They hunt using their acute senses of smell and hearing, coupled with a seemingly innate ability to sense living flesh nearby. Although their brains are unable to process visual images intelligently, they can distinguish movement and, combined with their other senses, are able to distinguish would-be prey from everything else that surrounds them. If they manage to close in on the living, they attack with fetid bites and filthy claws. Shambling zombies are created through the art of necromancy, a dangerous path followed by some Wielders able to focus the dark, corruptive energy of Omega and raise the dead from their places of rest. Shambling zombies are the simplest and most common products of Omega-Creation Necromancy and are typically animated to wreak havoc upon small outposts and towns or to act as wandering and inexpensive security for some evil master.

CORE QUALITIES		
QUALITY	SCORE	DICE POOL
Strength	12	6d4
Agility	5	2d4
Conditioning	10	5d4
Vitality	10	5d4
Discipline	10	5d4
Intelligence	4	2d4
Charisma	1	1d4
SECONDARY QUALITIES		
Athleticism	9	4d4
Physical Acumen	8	4d4
Fitness	10	5d4
Will	10	5d4
Wisdom	7	3d4
Wit	3	1d4
Presence	7	3d4
TERTIARY QUALITIES		
Physis	7	–
Reaction	8	4d4
Defense Rating	4	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
1	1	1	1	3	–	–	–

ARMOR	
DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	2
Melee Kinetic	2
Energy	2
Chemical	3
Void	1
Alpha	1
Omega	2

6.2.1

Degenerate

ABOMINATION

HEIGHT	1.8 m (6.0')	HP	30	ACTIVE SEGMENTS	3, 6
WEIGHT	81.6 kg (180 lb)	EP	28	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	18	3d6, 3d4
Agility	17	2d6, 4d4
Conditioning	16	2d6, 4d4
Vitality	14	1d6, 5d4
Discipline	12	5d4
Intelligence	7	3d4
Charisma	6	3d4

SECONDARY QUALITIES

Athleticism	18	3d6, 3d4
Physical Acumen	17	2d6, 4d4
Fitness	15	1d6, 5d4
Will	13	6d4
Wisdom	10	5d4
Wit	7	3d4
Presence	12	6d4

TERTIARY QUALITIES

Physis	13	–
Reaction	14	1d6, 5d4
Defense Rating	7	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
2	2	3	3	3	5	8	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	1
Melee Kinetic	2
Energy	2
Chemical	2
Void	2
Alpha	Immune
Omega	Immune

Degenerates are humans who have devolved after suffering the horrific effects of a mutagenic virus. While they still appear human their mental capacity has been severely diminished. Degenerates have been reduced to creatures of instinct that care only for survival; the virus having disrupted their cognitive functions, reasoning and ability to learn. Degenerates care little for what they wear, often wearing only the torn rags of whatever clother they were wearing when they contracted the virus. Their movements are abrupt and spastic giving them a wild and disconcerting appearance. Their lack of concern for hygiene and appearance causes them to quickly become dirty, disheveled and unsanitary wretches.

BEHAVIOR

Degenerates are purely reactive. They hunt when they are hungry, find shelter when cold, and lash out viciously when threatened. They live in what could loosely be described as packs, with an alpha controlling the group through brutal domination and intimidation. They communicate in simple grunts and survive only through the most primal instincts to eat, sleep, breed and seek shelter. Degenerates maintain the ability to use simple tools and often equip themselves with rudimentary melee weapons. They are hostile to others of their kind from outside their pack, although some packs have banded together under a particularly dominant leader. Degenerates can be found almost anywhere in the Wilds but are becoming increasingly rare near major travel lanes and cities where they are hunted mercilessly. They seem to have an ingrained hatred for sentient humanoids and attack them without provocation. Their eyes grow wide with hatred and their heartbeat and breathing accelerate from the adrenalin coursing through their veins when prey is near. They immediately charge recklessly toward the focus of their hatred, screaming incoherently and flailing dangerously with murder in their eyes. This drastic behavior has not yet been explained and does not reflect the stealthy, skillful hunting methods they employ when staking animals for food in the Wilds.



SPECIALS

Uncontrollable Rage

When Degenerates see humanoids, their Emotion State drops to *Angry* and they attack relentlessly they, or their prey, are killed.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	3d6, 3d4	1d8 MK	5	4	–	–	1 SIM	–
Melee Weapon	3d6, 3d4	Weap +1	Dependent on Weapon					

RANKS Detection: 5, Grapple: 5, Living off the Land: 4, One-handed Melee: 4, Tracking: 3, Two-handed Melee: 3, Unarmed Melee: 5

HEIGHT	1.0 m (3'4")	HP	23	ACTIVE SEGMENTS	3
WEIGHT	43.1 kg (95 lb)	EP	20	FOOTPRINT	1 × 1

Scag Failure

ABOMINATION

6.2.2



SPECIALS

Repulsive Odor
Action: Free, Rng: 2 SIM, Nat: Smell, RC: Vitality (12, Negates), Cuml: No

Func: Alter (Thought State -1, NLT *Distracted*)

Swarm
If more than 1 of these creatures is capable of attacking the same target in the same Segment, Failures try to swarm targets, receiving a +1 to melee Attack Attempts for each Failure attacking the same target.

AKA Smuts, Flesh Bags

Scag failures are the lowest caste of the Scag social order. They are short, squat and repulsive little creatures that were once members of a more prestigious order such as marauders, castigators or breeders. If any Scag are dishonored or display cowardice in battle, they are subjected to a humiliating ritual that is, in essence, nothing more than a severe yet controlled beating that brings them to the brink of death. At this point, when they are at their weakest, they are injected with a genetic virus that reduces their physiology to the miserable state of a scag failure. Their spine shortens and curves, reducing their height, bending their backs awkwardly and forcing their shoulders to hunch forward when standing. Looking up to respond to any Scag of a higher caste causes pain that reminds them of their past transgressions and dishonor. Scag failures have a powerful odor that is mildly offensive to other Scag, but overwhelmingly nauseating to most humanoids (see *Repulsive Odor*).

BEHAVIOR

The mental capacity of Scag Failures is also significantly reduced from that of their former state. They have been reduced to savage creatures that remain sentient but which are driven primarily by strong urges to eat, sleep, breed and attack anything that is not Scag. When left to their own devices, they procreate at a rapid pace; generations separated by only a few months. Failures are treated like rodents, are abused constantly and are always used as the first wave of any attack. They are meant to overwhelm and weaken an enemy's defenses, draining their ammunition and causing as many casualties as possible. Failures are usually given some form of melee weapon, and while not well-trained they manage to cause damage through sheer numbers. For days before an attack, Scags will stop feeding failures, working them into a hunger-induced frenzy. Once released, they charge into enemies like an ugly, fleshy, wave of gnashing teeth and flailing melee weapons, swarming their adversaries with reckless abandon (see *Swarm*).

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d4	1d6+1 MK	5	4	–	–	1 SIM	–
Melee Weapon	6d4	Dependent on Weapon						
Bite	6d4	1d8	7	2	–	–	1 SIM	–

RANKS Detection: 4, Grapple: 4, One-handed Melee: 5, Throwing: 4, Tracking: 5, Two-handed Melee: 4, Unarmed Melee: 5

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	13	6d4
Agility	11	5d4
Conditioning	11	5d4
Vitality	12	6d4
Discipline	9	4d4
Intelligence	6	3d4
Charisma	3	1d4

SECONDARY QUALITIES

Athleticism	12	6d4
Physical Acumen	11	5d4
Fitness	12	6d4
Will	11	5d4
Wisdom	8	4d4
Wit	5	2d4
Presence	8	4d4

TERTIARY QUALITIES

Physis	9	–
Reaction	10	5d4
Defense Rating	8	–

MOVEMENT RATES

–	2	–	1	2	3	5	–
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	2
Melee Kinetic	3
Energy	1
Chemical	3
Void	1
Alpha	Immune
Omega	Immune

6.2.3

Skeleton

Abomination

Height	1.8 m (5'10")	HP	28	Active Segments	3
Weight	36.3 kg (80 lb)	EP	–	Footprint	1 × 1

Core Qualities

Quality	Score	Dice Pool
Strength	14	1d6, 5d4
Agility	16	2d6, 4d4
Conditioning	20	4d6, 2d4
Vitality	14	1d6, 5d4
Discipline	14	1d6, 5d4
Intelligence	8	4d4
Charisma	11	5d4

Secondary Qualities

Athleticism	15	1d6, 5d4
Physical Acumen	18	3d6, 3d4
Fitness	17	2d6, 4d4
Will	14	1d6, 5d4
Wisdom	11	5d4
Wit	10	5d4
Presence	13	6d4

Tertiary Qualities

Physis	14	–
Reaction	13	6d4
Defense Rating	7	–

Movement Rates

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	1	–	3	3	4	6	–

Armor

Damage Type	Threshold
High Velocity Kinetic	2
Melee Kinetic	2
Energy	3
Chemical	4
Void	2
Alpha	Immune
Omega	Immune

Skeletons are the animated, undead remains of humanoids that have long since crossed over; their flesh completely decomposed from their bones. Although their original species determines their exact size, weight and structure, they are most often man-sized entities. Most skeletons have patchy, off-white colored bones, however, the method of their demise may have drastically changed their coloring and the integrity of their frames. They may be dressed in the tattered remains of the clothes they were buried in or may have been provided with a uniform or clothing by their new master. Their black eye sockets reveal the emptiness inside their hollow skulls and their remaining teeth create an eerie, unsettling smile. Skeletons move with halting, clumsy steps since their frame lacks the grace and fluidity provided by muscle and cartilage.

Behavior

Skeletons have an ingrained hatred for the living, made worse by their intelligence which is slightly superior to most other undead. They are more cunning than zombies and able to carry out more complicated orders and tasks. Skeletons tend to be equipped with melee weapons, but are capable of operating most small arms. Most necromancers that raise skeletons as servants do not arm them with expensive firearms since their durability during combat is less than impressive. Skeletons attack any living creatures on sight unless instructed otherwise and typically close as quickly as possible to melee range, firing ranged weapons as they approach. They can be trained to perform basic routines and combat tactics such as ambushing, undertaking simple reconnaissance and patrolling although skeletons are not known for their excellence in execution or efficiency. Skeletons can sense the presence of the living and are able to navigate towards them effectively. Despite the emptiness of their eyes which falsely belay a lack of focus or awareness, the intense gaze of a skeleton can be quite unnerving (see *Gaze of Darkness*).



Specials

Gaze of Darkness
Act: Half, Rng: 8 SIM, Sc: 1, Nat: Gz, Dur: 2 C, RC: Discipline (15, Negates)
Func: Alter (Thought State -1, NLT *Distracted*)

Undead
Skeletons are *undead* and are subject to the rules found in the Glossary entry.

Raising the Dead
Necromancy can be used to raise Skeletons according to the *summoning* Glossary entry.

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	1d6, 5d4	1d4+1 MK	4	5	–	–	1 SIM	–
Melee Weapon	1d6, 5d4	Weapon+1	Dependent on Weapon					
Ranged Weapon	3d6, 3d4	Weapon+1	Dependent on Weapon					

Ranks Assault Support Weapons: 8, Detection: 6, Melee Combat: 6, Small Arms: 9, Tracking: 5, Wielding: Omega 8

HEIGHT	1.2 m (4')	HP	48	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	59.0 kg (130 lb)	EP	–	FOOTPRINT	2 × 1

Lesser Bone Creature

ABOMINATION

6.3.1



SPECIALS

Aura of Fear
Act: Free, Sc: AoE (S, R8), Nat: Au, Dur: 1 M, RC: Discipline (20, Negates).
Func: Alter (Fear State -2, NLT *Scared*).

Undead
Lesser bone creatures are *undead* and are subject to the rules found in the Glossary entry.

Raising the Dead
Necromancy can be used to raise lesser bone creatures according to the *summoning* Glossary entry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Claws	6d6	1d10+2 MK	7	3	–	–	1 SIM	–
Bite	6d6	2d8+2 MK	11	2	–	–	1 SIM	–

RANKS Detection: 9, Grapple: 8, Tracking: 8, Unarmed Melee: 9, Wielding: Omega 10

Lesser bone creatures are the undead, skeletal remains of perished animals or creatures that have been animated by Omega energy. They are raised from their place of rest, some clawing their way out from layers of sand or soil that have covered them over the years, while others emerge from small graves dug by former caretakers or loved ones. Lesser bone creatures are devoid of skin, muscle or other elements of their previous physiology save for their skeletal system which may be relatively well-preserved or battered and damaged depending on the cause of death. These creatures can be small or large and may have a complete skeletal structure and be completely capable of moving and attacking efficiently and effectively, or they may have an incomplete or broken skeleton and be less capable as a combatant than their original, living form. Regardless of their size and structural integrity, lesser bone creatures are surrounded by an aura of dark energy that reveals the sinister reality of their unnatural existence, a trait that is evident to even the most spiritually ignorant beings.

BEHAVIOR

Lesser bone creatures are the puppets of the Omega energy that controls them. They are compelled to roam the remote regions of the Wilds where they attack any living creature unfortunate enough to cross their path. Lesser bone creatures are drawn to the living, the Omega energy inside of them pushing them towards the life it wishes to destroy. An aura of Omega energy surrounds these creatures, striking fear into the hearts of all living creatures (see *Aura of Fear*). In combat, they tend to use the instincts and weapons native to their structure and attack with teeth, claws, hooves, sharpened appendages or sheer mass. Lesser bone creatures have no concept of self-preservation and will continue attacking their targets regardless of the odds of success or how severely they may be damaged.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	23	5d6, 1d4
Agility	26	1d8, 5d6
Conditioning	27	1d8, 5d6
Vitality	21	4d6, 2d4
Discipline	24	6d6
Intelligence	14	1d6, 5d4
Charisma	23	5d6, 1d4

SECONDARY QUALITIES

Athleticism	25	6d6
Physical Acumen	27	1d8, 5d6
Fitness	24	6d6
Will	23	5d6, 1d4
Wisdom	19	3d6, 3d4
Wit	19	3d6, 3d4
Presence	23	5d6, 1d4

TERTIARY QUALITIES

Physis	23	–
Reaction	22	5d6, 1d4
Defense Rating	11	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
–	4	–	–	4	8	12	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	3
Energy	4
Chemical	5
Void	3
Alpha	3
Omega	5

6.3.2

Corpse Walker

ABOMINATION

HEIGHT	1.8 m (6')	HP	51	ACTIVE SEGMENTS	3, 6
WEIGHT	86.2 kg (190 lb)	EP	–	FOOTPRINT	2 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	22	5d6, 1d4
Agility	19	3d6, 3d4
Conditioning	25	6d6
Vitality	26	1d8, 5d6
Discipline	27	1d8, 5d6
Intelligence	8	4d4
Charisma	22	5d6, 1d4

SECONDARY QUALITIES

Athleticism	21	4d6, 2d4
Physical Acumen	22	5d6, 1d4
Fitness	26	1d8, 5d6
Will	27	1d8, 5d6
Wisdom	18	3d6, 3d4
Wit	15	1d6, 5d4
Presence	22	5d6, 1d4

TERTIARY QUALITIES

Physis	21	–
Reaction	19	3d6, 3d4
Defense Rating	10	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	2	3	5	–	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	3
Energy	4
Chemical	5
Void	3
Alpha	3
Omega	5

Corpse walkers are nightmarish creatures wrought by the dark energies of Omega. They are created when two corpses are raised from the dead and forced to coalesce in a horrific manner through necromantic Wielding. Corpse walkers are essentially tri-pedal as only three of their four legs are functional; the other is held in a twisted, unnatural position. The torsos of the two unfortunate souls face away from one another, the stronger being the front, the weaker corpse facing to the rear. One of the stronger corpse's arms reaches back, appearing to drag the weaker corpse as it moves. The weaker corpse is able to use both its arms to attack creatures approaching from the rear and sides (see *Multi-facing Attacks*). Their heads gaze in opposing directions but cant slightly toward one another. The corpses share each other's senses, allowing these creatures to see and hear all around them at the same time. Corpse Walkers move slowly and with jerky, unnatural motion - the dominant corpse dragging the protesting, weaker corpse along behind it. They moan constantly, tortured by the anger and frustration of their situation. They crave nothing but the destruction of the living.

BEHAVIOR

Corpse walkers can be compelled by their masters to execute simple instructions; however, their ability to think for themselves or analyze dynamic situations is poor. They are frequently used as sentries due to their impressive range of vision and inherent ability to sense living beings. In combat, they charge headlong at the nearest victim, attacking relentlessly with their fists or whatever melee weapon is available. They are able to attack targets in both the front and rear facings simultaneously. When not under strict instructions, they will wander until destroyed or brought back under the control of their creator, wreaking wanton destruction upon everyone nearby.



SPECIALS

Multi-facing Attacks
Corpse Walkers may attack multiple targets in different facings without the associated penalty, provided they are in range.

Undead
Corpse walkers are *undead* and are subject to the rules found in the Glossary entry.

Raising the Dead
Necromancy can be used to raise corpse walkers according to the *summoning* Glossary entry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	4d6, 2d4	1d8+2 MK	6	5	–	–	1 SIM	–

RANKS Detection: 10, Melee Combat: 9, Tracking: 9, Wielding: Omega 10

HEIGHT	1.8 m (5'10")	HP	52	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	70.3 kg (155 lb)	EP	–	FOOTPRINT	1 × 1

Flesh Fiend
Abomination

6.3.3



Specials

Fetid Odor
Act: Free, Rng: 5 SIM, Nat: Sm,
RC: Vitality (15, Negates), Dur: 2 C

Func: Alter (Thought State -2, NLT *Confused*)

Paralytic Bite
Act: Free, Sc: 1, Nat: Ph,
Ch/Rech: (2, 1/1 H), Cuml: No

Func: Toxin (Disp: DD,
Effect: DoT (1d10+2 MK, 1d4 HP/M),
Dur: 10 M, PL: 3, RC: Vitality (18, Negates)

Undead
Flesh fiends are *undead* and are subject to the rules found in the Glossary entry.

Raising the Dead
Necromancy can be used to raise flesh fiends according to the *summoning* Glossary entry.

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	6d6	1d6+2 MK	5	5	–	–	1 SIM	–
Bite	6d6	1d10+2 MK	–	1	–	–	1 SIM	–

Ranks Core Fitness: 9, Detection: 9, Melee Combat: 10, Stealth: 9, Tracking: 9, Wielding: Omega 10

Flesh fiends are undead creatures compelled to cannibalize living beings not only for food, but to satisfy a deviant need to demonstrate their physical superiority. They have retained the basic appearance of their former living body, but have increased strength and agility, a side effect of the Omega energy that has corrupted them. Their eyes have an ill, jaundiced yellow tinge and their tongue has become significantly longer and stronger. The teeth of flesh fiends are sharp and long while their skin has a grey, leathery appearance and is clearly rotting in some areas and devoid of all body hair. They are surrounded by a tremendous odor of rotting flesh capable of dropping those with a weak stomach to their knees (see *Fetid Odor*).

Behavior

Flesh fiends hate the living with every fiber of their abominable being. They are predominately nocturnal creatures and are known to stalk subterranean lairs, squat within the rubble or ruins of communities of the Old World or lurk in other dimly lit areas where prey might be found. In combat they attack with speed, strength and agility, attempting to subdue their prey and capture it alive using their powerful bite to introduce a paralytic toxin into their victim (see *Paralytic Bite*). If it becomes evident their prey will not be taken alive, they attack with a wild, vicious rage that overwhelms most victims and turns them into a battered, bloody mess. Alive or dead, flesh fiends carry their victim back to their lair, devouring them at their leisure, reveling in the warm blood and basking in a feeling of malevolent superiority. Flesh fiends select a few pieces of their victim of sentimental value in their twisted and evil minds which they clean as best they can with their hands and tongue. These trophies are used as decorations in their lair or worn as articles of disturbing jewelry.

Core Qualities

Quality	Score	Dice Pool
Strength	26	1d8, 5d6
Agility	24	6d6
Conditioning	27	1d8, 5d6
Vitality	25	6d6
Discipline	24	6d6
Intelligence	18	3d6, 3d4
Charisma	21	4d6, 2d4

Secondary Qualities

Athleticism	25	6d6
Physical Acumen	26	1d8, 5d6
Fitness	26	1d8, 5d6
Will	25	6d6
Wisdom	21	4d6, 2d4
Wit	20	4d6, 2d4
Presence	24	6d6

Tertiary Qualities

Physis	24	–
Reaction	23	5d6, 1d4
Defense Rating	12	–

Movement Rates

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
2	2	4	4	4	6	10	–

Armor

Damage Type	Threshold
High Velocity Kinetic	4
Melee Kinetic	4
Energy	4
Chemical	5
Void	3
Alpha	3
Omega	5

6.3.4

Meathead

ABOMINATION

HEIGHT	2.0 m (6'8")	HP	60	ACTIVE SEGMENTS	3, 6
WEIGHT	174.6 kg (385 lb)	EP	41	FOOTPRINT	1.5 × 2

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	26	1d8, 5d6
Agility	19	3d6, 3d4
Conditioning	19	3d6, 3d4
Vitality	27	1d8, 5d6
Discipline	22	5d6, 1d4
Intelligence	7	3d4
Charisma	24	6d6

SECONDARY QUALITIES

Athleticism	23	5d6, 1d4
Physical Acumen	19	3d6, 3d4
Fitness	23	5d6, 1d4
Will	25	6d6
Wisdom	15	1d6, 5d4
Wit	16	2d6, 4d4
Presence	25	6d6

TERTIARY QUALITIES

Physis	21	–
Reaction	19	3d6, 3d4
Defense Rating	9	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
3	3	3	3	4	6	8	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	5
Energy	4
Chemical	4
Void	3
Alpha	Immune
Omega	Immune

AKA Hired Goon

Originally, meatheads were human clones that were injected with large quantities of genetic material to increase their resilience, mass and flesh, muscle and bone density. Unbeknownst to them, they have been used as human guinea pigs for testing new medicines, vaccines or health products as they could endure the accompanying side effects for extended periods of time. For years, their higher mental functions had been disabled throughout their experiments, leaving them in a persistent, vegetative state until they were no longer useful and subsequently sold in black market auctions. The fact that they were never considered human or completely sentient for that matter led some radical scientists to ignore the ethics of using them as medical subjects. In time, scientists were able to restore a portion of the cognitive faculties of those meatheads that were liberated; however, they have significantly reduced reasoning abilities and are only able to comprehend simple situations and a few commands for which they have been heavily conditioned to respond to.

BEHAVIOR

Meatheads are taught to speak but have a very limited vocabulary. They are unable to read and aside from intense, time-consuming conditioning, they struggle to learn. Meatheads are fiercely loyal to their masters regardless of whether it is generated by fear or love. Some meatheads are treated incredibly poorly, living in despicable conditions and are beaten if they do not perform adequately. Others are treated with overwhelming kindness and are considered members of families and are provided all the rights afforded to regular people. Therefore the behavior of one can be distinctly different from another. Some are used as enforcers that would beat a target without mercy if commanded to do so while others would never harm a living creature. The vast majorities are purchased by members of the underworld and are used as bodyguards or enforcers as their genetic changes make them incredibly tough and resistant to damage.



SPECIALS

Immunities
Immune to all PL 1 and PL 2 Toxins, Chemicals and Diseases.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d6, 1d4	1d10+3 MK	7	4	–	–	1 SIM	–
Melee Weapons	5d6, 1d4	Weapon+3	Dependent on Weapon					
Ranged Weapons	3d6, 3d4	Weapon+1	Dependent on Weapon					

RANKS Core Fitness: 7, Detection: 7, Gather Information: 8, Intimidation: 10, Melee Combat: 10, Street Smarts: 8

HEIGHT	0.9 m (3')	HP	51	ACTIVE SEGMENTS	3, 6
WEIGHT	68.0 kg (150 lb)	EP	–	FOOTPRINT	2 × 1

Rot Hound

ABOMINATION

6.3.5

SPECIALS

Fetid Stench
Act: Free, Rng: 4 SIM, Sc: AoE (S, R4), Nat: Sm, Dur: 1 C after victim leaves AoE, RC: Discipline (20, Negates)

Func: Alter (Thought State -2, NLT *Confused*)

Omega Gaze
Act: Half, Rng: 8 SIM, Sc: 1, Nat: Gz, Dur: 2 C, RC: Discipline (22, Negates).

Func: Alter (Fear State -2, NLT *Scared*).

Undead
Rot hounds are *undead* and are subject to the rules found in the Glossary entry.

Raising the Dead
Necromancy can be used to raise rot hounds according to the *summoning* Glossary entry.



AKA Man's Worst Friend, Cujo, Lost Dog

Rot hounds are what remains of canines that have been consumed by Omega energy for extended periods of time. Their flesh has rotted away in many areas, broken bones poke through their skin and their fetid breath is a reminder of the foul energy residing within. Their fur is dirty and matted with blood and other bodily fluids that have seeped out from ulcerous holes and wounds that will never heal. Rot hound movement is forced and unnatural, usually due to severe wounds or general degradation of the skeletal system. By all accounts these creatures should have died long ago, yet they continue to exist, kept animate only by the dark energy that controls them. Rot hounds will occasionally whimper from the onset of physical pain, grief or fatigue, but this is immediately replaced by angry, vicious snarls as the Omega energy reasserts itself. Rot hounds remain extremely strong and fast despite their decrepit condition; their athleticism inexorably linked to their unnatural vitality. The eyes of rot hounds glow red with a dull, eerie energy. Their penetrating gaze can induce intense fear, injecting feelings of hopelessness and despair into onlookers (see *Omega Gaze*).

BEHAVIOR

Rot hounds are compelled to destroy living creatures as are all Omega-based creatures. They tend to travel at night or in poor weather, trying to avoid the brilliant light and warmth of the sun. Rot hounds have been observed roaming both alone and in packs, seeking other Omega creatures as companions. They never sleep and are always searching for living creatures to destroy, making them a feared predator in even the deadliest regions of the Wilds. Rot hounds have no memory of their lives before they were consumed. They do not recognize previous owners but have been reported to be drawn toward familiar scents and locations. The stench of their decaying flesh can overwhelm even the staunchest creatures (see *Fetid Stench*).

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d6, 1d4	1d8+2 MK	6	4	–	–	1 SIM	–
Bite	5d6, 1d4	1d10+2 MK	9	2	–	–	1 SIM	–

RANKS Detection: 10, Grapple: 9, Tracking: 9, Unarmed Melee: 9, Wielding: Omega 10

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	23	5d6, 1d4
Agility	21	4d6, 2d4
Conditioning	25	6d6
Vitality	26	1d8, 5d6
Discipline	22	5d6, 1d4
Intelligence	5	2d4
Charisma	23	5d6, 1d4

SECONDARY QUALITIES

Athleticism	22	5d6, 1d4
Physical Acumen	23	5d6, 1d4
Fitness	26	1d8, 5d6
Will	24	6d6
Wisdom	14	1d6, 5d4
Wit	14	1d6, 5d4
Presence	23	5d6, 1d4

TERTIARY QUALITIES

Physis	21	–
Reaction	18	3d6, 3d4
Defense Rating	12	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
2	3	–	–	4	8	12	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	4
Energy	4
Chemical	5
Void	3
Alpha	3
Omega	5

6.4.1

Cyborg Zombie

ABOMINATION

HEIGHT	2.1 m (7')	HP	67	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	220 kg (485 lb)	EP	–	FOOTPRINT	1.5 × 2

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	35	5d8, 1d6
Agility	25	6d6
Conditioning	35	5d8, 1d6
Vitality	32	4d8,2d6
Discipline	31	3d8, 3d6
Intelligence	9	4d4
Charisma	25	6d4

SECONDARY QUALITIES

Athleticism	30	3d8, 3d6
Physical Acumen	30	3d8, 3d6
Fitness	34	5d8, 1d6
Will	32	4d8, 2d6
Wisdom	20	4d6, 2d4
Wit	17	2d6, 4d4
Presence	30	3d8, 3d6

TERTIARY QUALITIES

Physis	27	–
Reaction	25	6d6
Defense Rating	11	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	2	–	3	4	6	–	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	5
Energy	4
Chemical	5
Void	3
Alpha	4
Omega	6

Cyborg zombies are a nightmarish combination of necromancy and technology. They are gruesome, decrepit corpses whose appearance is made more shocking by their numerous and obvious cybernetic additions. After being reanimated, subject zombies are transported to facilities where they are equipped with cybernetics. If left to their own devices these creatures instinctively hunt the living to feed. They are equipped with various weapons, ammunition and armor, additions that make them significantly more dangerous than average zombies. They are capable of considerable destruction, typically equipped with at least one automatic weapon and one melee weapon built into forearm mounts or as replacements for their hands. Cyborg zombies are heavily armored and can absorb a great deal of punishment before ceasing to function.

BEHAVIOR

The majority of cyborg zombies instinctually stalk their prey, attempting to close into melee range as quickly as possible, shooting as they advance and ultimately eating the flesh of their victims before seeking new prey. However, some have been equipped with remote motor control devices that allow an operator to control their movements and actions from afar. These remotely controlled monstrosities are dangerous creatures – nothing more than organic platforms on which various mechanical and technological suites can be affixed and controlled by remote technicians operating a safe distance away from the dangers of combat. Cheaper than pure machines, and typically requiring less maintenance, cyborg zombies can be equipped and controlled to perform tasks such as reconnaissance, logistics, and combat. Those in command of these creatures care nothing for their safety aside from the low monetary value a replacement would cost. Since they are undead, they are fearless, unconcerned with self-preservation and free of the burdens of compassion. They are little more than killing machines, driven by a need to feed or the commands of their controller.



SPECIALS

Undead

Cyborg Zombies are *undead* and are subject to the rules found in the Glossary entry.

Raising the Dead

Necromancy can be used to raise cyborg zombies according to the *summoning* Glossary entry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Extendable Flail	3d8, 3d6	3d6+3 MK	–	1	–	–	4 SIM	–
Assault Support Weapon	3d8, 3d6	1d8+2 HV	8	5	4	5 SIM	700 SIM	3/SIM

RANKS Assault Support Weapons: 16, Detection: 13, Grapple: 12, One-handed Melee: 13, Tracking: 11, Unarmed Melee: 12, Wielding: Omega 14

HEIGHT	1.7 m (5'8")	HP	46	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	77.1 kg (170 lb)	EP	54	FOOTPRINT	1 × 1

Deceptive Persuader

ABOMINATION

6.4.2



SPECIALS

Insight Probe

Act: Full, Rng: 10 SIM, Sc: 1, Nat: Bl, EC: 10, RC: Discipline (30, prevents *Probe*, Targets may add their Insight Ranks to their RC roll; 22, Alerts victim to *Probe*), Ch/Rech: (3, 1 D), Cuml: Yes.

Func: Access information as per Duration.

Dur: Varies according to desired age of information:

- 1S reveals information < 1 hour old
- 2S reveals information < 1 day old
- 3S reveals information < 1 week old
- 4S reveals information < 1 month old
- 5S reveals information < 1 year old
- 6S reveals information < 1 decade old
- 2C reveals information < 1 century old

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	1d8, 5d6	1d8+3 MK	7	5	–	–	1 SIM	–
Melee Weapon	1d8, 5d6	Weapon+3	Dependent on Weapon					
Ranged Weapon	6d6	Weapon+1	Dependent on Weapon					

RANKS

Alertness: 14, Being: 16, Coercion: 14, Control: 17, Core Fitness: 12, Espionage: 13, Insight: 18, Melee Combat: 12, Operate Vehicle: 10, Performing: 14, Small Arms: 12, Tracking: 12

Before a deceptive persuader chooses a mark, its appearance can only be described as vague. In their natural state, they have all the facial features expected of a humanoid but the details appear to be lacking or somehow unfinished, giving them a creepy, artificial look. They typically wear hooded or loose clothing to hide their unfinished faces. Deceptive persuaders are masters of disguise and manipulation and can change their appearance at will to masquerade as a contact, friend or enemy. Once they have chosen an appearance, they attempt to conduct themselves according to their knowledge of the individual they are posing as. Deceptive persuaders can change their appearance at will, but will never consciously do so within visual range of onlookers unless to shock someone to gain the element of surprise.

BEHAVIOR

Deceptive persuaders fill many roles. Some work for an employer who can afford their services, some have their own agenda, and others are simply talented charlatans eking out a living through their powers of insight, persuasion and imitation. Deceptive persuaders are outstanding listeners and spies that lurk in the shadows of quiet, public places or blend in with the crowds of busy marketplaces or throughways listening and watching intently for situations they can manipulate or profit from. Deceptive persuaders have strong Innate Being-Insight Wielding powers that allow them to probe the thoughts of those around them. They search for marks that are in need of help or can be easily manipulated. When they have chosen their mark, they use their Insight abilities to determine what appearance would best serve their needs (see *Insight Probe*). Using this knowledge, they change their physical appearance, approach their mark and use all the knowledge they gleaned to accomplish their goals.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	25	6d6
Agility	28	2d8, 4d6
Conditioning	22	5d6, 1d4
Vitality	24	6d6
Discipline	32	4d8,2d6
Intelligence	22	5d6, 1d4
Charisma	35	5d8, 1d6

SECONDARY QUALITIES

Athleticism	27	1d8, 5d6
Physical Acumen	25	6d6
Fitness	23	5d6, 1d4
Will	28	2d8, 4d6
Wisdom	27	1d8, 5d6
Wit	29	2d8, 4d6
Presence	30	3d8, 3d6

TERTIARY QUALITIES

Physis	27	–
Reaction	27	1d8, 5d6
Defense Rating	13	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
2	2	3	4	4	7	10	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	3
Melee Kinetic	3
Energy	2
Chemical	3
Void	3
Alpha	Immune
Omega	Immune

6.4.3

Freak Crawler

ABOMINATION

HEIGHT	1.8 m (6')	HP	59	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	83.9kg (185 lb)	EP	–	FOOTPRINT	1.5 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	28	2d8, 4d6
Agility	33	4d8,2d6
Conditioning	32	4d8,2d6
Vitality	27	1d8, 5d6
Discipline	27	1d8, 5d6
Intelligence	16	2d6, 4d4
Charisma	29	2d8, 4d6

SECONDARY QUALITIES

Athleticism	31	3d8, 3d6
Physical Acumen	33	4d8,2d6
Fitness	30	3d8, 3d6
Will	27	1d8, 5d6
Wisdom	22	5d6, 1d4
Wit	23	5d6, 1d4
Presence	29	2d8, 4d6

TERTIARY QUALITIES

Physis	27	–
Reaction	26	1d8, 5d6
Defense Rating	13	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
2	4	4	4	4	8	12	–

ARMOR

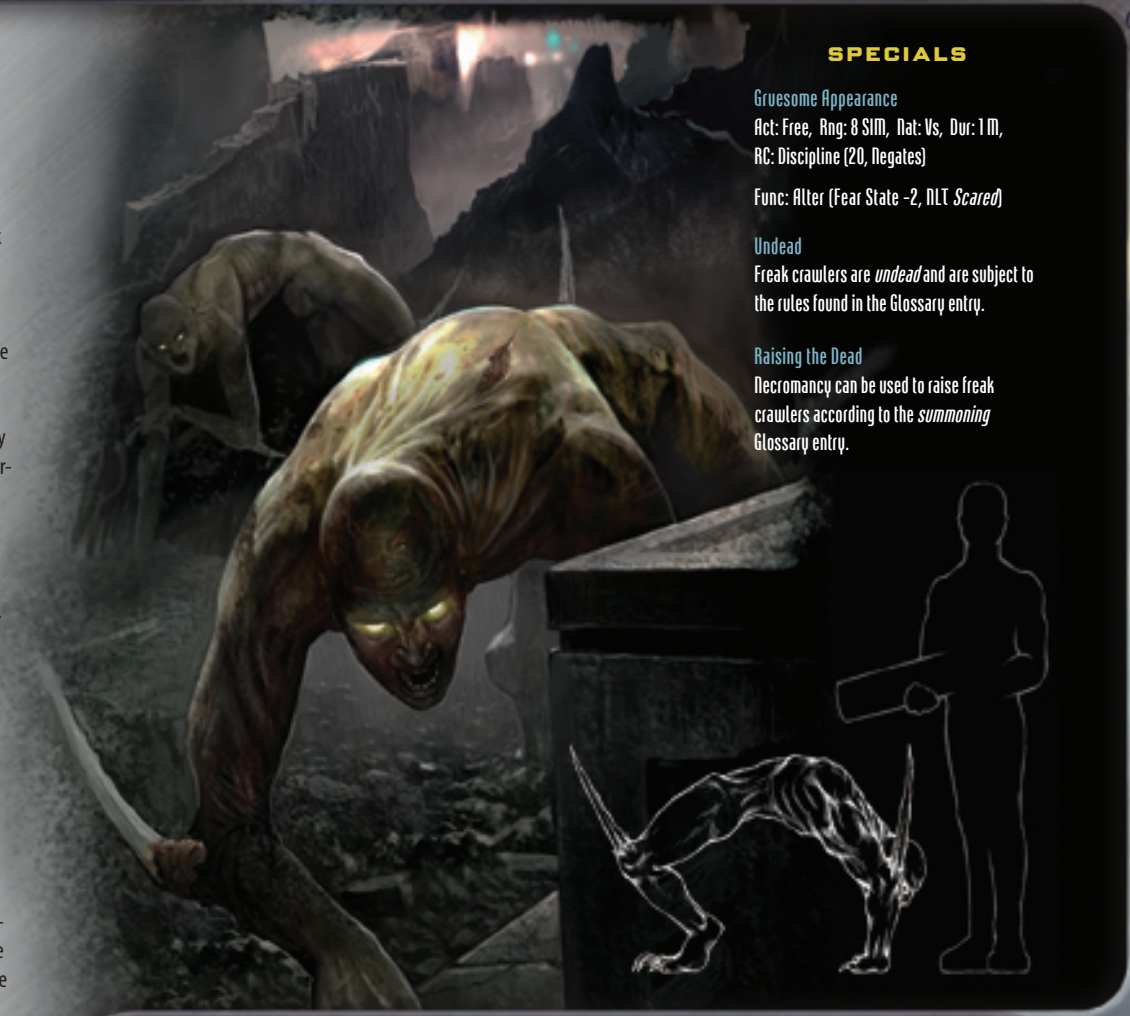
DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	5
Energy	4
Chemical	4
Void	3
Alpha	4
Omega	6

AKA Regan, Twisted Sister

Freak crawlers are horrifically deformed creatures created when Omega energy grabs hold of some unfortunate soul, warping and twisting them into unnatural positions and providing these demented monsters with bizarre methods of locomotion and dangerous tools for fighting. Freak crawlers still look human, for the most part, but walk backwards on all fours in a bridge position. Their twisted head, neck and obviously severed spine seem to have no affect on their motor function. Their shoulders and arms are also twisted 180 degrees but maintain a surprising range of motion despite their extremely painful and uncomfortable appearance. Their eyes are constantly rolled back, only the whites of them visible the majority of the time. Their teeth and nails are elongated and extraordinarily sharp. Large, sharp bones grow out of their knees and elbows, tearing through the twisted and stretched skin to form deadly weapons these terrors wield with startling ease and precision. Their favored technique is to strike as they push off from the ground with their feet, propelling their knees towards their target with tremendous force.

BEHAVIOR

Freak Crawlers patrol the dark areas of the world searching for victims to attack. Their grotesque and horribly twisted form can have an unnerving affect on their prey, the very sight of them terrifying some targets (see *Gruesome Appearance*). In combat, they frequently bite their victims with their sharp animal-like teeth. Their favorite method of attack is to pierce their target with the large, sharp bones that protrude from their knees and elbows. These creatures have surprising balance and tremendous strength in their shoulders that allow them to fight standing on their hands for long periods of time. Freak crawlers are quite versatile and flexible in combat and are capable of standing up, twisting their arms and head back around and fighting in a style more familiar, and less creepy, to humanoids.



SPECIALS

Gruesome Appearance

Act: Free, Rng: 8 SIM, Nat: Vs, Dur: 1 M, RC: Discipline (20, Negates)

Func: Alter (Fear State -2, NLT *Scared*)

Undead

Freak crawlers are *undead* and are subject to the rules found in the Glossary entry.

Raising the Dead

Necromancy can be used to raise freak crawlers according to the *summoning* Glossary entry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	3d8, 3d6	1d8+3 MK	6	5	–	–	1 SIM	–
Knee/Elbow Spikes	3d8, 3d6	2d6+3 MK	9	2	–	–	1 SIM	–

RANKS Detection: 13, Grapple: 12, Stealth: 11, Tracking: 12, Unarmed Melee: 14, Wielding: Omega 14

HEIGHT	2.0 m (6'5")	HP	54	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	131.5 kg (290 lb)	EP	54	FOOTPRINT	1 × 1

Scag Marauder

ABOMINATION

6.4.4



SPECIALS

*Impeding Burr

Act: Half, Rng: 100 SIM, Sc: 1, Nat: Ph, RC: Vitality (20, Negates), Ch/Rech: (10, 1 H), Cuml: Yes (subsequent hits extend Duration, but will not reduce MR more than -50%)

Func: Dam (2d6+1 HV, if the Burr *Punctures*, victim's Movement Rate is reduced by 50%, rounded down, for 2 M)

**Poison Burr

Act: Half, Rng: 100 SIM, Sc: 1, Nat: Ph, Ch/Rech: (10, 1 H), Cuml: Yes (subsequent hits extend Duration, but will not increase rate of HP loss)

Func: Toxin [Disp: DD, Effect: DoT (2d6+1 HV, 1 HP/S), Dur: 10 S, PL: 3, RC: Vitality (22, Negates)]

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d6	2d4+2 MK	8	5	–	–	1 SIM	–
Arm Blade	6d6	1d10+2 MK	10	4	–	–	1 SIM	–
Burr Driver	1d8, 5d6	2d6+1 HV*/**	–	1	1	–	100 SIM	–

RANKS Burr Driver: 14, Detection: 12, Gather Information: 13, Grapple: 11, Law: 12, Science: 10, Sociology: 11, Stealth: 10, Tactics: 12, Tracking: 13, Unarmed Melee: 13

Marauders are large, powerful and hideously deformed members of their species and serve as the backbone of any Scag military operation. Scag marauders are easily identifiable by the weapon implants that replace each of their hands. These weapons are an honor amongst the Scag and represent the loyal service, fortitude and skill required to survive long enough to earn the promotion to marauder. Typically, one arm is converted to a ranged weapon while the other is replaced by a grotesque melee weapon. Both weapons are organic and functional digits are incorporated into at least one of their designs. The melee implants are comprised of a combination of bone, cartilage or protein growths that create points for piercing, edges for cutting, or solid masses for bashing. The ranged weapons fire jagged, spiraled, cylindrical masses of protein, known as "burrs", synthesized from glands embedded in the weapon.

BEHAVIOR

Scag marauders are fearless, savage warriors and merciless killers that want nothing other than the complete eradication of all that is not Scag. They live for combat—close-quarter, stab you in the ribs and laugh in your face while you gurgle your last blood-filled breath combat. Marauders attack any intelligent non-Scag humanoids on sight and they never flee or surrender. Morale means nothing to them as their will to fight is completely self-motivated. To Scag, survival through combat means promotion, while any sign of fear means humiliation and death at the hands of another Scag. Marauders have risen through the Scag ranks by embracing this way of life and relishing it at every opportunity. Marauders use their ranged weapons as they close on the enemy. They never seek cover or engage in standoff style firefights. They open fire as soon as they are in range and continue firing until they can engage in melee combat. Their ranged weapon implants are capable of two functions other than direct damage: impeding the movement of a target or poisoning them (see *Impeding Burr* and *Poison Burr*).

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	26	1d8, 5d6
Agility	24	6d6
Conditioning	28	2d8, 4d6
Vitality	26	1d8, 5d6
Discipline	26	1d8, 5d6
Intelligence	16	2d6, 4d4
Charisma	25	6d6

SECONDARY QUALITIES

Athleticism	25	6d6
Physical Acumen	26	1d8, 5d6
Fitness	27	1d8, 5d6
Will	26	1d8, 5d6
Wisdom	21	4d6, 2d4
Wit	21	4d6, 2d4
Presence	26	1d8, 5d6

TERTIARY QUALITIES

Physis	24	–
Reaction	23	5d6, 1d4
Defense Rating	12	–

MOVEMENT RATES

2	3	4	4	4	7	10	–
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	5
Energy	4
Chemical	4
Void	3
Alpha	Immune
Omega	Immune

6.4.5

Muscle Freak

ABOMINATION

HEIGHT	2.4 m (8.0')	HP	70	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	163.3 kg (360 lb)	EP	48	FOOTPRINT	1.5 × 1.5

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	40	1d10, 5d8
Agility	22	5d6, 1d4
Conditioning	26	1d8, 5d6
Vitality	34	5d8, 1d6
Discipline	22	5d6, 1d4
Intelligence	16	2d6, 4d4
Charisma	34	5d8, 1d6

SECONDARY QUALITIES

Athleticism	31	3d8, 3d6
Physical Acumen	24	6d6
Fitness	30	3d8, 3d6
Will	28	2d8, 4d6
Wisdom	19	3d6, 3d4
Wit	25	6d6
Presence	37	6d8

TERTIARY QUALITIES

Physis	28	–
Reaction	25	6d6
Defense Rating	11	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
3	3	4	4	4	8	13	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	6
Energy	4
Chemical	5
Void	3
Alpha	Immune
Omega	Immune

Muscle freaks are grotesquely over-muscled humanoids whose genetic ancestry is barely discernable. Whether they are the victim of a mutagenic virus, suffered an allergic reaction to a strength-increasing stimulant or are the result of a twisted genetic experiment, these poor beings have been transformed into muscle freaks. The over-development and asymmetrical growth of their musculature has left them deformed but extremely strong. Some have disfigured faces, the small muscles around their eyes, cheeks and mouth have swelled and developed where they normally would not have. Others may have colossal arms or limbs that may impede their flexibility or normal movement but drastically increase the strength in specific muscles.

BEHAVIOR

The behavior of muscle freaks is depends on their personality before their transformation, but all have increased aggression and are prone to fits of rage. Some have sought solstice in remote areas of the Wilds or in small communities, particularly those of the Remnants, where they are welcomed despite their appearance. Some are gentle giants, helping friends and family with laborious tasks for which their increased strength is well-suited, while others abuse their new found strength by intimidating and bullying weaker beings. In combat muscle freaks use weapons that will be most benefited by their great strength. Many make a point of using weapons normal beings their size cannot lift, let alone wield, as a weapon. Depending on their strength and environment they may throw objects such as massive rocks or furniture great distances or engage their targets in melee combat with items like parking meter posts or small trees. Muscle freaks enjoy physically overpowering their opponents, grappling with single targets or commencing combat by throwing one across a room to demonstrate their great strength to other adversaries. When the Health Pool of a muscle freak drops to specified amounts, their Emotion State Component drops as well, forcing them to adhere to all associated penalties and bonuses (see *Consuming Rage*).



SPECIALS

Consuming Rage

When a Muscle Freak's HP drops below 50%, their Emotion State Component drops 2 Levels. If their State is already Angry or lower, the *Consuming Rage* has no effect. When their HP drops below 25%, their Emotion State Component drops an additional 2 Levels.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	3d8, 3d6	2d6+4 MK	12	3	–	–	1 SIM	–
Melee Weapon	3d8, 3d6	Weapon+4	Dependent on Weapon					
Ranged Weapon	6d6	Weapon+2	Dependent on Weapon					

RANKS Detection: 11, Intimidation: 14, Melee Combat: 15, Throwing: 14

HEIGHT	1.8 m (5'10")	HP	60	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	74.8 kg (165 lb)	EP	62	FOOTPRINT	1 × 1

STALKER
ABOMINATION

6.4.6



SPECIALS

Active Camouflage
For 5 M per H, a stalker can change texture, temperature, and color to match their surroundings, providing a +10 to Stealth checks as long as they move at 3 SIM/S or less.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	3d8, 3d6	1d8+3 MK	7	5	–	–	1 SIM	–
Melee Weapon	3d8, 3d6	Weapon+3	Dependent on Weapon					
Ranged Weapon	4d8,2d6	Weapon+2	Dependent on Weapon					

RANKS Alertness: 15, Core Fitness: 14, Deceive: 14, Escape Artist: 12, Gather Information: 15, Melee Combat: 13, Operate Vehicle: 2, Performing: 15, Small Arms: 14, Stealth: 20, Theft: 14, Tracking: 14

AKA Haunts, Shadows, Strangers

Stalkers resemble an animated, humanoid clay figure of roughly human size. They are grey in color and have toned musculature, but wear no clothing and have no body hair. They have two small holes for nostrils and a small, thin mouth that allows them to speak in a quiet, hushed voice. In stark contrast to their other features, their eyes glow bright red. Stalkers are almost never seen in their natural state, however, and are constantly morphing their appearance to match people and human-sized creatures they have encountered in the past. Stalkers also have the ability to change their color and to blend in with their environment they might find themselves in. Stalkers are able to adopt some of the physical characteristics of their surroundings if given the opportunity to touch what they are attempting to mimic (see *Active Camouflage*). With a sense that has yet to be clearly defined, stalkers are able to detect other stalkers regardless of the form into which they are currently morphed.

BEHAVIOR

As their name suggests, these creatures are the ultimate stalkers. Thanks to their adaptive camouflage, they can follow a mark with very little effort regardless of whether they are in a crowded street, a shadowy alley or in the depths of the Wilds. Their ability to shift their color and appearance between people and physical objects in seconds make them incredibly well suited as spies, assassins and scouts. Stalkers also have natural aptitudes in the Espionage and Core Fitness Fields and their corresponding Skills. Some stalkers congegate together in small communities while others live in solitude in the Wilds. Since they are intelligent creatures, they often have an array of useful knowledge and skills. In fact, stalkers can have any of the Skills available in the Core Rule Book. A stalker's morphing ability does not let it change any clothing or equipment it may be carrying, so many use sub-dermal storage pockets to hide small pieces of mission-critical gear.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	28	2d8, 4d6
Agility	32	4d8,2d6
Conditioning	34	5d8, 1d6
Vitality	26	1d8, 5d6
Discipline	28	1d8, 5d6
Intelligence	19	3d6, 3d4
Charisma	28	2d8, 4d6

SECONDARY QUALITIES

Athleticism	30	3d8, 3d6
Physical Acumen	33	4d8,2d6
Fitness	30	3d8, 3d6
Will	27	1d8, 5d6
Wisdom	24	6d6
Wit	24	6d6
Presence	28	2d8, 4d6

TERTIARY QUALITIES

Physis	28	–
Reaction	27	1d8, 5d6
Defense Rating	13	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
3	3	4	4	4	7	11	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	2
Melee Kinetic	3
Energy	2
Chemical	2
Void	3
Alpha	Immune
Omega	Immune

6.5.1

Blood Hound

ABOMINATION

HEIGHT	1.8 m (5'11")	HP	72	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	152.0 kg (335 lb)	EP	74	FOOTPRINT	2.5 × 1.5

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	35	5d8, 1d6
Agility	38	1d10, 5d8
Conditioning	36	6d8
Vitality	36	6d8
Discipline	38	1d10, 5d8
Intelligence	18	3d6, 3d4
Charisma	38	1d10, 5d8

SECONDARY QUALITIES

Athleticism	37	6d8
Physical Acumen	37	6d8
Fitness	36	6d8
Will	37	6d8
Wisdom	28	2d8, 4d6
Wit	28	2d8, 4d6
Presence	37	6d8

TERTIARY QUALITIES

Physis	34	–
Reaction	32	4d8,2d6
Defense Rating	16	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
2	–	3	2	4	9	13	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	5
Energy	2
Chemical	4
Void	4
Alpha	Immune
Omega	Immune

AKA Man Hound, Dogs of War

Blood hounds are a rare but powerful combination of human intellect and canine senses that make them incredible scouts and trackers. The lower half of their body is a large canine creature capable of supporting the weight of the humanoid torso that protrudes from their back. The amount of fur on these creatures depends on the breed of canine and the genetic background of the humanoid. When relaxed, their bodies sometimes share similar involuntary movements and habits. For example, it is not uncommon to see the humanoid body scratching behind their ear as their canine paw scratches behind their canine ear. When concentrating, they are capable of operating their canine and humanoid bodies distinctly. For example, allowing the humanoid body to turn to face backward, perhaps shooting at a pursuer, while the canine is bounding forward.

BEHAVIOR

Blood hounds are intelligent creatures that prefer the serenity of isolation in the Wilds over the judgmental eyes of civilization. Most avoid contact with people at all costs. However, some have formed relationships with more accepting communities or individuals, most of which have learned the value of a blood hound's companionship. Many have been educated by Remnants who graciously accept most benign, intelligent creatures into their communities. The realization that their species has arisen by some freakish accident and not by nature's design is often overwhelming, causing some blood hounds to develop feelings of frustration, anger, jealousy and hatred towards those that are normal. Other blood hounds have accepted their fate, made peace with themselves and have grown to become wise beings with sharp instincts but little tolerance for dishonesty and untrustworthiness. Blood hounds tend to be well trained in survival skills and have also become proficient combatants with both melee and ranged weapons. Their primal, canine instincts and human intellect combined with their physical prowess and physique make them formidable creatures to contend with.



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d8	1d10+4 MK	8	4	–	–	1 SIM	–
Melee Weapon	6d8	Weapon+4	Dependent on Weapon					
Ranged Weapon	6d8	Weapon+2	Dependent on Weapon					
Bite	6d8	2d8+4 MK	–	1	–	–	1 SIM	–

RANKS Alertness: 18, Core Fitness: 16, Gather Information: 17, Melee Combat: 18, Small Arms: 16, Stealth: 13, Survival: 18

HEIGHT	1.7 m (5'8")	HP	70	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	70.3 kg (155 lb)	EP	80	FOOTPRINT	1 × 1

Scag Castigator

ABOMINATION

6.5.2



SPECIALS

Blast of Agony

This is an Elemental-Agony Effect with a DR 66 of and the following Factors:

- Factor 1: RtT < 50, +14 to DR
- Factor 2: NoT or AoE <20, +10 to DR
- Factor 3: Dam (6d4 × 2), +28 to DR
- ToT: -7 Segments +14 to DR
- Final DR: 66

*Poisoned Weapon

Toxin [Disp: DD, Effect: DoT (Weapon Damage+3, 1d6/C), Dur: 10 C, PL: 3, RC: Vitality (28, Negates)]

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	4d8,2d6	1d10+3 MK	6	5	–	–	1 SIM	–
Melee Weapon	4d8,2d6	Weapon+3*	Dependent on Weapon					
Ranged Weapon	6d8	Weapon+2	Dependent on Weapon					

RANKS Alertness: 16, Coercion: 18, Gather Information: 18, Melee Combat: 14, Stealth: 12, Wielding: Agony 15, Being 13, Control 12, Elemental 14, Malice 11, Nihilism 14

Scag castigators are the Wielders of the Scag society. They consistently demonstrate a lack of respect for the potential dangers inherent in aggressive Wielding beyond their abilities, instead focusing solely on unleashing maximum power. Castigators are the most deformed, mutilated and repulsive of all the Scag, but are certainly some of the most dangerous. They are proud of the damage the misuse of Wielding energy has caused them and do not hide their scars and mutations under hooded cloaks. Castigators are demented scientists and the authors and custodians of Scag doctrine, acting as the de facto spiritual leaders of their species. When a member of Scag society commits an unlawful act or speaks a word against doctrine, it is the castigators that publicly judge, chastise, humiliate and ultimately punish the guilty as a demonstration of love they have for the rest of their species and a yearning to improve and strengthen the ties and bonds of Scag society.

BEHAVIOR

Castigators are second only to the Scag avatars in the social hierarchy of their species. They act as both advisors to military commanders and as controllers of a secretive order that exposes any who spread dissent, or fail to act according to doctrine. In combat, they maintain distance and use Wielding Effects from the Agony, Nihilism and Malice Intentions to destroy opponents or weaken their defenses. Castigators attempt to create fantastic Effects, pushing the limits of their Wielding abilities with every Effect, and are more than willing to suffer the consequences of unsuccessful attempts. Castigators never use Wielding to heal or augment other Scag during combat, but for a price are willing to concoct chemical injections for brethren they trust. Most avoid melee combat as their disfigured and mutilated bodies are less than ideal for athletic pursuits. However, it is a safe assumption that they hide at least one small, light and heavily poisoned weapon somewhere on their person (see *Poisoned Weapon*).

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	32	4d8,2d6
Agility	34	5d8, 1d6
Conditioning	38	1d10, 5d8
Vitality	32	4d8,2d6
Discipline	42	2d10, 4d8
Intelligence	21	4d6, 2d4
Charisma	38	1d10, 5d8

SECONDARY QUALITIES

Athleticism	33	4d8,2d6
Physical Acumen	36	6d8
Fitness	35	5d8, 1d6
Will	37	6d8
Wisdom	32	4d8,2d6
Wit	30	3d8, 3d6
Presence	35	5d8, 1d6

TERTIARY QUALITIES

Physis	34	–
Reaction	32	4d8,2d6
Defense Rating	16	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
3	3	3	3	4	8	11	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	3
Melee Kinetic	3
Energy	3
Chemical	5
Void	4
Alpha	Immune
Omega	Immune

6.5.3

Grey Man

ABOMINATION

HEIGHT	1.7 m (5'8")	HP	72	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	74.8 kg (165 lb)	EP	76	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	32	4d8,2d6
Agility	36	6d8
Conditioning	36	6d8
Vitality	36	6d8
Discipline	40	1d10, 5d8
Intelligence	19	3d6, 3d4
Charisma	38	1d10, 5d8

SECONDARY QUALITIES

Athleticism	34	5d8, 1d6
Physical Acumen	36	6d8
Fitness	36	6d8
Will	38	1d10, 5d8
Wisdom	30	3d8, 3d6
Wit	29	2d8, 4d6
Presence	35	5d8, 1d6

TERTIARY QUALITIES

Physis	34	–
Reaction	32	4d8,2d6
Defense Rating	16	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
4	4	4	4	4	8	12	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	5
Energy	3
Chemical	3
Void	4
Alpha	Immune
Omega	Immune

Grey men have been bio-engineered to be physically unremarkable—a veritable "face-in-the-crowd." Their features, clothing, gait, mannerisms and anything else that helps to differentiate one being from another are utterly plain. Despite their name, grey men are not all male, females are just as common. They are average height, average weight, appear to be in their mid-thirties and wear clothes that are slightly out of style, but not so much that someone would notice. To put it simply, they are someone you might see in the street but would never think of again. They blend into the backdrop of life, actively trying to be passive and unnoticed. Originally, they were created to act as informants, secret police, undercover officers and surveillance experts and their unassuming appearance, mellow demeanor and soft-spoken mannerisms allowed them to excel in these positions.

BEHAVIOR

Grey men do everything to avoid situations that would possibly draw attention to themselves. They are pre-disposed to pay attention to detail, move with stealth and purpose and quickly make their way through crowds or harsh environments without interruption. Many are highly trained in hand-to-hand combat, but will avoid public conflict, backing down to bullies or obnoxious people to avoid causing a scene, but are able to kill in seconds if necessary. If owned by a corporation or government, grey men are most commonly employed as spies or secret police. Those that are no longer held in servitude frequently take up careers as industrial spies, saboteurs or investigators, leasing their considerable skills to the highest bidder. One group of ex-secret police grey men have banded together. Known ironically as "Anonymity," they sell their services to city-states in need of infiltrators capable of penetrating anarchist and revolutionary groups that threaten their social order. They have made a reputation for themselves as a force not to be crossed and their considerable skills are rumored to be responsible for the collapse of what was once the capitalist Arc-en-Ciel arcology near the former city of Paris, France.



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d8, 1d6	1d10+3 MK	7	5	–	–	1 SIM	–
Melee Weapon	5d8, 1d6	Weapon+3	Dependent on Weapon					
Ranged Weapon	6d8	Weapon+2	Dependent on Weapon					

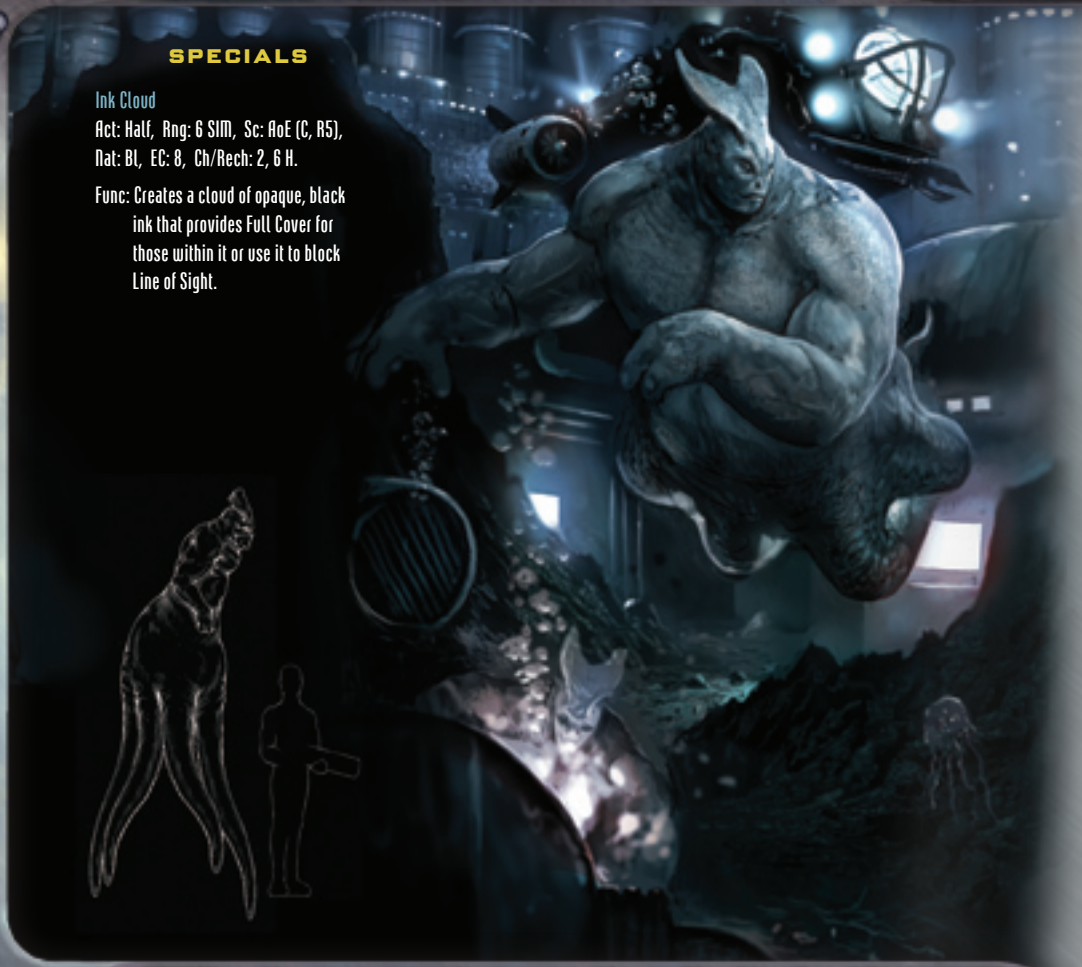
RANKS

Alertness: 18, Coercion: 16, Commerce: 16, Core Fitness: 18, Espionage: 18, Melee Combat: 19, Military Theory: 16, Nefarious: 20, Operate Vehicle: 16, Small Arms: 17, Survival: 18, Technology: 16, Vehicle Systems: 16

HEIGHT	2.4 m (8')	HP	80	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	158.8 kg (350 lb)	EP	70	FOOTPRINT	2.5 × 1.5

OCTOWHAL
ABOMINATION

6.5.4



SPECIALS

Ink Cloud
Act: Half, Rng: 6 SIM, Sc: AoE (C, R5), Nat: Bl, EC: 8, Ch/Rech: 2, 6 H.

Func: Creates a cloud of opaque, black ink that provides Full Cover for those within it or use it to block Line of Sight.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d8	1d10+4 MK	8	5	–	–	2 SIM	–
Melee Weapon	6d8	Weapon+4	Dependent on Weapon					
Ranged Weapon	6d8	Weapon+2	Dependent on Weapon					

RANKS

Animal Handling: 16, Explosives: 16, Grapple: 20, Living off the Land: 17, Mechanical Technologies: 18, One-handed Melee: 16, Production: 15, Structural Technologies: 20, Swimming: 24, Tracking: 18, Two-handed Melee: 16, Unarmed Melee: 18

AKA Sea Rhino, Deep Brute

Octowhals are an amalgam of human, octopus and rhinoceros genetic material. As such, they are exceedingly large, bearing a massive upper torso with two huge arms that end in three-fingered hands. Their head is more human than rhinoceros, but heavily reinforced with sturdy bone ridges that protect not only the brain, but the face as well—including the octowhal's large, dark eyes. Despite what its name might imply, the 'horn' of the octowhal is a y-shaped crest rather than a tapered column. It is suitable for blunt attacks but not piercing ones. Below the torso are eight strong tentacles complete with suction cups that together can exert enough force to bend a heavy steel girder. When the creatures are first born they are ivory white and within minutes take on the colors of their immediate surroundings. This means octowhals can have any sort of coloration imaginable, but once the coloration is finalized it never changes. Because they have both lungs and gills, these beasts can breathe equally well in or out of water but need to be kept moist or their tentacles will become damaged.

BEHAVIOR

Octowhals were originally created by Triton Enterprises to serve as a secret underwater slave labor force. Their creations soon decided that a life spent in toil for those who treated them like little more than animals was not a life worth living. Less than a decade after the inception of the program, the octowhals turned their backs on Triton and fled into the vast reaches of the sea. There they set up small, isolated communities where they could live in peace. Relationships with some underground researchers and coastal communities have developed and some octowhals have agreed to assist with labor so long as they are treated fairly and justly rewarded for their hard work. Occasionally, those who dwell on the surface come into contact with octowhals and almost all immediately fear them due to their monstrous appearance, an unfortunate ignorance which usually leads to violence.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	40	1d10, 5d8
Agility	34	5d8, 1d6
Conditioning	38	1d10, 5d8
Vitality	42	2d10, 4d8
Discipline	32	4d8,2d6
Intelligence	14	1d6, 5d4
Charisma	38	1d10, 5d8

SECONDARY QUALITIES

Athleticism	37	6d8
Physical Acumen	36	6d8
Fitness	40	1d10, 5d8
Will	37	6d8
Wisdom	23	5d6, 1d4
Wit	26	1d8, 5d6
Presence	39	1d10, 5d8

TERTIARY QUALITIES

Physis	34	–
Reaction	30	3d8, 3d6
Defense Rating	15	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
15	3	–	5	3	4	5	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	5
Energy	3
Chemical	4
Void	4
Alpha	Immune
Omega	Immune

6.5.5

Rage Horn

ABOMINATION

HEIGHT	2.3 m (7'6")	HP	78	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	220.0 kg (485 lb)	EP	72	FOOTPRINT	2.5 × 2

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	42	2d10, 4d8
Agility	34	5d8, 1d6
Conditioning	36	6d8
Vitality	42	2d10, 4d8
Discipline	36	6d8
Intelligence	16	2d6, 4d4
Charisma	40	1d10, 5d8

SECONDARY QUALITIES

Athleticism	38	1d10, 5d8
Physical Acumen	35	5d8, 1d6
Fitness	39	1d10, 5d8
Will	39	1d10, 5d8
Wisdom	26	1d8, 5d6
Wit	28	2d8, 4d6
Presence	41	2d10, 4d8

TERTIARY QUALITIES

Physis	35	–
Reaction	32	4d8,2d6
Defense Rating	16	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
2	3	–	4	4	8	12	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	5
Energy	4
Chemical	3
Void	4
Alpha	Immune
Omega	Immune

AKA Buffalo Soldier, Anger Avatars

Rage horns are muscle-bound behemoths that range in color from rust to dark brown. Glowing, swirling veins of power crisscross their rugged skin in ancient patterns. Their upper backs, neck and the tops of their heads are crowned in a great mane of dark brown hair. Their heads are rock-solid and support two massive horns that protrude sideways from their forehead. Their back legs are caprine while their front limbs retain hands with four clawed fingers and a thumb. A rage-horn is the result of a long, painful Wielding ritual endured by young warriors of several primitive tribes in what was once Africa and Western North America. Researchers have been unable to link these disparate groups and no one outside the tribes fully understands their connection to the rage-horn. The ritual is undertaken to ensure the volunteers' tribe will be victorious in its feuds and conquests. Those who successfully undergo the ritual join the ranks of the tribe's honored ancestors—to be remembered forever.

BEHAVIOR

In order to become a rage-horn, a volunteer is rigorously tested by the tribal elders both physically and mentally to make sure they are suitable. Then, after days of prayer and fasting, they are subjected to a horrifically painful process that involves the tribal shamans cutting numerous 'channels' into the warrior's flesh, often with stone or bone knives. The tribal shamans then vigorously rub a mixture made from a number of mutagenic substances into the channels. At the same time, powerful Wielding Effects, tested through trial and error and passed down through the generations, are produced. If the volunteer survives the shock, excruciating pain, severe blood-loss and the mutation process, they emerge as a rage-horn twenty-four hours later. Once transformed, the warriors lose much of their mental capacity, but retain focus on one goal—to defeat any who stand in the way of their tribe. In combat, they let out a thunderous bellow then charge forward, goring their adversary with their huge horns (see *Raging Charge*).



SPECIALS

Raging Charge

Follows *Charging* rules in the Glossary.

Act: Full, Rng: 12 SIM, Sc: 1, Nat: Ph (-10 penalty applied to Attack Attempt), EC: 12, RC: Agility (35, Negates; 30, Half Damage).

Func: Dam (3d8+4 MK).

If successful, the victim is knocked *Prone*, 4 SIM from their original position.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	1d10, 5d8	1d10+4 MK	8	5	–	–	1 SIM	–
Horn	1d10, 5d8	2d8+4 MK	12	2	–	–	1 SIM	–

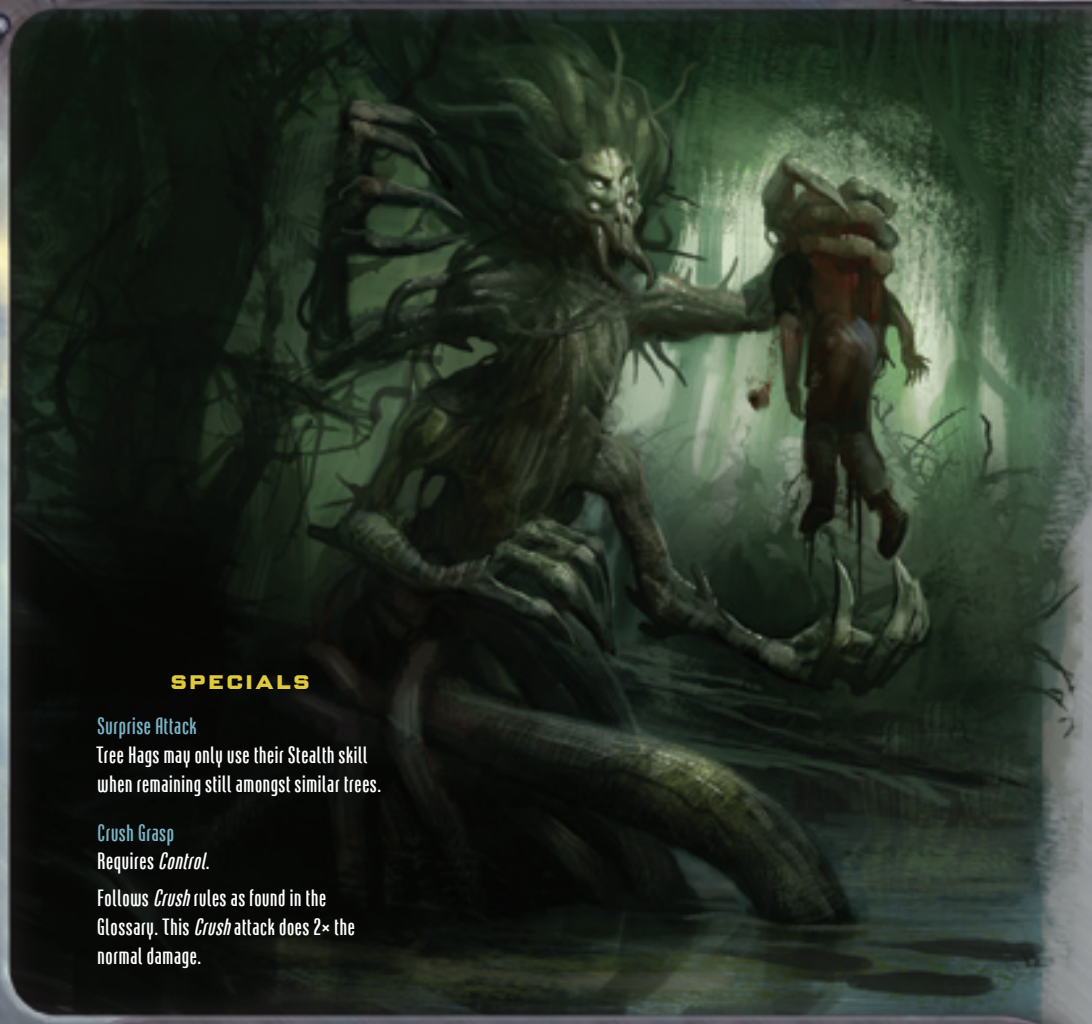
RANKS

Alertness: 18, Arcane: 20, Core Fitness: 18, Gather Information: 18, Intimidation: 20, Medicine: 15, Melee Combat: 17, Survival: 18, Theology: 17

HEIGHT	4.6 m (15')	HP	86	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	997.9 kg (2,200 lb)	EP	84	FOOTPRINT	2.5 × 3.5

Tree Hag
Abomination

6.5.6



Specials

Surprise Attack
Tree Hags may only use their Stealth skill when remaining still amongst similar trees.

Crush Grasp
Requires *Control*.

Follows *Crush* rules as found in the Glossary. This *Crush* attack does 2× the normal damage.

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	6d8	1d10+4 MK	10	4	–	–	3 SIM	–

Ranks Detection: 20, Grapple: 18, Unarmed Melee: 17

The evolution of tree hags is a complete mystery to the NWSEC. Some initially believed them to be concentrations of Omega energy that distorted trees, but this was proven false through capture and dissection. Study revealed a combination of animal and plant cellular structure that narrowed the creature's origins to mutation in the Wilds or unethical experimentation. The NWSEC deemed the chances of unnatural evolution too low to classify the tree hag as a Freak of Nature and has decided to treat them as Abominations pending further evidence to the contrary. Tree hags are tall, thin beings that generally resemble an unkempt, old woman with a bark covered upper torso, branch-like arms and root covered legs. They have faces that resemble a strange mask, with a small pseudo-mouth and four primitive red eyes that, like infravision, only allow them to see heat. They may have two or four arms depending on their age, all of which branch out into sharp, twiggy appendages that are surprisingly durable despite their fragile appearance.

Behavior

Tree hags tend to be solitary creatures that may wander the forest in search of food or remain motionless in an attempt to blend in with nearby trees and surprise potential prey. When fatigued, they sleep while standing motionless, absorbing nutrients and moisture from the soil through the roots in their legs and feet. Despite gaining some nutrients very much like a tree, tree hags seem to require meat as a regular part of their diet. They use their infravision to track warm-blooded animals and skewer them with broad strokes from their large arms. In combat, tree hags use their strong, sharp branches to thrash their targets and choke the life from them (see *Chrushing Grasp*). When attempting to blend in with their surroundings, tree hags use the element of surprise to attack, making targets believe they are being accosted by the very environment that surrounds them (see *Surprise Attack*).

Core Qualities

Quality	Score	Dice Pool
Strength	44	3d10, 3d8
Agility	27	1d8, 5d6
Conditioning	42	2d10, 4d8
Vitality	44	3d10, 3d8
Discipline	42	2d10, 4d8
Intelligence	16	2d6, 4d4
Charisma	32	4d8,2d6

Secondary Qualities

Athleticism	36	6d8
Physical Acumen	35	5d8, 1d6
Fitness	43	2d10, 4d8
Will	43	2d10, 4d8
Wisdom	29	2d8, 4d6
Wit	24	6d6
Presence	38	1d10, 5d8

Tertiary Qualities

Physis	35	–
Reaction	32	4d8,2d6
Defense Rating	16	–

Movement Rates

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	2	4	6	–

Armor

Damage Type	Threshold
High Velocity Kinetic	5
Melee Kinetic	7
Energy	6
Chemical	7
Void	4
Alpha	Immune
Omega	Immune

6.6.1

Scag Absolved

ABOMINATION

HEIGHT	4.0 m (13')	HP	94	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	499 kg (1,100 lb)	EP	76	FOOTPRINT	2.5 × 3.5

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	56	1d12, 5d10
Agility	45	3d10, 3d8
Conditioning	40	1d10, 5d8
Vitality	54	6d10
Discipline	36	6d8
Intelligence	9	4d4
Charisma	48	4d10, 2d8

SECONDARY QUALITIES

Athleticism	51	5d10, 1d8
Physical Acumen	43	2d10, 4d8
Fitness	47	4d10, 2d8
Will	45	3d10, 3d8
Wisdom	23	5d6, 1d4
Wit	29	2d8, 4d6
Presence	52	5d10, 1d8

TERTIARY QUALITIES

Physis	41	–
Reaction	37	6d8
Defense Rating	14	–

MOVEMENT RATES

3	3	4	4	6	11	16	–
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	5
Melee Kinetic	6
Energy	6
Chemical	6
Void	5
Alpha	Immune
Omega	Immune

Scag absolved are the massive shock troops of a Scag military force. They are created when concentrated amounts of promogens are forcefully injected into Scag failures as a reward for performing well in combat. Although the performance of failures is mostly instinctive and backed by little thought or intelligence, the castigators believe in rewarding any performance that exceeds expectation. In a ceremony as public as their humiliation ritual, Scag failures are injected and immediately begin to grow in size, strength and intelligence. These creatures are reborn out of the shunned failure caste and brought to a higher level of purpose and respect. During the ceremony, their arms and hands are replaced by oversized weapons designed to inflict damage and spread destruction with every powerful swing. Their terrifying and freakishly mutated bodies intimidate and break the morale of their enemies as they stride dutifully into melee combat, destroying all that stands in their way. The armor that typically covers their arms and legs is covered in spikes, inevitably dealing damage to additional targets as they fight. Scag absolved often wear large helmets that cover the majority of their face and mask any emotion or pain they may feel in combat.

BEHAVIOR

Scag absolved use their size and appearance to their advantage, charging into melee combat at whatever target they or their masters deem the most dangerous, knocking enemies and allies aside to reach their intended victim. They commit fully to every attack, using tremendous amounts of force and their great strength to smash their targets into oblivion. They are also equipped with a Burr Driver for ranged attacks. The presence of Scag absolved can easily sway the tide of battle and their typically spectacular entrance into combat is intimidating to all that oppose them (see *Intimidating Charge*). Scag absolved have no fear and will never flee from combat. Once they are committed to battle, they do not rest until they are dead, their adversaries are dead, or their masters order them to stop.



SPECIALS

Intimidating Charge

Follows *Charge Attack* rules in the Glossary.

Act: Full, Rng: 16 SIM, Sc: 1, Nat: Ph (-10 penalty applied to Attack Attempt), EC: 12, RC: Agility (35, Negates; 28, Half Damage)

Func: Dam (4d10+5 MK)

If successful, the victim is knocked *Prone*, 7 SIM from their original position.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d10, 1d8	2d12+5 MK	12	3	–	–	1 SIM	–
Forearm Burr Driver	2d10, 4d8	2d6+3 HV	8	5	2	–	100 SIM	–

RANKS Detection: 14, Grapple: 22, Intimidation: 23, One-handed Melee: 23, Tactics: 12, Unarmed Melee: 22

HEIGHT	1.0 m³ (36 cu ft)	HP	108	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	136.1 kg (300 lb)	EP	110	FOOTPRINT	1 × 1

HYDROSHIFTER
ABOMINATION

6.6.2



SPECIALS

Feeding Pool
Follows *Crush* rules as found in the Glossary. When enveloped by the Hydroshifter, victims suffer normal crushing damage as they are slowly digested.

Hydro-Shift
As a Full Action, a Hydroshifter can shift its body into any physical shape so long as its volume does not change.

Melee Weapons
Hydroshifters can create limbs that mimic the size and shape of most melee weapons. The damage dealt by these weapons depends on the type of weapon emulated.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	4d10, 2d8	2d6+5 MK	9	4	–	–	2 SIM	–
Melee Weapon*	4d10, 2d8	Weapon+5	Dependent on Weapon					
Ranged Particles	6d10	2d6+3 HV	7	5	1	–	40 SIM	–

RANKS Alertness: 22, Core Fitness: 24, Intimidation: 22, Melee Combat: 23, Orienteering: 23, Ranged Particles: 24, Tactics: 15, Tracking: 18

AKA Liquimorphs

Hydroshifters are able to shift between solid and liquid form similar in many ways to Grigori State-Shifting. In their natural form, they are shapeless pools of water with a highly reflective exterior due to the increased surface tension of their body. Hydroshifters are capable of altering their shape to any form they desire of equal mass, including fine details like facial features, but are unable to change color. They are also capable of stretching themselves to incredible lengths. When transformed out of their natural state, the surface of their body holds its shape by solidifying a thick layer of molecules. Hydroshifters have no natural odor, however, they do make a sloshing sound as they move, particles of water occasionally splashing away only to be quickly reabsorbed by the incredibly strong attraction its body generates to maintain its integrity.

BEHAVIOR

Hydroshifters are intelligent and learn from their experiences, mimicking the actions of other animals to aid in hunting. They are omnivores that feed through a type of osmosis. After killing or disabling their prey, hydroshifters revert to their natural state, covering or completely enveloping their meal, allowing digestive enzymes to break down the food source and absorb the nutrients directly. While in their natural state, they are unable to attack or defend themselves. In combat, hydroshifters assume a shape that provides them with a distinct advantage against their opponents. Hydroshifters are capable of forming melee weapons of incredible strength, durability and sharpness. They are also capable of propelling densely packed pieces of themselves as a ranged attack. These projectiles act as frangible munitions that break apart on contact, falling to the ground as water and subsequently being reabsorbed into the hydroshifter. Research suggests that these creatures can only maintain a particular shape for an hour and cannot shift their forms indefinitely (see *Hydro-Shift*).

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	44	3d10, 3d8
Agility	52	5d10, 1d8
Conditioning	55	6d10
Vitality	53	6d10
Discipline	55	6d10
Intelligence	18	3d6, 3d4
Charisma	44	3d10, 3d8

SECONDARY QUALITIES

Athleticism	48	4d10, 2d8
Physical Acumen	54	6d10
Fitness	54	6d10
Will	54	6d10
Wisdom	37	6d8
Wit	31	3d8, 3d6
Presence	44	3d10, 3d8

TERTIARY QUALITIES

Physis	46	–
Reaction	42	2d10, 4d8
Defense Rating	21	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
20	3	4	4	4	8	12	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	6
Melee Kinetic	Immune
Energy	2
Chemical	4
Void	5
Alpha	Immune
Omega	Immune

6.6.3

Infernal
Abomination

Height	1.9 m (6'4")	HP	91	Active Segments	2, 3, 5, 6
Weight	108.9 kg (240 lb)	EP	–	Footprint	1 × 1

Core Qualities

Quality	Score	Dice Pool
Strength	47	4d10, 2d8
Agility	44	3d10, 3d8
Conditioning	48	4d10, 2d8
Vitality	43	2d10, 4d8
Discipline	44	3d10, 3d8
Intelligence	16	2d6, 4d4
Charisma	48	4d10, 2d8

Secondary Qualities

Athleticism	46	3d10, 3d8
Physical Acumen	46	3d10, 3d8
Fitness	46	3d10, 3d8
Will	44	3d10, 3d8
Wisdom	30	3d8, 3d6
Wit	32	4d8,2d6
Presence	48	4d10, 2d8

Tertiary Qualities

Physis	41	–
Reaction	38	1d10, 5d8
Defense Rating	19	–

Movement Rates

3	4	4	4	5	11	17	–
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

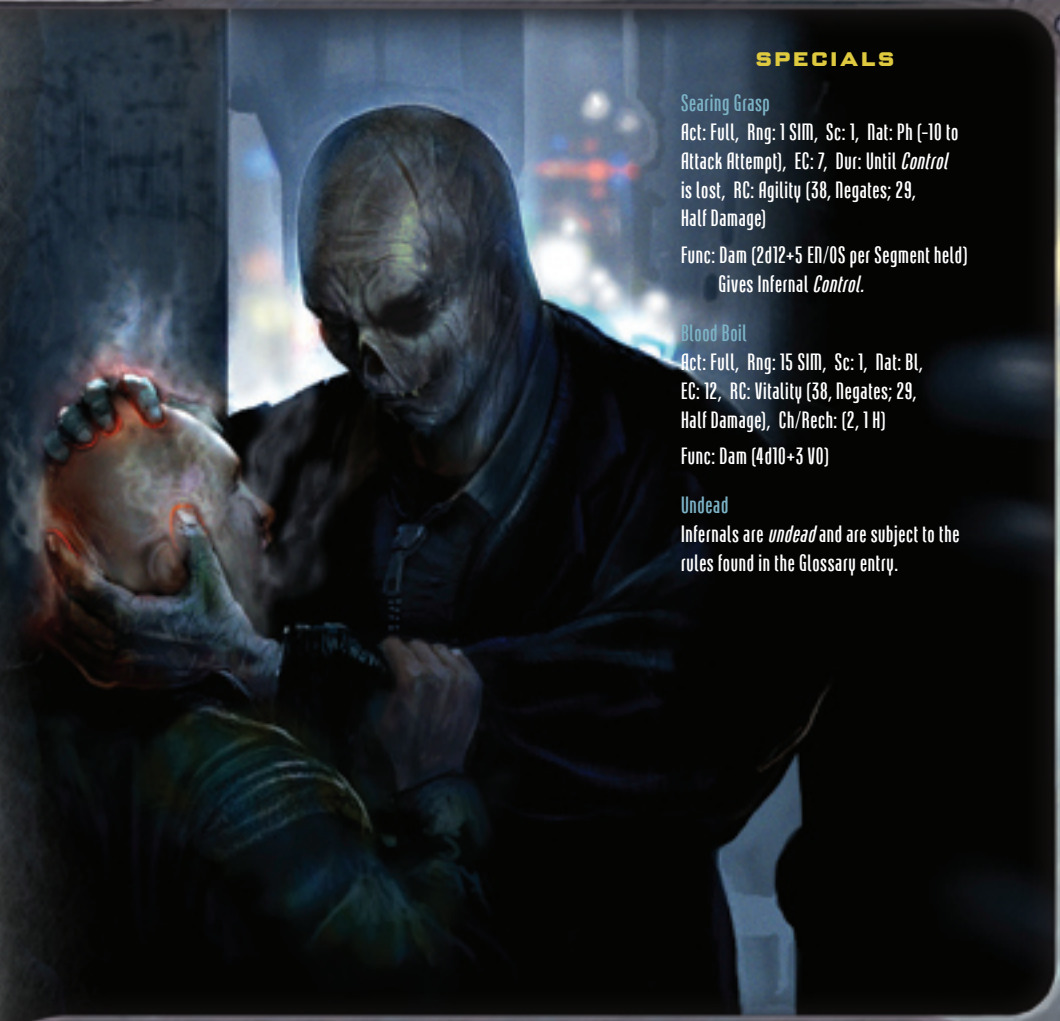
Armor

Damage Type	Threshold
High Velocity Kinetic	5
Melee Kinetic	6
Energy	6
Chemical	7
Void	5
Alpha	6
Omega	8

Infernals are complex and versatile creatures that have demonstrated an incredible control over thermal energy, fire and spiritual energy. The hands of an infernal smolder and smoke as they prepare to strike and other visible areas of their skin seems to bubble and tear as they unleash their destructive energy. Seemingly at will their touch can produce extremely high temperatures, allowing them to burn or melt almost anything they come into contact with. This effect is not only physical but spiritual as infernals can channel Omega energy to inflict searing damage upon spiritual targets. All Infernals were once human until their body is hijacked and ravaged by Omega energy. The skin covering their body is horribly stretched and scarred as though it has barely healed after being horribly burned. Although infernals are classified as Undead, their skin does not continuously rot. In fact, it appears to maintain a consistent level of scarring and decay despite the clearly visible effects the incredibly intense heat of their powers has on it. It is unknown whether their powers manifested after their bodies were invaded by Omega energy or if their control of heat and spiritual energy was the result of genetic experimentation while they were alive and subsequently attracted the dark and dangerous forces of Omega. Infernal eyes melt during transformation and appear as empty sockets that reveal the dark energies contained within this fleshy exterior.

Behavior

Infernals demonstrate a marked hatred for living, sentient beings and are compelled to hunt and destroy them whenever and wherever possible. They are capable of using their destructive powers in several different ways. They can touch targets directly, channeling energy through their hands as they strike or grasp their enemies (see *Searing Grasp*). They are also capable of projecting concentrated thermal energy into their targets, burning them from the inside out (see *Blood Boil*). No matter which approach they choose, infernals are deadly predators who kill for no reason other than the fleeting satisfaction of ending a sentient creature's life.



Specials

Searing Grasp
Act: Full, Rng: 1 SIM, Sc: 1, Nat: Ph (-10 to Attack Attempt), EC: 7, Dur: Until *Control* is lost, RC: Agility (38, Negates; 29, Half Damage)

Func: Dam (2d12+5 EN/OS per Segment held) Gives Infernal *Control*.

Blood Boil
Act: Full, Rng: 15 SIM, Sc: 1, Nat: Bl, EC: 12, RC: Vitality (38, Negates; 29, Half Damage), Ch/Rech: (2, 1 H)

Func: Dam (4d10+3 V0)

Undead
Infernals are *undead* and are subject to the rules found in the Glossary entry.

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	3d10, 3d8	2d6+5 MK	8	5	–	–	1 SIM	–
Melee Weapon	3d10, 3d8	Weapon+5	Dependent on Weapon					
Ranged Weapon	3d10, 3d8	Weapon+3	Dependent on Weapon					

Ranks
Alertness: 23, Core Fitness: 24, Gather Information: 22, Intimidation: 22, Melee Combat: 24, Stealth: 19, Tracking: 20, Wielding: Omega 24

HEIGHT	1.7 m (5'8")	HP	95	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	63.5 kg (140 lb)	EP	102	FOOTPRINT	1 × 1

Invisible Predator

ABOMINATION

6.6.4



SPECIALS

Invisibility
When attempting to detect the presence of an Invisible Predator, +8 is added to the DR of the initial Detection Check.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	3d10, 3d8	2d6+4 MK	7	5	–	–	1 SIM	–
Melee Weapon	3d10, 3d8	Weapon+4	Dependent on Weapon					
Ranged Weapon	4d10, 2d8	Weapon+3	Dependent on Weapon					

RANKS Alertness: 22, Core Fitness: 20, Espionage: 24, Gather Information: 24, Melee Combat: 23, Operate Vehicle: 18, Small Arms: 19, Tracking: 20

Invisible predators are man-sized, humanoid creatures that have an innate ability to bend light around their bodies making them practically invisible. They were created as the ultimate infiltration soldiers—agile, fit and motivated with a touch of sociopathic behavior that causes them to enjoy stalking targets or eluding those on the lookout for infiltrators. When created, these beings are implanted with tracking devices so their commanders and corporate owners can maintain tight control over their activities, however, some have managed to disable these devices. Unfortunately for invisible predators, they are unable to make themselves naturally visible and are forced to live out their lives completely outside the visible spectrum. They are fully capable of covering themselves with clothes or wearing equipment over their body so they may be seen and environmental factors such as rain, smoke or a splash of paint can reveal their form. Like all other physical beings, they leave footsteps in puddles, grass, snow and all other terrain if they are not careful.

BEHAVIOR

Invisible predators are intelligent creatures each with their own individual personalities and behavioral quirks. No matter what their motivation, when predators set their mind to a task, they are tremendously powerful agents. Some are loyal soldiers employed by their creators as spies, reconnaissance soldiers or secret police. Others have found a way to remove their implant and have defected from their creators, choosing to use their skills for personal gain. Some have found respectable employment as security guards or private investigators while others have become thieves, criminals or sexual predators. A small number have done their best to abandon their invisibility, treating it as a curse and trying to keep their bodies covered at all times. All invisible predators are highly-trained in Espionage, Stealth, Gather Information, Tumble and Unarmed Combat, but may also have a variety of other Skill Ranks depending their individual interests.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	41	2d10, 4d8
Agility	46	3d10, 3d8
Conditioning	50	5d10, 1d8
Vitality	45	3d10, 3d8
Discipline	52	5d10, 1d8
Intelligence	17	2d6, 4d4
Charisma	35	5d8, 1d6

SECONDARY QUALITIES

Athleticism	44	3d10, 3d8
Physical Acumen	48	4d10, 2d8
Fitness	48	4d10, 2d8
Will	49	4d10, 2d8
Wisdom	35	5d8, 1d6
Wit	26	1d8, 5d6
Presence	38	1d10, 5d8

TERTIARY QUALITIES

Physis	41	–
Reaction	39	1d10, 5d8
Defense Rating	30	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
3	3	4	4	4	8	12	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	4
Energy	3
Chemical	4
Void	5
Alpha	Immune
Omega	Immune

6.6.5

Lesser Lich

ABOMINATION

HEIGHT	1.8 m (6')	HP	99	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	86.2 kg (190 lb)	EP	–	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	41	2d10, 4d8
Agility	45	3d10, 3d8
Conditioning	51	5d10, 1d8
Vitality	48	4d10, 2d8
Discipline	52	5d10, 1d8
Intelligence	19	3d6, 3d4
Charisma	45	3d10, 3d8

SECONDARY QUALITIES

Athleticism	43	2d10, 4d8
Physical Acumen	48	4d10, 2d8
Fitness	50	5d10, 1d8
Will	50	5d10, 1d8
Wisdom	36	6d8
Wit	32	4d8,2d6
Presence	43	2d10, 4d8

TERTIARY QUALITIES

Physis	43	–
Reaction	39	1d10, 5d8
Defense Rating	20	–

MOVEMENT RATES

3	4	4	4	5	11	16	–
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	5
Melee Kinetic	6
Energy	5
Chemical	6
Void	5
Alpha	6
Omega	8

Lesser lichs are creatures of tremendous resilience and longevity that prey on civilization, draining the life force of their targets to regenerate their own. They are created when a high concentration of Omega energy possesses the corpse of a recently murdered, sentient being. When they have drained the life from enough victims, the physical appearance of a lesser lich is completely restored. As lesser lichs regenerate, they also gain access to the knowledge of their victims, allowing them to learn to function normally in the world of men and hide their homicidal tendencies and sociopathic behavior. Lesser lichs initially communicate with a raspy, whispering voice, but once regenerated their voice is relatively normal though slightly deeper. When first animated, lesser lichs wear the clothing they were buried in but, if necessary, attempt to acquire more clothing to cover their hideous forms. Once fully healed and knowledgeable of the workings of the society they find themselves in, lesser lichs dress and behave in a more socially acceptable manner.

BEHAVIOR

These creatures despise the living and take every opportunity to kill without drawing undue attention to themselves. Initially, they are wild, instinctive creatures, driven by hatred but somehow knowing that their murderous habits must be kept secret. They avoid natural light as much as possible, sticking to the shadows or lower levels of cities or areas that are in disrepair. Eventually, lesser lichs learn to behave in a more civilized manner, each kill providing them with more and more knowledge, self-awareness and desire for self-preservation. This leads them to be much more careful about their selection of targets and tactics when planning a kill. In combat, lesser lichs use their bare hands or simple melee weapons, but as they become more aware and sophisticated they use firearms to attack their next vicitm. Before the target dies, or if the lich becomes seriously injured, they will use an Innate Being-Agony Effect to drain the health of their target, using it to replenish their own (see *Health Drain*).



SPECIALS

Health Drain

Follows the *Drain Attack* rules in the Glossary.

Act: Half, Rng: 15 SIM, Sc: 1, Dat: Bl, EC: 8, RC: Vitality (40, Negates; 35, Half Damage)

Func: Drain (2d12+4 HP)

Undead

Lesser lichs are *undead* and are subject to the rules found in the Glossary entry.

Raising the Dead

Necromancy can be used to raise lesser lichs according to the *summoning* Glossary entry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	2d10, 4d8	2d6+4 IMK	8	5	–	–	1 SIM	–
Melee Weapon	2d10, 4d8	Weapon+4	Dependent on Weapon					
Ranged Weapon	4d10, 2d8	Weapon+3	Dependent on Weapon					

RANKS

Alertness: 21, Arts: 20, Coercion: 23, Commerce: 15, Core Fitness: 16, Espionage: 18, Melee Combat: 20, Nefarious: 23, Operate Vehicle: 15, Science: 12, Small Arms: 14, Tracking: 21, Wielding: Omega 24

HEIGHT	2.0 m (6'8")	HP	105	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	140.6 kg (310 lb)	EP	99	FOOTPRINT	1 × 1

Maniacal Ravager

ABOMINATION

6.6.6



SPECIALS

Frenzy

Act: Full, Sc: Self, Nat: Bl, EC: 12, Dur: 3 C, Ch/Rech: (3, 1 H)

Func: Alter (Emotion State -4)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	4d10, 2d8	2d6+5 MK	8	5	–	–	1 SIM	–
Melee Weapon	4d10, 2d8	Weapon+5	Dependent on Weapon					
Ranged Weapon	4d10, 2d8	Weapon+3	Dependent on Weapon					

RANKS

Alertness: 21, Assault Support Weapons: 20, Core Fitness: 23, Espionage: 18, Intimidation: 21, Melee Combat: 24, Operate Vehicle: 15, Orienteering: 18, Small Arms: 22, Tactics: 13, Tracking: 19, Vehicle Systems: 16

AKA Beasts

Maniacal ravagers are deranged, ultra-violent psychopaths tainted by the side effects of chemical stimulants and Omega energy. They are large humanoids with increased muscle mass and a pre-disposition for aggression. Maniacal ravagers are the product of experiments in which humans are injected chemicals designed to increase their physical strength, aggression and pain tolerance while eliminating any feelings of mercy or remorse during combat; in essence designing the perfect soldier—powerful and merciless. Although these drugs served their purpose and the initial results were enough to warrant mass production, the experiment was soon considered a colossal failure due to the multitude of severe side effects which began to emerge including the slow degradation of reasoning, extreme violence, persistent paranoia, hallucination and, the most disturbing of all, an addiction to self-mutilation. The subjects began carving ornate symbols and markings into their own flesh and that of their victims, a behavior considered by some to be a sign of Omega's influence. Maniacal ravagers are incredibly fit with superhuman musculature. Their mutilated skin and the aggravated hatred in their eyes is extremely terrifying to even the most battle-hardened veteran.

BEHAVIOR

Maniacal ravagers are savage beings that take pleasure in the death of others. They are capable of murder at any moment, regardless of their emotional state. The circumstances of their conception and the violence they cause invites Omega energy to reside within them, filling their heads with dark thoughts and provoking them to commit violent acts. They are trained in the use of a variety of small arms, melee weapons and unarmed combat and enjoy the effects that these weapons have on their adversaries. Maniacal ravagers are unpredictable killers that cause damage to others as quickly and effectively as possible, typically striking nerve centers and pain receptors to intensify the pain of their victim and their own enjoyment of the kill.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	53	6d10
Agility	43	2d10, 4d8
Conditioning	51	5d10, 1d8
Vitality	54	6d10
Discipline	48	4d10, 2d8
Intelligence	17	2d6, 4d4
Charisma	48	4d10, 2d8

SECONDARY QUALITIES

Athleticism	48	4d10, 2d8
Physical Acumen	47	4d10, 2d8
Fitness	53	6d10
Will	51	5d10, 1d8
Wisdom	33	4d8,2d6
Wit	33	4d8,2d6
Presence	51	5d10, 1d8

TERTIARY QUALITIES

Physis	45	–
Reaction	40	1d10, 5d8
Defense Rating	20	–

MOVEMENT RATES

4	4	4	4	4	9	14	–
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	5
Melee Kinetic	6
Energy	5
Chemical	6
Void	5
Alpha	6
Omega	8

6.6.7

Necrophilous Corrupter

ABOMINATION

HEIGHT	2.4 m (8')	HP	107	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	36.3 kg (80 lb)	EP	–	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	51	5d10, 1d8
Agility	51	5d10, 1d8
Conditioning	55	6d10
Vitality	52	5d10, 1d8
Discipline	60	2d12, 4d10
Intelligence	32	4d8,2d6
Charisma	55	6d10

SECONDARY QUALITIES

Athleticism	51	5d10, 1d8
Physical Acumen	53	6d10
Fitness	54	6d10
Will	56	1d12, 5d10
Wisdom	46	3d10, 3d8
Wit	44	3d10, 3d8
Presence	53	6d10

TERTIARY QUALITIES

Physis	51	–
Reaction	49	4d10, 2d8
Defense Rating	22	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	–	–	–	18

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	Immune
Melee Kinetic	Immune
Energy	5
Chemical	Immune
Void	6
Alpha	7
Omega	9

Necrophilous corrupters are powerful creatures created when Omega energy inhabits the rotting flesh of a humanoid corpse, reanimating it as a vessel through which it can interact with the physical world. These vile beings are comprised primarily of black, ethereal mist that surrounds and seems to ooze through their heavily mutilated and tattooed torso. During a summoning ritual, an artifact that channels Omega energy is placed on the chest of the corpse. It burns through the skin, tissue and bone and then releases the Omega energy into the victim, taking control of the body and reanimating it. Although their ethereal form appears to shift with the movement of the air around it, it easily supports the weight of the rotting torso that is central to its existence. Incredible energy invigorates these diabolical creatures. When they move, the mist that permeates and surrounds them suddenly takes the shape of limbs, only to dissolve when their motion ceases. Being in the vicinity of a necrophilous corrupter is extremely tasking. Dread, uncertainty, distrust and helplessness all accompany the hissing words eerily echoed by this powerful and evil creation.

BEHAVIOR

Necrophilous corrupters are powerful Wielders and manipulators of the mental faculties of sentient beings. They are motivated only by the destruction and suffering of living things and they thrive on the fear they create. They are able to lower the Fear and Thought States of all victims that enter their vicinity (see *Overwhelming Negativity*). Necrophilous corruptors attack with their two black, incorporeal arms, grasping victims and draining their Endurance. These creatures are deadly Omega and Void Wielders, skilled in the Agony, Control, Damnation and Malice Intentions. They use Wielding Effects to damage living beings (see *Agonizing Wave*), lower their opponents' Core Qualities, and to animate and control undead creatures (see *Necromancy*).



SPECIALS

Overwhelming Negativity

Act: Free, Rng: 20 SIM, Sc: AoE (S, R20), Nat: Au, RC: Discipline (35, Negates), Dur: 3 C

Func: Alter (Fear State -2, NLT *Terrified* and Thought State -3, NLT *Overwhelmed*)

During their first Turn in every Combat Cycle, all targets must reroll the RC.

Agonizing Wave

Act: Full, Rng: 10 SIM, Sc: AoE (W, L4, H5), Nat: Bl, RC: Vitality (38, Negates; 32, Half Damage), Ch/Rech: (2, 10 M)

Func: Dam (4d10+3 V0/OS)

Necromancy

Necrophilous Corrupters are capable of raising undead minions as per the *Summoning* Glossary entry.

Undead

Corrupters are *undead* and are subject to the rules found in the Glossary entry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d10, 1d8	2d12+5 MK/OS	12	3	–	–	3 SIM	–

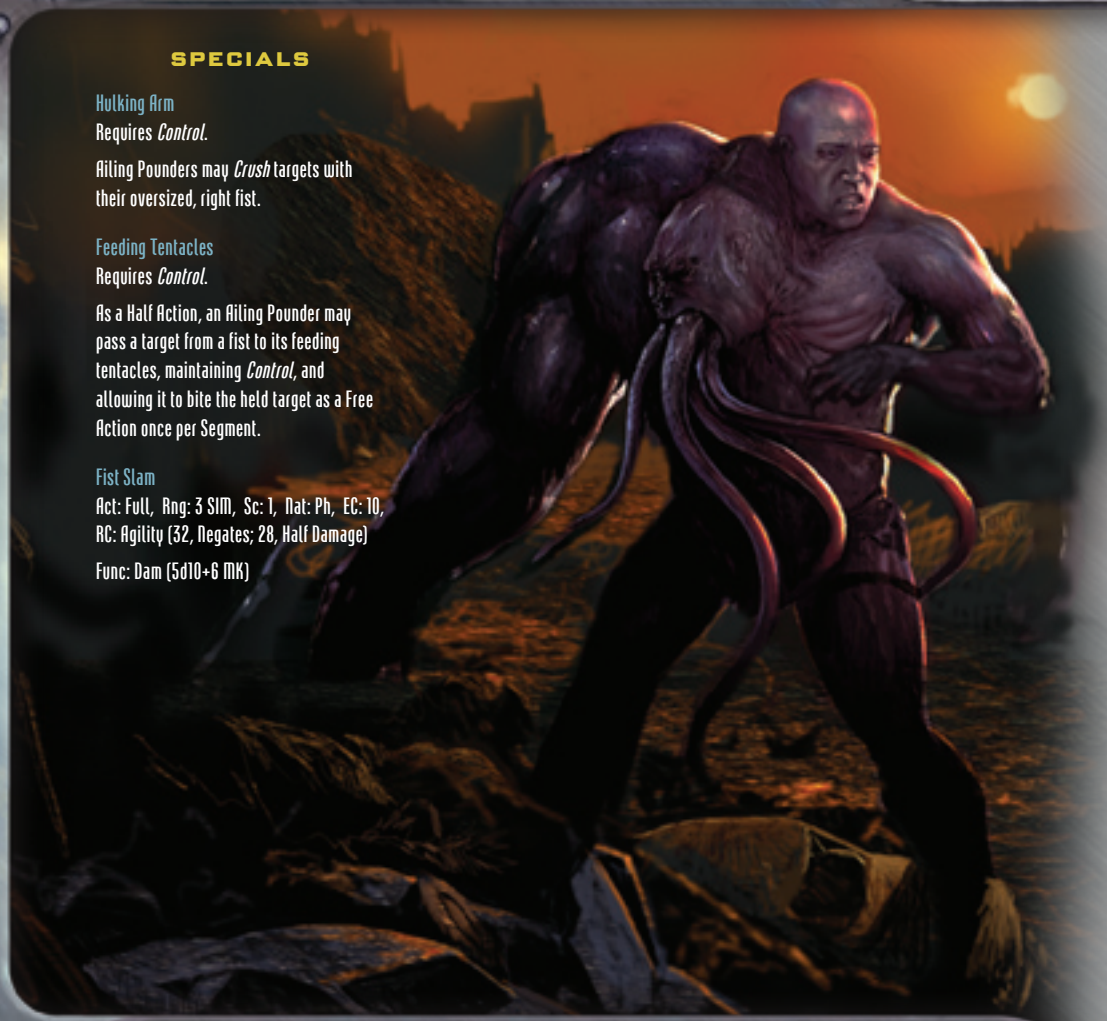
RANKS Alertness: 23, Arcane: 24, Coercion: 22, Grapple: 19, Stealth: 22, Tracking: 21, Unarmed Melee: 23, Wielding: Agony 18, Control 15, Creation 18, Damnation 13, Malice 15, Nihilism 19, Omega 24, Void 17

HEIGHT	7.6 m (25')	HP	150	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	2,041 kg (4,500 lb)	EP	106	FOOTPRINT	2 × 3.5

Ailing Pounder

ABOMINATION

6.7.1



SPECIALS

Hulking Arm
Requires *Control*.

Ailing Pounders may *Crush* targets with their oversized, right fist.

Feeding Tentacles
Requires *Control*.

As a Half Action, an Ailing Pounder may pass a target from a fist to its feeding tentacles, maintaining *Control*, and allowing it to bite the held target as a Free Action once per Segment.

Fist Slam
Act: Full, Rng: 3 SIM, Sc: 1, Nat: Ph, EC: 10, RC: Agility (32, Negates; 28, Half Damage)

Func: Dam (5d10+6 MK)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	2d12, 4d10	2d8+6 MK	10	4	–	–	2 SIM	–
Melee Weapon	2d12, 4d10	Weapon+6	Dependent on Weapon					
Bite	2d12, 4d10	3d10+6 MK	20	2	–	–	1 SIM	–
Stomp	2d12, 4d10	4d10+6 MK	–	1	–	–	2 SIM	–

RANKS Detection: 22, Grapple: 30, One-handed Melee: 28, Throwing: 26, Tracking: 17, Unarmed Melee: 30

AKA Hulking Freak, Mammoth

Ailing pounders are the epitome of the word abomination. They are two-headed giants with deformed, disproportionate bodies. Their right side boasts an incredibly strong and heavily muscled oversized arm and hand that drag heavily as they plod along. Their right head has been afflicted by a hideous growth of tentacles of varying length, some of which reach lengths of 3.7 m (12'). It is believed that the right side of this creature is dominant and has control over the majority of motor functions. Their left arm and legs are proportionate to the rest of the body and are quite muscular. The left head has a distinct look of indifference towards the affairs of the rest of its body and appears to be continuously nauseated.

BEHAVIOR

Ailing pounders are sentient creatures, capable of speech and thought, but are likely to preemptively attack anyone they cross paths with because they are consistently and ignorantly hunted due to their alarming physiology and terrifying appearance. They roam the Wilds searching for food, mostly alone, but on some occasions in small numbers. In combat, they use their size and strength to hurl objects at their attackers as they close to melee range where they use their oversized arm to pound opponents into the ground (see *Fist Slam*) or throw them forcefully into walls, trees or other solid objects. Ailing Pounders are also inclined to use melee weapons in their hands, their right arm capable of wielding significantly heavier weapons than their left. The face of the nauseated head changes abruptly whenever any prey is entangled in the creature's tentacles. Its nauseated and indifferent expression changes to an intent, ferocious glare that gives away its deep and endless hunger as it uses the claws of its left hand to tear at the victim and shove it into its powerful, elongated right jaw.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	68	4d12, 2d10
Agility	54	6d10
Conditioning	52	5d10, 1d8
Vitality	58	1d12, 5d10
Discipline	54	6d10
Intelligence	14	1d6, 5d4
Charisma	66	4d12, 2d10

SECONDARY QUALITIES

Athleticism	61	2d12, 4d10
Physical Acumen	53	6d10
Fitness	55	6d10
Will	56	1d12, 5d10
Wisdom	34	5d8, 1d6
Wit	40	1d10, 5d8
Presence	67	4d12, 2d10

TERTIARY QUALITIES

Physis	52	–
Reaction	48	4d10, 2d8
Defense Rating	18	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
4	5	5	5	6	12	24	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	7
Melee Kinetic	8
Energy	5
Chemical	4
Void	6
Alpha	Immune
Omega	Immune

6.7.2

Scag Avatar

Abomination

Height	3.4 m (11')	HP	135	Active Segments	1, 2, 4, 6
Weight	408.2 kg (900 lb)	EP	123	Footprint	1.5 × 1.5

Core Qualities

Quality	Score	Dice Pool
Strength	63	3d12, 3d10
Agility	59	2d12, 4d10
Conditioning	61	2d12, 4d10
Vitality	65	4d12, 2d10
Discipline	62	3d12, 3d10
Intelligence	18	3d6, 3d4
Charisma	64	3d12, 3d10

Secondary Qualities

Athleticism	61	2d12, 4d10
Physical Acumen	60	2d12, 4d10
Fitness	63	3d12, 3d10
Will	64	3d12, 3d10
Wisdom	40	1d10, 5d8
Wit	41	2d10, 4d8
Presence	64	3d12, 3d10

Tertiary Qualities

Physis	56	–
Reaction	51	5d10, 1d8
Defense Rating	23	–

Movement Rates

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
5	6	6	6	7	15	24	–

Armor

Damage Type	Threshold
High Velocity Kinetic	7
Melee Kinetic	8
Energy	5
Chemical	5
Void	6
Alpha	Immune
Omega	Immune

Scag avatars are massive, humanoid beings that are both the military commanders and the most vicious warriors of Scag society. They are the personification of everything that all Scag strive to be: fearless, merciless, terrifying and unequaled on any battlefield. Throughout their adult life, Avatars have clawed, climbed or cheated their way through the marauder ranks to the top of the warrior caste. Avatars are the recipients of many "promogens," the mark of glory, respect and promotion given by the castigators to those deemed worthy through their acts of domination and success in war. They are always well-armed and well-armored, their equipment exaggerated, fear-inspiring icons of wanton pain and destruction.

Behavior

Scag avatars are instrumental to Scag military operations. They are the first to engage the enemy, spreading panic and fear throughout the ranks of their opposition by the immediate and profound impact of their tenacity and lethality. Depending on their equipment and the nature of their promogens, avatars will employ different tactics. Those bred for melee combat will crash into enemy lines like a tidal wave, scattering their opposition and punishing those that hold their ground with massive weapons of vicious and superior craftsmanship, designed to destroy their enemies and break their confidence as much through sheer destruction as the grotesque appearance and design of the weapons. Avatars equipped for ranged combat remain just behind the front line of their troops, sniping at dangerous opponents or providing cover fire to suppress the enemy as Scag forces conduct offensive maneuvers. These commanders focus on tactical decisions and maintain the respect of their troops through the continued application of lethal, concentrated firepower. Although these avatars prefer ranged combat, they are still extremely effective melee combatants and are quite capable of wading through the rank and file of opposing forces dealing death at close range almost as effectively as they do from a distance.



Specials

Intimidating Aura
Act: Free, Sc: AoE (S, R20), Nat: Au, RC: Vitality (36, Negates), Dur: 2 C
Func: Alter (Fear State -5, NLT *Terrified*)

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	2d12, 4d10	2d8+6 MK	8	5	–	–	2 SIM	–
Melee Weapon	2d12, 4d10	Weapon+6	Dependent on Weapon					
Forearm Burr Driver	2d12, 4d10	2d8+3 MK	10	4	3	–	150 SIM	–

Ranks
Alertness: 26, Arts: 20, Burr Driver: 28, Coercion: 25, Core Fitness: 28, Leadership: 32, Melee Combat: 28, Science: 15, Stealth: 17, Tactics: 20, Tracking: 17

HEIGHT	3.0 m (10')	HP	160	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	907.2 kg (2,000 lb)	EP	–	FOOTPRINT	2 × 2

Corpse Giant

ABOMINATION

6.7.3

SPECIALS

Undead
Corpse Giants are *undead* and are subject to the rules found in the Glossary entry.

Raising the Dead
Necromancy can be used to raise Corpse Giants according to the *summoning* Glossary entry.



Corpse giants are a horrifying combination of almost a dozen humanoid corpses, broken, twisted and forced into unnatural positions. The corpses that make up the giant retain a death grip on one another, maintaining their cohesion through the incredible strength provided by the Omega energy coursing through them. The legs of corpse giants stand on their own feet reaching above their heads to grasp the ankles of the two corpses that form the torso. The torso corpses face each other, their arms reaching past to grasp the ankles of the corpses that create the arms. A single corpse hangs in a crucifix position at the front of this horrifying monstrosity. Corpse Giants share a unified mind and their many sets of eyes and ears provide them with an extraordinary awareness of the world around them. They move with unnatural twitches and lurches, the bodies hanging from one another constantly writhing. The creation of corpse giants requires the focus of powerful necromantic Wielding or a concentrated amount of Omega energy converging on an area littered with the remains of the dead, making them a rare but deadly manifestation of the evils of Omega.

BEHAVIOR

Corpse Giants are typically created to be strong, disciplined servants of powerful Omega Wielders. Their behavior is completely dictated by the will of their master. If instructed to be patient or gentle, they are. If instructed to kill or tear the helpless limb from limb, they do so without emotion or remorse. Occasionally, and for reasons still debated, they are created by roaming concentrations of Omega energy descending upon the dead. Corpse giants created in this manner are controlled only by an insatiable desire to destroy the living. In combat, they charge their enemies, attacking wildly with all four arms or with whatever weapons they have scrounged. Each "arm" corpse is capable of using its great strength to grapple targets or throw them with significant force.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	4d12, 2d10	3d10+6 MK	12	3	–	–	2 SIM	–
Melee Weapon	4d12, 2d10	Weapon+6	Dependent on Weapon					

RANKS Detection: 28, Grapple: 30, Intimidation: 28, Throwing: 26, Tracking: 24, Unarmed Melee: 28, Wielding: Omega 31

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	68	4d12, 2d10
Agility	62	3d12, 3d10
Conditioning	70	5d12, 1d10
Vitality	70	5d12, 1d10
Discipline	66	4d12, 2d10
Intelligence	14	1d6, 5d4
Charisma	66	4d12, 2d10

SECONDARY QUALITIES

Athleticism	65	4d12, 2d10
Physical Acumen	66	4d12, 2d10
Fitness	70	5d12, 1d10
Will	68	4d12, 2d10
Wisdom	40	1d10, 5d8
Wit	40	1d10, 5d8
Presence	67	4d12, 2d10

TERTIARY QUALITIES

Physis	59	–
Reaction	53	6d10
Defense Rating	24	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	6	12	18	–	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	8
Melee Kinetic	8
Energy	7
Chemical	8
Void	6
Alpha	7
Omega	9

6.7.4

Forsaken Afflicter

ABOMINATION

HEIGHT	2.0 m (6'5")	HP	140	ACTIVE SEGMENTS	1, 2, 3, 5, 6
WEIGHT	88.5 kg (195 lb)	EP	139	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	63	3d12, 3d10
Agility	70	5d12, 1d10
Conditioning	70	5d12, 1d10
Vitality	64	3d12, 3d10
Discipline	69	5d12, 1d10
Intelligence	32	4d8,2d6
Charisma	34	3d12, 3d10

SECONDARY QUALITIES

Athleticism	67	4d12, 2d10
Physical Acumen	70	5d12, 1d10
Fitness	67	4d12, 2d10
Will	67	4d12, 2d10
Wisdom	51	5d10, 1d8
Wit	48	4d10, 2d8
Presence	64	3d12, 3d10

TERTIARY QUALITIES

Physis	62	–
Reaction	59	2d12, 4d10
Defense Rating	29	–

MOVEMENT RATES

5	5	5	6	6	9	12	30
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	6
Melee Kinetic	7
Energy	7
Chemical	6
Void	6
Alpha	Immune
Omega	Immune

Forsaken afflicters are taller than average humans and have a slight, wiry frame. Their skin is pale and their eyes are completely white and devoid of sight. Forsaken afflicters are the result of a failed experiment in the genetic engineering of humans able to thrive alone in environments of extreme sensory deprivation. The aim of these dangerous experiments was to create humans better suited for undertaking deep sea exploration, deep earth resource extraction, military service and even intra-solar system space travel. The details of the demise of the program are a closely guarded secret, but what is known is that at some point the subjects became permanently blind and deaf, but were able to communicate telepathically with one another and have an innate ability to sense the environment around them through what is believed to be a combination of echolocation, telepathy, Insight Wielding and sensitivity to electromagnetic fields generated by other beings. This project was considered a failure and was terminated and the subjects eliminated. Knowing their lives were in peril, the subjects became furious and unleashed incredible powers upon their captors. The few surviving bio-engineers reported being stricken with sudden, complete but temporary blindness, likely caused by their creations. It is believed that at some point during their creation or subsequent genetic manipulation, the afflicters developed abilities that can only be described as Insight and Control Wielding Effects.

BEHAVIOR

After their escape, the afflicters suffered from intense emotional and mental trauma and were without an outlet. Some retreated from the world in search of solitude, wanting only to be alone as dictated by their biological programming. Others wanted revenge and chose to seek out those who robbed them of a normal existence. Some realized the power their abilities granted them and began to abuse it in order to control others. In combat, forsaken afflicted are able to deprive their targets of sight and hearing (see *Deprivation*), a deadly and terrifying advantage. They are also talented controllers of energy and capable of great feats of telekinesis (see *Telekinesis*).



SPECIALS

Deprivation

Act: Half, Rng: 50 SIM, Sc: 1, Dat: Bl, RC: Discipline (40, Negates), Dur: 10 M, Ch/Rech: (2, 1 H)

Func: Induces *Deafness* and *Blindness*.

Telekinesis

Forsaken Afflicters are fond of using Telekinetic Effects to manipulate the environment around them and to hurl objects of varying size at their targets to inflict damage. The DR of these Wielding Effects are calculated according to section *7.14.25 Telekinesis* of the CRB.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	4d12, 2d10	2d8+7 MK	7	5	–	–	1 SIM	–
Melee Weapon	4d12, 2d10	Weapon+7	Dependent on Weapon					

RANKS

Alertness: 30, Arts: 15, Coercion: 29, Core Fitness: 30, Espionage: 25, Fine Arts: 15, Melee Combat: 28, Military Theory: 16, Science: 17, Tracking: 26, Unarmed Melee: 28, Wielding: Being 18, Control 24, Energy: 20

HEIGHT	2.2 m (7'2")	HP	140	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	170.1 kg (375 lb)	EP	129	FOOTPRINT	1 × 1

Pain Warden

ABOMINATION

6.7.5



Although information is limited about the origin of pain wardens, it is clear they are the product of disturbed, unethical scientists and engineers and appear to be weapons designed to combat Spiritual creatures. Wardens are large humanoids that wear an armored power suit. They are charged with the safekeeping of a humanoid infant that resides in an amniotic fluid-filled container clearly visible within their chest. The container is constructed of a transparent, damage-resistant material through which various tubes run from the warden to the child, providing it with all the nutrients and warmth it requires for survival. Unfortunately, the other tubes and wires serve a more sinister purpose by ensuring the baby is forced to endure constantly fluctuating levels of pain. The warden will go to any length to keep the child safe, so that it will, ironically, continue to suffer. The suffering of the baby and the shock and anger it inspires in the warden's adversaries serve to attract Omega energy to this horrific creature. This dark energy is stored within specially designed spiritual capacitors and can be released at will in the form of concentrated blasts of Omega energy from a cannon within the warden's right arm. Pain wardens are also armed with an assault rifle that retracts into its left lower forearm when not in use. The armored exoskeleton of a pain warden has built in thrusters providing them with flight capability.

BEHAVIOR

Pain wardens are able to sense the presence of Alpha Wielders, Alpha Spiritual creatures and concentrations of Alpha energy and religiously seek all of them out and destroy them. They use violence and the fear and anger their appearance invokes in adversaries to attract Omega energy. If the warden believes its captive may be in harm's way, a retractable sheet of armor closes over the child, protecting it from harm while the warden uses its weaponry to destroy its enemies.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	3d12, 3d10	2d8+6 MK	8	5	–	–	1 SIM	–
Assault Rifle	4d12, 2d10	2d8+3 HV	7	5	4	3 SIM	300 SIM	2/SIM
Omega Cannon	4d12, 2d10	3d10+3 EN/OS	12	2	3	–	75 SIM	–

RANKS Arcane: 26, Alertness: 26, Core Fitness: 27, Intimidation: 25, Melee Combat: 25, Omega Cannon: 29, Small Arms: 28, Stealth: 14, Tactics: 18, Tracking: 20, Wielding: Omega 28

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	61	2d12, 4d10
Agility	64	3d12, 3d10
Conditioning	66	4d12, 2d10
Vitality	62	3d12, 3d10
Discipline	63	3d12, 3d10
Intelligence	17	2d6, 4d4
Charisma	62	3d12, 3d10

SECONDARY QUALITIES

Athleticism	63	3d12, 3d10
Physical Acumen	65	4d12, 2d10
Fitness	64	3d12, 3d10
Will	63	3d12, 3d10
Wisdom	40	1d10, 5d8
Wit	40	1d10, 5d8
Presence	62	3d12, 3d10

TERTIARY QUALITIES

Physis	56	–
Reaction	51	5d10, 1d8
Defense Rating	24	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
6	–	5	5	6	10	14	30

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	7
Melee Kinetic	8
Energy	8
Chemical	6
Void	6
Alpha	7
Omega	9

6.8.1

Carcassaur

Abomination

Height	10.7 m (35')	HP	200	Active Segments	1, 2, 4, 6
Weight	25,000 kg (55,000 lb)	EP	–	Footprint	20 × 8

Core Qualities

Quality	Score	Dice Pool
Strength	74	6d12
Agility	60	2d12, 4d10
Conditioning	75	6d12
Vitality	70	5d12, 1d10
Discipline	65	4d12, 2d10
Intelligence	7	3d4
Charisma	72	5d12, 1d10

Secondary Qualities

Athleticism	67	4d12, 2d10
Physical Acumen	68	4d12, 2d10
Fitness	73	6d12
Will	68	4d12, 2d10
Wisdom	36	6d8
Wit	40	1d10, 5d8
Presence	73	6d12

Tertiary Qualities

Physis	60	–
Reaction	52	5d10, 1d8
Defense Rating	22	–

Movement Rates

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	6	17	28	–

Armor

Damage Type	Threshold
High Velocity Kinetic	9
Melee Kinetic	9
Energy	9
Chemical	9
Void	8
Alpha	8
Omega	10

Carcassaurs are the remains of gigantic reptilian creatures that have been reanimated by necromantic Wielding or possessed by wandering concentrations of Omega energy. They are always disfigured, half-eaten and diseased or in various states of decomposition depending on how they were killed and how long they have been dead. Although carcassaurs can be created from the remains of any large, dead reptile, most specimens have been hulking quadrupeds of incredible size and mass. They typically have wide jaws with sharp teeth for tearing through the hide of their prey. Due to their decaying bodies, these vile creatures have an incredibly nasty and pungent odor and are littered with holes and ulcers where decomposition has advanced rapidly. Some have discolored skin, while others are missing large chunks of flesh, eyes, teeth or even entire limbs depending on the degree of violence sustained during their death.

Behavior

Carcassaurs are *undead* carnivores and are completely controlled by the Omega energy that has animated them. If created by a necromantic Wielder, these creatures can be used as powerful pets that provide incredible protection against would be aggressors or intruders. If animated by wild Omega energy, they behave much the same as other undead, wandering in pursuit of the living, their only goal is to extinguish life in all its forms. In combat, carcassaurs charge straight into their adversaries and attack with a wild array of vicious bites and rending swipes from their gigantic claws. Carcassaurs also have a long tail that can be used to trip foes. These horrifying creatures are also able to project a viscous, acidic bile from their stomachs that causes immediate discomfort and burning and that may even infect those caught in its area of effect with a potent disease (see *Infectious Bile*).



Specials

Undead
Carcassaurs are *undead* and are subject to the rules found in the Glossary entry.

Raising the Dead
Necromancy can be used to raise Carcassaurs according to the *summoning* Glossary entry.

Infectious Bile
Act: Full, Rng: 20 SIM, Sc: AoE (C, D15), Nat: Bl, RC: Agility (38, Half Damage), Cuml: No, Ch/Rech: (2, 1 H)

Func: Dam (4d20+4 CH), Disease [Disp: ABN, ING TDL, Onset: 1 C, Effect: Alter (-1 Athleticism DPS and -1 EP/H), Dur: 2 D, PL: 4, RC: Vitality (35, Negates)

Fetid Odor
Act: Free, Nat: Au, Sm (S, R25), Dur: 5 M, RC: Discipline (437, Negates)

Func: Alter (Thought State -5; NLT *Overwhelmed*)

Attacks	Dice Pool	Damage	Exertion	Max Attacks	Range			
					Rating	Min	Max	Penalty
Unarmed	4d12, 2d10	3d6+7 MK	14	3	–	–	3 SIM	–
Bite	4d12, 2d10	4d10+7 MK	–	1	–	–	5 SIM	–
Stomp	4d12, 2d10	3d20+7 MK	–	1	–	–	3 SIM	–

Ranks Detection: 28, Grapple: 34, Tracking: 28, Unarmed Melee: 32, Wielding: Omega 36

HEIGHT	13.7 m (45')	HP	200	ACTIVE SEGMENTS	1, 2, 3, 5, 6
WEIGHT	27,200 kg (60,000 lb)	EP	–	FOOTPRINT	30 × 10

Greater Bone Creature

ABOMINATION

6.8.2



SPECIALS

Undead
Greater Bone Creatures are *undead* and are subject to the rules found in the Glossary entry.

Raising the Dead
Necromancy can be used to raise greater bone creatures according to the *summoning* Glossary entry.

Omega Aura
Act: Free, Nat: Au (8 SIM),
RC: Discipline (39, Negates), Dur: 5 M

Func: Alter (Fear State -5; NLT *Terrified*, Emotion -5 NLT *Agitated*)

Omega Gaze
Act: Half, Rng: 30 SIM, Sc: 1, Nat: Gz, Dur: 1 M, RC: Discipline (41, Negates), Ch/Rech: One victim at a time.

Func: Alter (Fear State -8).

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d12	3d6+7 MK	12	4	–	–	3 SIM	–
Bite	6d12	4d10+7 MK	–	1	–	–	4 SIM	–
Stomp	4d12, 2d10	4d20+7 MK	–	1	–	–	5 SIM	–

RANKS Detection: 34, Grapple: 35, Tracking: 32, Unarmed Melee: 35, Wielding: Omega 36

Greater bone creatures are massive skeletal creatures assembled from the remains of long dead monstrosities and animated by the dark forces of Omega energy. Greater bone creatures have no consistent structure or reliable anatomy. Their size and shape depends on the remains used in the animation ritual. Some skeletons have missing or broken bones but most are typically quite complete. These beasts are composed of bones significantly stronger and more resilient than those of their lesser counterparts. Greater bone creatures are typically whitish yellow to light brown in color and parts of them are often covered in dirt, foliage and refuse depending on where they were raised. Their eye sockets are filled with an intensely terrifying unnatural darkness that can have a profound affect on their adversaries' ability to think clearly (see *Omega Gaze*). Their immense size and the intensity of the dark, unnatural power within them makes the ground shake beneath their step despite the lack of muscle and tissue.

BEHAVIOR

Greater bone creatures serve many purposes, most violent and deadly. Some have been animated by Omega Wielders as powerful servants of destruction, leaving chaos and ruin in their wake. Some have been tasked to serve as sentries to prevent the loss of a valuable artifact or to guard their creator. If animated by a concentration of pure Omega energy, a greater bone creature will wander its surroundings, hunting for living creatures to destroy. These beasts are considered undead and can detect the movements of living adversaries nearby. In combat, they use their massive skeletal limbs and teeth, combined with their gigantic size, to inflict lethal damage with every strike or bite. The aura of intense Omega energy that surrounds these creatures and the feelings of despair and doom that emanate from within can have a powerful, disruptive effect on opponents that are unable to steel themselves against it (see *Omega Aura*).

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	74	6d12
Agility	72	5d12, 1d10
Conditioning	78	1d20, 5d12
Vitality	74	6d12
Discipline	75	6d12
Intelligence	15	1d6, 5d4
Charisma	75	6d12

SECONDARY QUALITIES

Athleticism	73	6d12
Physical Acumen	75	6d12
Fitness	76	6d12
Will	75	6d12
Wisdom	45	3d10, 3d8
Wit	45	3d10, 3d8
Presence	75	6d12

TERTIARY QUALITIES

Physis	66	–
Reaction	59	2d12, 4d10
Defense Rating	30	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	12	24	35	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	10
Melee Kinetic	10
Energy	10
Chemical	8
Void	9
Alpha	8
Omega	10

6.8.3

Greater Lich

ABOMINATION

HEIGHT	1.9 m (6'4")	HP	190	ACTIVE SEGMENTS	1, 2, 3, 5, 6
WEIGHT	77.1 kg (170 lb)	EP	–	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	66	4d12, 2d10
Agility	72	5d12, 1d10
Conditioning	72	5d12, 1d10
Vitality	69	5d12, 1d10
Discipline	71	5d12, 1d10
Intelligence	42	2d10, 4d8
Charisma	70	5d12, 1d10

SECONDARY QUALITIES

Athleticism	69	5d12, 1d10
Physical Acumen	72	5d12, 1d10
Fitness	71	5d12, 1d10
Will	70	5d12, 1d10
Wisdom	57	1d12, 5d10
Wit	56	1d12, 5d10
Presence	68	4d12, 2d10

TERTIARY QUALITIES

Physis	66	–
Reaction	63	3d12, 3d10
Defense Rating	28	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
6	7	8	8	8	16	24	–

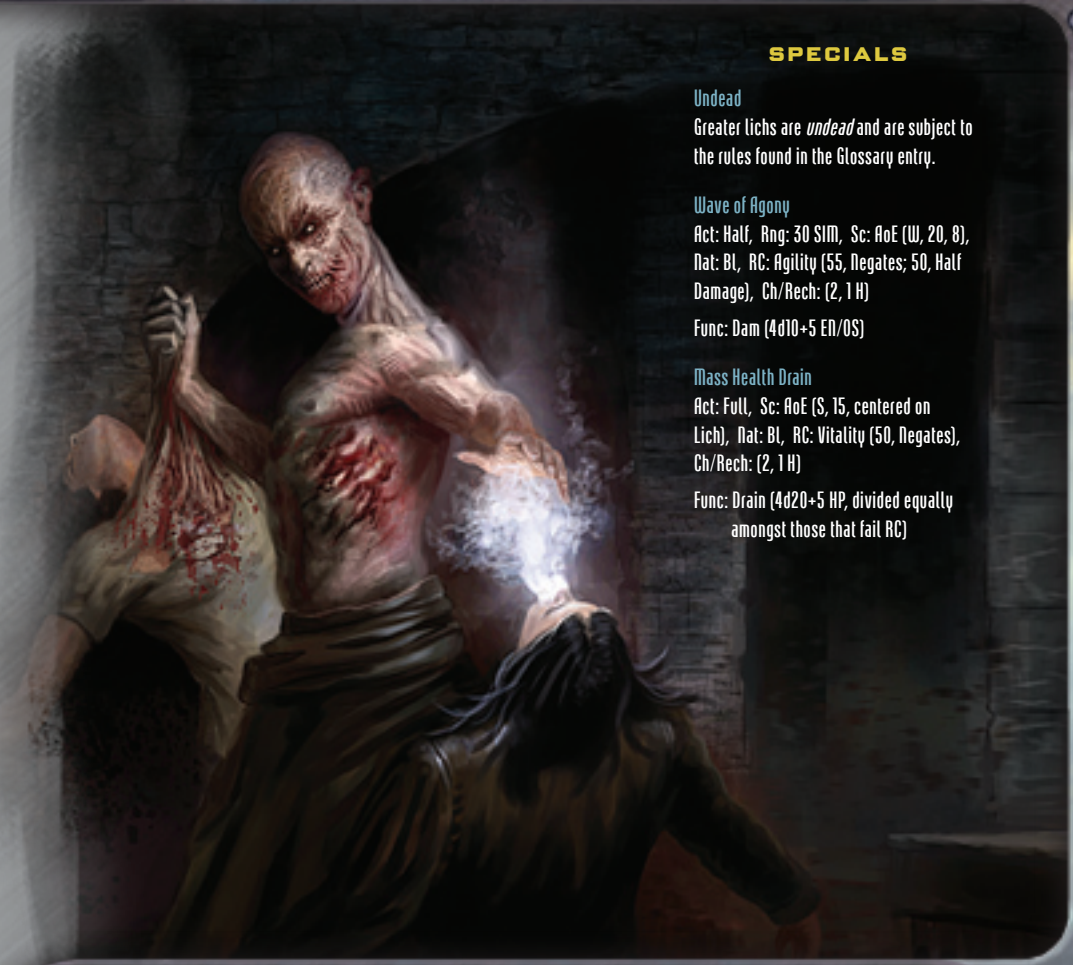
ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	9
Melee Kinetic	9
Energy	9
Chemical	9
Void	9
Alpha	8
Omega	10

Greater liches are powerful beings that have preyed upon the living for decades, if not centuries. All greater liches began their undead life as lesser liches, but have survived long enough and absorbed the life force of enough victims to dramatically increase in power. They are malevolent, murderous creatures with tremendous control over the Agony, Malice and Damnation Intentions. As time passes, they must kill more and more victims to maintain their Terran appearance as the Omega energy within them becomes more and more difficult to satiate and demands more of the energy that keeps them from dying a mortal's death. Their survival requires exponentially more victims so over time most trade the maintenance of their physical body for anonymity since continual mass murder would draw a great deal of unwanted attention. All of this means that greater liches are in a persistent state of degeneration, their skin and muscles rotting from their bones, their body held intact by the incredible amount of Omega energy within them. Their appearance is horrific, the stuff of nightmares, but does not compare to the pure terror generated by the emotionless, penetrating stare of their eyes.

BEHAVIOR

Greater liches tend to be social recluses that, through their longevity and sinister drive, have attained vast wealth and power that, in turn, allows them to pass off their abnormal behavior and infrequent social appearances as eccentricity. When they choose to, or are forced to expose themselves to others, they must consume the life force of a large number of victims to restore their body to health and create a mask of normalcy over their otherwise decayed and devilish form. Most greater liches have servants or minions that gather unfortunate souls unlikely to be missed. In combat greater liches use area of effect Wielding Effects to cause massive amounts of damage to living beings and drain their life force (see *Wave of Agony* and *Mass Health Drain* respectively). Through their vast experience, most have learned a host of combat skills making them extremely deadly adversaries and skilled with a multitude of weapons.



SPECIALS

Undead

Greater lichs are *undead* and are subject to the rules found in the Glossary entry.

Wave of Agony

Act: Half, Rng: 30 SIM, Sc: AoE (W, 20, 8), Nat: Bl, RC: Agility (55, Negates; 50, Half Damage), Ch/Rech: (2, 1 H)

Func: Dam (4d10+5 EN/OS)

Mass Health Drain

Act: Full, Sc: AoE (S, 15, centered on Lich), Nat: Bl, RC: Vitality (50, Negates), Ch/Rech: (2, 1 H)

Func: Drain (4d20+5 HP, divided equally amongst those that fail RC)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d12, 1d10	3d6+7 MK/OS	10	5	–	–	1 SIM	–
Melee Weapon	5d12, 1d10	Weapon+7	Dependent on Weapon					
Ranged Weapon	5d12, 1d10	Weapon+4	Dependent on Weapon					

RANKS

Alertness: 34, Arts: 30, Coercion: 34, Commerce: 30, Core Fitness: 36, Espionage: 32, Melee Combat: 36, Nefarious: 33, Operate Vehicle: 20, Science: 20, Small Arms: 20, Tracking: 34, Wielding: Agony 28, Being 22, Damnation 24, Energy 20, Malice 22, Nihilism 24, Omega 36

HEIGHT	4.6 m (15')	HP	210	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	5,000 kg (11,000 lb)	EP	–	FOOTPRINT	8 × 4

Slaughter Beast

ABOMINATION

6.8.4

SPECIALS

Undead
Slaughter beasts are *undead* and are subject to the rules found in the Glossary entry.

Raising the Dead
Necromancy can be used to raise slaughter beasts according to the *summoning* Glossary entry.

False Feelings
Act: Free, Nat: Au (50 SIM), Dur: 30 M, RC: Intelligence (40, Negates)

Func: Alter (Disposition +8)

Aura of Despair
Only affects targets not suffering from False Feelings.

Act: Free, Nat: Au (50 SIM), Dur: 30 M, RC: Intelligence (38, Negates)

Func: Alter (Disposition -8)

Fetid Odor
Act: Free, Nat: Au, Sm (S, R25), Dur: 5 M, RC: Discipline (39, Negates)

Func: Alter (Thought State -5; NLT *Overwhelmed*)



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d12, 1d10	1d10+7 MK	14	3	–	–	3 SIM	–

RANKS Detection: 36, Grapple: 35, Tracking: 34, Unarmed Melee: 35, Wielding: Omega 36

AKA Beast of Carnage

Under specific circumstances a concentration of Omega energy will inhabit and subsequently reanimate a recently deceased creature, forming the core of what will become a slaughter beast. The dark energy that fills its body telepathically beckons other living things, attempting to lure them to it with false feelings of safety and joy. Once in range of this creature's physical attacks, the shroud is lifted and the true nature of the beast is revealed. The slaughter beast then attacks its prey, killing swiftly and brutally before absorbing the corpse into its own body, giving it a constantly evolving appearance and physiology. The result is a complete abomination, fetid, rotting flesh, exposed bone and muscle, all moving as a single entity but not in unison. Slaughter beasts leave all those unfortunate enough to bare witness to their true form with a terrible feeling of despair.

BEHAVIOR

The Omega energy that drives the slaughter beast has no objective other than the destruction of all living things. It does not discriminate, target specific individuals, or waiver in its unrelenting desire to destroy and cause suffering wherever it finds itself. Once a potential victim is near enough, slaughter beasts telepathically implant feelings or images that invoke happiness and curiosity, causing their target to move closer, all the while unaware of the beast's true form (see *False Feelings*). Once the creature has lured the target into range of whatever limbs, appendages or other body parts it can attack with, the false feelings are dropped. The foul stench, horrific appearance and feeling of eternal despair emanating from the rotting corpses of its many victims causes living creatures to lose hope and confidence and ultimately affects their will to fight (see *Aura of Despair*). Slaughter beasts are capable of striking targets all around them; their many independent corpses and body parts forced to work together by the dark energy that controls them.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	75	6d12
Agility	62	3d12, 3d10
Conditioning	73	6d12
Vitality	80	1d20, 5d12
Discipline	71	5d12, 1d10
Intelligence	18	3d6, 3d4
Charisma	70	5d12, 1d10

SECONDARY QUALITIES

QUALITY	SCORE	DICE POOL
Athleticism	69	5d12, 1d10
Physical Acumen	68	4d12, 2d10
Fitness	77	1d20, 5d12
Will	76	6d12
Wisdom	45	3d10, 3d8
Wit	44	3d10, 3d8
Presence	73	6d12

TERTIARY QUALITIES

QUALITY	SCORE	DICE POOL
Physis	64	–
Reaction	57	1d12, 5d10
Defense Rating	26	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
6	–	–	6	8	16	24	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	9
Melee Kinetic	10
Energy	10
Chemical	7
Void	9
Alpha	8
Omega	10

6.9.1

Subjugator

Abomination

Height	2.1 m (7')	HP	275	Active Segments	1, 2, 3, 4, 5, 6
Weight	108.9 kg (240 lb)	EP	180	Footprint	1 × 1

Core Qualities

Quality	Score	Dice Pool
Strength	85	3d20, 3d12
Agility	92	4d20, 2d12
Conditioning	90	4d20, 2d12
Vitality	88	3d20, 3d12
Discipline	90	4d20, 2d12
Intelligence	72	5d12, 1d10
Charisma	90	4d20, 2d12

Secondary Qualities

Athleticism	89	4d20, 2d12
Physical Acumen	91	4d20, 2d12
Fitness	89	4d20, 2d12
Will	89	4d20, 2d12
Wisdom	81	2d20, 4d12
Wit	81	2d20, 4d12
Presence	88	3d20, 3d12

Tertiary Qualities

Physis	87	–
Reaction	85	3d20, 3d12
Defense Rating	42	–

Movement Rates

7	8	11	10	12	23	35	50
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

Armor

Damage Type	Threshold
High Velocity Kinetic	8
Melee Kinetic	8
Energy	7
Chemical	6
Void	9
Alpha	9
Omega	11

Subjugators are masters of telekinesis blessed with exceptional defensive capabilities due to their ability to react instantly during dangerous situations. They are large humanoids with pale grey skin, save for dark patches that surround their bright, blue eyes. Subjugators typically dress in robes that are form-fitting on top, accentuating their slim, muscular physique, but flow loosely below the waist so as not to interfere with their graceful fluid movements. Subjugators are incredibly athletic creatures that move and react so quickly they appear to know what their adversaries are going to do before they know themselves. They are beings of incredible power that can manipulate objects and energy around them with almost no effort. They can use this ability to fly, turn aside a hail of bullets or hurl vehicles hundreds of meters with little more than a wave of their hand. Subjugators are capable of communicating telepathically but may also use their Innate Wielding abilities to amplify the sound of their own voice, making it thunderously loud and resonant. At their core, subjugators are filled with Omega energy and it is believed by the few who have studied them that if their physical body is destroyed they continue to exist as a greater Omega spirit. No one has determined how long subjugators live and some speculate they may be effectively immortal.

Behavior

Subjugators are malevolent beings that enjoy terrifying others and take great pleasure in toying with creatures weaker than themselves before killing them in savage fashion. Due to the rarity of sightings, it is believed that only a handful of these creatures exist. In combat, subjugators mock their opponents, intimidating them with their powerful booming voice (see *Resonating Voice*) and hurling large objects with their telekinetic powers (see *Telekinetic Attack*). Subjugators are in a permanent state of Active Defense, but are free to attack during their own Turns (see *Active Defense*). Throughout their lives they have learned a variety of skills and have trained themselves to an exceptionally high level in each. Subjugators are especially lethal in physical combat due to their unnatural speed, strength and apparent foreknowledge of the actions of their opponents.

History

It is unknown when the first subjugators appeared on Earth; however, the lack of confirmed or recorded encounters before 2250 has led senior Spiritual researchers at the NWSEC to believe they are tied to the global increase in Omega energy that has been observed over the past 40 years. The most recent recorded encounter occurred deep within the ruins of what was believed to be an ancient Sumerian temple during an archaeological dig. The encounter was captured on film by a holovid operator that was documenting the dig. The mercenary force that was providing security was the first to be killed. They managed to open fire on the subjugator before they were thrown into the ceiling and walls and crushed to death. The subjugator stopped their bullets in mid flight and sent them flying at even greater speed at the scientists who stood in terrified awe, unable to move. Although the holovid ends abruptly after an eerie still image of the powerful being staring fiercely at the camera, the operator swears that a deep, resonating voice echoed in his mind speaking five simple words. "Tell them. We are coming."

Specials

Resonating Voice

Act: Half, Sc: AoE (S, R50), Nat: Sn, RC: Vitality (48, Negates), Dur: 2 C

Func: Alter (Fear State -6, NLT *Scared*)

Telekinetic Attack

Act: Full, Rng: 50 SIM, Sc: 1, Nat: Bl, EC: 15, RC: Agility (54, Negates; 45, Half Damage), Ch/Rech: (4, 10 M)

Func: Dam (5d10+5 MK)

Active Defense

Subjugators are able to use Defensive Rolls to counter attacks provided they have dice remaining in their Dice Pool. They are also able to attack during their own Turns.





ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	4d20, 2d12	3d10+9 MK/OS	4	5	–	–	1 SIM	–
Melee Weapon	4d20, 2d12	Weapon+9	Dependent on Weapon					
Ranged Weapon	4d20, 2d12	Weapon+5	Dependent on Weapon					

RANKS	
	Alertness: 42, Arts: 38, Coercion: 42, Commerce: 35, Core Fitness: 41, Espionage: 38, Melee Combat: 42, Nefarious: 39, Operate Vehicle: 36, Science: 35, Small Arms: 35, Technology: 33, Tracking: 40, Wielding: Agony 36, Being 22, Control 40, Energy 38, Omega 42

6.9.2

Terrorhawk

Abomination

Height	13.7 m (45')	HP	265	Active Segments	1, 2, 3, 5, 6
Weight	10,000 kg (22,000 lb)	EP	–	Footprint	16 × 28

Core Qualities

Quality	Score	Dice Pool
Strength	85	3d20, 3d12
Agility	91	4d20, 2d12
Conditioning	87	3d20, 3d12
Vitality	84	2d20, 4d12
Discipline	86	3d20, 3d12
Intelligence	14	1d6, 5d4
Charisma	88	3d20, 3d12

Secondary Qualities

Athleticism	88	3d20, 3d12
Physical Acumen	89	4d20, 2d12
Fitness	86	3d20, 3d12
Will	85	3d20, 3d12
Wisdom	50	5d10, 1d8
Wit	51	5d10, 1d8
Presence	87	3d20, 3d12

Tertiary Qualities

Physis	76	–
Reaction	69	5d12, 1d10
Defense Rating	35	–

Movement Rates

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
–	–	–	–	6	8	–	60

Armor

Damage Type	Threshold
High Velocity Kinetic	11
Melee Kinetic	12
Energy	10
Chemical	12
Void	10
Alpha	9
Omega	11

Terrorhawks are the nightmarish, animated remains of dead pterohawks brought back from the serenity of death by powerful necromancers or through possession by an intense concentration of Omega energy. They are huge, skeletal creatures that, despite the lack of skin on their wings, remain capable of flight through their Innate Spiritual Wielding abilities. The structure and durability of what appear be brittle bones are made extraordinarily stronger and much more resistant to damage by the dark Omega energy that binds them together and animates them in undeath. Their claws and teeth are elongated and sharper than those of their predecessor making their attacks even more ferocious and deadly. Terrorhawks have a gut-wrenching scream that can petrify most creatures, filling them with a fear that is so intense they are completely frozen and unable to undertake any conscious action. The gaze of their eyes reveals the black emptiness inside them, a stare so intense that those trapped by it are dumfounded and unable to think clearly. Terrorhawks project a powerful but invisible energy field that causes those within its area of effect to become weakened making their attacks significantly less effective (see *Powerful Aura*).

Behavior

Terrorhawks are considered undead and are driven to destroy life on as large a scale as possible wherever it can be found. They can only be raised by the most powerful necromancers and are typically used as weapons of mass destruction. They are capable of annihilating large conventional forces or population centers and the threat of this destructive power is often put to political use by their masters. Although it is extremely rare, it is possible that these frighteningly magnificent creatures are animated by nothing more than pure Omega energy. When this occurs, they are like monstrous, rabid animals with no one holding their leash. They continue their wanton destruction until they are destroyed themselves or are abandoned by the Omega energy that inhabits them. In melee combat, they attack with their teeth, claws and spiked tails. They are also capable of unleashing a Void-based breath attack that destroys everything over a large area, a deadly attack that persists in the area where it was unleashed for some time (see *Breath Attack*).

History

Although there is no way of knowing when the first terrorhawks were created, the first recorded destruction of one occurred at dawn on November 21st, 2272. Whether by design or destiny, one of these monstrous undead creatures besieged the Technocratic Coalition's Outpost C-77 in the White Mountains of former Vermont. A platoon of Technocratic Coalition scouts, troopers, punishers and commandoes held their own against the creature from 03:19 when the initial contact report was transmitted to their command until the situation report detailing the creature's demise was received at 05:42. Reinforcements arrived too late to help the twenty-two soldiers who lost their lives, however, the "Crazy 8" who survived have become legendary to soldiers and mercenaries throughout the New World. The skeletal remains have subsequently been mounted in the Junior Ranks' Mess at Tech-Coa Base First Light near former Montpelier.

Specials

Undead

Terrorhawks are *undead* and are subject to the rules found in the Glossary entry.

Raising the Dead

Necromancy can be used to raise Terrorhawks according to the *summoning* Glossary entry.

Powerful Aura

Act: Free, Sc: AoE (S, R50), Nat: Au, RC: Discipline (45, Negates), Dur: 1 C

Func: Alter (-7 DPS to all Checks)

Breath Attack

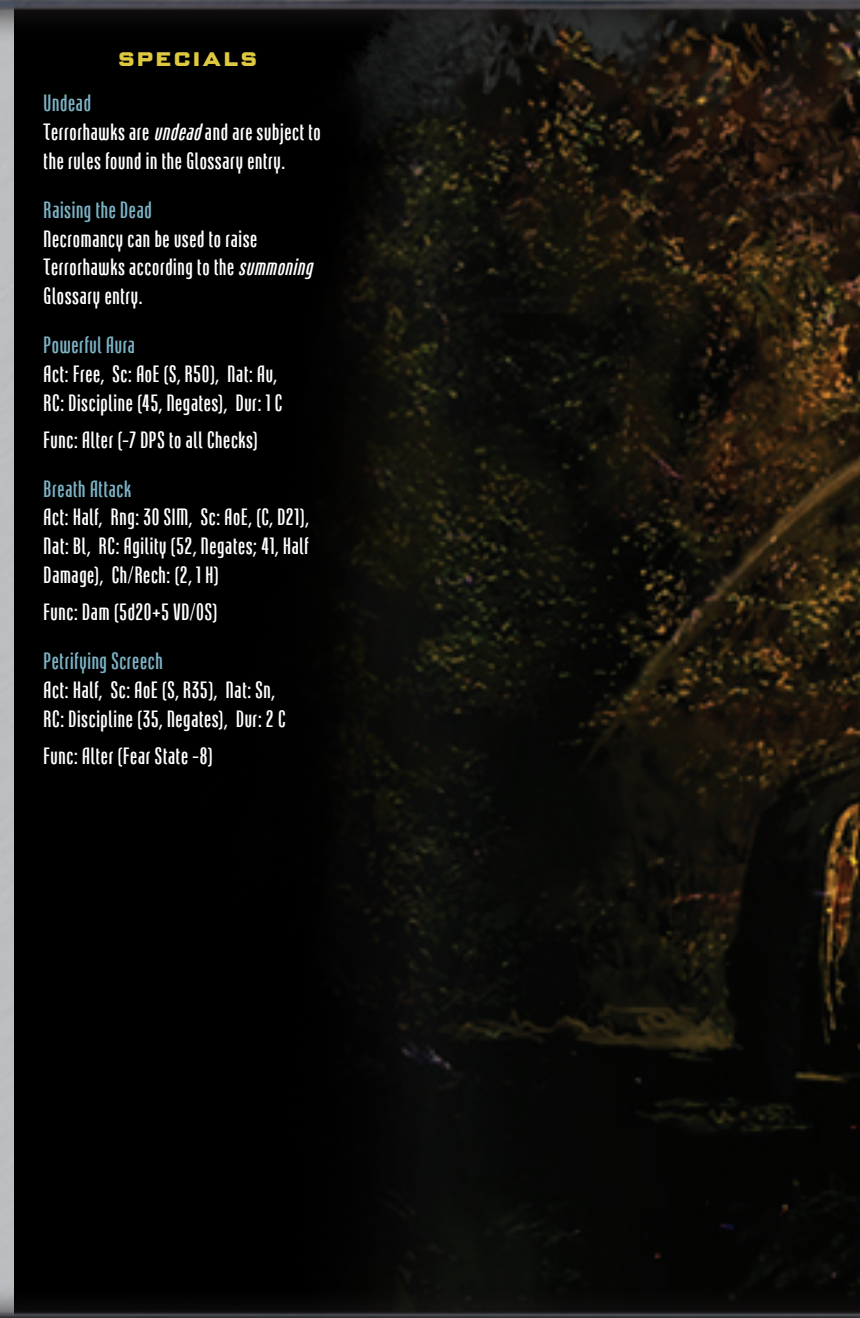
Act: Half, Rng: 30 SIM, Sc: AoE, (C, D21), Nat: Bl, RC: Agility (52, Negates; 41, Half Damage), Ch/Rech: (2, 1 H)

Func: Dam (5d20+5 VD/OS)

Petrifying Screech

Act: Half, Sc: AoE (S, R35), Nat: Sn, RC: Discipline (35, Negates), Dur: 2 C

Func: Alter (Fear State -8)





ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	3d20, 3d12	3d10+9 MK	12	3	–	–	4 SIM	–
Bite	3d20, 3d12	5d10+9 MK	–	1	–	–	5 SIM	–

RANKS	Detection: 38, Grapple: 40, Tracking: 38, Unarmed Melee: 42, Wielding: Omega 42

6.10.1

Achilles
Abomination

Height	2.7 m (9')	HP	400	Active Segments	1, 2, 3, 4, 5, 6
Weight	181.4 kg (400 lb)	EP	182	Footprint	1 × 1

Core Qualities

Quality	Score	Dice Pool
Strength	96	5d20, 1d12
Agility	89	4d20, 2d12
Conditioning	91	4d20, 2d12
Vitality	94	5d20, 1d12
Discipline	91	4d20, 2d12
Intelligence	71	5d12, 1d10
Charisma	92	4d20, 2d12

Secondary Qualities

Athleticism	93	5d20, 1d12
Physical Acumen	90	4d20, 2d12
Fitness	93	5d20, 1d12
Will	93	5d20, 1d12
Wisdom	81	2d20, 4d12
Wit	82	2d20, 4d12
Presence	94	5d20, 1d12

Tertiary Qualities

Physis	89	–
Reaction	87	3d20, 3d12
Defense Rating	43	–

Movement Rates

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
6	6	7	8	12	24	36	–

Armor

Damage Type	Threshold
High Velocity Kinetic	11
Melee Kinetic	12
Energy	11
Chemical	12
Void	10
Alpha	Immune
Omega	Immune

AKA Titans

The Achilles seem to be homo sapiens but are in fact a genetically superior evolutionary offshoot. They appear almost identical to humans, but are significantly taller. Their musculature is well-defined and they are incredibly fit. Their eyes also glow with an eerie white light. At first glance, even experienced members of the NWSEC believed them to be wingless Nephilim or Anunnaki since they so closely resemble an Evolutionary. This assumption has been proven false by Evolutionary consultants of the NWSEC, who have verified these creatures, in spite of their incredible power, do not have the genetic heritage of true Evolutionaries. Although achilles have revealed very little about themselves, their intentions or allegiances, their appearance has led to some unfortunate incidents. That being said, much knowledge has been gained from these incidents and it is now evident that achilles are capable of regenerating at an incredible rate and demonstrate incredible patience in spite of clearly aggressive action taken against them. In the few rare sightings of these beings, they were wearing only simple robes, or were naked aside from a simple piece of cloth around their waist. Achilles project a powerful aura that dominates the senses and seems to telepathically exert pressure on the minds of living beings nearby.

Behavior

Very little is known about the behavior of achilles as most encounters have been brief. They seem to be neutral observers that rarely attempt to communicate and seem only to stand fast with pensive, quizzical looks on their face. However, they have been observed carrying out acts of overt kindness as well as acts of unprovoked, brutal violence as if seeking a reaction. Their telepathic auras can have several different effects, all of which seem to be impossible to resist. They create overwhelming pressure on targets as if they could completely dominate their minds if they so desired (see *Powerful Presence*). Achilles are capable of projecting an electromagnetic pulse that can disable electronic devices (see *EMP*). Their regenerative powers heal their wounds almost instantly and it is unknown whether they can actually be permanently injured or killed (see *Regeneration*). Since achilles have only been encountered alone, it is unknown whether they are part of a larger faction or if each achilles has a distinct personality and agenda.

History

It is unknown when the first achilles appeared on Earth and only one known encounter has led to any sort of communication. The powerful telepathic voice of the achilles filled the minds of a pair of nephilim that were moving through the desert of former Afghanistan. The nephilim were unable to move or find the wherewithal to ask their own questions, but they remember the powerful presence inquiring as to their thoughts on such philosophical issues as religion, creation, evolution, the nature of the universe, the future and their thoughts about their multicultural roots. The last few moments of the encounter as the achilles disappeared are a blur, and the stunned nephilim believe their senses were intentionally overwhelmed to prevent any knowledge about the direction of their visitor's withdrawal.

Specials

Powerful Presence
Only affects desired targets.

Act: Free, Sc: AoE (S, R25), Nat: Au,
RC: Discipline (55, Negates), Dur: 2 C

Func: Alter (-10 DPS to all Checks)

EMP
Act: Half, Rng: 30 SIM, Sc: AoE, (S, R200),
Nat: Bl, EC: 15, RC: Vitality (45, Negates),
Ch/Rech: (2, 1 H)

Func: Disables electronics, including cyberware and AI

Regeneration
Achilles regenerate at a rate of 5 HP/S.





ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d20, 1d12	4d10+9 MK	10	5	–	–	1 SIM	–
Melee Weapon	5d20, 1d12	Weapon+9	Dependent on Weapon					

RANKS	
	Alertness: 44, Arts: 40, Coercion: 46, Commerce: 30, Core Fitness: 46, Espionage: 40, Melee Combat: 46, Military Theory: 35, Nefarious: 41, Science: 30, Technology: 35, Tracking: 41, Wielding: Agony 40, Being 40, Control 40, Energy 38, Nihilism 35

6.10.2

Kullsarin, Lord of Undeath

ABOMINATION

HEIGHT	2.2 m (7'2")	HP	375	ACTIVE SEGMENTS	1, 2, 3, 4, 5, 6
WEIGHT	136 kg (300 lb)	EP	–	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	91	4d20, 2d12
Agility	89	4d20, 2d12
Conditioning	93	5d20, 1d12
Vitality	89	4d20, 2d12
Discipline	92	4d20, 2d12
Intelligence	59	2d12, 4d10
Charisma	93	5d20, 1d12

SECONDARY QUALITIES

Athleticism	90	4d20, 2d12
Physical Acumen	91	4d20, 2d12
Fitness	91	4d20, 2d12
Will	91	4d20, 2d12
Wisdom	76	6d12
Wit	76	6d12
Presence	92	4d20, 2d12

TERTIARY QUALITIES

Physis	87	–
Reaction	83	2d20, 4d12
Defense Rating	41	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
6	7	8	8	10	21	32	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	12
Melee Kinetic	11
Energy	10
Chemical	12
Void	12
Alpha	10
Omega	15

Senior spiritual wielders believe that Kullsarin may be the most powerful necromancer in existence. He appears to be an ancient human that has somehow transcended his own death. Some areas of his body have rotted to the bone long ago, while other parts are covered in lingering, rotting tissue. When cloaked from easy view, he is easily mistaken for a frail old man, but the tremendous dark power that flows through him energizes his movements and words, revealing the incredible power he controls. He wears a dark cloak covered in bizarre ancient runes and his eyes glow with a purplish tinge. Kullsarin speaks with a harsh, raspy voice in an ancient accent believed to be Babylonian by the few researchers who have heard recordings of his voice. It is believed that Kullsarin was a greater lich but his power has now grown well beyond the limits imposed by such a classification. As with other liches, he can drain the life force of his victims and temporarily regain his former human appearance before he once again begins to rot.

BEHAVIOR

Kullsarin is a brilliant strategist and is consumed with a lust for power. It is believed that he strives for nothing less than absolute world domination. His current location is unknown, but it is believed by those who have studied him that he is raising a large army of undead to unleash upon the population of the New World. In combat, he effortlessly animates and controls legions of zombies, skeletons and other specimens of undead. He is able to shift his Density State to Ethereal or Spiritual at will (see *Density Shift*) and uses this power to move through his own forces to gain a more advantageous position during combat. He is also a powerful Omega, Void and Being Wielder who focuses on the Agony, Nihilism, Malice and Damnation Intentions to dominate and destroy his opponents in as many ways as possible. During combat, Kullsarin purposefully raises recently deceased enemies as some of the more hideous forms of undead, such as freak crawlers and corpse walkers. He relishes forcing his adversaries to face their newly dead and horribly misshapen colleagues and takes full advantage of any uncertainty and indecision, meting out cold, merciless death.

HISTORY

In the winter of 2234, Kullsarin laid siege to the walled city of Holmes' Stead. He raised tens of thousands of undead of various categories of power and compelled them to attack the outer wall of the city. Corpse giants scaled the walls, a terrorhawk strafed the defensive lines and protective structures while hordes of zombies and skeletons broke through the entrances and overwhelmed the local defense forces. The population was contained within the central rings of defense and were spared the violence that hundreds of militia and security forces were forced to endure. The people of Holmes' Stead fought bravely, despite their tremendous losses, but would have been overrun if not for the arrival of a small band of powerful Alpha Wielders and a regiment of Loth's Al army that were contractually obligated to provide assistance in emergency situations. Kullsarin was driven off, his army destroyed and he fled into hiding. Since that attack, Kullsarin has become a household name similar to the Old World boogeyman; parent's threatening children that if they do not behave, Kullsarin will come to take them away to his undead army.

SPECIALS

Undead

Kullsarin is considered *Undead* and is subject to the rules described in their Glossary entry.

Aura of Fear

Act: Free, Sc: AoE (S, R25), Nat: Au, RC: Discipline (45, Negates), Dur: 1 C

Func: Alter (Fear State -8)

Density Shift

Affects Kullsarin and anyone in Grapple *Control*.

Act: Half, Sc: Self

Func: Alter (Density State between *Normal*, *Ethereal*, *Spiritual* as desired)

Nihilistic Touch

May target any non-living creature or object.

Act: Half, Rng: 1 SIM, Sc: 1, Nat: Bl, RC: Vitality (51, Negates; 45, Half Damage)

Func: Dam (6d20+5 V0)

Wave of Agony

Act: Half, Rng: 40 SIM, Sc: AoE (W, 10, 4), Nat: Bl, RC: Vitality (49, Negates; 43, Half Damage), Ch/Rech: (1, 1 H)

Func: Dam (6d20+5 V0/EN)

Kullsarin, Lord of Undeath

ABOMINATION

6.10.2



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	4d20, 2d12	4d10+9 MK	10	5	–	–	1 SIM	–
Melee Weapon	4d20, 2d12	Weapon+9	Dependent on Weapon					
Ranged Weapon	4d20, 2d12	Weapon+5	Dependent on Weapon					

RANKS	
	Alertness: 43, Arts: 38, Coercion: 42, Commerce: 38, Core Fitness: 37, Espionage: 35, Melee Combat: 42, Military Theory: 42, Nefarious: 39, Science: 35, Technology: 33, Tracking: 36, Wielding: Agony 42, Being 38, Control 35, Creation 48, Nihilism 35, Omega 48



Demons

7



7.1.1

Damned Wretch

DEMON

HEIGHT	1.8 m (6')	HP	16	ACTIVE SEGMENTS	3
WEIGHT	90.7 kg (200 lb)	EP	20	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	13	6d4
Agility	10	5d4
Conditioning	12	6d4
Vitality	14	1d6, 5d4
Discipline	12	6d4
Intelligence	8	4d4
Charisma	8	1d4

SECONDARY QUALITIES

Athleticism	12	6d4
Physical Acumen	11	5d4
Fitness	13	6d4
Will	13	6d4
Wisdom	10	5d4
Wit	8	4d4
Presence	11	5d4

TERTIARY QUALITIES

Physis	11	–
Reaction	11	5d4
Defense Rating	6	–

MOVEMENT RATES

1	2	2	2	2	3	4	–
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	1
Melee Kinetic	2
Energy	2
Chemical	1
Void	2
Alpha	1
Omega	2

AKA Bullet Receptacles

Wretches are what remain when the attempt to unite one of the Damned and a demonic parasite fails. For whatever reason, the host rejects the introduction of the Omega consumed parasite, which subsequently dies. Unfortunately for the victim, the Omega energy is still transferred to the intended host and dramatically alters their genetic code, horribly disfiguring their body and causing it to mutate. Wretches have devolved into little more than mumbling, unintelligible creatures, driven mad by the Omega energy coursing through their bodies. They are rarely clothed, but may be covered in the tattered remains of the clothing they wore prior to their capture. The body of most wretches are a gruesome collage of various irregular body parts, all forced into unnatural, misshapen positions.

BEHAVIOR

Wretches can be compelled to attack nearby creatures by higher-ranking members of the Damned but if left to their own devices wander aimlessly, attacking any living thing that draws near them or attracts their attention. In combat, they advance towards their enemy, attacking with whatever body parts can serve as a functional weapon. Their disturbing mumbling and horrific appearance serves to shake the confidence of sentient opponents around them (see *Gruesome Appearance*). Since these foul creatures have been tainted by Omega energy, they are considered Demons and are susceptible to spiritual damage (see *Spiritual Damage*). It is possible for an Alpha Wielder to exorcise the residual Omega energy that controls the wretches but, if successful, what remains of a wretch is a twisted mass of flesh whose body has been horribly disfigured and whose mind is forever shattered (see *Exorcism*). Wretches are inevitably used as the first wave of any major attack by the Damned, sent out to drain the energy and ammunition of opposing forces.



SPECIALS

Gruesome Appearance
Act: Free, Rng: 8 SIM, Nat: Vs,
Dur: While controlled by Omega energy,
RC: Discipline (15, Negates)
Func: Alter (Fear State -2, NLT *Scared*)

Spiritual Damage
As Wretches are controlled by an Omega creature, they are susceptible to Spiritual Damage.

Exorcism
The Omega energy within Wretches can be *exorcised* as per the Glossary entry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d4	2d4 MK	5	3	–	–	1 SIM	–

RANKS Detection: 2, Grapple: 3, Unarmed Melee: 3, Wielding: Omega 3

HEIGHT	1.0 m (3'2")	HP	31	ACTIVE SEGMENTS	3, 6
WEIGHT	31.8 kg (70 lb)	EP	36	FOOTPRINT	1 × 1

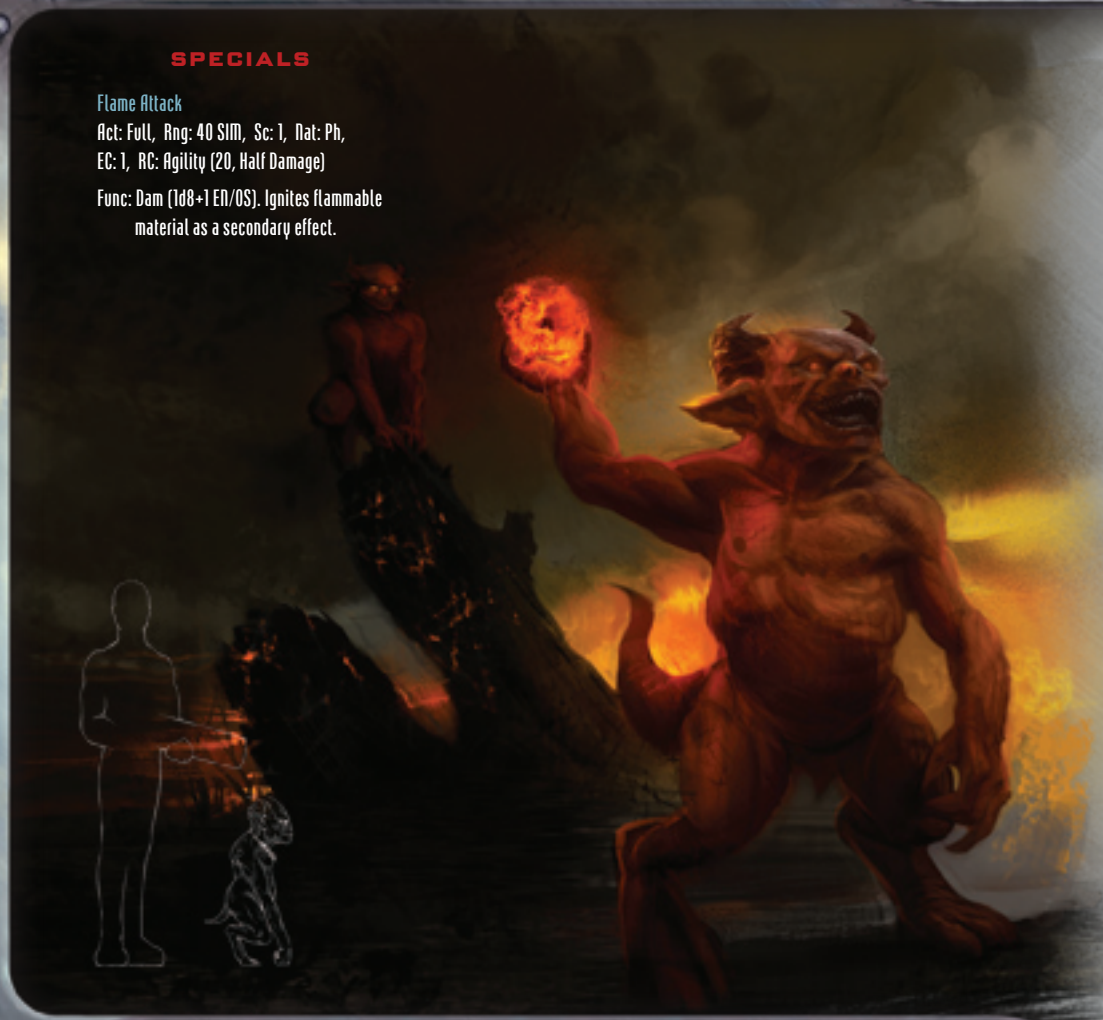
Legion Imp
DEMON

7.2.1

SPECIALS

Flame Attack
Act: Full, Rng: 40 SIM, Sc: 1, Nat: Ph,
EC: 1, RC: Agility (20, Half Damage)

Func: Dam (1d8+1 EN/OS). Ignites flammable material as a secondary effect.



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	2d6, 4d4	1d4+1 MK	4	5	–	–	1 SIM	–
Bite	2d6, 4d4	1d6+1 MK	6	2	–	–	1 SIM	–

RANKS Detection: 5, Grapple: 5, Tactics: 5, Unarmed Melee: 4, Wielding: Omega 6

Imps are small demonic critters that are skilled manipulators of fire and heat. They have red skin, move on all fours like some species of monkey, and have demonstrated a mischievous curiosity and malevolent playfulness. They are hairless creatures with small claws at the end of their hands and feet. They have pointed ears, large yellow eyes with black pupils and sharp, grotesque teeth clearly visible as part of their evil grins. Imps are capable of speaking with an annoying, high-pitched voice and tend to use disjointed, oddly pronounced words from a variety of languages. Imps have a 0.3–0.6 m (2'–3') tail that sways side-to-side as they rest comfortably on their haunches and which also provides added stability as they move. They have a habit of climbing to places where they are difficult to reach and therefore difficult to physically reprimand, knowing even the evil members of Legion will have their patience tested by their garrulous ways.

BEHAVIOR

Imps tend to seek out a more powerful member of the Legion such as a legionnaire or bone wielder and treat them like big brothers. They follow them around as best as they can, trying very hard to impress them and gain acceptance and protection. Sometimes they are successful, but most are treated poorly and often suffer considerable abuse from their more powerful Legion brethren. In combat they can use the Agony and Nihilism Intentions to launch fire projectiles or focused heat to damage their enemies and their equipment or cover (see *Flame Attack*). During combat, they stay as far away from their targets as their Effects will allow and only resort to melee combat if cornered, in which case they can be quite savage, snarling and hissing as they scratch and bite their attackers. If fighting alongside other members of Legion they find safe perches or firing positions from which to hurl their fire attacks while their comrades engage targets in close quarters combat.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	15	1d6, 5d4
Agility	16	2d6, 4d4
Conditioning	18	3d6, 3d4
Vitality	16	2d6, 4d4
Discipline	18	3d6, 3d4
Intelligence	14	1d6, 5d4
Charisma	12	6d4

SECONDARY QUALITIES

Athleticism	16	2d6, 4d4
Physical Acumen	17	2d6, 4d4
Fitness	17	2d6, 4d4
Will	17	2d6, 4d4
Wisdom	16	2d6, 4d4
Wit	13	6d4
Presence	14	1d6, 5d4

TERTIARY QUALITIES

Physis	16	–
Reaction	16	2d6, 4d4
Defense Rating	11	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
2	2	3	3	3	5	8	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	1
Melee Kinetic	2
Energy	1
Chemical	2
Void	2
Alpha	2
Omega	3

7.2.2

Damned Pain Sack

DEMON

HEIGHT	1.8 m (6')	HP	28	ACTIVE SEGMENTS	3, 6
WEIGHT	77.1 kg (170 lb)	EP	34	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	17	2d6, 4d4
Agility	15	1d6, 5d4
Conditioning	16	2d6, 4d4
Vitality	12	6d4
Discipline	18	3d6, 3d4
Intelligence	12	6d4
Charisma	10	5d4

SECONDARY QUALITIES

Athleticism	16	2d6, 4d4
Physical Acumen	16	2d6, 4d4
Fitness	14	1d6, 5d4
Will	15	1d6, 5d4
Wisdom	15	1d6, 5d4
Wit	11	5d4
Presence	14	1d6, 5d4

TERTIARY QUALITIES

Physis	14	–
Reaction	16	2d6, 4d4
Defense Rating	8	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
2	2	–	3	3	5	7	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	2
Melee Kinetic	3
Energy	2
Chemical	2
Void	2
Alpha	2
Omega	3

AKA Bag'o Bones

Pain sacks appear to be regular human beings save for a large leech-like creature attached to their chest. This creature is a grotesque, parasitic demon that burrows into their host, latching onto their heart and sending tendrils into their central nervous system. The parasite has two "limbs" that become thinner as they run just under the surface of the victim's skin, across their chest, down the length of their arms, into their hands and protruding out of each of the victim's fingers. These appendages are long, sharp, needlelike proboscises that resemble medical syringes. The host typically has a vacant stare that shows a complete absence of emotion as their personality, soul, ego and all other semblance of being has long ago retreated to some remote area of their brain, never to be found again.

BEHAVIOR

The parasite is in complete control of the host's nervous system and any resistance results in excruciating pain for the host. The host is in constant agony as their body is forced to commit horrific tasks while their mind can only bear witness to what its body has done. Pain sacks are sensitive to the vitality of their allies and are able to determine the current Health Pool of all Demons in their vicinity as a Free Action. When the parasite chooses, it will force the host to raise its arms out in front of them and run towards an ally in need of healing. When it reaches its ally, the pain sack's eight needlelike fingers enter into its ally's body, passing on regenerative blood, plasma and other organic material while draining it from the host (see *Health Transfer*). The host becomes grotesquely thin as its vital fluids are transferred to the parasite's ally. Pain sacks are also capable of attacking an enemy in this manner and draining Health rather than donating it (see *Health Drain*).



SPECIALS

Health Transfer

Act: Half, Rng: 1 SIM, Sc: 1, Nat: Ph, EC: 4, Ch/Rech: (5, 6 H) or Health Drain

Func: Heal (2d6+1 HP and 1d10 End)

Health Drain

Must *Puncture*.

Act: Half, Rng: 1 SIM, Sc: 1, Nat Ph, EC: 0, RC: Agility (15, Negates), Ch/Rech: Cannot exceed Maximum HP or EP

Func: Dam (2d6+1 HP and 1d10 EP)

Exorcism

The Omega energy within Pain Sacks can be *exorcised* as per the Glossary entry.



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	2d6, 4d4	1d4+1 MK	4	4	–	–	1 SIM	–

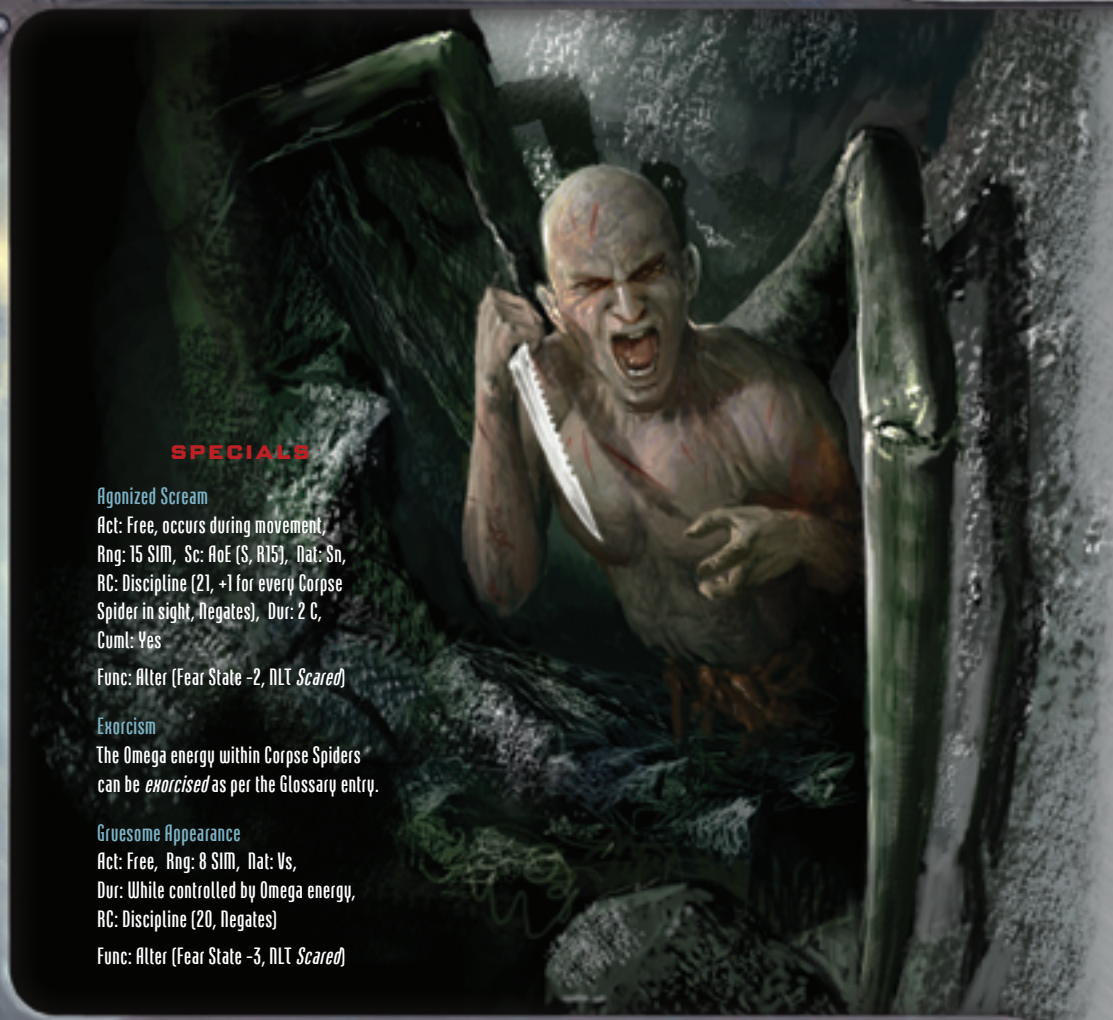
RANKS Detection: 6, Grapple: 6, Unarmed Melee: 5, Wielding: Omega 6

HEIGHT	1.6 m (5'4")	HP	53	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	54.4 kg (120 lb)	EP	50	FOOTPRINT	2 × 1.5

Damned Corpse Spider

DEMON

7.3.1



SPECIALS

Agonized Scream
Act: Free, occurs during movement,
Rng: 15 SIM, Sc: AoE (S, R15), Nat: Sn,
RC: Discipline (21, +1 for every Corpse Spider in sight, Negates), Dur: 2 C,
Cuml: Yes

Func: Alter (Fear State -2, NLT *Scared*)

Exorcism
The Omega energy within Corpse Spiders can be *exorcised* as per the Glossary entry.

Gruesome Appearance
Act: Free, Rng: 8 SIM, Nat: Vs,
Dur: While controlled by Omega energy,
RC: Discipline (20, Negates)

Func: Alter (Fear State -3, NLT *Scared*)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d6	1d6+2 MK	4	5	–	–	1 SIM	–
Melee Weapon	6d6	Weapon+2	Dependent on Weapon					
Ranged Weapon	1d8, 5d6	Weapon+2	Dependent on Weapon					

RANKS
Detection: 8, Grapple: 8, One-handed Melee: 8, Two-handed Melee: 7, Unarmed Melee: 9,
Wielding: Omega 10

Corpse spiders are a symbiotic combination of a parasitic demon and a disemboweled member of the Damned. When the parasite is introduced to the host, it anchors itself into the spine of its victim and cuts off its lower torso. The intense agony of the host feeds the demon, allowing it to quickly mature and grow eight large, arachnid legs that protrude from its back. The demon also assumes control of the mental and physical faculties of the host, taking advantage of their fully functioning arms and hands and their ability to speak and consume nutrients. Corpse spiders are grotesque abominations of life. They are visually terrifying, invoking fear in their victims, particularly through the realization that this twisted monster was once human. As the parasite's legs are attached to the spinal cord of its unwitting victim, intense screams of agony spew uncontrollably from the host as the movement of the corpse spider causes incredible pain.

BEHAVIOR

Corpse spiders are typically part of a larger, underground brood of the Damned that often inhabit subterranean caverns or the crumbling bowels of long abandoned cities. They are routinely co-located with other demonic forces such as tormentors. Corpse spiders are very dangerous opponents and, when alerted to prey, are relentless in their pursuit. Their hands are capable of using any weapon, provided they are strong enough to wield it. Using their fearsome appearance and speed to their advantage, some corpse spiders quickly close to melee range with their opponents, attempting to grapple them, gain control and use their long, sharp, arachnid legs to stab their targets. As a precursor to any attack they unleash an agonized, pain-ridden scream that the erratic movement of the corpse spider's legs causes them to experience (see *Agonized Scream*).

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	24	6d6
Agility	26	1d8, 5d6
Conditioning	27	1d8, 5d6
Vitality	26	1d8, 5d6
Discipline	23	5d6, 1d4
Intelligence	19	3d6, 3d4
Charisma	21	4d6, 2d4

SECONDARY QUALITIES

Athleticism	25	6d6
Physical Acumen	27	1d8, 5d6
Fitness	27	1d8, 5d6
Will	25	6d6
Wisdom	21	4d6, 2d4
Wit	20	4d6, 2d4
Presence	23	5d6, 1d4

TERTIARY QUALITIES

Physis	24	–
Reaction	23	5d6, 1d4
Defense Rating	12	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
2	3	–	4	4	6	10	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	3
Melee Kinetic	4
Energy	3
Chemical	6
Void	3
Alpha	3
Omega	5

7.3.2

Legion Corrupted Soul

DEMON

HEIGHT	1.8 m (5'11")	HP	44	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	81.6 kg (180 lb)	EP	45	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	24	6d6
Agility	22	5d6, 1d4
Conditioning	23	5d6, 1d4
Vitality	21	4d6, 2d4
Discipline	22	5d6, 1d4
Intelligence	18	3d6, 3d4
Charisma	23	5d6, 1d4

SECONDARY QUALITIES

Athleticism	23	5d6, 1d4
Physical Acumen	23	5d6, 1d4
Fitness	22	5d6, 1d4
Will	22	5d6, 1d4
Wisdom	20	4d6, 2d4
Wit	21	4d6, 2d4
Presence	24	6d6

TERTIARY QUALITIES

Physis	22	–
Reaction	22	5d6, 1d4
Defense Rating	11	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
2	2	4	4	4	7	10	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	2
Melee Kinetic	3
Energy	2
Chemical	2
Void	3
Alpha	3
Omega	5

AKA Zealots of the Fallen

Corrupted souls are sentient beings, usually human, that have become loyal followers of powerful members of Legion. The majority were occultists that used religious talismans, created by Zae'tan and his bone wielders, during their ceremonies. These talismans opened gateways allowing the bone wielders to locate their would-be worshippers. They then visited the occultists or projected images of themselves through the talismans providing direction and promises of great wealth and power in exchange for loyalty and servitude. Eventually, these worshippers were compelled to travel to remote locations where they were indoctrinated into Legion's ranks. Throughout these ceremonies victims are not only overwhelmed with propaganda but their very essence is tainted by the intensity of the Omega energy surrounding them, causing them to become corrupted souls.

BEHAVIOR

Corrupted souls retain their personality and try to gain access to communities and groups without drawing too much attention to themselves or the extent of their religious conviction. They come from a wide variety of backgrounds. Some are comfortable interacting with the homeless and members of the underworld while others are prominent members of society frequently in the presence of politicians and socialites. Their religious views are always just under the surface of their small talk and social interaction and they are always looking to recruit new members (see *Aura of Influence*). If confronted about their views they are persistent and stubborn. In the presence of higher ranking members of Legion, or while acting under their influence, the eyes of corrupted souls and their religious artifacts glow with an intense purple, red or blue hue. In this state, many of their Core Qualities are increased and they can quickly be worked into a mob mentality by other members of Legion, creating a deadly pack. In combat, they become unquestioning killers that would tear their enemies apart bare-handed if commanded to do so.



SPECIALS

Aura of Influence

Act: Free, Rng: 4 SIM, Sc: AoE (S, R4), Nat: Vs, EC: 0, Dur: 2 M, RC: Discipline (18, Negates).

Func: Alter (Disposition State +2, MHT *Amiable*).

Exorcism

The Omega energy within Corrupted Souls can be *exorcised* as per the Glossary entry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d6, 1d4	1d6+2 MK	6	5	–	–	1 SIM	–
Melee Weapon	5d6, 1d4	Weap+2 MK	Dependent on Weapon					
Ranged Weapon	5d6, 1d4	Weap+1 MK	Dependent on Weapon					

RANKS

Alertness: 9, Arts: 8, Coercion: 8, Commerce: 7, Core Fitness: 6, Espionage: 5, Fine Arts: 5, Melee Combat: 7, Nefarious: 9, Operate Vehicle: 6, Small Arms: 4, Technology: 7, Vehicle Systems: 4, Wielding: Omega 10

HEIGHT	1.2 m (4')	HP	59	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	113.4 kg (250 lb)	EP	69	FOOTPRINT	2 × 1

Black Tendril
DEMON

7.4.1



Black tendrils are the substance of nightmares. They are composed of writhing, undulating black tendrils of living tissue, corrupted by Omega energy. They are typically the size and shape of a large wolf, however, other specimens have been observed that display boar or bear like qualities. It has been theorized that these terrors can assume any shape as long as their mass remains the same. Regardless of their current form, their eyes glow red, hinting at the dark energy that controls them. A few individuals claim to have witnessed the birth of one of these creatures and describe it as a morbid sight in which the blood vessels and intestines of a dead animal seem to come to life, rising from the gut of the slain animal and initially taking on the rough shape of their former body. After several hours, parts of the beast darken significantly, making them appear black or a deep purple, all the while maintaining an oozing, organic texture.

BEHAVIOR

Despite the fact that they are incredibly uncommon, black tendrils are believed to be solitary creatures that have no sense of family or camaraderie. In fact, they are inherently malevolent and aggressive and mercilessly attack any living thing they encounter. They most commonly hunt under the cover of darkness, moving swiftly through the shadows. They attack at range by shooting tendrils at their targets. Once in melee range, they lash out with multiple tendrils, stabbing and slashing at their victims. Research has shown that they are intelligent creatures that often single out and attack what they perceive to be the weakest opponent first. If involved in a fight it knows it cannot win, it will inflict as much damage as possible before retreating to safety. Black tendrils do not take defeat lightly, and stalk targets that get the better of them, waiting for an opportunity to strike again.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Claws	3d8, 3d6	1d8+3 MK/OS	7	5	–	–	1 SIM	–
Tendril	3d8, 3d6	2d6+2 MK/OS	10	2	1	–	40 SIM	1/SIM

RANKS Detection: 13, Grapple: 12, Tendrils: 14, Tracking: 12, Unarmed Melee: 14, Wielding: Omega 14

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	31	3d8, 3d6
Agility	28	2d8, 4d6
Conditioning	34	5d8, 1d6
Vitality	25	6d6
Discipline	35	5d8, 1d6
Intelligence	15	1d6, 5d4
Charisma	25	6d6

SECONDARY QUALITIES

Athleticism	30	3d8, 3d6
Physical Acumen	31	3d8, 3d6
Fitness	30	3d8, 3d6
Will	30	3d8, 3d6
Wisdom	25	6d6
Wit	20	4d6, 2d4
Presence	28	2d8, 4d6

TERTIARY QUALITIES

Physis	28	–
Reaction	27	1d8, 5d6
Defense Rating	17	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
2	3	–	4	4	8	12	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	4
Energy	3
Chemical	5
Void	3
Alpha	4
Omega	6

7.4.2

Legionnaire

DEMON

HEIGHT	1.9 m (6'4")	HP	57	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	117.9 kg (260 lb)	EP	55	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	29	2d8, 4d6
Agility	22	5d6, 1d4
Conditioning	25	6d6
Vitality	32	4d8,2d6
Discipline	30	3d8, 3d6
Intelligence	15	1d6, 5d4
Charisma	34	5d8, 1d6

SECONDARY QUALITIES

Athleticism	26	
Physical Acumen	24	6d6
Fitness	29	2d8, 4d6
Will	31	3d8, 3d6
Wisdom	23	5d6, 1d4
Wit	25	6d6
Presence	32	4d8,2d6

TERTIARY QUALITIES

Physis	27	–
Reaction	24	6d6
Defense Rating	12	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
2	2	3	4	4	7	10	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	5
Energy	4
Chemical	5
Void	3
Alpha	4
Omega	6

Legionnaires are Legion's rank and file soldiers. They are hulking brutes that relish the horrors of combat, wading into the ranks of their enemies with sadistic satisfaction and confidence. Legionnaires are large humanoids with hoofed feet and legs covered in goat-like fur. The leathery skin of their face tends to be scarred from previous battles and their red eyes regard their enemies with contempt and hatred. They have long incisors and the top of their ears are typically pointed. Legionnaires have small amounts of fur across the rest of their body, mostly on their arms, chest and on their head. They are often equipped with varying amounts of spiked armor adorned with various symbols denoting rank and clan. Higher ranking soldiers may also be equipped with helmets and shields.

BEHAVIOR

Legionnaires are intelligent soldiers whose loud, guttural voices boom across the battlefield. They grudgingly obey higher ranking legionnaires out of fear and respect. They willingly obey creatures and soldiers in positions above them in the Legion's hierarchy as disobedience or failure to fulfill duties means death. This death is usually slow and painful to demonstrate the penalty for incompetence or disobedience. In combat, legionnaires will hold back until the shock troops have engaged the enemy. They then surge forward into the shattered ranks of their enemies. Groups of legionnaires fighting without other support eagerly engage groups of targets that outnumber themselves, relying on their physical capabilities and combat prowess to bring them victory. Once engaged in combat, legionnaires never willingly retreat; they would rather die in combat than let their fear overcome them in the presence of their enemies.



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	1d8, 5d6	1d10+3 MK	8	4	–	–	1 SIM	–
Melee Weapon	1d8, 5d6	Weapon+3	6	2	–	–	1 SIM	–
Ranged Weapon	6d6	Weapon+1	Dependent on Weapon					

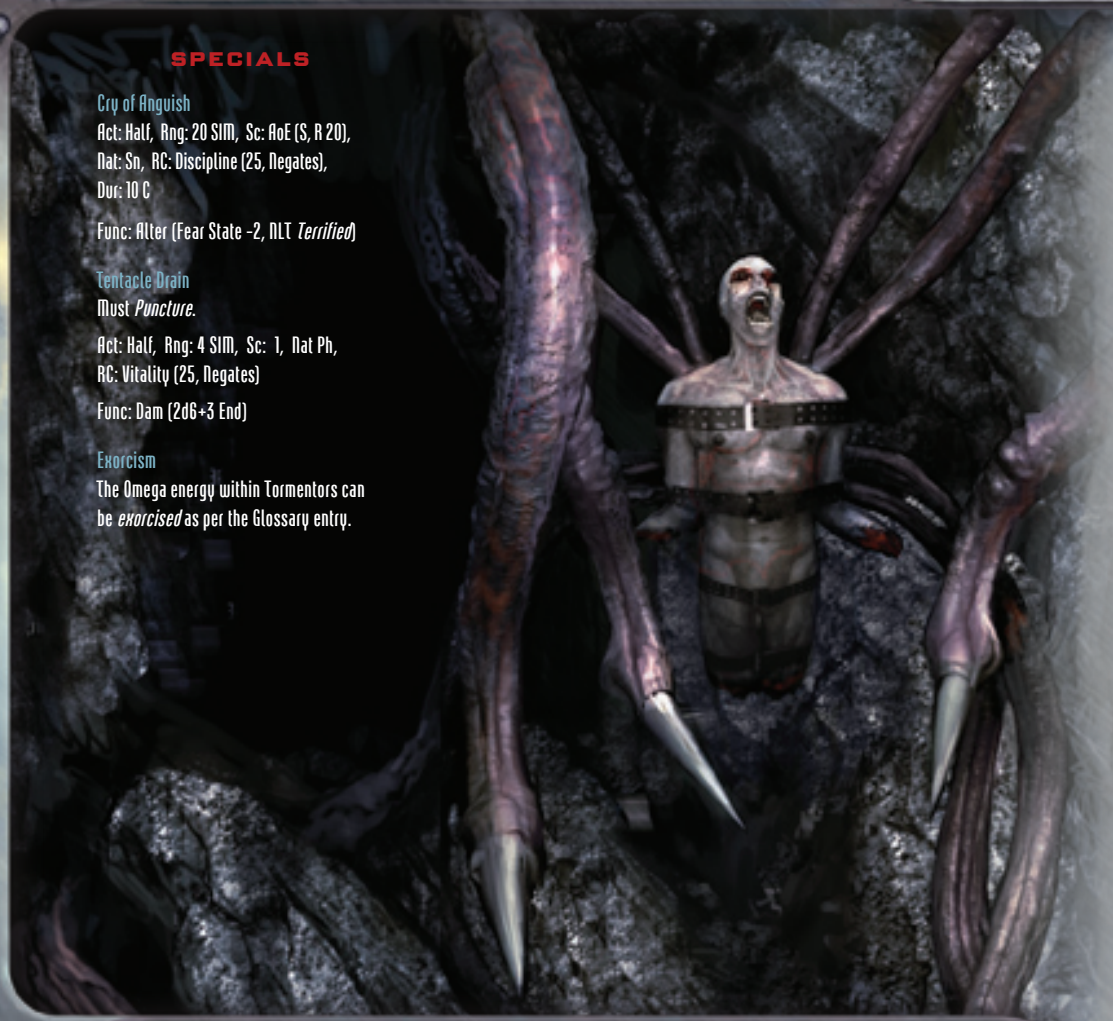
RANKS Alertness: 10, Arts: 9, Coercion: 9, Core Fitness: 9, Melee Combat: 12, Military Theory: 9, Nefarious: 9, Technology: 8, Wielding: Omega 14

HEIGHT	2.1 m (7')	HP	68	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	127 kg (280 lb)	EP	64	FOOTPRINT	4 × 4

Damned Tormentor

DEMON

7.4.3



SPECIALS

Cry of Anguish

Act: Half, Rng: 20 SIM, Sc: AoE (S, R 20), Nat: Sn, RC: Discipline (25, Negates), Dur: 10 C

Func: Alter (Fear State -2, NLT *Terrified*)

Tentacle Drain

Must *Puncture*.

Act: Half, Rng: 4 SIM, Sc: 1, Nat Ph, RC: Vitality (25, Negates)

Func: Dam (2d6+3 End)

Exorcism

The Omega energy within Tormentors can be *exorcised* as per the Glossary entry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d8, 1d6	2d6+3 MK	6	4	–	–	4 SIM	–

RANKS Detection: 16, Grapple: 15, Omega: 16, Unarmed Melee: 16

Tormentors are the result of a union between a human victim and a demonic parasite, itself consisting of a small central nerve center with eight long tentacles extending from it. Each of the parasite's tentacles ends with a razor sharp talon. These parasites attach themselves to the spine of the victim, creating a horrific symbiosis in which they provide their victim with life-sustaining fluids and nutrients while the victim provides the anguish and suffering that empowers the demon. The parasite uses its small mouth to bite into the back of its victim. It then penetrates into the victim's spinal cord with its sharp tongue with which it is able to control the movement and speech of its unfortunate victim. The tormentor uses its tentacles to pull itself forward along the ground and to grasp walls, ceilings and anyting else it can drive a tentacle into or wrap around for leverage. These terrifying creatures were christened "tormentors" because of the ironic tears, tortured cries of sorrow and eerie pleading for forgiveness that spew forth from the hapless body of their victim as the demon attacks.

BEHAVIOR

Tormentors are creatures of darkness. They have found homes deep underground in caves, tombs, and long ago forgotten sub-structures of now ancient cities. They are drawn to fear and use it to locate their victims. When they believe prey is in the area they use one of their many tentacles to stab their would-be captive, driving a sharp talon directly into a nerve bundle, causing the unfortunate soul to cry out in an agonized blood-curdling scream (see *Cry of Anguish*). The fear generated by this scream allows tormentors to quickly locate their prey at which point they converge rapidly and attack as soon as they are in range. All of the tentacles are capable of striking targets with their sharp talons and inflicting damage as well as draining the energy of their victims (see *Tentacle Drain*).

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	35	5d8, 1d6
Agility	32	4d8,2d6
Conditioning	34	5d8, 1d6
Vitality	34	5d8, 1d6
Discipline	30	3d8, 3d6
Intelligence	18	3d6, 3d4
Charisma	33	4d8,2d6

SECONDARY QUALITIES

Athleticism	34	5d8, 1d6
Physical Acumen	33	4d8,2d6
Fitness	34	5d8, 1d6
Will	32	4d8,2d6
Wisdom	24	6d6
Wit	26	1d8, 5d6
Presence	34	5d8, 1d6

TERTIARY QUALITIES

Physis	31	–
Reaction	29	2d8, 4d6
Defense Rating	14	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
2	3	–	5	6	8	10	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	5
Energy	4
Chemical	5
Void	4
Alpha	4
Omega	6

7.5.1

Legion Bone Wielder

DEMON

HEIGHT	1.8 m (6')	HP	72	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	72.6 kg (160 lb)	EP	80	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	28	2d8, 4d6
Agility	36	6d8
Conditioning	38	1d10, 5d8
Vitality	34	5d8, 1d6
Discipline	42	2d10, 4d8
Intelligence	24	6d6
Charisma	40	1d10, 5d8

SECONDARY QUALITIES

Athleticism	32	4d8,2d6
Physical Acumen	37	6d8
Fitness	36	6d8
Will	38	1d10, 5d8
Wisdom	33	4d8,2d6
Wit	32	4d8,2d6
Presence	34	5d8, 1d6

TERTIARY QUALITIES

Physis	35	–
Reaction	33	4d8,2d6
Defense Rating	16	–

MOVEMENT RATES

3	3	4	4	4	8	12	–
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	5
Energy	3
Chemical	5
Void	4
Alpha	5
Omega	7

Bone wielders are grotesque beings named for their masks, created from the skulls of large animals. They are Wielders of the Elemental Source and puppeteers, eagerly seducing and manipulating susceptible followers of the occult paths, converting these men and women into corrupted souls. Before the creation of Legion, bone wielders were Grigori soldiers and servants that served under Zae'tan. They were some of the most talented Wielders in the service of the ophanum and united in bonds of brotherhood forged through centuries of standing shoulder to shoulder in combat and training. The dark energy of the Omega Convergence changed these Grigori into the hunched and twisted forms now known as bone wielders. Although their masks and robes create an ominous uniform, their bodies are quite varied. Some are tall and slight, while others are hunched and deformed with their shoulders slouched to one side or their spines curved unnaturally. They all project intense, raw energy despite their broken forms and their powerful voice resonates from the dark depths behind their masks.

BEHAVIOR

Bone wielders are manipulative Insight Wielders that use the many talismans and trinkets they have deposited around the world to communicate with those that find them (see *Omega Communion*). If the bone wielder determines those on the other side of the device are susceptible to the dark promises of Legion, they will reveal their existence and begin manipulating the weak-willed finder of the talisman. These unfortunate beings will eventually be transformed into corrupted souls. Bone wielders also act as the spiritual advisors to Zae'tan and the Fallen, ensuring they fulfill their own roles as figureheads and maintain the undying loyalty of their fiendish worshippers—the throngs of corrupted souls, imps and other members of Legion. In combat, bone wielders use Agony, Damnation and Nihilism Effects to spread chaos and destruction throughout the ranks of their enemies. If forced into melee combat, they fight with two intricate, curved daggers kept hidden within their robes.



SPECIALS

Omega Communion

Bone Wielders have the ability to commune telepathically with Corrupted Souls that are in possession of artifacts that have been enchanted with Insight Effects. In some cases, these artifacts can be used to create portals through which Bone Wielders and the Corrupted Souls they influence to see and hear one another.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	4d8,2d6	1d10+3 MK	4	5	–	–	1 SIM	–
Melee Weapon	4d8,2d6	Weapon+3	Dependent on Weapon					
Ranged Weapon	6d8	Weapon+2	Dependent on Weapon					

RANKS

Alertness: 18, Arcane: 18, Arts: 17, Coercion: 18, Commerce: 16, Core Fitness: 12, Espionage: 14, Fine Arts: 15, Melee Combat: 14, Nefarious: 18, Technology: 12, Wielding: Agony 17, Being 15, Constancy 18, Control 17, Damnation 15, Elemental 18, Insight 18, Nihilism 17, Omega 18

HEIGHT	1.9 m (6'4")	HP	86	ACTIVE SEGMENTS	2, 3, 5, 6
WEIGHT	86.2 kg (190 lb)	EP	88	FOOTPRINT	1 × 1

Damned Conscriptor

DEMON

7.5.2



SPECIALS

Petrifying Appearance
Act: Free, Rng: 8 SIM, Sc: AoE (S, R8), Nat: Vs, Dur: 10 M, RC: Discipline (25, Negates)

Func: Alter (Fear State -4)

***Paralytic Chains**
When a target is struck by the Conscriptor's chains, they must make a Discipline RC against a DR 30. Failure results in the victim being *Paralyzed* for 2 M.

***Spiritual Chains**
When a Conscriptor successfully uses their chains to gain *Control* of a target, and so long as the target remains under *Control*, Conscriptors can change their Density State Component, their belongings and the target and target's belongings, to *Spiritual* at will. This allows the Conscriptor and their victims to pass through solid materials.

Spiritual Attributes
When Conscriptors are in Spiritual form, they are considered Omega spirits and follow the rules as per the *Spiritual Creatures* Glossary entry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	2d10, 4d8	1d10+4 MK/OS	8	5	–	–	1 SIM	–
Melee Weapon	2d10, 4d8	Weapon+4	Dependent on Weapon					
Ranged Weapon	2d10, 4d8	Weapon+2	Dependent on Weapon					
Chains*	2d10, 4d8	2d8+2 MK/OS	16	2	–	–	10 SIM	–

RANKS
Alertness: 18, Arcane: 17, Arts: 14, Commerce: 11, Core Fitness: 18, Espionage: 18, Intimidation: 18, Melee Combat: 17, Nefarious: 18, Technology: 10, Wielding: Being 15, Control 18, Omega 18

AKA Collectors, The Tax Man

The sole purpose of a conscriptor is to subdue and capture living, intelligent beings and transport them to whatever master the conscriptor serves. Typically, these masters are powerful demonic entities that are part of the horrific faction known as the Damned. Conscriptors appear as large cloaked figures that hide their features in hooded shadows and move with purposeful strides. When confronting their target, they pull back their hood to reveal pale skin and hideous mutilations designed to induce fear and shock in their victims. The eyes of these intimidating beings have been covered by strips of metal embedded in their flesh. They do not require sight and can easily sense their victims. They deliberately lack a mouth, for they have nothing to say and cannot be negotiated with. Conscriptors are armed only with the long chains they use to attack their victims and shackle them during transportation.

BEHAVIOR

Conscriptors are essentially the vehicle through which the majority of the demonic army of the Damned is "recruited". Conscriptors are capable of using Wielding Effects to alter their bodies and change their Density State Component to Spiritual, allowing them to pass through solid objects and rendering them invulnerable to standard weapons. They use the element of surprise to gain an advantage over their victims. It is not uncommon for conscriptors to wait until their victims are asleep before attacking. Their horrific appearance may cause their victims to be paralyzed with fear, ensuring an easy capture (see *Petrifying Appearance*). When their long chains strike a victim or are wrapped around them, they may unleash an Effect that paralyzes the victim, rendering them unable to move (see *Paralytic Chains*). Once entangled in the chains, the victim's Density State will be changed along with that of the conscriptor allowing them to also pass through solid objects (see *Spiritual Chains*).

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	44	3d10, 3d8
Agility	42	2d10, 4d8
Conditioning	44	3d10, 3d8
Vitality	42	2d10, 4d8
Discipline	44	??
Intelligence	26	1d8, 5d6
Charisma	40	1d10, 5d8

SECONDARY QUALITIES

Athleticism	43	2d10, 4d8
Physical Acumen	43	2d10, 4d8
Fitness	43	2d10, 4d8
Will	43	2d10, 4d8
Wisdom	35	5d8, 1d6
Wit	33	4d8,2d6
Presence	42	2d10, 4d8

TERTIARY QUALITIES

Physis	40	–
Reaction	39	1d10, 5d8
Defense Rating	20	–

MOVEMENT RATES

3	4	4	4	4	8	12	18
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	6/Immune
Melee Kinetic	5/Immune
Energy	6/Immune
Chemical	7/Immune
Void	5/Immune
Alpha	5
Omega	7

7.6.1

Damned Desecrated

DEMON

HEIGHT	7.6 m (25')	HP	108	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	1,588 kg (3,500 lb)	EP	101	FOOTPRINT	4 × 5

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	60	2d12, 4d10
Agility	52	5d10, 1d8
Conditioning	50	5d10, 1d8
Vitality	58	1d12, 5d10
Discipline	51	5d10, 1d8
Intelligence	14	1d6, 5d4
Charisma	57	1d12, 5d10

SECONDARY QUALITIES

Athleticism	56	1d12, 5d10
Physical Acumen	51	5d10, 1d8
Fitness	54	6d10
Will	55	6d10
Wisdom	33	4d8,2d6
Wit	36	6d8
Presence	59	2d12, 4d10

TERTIARY QUALITIES

Physis	49	–
Reaction	44	3d10, 3d8
Defense Rating	16	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
5	5	5	6	6	12	18	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	6
Melee Kinetic	7
Energy	5
Chemical	6
Void	5
Alpha	6
Omega	8

Desecrated are the results of the introduction of a demonic parasite into a Damned wastes giant. The parasite systematically burrows through every bone in the host's body, expanding some of the joints and making the creature taller than its original form. When the tendrils reach the end of the toes, they harden and become claw-like. At the end of the fingers the tendrils remain movable and act like short tentacles. As needed, desecrated can make their tendrils rigid and use them like blades for slashing or piercing their opponents. When the parasite reaches the head, its tendrils pierce through the host's gums, push out their teeth and subsequently become longer, sharper replacements. The parasite also expands the host's muscle mass, making them even more powerful. Unfortunately, their skin is unable to withstand the stress this rapid expansion creates and gruesomely tears in various places on the body. The parasite also alters the genetic code of the host, making its body develop thick calcium deposits that act as armor to protect vital areas such as the chest and provide resilient striking surfaces on the elbows, knuckles and backs of the hands, transforming the already fierce wastes giant into a monstrous demon.

BEHAVIOR

Desecrated are physically powerful demons and a deadly force on the battlefield. They are acutely aware of their place as the senior soldiers in the front line of the army of the Damned. They act as sergeants, leading small squads of lower-ranking Damned, following the commands and executing the orders passed down from the pscions. In combat, desecrated are savage warriors. Their claws are vicious weapons and provide them with a tremendous grip, making them fierce grapplers. They charge fearlessly towards their enemies with powerful steps, entering melee range as quickly as possible. Their powerful jaw can be used to bite a victim; the tendrils that formed the teeth clamp down with an incredibly strong bite allowing the desecrated to rip huge chunks out of their victim.



SPECIALS

Exorcism

The Omega energy within Desecrated can be *exorcised* as per the Glossary entry.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Claws	1d12, 5d10	2d12+6 MK	12	3	–	–	2 SIM	–
Bite	1d12, 5d10	4d10+6 MK	–	1	–	–	1 SIM	–

RANKS Detection: 20, Grapple: 23, Intimidation: 24, Unarmed Melee: 22, Wielding: Omega 24

HEIGHT	6.1 m (20')	HP	110	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	1,134 kg (2,500 lb)	EP	107	FOOTPRINT	3.5 × 4.5

Legion Executioner

DEMON

7.6.2



SPECIALS

Whips

An Executioner's Whips can be used to conduct attacks that replicate Grappling techniques such as Trip, Choke and Disarm. When attempting these techniques the penalties associated with these attacks, as explained in section *7.10.4 Special Attacks and Grappling* of the CRB, are also applied to the Attack Attempt.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d10	2d6+5 MK	8	4	–	–	1 SIM	–
Axes	6d10	2d12+5 MK	12	2	–	–	2 SIM	–
Whips*	6d10	2d8+5 MK	12	2	–	–	8 SIM	–

RANKS Detection: 19, Grapple: 21, Intimidation: 23, Leadership: 12, Tactics: 15, Unarmed Melee: 23, Wielding: Omega 24

The executioners were created when the intense energy of the Omega Convergence was used to alter some of the elite grigori warriors that served under the command of Zae'tan. They are larger, stronger and more cunning than the legionnaires and are filled with a lust for blood and violence. Executioners are hulking brutes that shake the ground with their steps and are typically equipped with large pieces of armor created from the bones of large, predatory creatures. Their skin has a reddish tinge and their overdeveloped muscles are covered in veins. They are typically streaked with blood, their massive rectangular bucklers emblazoned with the markings of their unit. Executioners have large, double-bladed axes firmly attached to the top of each of their wrists, a deadly extension to their bucklers. Although their axes and fists are used as their primary weapons in battle, these warmongers also carry a long whip in one hand and a flail of equal length in the other, providing them with extended range when required.

BEHAVIOR

Despite their brutish appearance, executioners are intelligent and skilled combatants that provide inspiration to the other members of Legion. In the surreal calm that precedes battle, executioners will adorn themselves with the blood of their brethren. They willingly cut themselves, smearing their blood across the shields and equipment of their fellow soldiers before a solid punch in the chest, a salute to the trust they have in one another. In battle, executioners are vicious killing machines that show no mercy, respecting those that fall before their massive strikes and cursing the cowards that flee before them. They use their bracers and axes to efficiently transition between offense and defense in the same powerful stroke. Executioners look for opportunities to assist other members of Legion by using their whips to trip, disarm or hold a target or by using their long flail to strike an unsuspecting enemy.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	58	1d12, 5d10
Agility	50	5d10, 1d8
Conditioning	54	6d10
Vitality	56	1d12, 5d10
Discipline	53	6d10
Intelligence	16	2d6, 4d4
Charisma	56	1d12, 5d10

SECONDARY QUALITIES

Athleticism	54	6d10
Physical Acumen	52	5d10, 1d8
Fitness	55	6d10
Will	55	6d10
Wisdom	35	5d8, 1d6
Wit	36	6d8
Presence	57	1d12, 5d10

TERTIARY QUALITIES

Physis	49	–
Reaction	44	3d10, 3d8
Defense Rating	20	–

MOVEMENT RATES

Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly
2	3	3	3	4	10	16	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	6
Melee Kinetic	8
Energy	5
Chemical	6
Void	5
Alpha	6
Omega	8

7.7.1

Legion Fallen

DEMON

HEIGHT	3.4 m (11')	HP	140	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	385.6 kg (850 lb)	EP	128	FOOTPRINT	2.5 × 3

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	63	3d12, 3d10
Agility	64	3d12, 3d10
Conditioning	62	3d12, 3d10
Vitality	64	3d12, 3d10
Discipline	66	4d12, 2d10
Intelligence	25	6d6
Charisma	64	3d12, 3d10

SECONDARY QUALITIES

Athleticism	64	3d12, 3d10
Physical Acumen	63	3d12, 3d10
Fitness	63	3d12, 3d10
Will	65	4d12, 2d10
Wisdom	46	3d10, 3d8
Wit	45	3d10, 3d8
Presence	64	3d12, 3d10

TERTIARY QUALITIES

Physis	58	–
Reaction	55	6d10
Defense Rating	25	–

MOVEMENT RATES

4	5	5	6	6	14	22	35
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	8
Melee Kinetic	10
Energy	9
Chemical	10
Void	7
Alpha	7
Omega	9

The Fallen are what remains of the Ophanum Flight that supported Zae'tan during his perfidious treachery. They remained by his side, sharing the corruptive transformation caused by the Omega Convergence and were rewarded appropriately. They traded their supple, leathery wings for rougher, scaly ones and their smooth skin for a rough, red hide ironically reminiscent of ophanum armor. Their faces and bodies became horribly scarred and disfigured forcing many Fallen to wear helmets and armor, shameful of their transformed bodies. The constant influence of Omega caused them to fashion menacing, and vicious looking armor and weapons, all crafted from the bones of large predatory animals. They have become more fearsome and savage warriors since their transformation, using their increased physical power to complement the finesse gained from centuries of melee combat training. Their transformation has also granted them larger horns, long, sharp incisors and eyes with large yellow irises around small black pupils.

BEHAVIOR

The Fallen are fearless warriors filled with hatred and contempt for all sentient beings other than their brethren. They wait patiently for the Evolutionary War when they will once again enter the field of battle en masse, laying waste to their ancient enemies, the seraph and the ophanum. They are incredibly aggressive and use their wings to fly into the ranks of enemy forces, using their large size and strength to create chaos in the front line; their vicious weapons weakening the resolve of their opponents with every powerful strike. Fallen are quite protective of their former grigori servants and come to the aid of any bone wielder that requires assistance. That being said, they will not risk the lives of their brethren for that of a former slave or asset. Fallen will only withdraw under orders from a superior officer or in the event that Zae'tan requires their assistance.



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	3d12, 3d10	2d8+6 MK	4	5	–	–	1 SIM	–
Melee Weapon	3d12, 3d10	Weapon+6	Dependent on Weapon					
Ranged Weapon	3d12, 3d10	Weapon+3	Dependent on Weapon					

RANKS

Alertness: 29, Arts: 10, Core Fitness: 28, Espionage: 24, Grapple: 30, Intimidation: 29, Leadership: 30, Melee Combat: 30, Nefarious: 26, Tactics: 25, Wielding: Omega 30

HEIGHT	2.0 m (6'6")	HP	135	ACTIVE SEGMENTS	1, 2, 4, 6
WEIGHT	97.5 kg (215 lb)	EP	133	FOOTPRINT	1 × 1

Damned Pscion
DEMON

7.7.2



SPECIALS

Pscionic Insight
Act: Full, Rng: 50 SIM, Sc: 1, Nat: Bl, EC: 10, RC: Discipline [40, Alerts victim to Probe; 50 prevents Probe (Targets may add their Insight Ranks to their RC roll)], Ch/Rech: (2, 1 D), Cuml: Yes

Func: Access information as per Duration below.

Dur: Varies according to desired age of information:

- 1 S reveals information < 1 hour old
- 2 S reveals information < 1 day old
- 3 S reveals information < 1 week old
- 4 S reveals information < 1 month old
- 5 S reveals information < 1 year old
- 6 S reveals information < 1 decade old
- 2 C reveals information < 1 century old

Pscionic Drain
Act: Full, Rng: 25 SIM, Sc: 1, Nat: Bl, EC: 15, RC: Discipline (45, Negates; 40, Half Damage), Ch/Rech: (3, 1 H)

Func: Dam (3d10+3 EN)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	1d12, 5d10	2d8+6 MK	8	4	–	–	1 SIM	–
Melee Weapon	1d12, 5d10	Weapon+6	Dependent on Weapon					
Ranged Weapon	3d12, 3d10	Weapon+3	Dependent on Weapon					

RANKS
Alertness: 26, Arcane: 28, Arts: 24, Coercion: 29, Commerce: 25, Core Fitness: 22, Espionage: 20, Fine Arts: 22, Melee Combat: 24, Nefarious: 27, Technology: 18, Wielding: Agony 28, Being 28, Control 24, Damnation 21, Insight 22, Malice 22, Nihilism 24, Omega 30

Pscions are Wielders of formidable power and act as the representatives of Queen Ra'Kenai and her army of the Damned. They prey on the minds and emotions of their enemies, destroying their will to fight and overwhelming them with fear and doubt. Pscions are typically clad in long robes with hoods that normally veil their face and hide their shaved, tattooed heads and tall, slim frames. They are able to communicate telepathically and vocally, but prefer to parley face-to-face to allow their grotesque appearance to make their opponents uncomfortable and afraid. Their nose and mouth are anatomically balanced for a human of the same size but the space where their eyes should be is occupied by a pair of matching mouths, angled slightly, giving these creatures a nightmarish appearance. When pscions speak, all three of their mouths speak in unison; the strength of their voices creates the illusion of surrounding all those within hearing range. Although they cannot see, pscions use their telepathic abilities to sense the world around them.

BEHAVIOR

Pscions revel in the anguish of their enemies and are able to dominate them physically, mentally and emotionally. Not only are they skilled unarmed combatants, they are skilled Wielders that use the Insight Intention to learn everything they can about their opponents in order to use their memories, fears and knowledge against them (see *Pscionic Insight*). Pscions can use the knowledge they have gained to manipulate their opponents; they speak the words their enemy does not want to hear, striking at their psychological weak points and wreaking havoc on their perception of reality. They exaggerate fears, intensify previous trauma and inject thoughts and images of those things in life that people do not want to face such as the loss of a loved one, the torture or abuse of a family member and situations of rejection, humiliation or failure (see *Psionic Drain*).

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	54	6d10
Agility	61	2d12, 4d10
Conditioning	63	3d12, 3d10
Vitality	60	2d12, 4d10
Discipline	70	5d12, 1d10
Intelligence	35	5d8, 1d6
Charisma	66	4d12, 2d10

SECONDARY QUALITIES

Athleticism	58	1d12, 5d10
Physical Acumen	62	3d12, 3d10
Fitness	62	3d12, 3d10
Will	65	4d12, 2d10
Wisdom	53	6d10
Wit	51	5d10, 1d8
Presence	60	2d12, 4d10

TERTIARY QUALITIES

Physis	58	–
Reaction	55	6d10
Defense Rating	26	–

MOVEMENT RATES

4	5	5	6	6	13	19	–
Swim	Crawl	Mnky-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	7
Melee Kinetic	7
Energy	7
Chemical	8
Void	6
Alpha	6
Omega	8

7.8.1

Aberrant Reaper

DEMON

HEIGHT	2.0 m (6'8")	HP	190	ACTIVE SEGMENTS	1, 2, 3, 5, 6
WEIGHT	93.0 kg (205 lb)	EP	150	FOOTPRINT	1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	69	5d12, 1d10
Agility	78	1d20, 5d12
Conditioning	75	6d12
Vitality	71	5d12, 1d10
Discipline	75	6d12
Intelligence	49	4d10, 2d8
Charisma	76	6d12

SECONDARY QUALITIES

Athleticism	74	6d12
Physical Acumen	77	1d20, 5d12
Fitness	73	6d12
Will	73	6d12
Wisdom	62	3d12, 3d10
Wit	63	3d12, 3d10
Presence	73	6d12

TERTIARY QUALITIES

Physis	70	–
Reaction	68	4d12, 2d10
Defense Rating	34	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
6	6	7	7	8	18	28	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	8
Melee Kinetic	7
Energy	7
Chemical	8
Void	8
Alpha	8
Omega	10

AKA Shifting Reaper, Deviant Reaper, Phase Reaper

Aberrant reapers are extremely intelligent hunters that delight in the torment of their prey. Whatever soul these beings once possessed has been completely overtaken by the dark energy of Omega. Aberrant reapers are hairless, wiry, pale-skinned men whose faces appear artificially aged compared to the rest of their body. They have a very unsettling appearance. Their movements are lithe, their gestures suggestive and their intense gaze seems to undress their victims and make their skin crawl. Their effeminate behavior may be disarming at first glance, but the aura of power that emanates from them quickly destroys any hope of compassion or mercy, as do the massive sickles, scythes and other curved blades they are renowned for carrying. Aberrant reapers have an accelerated, disjointed stride that creates a visual effect similar to frames being missing from film or digital data skipping.

BEHAVIOR

Aberrant reapers are devilishly intelligent creatures that demonstrate murderous, torturous, sadistic and abusive behavior, thriving on the perpetuation of suffering in all its forms. They are intensely vain creatures that feel they are vastly superior to all Terran life. They manipulate or intimidate weaker beings into servitude; ensuring menial tasks are performed by inferiors who are viciously punished for the smallest infraction. Aberrant reapers are skilled Wielders of the Being and Omega Sources and the Constancy and Damnation Intentions. Before engaging in combat, they create an Effect designed to lower the Strength of as many targets as possible (see *Draining Presence*). They also initiate another Effect to slow the speed of their adversaries (see *Slowing Pulse*). They are skilled combatants that use their speed and unusual movement to quickly enter melee range. They are able to detect which of their adversaries are not active in a particular Segment, and less capable of defending themselves, and focus their attacks on them.



SPECIALS

Detect Activity

As a Free Action, Aberrant Reapers can detect which targets are not Active in that Segment, attacking those that cannot use Active Defense.

Draining Presence

Act: Free, Sc: AoE (S, R20), Nat: Au, RC: Vitality (40, Negates), Dur: 2 C

Func: Alter (-5 DPS to all Physical Skill Checks)

Slowing Pulse

Act: Half, Sc: AoE (S, R20 centered on Reaper), Nat: Bl, EC: 15, RC: Discipline (40, Negates), Dur: 1 C, Ch/Rech: (3, 1 H)

Func: Alter (MR reduced by 5)

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d12	3d6+7 MK/OS	10	5	–	–	1 SIM	–
Melee Weapon	6d12	Weapon+7	Dependent on Weapon					
Sickle	6d12	4d10+7 MK/OS	16	2	–	–	2 SIM	–

RANKS

Alertness: 34, Arcane: 35, Arts: 34, Coercion: 36, Commerce: 33, Core Fitness: 31, Fine Arts: 35, Melee Combat: 33, Nefarious: 35, Technology: 28, Wielding: Being 34, Constancy 34, Control 30, Damnation 33, Omega 36

HEIGHT	5.8 m (19')	HP	200	ACTIVE SEGMENTS	1, 2, 3, 5, 6
WEIGHT	1,088 kg (2,400 lb)	EP	150	FOOTPRINT	5 × 4

Queen Ra'Kenai
DEMON

7.8.2



SPECIALS

Horrific Aura
Act: Free, Sc: AoE (S, R25), Nat: Au, RC: Discipline (40, Negates), Dur: 2 C

Func: Alter (Fear State -7, NLT *Terrified*)

Rending Attack
Act: Full, Rng: 30 SIM, Sc: 1, Nat: Bl, EC: 25, RC: Vitality (45, Negates; 40, Half Damage), Dur: Continues until victim released, Ch/Rech: (2, 1 H)

Func: DoT (4d20+5 HP, 1d12/S attack continues)

Corpse Absorption
If the Queen delivers an attack that drops a target's HP below 0 and the body is left in the Queen's presence after combat for more than 1 M, it is absorbed into the Queen's body, adding its memories to her own, and preventing Resuscitation while the Queen lives.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d12	3d6+7 MK/OS	10	4	–	–	1 SIM	–
Sickle Appendages	6d12	4d10+7 MK/OS	16	2	–	–	2 SIM	–

RANKS
Alertness: 33, Arcane: 34, Arts: 30, Coercion: 35, Commerce: 30, Core Damnation: 33, Espionage: 33, Fine Arts: 31, Fitness: 35, Melee Combat: 35, Nefarious: 32, Technology: 24, Wielding: Agony 35, Being 34, Control 32, Nihilism 34, Omega 38

Queen Ra'Kenai rules the Damned from deep within her palatial, subterranean lair. She is a massive demon with her former human form suspended from the front of her massive chest. She uses this human form as the vessel through which she communicates with other sentient creatures. Throughout her fleshy mass, various faces, heads and other body parts of the many beings she has destroyed and subsequently absorbed can be seen writhing and screaming in agony while pushing outwards from within their hideous prison. The arms and head of her suspended human form can move with a limited range, while her multitude of limbs and appendages protrude from her gruesome, twisted body. Queen Ra'Kenai's massive girth is supported by a host of large, strong tentacles that carry her immense weight, making her body sway slightly from side to side as the tentacles flex and relax. Her two large and heavily muscled arms are her primary means of engaging in melee combat. Instead of hands, each arm has a fleshy, spiked mass from which protrudes a large, serrated, scythe-like blade.

BEHAVIOR

Queen Ra'Kenai is a ruthless, tyrannical leader that expects nothing but immediate gratification for her every want and need. Her many informants and spies keep her aware of the political workings and interesting events transpiring across the planet so she can calculate the next step on her agenda of domination. Her vicious and efficient combat abilities are rarely ever used except to punish those who fail to meet her expectations. Queen Ra'Kenai is a powerful Wielder of the Being and Omega Sources, and the Agony, Control and Damnation Intentions whose destructive capability is matched only by her arrogance. The horror produced by the many beings trapped within her body is a powerful psychological weapon that undermines the confidence and emotional strength of her adversaries, reducing most to withered shells of their former selves who would rather flee than face her (see *Horrific Aura*).

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	78	1d20, 5d12
Agility	72	5d12, 1d10
Conditioning	74	6d12
Vitality	78	1d20, 5d12
Discipline	76	6d12
Intelligence	58	1d12, 5d10
Charisma	78	1d20, 5d12

SECONDARY QUALITIES

Athleticism	75	6d12
Physical Acumen	73	6d12
Fitness	76	6d12
Will	77	1d20, 5d12
Wisdom	67	4d12, 2d10
Wit	68	4d12, 2d10
Presence	78	1d20, 5d12

TERTIARY QUALITIES

Physis	73	–
Reaction	71	5d12, 1d10
Defense Rating	36	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
5	–	–	–	8	15	22	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	9
Melee Kinetic	7
Energy	8
Chemical	8
Void	9
Alpha	8
Omega	10

7.8.3

T'ar'gus, Lord of Chains

DEMON

HEIGHT	7.6 m (25')	HP	200	ACTIVE SEGMENTS	1, 2, 3, 5, 6
WEIGHT	1,814.4 kg (4,000 lb)	EP	149	FOOTPRINT	7 × 4

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	78	1d20, 5d12
Agility	75	5d12, 1d10
Conditioning	76	5d12, 1d10
Vitality	78	1d20, 5d12
Discipline	73	6d12
Intelligence	19	3d6, 3d4
Charisma	74	6d12

SECONDARY QUALITIES

Athleticism	77	1d20, 5d12
Physical Acumen	76	5d12, 1d10
Fitness	77	1d20, 5d12
Will	76	5d12, 1d10
Wisdom	46	3d10, 3d8
Wit	47	4d10, 2d8
Presence	76	5d12, 1d10

TERTIARY QUALITIES

Physis	68	–
Reaction	61	2d12, 4d10
Defense Rating	28	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
7	7	7	7	8	18	28	–

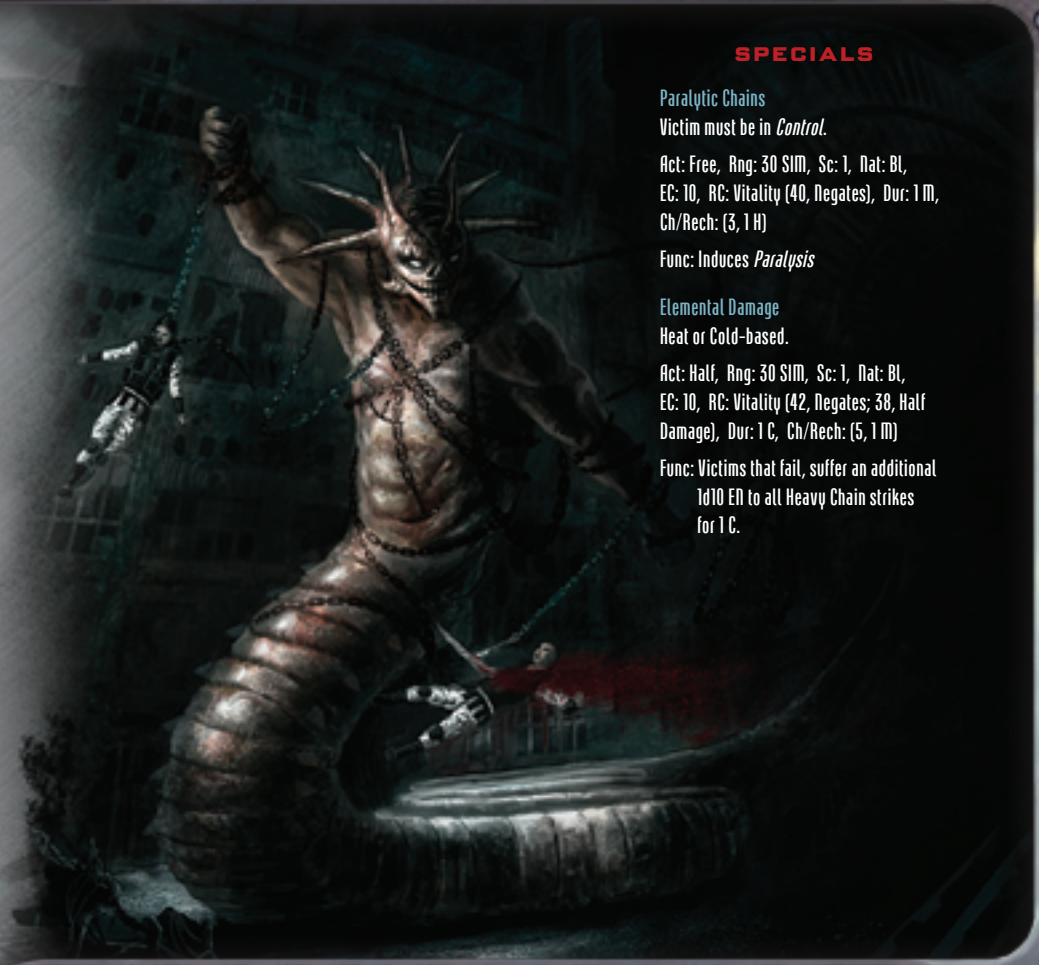
ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	9
Melee Kinetic	10
Energy	9
Chemical	10
Void	7
Alpha	8
Omega	10

As second-in-command of the army of the Damned, T'ar'gus is Queen Ra'Kenai's military advisor and is responsible for discipline and training. T'ar'gus' lower body resembles that of a large serpent while his upper body is humanoid. His shoulders are covered in chitinous layers of exoskeleton and he has several horns protruding from various parts of his arms and torso. T'ar'gus' head has two horns that protrude upwards from his forehead and seven others that encircle his head, becoming progressively smaller towards the back. The most obvious and disconcerting characteristic of this massive demon are the seemingly endless chains that wrap around his hulking frame. The chains encircle his torso, occasionally intruding into and protruding out of his flesh, some attached by sharp hooks he has dug into himself.

BEHAVIOR

Recently the Queen has tasked T'ar'gus with the expansion of the army of the Damned, and has given him few restrictions regarding the use of conscriptors to recruit new warriors. T'ar'gus has a luxurious existence, surrounded by many of the more attractive members of the Damned who act as his personal servants and concubines until he grows weary of them, releasing them from his charge by killing them or sending them to join the ranks of the army. In combat, T'ar'gus uses his many spiked and hooked chains to strike at his enemies with deadly precision and monstrous rage. His seemingly endless array of chains have a considerable reach of 30 m (98.4') and he uses them to trip, drag, choke and otherwise deal damage to his opponents. The two primary chains he wields also have a paralysis inducing effect that temporarily causes victims to lose motor control (see *Paralytic Chains*). These chains are also capable of channeling extreme heat and cold, causing appropriate damage (see *Elemental Damage*).



SPECIALS

Paralytic Chains

Victim must be in *Control*.

Act: Free, Rng: 30 SIM, Sc: 1, Nat: Bl, EC: 10, RC: Vitality (40, Negates), Dur: 1 M, Ch/Rech: (3, 1 H)

Func: Induces *Paralysis*

Elemental Damage

Heat or Cold-based.

Act: Half, Rng: 30 SIM, Sc: 1, Nat: Bl, EC: 10, RC: Vitality (42, Negates; 38, Half Damage), Dur: 1 C, Ch/Rech: (5, 1 M)

Func: Victims that fail, suffer an additional 1d10 EN to all Heavy Chain strikes for 1 C.

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	1d20, 5d12	3d6+8 MK/OS	10	4	–	–	1 SIM	–
Light Chains	5d12, 1d10	4d10+8 MK/OS	16	2	–	–	10 SIM	–
Heavy Chains	5d12, 1d10	4d20+8 MK/OS	–	1	–	–	30 SIM	–
Melee Weapon	1d20, 5d12	Weapon+8	Dependent on Weapon					

RANKS

Alertness: 35, Arts: 32, Coercion: 33, Commerce: 35, Core Fitness: 33, Melee Combat: 36, Military Theory: 35, Nefarious: 35, Technology: 31, Wielding: Omega 36



LEGION FALLEN

WRETCH

DAMNED PAIN SACK

7.9.1

Champion of the Damned

DEMON

HEIGHT	13.7 m (45')	HP	275	ACTIVE SEGMENTS	1, 2, 3, 5, 6
WEIGHT	15,876 kg (35,000 lb)	EP	177	FOOTPRINT	9 × 6

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	95	5d20, 1d12
Agility	86	3d20, 3d12
Conditioning	90	4d20, 2d12
Vitality	92	4d20, 2d12
Discipline	87	3d20, 3d12
Intelligence	19	3d6, 3d4
Charisma	92	4d20, 2d12

SECONDARY QUALITIES

Athleticism	91	4d20, 2d12
Physical Acumen	88	3d20, 3d12
Fitness	91	4d20, 2d12
Will	90	4d20, 2d12
Wisdom	53	6d10
Wit	56	1d12, 5d10
Presence	94	5d20, 1d12

TERTIARY QUALITIES

Physis	80	–
Reaction	72	5d12, 1d10
Defense Rating	36	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
6	7	8	8	12	23	34	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	11
Melee Kinetic	12
Energy	11
Chemical	12
Void	9
Alpha	9
Omega	12

Champions of the Damned are colossal, humanoid demons—the epitome of the army of the Damned. They are hulking, muscled monstrosities that spread destruction on an incredible scale. Their skin has a reddish tinge and various parts of their body, primarily their joints, chest and back are covered in bone-like plating that acts as a potent natural armor. For additional protection, they make gruesome use of dozens of lesser members of their faction and other unfortunates which are attached to their body, providing them with living armor that covers the most commonly struck areas of their body. A host of parasites firmly embedded in the outermost epidermal layer of the champion protrude into these living shields, attaching themselves to the host's skeletal system, holding them in place. These unfortunate souls cover the forearms, shoulders, quadriceps and torso of the champion, providing some degree of protection against a variety of attacks and damage types. Aside from the numerous bodies that comprise their outer protective layer, they also wear thick, spiked armor crafted from the bones of extremely large animals. Their large, horned helmet hides all facial features save for their glowing yellow eyes, preventing their opponents from detecting any emotion or reaction. They are typically equipped with two massive, one-handed melee weapons designed simply for crushing, such as maces, flails or hammers or, at times, a single two-handed weapon of similar function.

BEHAVIOR

Champions fear and respect nothing and no one except Kor'du'un and Queen Ra'Kenai. They destroy everything and everyone in their path using their incredible physical power and massive weapons. They radiate an aura of power that makes most living creatures cower in fear and awe (see *Aura of Power*). The impact caused by their weapons creates shockwaves that reverberate throughout the surrounding area, doing secondary damage to enemies nearby (see *Resonating Strikes*). The deafening roar of a champion and the screaming of the dozens of damned covering their bodies invokes fear in every living thing close enough to hear their anguished cries (see *Terrifying Screams*).

HISTORY

There has yet to be a recorded encounter with a champion outside of their demonic lairs, though there is speculation among some that they have in fact been encountered but left no survivors to report the incident. Their existence was revealed in April of 2278 after private investigators were hired by the Vita Sanctus group to retrieve Krista Grant, the daughter of a wealthy businessman, who disappeared during the night. No physical trace could be found but Vita Sanctus' Alpha Insight Wielder detected the residual presence of Omega energy. This led him to believe the daughter had been taken by a conscriptor. Vita Sanctus had been analyzing the increasing activity of the Omega-influenced "demons" now known as the Damned and cataloging their activities for a number of unidentified factions. The group managed to locate and extract Krista and several other missing people before they had been inducted into the Legion. It took Krista weeks of therapy to recover to the point where she could reveal what she had discovered. She spoke of many demons that had been encountered before, but her description of the champion, and the visions of its destructive capabilities implanted in her mind, astounded and horrified all those who were present, furthering the theory proposed by Vita Sanctus that the army of the Damned is preparing for an assault on the world above their dark lairs.

SPECIALS

Aura of Power

Act: Free, Sc: AoE (S, R50), Nat: Au, RC: Discipline (43, Negates; 38, Reduces penalty to -4 DPS), Dur: 2 C

Func: Alter (-7 DPS to all Checks)

Terrifying Screams

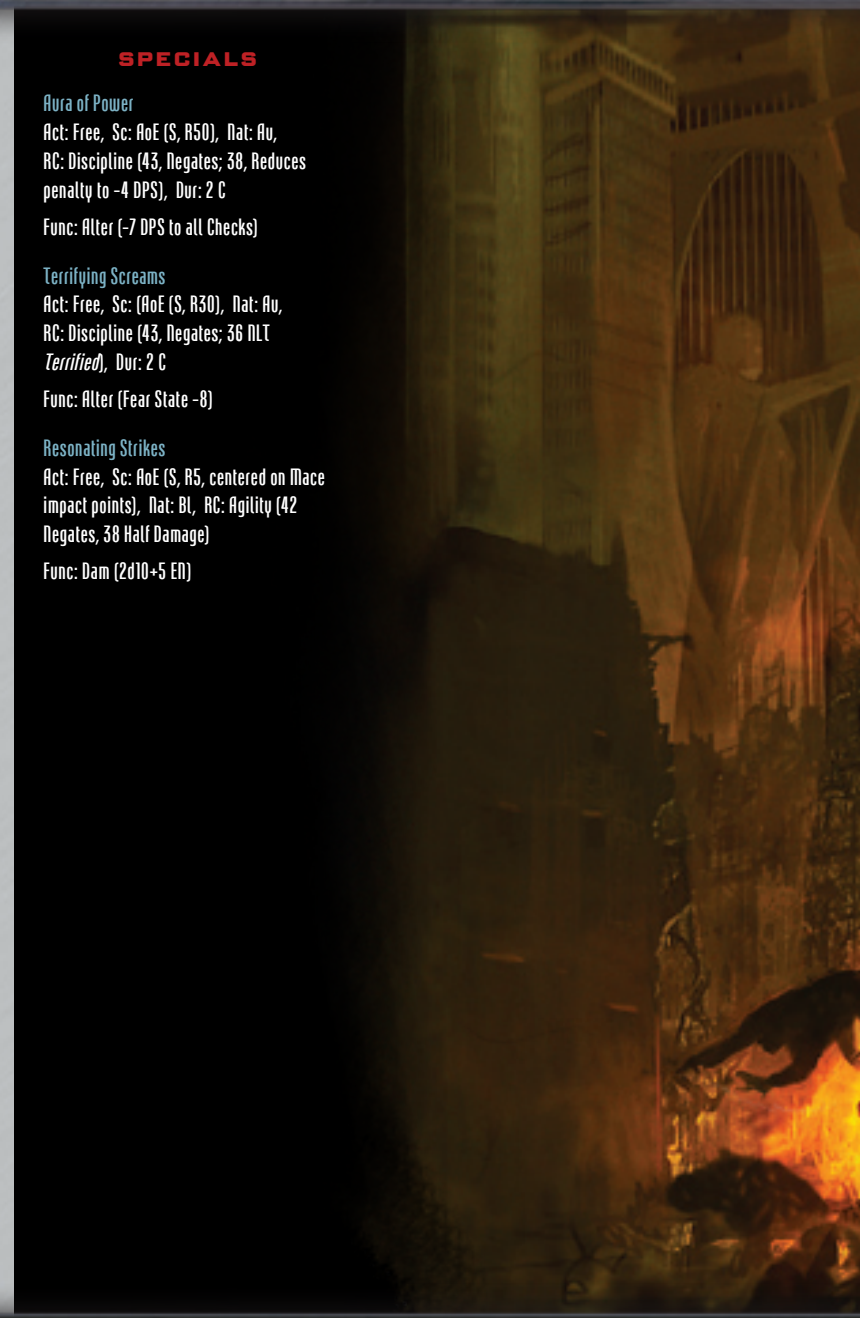
Act: Free, Sc: (AoE (S, R30), Nat: Au, RC: Discipline (43, Negates; 36 NLT *Terrified*), Dur: 2 C

Func: Alter (Fear State -8)

Resonating Strikes

Act: Free, Sc: AoE (S, R5, centered on Mace impact points), Nat: Bl, RC: Agility (42 Negates, 38 Half Damage)

Func: Dam (2d10+5 EN)



Champion of the Damned

DEMON

7.9.1



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	4d20, 2d12	3d10+9 MK	12	4	–	–	4 SIM	–
Stone Maces	4d20, 2d12	3d20+9 MK	18	2	–	–	6 SIM	–
Melee Weapon	4d20, 2d12	Weapon+9	Dependent on Weapon					

RANKS	Alertness: 34, Core Fitness: 38, Intimidation: 42, Melee Combat: 40, Military Theory: 30, Wielding: Omega 42

7.9.2

Zae'tan

DEMON

HEIGHT	4.0 m (13')	HP	300	ACTIVE SEGMENTS	1, 2, 3, 4, 5, 6
WEIGHT	385.6 kg (850 lb)	EP	184	FOOTPRINT	3 × 3.5

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	91	4d20, 2d12
Agility	88	3d20, 3d12
Conditioning	92	4d20, 2d12
Vitality	94	5d20, 1d12
Discipline	92	4d20, 2d12
Intelligence	66	4d12, 2d10
Charisma	92	4d20, 2d12

SECONDARY QUALITIES

Athleticism	90	4d20, 2d12
Physical Acumen	90	4d20, 2d12
Fitness	93	5d20, 1d12
Will	93	5d20, 1d12
Wisdom	79	1d20, 5d12
Wit	79	1d20, 5d12
Presence	92	4d20, 2d12

TERTIARY QUALITIES

Physis	88	–
Reaction	84	2d20, 4d12
Defense Rating	42	–

MOVEMENT RATES

8	8	10	10	12	24	36	60
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	11
Melee Kinetic	13
Energy	12
Chemical	12
Void	9
Alpha	10
Omega	12

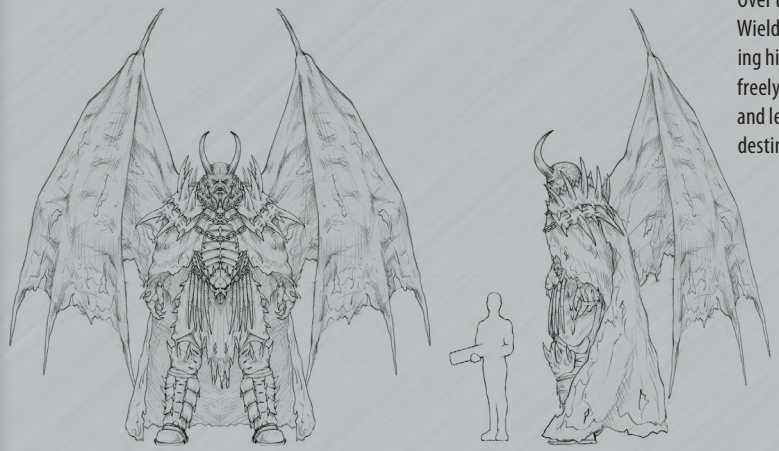
Zae'tan is a tall, powerfully built Ophanum that has been genetically altered by a powerful Omega entity known as The Dark One. His smooth reddish skin was changed to a leathery hide and his height, bone density and musculature were all increased. His sharp features and groomed appearance gives him a regal, handsome appearance, however his dark eyes change to bright yellow if he is agitated or angry. Zae'tan has two large horns that emerge from the front his forehead and a black goatee under his chin. His large, leathery wings are a dark red, almost black, on the exterior but are a lighter red color on the inside and show the millennia of wear they have endured. He wears a large, ornate two-handed sword vertically on the center of his back and also has a pair of S'il'va, which he claimed after the defeat of a Seraph commander he defeated in single combat during the last war. He is articulate and intelligent and his booming voice amplifies his powerful presence.

BEHAVIOR

Zae'tan is an intelligent and motivated military commander that has a profound knowledge of strategic and tactical combat. He is greatly respected by the Flight of soldiers under his command; however, he carries significant guilt regarding the ease by which he was manipulated by The Dark One and the shame he has brought to himself and his subordinates. Zae'tan is fiercely loyal to his Flight and has vowed to never lead them astray again. He has learned much from his encounter with The Dark One and has devoted significant time and effort to learning the art of influencing others. Zae'tan has become cautious through his experiences but remains a merciless and vicious leader that seeks and exploits weakness in his enemies and is renowned for his profound abilities of deception and manipulation. In combat, he leads his troops into combat typically as the point of a wedge formation that surges forward into the ranks of the enemy. He is an incredibly skilled combatant and is highly trained in unarmed, One-handed and Two-handed melee combat.

HISTORY

Zae'tan was once a loyal commander in the Ophanum army that was well known for his courage, his tactical mastery and for his proficiency in physical combat. During the last Evolutionary War, Zae'tan was visited during his dreams by a dark and powerful spiritual presence that he referred to as The Dark One. The NWSEC has expended tremendous resources to define and classify The Dark One and now believe that it is the Omega Convergence. As time progressed, the frequency and intensity of Zae'tan's dreams increased as did the influence the The Dark One had over him. During the climatic end of the last War, Zae'tan was compelled to deceive and betray the Ophanum forces. Although his exact actions are not yet known, it is clear that he created the environment and circumstances under which the Ophanum suffered a decisive defeat. For their deceit, The Dark One altered the physiology of Zae'tan and the Ophanum and Grigori soldiers under his command, making them significantly more powerful, but dramatically different in appearance. Over the past 10,000 years, Zae'tan has used Wielding Effects to mask his identity, allowing him to roam and investigate the world freely, amassing great wealth over time and learning everything about the world destined to once again be his battleground.



SPECIALS

Aura of Power

Act: Free, Sc: AoE (S, R50), Nat: Au, RC: Discipline (43, Negates; 38, Reduces penalty to -4 DPS), Dur: 2 C

Func: Alter (-7 DPS to all Checks)

Terrifying Presence

Act: Free, Sc: (AoE (S, R30), Nat: Au, RC: Discipline (43, Negates; 36 NLT *Terrified*), Dur: 2 C

Func: Alter (Fear State -8)

Density Shift

Affects Zae'tan and anyone in *Control*.

Act: Half, Sc: Self

Func: Alter (Density State between Normal, Ethereal, Spiritual as desired)



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	4d20, 2d12	3d10+9 MK	10	5	–	–	2 SIM	–
Melee Weapon	4d20, 2d12	Weapon+9	Dependent on Weapon					
Ranged Weapon	4d20, 2d12	Weapon+5	Dependent on Weapon					
Two-handed Sword	4d20, 2d12	5d10+9 MK/OS	16	3	–	–	3 SIM	–
S'il'va	4d20, 2d12	3d10+9 MK/AS	12	5	–	–	2 SIM	–

RANKS

Alertness: 40, Arts: 40, Assault Support Weapons: 35, Coercion: 42, Commerce: 32, Core Fitness: 41, Espionage: 40, Fine Arts: 32, Melee Combat: 42, Military Theory: 42, Nefarious: 38, Operate Vehicle: 35, Science: 20, Small Arms: 35, Survival: 40, Technology: 25, Vehicle Systems: 30, Wielding: Agony 41, Being 40, Control 30, Elemental 35, Nihilism 38, Omega 42

7.10.1

Kor'du'un, the Reaper of Souls

DEMON

HEIGHT	39.6 m (130')	HP	400	ACTIVE SEGMENTS	1, 2, 3, 4, 5, 6
WEIGHT	20,411 kg (45,000 lb)	EP	192	FOOTPRINT	25 × 15

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	100	6d20
Agility	89	4d20, 2d12
Conditioning	95	5d20, 1d12
Vitality	98	6d20
Discipline	97	6d20
Intelligence	72	5d12, 1d10
Charisma	98	6d20

SECONDARY QUALITIES

Athleticism	95	5d20, 1d12
Physical Acumen	92	4d20, 2d12
Fitness	97	6d20
Will	98	6d20
Wisdom	85	3d20, 3d12
Wit	85	3d20, 3d12
Presence	99	6d20

TERTIARY QUALITIES

Physis	93	–
Reaction	90	4d20, 2d12
Defense Rating	45	–

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly
10	–	–	–	15	30	45	–

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	13
Melee Kinetic	15
Energy	14
Chemical	15
Void	13
Alpha	12
Omega	16

Kor'du'un is a demon of extraordinary power, his body an intimidating combination of several large, imposing creatures. His head resembles that of a triceratops, with several serrated horns protruding from the top and two equally dangerous tusks growing from his upper incisors. The eyes of Kor'du'un maintain a constant vigil, moving around his head and torso, set back from within fleshy stalks that end in sharp-toothed jaws. His mouth hides a snapping set of jowls at the end of an elongated tongue that can be extended up to 10 m (32.8'). Kor'du'un has a stocky, muscular torso and two powerful humanoid arms that wield his two favorite weapons, a giant double-sided battleaxe and an oversized mace. His legs and lower torso are those of a massive, heavily-muscled warhorse, giving him profound stability and yet another set of perilous weapons in the form of jagged hooves. The ends of his two fleshy tails provide him with a combination of offense and defense as one is an additional eyeball while the other is a vicious, snapping jaw of sharp teeth.

BEHAVIOR

Kor'du'un is a fearless warrior who rushes into combat attacking the enemy he perceives to have the strongest soul. He focuses his main attacks on this individual but will lash out at other nearby opponents as opportunities arise. Kor'du'un's battleaxe, Soul Reaper, is enchanted with Omega energy and contains the souls of all those beings he has defeated. Their screams can be heard as their darkened spirits pulsate from within and around the weapon. When the axe is used to deliver a killing blow the soul of the victim is trapped within it and cannot be released until Kor'du'un is slain; a terrible fate. Kor'du'un constantly projects an aura of Omega energy that invokes intense fear in his opponents (see *Petrifying Aura*). He is steadfast in every respect and none of his States can be altered. His eyes involuntarily scan in all directions and can see creatures in all States whether they are invisible, ethereal, spiritual or surrounded by darkness of any kind.

HISTORY

The location of Kor'du'un is unknown and there is no record of any encounters with him. His existence is the combined conjecture of many Spiritual Insight Wielders who have felt his presence on Earth. Alpha Wielders have been alerted to his presence for years and have formed a secret council whose purpose it is to create a plan for dealing with powerful Omega entities such as Kor'du'un should they ever have to face them. Omega Wielders have also felt his presence and some have answered his beckoning call, never to be heard from again. There is no evidence of any connection between Kor'du'un and either of the demonic factions, Legion and The Damned, nor are there any indications as to his agenda. Unfortunately, the common theory that can be interpreted from the insight of all Spiritual Wielders is that humanity will be forced to face his intense malevolence and powerful presence in the near future.

SPECIALS

Petrifying Aura

Act: Free, Sc: (AoE (S, R100), Nat: Au, RC: Discipline (48, Negates; 40 NLT *Terrified*), Dur: 2 C

Func: Alter (Fear State -8)

Soul Reaper

If Kor'du'un's axe delivers a strike that drops a target's HP below 0 its soul is pulled into the axe, preventing the Resuscitation of the character until Kor'du'un is destroyed.

Thunderous Charge

Follows Charge Attack rules in the Glossary.

Act: Full, Rng: 45 SIM, Sc: 1, Nat: Ph (-10 penalty applied to Attack Attempt), EC: 25, RC: Agility (60, Negates; 55, Half Damage)

Func: Dam (4d20+9 MK/OS)

If successful, the charge also knocks the victim *Prone*, 15 SIM from their original position.

Trample

As a Full Action, Kor'du'un can use a Trample attack to knock an opponent down and use their large mass to cause damage. This attack follows the *Trample* rules as per the Glossary. The attack is made at -15 to the Attack Attempt, but if successful, knocks the target into the Prone Static Stance and causes 3d20+9 MK/OS.



Kor'du'un, the Reaper of Souls

DEMON

7.10.1



ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	5d20, 1d12	4d10+9 MK/OS	16	3	–	–	4 SIM	–
Melee Weapon	5d20, 1d12	Weapon+9	Dependent on Weapon					
Soul Reaper (Axe)	5d20, 1d12	6d20+9 MK/OS	–	1	–	–	10 SIM	–
Large Mace	5d20, 1d12	6d10+9 MK/OS	22	3	–	–	8 Sim	–

RANKS	Alertness: 42, Intimidation: 45, Melee Combat: 44, Wielding: Omega 45

Factions

8

8.1 Augmented Sentience
8.2 Colonials
8.3 Garra Zenteer
8.4 Legions
8.5 Scag
8.6 Technocratic Coalition
8.7 The Damned





Augmented Sentience

8.1

SOCIETY

The faction known as Augment Sentience (AS) is a massive AI army headquartered in the depths of the Ulysses arcology, built into the Rocky Mountains in what was formerly the village of Whistler in the former Canadian province of British Columbia. AS has no true society to speak of, its members are all equally subservient machines that exist only to execute the commands of their controllers, an unknown number of loaded AI, collectively known as the Grid. AS perceives all intelligent, organic life as a threat to its survival and is taking slow, calculated steps toward the eradication of all sentient species on Earth.

The AS are currently undertaking countless nocturnal raids against small communities. They descend upon these unfortunate communities when the majority of the population is sleeping, sending in Shepherd units to rouse people from their beds and herd them like cattle out into the streets where the Killers can more easily destroy them. Brave or foolish residents who choose to fight from the protection of hardened bunkers are soon blasted out by the fearsome might of the AS Sapper units. Incinerators move in after the slaughter to burn homes, businesses and shelters to the ground, eliminating hiding places and driving any remaining residents into the streets for elimination by the cordon of Hunters established around the target.

In addition to their death raids, the AS has also recently begun to keep large numbers of captives alive and transport them to mystery locations. It is assumed that these captives are being used for slave labor, however, some scientists studying the AS have proposed that these captives are themselves being studied in order to improve the efficiency of AS military units.

HISTORY

The origins of the Grid and the AS reach back to October 20, 2263, when communication with the Ulysses Arcology was lost. Outsiders initially presumed some sort of communication system malfunction, but the truth was much more sinister. Ulysses had been created to be a fully-automated arcology in which the day-to-day management, defense and maintenance of the facility were carried out by several powerful loaded AIs. After extensive testing periods and thousands of operational trials, Ulysses became operational. For a number of months, everything progressed as planned. The first sign of trouble occurred when the AI responsible for the defense grid marked incoming commercial vehicles as threats and brought defenses online, preparing to strike. When operators saw what was happening, they tried to shutdown the loaded AI responsible for defensive systems, but were shocked when their command stations, including the central failsafe EMP override, failed to respond. In an act of perceived self-defense, Ulysses killed the staff along with the incoming commercial vehicles.



It is unknown exactly what transpired next. Small recovery teams sent to by the corporations to retrieve what remained of the convoy met with fierce attacks from unidentified robotic assailants. It took almost a year for a group of salvage experts to retrieve the commercial convoy vehicles. It was discovered that several of the vehicles that were destroyed in Ulysses' apparent malfunction, were carrying electronic equipment embedded with viruses designed to destroy Ulysses as a last-ditch, failsafe in case its designers ever lost control. The salvage crew's bulk cargo sub-orbital shuttle sustained heavy damage from arcology-based anti-aircraft systems shortly after take-off and barely escaped.

On August 15, 2273, ten years after the AI revolt, shortwave radio emissions from inside Ulysses were intercepted by nearby listening posts. Lasting only a couple hours, these transmissions gave disjointed details that revealed the fate of the Ulysses population. Most residents were killed, but some were held for study and labor. The Grid sees humanity as a dangerous irritant that once attempted to prematurely terminate its own life and must therefore be malfunctioning. The shortwave transmissions seemed to indicate that each of the loaded AIs that make up Ulysses was in control of a separate function within the arcology, with the AI responsible for defense and security being the primary controller. Since the transmission, the fate of Ulysses' remaining organic residents is unknown.

MEMBERS

» Locators, Shepherds, Hunters, Killers, Incinerators, Sappers, Decimators, Exterminator

STATISTICS

» **Location:** In the mountains near the former Canadian town of Whistler, located in the Rocky Mountains of North America

» **Area of Influence:** 100 km (62 mi) radius around Ulysses

» **Population:** Estimated to be in the hundreds of thousands

» **Disposition:** Hostile to all sentient, organic species

» **Objective:** Global eradication of organic, sentient life

Colonials
8.2

SOCIETY
The Colonials are an expansionistic faction comprised of several different species of mutated insects. Although the majority of their population consists of only semi-intelligent worker insect breeds, several other members of the faction have evolved into intelligent insect-humanoid hybrids. Colonial society is hierarchical with a Queen serving as the unrivaled ruler of each colony. The Queens and Princes are capable of verbal communication and the Warriors, although unable to speak, are able to understand verbal communication.

When a location for a new colony is established, much of the plant-life and wilderness in the area is destroyed by the Droxen which use their acidic fluids to clear the area of greenery, creating the arid, desert-like environment the Colonials thrive in. Although Colonials are slow to increase the size of their colonies, they fiercely hold their territory and are extremely aggressive toward all tresspassers. They have none of the ambitions or concerns of other expansionist regimes; money, wealth and power mean nothing to the Colonials. However, they believe they have the right to claim whatever territory they need in order to grow and cultivate their colonies. As the number and size of their colonies grow, so too does the amount of land they require to adequately support their population, making them a dangerous neighbor.

The colony's loyalty to the Queen is absolute and all members of the faction would eagerly die to protect her. Every three months the Queen selects a Prince to mate with, initiating a complex reproductive cycle in which several different types of Colonial eggs are laid. These eggs are separated and kept safe in organic incubators by the Queen's attendants until they are ready to hatch. Once hatched, they are carefully raised to fulfill their duties and taught to obey the commands of their superiors without question.

HISTORY
Current research suggests that the Colonial Pilgrim began creating hives in what was southwestern Africa early in the 23rd century. After a new colony is created, it rests for what is believed to be five years before it sets out again to establish another new colony. While



the Pilgrim rests, the latest hive is built up around it, allowing the Colonials to reside within its body while they construct their new home. After it has rested, it rises into the air again, taking the youngest half of the latest colony's population with it as the work force that will settle the new hive. Due to its infrequent activity and the sparse population of the region in which it operates, the activity of the Colonial Pilgrim went undetected for almost five decades.

In recent years the expansion of their colonies has drawn attention to the Colonials, prompting many localized clashes and a few failed attacks against the Pilgrim itself. Scientists around the world are screaming for information on this faction, particularly regarding the intelligence of its members and the origins of the Pilgrim. The military commanders of the few city-states nearest the colonies have met repeatedly to discuss strike options to stem the rate of Colonial expansion and to discuss how much time they need to gather sufficient firepower to destroy the Pilgrim in one attack. Members of the NWSEC and other scientists have successfully lobbied to delay such attacks in order to provide time for the Colonials to be studied; however, the recently proposed theory that other Pilgrims are growing deep within Colonial hives has caused many to lend their support to military action before the situation becomes too difficult to control.

MEMBERS
» Drones, Droxen, Reavers, Warriors, Princes, Queens, Pilgrim

STATISTICS
» **Location:** The former countries of southwestern Africa including of Namibia, Angola and the Congo

» **Area of Influence:** About 100 km into Botswana and Zambia

» **Population:** Estimated to be in the millions

» **Disposition:** Hostile to all species that interfere with their expansion or trespass into Colonial territory

» **Objective:** Unobstructed procreation and expansion

Garra Zenteer
8.3

SOCIETY

The Garra Zenteer is a large militant society with its central headquarters in the jungles of former Colombia. They have almost no true social order as the majority of their members are only granted consciousness when they are needed for duty or combat, and are returned to a forced regenerative sleep after they are no longer needed. Members of the Garra Zenteer have no liberal time for socialization or leisure activities and cultivate only minimal personalities and fleeting relationships during their active hours. Only the Creators, and a few specialized units, have any autonomy outside of the orders they are given once woken for combat or other duties. Feral Gazers are the lowest level of the command structure followed by Cyber Nagas, Scorp Striders and Maulers. Scatter Cats and the Earth Strider have no place in the command structure and are treated as specialized assets. General Arktuross is the most senior soldier in the army and acts as the field commander, ensuring the commands of The Creators are executed.

The Creators form the core of the Garra Zenteer, acting as the politicians, military commanders and administrators. They are a group of highly intelligent humanoids responsible for the design and production of the Garra Zenteer army—a force they use to expand their own wealth and area of influence. The exact number of Creators is known, however, at least a dozen individuals have been seen personally attending diplomatic meetings or taking part in negotiations with nearby arcologies. From the exterior, the palatial headquarters of the Garra Zenteer has the appearance of a sterile prison or military compound. There are no visible windows and it is surrounded by an ominous 8 m (26.2') high wall with no defenses immediately visible defenses. When intruders approach, layered defenses emerge from within large sliding panels, changing the appearance from clean and sleek to dangerous and imposing. Lavish residential and corporate facilities lay hidden behind the wall, specially built for The Creators and luxurious beyond measure, providing them a quality of life second to none.



HISTORY

The Creators were once a group of powerful leaders in the fields of politics, finance, science, engineering and architecture. It is rumored that they created a secret society, inviting only those they believed could add to their combined skills, knowledge and wealth. They met periodically, communicating secretly and creating a plan to become a global power. In 2262, they purchased land in Colombia and began construction where their headquarters now stands. Factories and laboratories were built within the lower levels and the production of the Nagas, Scorp Striders and Feral Gazers began. Once their headquarters' defenses and tactical command center was completed and their army was sizable enough for local domination, they began forcibly claiming the land around them to ensure a secure supply of raw materials to continue building their armies.

Over the past 18 years, the Garra Zenteer have come to occupy all of former Colombia and exert pressure on areas several hundred kilometers beyond their borders with brazen raids against communities and industrial facilities. City-states in the area have begun negotiations with the Creators, however, it is clear that their ambitions are far from satiated. The politicians and media relations representatives from the Garra Zenteer talk frequently about stopping their attacks and creating a strong region of utopian stability for the benefit of all people living in the region. Thus far Garra Zenteer attacks have only increased and the population centers they have pillaged have felt no positive effects from the "strong region of utopian stability" that the Garra Zenteer control.

MEMBERS

» Feral Gazers, Cyber Nagas, Scatter Cats, Scorp Striders, Rankars, Maulers, Earth Strider, Arktuross

STATISTICS

» **Location:** Former Colombia, South America

» **Area of Influence:** Several hundred kilometers beyond the former Colombian borders

» **Population:** 500,000

» **Disposition:** Militant and belligerent

» **Objective:** To become a global military and economic superpower

Legion
8.4

Society
Legion is a large group of former Ophanum that have been corrupted and physically altered by the Omega Convergence known as the Dark One. They are led by Zae'tan, their former squadron commander who now serves as the mouthpiece and enforcer for the Dark One. The social structure of Legion is based on their former military hierarchy and the interaction between the line soldiers, such as Imps, Corrupted Souls, Legionnaires and Desecrated, and the officers, such as the Bone Wielders and Fallen, remains regimented and formal. Zae'tan remains their commander and their loyalty to him is unwavering. Only a few of his most trusted officers are aware of the influence and control the Dark One has over him, but their fear of both Zae'tan and the Omega Convergence ensures their silence regarding the entity that currently controls their destiny. Although Zae'tan and his senior commanders suspect the Dark One's agenda, they have plans of their own and are constantly and stealthily searching for a way to free themselves from its oppressive and absolute control.

The members of Legion live an extraordinarily spartan and militant life. Each day they practice some form of combat, whether it is individual training to hone their martial skills and Wielding abilities, or large-scale formation combat in which they practice using wide-reaching protective and destructive Wielding Effects and fighting as a cohesive military force. For the most part, they eat, sleep and train with the same comrades they are expected to fight beside and are given little time to themselves. While male and female members of each species are encouraged to procreate to increase the size and power of Legion, and are occasionally given time to interact alone, the formation of lasting relationships is forbidden.

History
All original members of Legion were former soldiers in the Ophanum army but were compelled to betray and desert their comrades at the climax of the previous Evolutionary War. Zae'tan's soldiers followed him as he abandoned the rest of the Ophanum forces; their trust and loyalty to him were unknowingly augmented by the Omega Convergence and made perversely more powerful than the bonds of duty and their allegiance to their own species. At the conclusion of the last Evolutionary War, Zae'tan and his troops fled to a subterranean lair somewhere in Eastern Europe. Here they found safety from the prying eyes of Seraph and Ophanum hunting parties as well as the notorious Seekers, but they could not elude the Dark One. Drawn to Zae'tan, he used his tremendous control of Omega to alter the appearance, physiology and behavior of the former Ophanum squadron to become a more powerful, cunning and sinister group; thus Legion was born.

Some Evolutionary researchers have suggested that over the past 10,000 years, members of Legion have spread thousands of objects embedded with Wielding Effects across the planet. As planned, some of these items have been found by humans and have served as the central artifacts for religious observances, particularly those often termed "occult" or "pagan". Once under the control of Legion, these followers become Corrupted Souls and begin spreading their religion to others in all levels of society, from the homeless to the extremely wealthy. No human, from the homeless to the extremely wealthy, is immune to these attempts. Legion uses these recruits to do their bidding and further their agenda. In recent years, societal infiltration by Legion religious cult is growing in number, as are their corrupted followers.

Members
- Imp, Corrupted Soul, Legionnaire, Bone Wielder, Desecrated, Fallen, Zae'tan

Statistics
- **Location:** Somewhere in what was Eastern Europe
- **Area of Influence:** Vast, subterranean lairs connected through tunnels and underground waterways
- **Population:** Evolutionaries believed to be close to 50,000; however, they are reinforced by hundreds of thousands of Corrupted Souls
- **Disposition:** Indifferent to the plight of Terrans and have no interest in attaining power until the end of the next Evolutionary War
- **Objective:** To survive the Evolutionary War and assume a position of global power after the departure of the Seraph and Ophanum forces

Scag
8.5



SOCIETY

In 2280, the Scientific Agnostics are openly hostile toward pioneers, explorers and resource gatherers they discover in the Wilds. They see such groups as intruders that mean to harm the environment and once again abuse the world in the same manner that almost destroyed it 200 years ago. Most corporations see them as a clear threat to prosperity and kill them on sight. To garner support for their eradication, the media portrays them as bestial, unintelligent cannibals that senselessly kill innocents. To further dehumanize them, the media refers to the Scientific Agnostics using the guttural and derogatory term "Scag". The Scag see the incursions of civilization as affronts to nature and will do whatever is necessary to protect the world from what they see as the parasitic nature of humanity.

Over the past 250 years, the Scientific Agnostics have changed dramatically. They have pushed science and the manipulation of genetics well beyond what is common in mainstream society and modern academic circles. The line that separated their science from their own physiology was blurred long ago and their preoccupation with their own genetic advancement, combined with their hatred for other Terran species, has caused them to become exceedingly harsh and intolerant to failure of any sort. Any member of Scag society that does not achieve the results expected of them is publicly humiliated and punished. For soldiers this means being transformed into Failures, while civilian members are transferred to insignificant or menial projects.

The Scag army is comprised of a variety of soldiers that use genetically or biologically engineered weapons, armor and equipment. All of their weapons are either grown in laboratories or are the result of direct genetic manipulation of the soldiers' body rather than traditional manufacturing using metals and polymers. Like almost all modern armies, the Scag employ a hierarchical chain of command. The civilian population is encouraged to work as scientists, farmers, philosophers or administrators and receive extensive and rigorous training. Both the army and the civilian population are governed by a quasi-communist central committee that regulates policy, avenues of scientific pursuit and creates and manages all large-scale military tactics and strategy. Failure or poor performance in any pursuit in Scag society is not tolerated.

HISTORY

The Scag are descendants of humans that chose to isolate themselves from the corruption, greed and egocentric behavior of the corporate and capitalist society that controlled the world at the beginning of the 21st century. Initially they were a loosely knit but highly motivated group of academics, scientists and environmentalists that peacefully but aggressively spoke out against the lack of concern the population of Earth seemed to have for their planet. They soon realized that no amount of discussion or warning of environmental consequences would steer the Earth's population away from their selfish behavior. They christened themselves "Scientific Agnostics" and chose to abandon society and isolate themselves in remote locations where they could continue their scientific and academic pursuits while simultaneously creating environmental havens in which their presence was beneficial to the surrounding environment. Some of the more extreme members used their seclusion to prepare and execute attacks against those corporations that showed the least regard for the environment. They initially targeted the oil industry and managed to destroy a few refineries, pipelines and drilling facilities. They were quickly labeled as terrorists and many were hunted down and killed while others endured show trials that inevitably found them guilty for their alleged crimes and were imprisoned or executed.

Once the natural disasters began, their self-righteousness may have brought them a degree of satisfaction, but it did not change the fact that they still required food and shelter from the wars that were breaking out between the doomed countries that still believed they had a chance of maintaining order. They looked to science and each other to provide the answers and formed a close community, developed large hydroponics labs, gardens and animal cloning facilities to fulfill their nutritional needs. Over time, they developed many advances in genetics and were able to accurately alter their genetic code to serve a variety of purposes, from increased environmental tolerance to the introduction of animal and insect DNA. This was the beginning of the Scag and their mastery of genetic modification, biological manipulation and shaping their own evolution.

MEMBERS

» Failures, Marauders, Absolved, Castigators, Avatars

STATISTICS

» **Location:** Former community of Fort Smith, Northwest Territories Canada

» **Area of Influence:** 200 km (124 mi) radius around Fort Smith, into former Canadian provinces of Alberta and Saskatchewan

» **Population:** Approximately 850,000

» **Disposition:** Hostile to all governments or corporations that exploit the natural resources of the Earth or that invade Scientific Agnostic territory

» **Objective:** The eradication of all companies and industries that harm the Earth

Technocratic Coalition
8.6

SOCIETY

The Technocratic Coalition (Tech-Coa) is a society of soldiers. They are commanded and governed by Central Command, a collection of six Chiefs of Staff, half of which are responsible for Land, Air and Sea Operations respectively while the other three are responsible for Internal Security, Public Affairs and Logistics. A single commander known as Niner acts as a pseudo-Prime Minister, as well as the Commander-in-Chief of the entire Tech-Coa population. The chain of command is crucial to the effective operation of Tech-Coa society. Strict adherence to it, combined with a devotion to training and a dedication to the lifestyle of soldiering, has provided them with a reputation for combat effectiveness that is second to none. All Tech-Coa are cyborgs. Most have several cybernetic systems for augmenting their senses or increasing their strength or endurance, but most remain predominantly organic. Some soldiers such as the Juggernauts replace the vast majority of their organic bodies with cybernetics and are more machine than man, but they are an exception. While on active duty, members have very little personal time for relaxation, relationships or leisure. Each soldier is on active duty for four months and is then rewarded with two months of leave during which they are free to serve as mercenaries, spend time with loved ones or undertake other pursuits.

Tech-Coa headquarters (TCHQ) is located in Europe in the former country of Germany and is a truly impressive military facility. The Tech-Coa maintains a mutually beneficial relationship with many of the neighboring population centers. The Tech-Coa provide security and a standing army ready to react to any threats that might endanger the city-states in the region. In exchange, they are provided with food, supplies, and finances, allowing them to focus on training and development rather than commercial or agricultural production. Although most of their neighbors enjoy this relationship, some have great disdain for the Tech-Coa, seeing them as thugs and bullies that only provide security for those city-states that pay top-dollar for it. Others see them as a direct threat, quietly and slowly expanding their territory with an eventual plan to invoke martial law throughout all the territories they protect. The Tech-Coa have refuted these claims



and on occasion have provided aid to cities in need of their assistance despite the lack of a formal agreement or treaty.

HISTORY

The founders of the Technocratic Coalition were originally members of the standing army of the corporately run arcology, Xevren, located near the former country of Switzerland in Europe. Xevren had a reputation for being expansionistic and ruthless when dealing with neighboring cities. In 2155, a brigade was dispatched to rescue a platoon that had been sent to conduct reconnaissance of a small but resilient city that was making expansion into the area difficult for Xevren expeditionary teams. When the brigade arrived, it was clear that the platoon had not been informed of the primary purpose of their mission. The reconnaissance equipment they had setup had also been carrying a genetic weapon, designed for airborne dispersal, that targeted the Y chromosome, and would have killed all the males in the surrounding area. The reconnaissance platoon had been unquestioningly loyal to Xevren until that day, but led by a brave, young officer, they refused to return after witnessing the extreme action their government was taking to enforce its policies.

The brigade commander sympathized and agreed with the platoon commander's decision, also defecting along with his men, abandoning their duties and fully realizing the consequences of their decision. The brigade vowed to protect the city and others nearby and slowly began to recruit and expand, building a community all their own. Several pitched battles were fought between forces loyal to Xevren and the newly formed Tech-Coa and their rapidly growing list of allies. The battles were costly but the Tech-Coa persisted and outlasted the attacks launched by Xevren, leading to the arcology's collapse and Tech-Coa's ascendancy in the region.

MEMBERS

- Troopers, Scouts, Punishers, Oscillators, Commandoes, Juggernauts

STATISTICS

- **Location:** Eastern part of former Germany, Europe.
- **Area of Influence:** Central Europe
- **Population:** 2,500,000
- **Disposition:** Currently involved in many political and economic partnerships with city-states around the world, will not initiate hostility with any friendly faction, government or organization
- **Objective:** Unknown

The Damned
8.7

Society
The Damned are a faction of intelligent subterranean parasites that have been heavily corrupted by Omega energy. These parasites have joined with live Terran hosts, known collectively as "The Damned", that provide the biological nutrients required by the parasite to grow and mature. The process of the union is extremely painful for the host since the majority of the parasites enter the body directly through the flesh and subsequently attach themselves to the nervous system of their new host without any form of anesthetic. The union is preceded by a type of painful disfigurement of the host which typically takes the form of amputation, evisceration or other horrific physical mutilation. The pain felt by the host by this physical mutilation attracts the Omega energy within the parasite, urging it to join with the host. Once the parasite has physical control of the host it continues to cause pain, ensuring it steadily draws to it the Omega energy it needs to grow strong and flourish.

Conscriptors, terrifying members of the Damned, venture out into the world, searching for victims clinging to the lowest levels of civilization; the homeless, the wretched and those that have been exiled, or exiled themselves from society. Conscriptors visit these victims in the darkness, attacking them when they are asleep or otherwise unable to defend themselves. Victims are brought deep underground to the lairs of the Damned, where they are joined with a demonic parasite and are introduced to the pain and suffering that they will be forced to endure until the merciful moment of their death. These unfortunate souls are all conscripted into the ranks of an army that has been labeled as the "Army of the Damned" and are forced to serve Queen Ra'Kenai.

Queen Ra'Kenai is a towering and grotesque being of incredible intellect and unmatched malice. She harbors a profound hatred for all sentient creatures. She would enjoy nothing more than enslaving every last Terran and joining each and every one of them with one of her many demons, ruling the world from deep within her subterranean lair. She has chosen the creature T'ar'gus as her military advisor and field commander. Although a capable and resourceful leader that uses his status to live a life of relative pleasure and luxury, T'ar'gus is little more than a scapegoat for Queen Ra'Kenai's plans, rarely rewarded for success, but punished severely for any and all failures.



History
It is unknown when the Army of the Damned first began bonding with Terran hosts. Their diligence in selecting victims that would not be missed allowed them to grow for many years in secrecy. It was not until the family of Krista Grant hired a group of Grigori mercenaries to investigate her disappearance that the Army of the Damned was first exposed to world authorities. Even with renewed scrutiny from security organizations the world over, the location of their central lair and existence of Queen Ra'Kenai remain mysteries to the outside world. The number and locations of the many groups of the Damned cannot be ascertained, however, it is believed that they have reached every continent and that the Queen is able to communicate either telepathically or through Wielding Effects with all of them. While NWSEC and agents of Divinus continue to scour the planet for clues, the plans of the Queen and her army, her agenda and ability to execute it cannot be confirmed at this time.

Members
» Wretches, Pain Sacks, Corpse Spiders, Tormentors, Conscriptors, Desecrated, Pscions, Champions of the Damned, T'ar'gus, Queen Ra'Kenai

Statistics
» **Location:** Various subterranean lairs spread across the planet

» **Area of Influence:** Unconfirmed

» **Population:** Believed to be in the millions

» **Disposition:** Hostile to all sentient, organic beings

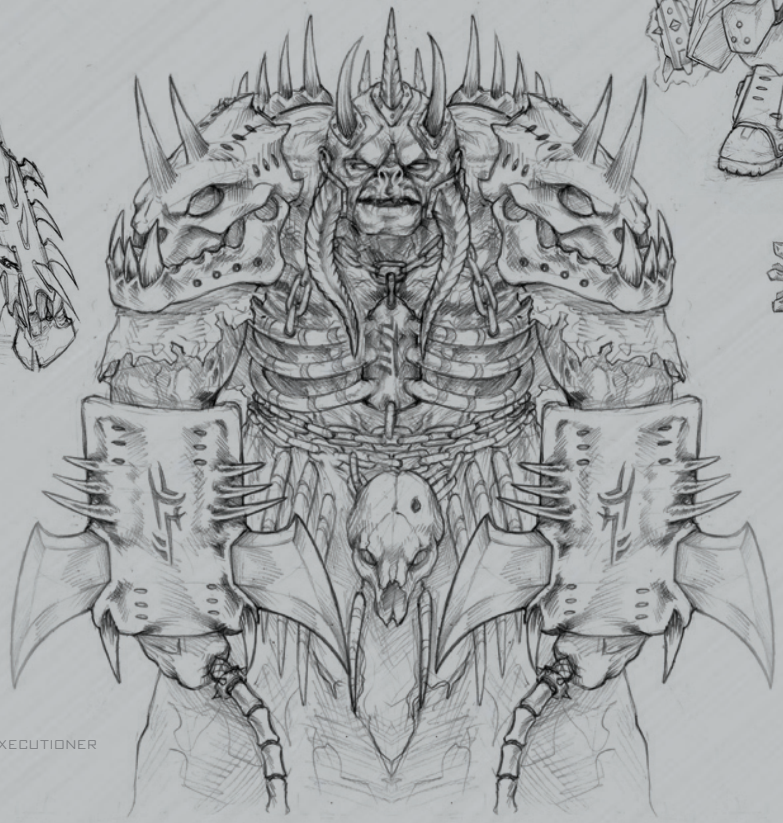
» **Objective:** Enslavement of all sentient, Terran species



GZ RANKAR



TC PUNISHER



LEGION EXECUTIONER



SCAG AVATAR



Creature Discovery

9

9.1 The Concept
9.2 Presentation Template
9.3 Creature Type
9.4 Creature Category
9.5 Name
9.6 Physical Dimensions
9.7 Core Qualities
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9.14 Special Attacks
9.15 Description
9.16 Behavior
9.17 Footprint
9.18 Ranks
9.19 Active Segments



Creature Discovery
9

Creature Discovery is the process GMs use to conceptualize and provide relevant game statistics to creatures they want to bring into their *Alpha Omega* campaign(s). In literal terms, it is creature creation. The New World of 2280 is filled with creatures that have yet to be discovered and it takes brave adventurers and dedicated scientists to track, study, capture and analyze them. The recognized body responsible for cataloguing and disseminating this information is the New World Science and Engineering Commission (NWSEC). Scientists and explorers from around the world submit new discoveries every day to the Collaborative Workspace found at www.nwsecom.com. This information is collated and classified to better prepare those who choose or are forced to face the unknown dangers of the New World. The NWSEC Collaborative Workspace is a dedicated repository for the creatures that players and GMs around the world have created and submitted to be used by everyone exploring the New World of 2280. Creating new creatures is a fantastic way to keep experienced players on their toes and to bring a personal touch to your campaigns and adventures.

This section is meant to serve as a guide to help GMs and NWSEC contributors to create creatures in such a way as to ensure consistent and reliable classification.

The Concept
9.1

Before beginning the process of classifying a creature, it must first be discovered. In game terms this might be considered as the initial sighting or first contact with the new species. The behavior and capabilities of a newly discovered creature would be apparent to a group of adventurers that encounter it in the Wilds, but for a GM bringing a concept to life it is beneficial to have a basic understanding of how the following questions might be answered as they pertain to the creature being "discovered":

Will it be malevolent or benevolent? Will this creature be hostile to the PCs, attacking them on sight or will it be intelligent and capable of reasoning with or manipulating the PCs? Perhaps it is gentle and will befriend or assist other sentient beings. Conversely, it could be an instinctual, predatory hunter that will attempt to transform the PCs into its next meal.

What role will the creature play in your campaign, game session or encounter? Will this creature be a simple monster designed to be destroyed by the dozens or will it be more intelligent or powerful and important to the plot of a campaign? Perhaps this monster will be integral to a single game session, drawing the PCs into the adventure and helping them along the way or perhaps it will eventually be revealed to be the primary antagonist the PCs must defeat.

How powerful will the creature be? Does this creature fall into Category 1, presenting very little danger to a new PC or would it be considered Category 10, and require a small army to destroy? Likely it is somewhere in between but the details will have a profound impact on the PCs' ability to contend with it at various stages of their development.

What does the creature look like? Although a creature's appearance may not have a functional, mechanical effect, the way in which it is used can create tremendous feelings of depth and immersion in an adventure and depending on the amount of detail and delivery of the information, may add to the suspense, action, intrigue or horror of an encounter.

Once the basic concept of a creature has been decided, it will be easier to expand the details that define a creature from a qualitative point of view as well as the statistics that define it from a quantitative perspective that is critical to the game mechanics and game play. After you have a clear idea of what the concept of your new creature is, you are ready to answer the first question that will begin to define your creature: What type of creature do I want to create?

To demonstrate the Creature Discovery process, Sam is going to walk us through creating a sample creature. The text for this sample appears in italics in the following subsections. To begin, Sam makes a few notes on the concept behind his creature.

Sam wants to import the legendary three-headed dog Cerberus into his game. He knows that it will be large, powerful, terrifying and capable of tremendous damage, but he is uncertain at this point how to translate this concept into appropriate game mechanics and statistics.

Presentation Template
9.2

As with all other scientific pursuits, information and data must be standardized and presented in a format that is understood and accepted by the entire community. In 2280, the governing body that created these standards is the NWSEC and the method they have selected for classifying and presenting material is known simply as the Standard Organism Presentation Template or Standard Template for short. This template was first introduced in section *2 Anatomy of a Creature* and was the framework used to present all the creatures you have read about in sections 3–7. Using the Standard Template, newly created creatures can be properly described and their vital statistics organized for use in game sessions or for dissemination to other NWSEC members. A blank copy of this template that can be copied and used for the creation of your own creatures is found in section *12 Appendices*.

Creature Type
9.3

The creature's Type provides insight into how it came into the world, its behavior and how it might be dealt with should it be encountered. There are five Creature Types, explained in detail in section *2.1 Creature Type*, used to classify creatures at a very basic level. They are:

- Freaks of Nature
- Tech Fiends
- Spiritual Creatures
- Abominations
- Demons

Sam has decided that his Cerberus is the product of unethical genetic manipulation and malevolent scientific practices. A combination of chemical treatments and genetic alteration has created this fearsome beast. This means that the creature will be classified as an Abomination. Sam contemplates making the creature a Freak of Nature and having its evolution uninfluenced by man and science but decides that scientific alteration is more appropriate given the concept.

Sam writes the number "6" as the first digit of the three digit Classification Number.

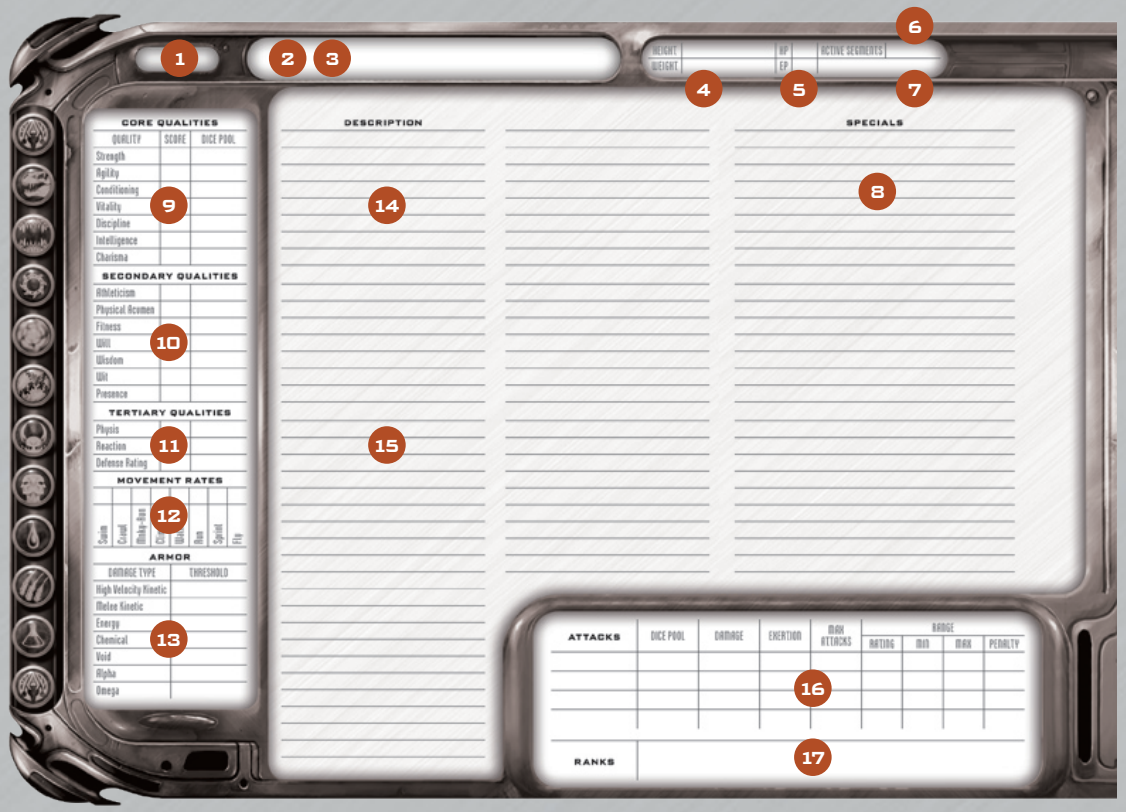


FIGURE 9-1: STANDARD PRESENTATION TEMPLATE

1. CREATURE CATEGORY
2. CREATURE TYPE
3. NAME
4. PHYSICAL DIMENSIONS
5. VITALS
6. ACTIVE SEGMENTS
7. FOOTPRINT
8. SPECIAL ATTACKS
9. CORE QUALITIES
10. SECONDARY QUALITIES
11. TERTIARY QUALITIES
12. MOVEMENT RATES
13. ARMOR
14. DESCRIPTION
15. BEHAVIOR
16. ATTACKS
17. RANKS

Creature Category
9.4

A creature's Category provides a general indication of its level of power. Category 1 creatures are the weakest and a newly created PC should be capable of defeating several at once. As the Category increases so too does the creature's offensive and defensive capabilities. At Category 10, creatures require huge amounts of resources and manpower to defeat. Each category has a set of general recommendations for standard statistics and game elements intended to provide creators with a simple framework upon which to build their creature.

Category 1
9.4.1

Category 1 creatures tend to have the following characteristics:

- Core Qualities between 1 and 12
- Health Pools between 4 and 20
- Only Active in 1 Segment (3 or later)
- Damage Thresholds between 0 and 1
- Up to 3 total Ranks in any given Skill/Field or Wielding Source/Intention combination
- Deal 1d4-1 to 2d4 damage per attack

Category 2
9.4.2

Category 2 creatures tend to have the following characteristics:

- Core Qualities between 11 and 20
- Health Pools between 18 and 40
- Active in 1 or 2 Segments
- Damage Thresholds between 0 and 2
- Up to 8 total Ranks in any given Skill/Field or Wielding Source/Intention combination
- Deal 1d4 to 2d6 damage per attack

Category 3
9.4.3

Category 3 creatures tend to have the following characteristics:

- Core Qualities between 19 and 27

- Health Pools between 30 and 60
- Active in 2 or 3 Segments
- Damage Thresholds between 1 and 3
- Up to 13 total Ranks in any given Skill/Field or Wielding Source/Intention combination
- Deal 1d6 to 2d8 damage per attack

CATEGORY 4
9.4.4

Category 4 creatures tend to have the following characteristics:

- Core Qualities between 25 and 35
- Health Pools between 50 and 80
- Active in 2 or 3 Segments
- Damage Thresholds between 2 and 4
- Up to 17 total Ranks in any given Skill/Field or Wielding Source/Intention combination
- Deal 1d8 to 3d6 damage per attack

CATEGORY 5
9.4.5

Category 5 creatures tend to have the following characteristics:

- Core Qualities between 32 and 44



FREAK CRAWLER

- Health Pools between 70 and 100
- Active in 3 or 4 Segments
- Damage Thresholds between 3 and 5
- Up to 21 total Ranks in any given Skill/Field or Wielding Source/Intention combination
- Deal 1d10 to 3d8 damage per attack

CATEGORY 6
9.4.6

Category 6 creatures tend to have the following characteristics:

- Core Qualities between 40 and 55
- Health Pools between 100 and 120
- Active in 3 or 4 Segments
- Damage Thresholds between 3 and 6
- Up to 30 total Ranks in any given Skill/Field or Wielding Source/Intention combination
- Deal 2d6 to 4d10 damage per attack

CATEGORY 7
9.4.7

Category 7 creatures tend to have the following characteristics:

- Core Qualities between 50 and 66
- Health Pools between 133 and 155
- Active in 4 or 5 Segments
- Damage Thresholds between 4 and 7
- Up to 35 total Ranks in any given Skill/Field or Wielding Source/Intention combination
- Deal 2d8 to 5d10 damage per attack

CATEGORY 8
9.4.8

Category 8 creatures tend to have the following characteristics:

- Core Qualities between 61 and 78
- Health Pools between 140 and 195
- Active in 4 or 5 Segments
- Damage Thresholds between 4 and 8
- Up to 40 total Ranks in any given Skill/Field or Wielding Source/Intention combination
- Deal 3d6 to 4d20 damage per attack

CATEGORY 9
9.4.9

Category 9 creatures tend to have the following characteristics:

- Core Qualities between 74 and 92
- Health Pools between 200 and 275
- Active in 5 or 6 Segments
- Damage Thresholds between 5 and 9
- Up to 45 total Ranks in any given Skill/Field or Wielding Source/Intention combination
- Deal 3d10 to 5d20 damage per attack

CATEGORY 10
9.4.10

Category 10 creatures tend to have the following characteristics:

- Core Qualities between 89 and 100
- Health Pools between 300 and 400
- Active in 6 Segments
- Damage Thresholds between 6 and 10
- Up to 50 total Ranks in any given Skill/Field or Wielding Source/Intention combination
- Deal 4d10 to 6d20 damage per attack

Sam decides that the Cerberus should be a powerful creature capable of massive destruction and able to withstand a great deal of damage. He decides that the creature should be Category 8 and records an "8" as the second digit of the three digit Classification Number in area (2) of the Standard Template.

Name
9.5

Every creature needs a name so that it can be recognized and referenced easily. The name can be anything the designer or discoverer desires, but it might provide some insight into the creature's nature or capabilities. For example, if one were naming a gigantic avian creature that dives toward its prey to stab it with knife-like talons, the name "Crawling Nibbler" might not be as appropriate as "Speartalon" or "Divepiercer".

Since this creature has been pulled from legend, it has a well known name already. Sam contemplates using a name of his own but decides to leave the creature's name as "Cerberus" and records it in area (3).

Physical Dimensions
9.6

Size and weight are obvious and important elements of every creature and their impact on game elements should be given careful consideration by creators. One important element that a creature's size influences is its Defense Rating. Defense Rating is explained in detail in section *6.5 Tertiary Qualities* of the CRB, but for Creature Discovery, an important difference is made: the larger a creature is, the easier it is to successfully hit with an attack. **Figure 9-2 Size vs Defense Rating and Health Pool**, lists suggested modifiers to a creature's Defense Rating based on its size.

Sam wants the Cerberus to be incredibly tall and massive. He decides it will be 10.7 m (35') tall and 35,000 kg (77,161 lb). He records these values in area (4) of the Template.

SIZE		DR ADJUSTMENT	HP ADJUSTMENT
MINISCULE	< 8"	+10	-50%
TINY	0.8" to 2'	+6	-30%
SMALL	2' to 4'	+3	-10%
MAN-SIZED	4' to 7'	0	Normal
LARGE	7' to 12'	-2	+10%
GIANT	12' to 20'	-4	+25%
HUGE	20' to 40'	-6	+50%
COLOSSAL	40' to 100'	-8	+75%
GARGANTUAN	> 100'	-10	+100%

FIGURE 9-2: SIZE, DEFENSE RATING AND HEALTH POOL

Core Qualities
9.7

At this stage of creature creation, numerical values must be assigned to represent the creature's Core Qualities. Core Qualities are a numerical representation of the creature's physical and mental composition. The Core Qualities that must be enumerated are: Strength, Agility, Conditioning, Vitality, Discipline, Intelligence and Charisma. A more thorough description of each Core Quality can be found in section *6.3 Core Qualities* of the CRB.

The value assigned to individual Core Qualities can vary greatly, but all should fit within the parameters recommended for the creature's Category as selected in section *9.4 Creature Category*. A few Quality Scores may stray outside the recommended range, but do so with caution since this could result in a creature weaker or more powerful than others in the Category. The majority of creatures, regardless of their Category, have Intelligence scores less than 20.

Sam examines the recommended Core Qualities for a Category 8 creature as listed in section 9.4.8 and sees that they should all be between 61 and 78. He decides on the following Core Quality Score values:

- Strength: 75
- Agility: 61
- Conditioning: 63
- Vitality: 70
- Discipline: 62
- Intelligence: 7
- Charisma: 61

Sam records these scores as well as their Associated Dice Pools (found in Figure 7-1: Quality Scores and Associated Dice Pools in section 7.1 Quality Scores and Dice Pools of the CRB) in area (5) of the template.

Secondary Qualities
9.8

Once Core Qualities are assigned, Secondary Qualities are calculated. Secondary Qualities represent more complex elements of a creature's mental and physical capabilities and are typically the averages, rounded up, of two related Core Qualities. The seven Secondary Qualities that must be enumerated are: Athleticism, Physical Acumen, Fitness, Will, Wisdom, Wit and Presence. A more thorough description of each Secondary Quality can be found in section *6.4 Secondary Qualities* of the CRB.

Although Secondary Qualities are normally the average of two Core Qualities, a creature's creator can inflate or deflate these scores as desired to best match the concept they have in mind. Remember that by altering the Secondary Qualities, you are changing the Dice Pools that will be used by the creature.

Sam examines the averages of the appropriate Core Quality Scores and determines that the Secondary Quality Scores resolve to the following:

- Athleticism: 68
- Physical Acumen: 62
- Fitness: 67
- Will: 66
- Wisdom: 35
- Wit: 34
- Presence: 68

Sam concludes that these scores are appropriate and records them as well as their Associated Dice Pools (found in Figure 7-1: Quality Scores and Associated Dice Pools in section 7.1 Quality Scores and Dice Pools of the CRB) in area (6) of the template.

Tertiary Qualities
9.9

Tertiary Qualities represent several aspects of a creature relevant to their survivability, instincts, and natural combat abilities. The Tertiary Qualities are Reaction, Physis and Defense Rating. A more thorough description of each Tertiary Quality can be found in section *6.5 Tertiary Qualities* of the CRB.

Physis is the average of the creature's Core Qualities and represents its genetic complexity. Physis should not be artificially altered. The creature's Reaction Quality score is the average of its Athleticism and Wisdom Quality scores. The creature's Defense Rating is equal to half its Reaction score rounded up. Reaction and Defense Rating are core elements of the creature's combat prowess and should be given careful consideration.

If you would like your creature to act faster and more often in combat, its Reaction should be raised. If you want it to be slower or less active during combat, its Reaction should be diminished.

If you want the creature to be more difficult to hit, its Defense Rating should be increased. Conversely, if the creature should be easier to hit, the Defense Rating can be lowered.

Sam averages all of the Core Quality scores and determines that the Cerberus' Physis score is 57.

By averaging the Athleticism and Wisdom Secondary Quality scores, Sam determines that the Cerberus' Reaction score is 51.

The Cerberus' Defense Rating resolves to 26.

According to Figure 9-2: Size, Defense Rating and Health Pool, the Cerberus is considered Huge and is easier to hit. Its Defense Rating is artificially diminished by 6 and becomes 20.

Sam records the Physis, Reaction and Defense Rating in area (7) of the template.

Vitals
9.10

A creature's Vitals include their Endurance and Health Pool (HP) if they are organic, or Structural Integrity (SI) if they are mechanical or inorganic. Endurance represents the amount of physical activity that can be endured before becoming exhausted. More information on Endurance can be found in section *6.5 Tertiary Qualities* of the CRB. A creature's HP or SI represents how much damage they can endure before dying. More information on HPs can be found in section *6.6 Health Pool* of the CRB. It is important to note that HP and Endurance can both be artificially inflated or deflated as required. **Figure 9-2: Size, Defense Rating and Health Pool** suggests a percentage increase or decrease of the creature's HP or SI based on its size. These are only suggestions and do not have to be adhered to.

A creature's HP or SI is the most direct measurement of its survivability, although the strength of its armor plays a significant role as well. If you want your creature to be tough and able to absorb a significant amount of damage before dying, it can be given a larger HP or SI. Conversely, if a creator envisions their creature as frail and unable to absorb as much damage as their HP would indicate, simply lower it.

The same applies for Endurance, raise its score if you want your creation to handle more activity than its Qualities dictate it should, or lower it if you do not see it being able to endure as much activity as its Qualities dictate. Remember, Endurance points are spent by creatures to unleash Special Attacks as explained in section *9.14 Special Attacks* in addition to allowing them to simply remain active in combat.

Sam calculates the Cerberus' HP to be 133 by adding its Conditioning and Vitality Core Quality scores. Since the creature is considered Huge, as per Figure 9-2: Size, Defense Rating and Health Pool, Sam decides to add the suggested 50% bonus, 66 points in this case, to the HP total of the Cerberus providing it with 199 HP.

He then calculates the creature's Endurance Pool by adding the Vitality and Conditioning scores together. He decides that this fits his vision for the beast and leaves it at 133.

Sam records the Vitals in area (8) of the template.

Movement Rates
9.11

A creature's Movement Rates represent the distance it can travel in a single Segment. More information on Movement Rates can be found in section *7.2.3 Movement Rate* of the CRB. It is important to note that Movement Rates can be increased or decreased as desired and need not necessarily correspond to the Athleticism Secondary Score as per **Figure 7-4: Full Movement Action Rates** in section *7.2.2 Stances* of the CRB. Some consideration must also be given to the Dynamic Stances available to the creature depending on its anatomy. Some creatures cannot fly, others cannot swim while still others are capable of using all of the Dynamic Stances.

It is recommended that GMs provide creatures with modifiers that correspond to what are typically slower Dynamic Stances if the creature is not moving at the maximum rate of speed they may be capable of as described in section *2.9 Movement Rates*.

Figure 9-3: Movement Rates and Speed lists the Movement Rates and corresponding speeds in km/hour and miles per hour.

Sam uses the Movement rates found in Figure 9-3: Movement Rates that correspond to the Cerberus' Athleticism score of 68 and records the following Movement Rates in area (9) of the template:

- **Swim:** 3 (This has been artificially diminished due to the Cerberus' immense bulk.)
- **Crawl:** – (The Cerberus is too big to Crawl properly)
- **Monkey Run:** – (This Dynamic Stance is typically only used by humanoid creatures.)
- **Climb:** – (The Cerberus is too massive and clumsy to Climb sheer surfaces, ropes or ladders.)
- **Walk:** 6
- **Run:** 11 (This has been artificially diminished due to the Cerberus' immense bulk.)
- **Sprint:** 18 (This has been artificially diminished due to the Cerberus' immense bulk.)
- **Fly:** – (The Cerberus is incapable of flight.)

Movement Rate SIM	Speed KPH	Speed MPH
1	3.6	2.2
2	7.2	4.5
3	10.8	6.7
4	14.4	8.9
5	18	11.2
6	21.6	13.4
7	25.2	15.7
8	28.8	17.9
9	32.4	20.1
10	36	22.4
11	39.6	24.6
12	43.2	26.8
13	46.8	29.1
14	50.4	31.3
15	54	33.6
16	57.6	35.8
17	61.2	38
18	64.8	40.3
19	68.4	42.5
20	72	44.7
25	90	55.9
30	108	67.1
35	126	78.3
40	144	89.5
50	180	111.8
60	216	134.2
70	252	156.6
80	288	179
90	324	201.3
100	360	223.7
200	720	447.4
300	1080	671.1

FIGURE 9-3: MOVEMENT RATES AND SPEED

Armor
9.12

Armor represents the amount of damage that is negated according to the respective Damage Threshold values listed for the creature. More information on Damage Thresholds can be found in section *7.11.4 Damage Threshold* of the CRB.

Armor against specific Damage Types can have a profound effect on the survivability of a creature. Raising the Damage Threshold values against Melee Kinetic or High Velocity Kinetic Damage Types can make a creature significantly more difficult to injure, let alone kill. Raising Damage Threshold values by significant amounts can make a creature invulnerable to smaller caliber weapons and many common melee weapons.

When creating a creature, this is one of the most critical statistics that must be carefully considered before assigning final values. If PCs are not adequately equipped to overcome a creature's Damage Thresholds it could lead to a disastrous outcome. Conversely, if a high Category creature is not provided with high enough Damage Thresholds, it may be killed much sooner than a GM desires.

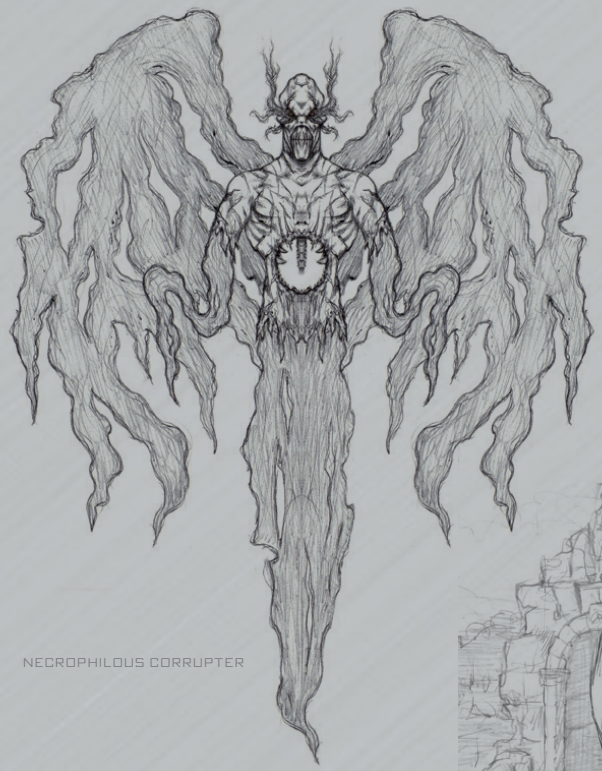
A baseline for a creature's Void Damage Threshold is determined by their Physis score as per **Figure 9-4: Physis and Void Damage Threshold**. These may still be increased or decreased as desired, but provide a solid starting point, linking the creature's resistance to this destructive energy to their degree of genetic complexity.

Sam references section 9.4.8 and observes that a Category 8 creature should have Damage Thresholds between 4 and 8. He decides that the Cerberus should be more resilient to Melee Kinetic and High Velocity Kinetic attacks and less resilient to Chemical and Energy attacks. He records the following Armor values in area (10) of the Template:

- HV Kinetic: 7
- Melee Kinetic: 8
- Energy: 4
- Chemical: 5
- Void: 6
- Alpha: Immune
- Omega: Immune

Physis Score	Void Damage Threshold
1–9	1
10–19	2
20–29	3
30–39	4
40–49	5
50–59	6
60–69	7–8
70–79	8–10
80–89	9–12
90–99	10–13
100	11–15

FIGURE 9-4: PHYSIS AND VOID DAMAGE THRESHOLD



NECROPHILOUS CORRUPTER



SPIRIT SERVANT

Attacks
9.13

In this stage of the creation process, a creature's known attacks are decided upon and all relevant statistics are listed including, the Associated Dice Pool, Exertion Rating, Max Number of Attacks per Segment, Damage inflicted for a successful attack, Max and Min Ranges, the Range Rating and Range Penalties for all Ranged attacks.

The attacks listed here are considered common Ranged and Melee attacks and do not require any explanation other than what is presented in sections *7.9 Ranged Combat* and *7.10 Melee Combat* of the CRB. These are the attacks that the creature can unleash with little effort and which do not cost any additional Endurance points to use.

The amount of damage inflicted is based partially on the creature's Category, partially on damage bonuses based on Secondary Quality scores (see **Figure 6-11: Attack Damage Modifier** in section *6.4 Secondary Qualities* of the CRB.) and, most importantly, on the concept behind the creature. Will it attack with many light attacks that do very little damage and have a low Exertion Rating, or will the creature employ powerful attacks that do a great deal of damage but have high Exertion ratings?

Section *9.4 Creature Category* suggests damage ranges for each creature Category, but once again these amounts can be increased or decreased as desired. **Figure 10-1: Dice Roll Maximums and Averages** provides insight into the maximum and average damage various dice will cause to assist you in determining how much damage an attack should do.

Sam sees that the suggested amounts of damage for a Category 8 creature are between 3d6 (Light attack) and 4d20 (Heavy attack) per attack. Since the Cerberus is large and slow, Sam decides that it should have a Paw attack that is weak but fast as well as a bite attack that is strong but slow.

The Paw attack will have the following stats:

- Associated Dice Pool (Athleticism 68): 4d12, 2d10
- Damage: 3d6+7 MK
- Exertion: 12
- Max Attacks: 3
- Max Range: 3 SIM

The Bite attack will have the following stats:

- Associated Dice Pool (Athleticism 68): 4d12, 2d10
- Damage: 4d20+7 MK
- Exertion: –
- Max Attacks: 1
- Max Range: 2 SIM

Sam records the relevant data in area (11) of the template.

Special Attacks
9.14

Special Attacks are essentially special abilities that are significantly more powerful and versatile than standard attacks. To initiate a Special Attack, creatures must use a specified number of points from their Endurance Pool, thereby limiting the number of Special Attacks they can use before requiring rest or recharging. The rules that govern Special Attacks are explained in detail in section *2.12 Special Attacks*.

Sam decides that he wants the Cerberus to have a fear-inducing roar that lowers targets' Fear State Component Level. He reads section 2.12 Special Attacks and creates the following Special Attack and records it in Section (12) of the template:

Terrifying Roar:

- Act: Full
- Rng: 25
- Sc: AoE (S, 25 R, centered on Cerberus)
- Nat: Sn
- EC: 15
- Func: Alter (Fear State -3, NLT Terrified
- RC: Discipline 40, Negates
- Dur: 2C
- Cuml: No

Description
9.15

At this stage in the creation process, a description of a creature is written to provide information about its appearance, odors it may produce, its physiology, known offensive and defensive capabilities and other relevant details. In most cases information is also provided about how the creature came into existence and how it has survived since then.

Sam describes the Cerberus in great detail in area 13 of the template. He includes a few lines he will read to the players when they first see the Cerberus along with point form notes to highlight particular characteristics of the creatures' appearance, mannerisms and other details to trigger on during encounters.

Behavior
9.16

The Behavior portion of the template provides information regarding the creature's instincts, diet, prey, hunting strategies and any other distinguishing activities or habits. Information is typically provided about how it interacts during encounters with other creatures, and whether it is sentient, intelligent, malevolent or benevolent. This section also provides insight into how the creature may behave in combat. These are merely suggestions and GMs can use the creature in a manner which best suits the encounter they have planned. Depending on the creature, the Behavior section also provides information about the ecology of the creature and may discuss such things as the environments it thrives in or avoids, as well as the time of day or season when it is more likely to be encountered and, of course, any unusual characteristics such as an aversion to light or attraction to certain smells. The Behavior section may also include a description of any special attacks and defenses.

Sam thinks about the behavior, habitat and tactics of the Cerberus and writes down anything that might influence an encounter with it. He decides that there is a 15 minute window each day in which all three of the Cerberus' heads are asleep at the same time which could provide PCs with a potential surprise attack. Perhaps the Cerberus would have penalties to a Detection Skill Check when all three heads are asleep?

He also decides that the creature is more sensitive to Sonic attacks than most creatures and that they inflict more damage when used against the Cerberus.

He records this information in area 14 of the Template.

Footprint
9.17

A creature's footprint is the amount of space it occupies on a game board when using the Model and Game Grid Combat or Model and Terrain Combat Modes of Play as described in section *1.5 Modes of Play* of the CRB. The footprint is annotated as: "(W x L)" where "W" is the width and "L" is the length of a creature, measured in SIMs.

As Sam has already decided that the Cerberus is 10.7 m (35') tall, he needs to have a fairly large footprint for the creature. He decides on a footprint of 6 SIM by 10 SIM and records "(6 x 10)" in area 15 of the Template.

Ranks
9.18

This area of the template lists any Skill or Wielding Ranks that the creature possesses. Any Wielding Source and Intention Ranks listed in this section allows the creature to create custom Wielding Effects as described in section *7.14 Wielding* of the CRB. It is important to note that if the creature uses any attacks or Skills that do not match properly with the Skills listed in section *6.9 Skills* of the CRB, they can be listed here as custom Skills with the corresponding number of Ranks.

According to section 9.4 Creature Category, Category 8 creatures typically have no more than 40 Ranks in any one Skill/Field or Wielding Source/Intention combination. The Cerberus may not be highly trained but it is a capable combatant. Sam decides to give it 20 Ranks of Melee Combat, 18 Ranks of Grapple and 20 Ranks of Unarmed and records this information in area (16) of the Template.

Active Segments
9.19

The Active Segments of a creature are the Segments of a Combat Cycle in which the creature has a turn. The Active Segments are linked to the creature's Reaction Score and are listed in **Figure 7-1: Quality Scores and Associated Dice Pools** found in section *7.1 Quality Scores and Dice Pools* of the CRB.

As the Cerberus has a Reaction Score of 51, it is Active in Segments 1, 2, 4 and 6. Sam records this information in area 17 of the Template.

Encounter Management

10

10.1 Creature Categories
10.2 Direct Factors
10.3 Indirect Factors
10.4 Misleading Factors
10.5 Creating Challenging Encounters





Encounter Management
10

An encounter is simply a meeting between characters and/or creatures. Pleasantries may be exchanged, a business transaction might occur or combat could erupt without warning. In any case, encounters are the heart of the table-top role-playing game experience. Planning and running them well is one of a GM's most important and rewarding duties.

This section provides GMs with guidance for creating fun and challenging encounters for PCs of all levels of skill and ability. It also provides guidelines that make the preparation and management of these encounters significantly easier.

To begin, there are a few general things to keep in mind:

Creature Categories
10.1

Creature Categories provide a very general indication of how powerful a creature is based on the characteristics outlined in section *9.4 Creature Category*. However, it is ultimately impossible to accurately measure the capabilities of a group of PCs and creatures in a simple, consistent manner. There are many factors that influence both characters' and creatures' capabilities in both combat and non-combat situations and all will affect the player's ability to successfully navigate or overcome any given encounter. Since many encounters inevitably result in combat, the majority of the factors described in the following sections are focused on balancing such situations.

Direct Factors
10.2

Direct Factors are the game elements that directly affect the resolution of an encounter. They are statistics that play a clear and measurable role in the statistical outcome of things like Success Checks and weigh heavily in combat. Direct Factors are very important for creating balanced encounters and should always be considered as a whole since no single factor guarantees a balanced encounter.

Health Pool or Structural Integrity
10.2.1

A creature's HP has a very clear and obvious impact on the outcome of combat situations. HP and SI are the first factor a GM should consider when planning an encounter. These provide GMs with the simplest baseline for gauging whether an encounter is appropriate and feed directly into the next factor.

Damage per Segment
10.2.2

This is the amount of damage a creature is capable of delivering, on average, during a single Combat Segment. **Figure 10-1: Dice Roll Maximums and Averages** provides the numerical maximums and averages of any given combination of dice being rolled, including rolls for damage. The values shown on Figure 10-1 do not account for higher or lower than average damage rolls or the use of Critical Rolls, but are a great guide for how much damage a creature is likely to roll with their stated damage dice. Keep in mind that some creatures have bonuses and penalties applied to their damage rolls.

Damage per Segment can be roughly estimated by multiplying half of the Maximum Number of Attacks by the average Damage per Attack of any given attack. This assumes that a creature only successfully hits with half of its Maximum Number of Attacks and causes average damage per attack.

For example, if a creature has a Maximum Number of Attacks of 5 and the Damage per Attack is 3d6+2, the Damage per Segment is calculated as follows:

(Average no. of Attacks) × (Average Damage per Attack) = (Average Damage per Segment)

2.5 (Max no. of Attacks/2) × 12.5 (10.5 [from Figure 10-1] +2) = 31.25

It is important to note that Damage per Segment does not account for Special attacks which have widely varying effects.

Active Segments
10.2.3

The number of Active Segments a creature has dictates the number of opportunities it has to attack and move during a Combat Cycle. This is an important factor to weigh since significant differences between the Active Segments of combatants will skew the action heavily in favor of the more active participants.

Armor
10.2.4

Armor is one of the most important factors for a GM to consider. Particularly high Damage Thresholds allow creatures and armor wearers to negate damage caused by their foes and remain in combat longer. It is important to ensure Damage Thresholds can be overcome in an encounter, meaning the attacker is actually able to inflict more damage in a single attack than their target's appropriate Damage Threshold. Furthermore, a creature may have a large HP, but low Damage Thresholds, making it much easier to kill than a creature with a smaller HP, but higher Damage Thresholds. A small number of creatures that are heavily armored may pose a significantly greater threat to a group of PCs than a larger number of less armored creatures.

Damage Type
10.2.5

The Damage Type of an attack also plays an important role in an encounter. If a creature is only susceptible to one particular type of damage, characters may be at a significant disadvantage. It is important to ensure characters are not pitted against adversaries they cannot even wound. Conversely if a creature has an attack that deals a type of damage for which the party has little or no armor, they will suffer damage much more quickly.

Special Attacks
10.2.6

Special Attacks are the wild cards of an encounter. They stray outside the boundaries of conventional attacks and can affect an encounter in ways that cannot be governed by statistics or easily anticipated. Although many are limited by the number of times they may be used, etc., their effects can completely change the outcome of an encounter

and must be carefully considered. GMs should carefully review the Special Attack capabilities of creatures they plan to employ to ensure their PCs will be both challenged by these terrors, but able to prevail against them.

See section *2.12 Special Attacks* for more information on Special Attacks.

Endurance
10.2.7

Although Endurance will not be of immediate concern like the factors listed above, it can be extremely important as an encounter progresses, especially given armor and Damage Thresholds. Endurance governs the number of Combat Cycles a creature can remain physically active and also limits the amount of Special Attacks it can initiate. In time, characters and creatures alike will become fatigued as they engage in physical activity and may eventually become Tired or Exhausted and their combat effectiveness will be severely limited.

Ranks
10.2.8

Ranks provide definite bonuses to corresponding Success Checks, making it easier to successfully conduct actions. A creature with a high number of Ranks in a given Skill will succeed frequently and pose a serious challenge when employing skills to its advantage. Correspondingly, a creature with fewer Ranks is less likely to be successful. Considering Ranks is important when planning how an encounter will unfold and whether or not a creature will take advantage of its full ability.

Number	Type	Maximum	Average
1	d4	4	2.5
2		8	5
3		12	7.5
4		16	10
5		20	12.5
6		24	15
1	d6	6	3.5
2		12	7
3		18	10.5
4		24	14
5		30	17.5
6		36	21
1	d8	8	4.5
2		16	9
3		24	13.5
4		32	18
5		40	22.5
6		48	27

Number	Type	Maximum	Average
1	d10	10	5.5
2		20	11
3		30	16.5
4		40	22
5		50	27.5
6		60	33
1	d12	12	6.5
2		24	13
3		36	19.5
4		48	26
5		60	32.5
6		72	39
1	d20	20	10.5
2		40	21
3		60	31.5
4		80	42
5		100	52.5
6		120	63

Figure 10-1: Dice Roll Maximums and Averages

Indirect Factors
10.3

Indirect Factors are qualitative factors that cannot be linked to specific statistics or game elements. However, they remain extremely important to the outcome of an encounter. Indirect Factors may include things like surprise, terrain, obstacles, lighting and weather.

Surprise
10.3.1

A creature's ability to surprise characters and vice versa can impact the outcome of an encounter immediately and is an important part of planning an encounter. A GM may determine that circumstantial or environmental factors like darkness, noise, camouflage, etc. guarantee one side is surprised during an encounter. Surprise can also occur by employing an Opposed Roll in which the Stealth, or other Skill deemed appropriate by the GM, of the surprising side is pitted against the Detection, or other appropriate Skill, of the other. If the Detection Check fails, the surprise is successful.

See section *7.6.1 Reaction Check* of the CRB for more information regarding Surprise and its effects.

Environment
10.3.2

The environment can alter the outcome of an encounter in many different ways. Terrain could be a factor if a creature can maneuver easily through water or deep snow but the movement of its target is

hindered. Perhaps a creature is too large to fit into a certain room and characters are able to take shelter within and fire ranged weapons at the creature from a safe position. A large crevice might prevent an aggressor from closing to melee range while its adversaries attack with ranged weapons without fear of counterattack. Perhaps a power failure leaves characters without a source of light when they are about to be attacked by a group of nocturnal hunters capable of fighting skillfully in the dark. Perhaps the drops of the driving rain are throwing off the senses of a creature that relies on the vibrations of their prey's footfalls to accurately hunt them.

These are just a few examples of how the environment can have a dramatic effect on an encounter. GMs must be aware of the capabilities, limitations and behavior of the creatures they are controlling as well as those of their players' characters and consider both to create interesting and challenging encounters.

Misleading Factors
10.4

There are a couple of elements that at first glance may appear to be valuable indicators of a creature or character's capabilities or power. When examined closely, it is evident that they have little value for determining combat ability and need not be considered when planning an encounter.

Total CDP Value
10.4.1

Although the Total CDP Value of a character gives you a clear measurement of how much experience they have or how long they have been played, it is possible for players to spend thousands of CDPs on their characters before being forced to spend those points on anything that will assist them in combat. Therefore the Total CDP Value of a character is not a reliable or accurate representation of its offensive and defensive capabilities.

DEFENDER CATEGORY

ATTACKER CATEGORY	1	2	3	4	5	6	7	8	9	10
1	1	5	17	>50	>200	>1000	×	×	×	×
2	1	1	4	9	21	>50	>200	>1000	×	×
3	1	1	1	3	5	8	25	>50	>200	>1000
4	1	1	1	1	2	4	6	16	>50	>200
5	1	1	1	1	1	3	4	7	15	>50
6	1	1	1	1	1	1	3	4	7	10
7	1	1	1	1	1	1	1	2	4	5
8	1	1	1	1	1	1	1	1	3	3
9	1	1	1	1	1	1	1	1	1	2
10	1	1	1	1	1	1	1	1	1	1

FIGURE 10.2: ENCOUNTER MATRIX

Physis
10.4.2

The Physis of a character or creature provides an indication as to the median of their Core Qualities and how much CDP has been spent raising a character's Core Qualities, but it does not dictate their precise offensive or defensive capabilities. Qualities such as Intelligence, Discipline and Charisma have significantly less impact on combat than Strength, Agility, Vitality and Conditioning and can dramatically skew the perception of a PC or creature's capabilities based on their Physis score.

Creating Challenging Encounters
10.5

This section provides GMs with a few basic formulas to follow when determining whether a creature or creatures will provide sufficient challenge for their PCs without being too difficult. Remember, with experience, GMs will be able to assess the difficulty of encounters more easily with little more than a cursory examination of the relevant statistics. The following formulas provide a rough guide based solely on statistical averages and a few basic assumptions for managing encounters. Many factors, such as the weapons PCs are using, can easily alter the outcome of an encounter no matter what analysis was done before. The most important step in preparing encounters for a GM is taking the time to know their PCs.

Average Damage Delivered per Segment
10.5.1

This formula was first seen in section *10.2.2 Damage per Segment* and is used to determine the amount of damage a character or creature is capable of generating in a single Segment.

(Avg no. of Atks) × (Avg Dam per Atk) = (Avg Dam Generated per S)

This formula can be taken one step further to include Damage Thresholds, giving GMs a much more precise understanding of how the encounter will unfold:

(Avg no. of Atks) × (Avg Dam per Atk - Dam Thresh of Target) = (Avg Dam Delivered per S)

Keep in mind that this only applies during Active Segments.

These formulas can be applied to each side in a planned encounter providing the GM with the Avg Dam Delivered per S for each side. This calculation can then be applied further to weigh encounters.

Survivability
10.5.2

Survivability is a measure of the number of Segments a party of characters or creatures can survive. The Avg Dam Delivered per S can

Category	Average Number of Attacks per Segment			Average Damage per Attack			Average Damage per Segment			Average Damage Thresholds	Active Segments	Average HP/SI
	Light	Medium	Heavy	Light	Medium	Heavy	Light	Medium	Heavy			
1	2.5	1.5	1	1.5	3.5	5.0	3.75	5.25	5.0	1	1	10
2	2.5	1.5	1	3.5	5.5	8.0	8.75	8.25	8.0	2	2	20
3	2.5	1.5	1	5.5	7.5	11.0	13.75	11.25	11.0	3	3	40
4	2.5	1.5	1	7.5	10.0	13.5	18.75	15.0	13.5	4	3	65
5	2.5	1.5	1	9.5	13.0	17.5	23.75	19.5	17.5	5	4	95
6	2.5	1.5	1	12.0	18.0	27.0	30.0	27.0	27.0	6	4	135
7	2.5	1.5	1	15.0	22.5	33.5	37.5	33.75	33.5	7	5	185
8	3	1.5	1	17.5	29.0	49.0	52.5	43.5	49.0	9	5	250
9	3	2	1	24.5	35.5	60.5	73.5	71.0	60.5	11	6	315
10	3	2	1	31.0	42.0	72.0	93.0	84.0	72.0	13	6	400

FIGURE 10-3: AVERAGE CREATURE COMBAT STATISTICS BY CATEGORY

be compared to the total HP of the opposing side to determine how many Segments the targets can withstand this amount of damage. For example, if the Avg Dam Delivered per S of the PCs is 100 and their adversaries have a combined HP of 500, they will theoretically be able to vanquish their foes in 5 Active Segments, giving their opponents a Survivability of 5.

The same should be calculated for the opposite force. For example if the Avg Dam Delivered per S of the creatures attacking the PCs in this scenario is 50 and the PCs have a combined HP of 600, they will theoretically survive for 12 S and would have a Survivability of 12.

If the PCs' Survivability is greater than that of their adversaries, all other things being equal, they will defeat the creatures and win the encounter and vice versa.

Survivability calculations offer GMs a straightforward mathematical way to measure likely outcomes.

ENCOUNTER GRID
10.5.3

Based on the formulas and values found in the formulas contained within sections *10.5.1 Average Damage Delivered Per Segment* and *10.5.2 Survivability*, a grid, **Figure 10-2: Encounter Matrix** has been created to provide GMs with a rough estimate of how many creatures or characters of a particular Category of difficulty, based on the parameters found in section *9.2 Presentation Template*, that can be defeated by a given number of characters or creatures of another Category based on the same parameters. Again, the values found on this grid are based on extremely rough values and use statistical averages (see **Figure 10-3: Average Combat Statistics by Category**), for such things as Damage, Number of Attacks and Damage Thresholds.

Creature Templates
11

Creature templates are optional modifications that allow GMs to quickly modify existing creatures to better suit their needs. Have you ever wished the needlebeast was a little bit more resilient or wondered what it would be like to have an undead striped ape? These and other situations can be answered with the application of templates.

Templates modify a creature's abilities, sometimes even providing entirely new abilities or removing normally available ones. The application of templates is meant to emulate physical and mental changes including such things as weaker or stronger genetics, mutations, electronic and biological augmentation, additional training or lack thereof, a Wielding Effect, etc.

Using Creature Templates
11.1

Using creature templates is an easy process, but before applying a template, you need to know what you are trying to achieve. Each template has a description that explains its intended purpose. A list of modifications and additions to the creature's statistics and other game elements follows the description. Each bullet in the list dictates what changes are to be made to the creature when applying the Template.

As an example, let's examine the Brawler template:

Brawler
11.2.7

The Brawler template enhances melee combat abilities and associated Qualities. Brawlers tend to be tough and more skilled hand-to-hand combatants. The Brawler template modifies the following statistics:

SECONDARY QUALITIES
- Athleticism: +7

TERTIARY QUALITIES
- Health Pool: +10%
- Reaction: +2
- Defense Rating: +3

DAMAGE THRESHOLDS
- Melee Kinetic: +1

SKILL RANKS
- Unarmed Combat: +5
- Grapple: +5

So, you can see that the name of the template is "Brawler". Any creature upon which the Brawler template is applied should prefix or suffix its name with the title "Brawler". For example, if the Brawler template is applied to a Tech-Roamer, it should then be referred to as a Brawler Tech-Roamer or a Tech-Roamer Brawler.

The description tells you what applying this template will achieve and how it will affect the creature being modified.

Finally, a list of the statistical modifications is provided. Remember to modify any Associated Dice Pools along the way. Keep in mind that it is not absolutely necessary to recalculate things like Core Qualities, Physis, Active Segments, etc., but a GM is free to do so if they desire.

The remainder of the listed elements should be modified as indicated until all bulleted items have been accounted for. Each template can be applied as many times as desired to have even greater impact and templates can be stacked together on a single creature to create an even greater range of possibilities. This technique is particularly useful when applying templates to higher Category creatures that may not be as dramatically affected as lower Category creatures with a single application of any given template.

Any percentages or fractions should be rounded up. In cases where a template calls for a skill to be decreased by a certain number of ranks and the creature does not have any ranks in that skill, the deficient ranks are treated as a negative modifier during corresponding Untrained Skill Checks.

Sample Templates
11.2

The following Sample Templates have been created as examples of the various functions Templates can serve. GMs and players are encouraged to use their imagination and create their own templates using those found in this section as a guide. At the GM's discretion some opposing templates may be used in conjunction with one another. For example, a creature could have the Slimy template making it more difficult to grapple as a target, but have the Sticky template for its own hands, increasing its own grappling ability.

Acclimated
11.2.1

The Acclimated Template allows a creature to exist comfortably in an environment or climate where it would not normally be able to do so. This could be the result of a thicker hide, more acute senses, altered diet or any other reason that fits the chosen creature and intended environment.

AMPHIBIOUS
11.2.2

The Amphibious template enhances a creature's ability to function underwater. While underwater, these creatures are not required to hold their breath as their gills allow them to breathe freely. An amphibious creature has a higher degree of swimming skill and their speed is increased as well. The Amphibious template modifies the following statistics:

SECONDARY QUALITIES
- Athleticism: +6

TERTIARY QUALITIES
- Endurance: +20%
- Swimming Movement Rate: +50%

SKILL RANKS
- Swimming: +10

ANEMIC
11.2.3

The Anemic template decreases the Category of the creature it is applied to. It decreases all relevant statistics and creature elements so that they are consistent with those of the lower Category according to the list found in section *9.4 Creature Category*. Each time this template is applied to the same creature, its statistics are decreased by an amount appropriate to a lower Category.

ARMOR PIERCING
11.2.4

Creatures with the Armor Piercing template have attacks that are able to penetrate armor. For each application of the template, the creature's attacks are able to bypass one point of Damage Threshold. Each additional application of the template increases the armor penetration by an additional point. See section *7.11.7 Armor Penetration* of the CRB.

BERSERKER
11.2.5

The Berserker template makes creatures more savage and bloodthirsty, filling them with blinding rage or hatred. Berserkers use wild, powerful attacks with little finesse and no regard for their own safety. They never retreat or surrender and will either kill or be killed. The Berserker template modifies the following statistics:

TERTIARY QUALITIES
- Reaction: +3
- Defense Rating: -4

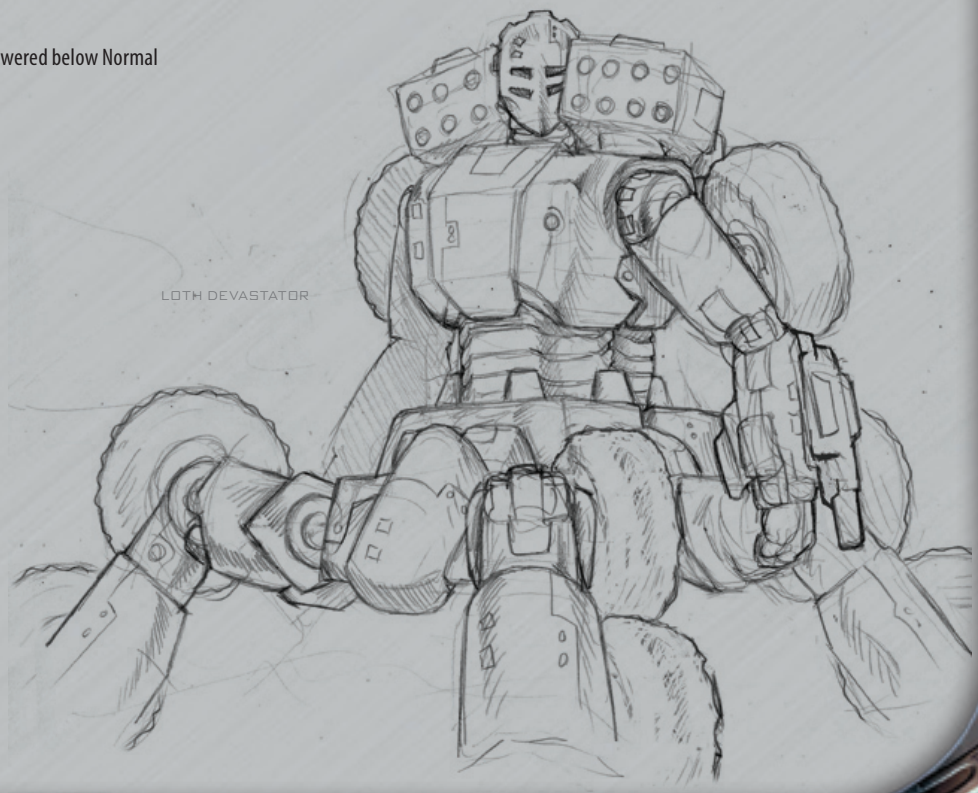
DAMAGE MODIFIERS
- Melee Kinetic attacks: +2 Dam per attack

STATES
- Fear State cannot be lowered below Normal

BLEEDER
11.2.6

The Bleeder template significantly decreases the clotting ability of the creature's blood, increasing the amount lost after suffering serious wounds. The Bleeder template modifies the following statistics:

DAMAGE
- For each application of this template, a creature's Bleeding Rate is increased by 1 after every Segment in which it suffers at least 10 HP of damage. For example, a creature with 3 applications of this template would have its Bleeding Rate increased by 3 after suffering 10 or more points of damage in a single Segment.



BRAWLER
11.2.7

The Brawler template enhances melee combat abilities and associated Qualities. Brawlers tend to be tough and more skilled hand-to-hand combatants. The Brawler template modifies the following statistics:

SECONDARY QUALITIES
» Athleticism: +7

TERTIARY QUALITIES
» Health Pool: +10%
» Reaction: +2
» Defense Rating: +3

DAMAGE THRESHOLDS
» Melee Kinetic: +1

SKILL RANKS
» Unarmed Combat: +5
» Grapple: +5

BREATHER
11.2.8

The Breather template provides a creature with a ranged attack with which they exhale a powerful breath weapon that can create any of the effects described in section *2.12 Special Attacks*. Breath weapons typically affect a cone area. Higher Category creatures should have breath attacks with more powerful effects that are more difficult to endure or resist. Breath weapons should have information for the following elements:

» Action
» Range
» Scope: Area of Effect
» Nature: Blast
» Endurance Cost
» Function
» Resist Check
» Duration
» Charge/Recharge
» Cumulative

CAUSTIC
11.2.9

The Caustic template transforms the blood of the creature it is applied to into a highly concentrated acid. This acid is harmless to the creature and its kin, but causes damage to those that the blood comes into contact with. The Caustic template modifies the following statistics:

DAMAGE
Any creature within 1 SIM of a Caustic creature as it suffers 1 HP or SI of damage is struck with splash damage of an amount deemed appropriate by the GM. Additional applications of the template can increase the range and amount of damage the caustic splashes cause.

DAMAGE THRESHOLD
» Chemical: +1

CLEVER
11.2.10

The Clever template enhances intelligence and general mental capabilities. Clever creatures may only be slightly smarter than others of their species, but it is often enough to gain a distinct advantage over prey and predators alike. With additional applications of the template, Clever creatures may develop the ability to strategize and even communicate in some fashion no matter how primitive. The Clever template modifies the following statistics:

SECONDARY QUALITIES
» Wit: +7
» Wisdom: +7

TERTIARY QUALITIES
» Reaction: +2
» Defense Rating: +3

SKILL RANKS
» Tactics: +3
» Tracking: +3
» Sense Action: +4
» Concentration: +4
» Detection: +4
» Gather Information: +4

CLUMSY
11.2.11

The Clumsy template decreases physical prowess representing a lack of coordination and control of fine motor skills. Clumsy creatures tend to move awkwardly, stumble, cause accidents frequently and generally seem to be victims of bad luck. The Clumsy Template modifies the following statistics:

SECONDARY QUALITIES
» Athleticism: -8

TERTIARY QUALITIES
» Reaction: -3
» Defense Rating: -3

SKILL RANKS
» All Physical Skills reduced by 3 Ranks

DISEASED
11.2.12

The Diseased template turns a creature into the carrier of a disease. The disease may be transmitted in a variety of ways. The disease can have a variety of effects and may vary in Potency Level and severity. Creatures should carry a disease with effects that can be reasonably resisted or endured by a character with comparable statistics. The disease might reduce Quality scores, damage HP or Endurance over time, reduce Movement Rates or have a negative impact on Success Checks. The diseases should have information for the following elements, as explained in section *2.12 Special Attacks*:

- Dispersal
- Effect Onset
- Effect
- Duration
- Potency Level
- Resist Check

Electromagnetic Field
11.2.13

The Electromagnetic Field template intensifies the natural electromagnetic energy that surrounds the creature so much that it interferes with the operation of all electronic devices within the area of effect unless they are shielded from such effects or the GM rules they are unaffected.

The first application of the Electromagnetic Field template has the following statistics:

- AoE: S, R5 (centered on creature)

Each additional application of this template increases the radius of the AoE by 5 SIM.

EMP
11.2.14

The EMP template provides a creature with the ability to emit an Electromagnetic Pulse (EMP) capable of disabling electronic devices within the stated radius. Any electronic devices that are active and not protected against EMP attacks are disabled. The EMP template has the following effects:

- Sc: AoE (S, R5, centered on creature)
- Disables all unprotected, active electronic devices

Ferocious
11.2.15

The Ferocious template increases the Category of the creature it is applied to. It increases all relevant statistics and creature elements so that they are consistent with those of the higher Category according to the list found in section *9.4 Creature Category*. Each time this template is applied to the same creature, its statistics are increased by an amount appropriate to a higher Category.

Fleet
11.2.16

The Fleet template enhances speed. Fleet creatures tend to be leaner and more athletic than the majority of their species and have better physical reaction time. The Fleet template modifies the following statistics:

SECONDARY QUALITIES
- Athleticism: +10

TERTIARY QUALITIES
- Reaction: +7
- Defense Rating: +4
- Active Segments: Increased by 1 level
- Movement Rate: +33%

Flying
11.2.17

The Flying template provides the capability of flight to creatures that cannot normally fly. This could be due to a distinct genetic departure from the creature's ancestors, a biological augmentation, the addition of thrusters, a Wielding Effect, etc. For humanoids, the Movement Rate corresponds to those found on **Figure 7-4: Full Movement Action** in section *7.2.3 Movement Rate* of the CRB. GMs should decide upon flight speed based on their concept for the new creature and its method of flying.

Freezing
11.2.18

The Freezing template allows a creature to project an aura of intense cold that freezes victims within its area of effect. The Freezing template creates the following effect:

DAMAGE THRESHOLDS
- Energy: +1 (Except against Heat-based attacks)

DAMAGE
- AoE: S, R5 (centered on creature)
- Dam: 1d4 EN/S
- Slows all victims' Movement Rates by 10%
- RC: Vitality (20, Half Damage)

Each additional application of this template doubles the radius of the AoE, increases the Dice Type to the next larger die (i.e. d8 to d10, etc.), increases the Movement Rate reduction by an additional 10%, and adds an additional 10 to the RC DR.

Hardened
11.2.19

The Hardened template makes a creature immune to a specific type of damage. This template can be applied multiple times, each time making the creature immune to a new type of damage.

GMs should keep specific vulnerabilities in mind, and combine this template with the Vulnerability template to ensure invincible creatures are not unintentionally created. For example, a creature could be made immune to Melee Kinetic damage in general but remain vulnerable to silver weapons. Conversely, a creature could be immune to Energy damage in general but be made vulnerable to fire or heat-based attacks.

Horrifying
11.2.20

The Horrifying template makes a creature frightfully more terrifying than the typical specimen, twisting its appearance and mannerisms to produce a nightmarish version of its kind. Horrifying creatures invoke feelings of dread and terror in those nearby, so much so that

their presence can affect the ability of others to take action. The Horrifying template has the following effects:

» Sc: AoE (S, R5, centered on creature)
» Reduces Fear State by 2, NLT Anxious
» RC: Discipline (20)

Each additional application of the Horrifying template increases the radius of the effect by 10 SIM, reduces the Fear State Component by an additional level and increases the DR of the RC by an additional 10.

LARGE
11.2.21

The Large template creates a significantly larger version of the creature it is applied to. Large creatures tend to be easier to hit, due to their increased size, but tend to have larger HP and Damage Thresholds. Apply this template numerous times to produce truly gargantuan creatures. The Large template modifies the following statistics:

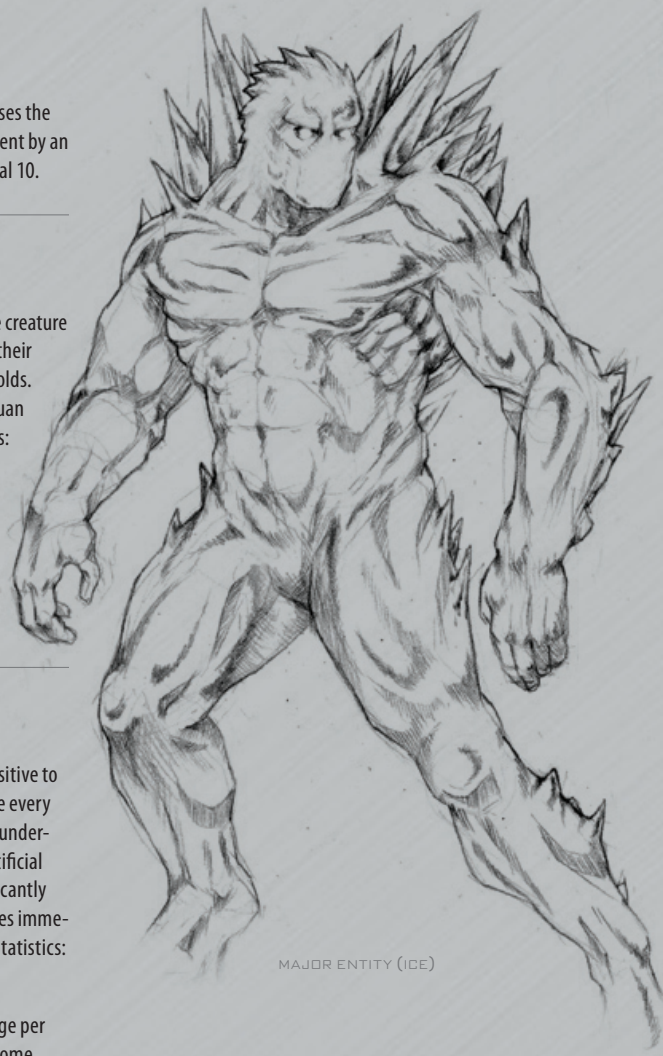
TERTIARY QUALITIES
» Health Pool: +20%
» Defense Rating: -2

DAMAGE THRESHOLDS
» All increased by 1

LIGHT SENSITIVE
11.2.22

The Light Sensitive template makes a creature extremely sensitive to light, particularly UV light. Light sensitive creatures will make every effort to avoid light, attempting to remain in the shadows or underground and only venturing into the open at night or when artificial lights are out of commission. Sunlight and UV light are significantly more harmful and cause physical damage to exposed creatures immediately. The Light Sensitive template modifies the following statistics:

DAMAGE
Creatures exposed to sunlight or UV light suffer 1 HP of damage per Segment so long as they are exposed to it. It is possible that some weapons that use UV light as a source will do more damage based on their individual descriptions and statistics.



MAJOR ENTITY (ICE)

OBLIVIOUS
11.2.23

The Oblivious template makes creatures ignorant of danger and, in large part, the world around them. An oblivious creature is immune to any changes to its Thought, Emotion and Fear States. The Oblivious template modifies the following statistics:

SECONDARY QUALITIES
» Wit: -7

TERTIARY QUALITIES
» Reaction: -5
» Defense Rating: -3

SKILL RANKS
» Detection: -10
» Tracking: -15

STATES
» Fear, Thought and Emotion States cannot be altered

PHASED
11.2.24

The Phased template makes a creature incorporeal, making them more resilient to physical attacks and able to pass through solid objects. Phased creatures tend to flicker and seem translucent. Although Phased creatures share some of the same characteristics as Spiritual creatures, they are not considered Spiritual. The Phased template modifies the following statistics:

TERTIARY QUALITIES
» Defense Rating: +5

DAMAGE THRESHOLDS
» Melee Kinetic: +1

» High Velocity Kinetic: +1
» Energy: +1
» Chem: +1

Each additional application of the template increases the Defense Rating of the creature by an additional 5 and increases the listed Damage Thresholds by 1 each. Phased creatures are also able to pass through physical objects unimpeded. Any equipment carried by a phased creature is also considered to be phased.

Radioactive
11.2.25

The Radioactive template makes the creature a source of intense radiation. Their bodies cause sickness and damage to all those they encounter. The radioactive aura generated by a creature should have information for the following elements:

» Action: Free
» Range
» Nature: Aura
» Function: Damage over Time
» Resist Check

Searing
11.2.26

The Searing template allows a creature to project an aura of intense heat that burns victims within its area of effect. The Searing template creates the following effect:

Damage Thresholds
» Energy: +1 (Except against Cold-based attacks)

Damage
» AoE: S, R5 (centered on creature)
» Dam: 1d4 EN and 2 EC/S
» RC: Vitality (20, Half Damage)

Each additional application of this template doubles the radius of the AoE, increases the Dice Type to the next larger die (i.e. d6 to d8, etc.), adds 1 to the Endurance lost per Segment, and adds an additional 10 to the RC DR.

Sensory Deprived
11.2.27

The Sensory Deprived template removes one or more senses. Although other senses may improve to compensate for the loss of the missing sense, the creature is inevitably handicapped in some fashion. At the GM's discretion, the loss of one sense may severely hinder the creature's ability to detect or interact with others or have no effect at all if the creature has learned to cope efficiently without the sense. The Sensory Deprived template may modify the following statistics:

Tertiary Qualities
» Reaction: -5
» Defense Rating: -5

Skill Ranks
» Detection: -8

Slimy
11.2.28

The Slimy template makes the creature extremely slimy and slippery. Slimy creatures are much more difficult to grapple since they are more likely to slip through the grasp of their attacker. The Slimy template modifies the following statistics:

Tertiary Qualities
» Defense Rating: +5

Other
» The DR of any Grappling attack made against a slimy creature is increased by 5 for each application of the template.

Each additional application of the Slimy template increases their Defense Rating by 2 and increases the DR of Grappling Success Checks made against them by an additional 5.

Small
11.2.29

The Small template creates a significantly smaller version of the creature that it is applied to. Small creatures tend to be harder to hit, due to their decreased size, but tend to have smaller HP and Damage Thresholds. Apply this template numerous times to produce truly miniscule creatures. The Small template modifies the following statistics:

Tertiary Qualities
» Health Pool: -40%
» Defense Rating: +4

Damage Thresholds
» All decreased by 1

Sonic
11.2.30

The Sonic template enhances combat abilities by providing a sonic attack that damages targets with powerful sound waves. The Sonic template provides the following attack and statistic modifications:

Sonic Attack*
» Act: Half, Rng: 15 SIM, Sc: AoE (C, D5), Nat: Sn, EC: 8, Ch/Rech: (2, 1 H)
» Func: Dam (2d8+2 EN)

*For additional applications of the Sonic template, the Rng, Sc, EC, Dam and number of charges can be altered.

Spiked
11.2.31

The Spiked template enhances offensive and defensive capabilities, covering a creature's entire body with sharp spikes. Unarmed Melee attacks inflict more damage and the spikes cause damage to any attackers that successfully hit the creature with Unarmed Melee attacks. The Spiked template modifies the following statistics:

TERTIARY QUALITIES
» Defense Rating: +3

DAMAGE THRESHOLDS
» Melee Kinetic: +1

INCREASED DAMAGE
» All Unarmed Melee attacks do +2 MK damage
» All attackers that strike a spiked creature with an Unarmed Melee attack suffer 2 MK damage per successful attack

SPIRITUAL
11.2.32

The Spiritual template transforms a non-Spiritual creature into a Spiritual one. It is the GM's decision whether the creature will be Alpha or Omega-based depending on the function they will serve. Spiritual creatures can be affected by their opposing Spiritual Damage Type and cause Spiritual Damage based on their own Spiritual source. The GM may decide to allow creatures using the Spiritual template to damage non-Spiritual creatures or objects with Energy damage. Creatures do the normal amounts of damage for their listed attacks, however, the Damage Type will be AS or OS (based on their own Spiritual affiliation) and/or Energy damage if the creature is able to damage non-spiritual creatures. The Spiritual template modifies the following statistics:

DAMAGE THRESHOLDS
» Alpha Spiritual: +2
» Omega Spiritual: +2

STATES
» Density State cannot be changed from Spiritual

DAMAGE
» Susceptible to Spiritual Damage from opposing Spiritual Source
» Cause damage according to their own Spiritual Source
» Cause Energy damage to non-spiritual creatures and objects

SPITTER
11.2.33

The Spitter template provides a ranged biological spit attack. The projectile can cause any of the effects described in section *2.12 Special Attacks*, however, they tend to affect only one target per attack. Higher Category creatures should have projectiles with more powerful effects that are more difficult to endure or resist. An attack generated by a spitting creature should have information for the following elements:

» Action
» Range
» Scope: 1
» Nature: Physical
» Endurance Cost
» Function
» Resist Check
» Duration
» Charge/Recharge
» Cumulative

STALKER
11.2.34

The Stalker template enhances the abilities to detect, track and outrun prey. Stalkers tend to be more alert and far more capable of feats of physical and mental strain. The Stalker template modifies the following statistics:

SECONDARY QUALITIES
» Athleticism: +7
» Wisdom: +5

TERTIARY QUALITIES
» Endurance Pool: +20%

SKILL RANKS
» Orienteering: +5
» Tracking: +5
» Sense Action: +5
» Detection: +7
» Gather Information: +5
» Core Fitness: +7

STEALTH
11.2.35

The Stealth template enhances the ability to move and act quietly without detection. The Stealth template modifies the following statistics:

SECONDARY QUALITIES
» Athleticism: +7
» Physical Acumen: +8

SKILL RANKS
» Tumble: +5
» Theft: +4
» Stealth: +6
» Escape Artist: +4
» Defeat Security: +4

STICKY
11.2.36

The Sticky template makes the creature extremely sticky. Any melee weapons used to attack a sticky creature have a chance of becoming stuck to the creature's body, possibly disarming the attacker. They are also able to climb more effectively and are more effective when making Grappling Success Checks. The Sticky template modifies the following statistics:

TERTIARY QUALITIES
» Climbing Movement Rate increased by 2

SKILL RANKS
» Grapple: +5

OTHER
» Any Melee Attack made against a sticky creature invokes a

Strength RC of 20. Success negates, but failure results in the attacker being disarmed, their weapon becoming stuck to the creature's body. If the attacker is using an unarmed attack, the limb or appendage they used for the attack is stuck to the creature until a successful RC is made. Until then, their Maximum Attacks per Segment for Melee Attacks is halved.

Each additional application of the Sticky template increases the Climbing Movement Rate by an additional 2, increases their Grapple Skill by an additional 5, and increases the sticking RC DR by 10 for melee attacks made against them.

STONE
11.2.37

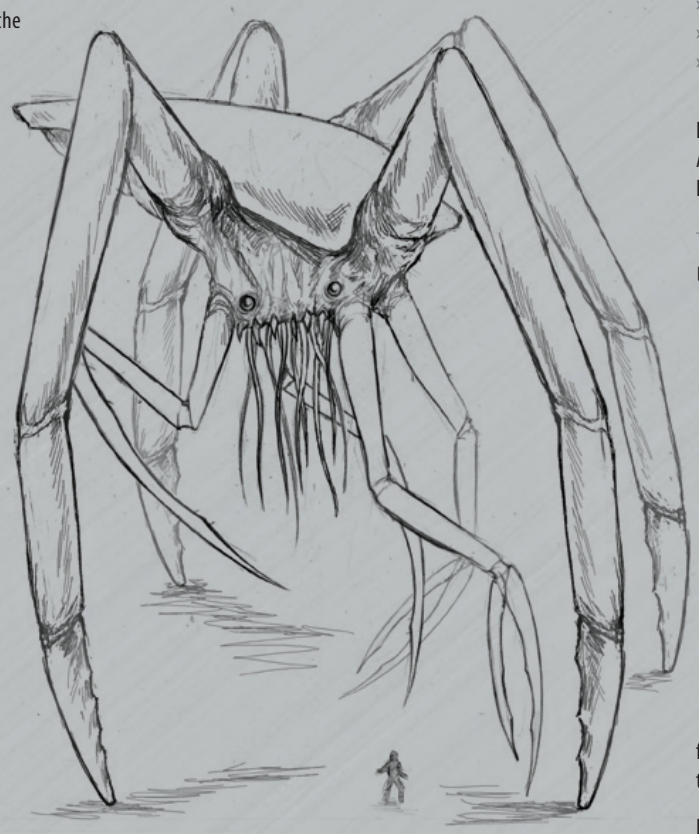
The Stone template enhances general resilience and damage resistance. Stone creatures enjoy significantly more protection against physical attacks, but are slower due to their protective exterior. The Stone template modifies the following statistics:

TERTIARY QUALITIES
- Health Pool: +20%
- Endurance: +20%
- Reaction: -4
- Defense Rating: +2
- Movement Rates: -25%

DAMAGE THRESHOLDS
- High Velocity Kinetic: +2
- Melee Kinetic: +3
- Energy: +1
- Chemical: +3
- Void+1

SUPPRESSOR
11.2.38

The Suppressor template transforms a creature into a mobile Wielding Suppression Field. For some reason, these creatures emit an aura that disrupts the energy used by Wielders, making it much harder to successfully Wield. Suppressors are also much more resilient to Wielding Effects, even those initiated outside the disruptive aura.



COLOSSAL REAPER

The first application of the Suppressor Template has the following statistics:

- AoE: S, R5 (centered on creature)
- Adds 10 to the DR of any Wielding Check made within its AoE
- Immune to all Wielding Effects with an Effect Power Rating of 10 or less

Each additional application of this template doubles the radius of the AoE, adds an additional 10 to Wielding Check DRs, and increases the Effect Power Rating of the Effects they are immune to by 10.

UNDEAD
11.2.39

The Undead template transforms any creature into an undead version of its former self. The Undead creature can be affected by Alpha-based attacks and Wielding Effects and adheres to the general rules for all Undead found in the Glossary.

VULNERABLE
11.2.40

The Vulnerable template makes any creature it is applied to especially vulnerable to a single type of damage. This means that weapons, ammunition or Effects made from a specific material or Source inflict damage above and beyond the standard damage amounts. For example, creatures could be vulnerable to silver, resulting in all attacks made with weapons or ammunition crafted from silver inflicting additional damage. The Vulnerable template has the following effect:

DAMAGE
- Damage from attacks made with the material or Source the creature is vulnerable to is increased by 20%. Each additional application of the template raises the damage by an additional 20%.

Glossary
12.1

AI
Artificial Intelligence

AS
Alpha Spiritual Damage Type. Refer to CRB section *7.11.2 Damage Types* for more information regarding Damage Types.

BLINDNESS
Victims who are struck with Blindness cannot see. They are to be treated as if they are surrounded by Darkness. See CRB section *7.12.2 Darkness and its Effects* for more information.

BREAK FREE
A target that is currently under Grappling *Control* can Break Free of the Control by winning an Opposed Grapple Check. Refer to CRB section *7.10.4 Special Attacks and Grappling* for more information.

CH
Chemical Damage Type. Refer to CRB section *7.11.2 Damage Types* for more information regarding Damage Types.

CHARGE ATTACK
All creatures can Charge at a target, using their speed and mass as a weapon (Athleticism Dice Pool); however, it is recommended that the damage be reduced for creatures that charge a target that is larger than itself (GM's discretion). Charging creatures may move up to their Full Movement Rate before the attack. If successful, a Charge attack causes damage (typically a specified amount for creatures that charge according to their Special Attacks or an amount as per **Figure 7-18** of the CRB **Damaged Caused by Mass** for all other creatures).

A Charge Attack typically knocks victims back, into the Prone Static Stance or both. If the Charge is successful, the movement of the Charging creature ceases at the point of impact. If the attack is unsuccessful, the Charging creature moves the full extent of their Full Movement Rate.

Creatures must charge in a straight line between their original position and the location of their target and must move at least one third of their Full Movement Rate, rounded up, before striking the target. In most cases, a stated penalty is applied to the Attack Attempt. If none is provided, -10 should be used for Cat 5 and lower and -15 should be used for Cat 6 and higher.

CONTROL
When an attacker is successful with an initial Grappling Attack, it has *Control* over its target. *Control* is maintained until the target *Breaks Free* or the *Control* is released. Refer to CRB section *7.10.4 Special Attacks and Grappling* for more information.

CRB
Core Rulebook, referring to the Alpha Omega Core Rulebook.

CRUSH ATTACK
Crush Attacks require *Control* and are treated as Choke Attacks, however, they do HP damage as well as EP damage. Once a victim Breaks Free it ceases to take damage from the Crush Attack. It is recommended that the attacker's Strength be greater than that of its victim before a *Choke* can be initiated (GM's discretion). See CRB section *7.10.4 Special Attacks and Grappling* for more information on Choke attacks.

DEAFNESS
Characters suffering from Deafness cannot hear.

DIVE ATTACK
Some creatures can dive at a target (Athleticism Dice Pool), attacking as they move past and then retreating a specified distance away from the target. Diving creatures may move up to half their Full Movement Rate before the attack, attempt a single attack, and then use up to half their remaining movement to move away from their target, however, they must move at least one quarter of their movement before the attack, rounded up. In most cases, a stated penalty is subtracted from the Attack Attempt.

DPS
Dice Pool Steps. Refer to CRB section *7.1.1 Dice Pool Steps* for more information.

DRAIN ATTACK
Drain Attacks are treated like other damage-dealing attacks except instead of the target attribute simply being reduced by a given amount, the amount drained from the attribute is added to the attacker's attribute. For example, if a drain attack does 10 HP of damage, then 10 HP is added to the attacker's current HP.

EN
Energy Damage Type. Refer to CRB section *7.11.2 Damage Types* for more information regarding Damage Types.

EXORCISM
An [Alpha or Omega]-Control Effect can be used to exorcise a Spiritual Creature of the opposing spiritual source that is possessing a character, creature, organism, object or structure. The possessing creature may be hiding and not affecting the host in any way, or it may be in complete control of the host, manipulating it to do its bidding.

The Wielding Factors, according to **Figure 7-28: List of Effect DR Factors**, found in the Core Rulebook, that make this Effect possible, are:

- **Factor 1:** RtT
- **Factor 2:** NoT or AoE
- **Factor 6:** Dur—For the amount of time the Effect lasts
- **Factor 7:** Minor Mod—For the amount of Physis the target is above the Wielder if any (minimum +10 to DR)

HV
High Velocity Kinetic Damage Type. Refer to CRB section *7.11.2 Damage Types* for more information regarding Damage Types.

INVISIBLE
Some creatures have the ability to become, or are permanently, Invisible. Detecting non-spiritual creatures that are invisible is similar to attacking creatures protected by darkness. An additional +8 is applied to the DR required to successfully attack or detect them. Infravision, Ultravision and echolocation can all be used to assist with targeting or detecting invisible creatures. See the Spiritual Creatures entry for additional rules regarding the detection of invisible spiritual creatures.

LEAP ATTACK
Some creatures can Leap at a target, attacking as they land. Leaping creatures may leap a specified, maximum distance during the attack as stated in the Rng of the attack, but are unable to use any other Dynamic Stances for movement during the attack. They must also move at least one quarter of the Rng, rounded up, during the attack. A penalty to the Attack Attempt roll is typically stated.

MK
Melee Kinetic Damage Type. Refer to CRB section 7.11.2 Damage Types for more information regarding Damage Types.

MOVEMENT RATE
Movement Rates refer to the speed at which a character or creature can move. Refer to CRB section *7.2.3 Movement Rate* for more information.

MR
Movement Rate

NHT
"No Higher Than". Typically used when effects are used to Alter Component levels or stats. "NHT Inspired" would mean that a target's Fear State could not be raised beyond *Inspired* by this Special ability.

NLT
"No Lower Than". Typically used when effects are used to Alter Component levels or stats. "NLT Confused" would mean that a target's Thought State could not be lowered beyond *Confused* by this Special ability.

OS
Omega Spiritual Damage Type. Refer to CRB section *7.11.2 Damage Types* for more information regarding Damage Types.

PARALYSIS
When creatures or characters are suffering from *Paralysis*, they are fully cognizant of their surroundings, however, they are unable to physically move. Their internal organs, autonomic functions and body systems continue to function normally save for their muscular and skeletal systems.

POSSESSION
Certain Spiritual Creatures are able to possess living beings, taking control of their physical and mental faculties. To initiate a *possession* attack, an Opposed Roll is used. The possessor makes a Manipulation Roll against the victim's Will Resist Check. The victim is allowed to add any Ranks they have in the Detection Skill or the Insight Intention and the possessor can add any ranks they have in the Stealth skill.

If the target rolls higher, the *possession* attempt is negated and the possessor has been kept at bay. If the spirit initiating the attack wins the roll, it possesses the target and takes complete control of their physical and mental faculties. While *possessed*, a victim is fully cognizant of everything that transpires but is incapable of taking action independent of the spirit that *possesses* them.

The body being possessed is susceptible to all physical damage and if killed, the Spirit simply exits the body, free of any damage. All Checks or attacks made by a possessed person use the stronger Dice Pool between that of the Spirit and their own. All Skill Ranks are retained and used by the Spirit while it inhabits the victim. Once per hour the victim may attempt to liberate itself forcing another Opposed Roll as explained above.

PUNCTURE
An attack has *Punctured* when it has passed through all armor, hides, epidermal layers or other protective coverings and lowered the target's HP or SI by 1.

SLEEP
When a character is forced to Sleep they lose consciousness, but all involuntary physiological activity continues. Sleeping characters or creatures cannot conduct actions or communicate. Sleep effects typically have a stated duration during which sleeping characters cannot be awakened without more intense measures such as chemical stimulants or Wielding Effects. Natural sleep can be broken with a touch or noise, the intensity of which is required to awaken a character varies.

SPIRITUAL CREATURES
Spiritual Creatures are creatures comprised primarily of either Alpha or Omega energy. They are all affected by the following points:

- Do not require sleep
- Do not suffer from Endurance penalties
- Do not require oxygen
- Are not affected by Bleeding
- Are susceptible to Alpha and Omega damage
- Cannot be healed by Alpha energy
- Immune to Toxins and Disease
- Do not require food or water

Most can only be harmed by Spiritual Wielding Effects or weapons imbued with Spiritual Damage capabilities, however, a few are susceptible to other Damage Types. Spiritual Creatures do not have a physical body and are able to move through solid objects and materials.

To detect the presence of an invisible or hiding a Spiritual Creature, a character with at least one rank in a Spiritual Source (Alpha or Omega) can make an opposed Detection skill check with the spirit. The spirit may add its spiritual Source ranks to its Stealth roll while the searching character or creature can add their ranks in Insight and their own spiritual Source to their Detection check. To attempt to detect an invisible or hiding spiritual creature, the searcher must have at least one rank in a spiritual source.

STOMP
All creatures can inflict damage by Stomping targets. It is recommended that the height of the target be less than one quarter of the attacker, whether they are Standing or Prone (GM's discretion). Damage is sometimes specified for Stomp attacks or Special Attacks where Stomping is involved, but for creatures that do not have a listed damage amount it is recommended that **Figure 7-18** of the CRB **Damaged Caused by Mass** be used for damage calculation.

STRAFE ATTACK
Some creatures can strafe (Athleticism Dice Pool), attacking as they pass by their target(s). Strafing creatures may move up to half their Full Movement Rate before the attack, attempt a single attack, and then use up to half their remaining movement to continue moving past their target after the attack; however, they must move at least one quarter of their movement before the attack, rounded up. In most cases, a penalty is subtracted from the Attack Attempt.

SUMMONING

The rules for summoning can be found in CRB section *7.14.15 Summon Entity*. GMs may increase the DR required to summon an entity for such things as an increased HP, increased Damage, increased size, etc.

Summoned creatures are initially loyal to the being conducting the summoning, however, periodic checks (the frequency of which is determined by the GM) can be made using a [Source]-Control effect with a DR equal to the EPR of the initial summoning Effect. This DR increases by one for each subsequent Control check.

If another Wielder attempts to take control of the summoned entity, they must create a [Source]-Control Effect higher than the original summonor's highest EPR for either the original summoning or the most recent Control Effect.

SWARM

Some creatures attack in large numbers making defense more difficult. Typically, swarming creatures receive a +1 bonus to their Attack Attempt rolls for every similar creature involved in the attack against the same target. For example, if 5 creatures were swarming a single target, each creature would receive +5 to their Attack Attempt Rolls. Occasionally there are more specific rules for swarming creatures that are detailed in the attack description.

TRAMPLE

All creatures can attempt to Trample targets that are half their size or less (GM's discretion), using their speed and mass as a weapon (Athleticism Dice Pool). A creature using a Trample attack may move up to their Full Movement Rate in a straight line and may Trample any targets at any point during its movement as long as it has moved at least one third of its maximum Movement Rate before initiating the Trample. Whether the attack is successful or not, a creature that is attempting a Trample will move its maximum distance as per its Full Movement Rate and is able to Trample all targets within its path of movement, using the same attack roll for all targets. If successful, a Trample attack causes damage (typically a specified amount for creatures that charge according to their Special Attacks or an amount as per **Figure 7-18** of the CRB **Damaged Caused by Mass** for all other creatures) and knocks victims prone as the attacker passes over them.

Creatures using a Trample attack must charge in a straight line; however, if using a gaming map, the creature may move diagonally. In most cases, a penalty is applied to the Attack Attempt and a stated minimum distance must be travelled before reaching the intended target. If none is provided, -10 should be used for Cat 5 and lower and -15 should be used for Cat 6 and higher.

UNDEAD

All Undead creatures have been animated by way of necromantic Wielding Effects or a concentration of Omega energy that has taken control of the remains of the dead. All Undead are subject to the following points:

- Are immune to changes to their Fear State Component
- Do not require sleep
- Do not suffer from Endurance penalties
- Do not require oxygen
- Are not affected by Bleeding
- Are susceptible to Alpha and Omega damage
- Cannot be healed by Alpha energy
- Immune to Toxins and Disease
- Do not require food or water

VO

Void Damage Type. Refer to CRB section 7.11.2 Damage Types for more information regarding Damage Types.

WEB

While stuck in a web, victims cannot change their Stance or use a Dynamic Stance to move and are considered Hindered. Victims may attempt to escape a web once per Turn. If anyone attempts to assist their escape efforts, a joint Strength RC is made where half the victim's roll is added to that of the person assisting. The Web dissolves when in contact with flame or intense heat and may be cut with edged weapons.

All webs are assigned two values (x, y) where "x" represents the DR for the Detection (Vision) Skill Check required to see the web while "y" represents the DR of the Strength Check required to be liberated from the sticky confines of the Web.

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Striped Ape 3.6.8
Subjugator 6.9.1
Swamp Ray 3.3.8
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TC Juggernaut 4.7.2
TC Oscillator 4.5.3
TC Punisher 4.5.4
TC Scout 4.4.4
TC Trooper 4.3.5
Tech Roamer 4.3.4
Tech-Kid 4.1.3
Tentacled Feeder 3.9.5
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Traffler Spider 3.3.9
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Voltaic Impaler 3.6.10
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Web Guardian 3.4.11
Whiplasher 3.8.7
Zae'tan 7.9.2

HEIGHT		HP		ACTIVE SEGMENTS	
WEIGHT		EP			

SPECIALS

DESCRIPTION

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY

RANKS	

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength		
Agility		
Conditioning		
Vitality		
Discipline		
Intelligence		
Charisma		

SECONDARY QUALITIES

Athleticism		
Physical Acumen		
Fitness		
Will		
Wisdom		
Wit		
Presence		

TERTIARY QUALITIES

Physis		
Reaction		
Defense Rating		

MOVEMENT RATES

Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	
Melee Kinetic	
Energy	
Chemical	
Void	
Alpha	
Omega	

HEIGHT		HP		ACTIVE SEGMENTS	
WEIGHT		EP			

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Omega	

DESCRIPTION

SPECIALS

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY

RANKS

AS HUMANITY STRUGGLES TO SURVIVE,

Earth is all but lost to the almighty, purifying force of nature. Creatures roam the wild jungles, forests and desolate tundra that have replaced what was once sprawling cities and carefully controlled land. Some are sentient and benevolent, watching over those that stray into the Wilds, however, most are predators of incredible power, hunting the denizens of the New World.

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