

# SAVAGE COMPANY



CAMPAIGN  
SETTING





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## WELCOME TO SAVAGE COMPANY

If you find the idea of playing the same old fantasy races in every campaign and setting a bit boring, and you love the idea of running or playing in a game where various monsters clash in exciting gun battles, then this is the book for you. *Savage Company* is mostly a campaign setting book for monstrous races and expanded modern firearms, but it is actually so much more. This book includes info for the *Savage Company* campaign setting, which can be used in a homebrew campaign or dropped right into your favorite world. A setting where every freak or unwanted monster with the capacity for tactics and discipline come together to carve themselves a piece of land to call home. We also include new race options, including new races, reimaginings of old classic monstrous races, PC versions of some monsters, and expanded options for existing races; without the old assumptions that ugly creatures must be universally evil. You'll also find new alternate classes, and a plethora of new archetypes that play into the setting's unique strengths; namely, monstrous characters with more guns. We've also written new feats, spells, mundane and magical gear, and an entirely new ruleset for fighting battles while the battlefield is rolling by under your wheels, all balanced to be used alongside your existing swords and sorcery settings. There is a whole section for featured Iconic characters, which can be used as pre-generated characters, or as pre-written NPCs for your homebrew campaign. As well as many new NPCs unique to this setting.

If you prefer expanded, well-thought out options for monstrous PCs and modern guns rather than arbitrarily banning game elements that don't appear in your favorite fantasy novel, then this is the book for you.



## SAVAGE COMPANY - THE BUSINESS

Savage Company, the mercenary business, was originally started as a small band of Orcs and Half-Orcs seeking to establish themselves as a legitimate enterprise in a world that normally shunned their kind. Over time, and with a newfound base of operations, their notoriety and workload flourished faster than anyone could have anticipated. The original founders never expected this small family of mercenaries to become so large or so prestigious. After setting up in the ruined desert town that would eventually become Tombstone, the place became a hub for taking jobs and assigning them to would-be adventurers. In time, this fame would draw the attention of many more hired guns aiming to make something of themselves. Over the years, Tombstone would gather and grow to meet the demands of the Company and citizens. The majority of these people came to Tombstone looking for work from the more "monstrous" races, either as mercenaries or support staff. Savage Company became widely known as an outfit where anyone could get honest work killing people, regardless of what they looked like; and Tombstone was a place that welcomed all comers. The once small-time operation grew into a fully-fledged self-sufficient paramilitary group that would account for a significant portion of strength in conflicts all over the world.

## ROLL CALL

It's early.

The sun threatens to shine from just beyond the horizon, as a bitter, cold breeze sweeps across the salty, hard-packed ground. A massive orc wearing full plate armor walks a line, inspecting the new recruits. They stand in somewhat evenly spaced rows, mostly straight. A pair of sergeants patrol the ranks getting them into position, barking a growl or a flash of tusk to the unruly few who fidget or make noise.

**"You are all worthless sacks of meat!"** he bellows, his deep voice booming over the sand. The plates of his armor crash against themselves as he struts down the columns with a slow, controlled pace. Sarge stands tall over the recruits, looking down on the fresh faces that reminded him of the days of his youth. The veteran still had calluses on his hands from carrying the shells of his artillery squad as a child. Though he was always more of the squad's mascot, the humans trained him on how to carry his weight and make himself useful.

**"And in standing here before me, you are well aware,"** Sarge projects once more. He lays eyes on a recruit that reminds him of himself. Strong, determined, stubborn. There's a fire in the recruit's eyes, just as there is in his own. The huge orc recognizes it well. That is the fire that guides the way. A sign he always looked for throughout the years, as it was the sign of a recruit that would take well to Sarge's training. Orcs have always been driven by bloodlust, but some Sarge could teach to be driven by victory.

**"We are all here for a reason, for a goal!"** Sarge remembers well the old days, the fighting, the brutal reality of things. Senseless conflict, the young dying, for what? To maintain this cycle of raid and revenge? When a war finally ended, Sarge and many orcs





and half-orcs like him were simply sent away. Many had nowhere to go, no home to return to. Even the warriors he had personally trained were scattered across the land with no place to go. Some would turn to banditry, and there would be another reason to raise troops.

**"And with that goal, your meat is given purpose!"** The brotherhood of the unit gained much by fighting together, but then they were scattered; lost without direction. They had been used as disposable weapons of war, but Sarge wanted to change that. He wanted a better way for his brothers-in-arms. He always fought to keep them safe; to teach them skills and not to turn back to raiding; to end the cycle of death for his kind.

**"To anyone who would bow out, do so now..."** Sarge fought in countless battles and saw much bloodshed. He put his life on the line time and time again, and somehow always came through. To the younger generations, he was a legend and a hero to look up to. In trying to rally his scattered brethren, Sarge grew to be seen as a leader.

**"for the coming days will be harsh and unforgiving."** The young bucks followed Sarge closely and always listened to his words. They cherished the leadership he provided and rallied under one common banner. The pack grew a bit more each day as more and more younger orcs would arrive to learn from Sarge or his protégés and serve a greater purpose.

**"But like those who would burn our homes, we must become stronger through tactics."** Before long, Sarge had a small army around him, rife with contenders that shared a vision of creating a better world for themselves. One that made a difference. One that gave them a way to fight for the right reasons, and make some money while doing so.

**"We have to become that which has evolved beyond the old ways and embrace something new."** Sarge never wanted an army, nor did he want to be responsible for so many of his brothers, but he ultimately accepted his place and endured many hardships to give guidance to his kin.

**"We must embrace our most basic instincts, and in doing so harness them!"** They became mercenaries soon after, taking the name Savage Company. Sarge looked back on the memory with great pride and felt an overwhelming amount of honor in being a part of its birth. A new way of life for these beasts of war; one where they were never thrown away or had their lives spent like coin. He had set out to create a path of dignity for his kind, but he had ended up creating something else...

A Home.

**"I say once more if you would bow out, do so now. To those who are staying..."** Sarge planted his foot down, turning towards the formation. Now in his old age, he stood proud in front of the newest batch of recruits, his one responsibility the only job he ever felt truly suited him: training. He paused, looking across the pack for anyone who would leave of their own accord. When none left, Sarge let out a satisfied grunt and a slight nod.

**"Welcome to Savage Company."**





## TOMBSTONE

TOMBSTONE IS A BOISTEROUS BOOMTOWN LOCATED DEEP IN AN INHOSPITABLE WASTELAND FULL OF MONSTERS. NO SANE PERSON WOULD EVER WANT TO LIVE THERE. LONG AGO, A GREAT WAR BETWEEN TWO ARCAN EMPIRES BLASTED THE LAND AND RUINED IT FOREVER, LEAVING TWISTED BEASTS AND COMPLETE DEVASTATION IN ITS WAKE.

THE DESERT ITSELF IS INCREDIBLY LARGE, WITH VERDANT LANDS AND MAGICALLY ADEPT NATIONS TO THE NORTH AND SOUTH. THERE IS AN INDUSTRIOUS CITY-STATE TO THE WEST, AND FAR TO THE EAST, MASSIVE CLIFFS THAT TUMBLE INTO THE SEA. WHILE THE REGION CAN BE DESCRIBED AS A DESERT, THE AREA AROUND TOMBSTONE PROPER IS COMPOSED OF HARD ROCK COVERED IN A SHALLOW LAYER OF DENSELY PACKED DRY SOIL. IMMEDIATELY NORTHEAST OF THE TOWN IS AN OLD QUARRY WHERE THE ABUNDANT NATURAL STONE WAS MINED IN ANCIENT TIMES, AND MANY MILES TO THE SOUTHEAST, THE HARD-PACKED GROUND GIVES WAY TO A SEA OF DUNES AND EVER-SHIFTING SAND.





When the founders of Savage Company stumbled upon the ruins of an old town and a stone fort in the middle of a land that nobody claimed or wanted, they decided to make it home. By strong-arming, grafts, or diplomacy, the town founders managed to gain themselves independent status from the surrounding nations and even convinced them to divert railroads to stop at Tombstone. These rail lines are well protected and highly valued by the townsfolk. While the portion of the town above ground is not unimpressive, the true marvel lies beneath the surface. On the surface, a wide mile-long stretch of gravel road spans Tombstone from north to south. It is here that all notable surface points of interest can be found. A long, well-ventilated tunnel serves as the main subterranean thoroughfare, spanning a stretch of ground from the Hacienda south of town (now fortified and housing multiple clans of orcs) to the walled town to the North, passing directly beneath and connected via mechanical freight elevators to the Railroad Depot. Off of this main tunnel are many well-planned and smoothly carved rooms, side-tunnels, and complexes. Goblin, hobgoblin, and dwarven engineers work with modern tools and trox labor to continually upgrade and expand the undercity. Both literally and figuratively carving a home out of the wasteland, Tombstone has quickly grown into a bustling hub with mercenary work bringing in gold from all corners of the world and various industries and people setting up shop to take advantage of the new economy.

## OLD TOWN

This is a fortified octagonal structure originally made by dismantling and cannibalizing the local stone buildings of the ruins that used to sit here. In the years since resettlement, it has been rebuilt and improved constantly. The buildings around the original town square have

The effects of this war in ancient times have left magic permanently twisted, making spells fail or outright unreliable. If you choose to implement this in your game, there are several ways to go about it.

**Low Magic:** It is nearly impossible to cast spells or spell effects above 3rd level. Magic items that do not require activation that are brought into the wasteland and such things as alchemy seem to work just fine. Activating a magic item, casting a spell, or any spell effect above 3rd level requires a concentration check with a DC equal to 20 + the spell's level. This is the default for the setting.

**No Magic:** The city of Tombstone and the entire desert around it are under a permanent Antimagic Field.

**Wild Magic:** Magic is possible, but it is often uncontrollable and unpredictable.

Use the Wild Magic rules from *Pathfinder Roleplaying Game: Pathfinder Unchained*.

been built up to adjoin and support the exterior wall. The notable structures inside include a stable, a large service elevator, the Headquarters, the Jaq Rac Saloon, and the original church with its very tall bell tower that is used for observation. Most facilities and living spaces have been relocated into the extensive undercity carved beneath the old town. Deep in the undercity beneath old town is also where Gunpowder Blood's workshop, the Bursar, and Armory vaults are located.

Outside the old town is a circular field of tombstones that mark sector and range increments from the wall. Even



though their bodies do not lie here, the markers bear the names of the “Ghosts of Tombstone”, heroes who died defending the town in the early days before the city was fully carved out of the dangerous wasteland. Occasional small depressions mark where previously set mines in this area have been detonated by attackers. Recent construction has added a second wall and rampart around the field of tombstones. Word is that the mines have been deactivated and removed, but that might only be a rumor.

## HEADQUARTERS

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This sizable building within Old Town contains multiple offices and bar-style desks that are populated by the employees that establish, track, and record all proceeds put forth by Savage Company field teams. Upon entering the lobby, hopeful prospects will notice a variety of teller windows. There is a long corridor past the initial room with multiple private offices attached in staggered offsets; each office is positioned along the walls of the main corridor. The back room at the aft-center of the main corridor houses the War Room. It is here that top-level personnel may convene to discuss delicate matters, establish battle plans, or divvy out operation orders to multiple teams all coming together for large operations. At any given point, there is a blustering aesthetic of secretaries, suits, and stacks of paper haplessly strewn about; the multitudes of bodies rush from desk to desk with piles of documents and stamped forms. Any attempts to migrate into the deeper areas of the Headquarters is often met with accidental collisions, dropped paper stacks, and insults thrown by native languages of the employees.

## ARMORY

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Deep under Old Town, this series of fortified vaults are where Savage Company keeps its heavy ordnance. Always watched by armed guards, inside the clerks inventory, inspect, and maintain the vast stores of weapons kept here. Combat teams can requisition and return armaments here, but be sure you have the proper hand receipts! Most of the interactions take place through the half-door of iron bars, but for larger items, they can open the whole door.

## BURSAR

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The Bursar is located near the armory and serves as the company treasury. Mercenary squads can go here to claim rewards for completing jobs and collecting bounties. This well-defended vault is also where the company stores its monetary wealth. Customers can interact with the clerks via a window protected with iron bars. The two main staple accountants are an elderly dwarf and a decrepit goblin. Neither one trusts the other not to embezzle company funds so they argue and oversee each other constantly.

## DA CLINK (SHERIFF'S OFFICE)

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The Sheriff's Office is a simple room in the undercity beneath Old Town. The main room houses a couple rarely used desks and chairs, and there is a hallway in the rear with carved out cells behind iron doors on both sides. The Sheriff, an old hobgoblin who's quick with a gun, and his couple deputies keep a watchful eye out for trouble about town; but the lack of actual laws in Tombstone keep them relegated to investigating murders, and breaking up drunken brawls to mitigate property damage. This is aided by the fact that the orc tribes generally are kept in check by their own tribal leadership and are usually disciplined under their own





tribal laws. The most frequent visitors to Da Clink are inebriated newcomers who might get in over their heads at the many drinking establishments and need some time to sober up and cool off.

## GUNPOWDER BLOOD'S WORKSHOP

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This enigmatic laboratory is different every time it is seen. Gunpowder Blood (actual name in goblin is Ngat Quh) is an older goblin who is greatly renowned for being a brilliant genius engineer. He is constantly experimenting with new weapons and armor and trying to puzzle out the secrets of mystical artifacts that were brought back from missions by members of Savage Company. To the well-trained eye, this room also doubles as a fire-focusing chimney, and there are slit windows where apprentices can lob alchemist's fire into the main chamber. As Gunpowder Blood is basically immune to fire, he sees this as a safety measure more than a workplace hazard. And since he often sets fires and ignites explosions in here, it's good that the room can handle it. There is a gnome statue in his workshop with an uncanny life-like likeness. This serves Gunpowder Blood as a good luck charm, coat rack, and test dummy for various experimental weapons. The largest room in his workshop is twenty feet tall and sixty feet long. There is a freight elevator in one corner of the room which leads to the courtyard in Old Town on the surface. This is used to bring him supplies and parts for his experiments and custom orders.

The regular deliveries to the shop are the only indication that Gunpowder Blood is still alive, leaving his workshop only if he is summoned by Savage Company or if Speedy wants a second opinion about gun placements on a buggy. The official entrance to his workshop is located in the Undercity. Inside, a sales counter can be

found with a very nervous goblin behind it. Ever terrified, he will hear Gunpowder Blood bark out, "Hey get in here and hold this while I bang on it with a hammer. It's not that dangerous." His apprentice goblins rarely stay or survive long in his shop. Gunpowder Blood is tireless and will binge on a project for days on end, and in turn, expects the same ethic out of his interns. He often comments to himself about the lackluster pool of applicants applying to be his apprentice.

## JAQ RAC SALOON

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This three-story hotel is constantly under construction. The proprietor, a half-elf of refined tastes, is constantly expanding on the offerings of his establishment. The ground floor features a long bar made of imported wood, showcasing the expanding stock of various spirits and liquors. There are many tables spanning a 90ft floor for gambling, discrete meetings, and friendly gatherings. A large staff of various races act as ushers, bouncers, pit bosses, wait staff, and courtesans. The second floor features private meeting rooms which Savage Company will use from time to time for war rooms, interviews, and the odd interrogation. The third floor features 16 luxury suites, 4 of which are rented monthly to high class, expensive courtesans. The owner, Francois Raynadiel envisions an oasis in the desert, one in which he can reap as much gold as possible. In addition to his home of operations at the Saloon, as one of the oldest residents of Tombstone, he has an extensive supply chain for bringing in goods and owns the General Store as well as several other food and drink establishments.

## RAILROAD DEPOT

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This wide, single-story building has a large platform and cargo ramps, along with a water tower, several rail-sidings, and a repair yard. The complex with its many dangerous rail sidings is located on the



west side of the main north-south road. The buildings and structures are all new and feature very recent construction by the surrounding nations. The relatively peaceful oasis in the middle of the blasted desert makes direct travel possible, where the previous trade routes were restricted to lengthy circumnavigation.

### BOOR AND BARREL

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This tavern is located across the main road from Railroad Depot. The two-story inn and restaurant is a new establishment in Tombstone, the latest in a small but well-known family chain in the greater region. A favored drinking hole of many adventurers, the Boor and Barrel features a wide variety of brews and cuisine to match the broad range of cultures in Savage Company. The internal layout features a large bar room with various tables and chairs, as well as an impressive bar that spans the length of the entire back wall. Despite the respectful reputation of the establishment, the owner often finds himself paying for broken windows and bar chairs. Always the hotbed of drunken brawls, the bouncers work around the clock to maintain the peace as much as possible. The front door is furnished with saloon-style batwing doors instead of a solid door. Seeing orc after orc thrown through the door made for an easy choice, rather than paying for a new one every week.

### GENERAL STORE

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The General Store is yet another business venture of Francois Raynadiel, the eccentric half-elf with lavish dreams of being a big time business tycoon. This oddly quaint store can be found in a convenient spot along the main road in Old Town. Though relatively small, the store contains everything that an adventurer could possibly need. Be it ammunition, potions, rations, or various other things, Savage Company teams can find whatever they require for survival.

### TENT CITY

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Both north and south of the Railroad Depot, in the land outside of the permanent structures, are many fields of tents and temporary living quarters. Set up by newly arrived supplicants to Tombstone, these campgrounds are filled with traveling animals, cook fires, and people looking for work.

### BOUNTY BOARD

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Outside the Railroad Depot and along the main road, is a large wooden billboard with a small roof to protect it from the elements. One of the few features in Tombstone not made of the abundant natural stone, this board is covered by many tacked up pieces of paper advertising the various outstanding jobs that Savage Company has available to independent contractors. Freelancers wishing to accept a contract must often journey to Old Town and apply in person at Headquarters.

### THE UNDERCITY

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While the mile-long dirt track from Old Town to the Hacienda is unimpressive above ground, its reflection beneath the surface is something else entirely. What started as hastily dug underground shelters, and then an access tunnel, has been progressively and aggressively expanded and refined over the years into a bustling underground community. With the help of dwarven engineers, goblin ingenuity, and trox industriousness, the Undercity is always growing and changing. Lighting is an afterthought as many of the races living and working here can see in the dark, so those that need it must carry their own lanterns.

Beneath Old Town is the largest concentration of underground development. Many stairs and shafts lead down but there is also a freight elevator for large cargo and even vehicles. Most of





the oldest excavations are here, along with some of the better-known establishments including Gunpowder Blood's hardened laboratory, the sheriff's office, the Jaq Rac Saloon's lower levels, and the reinforced stone vaults of the armory and bursar.

The original access tunnel from Old Town to the Hacienda is now a wide thoroughfare, complete with light rail track, multiple lanes of cargo and foot traffic, and a freight elevator to the Railroad Depot. Many offshoots from this tunnel hold pocket communities and tribal dwellings for subterranean Tombstoners.

The Hacienda's end of the main tunnel is less developed than the Old Town side, as most of the orcish inhabitants prefer open sky to tunnels. The more dangerous areas of the blacksmith and vehicle shops are relegated to underground bunkers, along with the refining and storage facilities for alchemical fuel. The freight elevator on this end continues above ground into the framework of the airship docking tower that is functional, albeit currently under construction.

## HACIENDA (ORC TOWN)

At the southernmost end of the main road lies what was once a traditional adobe hacienda compound, complete with a protective wall, sprawling mansion, stables and barns, and spacious courtyard. At some point, an unsuspecting fool must have come here and built this place, perhaps as a retirement home. It was obviously abandoned for many years and has fallen into ruin. The inhabitants and builders had disappeared with no trace, leaving no clues to their identity or eventual demise.

In the time since the founding of Tombstone, the hacienda area has been taken over by several industrious tribes of orcs, half-orcs, and goblins. The main building is mostly intact, and much of the space is covered in tents and banners and other orcish trappings. Goblins run a large blacksmith operation here, and there is a metal tower being constructed on top of the main building for airship docking. Visitors might wish to see the boisterous Grog Hole, a quaint, open-air drinking establishment in old orc fashion, with occasional blood sports and other distractions. The vehicle shop is unrivaled





in its bizarre discoveries. Here, mad goblins attempt to bottle fire and make metal beasts with round legs. The orcs that ride these monsters are always pushing for more, more power, more armor, more speed, and more guns.

## THE KENNELS

The kennels are an essential part of Tombstone and Savage Company. Founded shortly after the settlement of Tombstone by a half orc ranger named Chavez, he and his faithful dire wolf companion Ubu started a long term breeding program with local worgs that arrived with orc and goblin tribes. The worgs were eager to participate in the program, with good pay and free room and board. The result of all this work has produced a new hybrid worg, the Military Working Worg (or MWW). The MWW has proved to be a highly intelligent and capable canine soldier, and makes an ideal quadrupedal support for many teams. Now the duo of Chavez and Ubu, along with many other handlers and apprentices, form the backbone of this Military Working Worg training and breeding center. The program has grown in scale over the years, drawing the eye of special combat units and elite guard forces from far and wide. Upon graduation from the training program, most MWWs choose to enlist with Savage Company and prove their worth, while others contract out to work with adventurers or foreign militaries. Every canine team wants to acquire the services of a Savage Co MWW, their skill and professionalism have become the gold standard in animal companionship.

## SPEEDY'S VEHICLE SHOP

This large, industrious workshop appears to be a mess to the untrained eye. Even more so to those who know what they're looking at. Within the confines of this smoky, noisy factory lies the beating heart of Savage Company's mechanized units. Armored buggies, trucks, motorcycles, and

## THE WORKING WORG

The military working worg is a new animal companion option available to all players.

### Military Working Worg

**Size** Medium; **Alignment** usually neutral; **Speed** 50 ft.; **AC** +2 natural armor; **Attack** bite (1d6 plus grab); **Ability Scores** **Str** 13, **Dex** 15, **Con** 15, **Int** 6, **Wis** 12, **Cha** 6; **Special Qualities** darkvision 60 ft., low-light vision, scent; **Languages** Common, Goblin

### 7th Level Advancement

**Size** Large; **AC** +2 natural armor; **Attack** bite (1d8 plus grab); **Ability Scores** **Str** +8, **Dex** -2, **Con** +4.

even absurd amounts of firepower can be found in nearly every square inch of the place. Among the chaos of grinding, riveting, and welding, one will see whole teams established at each workstation. The workstations line the floors and walls from the entrance to exit, complete with devices for raising vehicles or hoisting heavy objects. The center aisle is left clear as a passageway for completed vehicles to make their exit trip at the rear of the facility, as well as a mostly safe lane of travel for customers. Along the far side of the western wall, the Dwarves and their R&D team house their experimental units behind a locked door and a sign with a crudely written message that simply reads "DANGER! Keep Out!". The eastern wall features a balcony and a raised catwalk, the main office, and the employee locker rooms. Speedy himself is a clever orc with a knack for puzzling out the innards of alchemical engines. The generally happy orc can often be most easily found on the workshop floor, elbows deep in a project.





## DANGER CLOSE

"DANGER CLOOOSE!" Shouted Sgt "Skin" Green, bellowing above the hail of bullets coming from seemingly every direction. The veteran half-orc dove to the side behind a log and lobbed a grenade over the hill, turning his rifle on the enemy. Ripper unlimbered his four belt-fed machine guns and started firing, slowly rotating and dumping live rounds over his killzone as he identified additional targets. The massive orc chuckled as he was hit with several enemy bullets, but no one could hear it over the cacophony of his guns. "Dregg's dead, Doc!" Skin shouted, pushing the corpse of the ambush's first victim to the side.

Doc Akoni prepared and threw a bomb opposite to the direction of Skin's grenade. Awaiting the blast, Doc then spotted something in the trees. He pumped his shotgun and fired, striking true on an enemy that managed to sneak in close. Skin continued returning fire, almost carelessly taking up a better fighting position by using the fresh corpse as a rifle rest.

Aleeshrak started banging out a cadence on her war drum, her reptilian teeth gleaming in a grin. She pumped a tiny green fist in the air, shouting, "Goooo team! We can do it!" The small Kobold bit down on her drumsticks, shouldered her stout tube gun, and launched a grenade into the trees. An ear-shattering thump rocked the vines and leaves, overshadowed by the screams of wounded men as they sailed through the air.

For just a moment in time, Doc pulled his mind into a place he always went. A source of motivation, and of his drive. The baade medic was a man fueled by his desire to aid those in need, and give succor to the wounded. To him, his skill was his art, and his tools and potions were his brushes. Much to the dismay of some of his teammates, Doc was a man unafraid to throw himself headlong into danger to save others. Fear was never a factor to him, only the thoughts of how he could best aid his team. *"Looks like Skin is unhurt so far... How's Aleeshrak? She's doing fine, no injuries... Ripper's taken a few hits. Gonna have to patch him up, but he can run and keep up for now... Snot's ok..."* Doc thought to himself, running through his mental checklist.

Skin tipped his helmet back and looked up in time to see enemy tracer fire lancing into a flight of friendly airships; tracer fire from the anti-air guns that his team was tasked with taking out.

"This objective is FUBAR, we're pulling out!" Skin declared to his team.

Ripper bellowed a warcry that could deafen the gods. The glowing barrels of his machine guns continued to spit lead, literally cutting down trees and enemies alike. An occasional spray of blood flew up from his body as he caught more and more gunfire. "GOGGLES!" He shouted. Snot hastily climbed to the top of Ripper's ammo drum and wiped the soot from his goggles. "NOW PULL OWT, WUT IN HELLZ ARE YA WAITIN FER?!" He admonished his goblin cohort as he grabbed him from the drum in one hand and threw him in the direction of retreat. "FRAG OUT! GET IT?" He jested.



Doc merrily hummed an upbeat tune to himself while keeping his horns down as he closed in on Ripper. He expertly loaded a green concoction into the injector on his pack's mechanical arm, which then swung around to firmly embed itself in Ripper's chest.

"I'll get you patched up proper once we're out of here, but for now, that'll have to do!" Doc blurted with cheer.

"Oooo-KAY!" Cheered Aleeshrak as she launched a smoke grenade to cover the exfil. She changed the tempo on the drum and batted her long, curled eyelid scales at Skin. "I told you I was useful, Sar'nt!" She did a little pirouette and skipped nimbly over a fallen log with her clawed, scaly feet, head frill waving cheerily. Doc certainly appreciated Aleeshrak's efforts, never minding her presence among the team. To him, she was a boon and an entertainer all the same. Skin rolled his eyes with mild annoyance as he pushed swiftly to his feet, moving toward the rear. Ripper covered their retreat, seemingly not wanting to relent in his barrage on the enemy. Doc threw a bomb, and the thick foliage started to catch fire; they used the burning trees to cover their retreat.

BANG!

Everyone flinched as the burning skeleton of a rigid hull airship came in low, clipping the treetops as it sloughed sideways into the field ahead of them, tossing a thick spray of mud and smoke into the air. The airship crashed down at the edge of the lightly wooded area the team had just come from, opening on a vast marshy plain. Ankle deep standing water filled the field among tall grassy plants that grew about five feet high. Doc circled to the far side of the craft and began pulling men out of the melting crew compartment. One was clearly done for, but the other three still had a chance to survive. He grabbed a half-orc crewman by the pack and dragged him out of the burning wreckage. "Hello! My name is Doctor Akoni, and I'm here to help! Please bite down on this...", Doc said, handing the man a rather big lollipop.

Confused, the crewman looked back up at the huge horned and red-skinned man, hesitantly placing the confection on his tongue. Doc reached into his pack and pulled out a large pair of tweezers and some gauze. He tore the man's sleeve open a bit more, revealing the point of entry and a trail of blood running down the arm. The crewman looked at the oddly shaped tweezers and then back at the Baade looming over him with a smile. "Uhhh.... Doc, is this gonna hurt?" The crewman inquired with a bit of worry in his voice, stifled by the lollipop.

Doc let out a bellowing belly laugh, complemented by the way he threw his head back. "Ahhh hahahaha.... You're going to feel a little pressure. As I said, bite down on that for me," Doc replied. The crewman's heart dropped as the Baade medic's huge hand spread the wound open a bit more. Doc's mechanical arm jabbed its sharp-pointed jaws into the hole, aiming for a piece of shrapnel that had buried itself in the man's shoulder.

Skin hunkered down in the lee of the wreck, an already lit cigar in his mouth. Ripper flopped down next to him and accepted the second lit cigar. He puffed it lightly with his breath coming shorter, little wisps of smoke coming from some of the many holes dripping blood from his chest. Snot darted about, his fluttery hands trying to apply bandages to his master's perforated torso. The second crash survivor let out a scream as





Doc sawed through his lower leg, humming softly to himself all the while. Skin looked up from changing his socks and motioned for silence. Doc ceased his humming and injected his patient with something using the armature of his field-dok, and the patient fell silent. Skin gave his boot strings a final tug and leaned towards the team medic with an inquiry. "Why do you keep telling people you're a doctor?" He whispered.

Doc shrugged and smiled, preparing a long-winded reply to the Sergeant. "Well, if you're bleeding out on a battlefield, what would you rather hear? Hello, I'm a doctor, or hello, I'm part of a mercenary hit squad that ki-

Skin swiftly interrupted his ally with a quick motion of bringing his finger to his mouth. "Shh!... We've got company." Said Skin, "everyone down!"

The enemy had spread out and began to circle the downed and fiery behemoth, lobbing potshots over the top of the grass as their fellows closed in. Coming in from almost a 180-degree arc, they meant to close in and surround the crashed airship.

"Let's move!" Shouted Skin, hopping to his feet and handing the third survivor a revolver. The man accepted it gratefully and checked the shells, apparently familiar with its use.

Doc turned to Ripper and injected another green potion into his unhinged ally. "Come on, big guy. We've got more work to do!" The jolly medic said to the huge orc, patting his ally on the back.

Snot and Aleeshrak helped the newly amputated survivor to his remaining foot and started moving him. Doc picked up the unconscious man and tucked him under one arm, holding his shotgun easy in his other hand. Doc never seemed bothered one way or the other, merrily humming along as he rushed from cover. Skin bounded forward once more, cracking off a few more rounds from his lever-action rifle. They left the wreck and traversed across the open field to avoid getting cornered, but the enemy had them in a crossfire. Everyone that could was fighting their hardest while they fled; Doc took an impact in his armor, Skin lost his helmet, but it saved his head, the survivor with Skin's revolver caught a bullet in the throat and went down gurgling, his blank eyes staring. Even the implacable Ripper stumbled, then staggered, then fell face down. In the heat of the moment, Doc knew what he must do. The hulking giant quickly realized that the man with a new breathing hole was gone. Sad, but there were still those yet to be saved. Doc rushed to Ripper and promptly rolled him onto his back. "Hey pal, I've got something really special worked up for you! Here, have a lollipop", Doc grinned as he replaced Ripper's half-smoked cigar with another confection. Doc looked at the cigar with mild disgust and tossed it away as the mechanical arm on his ruck swung around with haste, positioning itself for the next potion.

Doc pulled a dull-glowing blue potion with a cork top from his chest plate and loaded it into the arm's injector. "Deep breath in, please..." Doc instructed, positioning the arm. Ripper heaved and huffed, half-heartedly raising an eyebrow at the rather large needle that was floating near his neck. "Aaaand... Exhale!" The needle slammed into Ripper's neck, and the plunger rushed the blue liquid into Ripper's vein. Almost instantly, the barbarian's eyes lit up with an ominous glow, and the bulky beast roared as his skin began to vitrify. Ripper stumbled to his feet with renewed purpose and slammed his



strapped fists against his chest, complete with a mighty warcry.

"Ripper! Cover us! Doc, cover Ripper!" Skin bellowed. The gun-toting barbarian flashed a wily, evil grin at his red ally and simply replied to the squad leader with a thumbs up. Snot hopped up onto Ripper's ammo drum with his submachine gun in hand, and the duo began firing wildly in a wide arc, tearing apart the partially destroyed woodland afoot of the party. Round after round struck the beast, yet most seemed to bounce off his now stony hide. Doc quietly whistled to himself from behind the cover of Ripper's body and grabbed hold of one of the ammo drums wide straps. The medic gave his battle buddy a light tug, signaling his partner to move with him. The open-air of the crash site was awash with rampant gunfire, lead flying in all directions as it ricocheted from his flesh and poured out in an unending cacophonous roar from the four red hot machine guns on his arms. Realizing their gunfire did little against the buffed orc, the enemy mercenaries brought their bigger guns to bear against the unhinged maniac and his medic ally. Numerous volleys of mortar fire rang out from the trees, rattling the canopies and filling the skies with steel rain. Ripper reacted quickly, he grabbed the Baade and his cohort, and shoved them away with all the might he could muster. Ripper was left standing in the impact zone and received a shower of explosive death that would kill any mortal. "Ripper! God damn it, we're almost to the exfil!" Skin said. "Aleeshrak, fire the signal! I just hope Warboi and Mav are ready...! I've gotta help those boyz!"

Aleeshrak shrieked with glee and loaded a colored flare into her grenade launcher. With a loud pop from the tube, a red flare soared high into the sky. Skin gave a hand signal to Aleeshrak and the remaining survivor to continue toward the ridge and broke away to rush to the other party. Doc got back up on his feet and shook the dirt loose, thankful yet worried that no one but Ripper took the brunt of the attack. Skin yelled out to Doc as he drew closer. "Doc! Just go, I'll get Ripper! Keep moving to the exfil!" Skin shouted at the medic.

"Sarge, I ca-" Doc was cut off before he could argue the order.

"I said, GO! Don't worry, I'll catch up!" Skin blurted as he passed the medic and closed in on the downed orc. Doc knew the Sergeant was good for it and trusted him. As he began picking up the pace to catch up to Aleeshrak, Doc grabbed Snot and tossed him onto his shoulder. Skin slid hastily into a prone position next to Ripper, kicking up dirt from the crater he now found himself in. "And just what do you think you're doing down here?" Skin asked Ripper, whose granite skin had returned to normal.

"I slow... Huff... Them down, Sarn't. Take many... Huff... Wif me too, I rekkin. I dun... Huff... runnin. Got me too many... Huff... Good death." Ripper said as he struggled to get the words out.

"Big fella," said Skin, "shut your ass up." Skin hopped to his feet and grabbed the much larger orc by the belt and bandoliers. The half-orc lifted him like a sack of potatoes and dropped him belly down on top of his ruck and across his shoulders. "I'll do the runnin, and you do the gunnin, how's that sound, you daft git?" Skin said, turning his head to face Ripper.

"Dat sound fine, Boss," he replied through a tusky smirk with only one eye open.





Skin quickly took off towards the ridge that broke the horizon over the standing plants, seemingly unfazed by the 400lbs green gorilla on his back, his long strides left a splashing wake in the mud and water. Ripper blasted away with his four light machine guns, spraying hot lead with wild abandon so that he could cover the retreat in spite of his wounds. Sergeant Green made good on his word and swiftly caught up with Doc, who was nearly at the low embankment on the far side of the marshy field. "Doc! Keep going! Don't stop until you hit that far treeline!" Skin screamed at his ally, who looked back over his shoulder with a thumbs up. As the two converged into a running duo, Doc slammed his final potion into the golem arm's injector. The gimbal swung around and slammed into Ripper's backside, stabilizing his wounds enough to cover the remainder of their escape.

Skin and company continued their rush towards their objective beyond the current horizon, catching up to Aleeshrak, Snot, and their hobbled survivor. Upon converging into a single element once more, Aleeshrak and Doc lobbed smoke to cover their tracks. As the group crested the ridge and began their descent into another swampy field, Doc ran through his mental checklist once again. *"Aleeshrak is fine... Skin is ok... Snot is somehow fine. Resilient little guy. Definitely gonna have to work my magic on Ripper... Gotta get the big guy into better spirits,"* Doc thought to himself. Despite having broken the line of sight from their attackers, the indirect fire still rained down with a completely random aim. Skin lead the pack with no visual indication of slowing down, though Ripper had taken the time to get what little rest he could upon the squad leader's shoulders.

"Split up! Don't catch that mortar fire!" Skin barked, and the squad spread out to avoid being clustered together. The party followed suit and hastily trudged through the wet field. "Go for the treeline!" the squad leader continued. The team was only able to make it halfway through waist-high wet grass before the enemy forces began to crest the ridge. Gunfire hammered into the second field, ripping through the water and flora indiscriminately. Many of the foes bunkered themselves at the apex and fired down upon the company with increasingly accurate fire. Aleeshrak and Doc barely had time to face their attackers before the treeline at their destination erupted with dense, overwhelming firepower.

A massive bipedal machine with two enormous automatic cannons stomped its way out of concealment on bulky reverse-jointed legs. A high pitched cackle could be heard from up above while "TARGETING UNLUCKY BASTARDS, MISTRESS" bellowed the mechanical titan.

At its flank, Warboi's buggy had burst forth from behind the warmachine. The vehicle accelerated ahead and kicked out sideways before coming to a sliding halt just as the party reached their newfound companions. Warboi himself hopped up from the driver's seat and leaned over a part of the armor.

"GET IN LADZ, WE'Z GOT GITS TA KRUMP!," the deranged and half-mad orc shouted over the intense cannon fire that now pummeled the ridge. Skin and Doc worked together to lift Ripper into the buggy.

"We need to get the hell out of here. Can you fit us all?" Skin inquired. Warboi looked



down at his buggy and then back to the squad leader.

"Grotz climb on top an da rest of ya jump in or hang on to the sides," Warboi instructs. The mercenaries follow suit with Aleeshrak and Snot climbing to the top of the buggy, while Skin climbed into the passenger turret and operated the heavy machine gun. The survivor found a place to ride on the sideboards. Doc climbed into the buggy with Ripper and began a more thorough triage of the wounds. Warboi shouted up to the giant robot just before stuffing himself back into the driver's seat. "Mav! Cover our asses on the way out! Drinks iz on me!" The rowdy driver bellowed over the sustained fire Skin was laying down from the heavy machine gun.

"COVERING FIRE IN ACTION. PLOTTING INTERCEPT COURSE." The intense vocalization from the summoned machine rumbled in their chests even over the fierce gunfire. Doc glanced up and could see the tiny goblin summoner perched on the shoulder of the colossus, a considerable grin peeking from under her helmet.

"Don't worry, Ripper. We're getting out of here. Everything is going to be just fine!" Doc said with charm. His robotic arm diligently removed bullets and shrapnel as he cleaned and dressed the myriad of wounds that had turned his body into fresh hamburger. Apply pressure here, stop bleeding, bandage there... Doc could find his element no matter what the setting was.

As the buggy peeled away and the eidolon began a firing withdrawal, Skin released the paddles and looked to the rest of the party. "Hey, good job today, everyone. I know things didn't go exactly as planned, but you all did a great job of not dying," Skin told his team, expressing his pride and satisfaction with his fellow mercenaries. Each one responded in kind in their own ways, but Doc simply turned towards the squad leader for just a moment.

"All in a day's work, Sergeant. I'm happy to help!" Doc said as he reached into his pack for one last item... "Lollipop?"





## ICONICS

THE FOLLOWING ENTRIES ARE BRIEF INTRODUCTORY BIOS OF OUR ICONIC NPCs. THESE FEATURED CHARACTERS WERE MADE TO SHOWCASE OUR NEW RACE AND CLASS OPTIONS, BUT HAVE DEVELOPED INTO MUCH MORE. EACH ONE HAS GROWN INTO A UNIQUE PERSONALITY WITH QUIRKS AND INTERRELATIONSHIPS. ALL OF THEM DEMONSTRATE THE RULES AND ITEMS PRESENTED IN THIS BOOK AND COME TO LIFE THROUGH VARIOUS SHORT STORIES AND ARTISTS' RENDITIONS. WE HAD A GREAT TIME WORKING WITH THESE CHARACTERS AND FEEL THEY HELP CONVEY SOME OF THE TONE AND OPTIONS OF THE CAMPAIGN SETTING WHEN USED AS NPCs OR AS PRE-GENERATED PCs ALONG WITH THE NEW RULES FOUND IN THIS BOOK.



## ALEESHRAK - BUGLER BARD

While her people are generally not as harsh and xenophobic as their cousins, Aleeshrak was still too exuberant even for most savage kobolds. As soon as she could manage it, she struck out on her own to seek adventure. Everywhere she goes, her unbridled optimism and boundless enthusiasm serve to turn even the most humdrum acquaintances into fast friends. Since her arrival in Savage Company, she has become eager to learn about new weapons and tactics, bolstering her allies and fellow trainees.

In combat, Aleeshrak is wholeheartedly supportive. She uses her bardic performances to elevate the general mood and uses her spells to discourage resistance. When things get a little too hairy, she can always rely on her ol' grenade launcher to speed things along.

Out of combat, Aleeshrak is a shrewd negotiator but knows how to let her fellow party members share the spotlight as the need arises. She can haggle with the best of them, ferret out tasty morsels of information, or even be a teensy bit threatening as the need may be. But her real strengths are in building relationships; nobody cares as deeply or feels quite as warmly as Aleeshrak's scaly heart.







## SMALL TALK

Aleeshrak found herself enthralled among the towering spires and incredible decorative archways along the path to find their high noble retainer. Skin lead the pack of wily mercenaries, behind him was the imposing Ripper, taker of heads, who refused to unstrap and hide the pairs of twin machine guns strapped to each of his arms. His cohort, the ramshackle Snot, sat quietly upon his huge ammo drum. Doc Akoni, the gentle giant, followed close by. He was utterly enraptured by the beautiful, clean structures and fountains with running water. Aleeshrak sat perched upon his shoulder, chomping down on a lollipop while sharing Doc's fascination for the city's clever mix of humie high gothic art deco and elvish art nouveau architecture. Were it not for the confection, the tiny kobold bard would have been pouring out her "oohs" and "aahs" at the immaculate scenery. Statues made of stone, carved to perfectly resemble soft linens graced sidewalks and streets with perfectly straight lines and symmetrical orientations. A place where form and function coexisted in perfect harmony, thanks to dwarven ingenuity. Both Aleeshrak and Doc had never seen such designs, nor were either of them present for the initial meeting that Skin had established to land them their job in the first place. The smallest member of the party found herself with the largest fascination.

"Alright, so we just have to go find.... Uh.... Lord Sheraton and collect our payment. Then we can get the hell out of here", Skin said to his following party. Ripper snorted in confirmation, Aleeshrak wasn't sure if it was because he understood what was going on or not. Aleeshrak's eyes and ear-holes perked up with the realization of opportunity. Ever conniving but always keeping her team in mind, the scaley little woman sought a prize only ever afforded to those members of high society with fat coin purses.

"Sergeant! Can we stay the night in one of these fancy hotels? Pretty please?!" She said with fervor.

Skin sighed and slowly dragged a hand across his brow, never ceasing his pace across the carved marble and limestone street. Aleeshrak knew he wasn't exactly a fan of extended stays around these types of settlements, but he also cared for the morale and welfare of his team and could use some relaxation after that job.

"..... Alright. Fine. The noble we're looking for is in a restaurant that's part of some fancy hotel. We'll see about staying there. We should have enough pay to handle a night. But don't be surprised if they just flat out refuse to serve us." Skin said to the kobold. Aleeshrak let out a high pitched squeal of glee, ever excited to sleep in a big bed in a building with running water. The bard lept from Doc's shoulder and rushed forward to embrace her fearless leader with the kind of affection that would convince anyone that they are truly loved. Skin brushed the notion away, but Aleeshrak knew in her heart that he valued her and all her effects for making a man feel ten feet tall over the smallest of favors. She happily hummed her way back to Doc and returned to her seat on his broad shoulders, courtesy of a little help from the big guy himself.

Before long, the ragtag group of mercs entered a pristine building with brilliant high arches and gilded floral trim, a strong indication of elvish design. Aleeshrak found herself



positively enraptured by the immaculate decor, drinking in the sights before her. The opulence and luxury, unlike anything she had seen. The two well-dressed bellhops at the doors looked back at the party in confusion, unsure if they were lost or misguided. Skin ignored them, as he knew exactly where they had to go. Ripper couldn't help but carelessly brush a few trinkets off of a nearby banister with his shoulder, drawing more undue attention to the party. The commotion caught the attention of the patrons, drawing nearly every eye in a vast dining room. What they saw was ugly, dirty, and unwelcome among the clean, gorgeous architecture. One of the high nobles cleaned his mouth with a napkin and placed it down on the table.

"Ah, Sergeant Green! I see you and your lot made it out just fine... You do realize that you could have sent for a missive, correct?" The noble stated.

Skin sighed under his breath, realizing that the path of expediency may have been the less favorable route, chose to stay the course, and collect their payment before heading back.

"Yeah, about that... We figured it was easier to just meet in person. No need for you to waste your stationery when we could just swing by", Skin replied to the sharp-dressed man in suede shoes. The elvish woman to the noble's side placed her napkin down as well, choosing to remain seated as she spoke up.

"Oh, dearest, please. Let the outsiders have their sight-seeing trip. They likely aren't used to such luxury in their life of brutality," the elvish noblewoman said with palpable condescension. Skin's lip curled upward off his tusk with bitter intent, but Aleeshrak was prepared for some witty repartee. The little kobold stepped in, as she felt it necessary to save the party from relentless undue mocking.

Aleeshrak hopped down from Doc's shoulder and landed with as much grace as she could muster. The tiny kobold skittered up to her leader's side and gave his pant leg a tug, looking up at the half-orc. She gave Skin a sly wink of the eye, letting the squad leader know that it was his turn to take a step back. The noblewoman raised an eyebrow at the kobold, concealing her disgust for such creatures. Skin looked down at Aleeshrak, then back at the noblewoman, then down to Aleeshrak once more. He paused for a moment, realizing that she was better equipped for the conversation at hand.

"Alright, but don't get us run out of town. We're barely welcome as it is, and we still haven't gotten paid", Skin muttered. Aleeshrak grinned, nodding at her comrade. She turned back to the elvish woman and took a few steps forward.

"That's very nice of you to allow us the time to partake in your city's lavish commodities. I can't seem to remember a time when I had so much fun mingling with such rich and well-to-do citizens," the kobold said to the noblewoman. The elvish woman turned her head slightly, never losing sight of Aleeshrak.

"I see. I can assure you that our fine city offers little that can be compared to the town of Tombstone. Their wares and woes seem... Hmm, more your speed, little one," she replied with malicious intent.





"Oh yes, Tombstone is quite nice as well. Though that town seems to offer less in the way of impressive design. I think we prefer this city a bit more. Could you recommend something here? Surely a woman of your prestige would have rather intimate knowledge of the city and her folk, no?" The kobold replied.

"Well, the little one has done her research. As the Mayor's wife and manager of community outreach, why yes... It is precisely my place to know the ins and outs of our lavish society and all her people. 'Tis but a shame such knowledge comes at the price of a swelling mind and sleepless nights coordinating events. I'll spare you the details. I wouldn't want that tiny head bursting with useless knowledge on my account," the elvish woman replied, standing up from her seat to look down upon her social company.

"Oh, but I encourage you to bore me with the details. You see, I've heard some rather interesting things about your events. I'm sure everyone is well aware of the hedonistic concerts and fashion shows. But tell me... Does your husband know about your... Hmm... How do I put this... More personal events?" Aleeshrak replied with a sinister grin and casting a sly glance at her green-skinned compatriots. Skin started to realize that while Aleeshrak had never stepped foot in the city, she had obviously gathered intelligence on her own somehow. Ripper and Skin looked at each other with mild confusion, then back to the spectacle at hand.

The noblewoman's eyes widened three times their standard size, and the elvish woman quickly realized that her opponent came armed with a figurative weapon of mass destruction. The Mayor raised an eyebrow with confusion, glancing towards his wife, whose face started to glow with a rosy hue. Nearly as red as Doc, who was seemingly more interested in something shiny nearby rather than the expert interlocution of his favorite teammate.

"Honey of mine, whatever does this little kobold speak of?" He said to his wife, the pleasant smile on his face betrayed by the stern tone of his voice.

The elvish woman stuttered a bit, struggling to find the words to bare against her verbal opponent.

"I... I am unsure, my love. Clearly, she jests, as the office of community outreach is nothing but translucent in all business conducted in the city's name. But I will speak no more of this. Tell me, little one. How may I assist you in finding the proper accommodations?" The elvish woman said, gritting her teeth. Her rising blood pressure was nearly visible to all, as Aleeshrak had clearly struck a nerve.

Skin's face washed over with complete confusion at this point, unsure of exactly what had just happened. Doc, who remained blissfully unaware of the engagement, carefully poked at a rather expensive looking decoration on the wall. Ripper chuckled to himself, seemingly more aware of what Aleeshrak had implied, or possibly amused at some unrelated fancy. The tiny kobold knew precisely where she had her conversational partner, and stifled the urge to look back at her leader with pride.



"Welllllll... Since you're so nice to offer... I would like rooms for each of my companions, with full room service. Two of those rooms will need to have extra-large tubs for the big guys over there. They're rather dirty after fighting for your right to continue living such an extravagant lifestyle. I'm sure you understand." Aleeshrak replied with an even bigger grin. The room was suddenly filled with the sound of something expensive shattering on the floor, and Doc stood at ground zero with wide eyes, holding his hands up as if to imply he had nothing to do with the glass shrapnel at his feet. There was a pregnant pause as the elf slowly processed the request.

"That...! The only rooms that have extra-large tubs are our VIP suites. Surely you understand I can't simpl-" Aleeshrak cut off the elvish woman, who gritted her teeth at the kobold while casting a few glances at Doc.

"Yes, VIP sounds wonderful! Actually, could you upgrade ALL the rooms to VIP? That would be super swell of you. It would mean the world to us if we could put upon you for just this one night. I promise we'll be out of your hair before second breakfast tomorrow morning! That should give you plenty of time for your... Event... Later tomorrow night," The tiny kobold replied, bearing a wide grin at the woman before her.

The elvish noblewoman's eyes grew even wider, along with a pulsing vein that began to throb its way out of her temple.

"How are... Fine! VIP rooms for everyone!" the noblewoman replied. "Concierge! I want our five finest rooms prepared for our... Guests! Spare no expense to ensure their stay is nice and QUIET!"

The Mayor looked more confused than ever, curious about his wife's sudden outburst of kindness. The elvish noblewoman sat back down, placing her napkin into her lap and picking at her dinner. Aleeshrak looked back at Skin with a huge smile, proud of her verbal conquering of the Mayor's wife. Skin looked upon the tiny kobold with awe, forever grateful that her sometimes grating personality was made up for by the boon she provided to the team. As he was always a man with a purpose, Skin cleared his throat and reengaged the Mayor for their pay.

"Right, so uh... Hrmph... Yeah. Anyways, if I could just get that payment, we'll go ahead and be on our way... to our rooms..." the Sergeant said. The Mayor nervously chuckled before pulling a large, decorative sack of gold pieces from his fancy coat.

"Yes, yes, very well... Here is your payment for the job, as agreed. Now please, I must finish my dinner," the Mayor said, waving a dismissive hand to Skin after handing the half-orc the sack of gold.

Skin inspected the sack, shaking it a few times just before his brow ruffled in discontent.

"Seems a little light... I was made to understand there was a bonus involved. You said we had a week, and we accomplished the mission in a day. Surely we deserve a bit more than this," Skin said to the man. The Mayor sat back down in his chair and looked up at the Sergeant. But before he could speak, Aleeshrak chimed in once more.





"I say, some of the funding must have gone to his special friend... that OTHER person of brutal lifestyle that can be seen climbing through windows of the Mayor's estate late at night-" Aleeshrak was promptly interrupted by the Mayor.

"YES! Ah, how could I be so rude? Of course, your bonus!" He said nervously, pulling another more weighty sack from his coat. The Mayor's wife slowly raised an eyebrow while staring straight at the tiny bugler and her wily grin. "Please, take this as well, and do run along to your rooms! They're surely ready for you now... RIGHT now, hah."

Skin grabbed the fat sack of gold from the nobleman with a grin and gave the Mayor and his wife a silent farewell. As he turned back towards the lobby, Ripper, Snot, Doc, and Aleeshrak all joined in higher spirits.

"That was great, Aleeshrak! I have no idea what just happened, but you got us rooms, and we even got better pay! This is fantastic!" Doc said, barely containing his excitement.

Skin retrieved the keys from the concierge and made for the elevator, muttering a bit over his shoulder to his kobold ally.

"So uh... How did you know all that?" Skin said to Aleeshrak. The tiny kobold chuckled a bit, trying to stifle her laughter.

"Oh Sergeant... I just know things, that's all; a lady has her secrets!" Aleeshrak said, winking at her leader with a wily grin. She knew Grrzelga would not be pleased if her secrets were brought to light.



## Afu - WAR ORPHAN SORCERER

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The only respite from the chaos of war that Afu Ferdinand has ever known is the calming orderly nature of magic and the rules that govern it. Orphaned as a small child, Afu did not remember his parents and was raised in various orphanages in human lands until his gifts began to manifest. Those places were none too sad to see him go, as his stiff bearing and lack of emotional display left them somewhat disheartened.

Not taking to the life of tutelage required by his first fostering Mage, Afu pursued independent magical study. He would hire out his services in defense of travelers to make his way to various libraries and houses of learning across the land. He loves to ferret out tidbits of magical knowledge to increase his understanding of the arcane.

Afu seeks order in all things, knowing full well that war is chaos, and no plan survives first contact with the enemy. He is stoic and fastidious, suffering hardships with a grim determination born from years of grief.

Though Afu could be bitter or full of self-pity, he strives instead to change the injustices of the world. He can sometimes be a bit naive in his idealism but can be ruthlessly pragmatic when the chips are down.

He is one of the youngest members of Savage Company, rising swiftly through the ranks despite his youth due to his self-discipline and fantastic ability. He is an unrivaled professional and seeks to accomplish the mission above all else.



## Doc - FIELD MEDIC ALCHEMIST

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"Doc" Akoni is a large Baadan striding through adulthood, hailing from a smaller family clan. Though not as successful or as rich as other clans, his family tried to provide him with the best education and opportunities they could. Much like Baadan culture, his family was everything to Doc. The honor and independence of his family were of utmost importance to him, and it was some of these things that motivated him to become a doctor.

Always a dreamer, Doc sought to empower his clan and bring back as much knowledge and skill as possible. When he was young, he often felt drawn to help patch the warriors' injuries. In adolescence, he would continue to use these meager skills alongside his brothers in battle. Being a middle child with no certain destiny, he decided that learning





medicine was the best option for a career that held promise both for himself and his clan. With his pack and all his dreams, Doc left to seek training among the most skilled doctors in the land.

The Baade's training went well for the most part. Doc was a quick study and even began modifying well-known techniques to better work with his oversized hands. However, the dream of striking out and seeing the world was always in the back of his mind. Sometime before his graduation, Doc heard of a job that would put his skill to the test. This "Savage Company" he read about desired those with a strong aptitude for learning and an even stronger will. The reward was adventure, fame, and more money than any person could





carry. With stars in his eyes, Doc knew that this paramilitary group would give him exactly what he wanted in life. Soon after, Doc became a well-known asset among Savage Company field teams.

Always cheerful, always motivated, and always on time. The red medic is precisely the kind of man you want in your foxhole. Even today, tales of the imposing Baade make their way around the taverns. Stories of a cheerful, upbeat man with a heart of gold, throwing himself headlong into danger to save those in need. What the anecdotes often fail to mention is Doc's care packages that make their way back to the clan. Money, supplies, books, anything Doc gathers along the way that can aid his family. Even the occasional lollipop.

## GRRZELGA - SKIRMISH MARAUDER ROGUE

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Though not commonly known, Bugbears are among the craftiest when it comes to woodland warfare. One of the craftiest is Grrzelga. Much of her younger years passed in solitary hunting, perfecting her craft by taking on the more massive and dangerous game each time. These days she takes it easy, scouting deep behind enemy lines and doing infiltration and high-value target jobs for Savage Company. Sure, it's a pain to have to deal with people all the time, but Grrzelga fancies herself somewhat enlightened for a Savage Bugbear.

Grrzelga seems rather quiet to most party members, keeping to herself, and rarely offering more than monosyllabic responses. Still, her inner thoughts are more perceptive than her grizzled exterior might suggest.







She is an absolute terror on the battlefield, striking for devastating amounts of damage with her long rifle, or crushing opponents up close with her massive sword.

While not easy to warm up, Grrzelga cares deeply about her friends. She shows this in her own way, by violently dispatching those that threaten them, or by begrudgingly allowing them in close proximity.

Grrzelga is someone you want on your side, and also someone you do not want to be your enemy.

## THE MARK

When I was just a little boy, my home was ravaged by orcs. They say the bastards don't fight for personal reasons, but rather just to fight. Well, they made it a little damn personal when they killed my parents and smashed my very first painting. I always liked the good memories, always tried to draw them or paint them. Not the ones about fire, or screaming. But alas, those painful memories motivate the most. I kept a little sketch I made of my parents in the breast pocket of my fatigues.

It's something I would hang onto even in my later years, relishing the old hobby in a new way. I found that overcoming the bad memories is easier when you replace them with good ones. Ones like poppin' a brute's skull from nearly a mile out. Dial-in your field of view. Set your focus. Exhale. And.... Pop!

Rack the bolt. Slam another round in the chamber. Line up the next shot. I was damn good at what I did. I took a lot of pride in the life of a marksman, and I was well-known for my specialty of taking out those infernal orcs and goblins, the entire lot. They deserved it after all the pain they caused me, after everything they took from me... But I digress.

The scenery was always lovely. I couldn't help but take in the view, overlooking a lush, green valley. The setting sun at my back had cast a beautiful orange glow and made this delightful little spot feel like someplace just outside of Heaven. Figured I'd take the time to appreciate the place after silencing my mark.

The Rogue's guild paid me a lot of money to pop some enemy sniper that'd been harassing their mercenaries. All of 'em hired by a minor noble in some conflict. I nearly jumped at the chance, to tell the truth. Didn't care much for the dangers, nor the consequences. I assumed there would be a struggle against the bastard, but I had time and patience on my side. Guess no one thought to take him out while he was alone.

Simple job, really. All I had to do was wait.

*"Thirty-six hours," I thought to myself. "Thirty-six godsforsaken hours, I've been stuck in this damn jungle..."*



Things really got serious after I found the bodies. Both mercenaries assigned to be my guide and spotter had gone missing a day before. Serg I discovered first, his corpse mounted on a pike as if he were a grotesque sock puppet on display and Alric... his skin had been flayed in one piece from the waist down like a suit of gruesome pajamas from the pit of hell itself. The splatter seemed to suggest he was still alive at the time. I stifled a gag remembering the scene.

My movement had to be sparse, or he'd see me. I had to be careful not to jostle the surrounding flora too much, or I'd give away my position. Adjusting the focus on my scope had to be done in tiny finger movements. I ended up havin' to piss myself somewhere along the lines... Better than gettin' my head blown off by whoever was out there.

Whoever he was, he was good. Real good. Fast as hell, as I'd lose him in plain sight when he rushed from cover to cover. He knew I was out here, too. he managed to smack one of my decoys with something big and angry. Barely heard the damn thing, but I sure as hell knew when that bullet shattered the only spare helmet I had set on a stick.

The mud I'd smeared on my body had long since dried, but it still served as useful camouflage. I felt some vermin creature slither across my neck. Hundreds of little legs stabbed at me, begging me to move. Almost as if the jungle was taunting me, trying to goad me into making the first mistake. I knew better... And I knew that if I screwed up, the other guy would get me.

*"How did I let those assholes talk me into this..."*, I pondered. The money was good. Too good, actually. I should've known better when some of the toughest bastards in the place wouldn't touch this job.... However, I was motivated by money. Regardless, I found myself engaged in the fight of a lifetime. It came down to either me or him.

And wouldn't you know it, the son of a bitch slipped up? Made the mistake of leaving a decoy out to the east and trying to spot me from the west. I carefully slid my finger down onto the trigger and lined up my crosshairs. Could barely see him through the foliage and fog, but I was confident he was there. Damn sure of it. There! The large silencer can on that beast of a rifle was a dead giveaway. Exhale.... Squeeze. The gun cracked the silence with a thunderous roar, and I watched the bastard's head pop like a grape... Or so I thought.

Within moments, I felt a shiver run down my spine. Something moved the brush behind me, shoving the leaves and branches aside. I rolled over and tried to draw my pistol, but the sudden flashing gleam of steel sent my arm flying through the air, pistol still firmly stuck in my hand's grasp.

I screamed I'll admit. Partially because my arm had just been severed, partly because of what was holding the goddamn greatsword. A huge bugbear stared me down for just a moment, yet it felt like an eternity. I got a good look at them...

This one...this one isn't like the ones I'm used to seeing. Not like a dumb bruiser, you find bouncing at some frontier raider's bar. No...this one... she's a clever one. And





yeah, a female bugbear at that. Don't see many of those around...but you can bet your ass they see you. This girl is clearly the smarter of the two of us. Starting to get tunnel vision. I can't help but notice through the pulsing haze a Savage Company insignia on her rolled fatigues as she steps closer. Damn my luck, damn my arm! Should've figured it was someone with experience, judging by how she played me like a damn fiddle....

The humie sniper was about to pass out from blood loss at this point. Grrzelga looked down upon her prey with curiosity and wonder. As she rummaged through his bag, grabbing what was left of his food and a few other bits of useful gear, she pondered to herself about her felled opponent.

*"This one ain't so useless after all..."* she thought, placing the tip of her greatsword on his sternum. He began to scream as she pressed it slowly into the bone, his stump spraying blood as he scrabbled in the loam trying to crawl out from under the blade pinning him like a bug. *"A shame that we couldn't see eye to eye. This 'oomie would've done well alongside the comp'ny..."* The huge Goblinoid pulled a scrap of rolled parchment from her sack and unrolled it, revealing a strike order with a moderately accurate sketch of the man's face. Grrzelga dabbed her thumb in the man's blood and imprinted her mark on the page, right over the man's picture. As she rolled the vellum back up and stuffed it into her sack, she looked down at the man one more time and pulled her sword out of his chest. A fly buzzed over his lifeless corpse, landing on one of his empty staring eyes.

*"Shouldn't have gone for the second decoy, boy."*

As swiftly as she rushed from the brush, the huge bugbear faded back into the jungle. There was always something more she could do, but Grrzelga felt satisfied knowing that the area was now clear for her team to move through, at least safe from the threat of any more marksmen.



## HOAKA - BATTLE CHAPLAIN CLERIC

The baadan family structure has traditions passed down for thousands of years, some of them more stifling than others. Hoaka's clan was one that held to those traditions more closely than most, and their line traced back for scores of generations with very intentional pairings to grow the tribe and foster the traits that would mean the clan's survival through strength and steadfastness.

Hoaka held to these traditions within her clan and was as steadfast and proud as her relatives could have hoped. When those traditions threatened to force her into an arranged marriage she didn't want, she decided to make a foray away from home and see the world.

Bolstered by the magic bequeathed to her by the ancestors and the physical might passed down in her blood, she sought work that made use of her physical prowess and toughness. Naturally, this led her to dangerous places, and she spent many years working as a mercenary. Her spiritual guidance and healing abilities spur the troops to new vigor.

Since taking up with Savage Company, Hoaka has become a kind of stern motherly figure to her fellow mercenaries. Often seen as harsh, but she is a confidant counselor and shows her care through actions, not words.

Nobody takes care of their friends quite as well as Hoaka.







## RIPPER - BLITZKRIEG BARBARIAN

Born to a roving warband of orcs, Ripper learned the hardships of life at a very young age. Be it scraps of food to eat or scraps of cloth to wear, the younglings of his nomadic tribe had to fight for everything they had. What some would view as a brutish, unloving way to raise children, Ripper would later come to appreciate. The rough and tumble lifestyle infused him with a survival instinct and sheer force of will that few could ever hope to match.



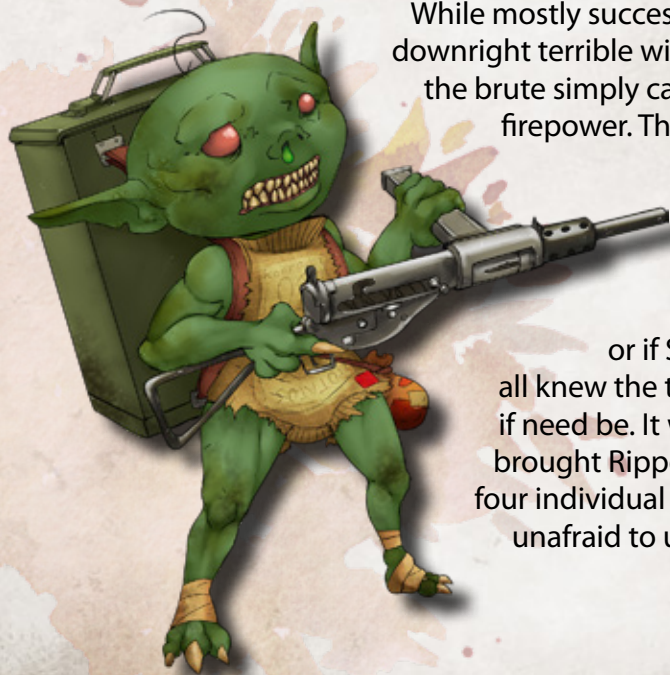


Ripper soon after learned the ways of combat, loving the thrill of tense, death-defying battles. As early as he could hold an axe, Ripper found ways to prove his worth and gain strength. Always pushing for more power, more strength, and more guns, Ripper quickly established himself as a mighty force to be respected.

While some would assume the massive orc simply wanted to be stronger than anyone else, the truth was that Ripper had a secret desire to become a warlord of legendary proportions. Merely winning the fights was never enough for him. Establishing his name among the tribes, spreading tales of his victories, this was all but a stepping stone to taking his throne of skulls at the top of the body pile.

Much like his unhinged approach to combat, Ripper's view of things has changed over the years. His overwhelming strength leads him to begin assuming that he, above all, is destined for greatness and power beyond measure. Every damsel desired him, and every lord would bow at his feet, every shop would issue a discount at the mere mention of his self-proclaimed title of "The Taker of Heads." No members of the Company shared Ripper's twisted view of the world but instead chose to let the orc live in his delusions. What nobody could ever take from Ripper are his self-esteem and confidence. The very same determination that leads him to believe he had absolute dominion over all those in his wake.

One creature that did fall sway to Ripper's questionable leadership tactics was Snot, a small, almost sickly person of untenable presence. Somewhere along the way, Ripper had convinced the jittery goblin that he was the boss, or at least that's what he believes. So long as the beefy orc could still fight, Snot is protected from harm. Snot often finds jobs and handles the mundane details of life for his boss; it's a symbiotic relationship.



While mostly successful in his fights for glory, Ripper has been downright terrible with his money. Be it guns or ammunition, the brute simply cannot turn down the chance to obtain more firepower. The most expensive pieces of gear are his twin-linked machine guns, two sets of two, strapped to each arm with a central trigger on each handle. No one was sure if Ripper was smart enough to come up with the design on his own, or if Snot was far more crafty than he let on, but all knew the terrifying power Ripper could bring to bear if need be. It was also these machine guns that often brought Ripper's bank account to ruin, as he had to fund four individual belt-fed weapon systems. Of which, he is unafraid to use at literally any given moment.





# IF GAMS COULD KILL

The air was heavy with the scent of copper and cordite. All was still but for the steady drip, drip, dripping of blood. The dripping came from the remains of a man rent asunder by the antlers of a large deer head mounted on the wall; what remained of him still dangling in the rack. The scene was carnage. Bodies everywhere. Bullet casings littered the floor. One poor sod had a street sign impaling him like a bug in some kid's science show exhibit, from mouth to anus. Ripper lay dying in the middle of it all. His entire hulking form was covered in blood, and some intestines were visible beneath the edge of his shirt. *Ow did Oi end up 'ere?* He pondered to himself, *Oh, yeah, he remembered, Loik all great prolemz, it startz wit a dame.*

Ripper sat behind his desk smoking a cigar. The overhead fan of stretched hide spun lazily, giving the light in the room a slow staccato. The room was silent but for the soft rush of air as the fan turned, an occasional squeak of gears from the diminutive goblin Snot pedaling a bicycle in the corner to power the fan, and the occasional shuffle of a chair or tinkle of glassware from the bar downstairs. They wouldn't open for a few hours. Ripper was interrupted in his relaxation by the sound of footsteps outside his door. The figure paused outside the glazed window and turned in profile, he could make out a feminine jawline and a thick braid of hair in the shadow cast on the glass. *Trouble* he thought.

Hoaka opened the door and strode through, her metallic sabatons clanking on the floorboards. She was clad from neck to toe in bulky, dull grey, metal armor plates; helmet tucked under one arm. "Ripper, we need you to get something for us," she said.

WAAAAAAw, thought Ripper, *the gams on that one. Oi don' know whut she's on about, but she obviously wants some.* "Hugh," Ripper grunted in reply.

"Just go into Oldtown and buy us a keg of beer. I'm hosting a celebration while the whole squad is here for downtime. Can you do that?" Hoaka asked.

*Of all da grog joints in all da woild, she had to walk into moin. What kinda cocked up scheme was this dame getting me caught up in? But when all da chips fall, we all just animals in da end.* "Uuuuuuh huh," Ripper grunted again.

Hoaka nodded slowly, presuming that for an affirmative and started backing out the door. "Ok, big fella, and whatever you do, try to keep a low profile. We don't want to cause any trouble." Her face showed lines of deep concern as she walked back down the hall and away. One thing Ripper knew, he needed answers.

The orc grabbed up his quad machine guns and ammo pack, and after a moment's consideration, donned a trench coat as well. The back was split open to allow it to fit over the ammo drum. *Ther*, Ripper thought, *suttel*, as he lowered his goggles onto his face.

Ripper traversed the streets over to the 'oomie quarter, oblivious of the looks he garnered from passers-by.



Two desperate thugs jumped out of an alley brandishing blades, "give us yer gold, ya mook," one of them shouted.

Ripper needed answers, so the tavern was the place to go.

The other mugger rushed Ripper and tried to stab him through the trench coat but his blade caught in the ammo belts crisscrossed underneath and broke. The two thugs stood dumbfounded looking between the broken knife and Ripper's back as he continued walking, apparently lost in thought.

He stopped in front of the tavern door and waited. Snot looked up at Ripper, "Ya sure about this, boss, you can get kinda confused about stuff other than fightin' and shootin'" After a moment he kicked Snot forward. Snot looked confused for a second and then resigned. He walked into the tavern and climbed atop the bar. "Hey. HEY! Listen up," he shouted over the din, "may I present, The incomparable, invincible, unstoppable Ripper, taker of heads, duke of duking, and baron of bloodshed." He finished with a bow and flourish as Ripper stepped through the batwing doors, turned slightly sideways to accommodate his shoulders. The music from the small piano came to an abrupt halt and all activity ceased as the patrons took in the sight of this 7-foot tall Orc brute bedecked in ammo belts and a trench coat, twin-linked machine guns strapped to each arm. He strode forward, occupied benches and chairs sliding and tipping, and tables scraping across the ground as they were pushed aside by his forward progress. Several of the patrons seated on those benches or at those tables cried out in objection. Ripper got to the bar and rested his massive gun-strapped fists on it.

The large man working the door stood up with his shotgun cradled in his arms, "Look, fella, we don't want no trouble," the man said.

Ripper turned to see the man with his shotgun seemingly pointed at Snot and his gun-toting left hand shot up on instinct to level on the man. "No! You!" Shouted Ripper, wanting the man to know who was being addressed. The disgruntled patrons all pulled their firearms at seeing Ripper threaten the doorman, so Ripper raised his other machine gun barrels and started brandishing them in the tense bar-goers faces.

The bartender then drew his own shotgun from under the counter and pointed it at Ripper's head stating, "Hey guys, let's all calm down." Snot did not appreciate a gun being pointed at his boss's skull, so he aimed his submachine gun squarely between the bartender's eyes, a dribble of mucus running down his upper lip. The tension grew as everyone held their breath, fingers shaking on hairpin triggers, eyes darting about looking for a way out of this deathtrap; the air was thick with the smell of fear and sweat, and the rising dust of the shuffling feet and furniture in the sawdust ground cover...

Snot sneezed.

The carnage that followed was too fast to track accurately, but thanks to his quick instincts Snot was able to dive to the floor and roll under a table. He then crawled through the sawdust as the fire fight raged, men screamed and died, their bodies tossed through the air; Ripper fought like a rabid beast, gun barrels and bullets tearing through





flesh as he crushed through the masses. Snot made it behind the bar as the bartender fell down dead, he crawled over the body and through the kitchen doorway as another tavern patron's corpse came flying through the window. The fight raged on for some time, so Snot made himself a snack. After he was finished he walked back into the common room and climbed up on the blood-smeared bar to survey the area. There was the drip, drip, dripping body on the antlers. Over there was the impaled man with the very much out of place street sign. And there in the middle, lying perfectly still on his back, was his boss Ripper, covered in blood and guts. "Hey, boss, shouldn't we get goin'?" Asked Snot.

Ripper stood up and brushed the gore from himself and said, "Thoisty."

Snot hopped down and rolled a keg from behind the bar, "here ya go, boss!" Ripper lifted the keg and held it above his head to take a drink from the spigot.

"We go now," said Ripper, as he tucked the keg under his arm and walked out.

By the time they made it back to the grog joint where Ripper had his office, the place must've been open because there was quite a ruckus coming from inside. Ripper pushed through the door intending to pass through the crowd on his way up to his office but stopped short when he realized the crowd was his squad. And there was Hoaka, all done up in her best outfit, obviously trying to tantalize him. Hoaka clanked over to him with a surprised look on her face, "you made it, and you got the beer!"

Ripper stared at her slack-jawed, still covered in now-drying gore. *Oi jus' can't read dames.*

"Wasn't too much trouble I hope." Hoaka looked at him incredulously.

Snot walked past the pair polishing a shotgun that he didn't have earlier in the day, "nothin' we can't handle, miss."



## SEIKA - ZEN GUNMAN MONK

Born in the far east of the world, in a warrior caste among a vast hobgoblin army, Seika was no stranger to conflict. She saw countless battles, many with significant losses on both sides. The young Hobgoblin felt immortal, untouchable... until the day she was proven wrong.

While the scars she carries allude to something terrible having taken place, Seika does not reveal a single shred of the detail. Many have tried asking, offering brews in exchange for her stories, but the woman has always maintained her silence. She felt that no one should know the pain and suffering that she has known. It was her burden to bear alone.

In the wake of the turning point of her life, Seika awoke to a new purpose. One that drove her to seek the answers of the universe. Whatever happened to her, she found it necessary to delve into chapels and temples, eventually settling on a small group of monks that taught her to think less of herself, and more of the balance of life. Over time, Seika sought to master the words of her fellow monks, finding a way to combine her past experience with her future. And thus, the way of the gun became Seika's path to enlightenment.

Through her travels, Seika met many good people, and killed many more who weren't; she studied art and defended the helpless. She eventually found herself on speaking terms with a Sergeant Green, who offered her a job with Savage Company. While initially hesitant, Seika accepted the offer. She assumed that she would have the best chances of traveling the world and seeking the balance, by living among the company of those who also lived and died by the gun. Seika grew to secretly adore her comrades and their hijinks. Despite this, she knew that mercenary work was only a means to an end. Though she thrived, the Hobgoblin felt that this was simply another step along the path to perceiving the true nature of the universe.

But in the meantime, Seika had never felt quite as alive as she did when fighting alongside her comrades. Even in the tensest of situations, the absolute hardest moments to overcome, even on the very brink of death itself. Seika found life in the balance.







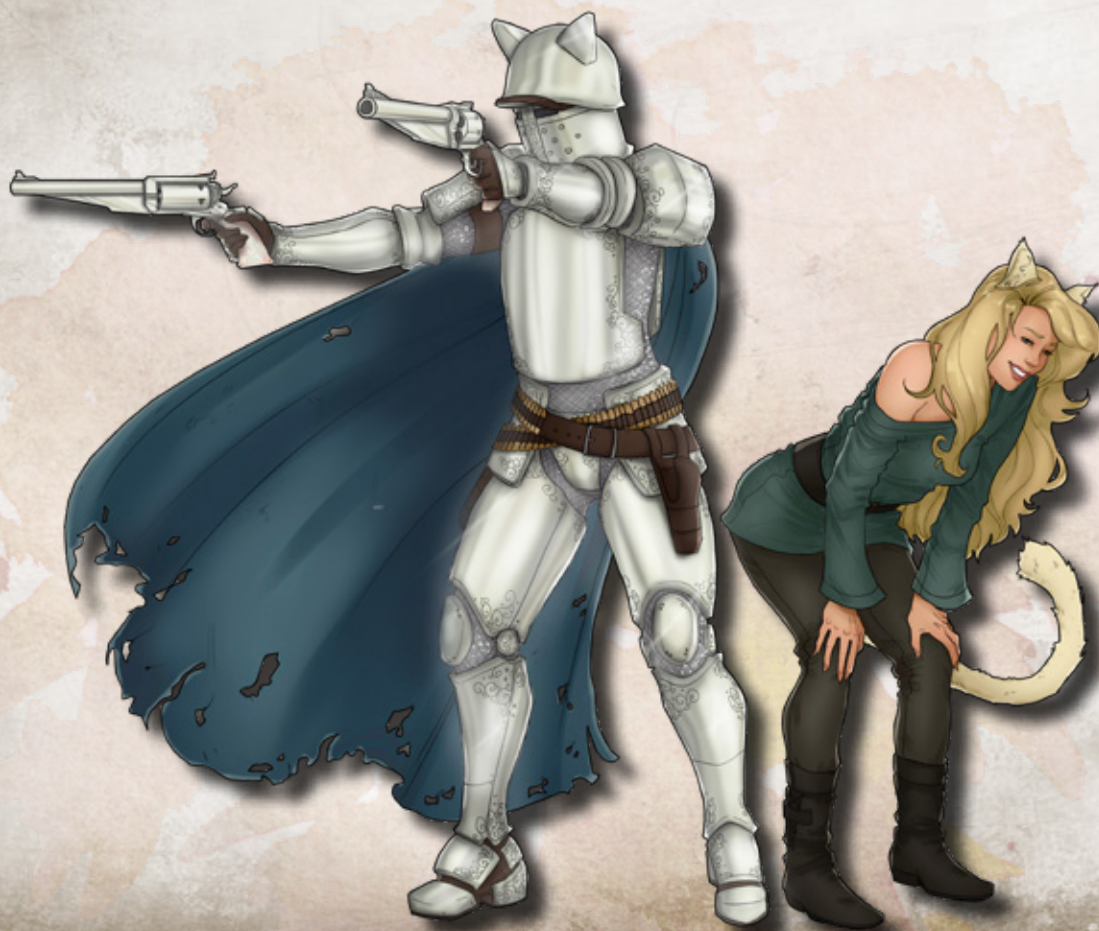
## SERAH - STEEL SAINT PALADIN

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Having seen many dark days in her childhood, Serah sought out religion, eventually taking up arms to defend the defenseless. She takes the protection of the innocent very seriously. Since a young age, she has trained and strove to be strong enough to prevent what happened to her from happening to anyone else. She loves children but is sometimes unsure around them, so she often winds up acting like a friendly aunt.

Serah built a reputation as an expert dispatcher of evil creatures and people, and this reputation is how she came to find herself recruited by Savage Company. Though her unique talents are in high demand, she only accepts jobs that match her ethics. There is a never-ending supply of evil that needs smiting. The funds from these jobs she uses to further her cause: to right injustice, rescue children, and build homes for orphans.

She serves as a devout paladin and always fights for what is right. Her inner strength and diligence have given her might. Might that she uses to dispatch justice against evildoers with a ferocity that you would not expect if you met her among friends. While not a bubbly personality, Serah is intelligent enough to come up with surprisingly good jokes on occasion, though she speaks them only when tactful. No foe wants to be smitten by her righteous fury or face judgment at the end of her terrible hand-cannons.



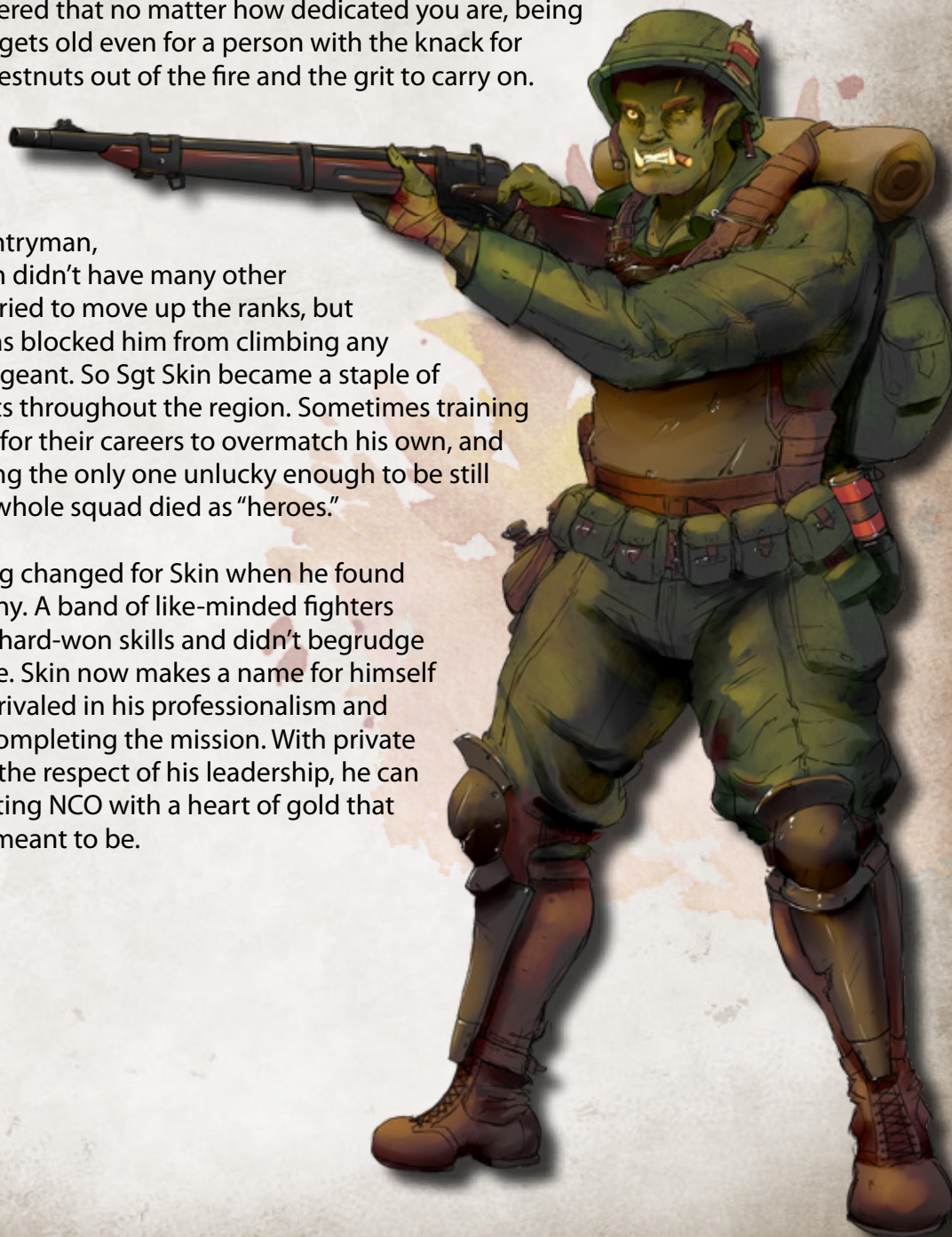


## SKIN - INFANTRYMAN

Joe Green has never met his parents. His first name was given to him by a well-meaning human couple who adopted him as a baby. While they originally wanted another pair of hands around the farm, they grew to love him in their simple way. Growing up as the only half-orc in a human village was not exactly easy. The frequent fights and shunning from the townsfolk soured relations early on, but Joe always managed to make it by the skin of his teeth. He volunteered for military service once he could pass for an adult; the promise of guaranteed purpose, pay, and a place to belong appealed to him. He soon discovered that no matter how dedicated you are, being cannon fodder gets old even for a person with the knack for pulling their chestnuts out of the fire and the grit to carry on.

Once he had gained the skills of an infantryman, Joe "Skin" Green didn't have many other options, so he tried to move up the ranks, but institutional bias blocked him from climbing any higher than Sergeant. So Sgt Skin became a staple of military conflicts throughout the region. Sometimes training up a team only for their careers to overmatch his own, and sometimes being the only one unlucky enough to be still alive when his whole squad died as "heroes."

But everything changed for Skin when he found Savage Company. A band of like-minded fighters that valued his hard-won skills and didn't begrudge him his heritage. Skin now makes a name for himself as someone unrivaled in his professionalism and dedication to completing the mission. With private sector pay and the respect of his leadership, he can be the ball-busting NCO with a heart of gold that he was always meant to be.







# TRENCHES

It's raining again. I slide my helmet forward to make a dry space in front of my face to light my last stub of a cigar. At least the rain will batter down the smells of blood, shit, and death. After it's lit I put my helmet back and use my curled hand to block the rain as I puff its last; a little trick I picked up. I was already soaked through and smelled from days of not washing and weeks of not bathing, but my socks were dry. I took meticulous care in waxing and sealing my boots and kept any good socks I could; I even mended the holes when I had downtime and kept them all tightly rolled at the bottom of my ruck in an oil-cloth with a spare sock of rice; another little trick I picked up. Greenhorns never understood the thing about socks but let me tell you, socks = morale. I tried to teach those I was assigned, but I suppose they're all dead now. That last charge didn't leave many standing in this trench. I check my flint again. Though it's pitch dark I can see some movement down the line. They're filling the ranks, shifting some men this way to try this charge again. We get to the ladders and wait for the whistle.

The whistle blows and we're over the side, into no man's land. I don't sprint right off, it's those that pull ahead get targeted by the long rifles. I make sure not to drag ass either; if the brass notice you sandbagging you get some shit detail, and in these parts shit details often get dead. I stick to the middle of the pack. We're into the trench and a kid comes at me with a knife, I stave his face in with my rifle-butt, all the fight puffs out of him through a froth of blood and teeth. I don't go looking for victims, I wait for them to make themselves known. All of a sudden a fat Dwarf with a trench broom pops around a corner, I raise and fire my carbine past a comrade's shoulder without even thinking. It works this time. My hands do their reloading thing while I keep my head on a swivel looking for trouble. The carbine is both deadly and unimpressive and both in the right amounts for my taste; I wouldn't trade more of one for less of the other. Impressive weapons get you dead.

After we're back in our trench some dough-faced private tries to thank me or something for the bit with the dwarf. I show him a bit of fang and he pales and shuts up. Better for us both if he doesn't get too attached; next charge it might be me that doesn't make it back. I open my last tin of beans and look both ways before adding the spice I hide in my pocket. Spice is the spice of life. It may burn my backside at the latrine trench in the morning, but it will warm my belly tonight.

I doze off standing right before the sun comes up. It's wet and cold even though the rain has stopped. I wake up a little later, something is bugging me. The doughface next to me looks like he's about to shout when a knife hilt appears sticking out of his eye socket. I fall on my back as another knife buries itself in the wall where my head used to be. I look up and see a slight figure covered in mud; the sumbitch must've crawled half the night to get here. He tries to close the distance to use his stilettos so I blast him in the knee; now we're both down. We rise warily and eye one another. He tries a feint but I don't take the bait and manage to dodge his thrust. I quickly draw my holdout pistol one-handed and pull the trigger. FZZzzzt. Crap! I cleverly let him stab me all the way through my shoulder like an idiot. Damn, that smarts. I wipe the



flint clean with my thumb and try it again. BAM, a .44 caliber ball turns his head into an artistic new shape. Looking around I see he's been busy, I might be the only one left in this section. I move steadily to the rear, we might lose this length of the trench but I need to report this and I'll be damned if I'm going to die trying to hold it by myself. Being a hero is for suckers.

## WARBOI - DRIVER CAVALIER

Legend tells there would one day come a driver. A driver not born of mortal parents, but springing forth from the grinding gears and oily pistons of a rumbling engine. A driver whose vehicle was not assembled in a workshop, but was summoned from the firmament using a pool of spilled motor oil as a portal. Warboi has heard all these stories, and has even had a few of them assigned to him by rumor, but pays them no mind. His only concerns are his vehicle and his friends, in that order.







If Warboi had a life of humble beginnings before he started rolling and rumbling, it is of little consequence or importance. He has spent much of his adult life roving with one warband or another, sometimes in large convoys, sometimes driving along with foot patrols, or even as a member of a small party, where his buggy can often convey the entire party. He is a master of machines, an unparalleled driver, and an artful tinkerer. Though his odd personality and thick accent can make him hard to get along with, his unrivaled enthusiasm is very contagious. In combat he stays very mobile, using his vehicle as a weapon, while also trying to keep it safe. He takes direct targeting of his buggy very personally and doesn't hesitate to retaliate, though when the danger gets too high, he does know when to book a hasty retreat.

Warboi spends his downtime repairing, upgrading, and modifying his vehicle, and sometimes also his personal equipment. Though not much of a partier, he can sometimes be tempted away from the garage to mingle with his fellow squad members, who can occasionally catch a smell on his breath that might hint he's been tasting the fluids that make his vehicle function. Any inquiries to that effect are usually met with a stain-toothed grin.







## RACES

THE RACES DETAILED IN THIS CHAPTER HAVE REDEFINED THE TERM “SAVAGE” TO REFER TO THEIR FEROCITY IN BATTLE, THEIR TRIBAL SENSE OF HONOR, AND THEIR NEW-FOUND OPPORTUNITIES IN MERCENARY COMBAT.

NO LONGER UNEDUCATED AND BARBARIC, THEY NOW PLY THEIR SKILLS AND BASE TOUGHNESS IN WORKING FOR COIN; AS SARGE SAYS, “YOU CAN PILLAGE A VILLAGE ONCE, BUT YOU CAN CHARGE THEM FOR DEFENSE AS LONG AS THEY’RE ALIVE!”

THESE RACES ARE LARGELY REIMAGINED VERSIONS OF FAMILIAR MONSTROUS RACES, BUT WITHOUT THE ASSUMPTIONS OF SLAVERY, EVIL, OR ENTIRELY ANTI-SOCIAL TRAITS. INTELLIGENT BEINGS MAKE THOSE DECISIONS ON AN INDIVIDUAL BASIS AND LIKE ANY PC RACE, EACH ALIGNMENT SHOULD BE POSSIBLE. THE RACES DETAILED IN THIS SECTION ARE REFERRED TO AS THE “SAVAGE RACES,” BUT BY SAVAGE, WE DO NOT MEAN BEASTIAL OR STUPID, WE MEAN THAT THEY ARE FIERCE WHEN PROVOKED, AND THEIR PARAMILITARY UNITS ARE FEARED ON THE BATTLEFIELD DUE TO THEIR EFFICACY AND INTIMIDATION. EVEN THOUGH THEY HAVE NO CHANGES IN THIS BOOK, GOBLINS ARE AN INTEGRAL PART OF SOCIETY AND ARE ALSO CONSIDERED A “SAVAGE RACE.”





## BAADE (16 RP)



### OVERVIEW

The baade race is a proud nomadic people with no homeland, often maligned by the more “enlightened races” for their frightening appearance, they are noble traders and craftsmen who journey the world in search of new experiences, opportunities, and innovation. Their traditional songs and dances tell an oral history of a world far different from our own, with two suns, erupting volcanoes, frequent earthquakes, and the constant threat of mighty predators. Baadans are a strong and durable race, often fearless

in the face of death, especially when it comes to defending their close familial units. They age slower than humans, but not nearly as long-lived as the elves, and while the women go through a similar life cycle of blossoming into adulthood and childbearing years like humans do, the men instead slowly grow larger over their entire lives, eventually reaching titanic proportions and living a mostly sedentary life in their old age.



## PHYSICAL DESCRIPTION

Baadans are large, red-hued humanoids. Males average over seven feet tall and 400 pounds, with females being slightly smaller at over six feet and 250 pounds. As with humans, sizes vary greatly with the smallest of females ranging from just over five feet tall and 200 pounds while the largest males topping out around eight feet tall and 450 pounds. The baadan build while being somewhat similar to humans is generally stockier with aggressive musculature. Due to the unique biology of the baadans, they uniformly have extreme muscle tone and do not retain body fat. Their bones and muscles are very dense and much heavier than they appear. The black fingernails are also thick and deeply set and are often sharpened and used as tools, especially in larger males where fine manipulation of small objects would prove difficult with extremely large fingers. Males from a young age grow a pair of large black horns on their heads which are sometimes used defensively or for fighting, in ancient times these would be used to protect the familial herd from predators. In some bloodlines the females also grow horns, and others are entirely hornless. These variations are not seen as unusual, just rare.

The skin color while generally being described as red or rust-colored, in fact, varies based on racial, genetic, geographical, ethnic and familial traits. Coloration ranges from a pale light pink to a deep crimson or magenta. Small, light-skinned baadans can occasionally pass for humans, although the correct combination of traits necessary for this to occur is rare. Occasionally spots, splotches or stripes occur, although this has become rare as bloodlines have become interwoven in recent millennia. Hair occurs only on the top, back, and sides of the head; facial and body hair is seen as

atavistic and a sign of poor breeding. Hair colors are similar to human standards, ranging from white or blonde, to brown and black. Eye coloration is also similar to human standard with the exception of frequently occurring yellow or gold irises. Silver and grey eyes are also common.

Another feature unique to baade biology is that the men do not undergo puberty or growth spurts, they gradually become adults and never cease growing as long as they live. While extremely rare, very old baadan patriarchs have been recorded nearing sixteen feet tall and weighing several thousand pounds.

Baadans often mark themselves with ritualistic scarring and familial tattoos, tattoos being more popular among females as the scarring is often a result of a male coming of age ritual. A similar celebration is held for females entering society as an adult with the unveiling of her tattoo denoting her bloodline. While such ceremonies are not uncommon, they are not observed across the race as a whole.

## SOCIETY

Baadans are diverse and well-cultured people. If you could ascribe values to the race as a whole they would have to be Independence and Honor. The baadan psyche is built around the concepts of independence and value. Not independence as in isolation, but rather one of achievement and earning. Nothing is more uniformly seen as taboo in baadan society than the taking of something not earned, or the asking of something or someone without return. Baadans generally believe in the importance of personal freedoms and there is a strong "Noble Warrior" aspect of the culture. Nearly all adult baadans carry weapons with them at





all times and are well versed in their use. It is seen as taboo to be unarmed because it implies that an unarmed person burdens those around him to defend his life if it becomes necessary.

The majority of baadans belong to extended family groups, often as traveling craftsmen and merchants. The family structure appears patriarchal, with the elder male leading and looking out for his family and their business. However within the family, it is often his wife, the elder female who runs things and is the final arbiter of disputes and duties. This is a tradition that dates back to the earliest days of the baade people, the men seeking food and defending the tribe with their strength and natural weapons while the women cared for the tribe and planned ahead using their wits.

In all parts of baadan society, dueling is looked upon as an acceptable means of dispute resolution. Most disagreements are resolved quickly and peacefully as few matters are believed serious enough to risk one's own life over. When duels are encountered with outsiders of other races, sometimes the challenged opponent will flee rather than face the somewhat legendary consequences of entering a duel with a baadan. In these circumstances, the challenger will record the opponent's information as well as a report of the circumstances into their family ledger, sharing this info with any other baadan caravans they come across, the result of which usually ends in the blacklisting of the individual or in extreme circumstances, their entire company or family. Once someone has been blacklisted, it is rare that any baadan will do business with them in the future.

## RELATIONS

Baadans welcome trade and interaction with all races, although they are often distrusted upon first contact with many races due to their "demonic" appearance. They have a great affinity for the toughness, ingenuity, and craftsmanship of dwarves, the creativity and ambition of humans, and the fighting spirit of orcs. Their crafting skills are renowned for adapting and combining the innovations of different races and transforming them into something new and unique.

## ALIGNMENT AND RELIGION

Baadans are characterized by their respect for free will and a sense of personal honor. Often pragmatic in their dealings, fair trade, and placing the needs of their families above all else, most baade are neutral good and practice a light form of ancestor worship by paying respect and telling stories of the elders that came before them.

## ADVENTURERS

While not common, some individuals leave the structure of their family and strike out on their own seeking independence, adventure, or just new opportunities. Often these lone baade will be on the lookout for investments or trade deals that they can bring back to their clan and both enrich their family and raise their own status. In the event that a lone baade is without familial or business connections due to calamity or misfortune, they tend to seek out a kind of surrogate family in the form of an adventuring party, gang, or military unit. Due to their intrinsic physical abilities, they tend towards martial classes, but their curious and inventive nature can be beneficial in any role.



## TABLE: RANDOM STARTING AGES

Adulthood	Intuitive	Self-taught	Trained
40 years	+3d6 years (43 – 58 years)	+5d6 years (45 – 70 years)	+7d6 years (47 – 82 years)

## TABLE: RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	6 ft.	+2d12 in. (6 ft. 2 in. – 8 ft.)	350 lbs.	+(2d10x5 lbs.) (350 – 450 lbs.)
Female	5 ft. 1 in.	+2d12 in. (5 ft. 3 in. – 7 ft. 1 in.)	200 lbs.	+(2d10x5 lbs.) (200 – 300 lbs.)

### MALE NAMES

Ahoeitu, Akamu, Akeakamai, Aputi, Hehu, Laniakea, Manaia, Manuia, Tamati.

### FEMALE NAMES

Asoese, Huali, Iosefina, Kalama, Lanuola, Lailago, Lulu, Oliana, Tiare, Tuiara.

## STANDARD RACIAL TRAITS

- **Ability Score Modifiers:** Specialized +2 Str, +2 Con, –2 Cha (1 RP)
- **Advanced Strength:** Baadans gain an additional +2 Str (4 RP)
- **Type:** Humanoid (Baadan)
- **Size:** Medium
- **Base Speed:** Baade have a base speed of 30 feet.
- **Languages:** Baadans begin play speaking Common and Baadan. Baadans with high Intelligence scores can choose from the following: Dwarven, Gnome, Orcish, Goblin, Undercommon, Jargon, and Handsign
- **Fearless:** +2 racial bonus against fear effects (1 RP)
- **Skill Bonus:** Baadans gain +1 to both Survival and Diplomacy skills (2 RP)
- **Skill Training:** Baadans always treat Survival and Diplomacy as in-class (1 RP)

- **Darkvision:** Baade can see in darkness up to 60 feet. (2 RP)
- **Low-light:** Baade can see twice as far as a race with normal vision in conditions of dim light. (1 RP)
- **Scent:** Baade gain the scent ability. (4 RP)

## ALTERNATE RACIAL TRAITS

The following alternate racial traits may be selected in place of one or more of the standard racial traits above.

- **Gore:** Some baade gain the ability to use a gore attack. This gore attack does 1d6 points of damage, plus your Strength modifier. You're considered proficient in this attack and can apply feats or effects appropriate to natural attacks to it. If used as part of a full attack action, the gore is considered a secondary attack and is made at your full base attack bonus –5, and adds half your Strength modifier to damage. This racial trait replaces fearless.
- **Pass for Human:** Rarely, some baadans are small, dull, and hornless and do not need disguise checks to appear human. This racial trait replaces fearless.
- **Oversized Limbs:** Large muscled arms reduce the penalty for using oversized





weapons by  $-2$ , minimum 0. This racial trait replaces scent.

- **Canny:** Many are adept at dealing with people but are sometimes brash. These baade gain a  $+2$  racial bonus to Cha but suffer a  $-2$  racial penalty to Will.
- **Silvertongued:** Crafty baade learn subterfuge instead of taking to tradition. They lose the skill training and skill bonus in Diplomacy, but gain skill training and skill bonus in Bluff in its place.

## FAVORED CLASS OPTIONS

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

**Alchemist** Add  $+1$  foot to the splash radius of alchemist bombs. This option has no effect unless the alchemist has selected it 5 times (or another increment of 5).

**Arcanist** Add  $+1/6$  to the number of points the arcanist gains in her arcane reservoir each day.

**Barbarian** Add  $+1/2$  round per level to the duration of Rage.

**Bard** Reduce the penalty for not being proficient with one weapon by 1. When the nonproficiency penalty for a weapon becomes 0 because of this ability, the bard is treated as having the appropriate Martial or Exotic Weapon Proficiency feat for that weapon.

**Cavalier** Add  $+1$  foot to the radius of Tactician class features. This option has no effect unless the cavalier has selected it 5 times (or another increment of 5).

**Cleric** Add  $+1$  foot to the radius of Channel Energy. This option has no effect unless the Cleric has selected it 5 times (or another increment of 5).

**Druid** Add  $+1/2$  to the damage dealt by the druid's animal companion's natural attacks.

**Fighter** Add  $+1/2$  bonus to craft(arms/armor) checks.

**Infantryman** Add  $+1/4$  point to damage bonus from firing advance class feature.

**Monk** Add  $+1/4$  point to the monk's ki pool.

**Paladin** Add  $+1$  foot to the radius of Aura of Courage. This option has no effect unless the paladin has selected it 5 times (or another increment of 5).

**Ranger** Add  $+1/4$  to the armor bonus of the ranger or the ranger's animal companion when they are wearing armor.

**Rogue** Gain  $+1/6$  of a new rogue talent.

**Sorcerer** Add  $+1/3$  to the sorcerer's caster level when casting Conjuration spells except those of the Summoning subschool.

**Witch** Add  $+5$  feet to the range of one hex with a range other than "touch."

**Wizard** Select one item creation feat known by the wizard. Whenever crafting an item using that feat, the amount of progress made in an 8-hour period increases by 200 gp (50 gp if crafting while adventuring). This does not reduce the cost of the item; it just increases the rate at which the item is crafted.



## KEMANO (8-11 RP)



### OVERVIEW

While they share some common characteristics, every Kemano is different. Their varied racial heritages and widespread diaspora means there are few things that can be said of Kemano as a whole. Despite that, these few things remain generally true: Kemano are secretive, blend well with humans, and have some slight animal traits.

### PHYSICAL DESCRIPTION

Kemano vary greatly in appearance, even within a given heritage. All possess the following characteristics: some physical manifestation of non-human heritage (ears, tails, hooves, teeth), a mind that is slightly alien to anyone seeking to

influence them, and the ability to suppress or hide these physical traits and appear human. All kemano can interbreed with humanoid races but the offspring have a 50/50 chance of being entirely one parent's race or the other, with any Kemano children being of the same heritage as that parent; and all Kemano give live-birth.

### SOCIETY

Kemano tend to intermingle with other races and are well suited to blending undiscovered with humans in a society. When forming their own communities they sometimes attract other races with animalistic traits and tend to be more open with their own bestial sides around these kindred spirits.





## RELATIONS

Due to their rarity, ability to hide, and wide dispersal most races don't know that the kemano exist, much less that they walk among them. Any evidence to the contrary is usually written off as a skinwalker or kitsune. Some members of kemano may even disseminate information that helps other races to write-off evidence of their existence as a myth.

## ALIGNMENT AND RELIGION

Kemano tend to adopt the customs and attitudes of whatever land they find themselves in, but when forming their own communities they usually favor deities of nature and secrecy and neutral alignments.

## ADVENTURERS

Due to their varied nature and heritages, a kemano adventurer could find themselves filling any role within an adventuring party, and while naturally secretive about their animal traits, they will sometimes become comfortable enough with the group to let their mask slip.

### MALE NAMES

Same as human.

### FEMALE NAMES

Same as human.

## STANDARD RACIAL TRAITS

- **Ability Score Modifiers:** Standard +2 in one physical ability score, +2 in one mental ability score, and -2 in another mental ability score; see Table: Heritage Racial Traits.
- **Type:** Humanoid (subtype is that of selected heritage)

- **Size:** Medium
- **Base Speed:** Kemano have a base speed of 30 feet.
- **Languages:** Common.
- **Stubborn Mind:** Members of this race gain a +2 racial bonus on Will saving throws to resist spells and spell-like abilities of the enchantment (charm), enchantment (compulsion), and divination (mind-affecting) subschools. In addition, if a member of this race fails such a save, it receives another save 1 round later to prematurely end the effect (assuming the spell or spell-like ability has a duration greater than 1 round). This second save is made at the same DC as the first. If the member of the race has a similar ability from another source (such as a rogue's slippery mind class feature), it can only use one of these abilities per round, but can try the other on the second round if the first reroll ability fails. (2 RP)
- **Pass for Human:** You receive a +10 bonus on Disguise checks to disguise yourself as a human, and do not receive the penalty for disguising yourself as a member of another race when you do so. In areas largely populated or settled by humans, you can take 10 on your Disguise check, meaning most people tend to assume you are human unless given a reason to think otherwise. (2 RP)

## HERITAGE RACIAL TRAITS

Each kemano selects one heritage and gains those traits in addition to the standard traits that all kemano share.

### BOVINE

- **Ability Score Modifiers:** +2 Str, -2 Int, +2 Wis
- **Natural Attack (Gore):** Bovine kemano gain a natural gore attack. The damage is based on the creature's size (1d6). (1RP)



TABLE: HERITAGE RACIAL TRAITS

Heritage	Ability Score Modifiers	Heritage Racial Traits	RP
<b>Bovine</b>	+2 Str, -2 Int, +2 Wis	Gore, Powerful Charge, Alertness	9
<b>Canine</b>	+2 Con, -2 Int, +2 Wis	Bite, Endurance, Scent	11
<b>Dromedary</b>	+2 Con, +2 Wis, -2 Cha	Relentless, Endurance, <i>Ant Haul</i>	9
<b>Equine</b>	+2 Con, -2 Int, +2 Wis	Fast, Run, Alertness	9
<b>Feline</b>	+2 Dex, +2 Int, -2 Wis	Claws, Acrobatic, Darkvision	10
<b>Lagomorph</b>	+2 Dex, -2 Wis, +2 Cha	Fast, Quick Reactions, Low-light vision	8
<b>Primate</b>	+2 Str, -2 Wis, +2 Cha	Slam, Climb, Swarming	9
<b>Ursine</b>	+2 Con, +2 Wis, -2 Cha	Bite, Claws, Scent	11

- **Powerful Charge:** Whenever a bovine kemano charges, it deals twice the number of damage dice with its gore natural attack plus 1-1/2 times its Strength bonus.
- **Static Bonus Feat:** Bovine kemano gain alertness as a bonus feat. (2RP)

## CANINE

- **Ability Score Modifiers:** +2 Con, -2 Int, +2 Wis
- **Bite:** Canine kemano gain a natural bite attack, dealing damage equivalent to that of a creature two size categories lower than normal for their size (1d3). The bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons. (1RP)
- **Static Bonus Feat:** Canine kemano gain Endurance as a bonus feat. (2RP)
- **Scent:** Canine kemano gain the scent ability. (4RP)

## DROMEDARY

- **Ability Score Modifiers:** +2 Con, +2 Wis, -2 Cha
- **Relentless:** Dromedary kemano gain a +2 bonus on combat maneuver checks made to bull rush or overrun an opponent. This bonus only applies while both the dromedary kemano

and its opponent are standing on the ground. (1RP)

- **Static Bonus Feat:** Dromedary kemano gain Endurance as a bonus feat. (2RP)
- **Spell-Like Ability:** Dromedary kemano can use *Ant Haul* as an at-will spell-like ability. The caster level of the spell is equal to the user's character level. (2RP)

## EQUINE

- **Ability Score Modifiers:** +2 Con, -2 Int, +2 Wis
- **Fast:** Equine kemano gain a +10 foot bonus to their base speed. (1RP)
- **Static Bonus Feat:** Equine kemano gain Run as a bonus feat. (2RP)
- **Static Bonus Feat:** Equine kemano gain Alertness as a bonus feat. (2RP)

## FELINE

- **Ability Score Modifiers:** +2 Dex, +2 Int, -2 Wis
- **Claws:** Feline kemano receive two claw attacks. These are primary natural attacks. The damage is based on the creature's size (1d4). (2RP)
- **Static Bonus Feat:** Feline kemano gain Acrobatic as a bonus feat. (2RP)
- **Darkvision:** Feline kemano can see in the dark up to 60 feet. (2RP)





## LAGOMORPH

- **Ability Score Modifiers:** +2 Dex, -2 Wis, +2 Cha
- **Fast:** Lagomorph kemano gain a +10 foot bonus to their base speed. (1RP)
- **Quick Reactions:** Lagomorph kemano receive Improved Initiative as a bonus feat. (2RP)
- **Lowlight vision:** Lagomorph kemano can see twice as far as a race with normal vision in conditions of dim light. (1RP)

## PRIMATE

- **Ability Score Modifiers:** +2 Str, -2 Wis, +2 Cha
- **Natural Attack (Slam):** Primate kemano gain a natural Slam attack. The damage is based on the creature's size (1d4). (1RP)
- **Climb:** Primate kemano have a climb speed of 20 feet, and gain the +8 racial bonus on Climb checks that a climb speed normally grants. (2RP)
- **Swarming:** Primate kemano are used to living and fighting communally with other members of their race. Up to two primate kemano can share the same square at the same time. If two primate kemano that are occupying the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares. (2RP)

## URSINE

- **Ability Score Modifiers:** +2 Con, +2 Wis, -2 Cha
- **Bite:** Ursine kemano gain a natural bite attack, dealing damage equivalent to that of a creature two size categories lower than normal for their size (1d3). The bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons. (1RP)

- **Claws:** Ursine kemano receive two claw attacks. These are primary natural attacks. The damage is based on the creature's size (1d4). (2RP)
- **Scent:** Ursine kemano gain the scent ability. (4RP)

## ALTERNATE RACIAL TRAITS

The following alternate racial traits may be selected in place of one or more of the standard racial traits above.

- **Fury Born:** Fierce warriors, these kemano's natural attacks deal damage as if the creature's size had increased by one category. This racial trait replaces pass for human.
- **Nature's hunter:** Some kemano live in seclusion and remember the old times when their kind was hunted and exterminated. Choose two subtypes of humanoids or outsiders or one creature type other than humanoid or outsider. These kemano gain a +1 racial bonus on attack rolls against creatures of these subtypes or this type. This racial trait replaces pass for human.

## FAVORED CLASS OPTIONS

The kemano due to their habits of living in and among humans use the same favored class bonuses available to humans.



# ORPHAN TRAIL

The sun rose over the rolling grass of the wide, flat prairie. Unseen birds chirped out their songs in the still air. A creaking sound from an old wooden wagon wheel announced its presence as it rolled by a solitary blooming daisy that was growing right on the edge of the wheel-rut that had been carved into the well worn trail.

Serah sat in the driver's seat on the front of a covered wagon telling stories to a group of young orphans seated behind her. The blonde curls of her hair lay in loose tresses around the pointed furry ears on top of her head and cascaded down the back of her green blouse, the color reflecting the green and gold tones of her nearly human eyes. She spoke in affected confident tones, and the children seemed to be calmed by her voice and presence. The story was happy and calming, though obviously fabricated. True stories that she knew were usually not calming to children. However, most of the kids were transfixed by her words or the lazy arcs her long tail was drawing through the air. As a kemano, it was hard for her at first to reveal her true nature as being something other than human. Her friends in the company didn't even really notice, being non human was the norm for them. She was glad she had been honest however, not hiding the truth made it easier for her to relate to the children as well. Of course being children they were fascinated with her feline ears and tail, and were always trying to pet them, but Serah didn't mind that so much either.

Despite her apparent occupation, Serah remained ever-vigilant, her golden ears twitching occasionally at some slight sound. These children were driven out of their orphanage by the same war that had orphaned them in the first place, so she did everything she could to make them feel safe. Her armor was securely stowed in a chest behind the bench and she wore comfortable travelling clothes, though other members of her team maintained their mercenary appearance. She had hired them herself with earnings from her cut of other jobs. Savage Company had many run-ins with evil, both natural and otherwise, and there was always a demand for her particular skill set. She took the jobs she felt inclined to and turned down the ones that didn't appeal to her or her deity.

The oxen let out an occasional low bellow in protest as they started up another hill. The hills were getting steeper and closer together as the wagons neared the mountains; trees were becoming more common as well. If there was one place Serah did not want trouble on this journey, it was the pass. The only good place to get a wagon through these mountains and down to the plains on the other side was a narrow saddle between two thickly wooded peaks, and they would arrive there tomorrow.

Serah could hear Aleeshrak in the last wagon, teaching the children a marching song that seemed to have a thousand verses. It was fully possible the little kobold had written it herself. Doc was telling jokes and handing out candy. Serah wasn't sure how





much of the stuff he had packed, but it must have been a sackful as he showed no signs of slowing down.

That night, they circled the wagons and made camp, Doc using the back of wagon number two as a makeshift kitchen. They made food around a cheery fire and shared more stories and songs before bed. While the children slept, Serah and her three companions kept watch with the aid of a spell that let them rest while staying alert, but the night stayed quiet. The next morning, Doc made heaps of flapjacks for everyone and they set off again.

Toward noon, the trail was in a dense strand of trees near the high-point of the pass when a man stepped out onto the road. He was tall and unkempt with a sword on his back and a gun on his hip. He was also flanked by two more tough individuals. As he started speaking, some sounds of movement in the trees alerted Serah to the presence of more brigands to either side. "Keep yer hands where I can see 'em, Miss, don't start any trouble and we can keep this civil."

Serah kept her hands up but spoke over her shoulder, "Children, get down." The kids all laid down in the wagon like they had practiced, and passed the word down the line. Serah turned back to the bandit leader, "We are transporting refugees, Sir. We carry no valuables."

"We'll be the judge of tha-" he started to reply, but cut off abruptly as he saw Doc and the emblem he wore come into view down the line of wagons. The leader's eyes went wide and his hands started to shake. Doc was a bit surprised himself, but his reaction was slightly different. Before anything else could happen, a firebomb went sailing through the air and engulfed the leader in an inferno. The front oxen reared up and the leader's two companions fell down burning, swallowed whole by the flames.

Diplomacy concluded, Serah muttered a terse yet melodic incantation and her armor sprang piecemeal from the trunk and instantly assembled itself on her person. Drawing the twin big iron revolvers now astride her hips, she sprang from the wagon seat and rushed into the woods. The hidden men began firing blindly through the trees, driven into panic by the sound of their leader's dying screams. The first she came upon was woefully unaware of her approach in her gleaming mithral savage plate armor. In a turn from matriarch to ferocious warrior, Serah's claws extended unconsciously, piercing her begloved fingertips as she grabbed the man's skull and drove it straight into the closest tree. Blood splattered out from the thug's broken facial structure. She followed up by clubbing him to the side of his head with a gun-butt, and then kicked him in the ribs as he fell. The next fellow saw her and attempted to scream. Before he could increase his volume, **BOOM!** A bullet through the throat left his head attached to his spurting neck by a shred of skin and sinew on one side. As he slowly fell, his companions encircled Serah. Before they could rush, the kemano paladin took a deep, calming breath, and



shouted the warcry of her deity, fully prepared to set to work. The first three to rush were easily dispatched in turns, side-stepping the one who came in alone with a sword and **BOOM!** blasting him through the torso. His gore and body kept moving, crashing into his companions advancing from the other side. She let them try to disentangle themselves while she decimated the circle. A large bearded man closed the gap, but Serah was faster. **BOOM!** She obliterated his knee, taking his leg off. The paladin caught the heavy man by the throat with a clawed hand before he could fall. She ducked under his bulk just as a stream of automatic fire rained in. Serah leaned out from under the bullet-riddled body and **BOOM!** blasted the machine gunner through the forehead. Turning to her left, she saw a fool raise a primed grenade over his head. With a slight smirk, **BOOM!** the feline warrior shot his hand. The man waved his mangled stump of wrist in a panic, trying to catch the grenade as it and the spoon fell away from one another. The resulting explosion rocked the thick trees and tossed the mangled corpses of the would-be grenadier and two of his nearby comrades. The bearded man, somehow clinging to life, struggled in the paladin's grip. Serah grit her teeth as she tore out his throat, letting his body fall to the ground with a final thump. Finally free of their dead companion, the first two from the rush clamored towards their target. **BOOM! BOOM!** The kemano glared through the gaping holes in their chests as they fell to the ground.

Serah did one last quick scan and saw that the forest was clear of hostiles. Satisfied with the quick work she made of her foes, the paladin rushed back to the wagons. As she pushed past that last bit of brush, what she saw filled her with a cold fury that would make her deity shudder. Doc and Aleeshrak found themselves locked in a standoff with the last bandit, who held one of the children hostage. Doc knew his shotgun wouldn't work, and Aleeshrak's grenade launcher was even worse. They were stuck, and they knew it.

*"How... DARE you threaten these children...!"* Serah thought to herself.

With a whispered prayer, she lined up the shot, exhaled and fired. **BOOM!** The bullet collided with the man's head, putting him down instantly. The little girl ran crying into Doc's arms, who happily caught the child. Striding forward with fire in her eyes, Serah fired again. **BOOM!** And again. **BOOM!** It wasn't until both guns clicked empty several times that she looked around.

The far side of the trail was littered with a few smoking craters where grenades had impacted, as well as various bodies that had been burned with fire or chewed up with buckshot. The wagons had taken a few stray shots that went wild but the metal plates inside kept all the children safe. Though they were fairly shaken-up. Serah removed her helmet, revealing her face. She climbed up into the lead wagon, turning to the children. "Is everyone ok? It's safe now, you can come out," she declared. True to her will, the paladin took the time to ensure each and every child was unscathed.





The dimming sun kissed the valley between two peaks of an ancient mountain range. The forest was unusually silent. Silent that is, other than the creak of an old wooden wagon wheel as it rolled over the neck of a former raider that had fallen across the wheel-rut of the well-worn trail.

## LOBSTROSS (30 RP)





## OVERVIEW

Lobstross are fearsome looking creatures that evolved from a subterranean slave race. Adapted to living both in and out of the water, these powerful beasts are terrifying on any terrain.

## PHYSICAL DESCRIPTION

In contrast to their subterranean relatives, the Lobstross feature smooth lines and powerful limbs. Where their cousins will feature large, protruding scales that jut out of their backs and bone-like armor, these creatures feature streamlined carapace plates and a large, fan-tipped swimming tail. Lobstross have thick primary arms ending in three-fingered hands that are used to manipulate tools and weapons. They have two sturdy legs that are capable of carrying their bulk on land, making them just as capable as their cousins on the surface. On their midsection are four small pincer-tipped grasping arms, below these arms are two rows of swimming legs that extend all the way to the end of the tail.

Male and female lobster are nearly identical in height, weight, and external appearance. The color of their carapace and skin is often dictated by the environment they live in, evolving into a natural camouflage. There have been sightings of rare and exotic colors such as vibrant hues or stripes, though this is uncommon. Most lobster typically appear brown or green.

## SOCIETY

Lobstross tend to live alone or rarely, in groups of two to three. They can mix their saliva with sand and rock to create a concrete-like material used in constructing

their underwater dome-shaped huts. While they do not require these dwellings, they are often used to house and protect their clutches of eggs during breeding seasons. Lobstross are perfectly capable of living on land, though they prefer water as their natural habitat.

## RELATIONS

Most lobster alive today have not suffered as slaves, though the long history of their cousins and their indentured servitude have left them distrusting and wary of other races. Lobstross have no organization or collective, therefore the interactions one may face with other races will be exclusively on an individual basis. Where one may be wildly xenophobic, another may be more open to interactions. Lobstross respond well to respect. Treating one as an equal can be the strong foundation of earning their trust. Lobstross encounters are very rare, most races don't even know they exist.

## ALIGNMENT AND RELIGION

Lobstross tend to be neutral in alignment. They have no organized religion of their own. However, they find the call of the deep Old Ones abhorrent. They often find themselves fighting their fishy minions when they travel from their underwater cities.

## ADVENTURERS

Convincing a lobster to leave the safety of their hole in the mud can be rather difficult, though there are some with a natural sense of wanderlust. Lobstross are devastatingly dangerous fighters and fiercely loyal to those they consider close friends and will follow their allies to the





TABLE: RANDOM STARTING AGES

Adulthood	Intuitive	Self-taught	Trained
12 years	+3d10 years (15 – 42 years)	+5d10 years (17 – 62 years)	+7d10 years (19 – 82 years)

TABLE: RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	12 ft.	+1d4 ft. (13 ft. – 16 ft.)	2000 lbs.	+(1d6x100 lbs.) (2100 – 2600 lbs.)
Female	12 ft.	+1d4 ft. (13 ft. – 16 ft.)	2000 lbs.	+(1d6x100 lbs.) (2100 – 2600 lbs.)

ends of the world if so compelled. How one gains the undying loyalty of a lobstross is a true mystery, though it is not impossible.

### STANDARD RACIAL TRAITS

- **Ability Score Modifiers:** Paragon (+4 Str, –2 Int, –2 Wis, –2 Cha) (1 RP)
- **Advanced Strength:** Lobstross gain an additional +2 Str (4 RP)
- **Type:** Monstrous humanoid (3 RP)
- **Size:** Large (+2 Str, –2 Dex) (7 RP)
- **Base Speed:** Lobstross have a base speed of 30 feet.
- **Languages:** Xenophobic. Lobstross begin play speaking only Lobstross. Lobstross with high Intelligence scores can choose from the following: Common, Orc, Trox, and Undercommon.
- **Swim:** Lobstross have a swim speed of 30 feet and gain the +8 racial bonus on Swim checks that a swim speed normally grants. (2 RP)
- **Powerful Swimmer:** Lobstross receive a +10 foot bonus to their swim speed. (1 RP)
- **Special Attacks:** Frenzy: Once per day, whenever a lobstross takes damage, it flies into a frenzy for 1 minute, gaining

a +2 racial bonus to Constitution and Strength, but a –2 penalty to AC. (2 RP)

- **Deepsight:** Lobstross are specially adapted to the lightless depths of the oceans, but not to air-filled environments. They can see in the dark up to 120 feet while underwater, but do not gain this benefit out of water. (2 RP)
- **Amphibious:** Members of this race are amphibious and can breathe both air and water. (2RP)
- **Grabbing appendages:** Lobstross have a small group of appendages that are useful for little more than to aid in grappling. They gain Improved Grapple as a bonus feat, and can maintain a grapple and still make attacks with their main appendages. (6 RP)

**Editor's Note:** Total Ability Score Modifiers are: +8 Str, –2 Dex, –2 Int, –2 Wis, –2 Cha.

### ALTERNATE RACIAL TRAITS

The following alternate racial traits may be selected in place of one or more of the standard racial traits above.

- **Shallows dweller:** Some lobstross live near land and often venture ashore



during the night to forage or hunt. These lobstross gain Darkvision 60. This trait replaces powerful swimmer.

- **Claw king:** These fierce lobstross have enormous claws on their primary limbs where their hands would normally be. These claws grant two primary natural attacks, do damage as though they were one size category larger(1d8), and have the grab ability. Due to their

lack of hands, claw king lobstross must use their small secondary arms to manipulate objects and cannot wield normal weapons. This trait replaces grabbing appendages.







## FAVORED CLASS OPTIONS

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

**Alchemist** Add +1/4 to the alchemist's alchemical bonus to the selected ability score when using the character's mutagen.

**Arcanist** When casting arcanist abjuration spells targeting only the arcanist, add +1/3 to the caster level.

**Barbarian** Add +2 temporary hit points gained when raging.

**Bard** Add a +1 bonus concentration checks when casting bard spells.

**Cavalier** Add +1/4 to the cavalier's banner bonus.

**Cleric** Add +1/2 to the amount of damage healed when the cleric uses channel energy.

**Druid** Add +1/4 to the number of times per day the druid can use wild shape.

**Fighter** Add +1 point of damage dealt to any foes the fighter is currently grappling.

**Infantryman** Add +1 foot to the radius of the infantryman's rally class feature. This option has no effect unless the infantryman has selected it 5 times (or another increment of 5).

**Monk** Add +1/2 to the DC of the monk's stunning fist attack.

**Paladin** Add +1/4 to the number of times per day the paladin can use the lay on hands ability.

**Ranger** Add +1/4 to the armor bonus of the ranger or the ranger's animal companion when they are wearing armor.

**Rogue** Gain +1/2 bonus on Stealth checks and Perception checks made in dim light or darkness.

**Sorcerer** Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast, and must be from the water elemental school.

**Witch** Add one spell from the water elemental school to the witch's familiar. This spell must be at least one level below the highest spell level the witch can cast. If the witch ever replaces this familiar, the new familiar knows these bonus spells.

**Wizard** Add one spell from the cleric, druid, or wizard spell list with the water descriptor to the wizard's spellbook. This spell must be at least one level below the highest spell level the wizard can cast. This spell is treated as one level higher unless it also appears on the wizard spell list.



## SAVAGE BUGBEAR (13 RP)



### OVERVIEW

Savage bugbears, as the largest of the goblinoids, are often seen as dumb thugs and brutish muscle for the smarter goblinoid races, this is by design. The bugbears who do not excel at stealth and cunning are shunned by their own community and often seek a living among their better known cousins.

With their large eyes and shadowy fur their social cues go largely missed by other races yet they are highly sensitive to insults and repercussions are swift and violent; this leads to tense relations with other races including other goblinoids. Savage bugbears value strength and ruthlessness over loyalty and tend to only stay in clans or warbands as long as it suits their needs and desires.

### PHYSICAL DESCRIPTION

Savage bugbears are large and imposing, weighing around 400 lbs and would stand at over seven feet tall if they weren't always hunched and squatting. They have large milky eyes and black and brown fur that sticks out at odd angles from their bodies. The large pointed ears stand straight out to the sides of their large flat heads and can swivel to better pick up faint sounds.

### SOCIETY

Savage bugbears prefer solitude and often live in small familial packs, but will sometimes form clans, often the clumsiest and least competent seek out goblin bands or hobgoblin nations to hire themselves out as enforcers and live a relatively simple life





TABLE: RANDOM STARTING AGES

Adulthood	Intuitive	Self-taught	Trained
12 years	+1d4 years (13 – 16 years)	+1d6 years (13 – 18 years)	+2d6 years (14 – 24 years)

TABLE: RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	4 ft. 7 in.	+2d12 in. (4 ft. 9 in. – 6 ft. 7 in.)	260 lbs.	+(2d12x7 lbs.) (274 – 428 lbs.)
Female	4 ft. 3 in.	+2d12 in. (4 ft. 5 in. – 6 ft. 3 in.)	220 lbs.	+(2d12x7 lbs.) (234 – 388 lbs.)

of violence. The cleverer the bugbear, the higher their standing in the clan; and the more cunning the clan, the less likely they are to ever encounter the less-wild races.

## RELATIONS

Savage bugbears have a tenuous relationship with other races since they stopped openly eating the flesh of sapient species. They tend to make a showing in goblin bands, and hobgoblin armies, as well as orc tribes. Since self-sufficient bugbear families tend to avoid strangers, while mentally deficient outcasts often latch onto a town or warband for support, most races believe all bugbears are dumb brutes.

## ALIGNMENT AND RELIGION

Savage bugbears tend toward chaos over order except for the order of nature, and due to their penchant for violence often fall into evil. Not very religious as a whole, those who do follow a deity tend to exonerate gods of nature and combat.

## ADVENTURERS

Savage bugbears excel at stealth and violence and so take front-line or melee support roles most often in an adventuring party. Preferring Rogue, Fighter, Barbarian, or Ranger.

### MALE NAMES

Chickiwik, Churgakk, Hrusk, Karl.

### FEMALE NAMES

Juggal, Kahhacckuk, Sindnee, Swerlush.

## STANDARD RACIAL TRAITS

- **Type:** Bugbears are humanoids with the goblinoid subtype.
- **Size:** Medium
- **Base Speed:** Bugbears have a base speed of 30 feet.
- **Ability Score Modifiers:** Specialized +2 Dex, +2 Str, –2 Cha (1 RP)
- **Languages:** Common, Goblin
- **Sneaky:** Members of this race gain a +4 racial bonus on Stealth checks. (5 RP)
- **Skill Training:** Stealth and Perception are always considered class skills for members of this race. (1 RP)
- **Darkvision:** Bugbears can see in the dark up to 60ft (2RP)



- **Scent:** Members of this race gain the scent ability. (4 RP)

## ALTERNATE RACIAL TRAITS

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **True Goblinoid:** Bugbears with this trait feel a deep affinity to their smaller goblin kin. They are considered goblins for the purposes of qualifying for any feats, race traits, or classes. This racial trait replaces skill training.
- **Tinker:** Tinkers are slightly better with technology than most bugbears. Disable Device and Escape Artist are always considered class skills. This racial trait replaces skill training.
- **Cardan:** Cardans have dark gray fur and prove far stealthier than their lesser brethren. Members of this race reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a –20 penalty (this number includes the penalty reduction from this trait). Members of this race can assume the appearance of a specific single human form of the same sex. The cardan always takes this specific form when he uses this ability. The creature gains a +10 racial bonus on Disguise checks made to appear as a member of the race whose appearance it assumes. Changing its shape is a standard action. This trait otherwise functions as alter self, save that the creature does not adjust its ability scores and can remain in this form indefinitely. These traits replace Scent.
- **Wikkawac:** In wintry climes, albino bugbears called wikkawacs prowl the glaciers by night, hunting settlers and prowling the frosted roofs of log cabins. They gain a +4 bonus on Stealth

checks while within frozen terrain and resistance 5 against cold. These traits replace Scent.

- **Mudd:** In swampy environs or near great rivers, another form of bugbears, called mudds, is said to exist. Mudds gain a +4 racial bonus on Swim checks, can always take 10 while swimming, and gain a +1 natural armor bonus. These traits replace Scent.
- **Slate Stalker:** Some bugbears adapt to human environs better than other goblinoids, and a relatively new species of these terrors has been rumored of late. Called slate stalkers, these bugbears possess fur containing the gray-black-brown of most urban environments. They gain a +4 bonus on Stealth checks while within urban terrain and resistance 5 against fire. These traits replace Scent.
- **Coalblack:** Some bugbears are stillborn, but suddenly wheeze in a sharp intake of breath and return to life a full hour after their dead birth. Forever touched by death, these things called coalblacks, have eyes even larger than their kin and see through walls, they gain Negative Energy Affinity and are healed by negative energy and harmed by positive energy as if it were an undead creature, and they also gain Blindsense 30 Feet. These traits replace Scent.

## FAVORED CLASS OPTIONS

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

**Alchemist** Add +1/4 to the alchemist's natural armor bonus when using the character's mutagen.





**Arcanist** Add +1/3 to the DC to one of the arcanist's exploits.

**Barbarian** Add a +1/2 bonus to trap sense or +1/3 to the bonus from the superstition rage power.

**Bard** Add +5 feet to the range of one of the bard's bardic performances (max +30 feet to any one performance).

**Cavalier** Add +1/2 to the cavalier's bonus to damage against targets of his challenge.

**Cleric** Add +1/4 to the amount of damage dealt or damage healed when the cleric uses channel energy.

**Druid** Add +1/2 to the damage dealt by the druid's natural attacks when using wild shape.

**Fighter** Add a +1/2 circumstance bonus on critical hit confirmation rolls with a weapon of the fighter's choice (maximum bonus +4). This bonus does not stack with Critical Focus.

**Infantryman** Add +1/4 point to damage bonus from firing advance class feature.

**Monk** Add +1/2 point of damage to the monk's unarmed attacks.

**Paladin** Add +1 to the amount of damage the paladin heals with lay on hands, but only when the paladin uses that ability on herself.

**Ranger** Add +1/4 dodge bonus to Armor Class against the ranger's favored enemies.

**Rogue** Add +1/2 to sneak attack damage dealt to creatures with the human sub-type.

**Sorcerer** Add a +1/4 bonus on caster level checks to overcome spell resistance.

**Witch** Add +1/4 natural armor bonus to the AC of the witch's familiar.

**Wizard** Add a +1 bonus on concentration checks made due to taking damage while casting wizard spells.



## SAVAGE HOBGOBLIN (11 RP)



### OVERVIEW

Militant and stoic, savage hobgoblins maintain order through discipline. Their society is a complex war machine fueled by conquest and raiding. Savage hobgoblins have a fairly rigid caste system, with some infighting between the tiers and vying for dominance; but when a battle is met, they present a unified front. Duty and glory are their highest values. Highly ambitious and not averse to violence, the temptation of self-elevation through assassination is checked by knowing one's superiors arrived in their positions by their own personal violent achievements, whether on or off the battlefield.

### PHYSICAL DESCRIPTION

Muscular and toned, hobgoblins are close to average human height, but with longer limbs and compact torsos. Savage hobgoblin skin tones range from light grey to dark blue-green and tend to darken with long sun exposure. Eye colors are on the warmer side, with common colors being gold, fiery orange, and bright red. Their ears are very prominent, sticking straight out from either side of their heads and coming to a narrow point. All Savage hobgoblins are naturally bald and have no facial hair.





TABLE: RANDOM STARTING AGES

Adulthood	Intuitive	Self-taught	Trained
15 years	+1d4 years (16 – 19 years)	+1d6 years (16 – 21 years)	+2d6 years (17 – 27 years)

TABLE: RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	4 ft. 2 in.	+2d8 in. (4 ft. 4 in. – 5 ft. 6 in.)	165 lbs.	+(2d8x5 lbs.) (175 – 245 lbs.)
Female	4 ft. 0 in.	+2d8 in. (4 ft. 2 in. – 5 ft. 4 in.)	145 lbs.	+(2d8x5 lbs.) (155 – 225 lbs.)

## SOCIETY

Savage hobgoblins live in military meritocracies with a single general at the top. Each caste has duties to its superiors and responsibility over those below. Every hobgoblin is trained in military service from infancy, with those showing more merit receiving higher station and those with less aptitude falling into a lower caste under the protection of a warrior. Savage hobgoblins tend to be very pragmatic in their interpersonal relationships, marrying as they see fit and sending their young to be trained as all newborns are. Those young mature rapidly, becoming self-sufficient in a matter of months and fully mature after little more than a dozen years.

## RELATIONS

Savage hobgoblins view most other races more as rivals than potential allies. They hold a special animosity for elves and dwarves. But orcs, half-orcs, and bugbears can often be found working in their encampments, and are their most common allies. Goblins are almost always present in savage hobgoblin society.

## ALIGNMENT AND RELIGION

Savage hobgoblins trend strongly toward lawful alignments due to their rigid societal pressures; these same pressures toward violence as a way of life often lead savage hobgoblins down a path toward evil. Good savage hobgoblins are the rarest and are usually found amongst other races, while those with a chaotic bent will often choose to branch out from their clan if they were born within one. Religion is not a primary pursuit among savage hobgoblins but there are those who hold a token or sometimes devout patronage to deities of battle and dominion, and monk orders dedicated to martial arts are not unheard of.

## ADVENTURERS

Savage hobgoblin adventurers are usually those with enough individual ambition to disagree with the strict duties required by savage hobgoblin society; whether they left voluntarily or were cast out. There are some that seek wealth and prestige enough to make their way back into savage hobgoblin society, and some of those were sent out with this mission by a general playing long odds. Most savage



hobgoblins tend to martial classes like cavaliers, fighters, monks, or rogues, but alchemists are also prized for their value in siege warfare; other forms of magic are rare and not greatly encouraged.

#### MALE NAMES

Aiko, Jentu, Raiden.

#### FEMALE NAMES

Balka, Jai-ho, Reika.

### STANDARD RACIAL TRAITS

- **Ability Score Modifiers:** Savage hobgoblins are fast and hardy. They gain +2 Dexterity, and +2 Constitution (2RP)
- **Type:** Savage hobgoblins are humanoids with the goblinoid subtype.
- **Size:** Savage hobgoblins are Medium creatures and thus have no bonuses or penalties due to their size.
- **Base Speed:** Savage hobgoblins have a base speed of 30 feet.
- **Languages:** Savage hobgoblins begin play speaking Common and Goblin. Savage hobgoblins with high Intelligence scores can choose from the following: Draconic, Dwarven, Infernal, Giant, Orc, Jargon, and Handsign.
- **Sneaky:** Savage hobgoblins receive a +4 racial bonus on Stealth checks (5RP)

- **Quick Reactions:** Savage hobgoblins gain improved initiative as a bonus feat (2RP)
- **Darkvision:** Savage hobgoblins can see perfectly in the dark up to 60 feet (2RP)

### ALTERNATE RACIAL TRAITS

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. This is in addition to the alternate traits normally available to savage hobgoblins.

- **Commanding:** These hobgoblins have a natural demeanor that inspires those around them and gain a +4 racial bonus to their leadership score. This racial trait replaces sneaky.

### FAVORED CLASS OPTIONS

The following new favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. This is in addition to the favored class options normally available to hobgoblins.

**Infantryman** Add +1/4 point to the infantryman's grit points.





## SAVAGE KOBOLDS (9 RP)



### OVERVIEW

Savage kobolds are miniscule in stature, but not identical to their typical cousin. While they still carry the self-same cautiousness, savage kobolds exhibit a greater willingness to integrate and work with larger and stronger races. This mentality is born from the proven method of strength in numbers and protection by proxy. Savage kobolds bear the pride and ego that comes with their claim to draconic kinship, though their altered culture has lessened the grating nature of constantly reminding their non-reptilian companions of such things. The typical

sense of inadequacy that normal kobolds exhibit is also lessened with their savage cousin, as these individuals have found a greater sense of direction in life. Savage kobolds can show great pride and a sense of fulfillment in showing the other races of their mentality for hard work and thinking their ways out of tough situations. Many savage kobolds show a strong affinity for machinery and mining, much like their cousins; They also show better control over their racial tendency to hold grudges or life-long anger towards those they consider adversaries. Like all kobolds, they have an aptitude for traps and ambushes. Many savage kobolds have displayed a knack for



implementing these tactics so well that it has caught the attention of more than a few members of Savage Company.

## PHYSICAL DESCRIPTION

Savage kobolds stand about three feet tall and weigh around 35 pounds. As bipedal reptilian humanoids, their large heads and torsos extend into a trunk that ends with their thick tails, offset by their shorter lizard-like limbs. Their draconic snouts are filled with sharp and stout teeth, but their thick, scaly skin prohibits many facial expressions. Emotions are conveyed through sound, body language, lip and eye movement, or by the raising or flattening of the crest of feather-like scales that run from the top of their head down to the tips of their tails. Savage kobolds' scales still show a variety of colorful hues, often matching the colors found in true dragons. While more exotic colors such as gold are possible, they are more of an exception rather than a rule.

## SOCIETY

Savage kobolds have adapted to life under the sun, affording them greater and more expansive hunting trips and travel. While they still prefer the perceived safety and subtlety of homes based in thick vegetation, they have since moved past the days of living underground. Savage kobolds have learned to use the size and strength of other races as a mutual benefit to both parties. A savage kobold believes that the key to survival can often be found in working with other races. The difference from their cousins lies in their willingness to live among others, often offering their expertise where applicable. It is also this symbiotic culture that has allowed them to exhibit stronger wills and a tendency

to lean towards bravery in the face of adversity. Savage kobolds may still fall prey to enthrallment by draconic creatures on an individual level, but it is far less common when compared to their cousins. A savage kobold is often drawn to powerful or particularly charismatic leaders, whom these reptilians will many times willingly choose to serve enthusiastically.

## RELATIONS

Savage kobolds do well to contain the basis of negative emotions their cousins act on, often led by their desire to excel in the eyes of other races. While they still have a tendency to resort to anger or resentment, they will display and vent their frustrations through subtle insults, carefully worded questions, or deliberate pranks. They may often play practical jokes both as forms of resentment or as forms of endearment for companions they value. This has led to misunderstandings in the past, as there are times that a savage kobold means well but fails to consider the receiving party's understanding of their culture. Savage kobolds appreciate the strength and pragmatism of savage orcs, and often assume they can secure better deals from the rather straight-forward nature of the greenskins; they tend to believe they are more clever than the savage orcs, though this is not necessarily true.

Savage kobolds appreciate the baade's natural lack of any prejudice or preconceived notions. While the baade appear terrifying to others, they understand the unfair ways that others may assume the nature of a person on appearances alone. This understanding has led to savage kobolds forming strong bonds with the baade, and some of these friendships have lasted entire lifetimes. They find it easy and even enjoyable to be in the presence of baade caravans for





TABLE: RANDOM STARTING AGES

Adulthood	Intuitive	Self-taught	Trained
14 years	+1d4 years (15 – 18 years)	+1d6 years (15 – 20 years)	+2d6 years (16 – 26 years)

TABLE: RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	2 ft. 6 in.	+2d4 in. (2 ft. 8 in. – 3 ft. 2 in.)	25 lbs.	+(2d4 lbs.) (38 – 33 lbs.)
Female	2 ft. 4 in.	+2d4 in. (2 ft. 6 in. – 3 ft.)	20 lbs.	+(2d4 lbs.) (22 – 28 lbs.)

a multitude of reasons, such as protection in hostile territories or even the sheer quantity of shiny and valuable trinkets that pass through their trading circles. Savage kobolds often find kinship among goblins, they both share an ingenuity and aptitude for traps and devices, and for being underfoot among taller and stronger friends and foes. Savage kobolds generally dislike humans, elves, and dwarves equally, mostly because they are treated poorly if not attacked outright. They can deal with these “enlightened” races, if they are willing to respect the kobolds as equals. Gnomes and halflings are still viewed as punching bags and easy meals by savage kobolds, it is doubtful that any amount of socialization or civilizing will change this soon.

## ALIGNMENT AND RELIGION

Savage kobolds are eager to sign up with a charismatic leader, but they rarely stop looking for ways to advance their position or that of their friends. Most savage kobolds are neutral, with some leaning towards lawful or good if their natural ambition takes a turn to advance their group as a whole. Savage kobolds are somewhat agnostic, choosing to worship

a deity followed by their companions as a way to gain favor with other groups, or sometimes the more devout follow ancient dragon gods in an appeal to their supposed ancestry.

## ADVENTURERS

Savage kobolds often latch on to a group of more powerful friends, choosing to follow them wherever they might go. Maintaining safety by proximity and substituting the tribe with their group of friends, savage kobolds’ drive for adventure and new experiences often overcome any innate fear of the world. It is not uncommon for them to leave the warren of their birth and venture forth toward new horizons.

### MALE NAMES

Albrik, Arrix, Belskan, Garshaal, Kaashak, Sakris, Snibgug, Zerki.

### FEMALE NAMES

Axora, Bidrith, Deekaa, Hapatys, Kagnaa, Lorashann, Lorleen, Sik.



## STANDARD RACIAL TRAITS

- **Ability Score Modifiers:** Savage kobolds are fast but weak. They gain +2 Dexterity, -2 Strength, and +2 Intelligence.
- **Type:** Savage kobolds are humanoids with the reptilian subtype.
- **Size:** Savage kobolds are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on their combat maneuver checks and to Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Base Speed:** Savage kobolds have a base speed of 30 feet.
- **Languages:** Savage kobolds begin play speaking only Draconic. Kobolds with high Intelligence scores can choose from the following: Common, Dwarven, Gnome, Undercommon, Jargon, and Handsign.
- **Natural Armor:** Savage kobolds naturally scaly skin grants them a +1 natural armor bonus. (2 RP)
- **Crafty:** Savage kobolds gain a +2 racial bonus on Craft (trapmaking), Perception, and Profession (miner) checks. (4 RP)
- **Skill Training:** Savage kobolds always treat Craft (trapmaking) and Stealth as in-class (1 RP)
- **Darkvision:** Savage kobolds can see perfectly in the dark up to 60 feet. (2 RP)

## ALTERNATE RACIAL TRAITS

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. This is in addition to the alternate traits normally available to savage kobolds.

- **Tough Hide:** Some Kobolds are born with thicker and stronger scales and gain an additional +2 bonus to their natural armor. This racial trait replaces crafty.

## FAVORED CLASS OPTIONS

The following new favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. This is in addition to the favored class options normally available to kobolds.

**Infantryman** Add +1/4 to AC bonus granted by infantryman's dodge deed.





## SAVAGE ORC (9 RP)



### OVERVIEW

Savage orcs are aggressive, tough, and strong. Warriors by nature, they respect strength and honor as the highest virtues. On an almost instinctive level, orcs believe they are a mighty empire, and will conquer their neighbors unless someone stronger can stop them. They rarely exert themselves off the battlefield except for building weapons and defenses; they leave more intricate engineering work to more technically savvy goblinoids. Savage orcs rarely traffic in slaves; and orc society is brutal to all its members, not out of malice, but as a byproduct of the short violent lives they tend to lead. Forever among the other races that despise and fear them, savage orcs uplift and empower an attitude of

indifference to suffering, malicious intent, and a blood sworn oath to strike upon their enemies with swift and glorious retaliatory fury.

### PHYSICAL DESCRIPTION

Slightly larger surface dwelling cousins to your typical orc, they typically stand just a few inches taller than most orcs and have greater muscle mass to match, their broad shoulders and thick, brawny hips often giving them a slightly lurching gait. They typically have dark green skin, coarse dark hair, red or orange eyes, and protruding, tusklike teeth. The tough hide on their feet mean that many chose not to wear shoes.



TABLE: RANDOM STARTING AGES

Adulthood	Intuitive	Self-taught	Trained
12 years	+1d4 years (13 – 16 years)	+1d6 years (13 – 18 years)	+2d6 years (14 – 24 years)

TABLE: RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	5 ft. 7 in.	+2d12 in. (5 ft. 9 in. – 7 ft. 7 in.)	210 lbs.	+(2d12x7 lbs.) (224 – 378 lbs.)
Female	5 ft. 3 in.	+2d12 in. (5 ft. 5 in. – 7 ft. 3 in.)	190 lbs.	+(2d12x7 lbs.) (204 – 358 lbs.)

## SOCIETY

Savage orcs usually live in primitive tribal gatherings. Mysticism and tradition are the glue that holds orc culture together. They settle disputes by making increasingly grisly threats until, when a rival fails to back down, the conflict escalates into ritual combat. Depending on the situation that called for combat the stakes may be loss of personal property, physical humiliation, maiming, or even death. While their culture has remained largely unchanged by the outside world, savage orcs have found new slang and ways to integrate Common into their tongues. Many savage orcs simply find convenience in using Common-friendly names, rather than deal with the frustrations of hearing “Ulgothin” constantly mispronounced. Savage orcs tend to build massive yurts that can be moved from hunting ground to hunting ground, and when stationary, they prefer to live in fortified structures made from earth or stone and often surrounded by a palisade.

## RELATIONS

Savage orcs value strength over all other virtues. Even lifelong enemies can sometimes win a savage orc’s grudging respect, or at least tolerance, if they prove themselves a worthy combatant.

Savage orcs regard dwarves with begrudging respect, they can see a kinship with the strength and endurance of the mountain people. They tend to dislike elves, seeing them as shifty and untrustworthy creatures that lie with silver tongues and prefer luxury to hard work. Savage orcs dismiss halflings and gnomes as runts who are only good for punting and sometimes eating. They often regard half-elves much the same as humans. Savage orcs view the humans as a varied race with rare exceptional members, but often weak and whining. They welcome baade traders who exhibit the same propensity for strength and hard work they admire in themselves, and the baadans rarely look down on them like other races, often treating them as equals.

Savage orcs view half-orcs with pride. Though weaker than typical orcs, these half-breeds are also usually smarter, more cunning, and better leaders. Tribes led, or at least advised, by half-orcs are often more successful than those led by pure-blooded orcs. Savage orcs treat each half-orc as a favored son, a blessing to ensure victory to the tribe.





## ALIGNMENT AND RELIGION

Savage orcs revel in the thrill of combat and have little love of complicated social situations, but they value honor and some orcs even develop personal codes of conduct, though they may seem a bit crude or violent to others. Savage orcs as a whole tend more towards neutral than good, often indifferent to the fate of others. This can vary from wildly chaotic to lawful in their own way. Savage orcs pay tribute to the gods of vague concepts like war, the hunt, duels, and mating.

## ADVENTURERS

Savage orcs often leave their tribes in search of individual fame and fortune. Sometimes traveling from tribe to tribe seeking to trade their prowess for the spoils of war. Savage orcs who fail to rein in their tempers and the instinctive drive to solve problems with violence rarely last long once they strike out on their own. Though orcs who do manage to get by in other societies often enjoy the luxuries and comforts these societies can deliver, they still tend to dream of returning home and using their newfound riches to further their positions in their tribes.

### MALE NAMES

Ruk, Striker, Gash, Punt, Maw, Skar

### FEMALE NAMES

Shift, Gryll, Raven, Slice, Lithe, Keen, Bright

## STANDARD RACIAL TRAITS

- **Ability Score Modifiers:** Savage orcs are hearty and strong. They gain +4 Strength, -2 Intelligence, -2 Wisdom, and -2 Charisma (1RP)
- **Type:** Savage orcs are humanoids with the orc subtype.
- **Size:** Savage orcs are Medium creatures.
- **Base Speed:** Savage orcs have a base speed of 30 feet.

- **Languages:** Savage orcs begin play speaking Common and Orc. Savage orcs with high Intelligence scores can choose from the following: Dwarven, Giant, Gnoll, Goblin, Undercommon, Jargon, and Handsign.
- **Ferocity:** Savage orcs possess the ferocity ability which allows them to remain conscious and continue fighting even if their hit point totals fall below 0. Orcs are still staggered at 0 hit points or lower and lose 1 hit point each round as normal (4RP)
- **Weapon Familiarity:** Savage orcs are always proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon (2RP)
- **Darkvision:** Savage orcs can see perfectly in the dark up to 60 feet (2RP)

## ALTERNATE RACIAL TRAITS

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options. This is in addition to the alternate traits normally available to orcs.

- **Plains Runner:** Some savage orcs are fleet of foot and spend their days running and chasing down game. These individuals gain the Run feat. This racial trait replaces Ferocity.

## FAVORED CLASS OPTIONS

The following new favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. This is in addition to the favored class options normally available to orcs.

**Infantryman** Add +1/4 point to damage bonus from firing advance class feature



## SKELETAL (10+ RP)



### OVERVIEW

Skeletals, despite obvious appearances, are not undead. They are living beings created through a complex arcane ritual. Created from a donor corpse of a once living creature after its soul has departed, these new beings gain some attributes from the donated bones, but are entirely separate creatures. Skeletals may remember some of the languages,

skills, and knowledge they held in life, but all the details are lost. Perhaps this remnant of memory is what sets them on the paths they choose in their new skeleton existence. Skeletals count as both Skeletal and their donor corpse race for the purpose of qualifying for traits, feats, and favored class bonuses.





## PHYSICAL DESCRIPTION

Each skeletal is magically manufactured from the complete skeleton of a formerly living being. They can greatly vary in height and weight. The enigmatic ritual requires medium sized corpses from thinking beings that once had a soul. The ritual seems to fail when used on any other type of creature, including large or small previously sentient, soul-bearing beings. Ranging from charred black to "freshly stripped" pink or even porous chalky white, these macabre beings often appear spooky and scary. These creatures are magical in nature and often seem to defy conventional understanding on what constitutes as "alive". They consist entirely of bones, no connective tissues or organs, and are capable of normal sight through their empty sockets as if living eyes were present. Skeletals do not eat or breathe, though they may choose to if it benefits them, perhaps in an attempt to appear more normal to other races. As a living being, skeletals still need to rest each night in order to regain their strength.

## SOCIETY

We live in a society, however the skeletals do not. Eternally outsiders, these living skeletons are often shunned by other races, if not attacked on sight. Some skeletals seek out others of their kind to research the rituals that created them in an attempt to further their race. On occasion, a skeletal might be recognized for what it is, and accepted as a living being and not an undead monster.

## RELATIONS

Skeletals are almost always mistaken for undead. This leads to elaborate disguises when attempting to make friends and influence people. Coming into this world

with no preconceived attitudes towards any of the established races, skeletals tend to form opinions based on their personal interactions, which are usually uniformly negative.

## ALIGNMENT AND RELIGION

Most skeletals start as a blank slate, born knowing how to speak and move but nothing greater. Because of their strange origins, skeletals tend to begin with a neutral alignment, however typical experiences often cause them to veer toward evil. Skeletals may choose to follow a religion if introduced to one, but have no religious sects of their own.

## ADVENTURERS

Driven by a latent desire to understand themselves, skeletals will often travel the land in search of others like them. Though their interactions with other races will often shape their mentality, their affinity for combat and their deceptively resilient bodies have solidified their value within Savage Company.

### MALE NAMES

Bones, Flint, Pierce, Ribeye, Shank.

### FEMALE NAMES

Cortica, Flank, Marrow, Tibia, Ulna.

## STANDARD RACIAL TRAITS

- **Ability Score Modifiers:** Skeletals gain the ability score modifiers of the donor corpse race and the RP cost is the same. (RP varies)
- **Type:** Humanoid (Skeletal)
- **Size:** Skeletals are Medium creatures.



TABLE: RANDOM STARTING AGES

Adulthood	Intuitive	Self-taught	Trained
0 years	+1d2 years (1 – 2 years)	+1d4 years (1 – 4 years)	+2d4 years (2 – 8 years)

TABLE: RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	5 ft. 7 in.	+2d12 in. (5 ft. 9 in. – 7 ft. 7 in.)	12 lbs.	+(2d12 lbs.) (14 – 36 lbs.)
Female	5 ft. 3 in.	+2d12 in. (5 ft. 5 in. – 7 ft. 3 in.)	10 lbs.	+(2d12x7 lbs.) (12 – 34 lbs.)

- **Base Speed:** Skeletals have a base speed of 30 feet.
- **Languages:** Skeletals begin play speaking Common. Skeletals with high Intelligence scores can choose from the following: Undercommon, Necril, and the racial language of the donor corpse (if any.)
- **Undead resistance:** Skeletals gain a +2 racial bonus on saving throws against disease and mind-affecting effects. (1RP)
- **Resist Level Drain:** A Skeletal takes no penalties from energy drain effects, though he can still be killed if he accrues more negative levels than he has Hit Dice. After 24 hours, any negative levels a skeletal takes are removed without the need for an additional saving throw. (1 RP)
- **Senses:** Darkvision 60ft (2 RP)
- **Weakness:** Negative Energy Affinity. A skeletal is alive, but is healed by negative energy and harmed by positive energy, as if it were an undead creature. (–1 RP)
- **Unliving:** Skeletals do not breathe or eat, unless they want to gain some beneficial effect from one of these

activities. This means that a skeletal can drink potions to benefit from their effects but these activities are not required for the skeletal to survive or stay in good health. (4 RP)

- **Feign Death:** As a swift action a Skeletal may go limp, fall prone, and pretend to be dead giving it a +20 on disguise checks to appear as a normal deceased creature. Normal activity may be resumed as a full round action that provokes attacks of opportunity. (2 RP)
- **Calcium Fiend:** A skeletal may choose to drink a quart of fresh milk, this takes approximately five minutes to complete, afterward the skeletal gains DR 5/bludgeoning for the next 8 hours. (1 RP)

## ALTERNATE RACIAL TRAITS

The following alternate racial traits may be selected in place of one or more of the standard racial traits above.

- **Lifebound Soul:** Some skeletals cling more tenaciously to life than others. These skeletals are healed normally by positive energy and damaged by negative energy. This replaces resist level drain.





## FAVORED CLASS OPTIONS

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

**Alchemist** Add +1/2 to the number of bombs per day the alchemist can create.

**Arcanist** Gain 1/6 of a new arcanist exploit.

**Barbarian** While you are raging, your racial natural attacks deal an additional +1/4 point of damage.

**Bard** Add +1 to the bard's total number of bardic performance rounds per day.

**Cavalier** Add +1 foot to the cavalier's mount's base speed. In combat this has no effect unless the cavalier has selected this reward five times (or another increment of five). If the cavalier ever replaces this mount, the new mount gains this bonus to its speed.

**Cleric** Add +1 point when channeling negative energy.

**Druid** Gain +1/3 DR/- when using wild shape.

**Fighter** Add +2 to the fighter's Constitution score for the purpose of determining when he dies from negative hit points.

**Infantryman** Add +1/4 point to the infantryman's grit points.

**Monk** Add +1/4 point to the monks unarmored AC bonus.

**Paladin** Add +1 to the paladin's cold resistance (to a maximum increase of 10).

**Ranger** Add a +1 bonus on Perception and Survival checks made in dim light and darkness.

**Rogue** Add a +1/2 bonus on Bluff and Intimidate checks.

**Sorcerer** Add +1/2 to either cold or electricity resistance (to a maximum increase of 10).

**Witch** When casting a witch spell with the fear descriptor, add +1/3 to the effective caster level of the spell.

**Wizard** When casting wizard *polymorph* spells that target only the wizard, add +1/2 to the caster level.





## CLASSES AND ARCHETYPES

THIS SECTION DETAILS NEW CLASS OPTIONS FOR A GRITTY, MILITARISTIC SETTING WITH EXPANDED FIREARMS AND TACTICAL SELECTIONS. ENTRIES ARE WRITTEN TO BE UNIVERSALLY APPLICABLE WITH STANDARD EMERGING FIREARMS RULES IN PLACE WHICH IS WHY MOST ARCHETYPES SPECIFICALLY GRANT PROFICIENCY IN FIREARMS. HOWEVER, THEY ARE DESIGNED TO WORK WELL WITH GUNS EVERYWHERE CAMPAIGN SETTINGS GIVEN THE FOLLOWING ADJUSTMENTS: EARLY FIREARMS ARE SEEN AS ANTIQUES, AND ADVANCED FIREARMS ARE WIDESPREAD. FIREARMS ARE SIMPLE WEAPONS, AND ALL GUNS AND THEIR AMMUNITION ARE BOUGHT OR CRAFTED FOR 10% OF THE LISTED COST IN THIS BOOK.





## INFANTRYMAN

For a few brave men and women, battle sounds different than it does for the typical fighter. The clash of steel and the sizzle of spell energy are drowned out by the thunderous rhythm of gunfire, the pounding of marching feet, and the clear commanding voice of the infantryman.

Infantrymen are a brave and disciplined force. The only way to take and hold ground in modern combat is to put boots on the ground. Using their three main tools: shoot, move, and communicate the infantrymen bring the power of firearms to bear in a unique way. They use cover and movement to their advantage and compounding their fighting prowess with a force-multiplying morale boost to their allies.

**Role:** Infantrymen are precise strikers, often moving from place to place, they value mobility over defensive positions. Brave, tactical, and sometimes suicidal, many infantrymen know that violence of action can often overcome planning shortcomings, and they always run toward the sound of gunfire.

**Alignment:** Any.

**Hit Die:** d10.

**Starting Wealth:** 5d6 x 10 gp (average 175 gp) In addition, each character begins play with an outfit worth 10 gp or less.

**Class Skills:** The infantryman's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sleight of Hand (Dex), Survival (Wis), and Swim (Str).

In a "Guns Everywhere" campaign setting: Guns are commonplace. Early firearms are seen as antiques, and advanced firearms are widespread. Firearms are simple weapons, and early firearms, advanced guns, and their ammunition are bought or crafted for 10% of the cost listed. The Infantryman loses the gunsmith class feature (but retains the starting firearm) and instead gains the gun training class feature at 1st level.

### Weapon and Armor Proficiency:

Infantrymen are proficient with all simple and martial weapons, and with all firearms. They are proficient with light and medium armor.

**Gunsmith:** The infantryman begins play with a firearm worth no more than 150 gp (according to the cost adjustment of firearms in the campaign setting.) The infantryman also gains Gunsmithing as a bonus feat.

**Bonus Languages:** An infantryman's bonus language options include Military Handsign and Hand-sign, a basic set of gestures that can be used to convey information that is often expanded with specialized or secret signs known only within a single organization. This choice is in addition to the bonus languages available to the character because of his race.

An infantryman also knows Jargon, an ever-changing assortment of acronyms, in-jokes, and occupationally specialized verbiage, which he learns upon becoming a 1st-level infantryman. Jargon is a free language for an infantryman. That is, he knows it in addition to his regular allotment of languages and it doesn't take up a language slot.



**Grit (Ex):** At the start of each day, an infantryman gains a number of grit points equal to his Wisdom modifier (minimum 1). His grit goes up or down throughout the day, but usually cannot go higher than his Wisdom modifier (minimum 1), though some feats and magic items may affect this maximum. An infantryman spends grit to accomplish deeds (see below), and regains grit in the following ways:



**Critical Hit with a Firearm:** Each time the infantryman confirms a critical hit with a firearm attack while in the heat of combat, he regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the infantryman's character level does not restore grit.

**Killing Blow with a Firearm:** When the infantryman reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat, he regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the infantryman's character level to 0 or fewer hit points does not restore any grit.

The infantryman gains access to the following **Deeds**:

**Infantryman's Dodge (Ex):** At 1st level, the infantryman gains an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against the infantryman, he can spend 1 grit point to move 5 feet as an immediate action; doing so grants the infantryman a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, the infantryman can drop prone to gain a +4 bonus to AC against the triggering attack. The infantryman can only perform this deed while wearing medium or light armor, and while carrying no more than a medium load.

**Quick Clear (Ex):** At 1st level, as a standard action, the infantryman can remove the broken condition from a





TABLE: INFANTRYMAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Deeds, Grit, Gunsmith
2nd	+2	+3	+3	+0	Firing Advance +1
3rd	+3	+3	+3	+1	Deeds, Ruck
4th	+4	+4	+4	+1	Bonus feat
5th	+5	+4	+4	+1	Rally +1, Gun Training
6th	+6/+1	+5	+5	+2	Firing Advance +2
7th	+7/+2	+5	+5	+2	Deeds
8th	+8/+3	+6	+6	+2	Bonus feat
9th	+9/+4	+6	+6	+3	Rally +2
10th	+10/+5	+7	+7	+3	Firing Advance +3, Layout
11th	+11/+6/+1	+7	+7	+3	Deeds,
12th	+12/+7/+2	+8	+8	+4	Bonus feat
13th	+13/+8/+3	+8	+8	+4	Rally +3, Infantryman's Advance 1/day
14th	+14/+9/+4	+9	+9	+4	Firing Advance +4
15th	+15/+10/+5	+9	+9	+5	Deeds
16th	+16/+11/+6/+1	+10	+10	+5	Bonus feat
17th	+17/+12/+7/+2	+10	+10	+5	Rally +4, Infantryman's Advance 2/day
18th	+18/+13/+8/+3	+11	+11	+6	Firing Advance +5
19th	+19/+14/+9/+4	+11	+11	+6	Deeds
20th	+20/+15/+10/+5	+12	+12	+6	Bonus feat, One Man Army

single firearm he is currently wielding, as long as that condition was gained by a firearm misfire. The infantryman must have at least 1 grit point to perform this deed. Alternatively, if the infantryman spends 1 grit point to perform this deed, he can perform quick clear as a move equivalent action instead of a standard action.

*Change Socks (Ex):* At 3rd level, as a move action, the infantryman can spend 1 grit point to replace his socks, allowing him to negate the following effects: fatigued, exhausted, shaken, and frightened conditions.

*Pistol-Whip (Ex):* At 3rd level, the infantryman can make a surprise melee attack with the butt or handle of his firearm as a standard action. When he does, he is considered to be proficient with the firearm as a melee weapon and gains a bonus on the attack and damage rolls equal to the enhancement bonus of the firearm. The damage dealt by the pistol-whip is of the bludgeoning type, and is determined by the size of the firearm. One-handed firearms deal 1d6 points of damage (1d4 if wielded by Small creatures) and two-handed firearms deal 1d10 points of damage (1d8 if wielded by Small creatures). Regardless of the infantryman's size, the critical range/multiplier of this



attack is 20/x2. If the attack hits, the infantryman can make a combat maneuver check to knock the target prone as a free action. Performing this deed costs 1 grit point.

*Push Up (Ex):* At 3rd level an Infantryman can as a move action stand up from Prone without provoking an AoO. By spending 1 grit point this is reduced to a free action.

*Lightning Reload (Ex):* At 7th level, as long as the infantryman has at least 1 grit point, he can reload a single barrel of a one-handed or two-handed firearm as a swift action once per round. If he has the Rapid Reload feat or is using an alchemical cartridge (or both), he can reload a single barrel of the weapon as a free action each round instead. Furthermore, using this deed does not provoke attacks of opportunity.

*Covering Fire (Ex):* At 11th level, as long as he has at least 1 grit point, an Infantryman can as a full round action expend 5 uses of ammunition (10 uses of ammunition if the infantryman's weapon has the Automatic quality) to lay down covering fire. For one round he is treated as threatening a cone area within line of sight that extends from one face of his square to his first range increment. During this round he may make a number of additional attacks of opportunity per round equal to his Dexterity bonus.

*Evasive (Ex):* At 15th level, when the infantryman has at least 1 grit point, he gains the benefit of the evasion, uncanny dodge, and improved uncanny dodge rogue class features. He uses his infantryman level as his rogue level for improved uncanny dodge.

*Menacing Shot (Ex):* At 15th level, the infantryman can spend 1 grit point, shoot a firearm into the air, and affect all living creatures within a 30-foot-radius burst as if they were subject to the fear spell. The DC of this effect is equal to 10 + 1/2 the infantryman's level + the infantryman's Wisdom modifier.

*Slinger's Luck (Ex):* At 15th level, the infantryman can spend grit to reroll a saving throw or a skill check. It costs 2 grit points to reroll a saving throw, and 1 grit point to reroll a skill check. The infantryman must take the result of the second roll, even if it is lower. The deed's cost cannot be reduced by the true grit class ability, the Signature Deed feat, or any other effect that reduces the amount of grit a deed costs.

*Cheat Death (Ex):* At 19th level, whenever the infantryman is reduced to 0 or fewer hit points, he can spend all of his remaining grit points (minimum 1) to instead be reduced to 1 hit point.

*Death's Shot (Ex):* At 19th level, when the infantryman scores a critical hit, he can spend 1 grit point to deal normal damage, and the target must succeed at a Fortitude saving throw with a DC equal to 10 + 1/2 the infantryman's level + the infantryman's Dexterity modifier. On a failed saving throw, the target dies. This is a death attack. Performing this deed does not allow the infantryman to regain grit from confirming a critical hit or making a killing blow.

**Firing Advance (Ex):** Starting at 2nd level an infantryman gains a +1 bonus to attack and damage rolls made with ranged weapons when he has moved more than five feet in that round. This bonus increases





by 1 at 6th level and every 4 levels thereafter (6th, 10th, 16th, 18th) to a maximum of +5.

**Ruck (Ex):** At 3rd level the infantryman adds a bonus equal to 1/2 his class level to his Strength score for the purpose of determining his carrying capacity. In addition, an infantryman can move at his normal speed while carrying a medium load.

**Gun Training (Ex):** Starting at 5th level, an infantryman can select one specific type of firearm. He gains a bonus equal to his Dexterity modifier on damage rolls when firing that type of firearm. Furthermore, when he misfires with that type of firearm, the misfire value of that firearm increases by 2 instead of 4.

**Rally (Ex):** At 5th level, an infantryman's voice becomes a source of inspiration to his allies and companions. As long as the infantryman's voice is clear, all allies within 30 feet receive a +1 morale bonus on attack and damage rolls. At 9th level, and every four levels thereafter (9th,

13th, and 17th), these bonuses increase by +1. These bonuses stack with the Morale bonus provided by other infantryman's Rally abilities up to a maximum of the recipients' HD.

**Layout (Ex):** At 10th level an infantryman gains the Halfling feat Well Prepared even if he does not meet the prerequisites.

**Infantryman's Advance (Ex):** At 13th level, an infantryman can once per day move up to twice his base speed as a move action. He may use Stealth as part of this movement, but takes a -10 penalty to his check for doing so. At 17th level, he can do this twice per day.

**One Man Army(Ex):** At 20th level the infantryman becomes a dynamic force

multiplier causing a paradigm shift in modern combat tactics and changing the conventions of asymmetric warfare. The infantryman can now wield a two-handed firearm in one hand, and can make a Full Attack after a move action.

## FAVORED CLASS OPTIONS

The favored class bonuses from the gunslinger class can also be chosen in addition to these new favored class bonuses.

- **Baade:** Add +1/4 point to damage bonus from firing advance class feature.
- **Dwarves:** Add 1/2 point to strength score for determining carrying capacity.
- **Elves:** Add +1/4 bonus to AC bonus granted by infantryman's dodge deed.
- **Goblins:** Add +1/3 on critical hit confirmation rolls made with firearms (maximum bonus of +5). This bonus does not stack with Critical Focus.
- **Half-elves:** Add +1/4 point to the infantryman's grit points.
- **Half-orcs:** Add +1/4 point to damage bonus from firing advance class feature
- **Halflings:** Add a +1/4 bonus to the skill check for the well prepared feat.
- **Humans:** Add +1/5 bonus to rally class feature, does not stack with other infantryman's rally class feature.
- **Savage Bugbears:** Add +1/4 point to damage bonus from firing advance class feature.
- **Savage Hobgoblins:** Add +1/4 point to the infantryman's grit points.
- **Savage Kobolds:** Add +1/4 bonus to AC bonus granted by infantryman's dodge deed.
- **Savage Orcs:** Add +1/4 point to damage bonus from firing advance class feature.



## COMBAT MEDIC

### ALCHEMIST ARCHETYPE

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While some alchemists like to conduct experiments in their laboratory, the combat medic takes his expertise to the battlefield. He applies his skills to both heal his allies and take the fight to the enemy as long as possible. Eschewing the use of poisons, these adept practitioners of combat and alchemy can deliver dangerous bombs or healing buffs.

**Role:** Combat Medics use their expanded weapon and armor proficiencies to be a stronger presence on the battlefield, getting up close and personal to damage the enemy and heal their friends either by granting infusions or injections. They are also adept at maintaining a forced march, sleeping in their armor, and shrugging off mortal wounds. A combat medic could be an alchemical healer that hangs back and hands out potions he crafts out of combat; a bomb-throwing berserker wading into the fray tossing bombs, self-healing, and firing a weapon; or anywhere in between.

**Weapon and Armor Proficiency:** Combat medics are proficient with all simple and martial weapons, firearms, and bombs. They are also proficient with light and medium armor, but not with shields.

This replaces the combat medic's weapon and armor proficiencies and replaces poison resistance and poison immunity.

**Last Man Standing:** At 2nd level, a combat medic gains Endurance and Diehard as bonus feats.

This replaces poison use and swift poisoning.

**Suggested Discoveries:** Healing Bombs, Injections, Swift Alchemy, Precise Bombs

## NEW ALCHEMIST

### DISCOVERY AVAILABLE TO

### ALL ALCHEMISTS:

### INJECTIONS

**Benefit:** When the alchemist creates an extract, he can distill it in a special way that allows it to be used on others. The extract does not persist after the alchemist sets it down like infusions, and as long as the extract exists, it continues to occupy one of the alchemist's daily extract slots. An Injectable extract can be used on a non-alchemist to gain its effects, but the alchemist must make a touch attack with a syringe on a non-willing or non-restrained patient, this touch attack gains a bonus of one half the alchemist's level, deals 1 point of lethal damage, and does not provoke.

## CRAFTWRIGHT

### ALCHEMIST ARCHETYPE

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The craftwright spends all his time studying and mastering arcane secrets, honing the skills needed to create strange and exotic items and machines fueled by eldritch powers. You can usually find one deep in a complex laboratory located in a city that offers easy access to the spells and components they need to construct their terrifying machines.

**Alchemical Craftsman:** At 3rd level, the craftwright gains master craftsman as a bonus feat, using his ranks in Craft (alchemy) as the required skill.

This ability replaces mutagen.





**Construct Craftsman:** At 5th level, the craftwright gains craft construct as a bonus feat. In addition, his craftwright level counts as his caster level for the purpose of creating constructs.

This ability replaces throw anything.

**Preserve Essence:** At 7th level, the craftwright learns how to break down magical items and constructs, and repurpose their components to make new items. When the craftwright destroys an item, he can reclaim 50% of the item's gold price and all of the spells used to create the item. These preserved spells and GP must be incorporated into a new item the craftwright is crafting within 24 hours or they are lost; the preserved spells and GP cannot be used for any purpose other than crafting new items.

This ability replaces poison use and swift poisoning.

## BUGLER BARD ARCHETYPE

Not all bards are traveling minstrels and carefree performers. The bugler is a necessary complement to any large fighting force. She drums out the beat for their marching feet and plays the tune to sound the retreat.

**Weapon and Armor Proficiency:** A bugler is proficient with all simple and martial weapons, plus firearms. Buglers are also proficient with light and medium armor (but not shields). A bugler can cast bard spells while wearing light or medium armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a bugler wearing heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass bugler still incurs the normal arcane spell failure chance for arcane spells received from other classes.

This replaces lore master.

The bugler gains access to the following list of bardic performances; this alters bardic performance:

**Reveille (Su):** At 1st level, a bugler can use her performance to awaken and rouse creatures from inactivity. Any creature who hears reveille is immediately awakened. Any unconscious creatures, including those with negative hit points, immediately become conscious but may become unconscious again on the next round from ongoing effects such as hit point loss. Each round of the reveille, she makes a Perform (bugle, or other audible instrument) skill check. Any creature within 30 feet of the bugler that is affected by an ongoing attack that causes drowsy, sleep, unconsciousness, stun, or paralysis may use the bugler's Perform check result in place of its saving throw if the Perform check is higher. If a creature within range of the reveille is already under the effect of a non-instantaneous magical attack that causes drowsy, sleep, unconsciousness, stun, or paralysis, it gains another saving throw against the effect each round it hears the reveille, but it must use the bugler's Perform check result for the save. Reveille has no effect on attacks that don't allow saves. This ability relies on audible components. This replaces distraction.

**Boots and Saddles (Su):** At 1st level, a bugler can use her performance to call allies to ready for action, allowing her to negate some harmful effects. Any ally that hears boots and saddles ignores the Fatigued, Shaken, and Sickened conditions for the duration of the performance. At 6th level and beyond, boots and saddles will remove these conditions, as well as Exhausted, Frightened, and



Nauseated. When boots and saddles ends, any ally may reroll their saves to avoid gaining these conditions again. This ability relies on audible components.

This replaces fascinate.

**Guard Mounting (Su):** A bugler of 6th level or higher can use her performance to inspire an alert fighting spirit in her allies (including herself), motivating them and improving their awareness in combat. To be affected, an ally must be able to perceive the bugler's performance. An affected ally receives a +2 dodge bonus to AC and a +2 competence bonus on perception checks. At 10th level, and every four bugler levels thereafter, this bonus increases by +1, to a maximum of +5 at 18th level. Guard mounting is a mind-affecting ability. This ability relies on audible components.

This replaces suggestion.

**Cadence (Su):** At 8th level or higher a bugler can use her performance to inspire troops on a long march. A group or army that is traveling under cadence can make a forced march without needing Constitution checks or suffering any nonlethal damage from doing so, allowing them to cover great distances while still arriving ready to do battle. This performance affects a number of creatures whose hit dice equal up to four times the bugler's level, the effect ends when the group stops marching. Cadence can only be performed once per day. This ability relies on audible components.

This replaces dirge of doom.

**Taps (Sp):** A bugler of 14th level or higher can use her performance to rouse the dead. With each

performance of taps the bugler may restore some hit points and may bring a single recently slain creature within 30 feet back to life like the spell *breath of life*. This ability relies on audible components.

This replaces frightening tune.

**Heroic Charge (Su):** This ability allows a bugler of 18th level or higher inspire all allies within 30 feet to make a charge attack as an immediate action. To be affected by this ability, allies must hear the performance and be able to make a charge action against a foe within range. Heroic charge can only be performed once per day. This ability relies on audible components.

This replaces mass suggestion.

**Tattoo Call (Sp):** This ability functions like the spell *deathless*, and allows a bugler of 20th level or higher to use her performance to become an anchor for the souls of herself and her cohorts, allowing all allies who can hear her to continue fighting, preventing death from hit point damage. No matter how much damage allies take, they remain alive (though not necessarily conscious) until the performance ends. Tattoo call can only be performed once per day. This ability relies on audible components.

This replaces deadly performance.





## OPERATOR BRAWLER

### ARCHETYPE

An elite operative who is trained in many forms of combat for unsupported operations behind enemy lines. A master of various weapons and techniques, the operator can seamlessly switch between styles and tactics at a moment's notice to outmaneuver unwitting opponents. He is the ideal choice for solo missions into enemy territory or to round out a fire team that needs a commando of varied skillsets.

**Class Skills:** An operator gains Bluff as a class skill.

This alters the brawler's class skills.

**Weapon and Armor Proficiency:** An operator is proficient with all firearms, simple weapons, swords, and all weapons from the close fighter weapon group. He is proficient with light armor but not shields.

This modifies weapon and armor proficiency.

**Grit Training (Ex):** At 1st level, an operator gains the grit and deeds class features identical to the gunslinger class feature with the following exception: The operator gains one deed at 1st level, a second deed selected at 3rd level, and then one additional deed every 4 levels after. An operator may pick any deed available to gunslingers, but his operator level must meet the minimum level required for the deed.

This replaces brawler's cunning and maneuver training.

**Operator's Flurry (Ex):** Starting at 2nd level, an operator can make an operator's flurry as a full-attack action. When doing so, an operator has the two-weapon

fighting feat when attacking with any combination of unarmed strikes, weapons from the close fighter weapon group, or firearms. He does not need to use two different weapons to use this ability.

An operator applies his full Strength modifier to his damage rolls for all attacks made with operator's flurry except those made with firearms, whether the attacks are made with an off-hand weapon or a weapon wielded in both hands. An operator can substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of operator's flurry. An operator with natural weapons can't use such weapons as part of operator's flurry, nor can he make natural weapon attacks in addition to his operator's flurry attacks.

At 8th level, the operator gains use of the Improved Two-Weapon Fighting feat when using operator's flurry. At 15th level, he gains use of the Greater Two-Weapon Fighting feat when using operator's flurry. This modifies brawler's flurry.

**Gun Training (Ex):** Starting at 5th level, an operator can select one specific type of firearm (such as a coach gun, automatic pistol, rifle, or submachine gun). He gains a bonus equal to his Dexterity modifier on damage rolls when firing that type of firearm. Furthermore, when he misfires with that type of firearm, the misfire value of that firearm increases by 2 instead of 4. Every four levels thereafter (9th, 13th, and 17th), the operator picks up another type of firearm, gaining these bonuses for those types as well.

This replaces close weapon mastery and awesome blow.

**Weapons Master (Ex):** At 20th level, the operator reaches his peak and learns proficiency and can use his operator's



flurry with all martial weapons, he also gains a bonus equal to his Dexterity modifier on damage rolls when making an attack with any ranged weapon, instead of only his selected firearms from gun training.

This replaces improved awesome blow.

## DRIVER CAVALIER

### ARCHETYPE

The driver is defined not only by his dedication to his order or his prowess on the battlefield, but also by his intuitive skill with machinery. Where some cavaliers are simply skilled with horses or well-

trained knights, the driver spends his life in tinkering with technology trying to make the fastest, most maneuverable vehicle, forsaking training with animals in pursuit of the need for speed.

**Class Skills:** Knowledge (engineering) is a class skill for drivers, however handle animal is not.

This alters the cavalier's class skills.

### Weapon and Armor Proficiency (Ex):

Drivers are proficient with all simple and martial weapons, firearms, and light armor.

This replaces the cavalier's weapon and armor proficiencies.

TABLE: VEHICLE MOUNT STATISTICS

Class Level	Bonus Hit Points	Speed	Acceleration	CMD	Base Save	Bonus AC	Special
1	20	0	0	1	1	2	Efficient repair
2	30	0	0	1	1	3	
3	30	10	0	1	1	3	Evasion
4	40	10	0	2	2	4	
5	40	10	0	2	2	4	
6	50	20	10	2	2	5	Magic propulsion
7	50	20	10	3	3	5	
8	60	20	10	3	3	6	
9	60	30	10	3	3	6	Carrying capacity x2
10	70	30	10	4	4	7	
11	70	30	10	4	4	7	
12	80	40	20	4	4	8	
13	80	40	20	5	5	8	
14	90	40	20	5	5	9	
15	90	90	20	5	5	9	Improved evasion
16	100	50	20	6	6	10	
17	100	50	20	6	6	10	
18	110	60	30	6	6	11	
19	110	60	30	6	6	11	
20	120	60	30	6	6	12	Carrying capacity x4





**Vehicle Mount (Ex):** At 1st level, a driver forms a bond with a unique vehicle that he chooses to be his mount. He must spend seven days with the vehicle, repairing and modifying it to suit his needs before it becomes his vehicle mount, but he can change vehicles at any time he chooses. The driver does not take an armor check penalty on Ride checks while driving his vehicle.

Any vehicle available to the players may be selected by the driver, with GM approval.

Much like a druid's animal companion, the driver's vehicle mount gains additional bonuses to its base statistics from the Table: Vehicle Mount Statistics.

**Efficient Repair:** The driver requires half as much time and gold to repair his vehicle mount.

**Magic Propulsion:** The driver has figured out how to propel his vehicle with magic machinery. The propulsion cannot be individually targeted, requires no fuel, and the driver automatically succeeds all Ride checks to maneuver the vehicle.

This ability replaces the standard cavalier's mount and expert trainer abilities.

## BATTLE CHAPLAIN CLERIC ARCHETYPE

While most clerics are able to wade into the battlefield and can heal their allies, the battle chaplain is highly focused on these disciplines. Forsaking the ability to channel against undead, she becomes more effective at healing, while at the cost of the flexibility and spellcasting with domains, she gains increased prowess in battle with weapon training.

**Weapon and Armor Proficiency:** A battle chaplain is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

This replaces the cleric's weapon and armor proficiencies.

**Healing Channeler (Su):** A battle chaplain must choose to channel positive energy, and when she does, she cannot choose to target undead, even if she worships a deity who is neutral or if she is not devoted to a particular deity. A battle chaplain cannot worship a deity who is evil. When using channel energy to heal living creatures, the amount of healing done is increased by +50%.

This ability alters channel energy.

**Weapon Training (Ex):** Starting at 5th level, a battle chaplain can select one group of weapons, as noted in the fighter weapon training description. Whenever she attacks with a weapon from this group, she gains a +1 bonus on attack and damage rolls.

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



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

**Battle Grace (Su):** At 10th level a battle chaplain adds half her Wisdom modifier as a sacred bonus to attack and damage rolls, minimum 1.

These abilities replace domains.

## SOPHIC FIGHTER ARCHETYPE

The sophic has focused her mind as well as her body toward martial pursuits. Through constant devotion and research into esoteric knowledge she has made contact with an extradimensional plane in which is stored a perfect example of every weapon, shield, and armor ever imagined.

**Class Skills:** The sophic adds Knowledge (arcana) to her list of class skills.

This alters the fighter's class skills.

**Akashic Armory (Su):** As a swift action the sophic can summon a single weapon, shield, or armor of which she is proficient from the akashic armory. Items summoned in this way are always Masterwork and a perfect representation of the exact type summoned. These items are physical and permanent while possessed by the sophic but disappear a number of rounds after they leave the sophic's possession equal to one fifth of her sophic level, minimum one. Summoned items appear fully donned or wielded in hand when drawn from the akashic armory, additionally items possessed by the sophic fighter may be exchanged for a newly summoned item as part of the swift action. Any weapons,

armor, or shields owned or purchased by the sophic may be stored in the akashic armory for later retrieval, but the armory will reject any items that are not of at least masterwork quality. The quality of the items drawn from the akashic armory increases as the sophic gains levels and her knowledge becomes more complete, at 6th level items summoned are +1 magic items, and gain an additional +1 for every 4 levels beyond 6th up to a maximum of +4 at 18th level.

This replaces bravery.

**Akashic Gate (Su):** At 6th level the sophic can summon from the akashic armory any throwable weapon at great speed. This replaces one of her attacks and otherwise functions like a normal thrown weapon attack.

This replaces the fighter's bonus feat gained at 6th level.

**Akashic Bombardment (Sp):** At 12th level the sophic gains the ability to summon a multitude of weapons from the akashic armory at once in a devastating 30ft cone attack, dealing 1d6 points of piercing and slashing damage per sophic level (maximum 15d6). This ability is a standard action usable a number of times per day equal to 1 + her Constitution modifier, reflex save for half and the DC is equal to 16 plus her Constitution modifier.

This replaces the fighter's bonus feat gained at 12th level.

**Akashic Vestments (Su):** At 16th level the sophic may choose to summon from the akashic armory any specific magic armor, weapon, or shield with a cost less than 8,000 GP per sophic level. Some types of specific magic items may not be available, such as *luck blades* with active charges. This is up to GM discretion.

This replaces the fighter's bonus feat gained at 16th level.





## LODESTONE KINETICIST ELEMENT

The kineticist is an interesting class. Instead of a new archetype, we felt that a new element and its accompanying talents and infusions would fit our vision a lot better. A lodestone kineticist controls the powers of magnetism and can create a storm of metal around them and fire bullets at foes with their mind.

Kineticists who focus on the element of lodestone are called magnetokineticists. Magnetokineticists manipulate the forces of magnetism and through it, all forms of metal.

**Class Skills:** A magnetokineticist adds Disable Device and Knowledge (engineering) to her list of class skills.

**Basic Manipulation:** A magnetokineticist gains *basic magnetokinesis*.

### BASIC MAGNETOKINESIS

**Element** Lodestone; **Type** utility (Sp); **Level** 1; **Burn** 0

You can move up to 5 pounds per kineticist level of metal, materials containing metal, and other similar materials up to 15 feet as a move action. You can search for the presence of metal from a distance as if using the detect metal spell.

**Simple Blast:** A magnetokineticist gains *metal blast* as a simple blast wild talent.

### METAL BLAST

**Element** Lodestone; **Type** simple blast (Sp); **Level** —; **Burn** 0

**Blast Type:** physical; **Damage** bludgeoning, piercing, or slashing

You shape metal into fine darts and send them flying at a foe.

**Defense:** A magnetokineticist's defensive wild talent is *storm of steel*.

### STORM OF STEEL

**Element** Lodestone; **Type** defense (Su); **Level** —; **Burn** 0

You are surrounded by a whirlwind of metal bits, deflecting most attacks. You gain +1 deflection bonus to AC. This AC increases by +1 for every 2 kineticist levels you possess beyond 2nd. By accepting 1 point of burn, you can increase the AC by +1 until the next time your burn is removed, to a maximum AC equal to your kineticist level. Whenever you accept burn while using a lodestone wild talent, the energy surging through you causes any adjacent creatures or objects to be subject to your metal blast.

You can dismiss and restore this effect as an immediate action.

**Wild Talents:** A magnetokineticist qualifies for the following wild talents in addition to all those listed as universal:

**Infusion:** 1st—pushing infusion, pulling infusion; 2nd—bowling infusion; 3rd—impale, magnetic infusion, rare metal infusion; 6th—flying infusion; 7th—fragmentation

**Utility:** 1st—basic magnetokinesis, magnetic fury, kinetic cover; 2nd—steel will; 3rd—metal flesh, magnetic control; 4th—steelsight; 5th—magnetic control (greater), metal puppet, shard shield; 7th—steel deflection; 8th—magnetic deflection; 9th—magnetic master

**Saturation:** Lodestone saturations are most common in the heaviest areas of combat during a long and protracted battle; especially with those involving firearms. Such planes are clouded in flying bits of sharpened metal and greatly affect



the magnetic energies of the lodestones. A magnetokineticist must spend 24 hours in the midst of a roiling battle, succeeding at a DC 20 Knowledge(engineering) check every 4 hours. Small bits of metal are drawn into and absorbed by the magnetokineticist's body until they hold enough to be able to perform their basic blast and defense talent in areas otherwise devoid of metals. With each failed save the magnetokineticist is struck violently by a flying shard of metal and takes 2d10+2 piercing and bludgeoning damage. At the end of the 24 hours, his body is saturated in metals, with the *warformed* wild talent in place of one of his 3rd-level or lower utility talents. A magnetokineticists can halt this attunement at any point without incurring negative effects.

#### WARFORMED

**Element** lodestone; **Type** utility (Su); **Level** 3; **Burn** —

Saturating your body with metal, you gain DR 3/- and can now perform basic lodestone talents in areas otherwise devoid of metals.

### ADDITIONAL NEW TALENTS AND INFUSIONS

#### MAGNETIC FURY

**Element** lodestone; **Type** utility (Su); **Level** 1; **Burn** —

When using metal blasts or composite blasts that include metal, add your elemental overflow bonus to the damage dealt. If the kinetic blast normally adds double your elemental overflow bonus to damage, these effects stack.

#### STEEL WILL

**Element** lodestone; **Type** utility (Sp); **Level** 2; **Burn** —

You draw metal and shape it into a tight

fitting helm around your skull, blocking all but your eyes and a narrow slit for your mouth. This shield for your mind protects you from the intrusion of prying intellects granting you a resistance bonus equal to one half your kineticist level on saves versus divination and mind-affecting spells, spell-like abilities, and supernatural abilities.

#### METAL FLESH

**Element** lodestone; **Type** utility (Sp); **Level** 3; **Burn** 1

**Prerequisite** storm of steel.

You painfully push forth jagged chunks of metal from your flesh. Until the next time your burn is removed, while your storm of steel is active, any creature that strikes you with an unarmed strike or natural weapon or that grapples you takes 1d6 points of piercing damage. Weapons that strike you also take this damage, though the damage is unlikely to penetrate the weapon's hardness.

#### MAGNETIC CONTROL

**Element** lodestone; **Type** utility (Sp); **Level** 3; **Burn** 0

You use your magnetic abilities to move yourself, as per flame jet.

#### STEELSIGHT

**Element** lodestone; **Type** utility (Su); **Level** 4; **Burn** 0

You can see through metal, earth, and stone. This works similarly to *greensight* with a range of 60 feet.

#### MAGNETIC CONTROL, GREATER

**Element** lodestone; **Type** utility (Sp); **Level** 5; **Burn** 0

**Prerequisite** magnetic control.

You have greater control over magnetism, as per *greater flame jet*.





### METAL PUPPET

**Element** lodestone; **Type** utility (Sp); **Level** 5; **Burn** 0

You can control metal objects, causing them to attack your foes. This functions as the *aether puppet* wild talent, except it controls metal objects. At 12th level, you can grant hardness 5 to Large and larger animated objects.

### SHARD SHIELD

**Element** lodestone; **Type** utility (Sp); **Level** 5; **Burn** 1

**Prerequisite** storm of steel.

Even larger chunks of jagged metal surround you until the next time your burn is removed. While your storm of steel talent is active, any creature that strikes you with a melee attack takes an amount of piercing and slashing damage equal to 1/2 your kineticist level unless it is using a reach weapon.

### FLAYING INFUSION

**Element** lodestone; **Type** substance infusion(Sp); **Level** 6; **Burn** 4

**Associated Blasts** metal

**Saving Throw** Fortitude partial; see text

You use the metal in a creature's blood to tear it apart, as per *disintegrating infusion*.

### STEEL DEFLECTION

**Element** lodestone; **Type** utility (Sp); **Level** 7; **Burn** 0

You can control metallic chaff to cause magical interference, as per *spell deflection*.

### MAGNETIC DEFLECTION

**Element** lodestone; **Type** utility (Sp); **Level** 8; **Burn** 0

You can deflect your foes' attacks, as the spell *deflection* with a duration of 1 round. You can accept 1 point of burn to increase the duration to 1 round per kineticist level you possess.

### MAGNETIC MASTER

**Element** lodestone; **Type** utility (Sp); **Level** 9; **Burn** 0

**Prerequisite** magnetic control, greater magnetic control.

You can create areas of altered magnetic pull. This functions as *reverse gravity*, but you can choose for the gravity in the area to pull toward any direction (not just up). If you use this wild talent, any previous use of this wild talent expires immediately.



# THE WAY

*There is something to be learned from a rainstorm. When a shower comes down on you suddenly, you may try to run quickly and not get wet. But even dashing from tree to tree seeking cover, you still get rained on. When you are at peace and have a strong purpose, no storm will vex you, though you will still get soaked.*

Awareness returned to Seika in a blink with the dawn. She breathed deeply, another day, and with it, another chance at drawing closer to peace. She rose soundlessly, the motion catching the eye of the companion on the third watch shift. She checked her attire, unruffled. She checked her body, firm and sound. She checked her tools, present and without blemish. The fire had burned low, so she set some small sticks precisely arranged in the coals, they needed time, and the campfire would be ready for cooking before the others awoke.

They had camped in a pine grove near a small mountain lake so she walked to the pebbled beach to perform her morning routine. With slow deliberation, she moved through the kata, now as firm as a mountain, now supple like a willow bough. Once complete, she knelt and arranged components from her kit. Disassembling her firearms, she checked each piece. Having no cause to draw them on the previous day, there was no reason to expect anything other than perfection, but complacency kills. By now, Seika heard the grumblings of her companions rising from their beds. She walked back to camp and began preparing the morning meal. A thick porridge with a hint of savory fatback. There was some complaint about this the first time she made it, some wanted bacon, others bread. None could argue with the extra miles the hearty concoction had added to their morning trek, or the fullness of their uncomplaining bellies until the noon meal. Since her simple gruel and rice were the things she could add to the meal preparations, they obliged her.

After breakfast, while her party rubbed the sleep from their eyes and saw to their relieving and ablutions, she saw to other often overlooked things about camp. The devil is in the details, as they say. She replaced the rocks that had been moved to make bedrolls more comfortable, replaced moss scuffed aside by logs being used for seats, and scattered loam over the now buried fire; it would remain warm for hours but one would have to find it first. Everything in its place.

They set out with the party leader setting the pace. Ever humble, Seika slipped into the middle of the pack. All who worked with her knew her value, she had nothing to prove. A few hours into the patrol, when some were tempted to contemplate their own feet, Seika caught sight of some birds taking flight, and her awareness heightened like a floodlight. She tapped the leader and silently communicated a signal where all could see, and then leaped soundlessly into the brush to one side. A moment later, as the party still tried to identify the threat, the ambush sprang. Two lines of weapons fire opened up from either side of the trail ahead, but Seika was not in the crossfire. Seika was among them. She slowed her sprint through the brush by dropping down and sliding between the akimbo legs of the nearest raider. Coming back up smoothly, she disarmed the second man in line. As the first man was





realizing what was happening and went to change targets, Seika gently drew her twin pistols and simultaneously blew the brains out of both of the nearest enemies. By now, the party had recovered and started returning fire, breaking for cover, and tossing grenades. One of the grenades landed a bit too close to Seika. So she leaped and rolled out of the way. Realizing they had an enemy in their midst, the raiders attempted to surround Seika with close weapons drawn. Seika closed her eyes and assumed a placid stance until the first attacker fired a shot. She went from her fully erect height to nearly brushing her face on the grass in the blink of an eye, bringing one pistol to bear on the first attacker and the other firing at a different raider. Her front leg was sticking straight out in front of her, then she smoothly pivoted into a kneeling position near the side of the enemy's ring. She reached behind her, grabbed a raider by the neck with her forearm, and launched him bodily over her shoulder. Following this with a speedy kick to send him along, before shooting him with both pistols. Amid the confusion, she had time to carefully place her next few shots. Seika stood firm, taking aim to bring down the rest.

After the last shot was fired, she reloaded both weapons and breathing deeply, regained her center. She then holstered the pistols and walked back to the party. They were discussing the next steps and arguing about the conflicting trail sign left by the raiders. One thought to follow the broken foliage to the west, another the boot prints to the northeast. After a pause in the discussion, Seika pointed out the reddish mud on the raider's boots and the bluish tinting from local berries on their fingertips; their tracker knew those were found near the streambed to the northwest. The age of the mud and tinting suggested they had been camping near there recently and for some time. A couple of her companions looked at her in shock with open mouths, perhaps waiting to see if she would gloat, then made preparations to circle around the streambed area from an unexpected location. Seika thought if they had any discipline, these enemies would post guards in all directions, not just those from which they expected an attack. It was fortunate they had not followed the broken foliage, as they discovered a trip-wire detonated grenade planted in that direction.

After traversing the woods for several more hours, they came to a camp near the streambed. The careless raiders had not posted lookouts on the far side of their encampment, and Seika's brow furrowed at the shame of it. The thieves had erected a small palisade, likely as a defense against hostile wildlife more than a protection against attacks. Until Savage Company took up the contract on these raiders, they likely had no opposition in these dense woodlands. Unlike Seika, the rest of her party did not want to try and jump or climb over the palisade, so they moved back out of earshot and spent the time until nightfall to craft ladders. They crept close to the wall after dark, waiting until the evening festivities, and most of the fires died down. The majority of her team could see in the dark, and that made the night their time to shine. Rising smoothly, they set their ladders, and one by one climbed and vaulted the wall. Seika gave a single silent leap and passed cleanly over the pointed palisade tops and slid smoothly down the far side. No alarms raised so far. No people anywhere in sight, actually. Seika felt an unease creep into her.

Striding noiselessly forward to gaze into the torchlit circle at the center of the encampment, Seika saw not a single person. As her team crept to the edge of the light, there came a deep laugh from the far side of the clearing. There was a ripping



sound, and the biggest tent across the camp rose up, tore, and fell away to reveal a massive creature. He must have been using some kind of enlarging magic because no half-orc Seika had ever seen measured anywhere close to this beast's 17-foot height. He had one milky eye, was bare to the waist, and every visible inch of him was covered in the dots, lines, and swirls of raised ritual scarring. One hand dragged some kind of cleaver bigger than a goat-cart, while the other hand was wrapped to the elbow in leather straps and enlarged spiked wire.

The ambient light had grown. The enemy must have lit the logs of the palisade on fire while her team was distracted by this behemoth's entrance. No doubt they were set up to fire down into the camp should it be necessary as well. "So be it." Seika said aloud as she calmed her mind. If this was the day of her death, perhaps she might find some measure of perfection in the trial of battle. She shrugged out of the robe over her shoulders and drew her pistols. She strode into the makeshift arena bare to the waist herself but for her chest wrap. She planted her feet and raised her weapons in a challenge; her mouth a hard line, and her eyes burning cold from her furrowed brow. She resolved herself that if she was to be killed by this creature, she would make him work for it. He bellowed as he swung the cleaver overhanded, Seika turned her shoulders and let it fall past her a hair's breadth away. She focused her ki into each bullet and fired away, closing the gap to reduce his reach advantage. He tried a grab with the gauntleted hand, but Seika turned it away. She attempted to trip the brute, but he recovered without going down. On and on they fought, trading blows, stepping in, dodging back, her reloading, him heaving gallons of air. The rest of the camp was fighting too as the tents caught fire. Bullets whizzed through the air as men on both sides screamed and died.

And then something miraculous happened. Not an opening, or a chance to win. Not a slip that would cause a failure on one side or the other. No, this miracle was in the matching of these two foes. In the balance of brute strength with honed reflexes, in precise striking and wild swings. Seika saw the world anew at that moment. She understood what she sought was not perfection, for surely, perfection was the opposite of this. She saw what she truly sought was balance. And at that moment she knew; whatever happened she had won her goal, she could not ask for a better day to die.

*There are tens of thousands of students who have studied meditation and obtained its rewards. Do not doubt the possibilities because of the simplicity of the method. If you cannot find the truth right where you are, where else do you expect to find it?*





## ZEN GUNMAN MONK ARCHETYPE

Some monks seek to become one with another weapon entirely—the gun. The zen gunman takes a weapon most other monks eschew and seeks perfection in the pull of a taut trigger, the flex of a gun's stock, and the flight of a bullet fired true. While these scions of firepower are still dangerous in hand-to-hand fighting, their true mastery shines through in their use of firearms. They master feats of skill that seem wholly unnatural.

**Role:** Zen Gunmen may not be massive damage dealers like some powerhouse classes, but their abilities and choice of weapon means they are always on target when it comes to delivering many accurate hits. Even though they are unarmored they excel at avoiding hits and damage. Zen gunmen can focus their energies to avoid misses and heighten their damage output and accuracy.

**Weapon and Armor Proficiency:** Zen gunmen are proficient with firearms (but not firearms with the automatic or scatter property) as well as the normal brass knuckles, cestus, club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, spear and temple sword.

This alters weapon and armor proficiency.

**Flurry of Blows (Ex):** Starting at 1st level, a zen gunman can make a flurry of blows as a full-attack action, but only when using a firearm (even though it is a ranged weapon). She may not make a flurry of blows with her unarmed attacks or any other weapons. A zen gunman does not apply her Strength bonus on damage rolls

made with flurry of blows. A zen gunman's flurry of blows otherwise functions as normal for a monk of her level.

A zen gunman cannot use Rapid Shot when making a flurry of blows with her firearm.

This alters flurry of blows.

**Bonus Feats:** A zen gunman's bonus feats must be taken from the following list: Combat Reflexes, Deflect Arrows, Dodge, Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot.

At 6th level, the following feats are added to the list: Smart Shot, Improved Precise Shot, Rapid Reload, Mobility, and Parting Shot.

At 10th level, the following feats are added to the list: Improved Critical, Pinpoint Targeting, Shot on the Run, and Snatch Arrows.

A zen gunman need not have any of the prerequisites normally required for these feats to select them.

These feats replace the monk's normal bonus feats.

**Perfect Strike (Ex):** At 1st level, a zen gunman gains Perfect Strike as a bonus feat, even if she does not meet the prerequisites. A zen gunman can use Perfect Strike with any firearm. At 10th level, the zen gunman can roll her attack roll three times and take the highest result. If one of these rolls is a critical threat, the zen gunman must choose one of her other two rolls to use as her confirmation roll.

This ability replaces stunning fist.

**Way of the Gun (Ex):** At 2nd level, a zen gunman gains Weapon Focus as a bonus feat with one type of firearm.



At 6th level, the zen gunman gains Weapon Specialization with the same weapon as a bonus feat, even if she does not meet the prerequisites.

This ability replaces evasion.

**Zen Gun Mastery (Ex):** At 3rd level, a zen gunman may use her Wisdom modifier instead of her Dexterity modifier on ranged attack rolls when using a firearm.

This ability replaces maneuver training.

**Point Blank Master (Ex):** At 3rd level, a zen gunman gains Point Blank Master as a bonus feat, even if she does not meet the prerequisites.

This ability replaces still mind.

**Ki Pool (Su):** At 4th level, in addition to the normal abilities of her ki pool, a zen gunman may spend 1 point from her ki pool to increase the range increment for her firearm by 50 feet for 1 round.

This alters ki pool.

**Ki Bullets (Su):** At 5th level, a zen gunman may spend 1 point from her ki pool as a swift action to change the damage dice of bullets she shoots to that of her unarmed strikes. This lasts until the start of her next turn. For example, a Medium zen gunman's pistol normally deals 1d6 damage; using this ability, her bullets deal 1d8 damage until the start of her next turn.

This ability replaces purity of body.

**Reflexive Shot (Ex):** At 9th level, a zen gunman can make attacks of opportunity with bullets from her firearm. The zen gunman still threatens squares she could reach with unarmed strikes, and can still only make one attack of opportunity per round (unless she has Combat Reflexes).

This ability replaces improved evasion.

**Trick Shot (Su):** At 11th level, a zen gunman may hit targets that she might otherwise miss. By spending 1 point from her ki pool as a swift action, the zen gunman can ignore concealment. By spending 2 points, she can ignore total concealment or cover. By spending 3 points, she can ignore total cover, even firing bullets around corners. The bullet must still be able to reach the target; a target inside a closed building with no open doors or windows cannot be attacked. These effects last for 1 round.

This ability replaces diamond body.

**Ki Focus Firearm (Su):** At 17th level, as long as she has at least 1 point of ki in her ki pool, a zen gunman may treat bullets fired from her firearm as if they were *ki focus* weapons, allowing her to use her special ki attacks as if her bullets were unarmed attacks.

This ability replaces tongue of the sun and moon.

## STEEL SAINT PALADIN ARCHETYPE

The enemies of the steel saint find divine justice at the end of the barrel of a gun. Not focusing on a single target, the Steel Saint can bring the power of the smite to enemies in an area and can even call upon divine power to clear misfires.

**Proficiencies:** The steel saint is proficient with simple weapons, with light and one-handed firearms, with all types of armor (heavy, medium, and light), but not shields.

This alters the paladin's weapon and armor proficiencies.

**Smite Aura (Su):** Once per day, a steel saint can call out to the powers of good to aid in her struggle against evil. As a swift





action, the steel saint activates a 30 ft smite aura, the steel saint adds her Cha bonus (if any) to her attack rolls and adds her steel saint level to all damage rolls made against evil creatures within the aura. The bonus to damage on the first successful attack is increased to 2 points per steel saint level if the target is an evil outsider, evil-aligned dragon, or undead creature. Regardless of the target, the steel saint's attacks automatically bypass any DR of creatures in the aura.

In addition, while the smite aura is in effect, the steel saint gains a deflection bonus to AC equal to her Charisma modifier (if any) against attacks made by evil creatures within the aura.

The smite aura remains in effect for a number of rounds equal to the steel saint's Charisma modifier. At 4th level, and at every three levels thereafter, the steel saint may use smite aura one additional time per day, to a maximum of seven times per day at 19th level.

This replaces the paladin's smite evil class feature.

**Mercy (Su):** The steel saint adds the following mercy to the list of those available at 3rd level:

*Merciful Clear (Su):* the steel saint's lay on hands removes the broken condition from a single firearm the target is currently wielding, as long as that condition was gained by a firearm misfire.

This alters the paladin's mercy class feature.

**Divine Bond (Su):** At 5th level, a steel saint forms a bond with his deity. This functions as the paladin's divine bond ability, except the bond must always take the form of a firearm. If the steel saint chooses to wield two identical firearms for

the purpose of two-weapon fighting she treats them as one weapon for the purpose of divine bond. The firearm chosen by a steel saint for her divine bond does not provoke attacks of opportunity when firing while threatened. In addition to the listed abilities, a steel saint can add the distance, reliable, or seeking special abilities to her weapon, but she cannot add the defending or disruption special abilities.

This ability replaces the standard paladin's divine bond.

## ROUGHNECK RANGER ARCHETYPE

These stalwart rangers venture far into inhospitable territories, implacably stalking their foes and using cunning methods to waylay them. A master of mundane traps and heavily reliant on their animal companions, these dauntless expeditionaries are vicious guerrilla fighters and just as suitable for solo operations as they are on a team.

**Class Skills:** A roughneck ranger adds Disable Device and Craft (alchemy) to his list of class skills.

This alters the ranger's class skills.

**Weapon and Armor Proficiency:** A roughneck ranger is proficient with all simple and martial weapons, all firearms, and with light and medium armor.

This alters the ranger's weapon and armor proficiency.

**Alchemical Aptitude:** A roughneck ranger has studied how to support himself in enemy territory and can supply himself with equipment, he adds 1/2 his roughneck ranger level on Craft (alchemy) checks made to create adventuring gear, equipment, or explosives.

This replaces Wild Empathy.



**Companion's Bond:** Due to the danger and distances involved in their work, and the fact that they often work alone; a roughneck ranger always chooses an animal companion as his bond.

This alters Hunter's Bond.

**Trapfinding:** A roughneck ranger adds 1/2 his roughneck ranger level on Perception skill checks made to locate traps and on Disable Device skill checks (minimum +1). A roughneck ranger can use Disable Device to disarm magic traps.

**Traps (Ex):** At 5th level, a roughneck ranger learns how to create a grenade trap, tripwire trap, and one other roughneck ranger trap of his choice. The roughneck ranger can use these traps a total number of times per day equal to 1/2 his roughneck ranger level + his Wisdom modifier. These traps function identically to the Trapper Ranger archetype, but can only be made as the Extraordinary(Ex) variety, the roughneck ranger does not have access to Supernatural(Su) traps.

Setting a trap is a full-round action that provokes attacks of opportunity. A trap fills a single 5-foot square, and cannot be placed in the same area as another roughneck ranger trap or a magical trap such as a glyph of warding. The roughneck ranger only needs simple materials to create the trap, such as a piece of cloth, a small amount of metal (such as a dagger, iron spike, or a few nails), a foot of rope or vine, and so on. The DCs for Perception checks to notice the trap, Disable Device checks to disable it, and for saving throws to avoid it are equal to  $10 + 1/2$  the character's level + the character's Wisdom bonus. All ranger traps are Trigger: location, and Reset: none. A roughneck ranger's traps do not suffer the normal -2 DC penalty to Ex type traps.

At 7th level and every two levels thereafter, he learns another trap. Once a trap is learned, it can't be unlearned and replaced with a different type of trap. The roughneck ranger cannot select an individual trap more than once.

**Demolition Bomb (Ex):** At 10th level the roughneck gains the demolition bomb ability as per the alchemical sapper alchemist archetype, treating his roughneck ranger level as his alchemist level to calculate damage.

These abilities replace the ranger's spells class feature. Roughneck rangers do not gain any spells or spellcasting ability, do not have a caster level, and cannot use spell trigger and spell completion magic items.

## ROUGHNECK RANGER TRAPS

Roughneck rangers are often on missions unsupported deep within hostile territories, their use of these clever traps, combined with a solid strategy, can help them overcome impossible odds.

Other characters can learn how to set these traps by taking the Learn Ranger Trap feat or by having the trapper ranger archetype.

Setting a trap is a full-round action that provokes attacks of opportunity. A trap fills a single 5-foot square, and cannot be placed in the same area as another ranger trap or a magical trap such as a *glyph of*







*warding*. The roughneck ranger only needs simple materials to create the trap, such as a piece of cloth, a small amount of metal (such as a dagger, an iron spike, or a few nails), a foot of rope or vine, and so on. The DCs for Perception checks to notice the trap, Disable Device checks to disable it, and for saving throws to avoid it are equal to  $10 + 1/2$  the character's level + the character's Wisdom bonus. All roughneck ranger traps are Trigger: location, and Reset: none.

Roughneck ranger traps are all extraordinary. Unlike other classes, the roughneck ranger does not take a -2 penalty to the trap DC when placing extraordinary traps. Extraordinary traps are Type: mechanical. Some of the traps listed in other books may be set as extraordinary traps or as magical (supernatural) traps; a roughneck ranger must set it as an extraordinary trap. An extraordinary trap lasts 1 day per ranger level or until it is triggered, whichever comes first. Traps marked with an asterisk (\*) add to or modify the effects of another trap; a roughneck ranger can add one of these trap types to any standard roughneck ranger trap (this costs 1 additional use of the trap ability).

#### ACID TRAP\*

This target is splattered with acid, taking a number of points of acid damage equal to  $1d6 + 1/2$  the roughneck ranger's level to the triggering creature (Reflex negates). The roughneck ranger must supply a dose of acid when setting the trap.

#### ALARM TRAP\*

When this trap is triggered, it creates a momentary loud noise equivalent to the audible alarm version of *alarm*.

#### BLIGHT TRAP

This trap stains the victim with blighted plant matter, increasing its susceptibility to the attacks of creatures created or enthralled by the affliction. The target takes a -2 penalty to Armor Class against the attacks of creatures closely affiliated with the specific blight (typically demons, fey, plants, or undead) and on saving throws against effects created by such creatures. This effect lasts for 10 minutes per roughneck ranger level. A successful Will save negates this effect. The roughneck ranger must supply a sample of the specific blight when setting this trap.

#### BURNING TRAP\*

A roughneck ranger can only add this to a fire or grenade trap. If the triggering creature fails its Reflex save, it catches on fire, taking 1d6 points of fire damage at the start of its turn for 1d4 rounds. The burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save.

#### BLIGHTBURN TRAP\*

This trap strikes the target with a small shard of blightburn, dealing 2d6 points of fire damage, 1d3 points of Constitution damage, and 1d3 points of Charisma damage. A successful Fortitude save negates the ability damage and halves the fire damage. The roughneck ranger must supply a sliver of blightburn, a dangerous task in itself, though storing the blightburn in a lead vial makes the task less risky.

#### BLUDGEONING TRAP

The trap bludgeons the creature that triggers it. The trap makes an attack with a bonus equal to the roughneck ranger's character level + his Wisdom bonus. The triggering creature is denied its Dexterity bonus to AC if it was unaware of the trap. If the trap hits, it deals 1d6 points of



bludgeoning damage for every 4 levels the roughneck ranger possesses (minimum 1d6). The roughneck ranger must provide an object suitable for dealing lethal bludgeoning damage, such as a large branch or heavy stone.

#### CHANNELED ENERGY TRAP\*

This trap creates a positive or negative energy effect designed to harm either undead or living creatures, respectively. The target takes a number of points of damage equal to 1d8 + the roughneck ranger's level from either positive energy or negative energy (Will save for half). The roughneck ranger must supply a vial of holy water (positive energy) or unholy water (negative energy).

#### CLEANSING TRAP

The trap suppresses the target's ability to use one randomly selected attack, ability, or quality that creates a disease or poison effect; this lasts for 1 round per ranger level. If the creature has more than one such attack, ability, or quality that creates a disease or poison effect, the attack, ability, or quality to be suppressed when the creature is affected by this trap is determined at random from those not already suppressed. The roughneck ranger must supply a small amount of holy water, incense, or herbal sage to create this trap.

#### DUMMY TRAP

The trap creates a humanoid dummy that springs up and appears to move away from the triggering creature or that follows a single direction determined by the roughneck ranger at the time when the trap is set.

The dummy can be placed up to 60 feet away from the triggering creature, and then moves towards the direction specified, if any. The dummy can move up to 60 feet per round. A viewer can attempt

a Perception check to identify the dummy if she attacks it or otherwise interacts with it. The DC of the Perception check to identify the dummy is equal to 5 + the DC to avoid the trap.

#### DIRTY TRICK TRAP\*

If the triggering creature fails its saving throw against the trap or is struck by the trap's attack, the trap also attempts a dirty trick combat maneuver against the triggering creature. The type of dirty trick is chosen when the trap is created, and if it isn't possible or isn't applicable to the triggering creature, the combat maneuver is wasted. The trap's CMB for the dirty trick is equal to the roughneck ranger's level + his Wisdom modifier.

#### DISTRACTION TRAP\*

The target is affected with irritation that detracts from its alertness. It takes a -2 penalty on Perception checks, initiative checks, and Reflex saves for 10 minutes per roughneck ranger level. The roughneck ranger must supply a dose of itching powder or another alchemical irritant.

#### EXPLODING TRAP\*

**Restrictions:** Can only be added to a fire or grenade trap.

The trap explodes in fire, filling all squares adjacent to the trap and dealing a number of points of fire damage equal to 1d6 + 1/2 the roughneck ranger's level (Reflex negates). The roughneck ranger must use an explosive material such as alchemist's fire when setting the trap.

#### FIRE TRAP

The trap explodes in flames, dealing a number of points of fire damage equal to 1d6 + 1/2 the ranger's level to the triggering creature (Reflex negates). The roughneck ranger must use an explosive material such as alchemist's fire when setting the trap.





### **FIREWORK TRAP\***

**Restrictions:** Can only be added to a fire, smoke, or grenade trap.

The trap explodes in a flash of colored lights.

All creatures within 10 feet must succeed at a Fortitude saving throw or be blinded for 1d4+1 rounds. The roughneck ranger must use an alchemical weapon when setting the trap, such as flash powder or a firework.

### **FREEZING TRAP**

The trap creates a burst of ice that damages and encases the triggering creature. The creature takes 1d3 points of cold damage + 1/4 the ranger's level and is entangled and stuck to the ground, similar to the effect of a tanglefoot bag. A successful Reflex save halves the damage and means the creature is not stuck to the floor by the ice. The ice is 1 inch thick per 2 Hit Dice of the ranger (minimum 1), has hardness 0 and 3 hit points per inch of thickness, and melts in 2d4 rounds. The roughneck ranger must supply a dose of alchemical quick freezing oil to create this trap.

### **GRENADE TRAP**

The trap triggers a grenade that is installed in the trap when it is created. If the selected grenade deals damage, a successful Reflex save halves the damage. The roughneck ranger must use a grenade to set the trap, however, he can disable the trap any time before it expires or is triggered and retrieve the grenade for future use.

### **INFECTED SNARE TRAP\***

**Restrictions:** Can only be added to a snare trap.

The snare is made of diseased materials, which contain an aggressive blight that saps the energy and bodily health from the target creature. When initially caught in the

snare, the trapped creature must succeed at a Fortitude saving throw or immediately take 2 points of Constitution damage. Each subsequent hour, the creature must succeed at a Fortitude saving throw or take 2 points of Constitution damage. This effect lasts for 12 hours or until the creature makes two successful saving throws in a row, whichever comes first. This is a poison effect.

### **LAZURITE TRAP**

Lazurite radiation increases the victim's susceptibility to the attacks of undead creatures that are bolstered by the radiation. The target takes a -2 penalty to Armor Class against the attacks of undead creatures and on saving throws against effects created by undead. This effect lasts for 10 minutes per roughneck ranger level. A successful Will save negates this effect. The roughneck ranger must supply a sliver of lazurite.

### **LIMNING TRAP**

This trap sprays glowing dust into the trapped square and all adjacent squares. A creature covered in this dust glows like a candle (becoming visibly outlined if invisible) and takes a -20 penalty on Stealth checks. The dust's effects last for 1 round per roughneck ranger level or until the creature washes it off (a move action requiring water or some other cleanser). The roughneck ranger must use alchemical components when setting the trap, such as glowing ink or marker dye.

### **MARKING TRAP\***

If the triggering creature fails its save against the trap, it is marked with a dye and/or scent of the roughneck ranger's choosing. A scent mark decreases the DC of tracking the marked creature by scent by 4. The mark can be washed off with vigorous scrubbing, but fades on its own over several days.



### OVERSIZED BARBS\*

The target is speared with barbs that penetrate and protrude from its body, making squeezing, climbing, and swimming challenging. The trap implants 1d4+1 barbs, each dealing 1 point of damage. A successful Reflex save halves the number of barbs. The target takes a penalty on Climb checks and Swim checks equal to the number of barbs attached, and is considered one size category larger for the purposes of determining what size of opening or passageway it must squeeze through as long as at least 1 barb remains attached. Each barb can be removed with a full minute of work and a Heal check that equals or exceeds the trap's DC. If this check fails, the barb is still removed but the target takes 1d4 points of damage. The barbs shake loose harmlessly after 10 minutes per roughneck ranger level.

### PENETRATING TRAP\*

**Restrictions:** Can only be added to a wounding trap.

The damage die of a penetrating trap increases to 1d8. Choose either adamantine, cold iron, or silver. The trap counts as that material for the purposes of overcoming damage reduction. The roughneck ranger must provide 1 pound of the chosen material during the trap's construction.

### PIT TRAP

This simple pit is covered over with leaves or appropriate materials for the area. It's 5 feet deep plus 5 feet for every 4 roughneck ranger levels. A victim that succeeds at a Reflex save doesn't fall into the pit. The roughneck ranger can quickly set this trap only in terrain with soft ground, harder ground must be excavated before a pit trap can be placed.

### POISON TRAP

The trap poisons the creature that triggers it. The roughneck ranger must provide 1 dose of contact, inhaled, or injury poison when setting the trap, and the trap uses that poison's effects and DC.

### RUST MONSTER TRAP

The trap throws up a cloud of dust ground from the antennae of a rust monster, dealing 1d4 points of damage to the target's metal armor and weapons. A roughneck ranger may increase the damage by 1 point for each additional daily use of his trap ability he spends when creating this trap. A successful Reflex save negates this damage. The roughneck ranger must supply a set of rust monster antennae.

### SMOKE TRAP

This trap bellows out thick, choking smoke that fills the trapped square and all adjacent squares. Any breathing creature in these squares must succeed at a Fortitude saving throws or take a -4 penalty to Strength and Dexterity every round it's within the smoke and for 1d4+1 rounds after leaving the smoke. All sight, even darkvision, is ineffective in or through the smoke. The smoke lasts for 1 round per 2 roughneck ranger levels, and is dispersed by wind as *fog cloud*. The roughneck ranger must use an alchemical component when setting the trap, such as a smokestick, or a gas or smoke grenade.

### SNARE TRAP

The trap constricts around a limb or other part of the triggering creature's body (Reflex avoids). The creature cannot move from the location of the trap, unless the roughneck ranger included a "leash" when setting the trap, in which case the creature is limited to the length of the leash. The trapped creature can escape





with an Escape Artist check (DC equal to the trap's DC) as a full-round action. The trap or its leash has a number of hit points equal to 1/2 the roughneck ranger's level, or can be burst as a full-round action with a DC 25 Strength check. The trap can hold up to a Medium creature; each extra daily use of the ranger's trap ability spent when the trap is set increases the maximum size of creature the trap can hold. At the ranger's option, if there is a tall object or structure nearby, he can have the trap lift the creature.

#### SWARM TRAP

The trap releases a bat swarm, rat swarm, or spider swarm that attacks all creatures in the area. The swarm remains in the general area for no longer than 1 round per ranger level, after which it disperses. The roughneck ranger must provide the creatures of the swarm (typically in a small box, cage, or crate); these creatures may die of starvation before the trap is triggered (a roughneck ranger trap lasts 1 day per level).

#### TAR TRAP

The target is coated in a thin layer of sticky tar unless it succeeds at a Reflex save. It is entangled, and becomes susceptible to catching fire from any source of flame. If lit on fire, the tar burns intensely for 1 round; it deals 2d6 points of fire damage and is destroyed in the process. Unless burned away, the tar remains for 1 round per roughneck ranger level. The roughneck ranger must supply a dose of tar.

#### TOXIC FUMES TRAP\*

**Restrictions:** Can only be added to a smoke trap.

The smoke this trap creates is extremely noxious. Any breathing creature must succeed at a Fortitude saving throw (in

addition to the Fortitude save for the smoke trap) or be nauseated every round it's within the smoke and for 1d4+1 rounds after leaving the smoke. The roughneck ranger must use a toxic material when setting the trap, such as noxious aromatic or gas grenade.

#### TRIPWIRE

A taut wire stretched between two vertical surfaces knocks the target prone unless it succeeds at a Reflex save. A running or charging creature takes a –6 penalty on its save.

#### WOUNDING TRAP

This trap makes a melee attack against the target using the roughneck ranger's base attack bonus + his Wisdom modifier for the attack roll. It deals an amount of damage equal to 1d6 + 1/2 the ranger's level. The roughneck ranger chooses whether this damage is bludgeoning, piercing, or slashing.

## WAR ORPHAN

### SORCERER BLOODLINE

Sorcerers with the war orphan bloodline literally have warfare in their blood. Whether they themselves or a member of their family, somewhere war has had such a profound effect on the sorcerer's life that it left an indelible mark. Their power is born of battle and the scars it leaves behind. These scars develop their powers in ways that aid them in casting during battle and strengthening the mind.

**Class Skill:** Survival.

**Bonus Spells:** *stone shield* (3rd), *iron skin* (5th), *rage* (7th), *wall of fire* (9th), *cloudkill* (11th), *wall of pikes* (13th), *delayed blast fireball* (15th), *iron body* (17th), *meteor swarm* (19th).



**Bonus Feats:** Diehard, Endurance, Toughness, Combat Casting, Spell Penetration, Defensive combat training, Improved Initiative, Quicken Spell.

**Bloodline Arcana:** You gain ½ sorcerer level (min 1) as a deflection bonus to AC. This ability only functions when the war orphan is unarmored.

**Bloodline Powers:** Raised on the hardened battlefield the War Orphan learns to be self reliant, cautious, and alert. Magic is strength, the body endures, and the will sharpens.

**Decisive Celerity (Ex):** At 1st level, when an enemy creature moves into an adjacent square, as an immediate action you may move a distance equal to your movement speed without provoking attacks of opportunity. You can use this ability a number of times per day equal to your Charisma modifier, minimum 1.

**Penetrating Determination (Ex):** At 3rd level, you gain a +4 bonus on concentration checks and caster level checks to overcome SR. At 9th level this bonus increases to +6.

**Stubborn Fortitude (Ex):** At 9th level, you gain a +2 inherent bonus to your Constitution. This bonus increases to +4 at 13th level, and to +6 at 17th level.

**Cunning Manipulation (Su):** At 15th level, you develop incorporeal hands that may be used to deliver touch attacks like *spectral hand* for touch spells of any level, these hands are invisible, have no hit points, and cannot be targeted. In addition they can be used like a constant *mage hand* and flawlessly perform any somatic spell components if desired.

**Overpowering Will (Su):** At 20th level, the war orphan's mastery of the arcane reaches its zenith, his mind opens and he eschews all outward manifestations of casting. He no longer needs to perform verbal components of spells, all spellcraft checks to identify the spell he is casting automatically fail, and he automatically succeeds at all concentration checks. He also gains DR 5/- and Blindsight 90 ft.

## PHANTOM WARRIOR SPIRITUALIST ARCHETYPE

When a phantom chooses a host, sometimes the bond unlocks in the host not psychic power, but fighting prowess. These Phantom Warriors are a little understood subset of spiritualists, wading into battle ignoring both physical and mental attacks, fighting side-by-side or melded with their phantom; a phantom that is invariably more combat oriented than other spirits. The powerful duo work in harmony to wreak havoc in strange and effective ways.

**Weapon and Armor Proficiency:** The phantom warrior is proficient in simple and martial weapons. He is proficient with light and medium armor but not shields. This modifies weapon and armor proficiency.

**Resolute Phantom:** The phantom warrior must choose the new resolute emotional focus for their phantom. In addition, the phantom warrior's phantom is modified in the following manner:

The phantom's Base Attack Bonus is equal to the phantom warrior's class level. At 3rd level instead of deliver touch spells the phantom gains the ability to deliver an attack for the host. The phantom can deliver an attack for the phantom warrior





when fully manifested in incorporeal or ectoplasmic form. The phantom warrior and the phantom need not be in contact to accomplish this, but the phantom must be within 30 feet and the phantom warrior must be able to see the phantom. The phantom warrior uses an attack action and the phantom can deliver the attack as a free action. The Phantom must be able to attack and uses its attack bonus and slam damage.

When the phantom warrior reaches 12th level, the phantom can deliver an attack when within 50 feet of the spiritualist. This alters Phantom.

**Dual Tether:** The phantom warrior and his phantom may share hit points between each other freely. Each hit point sacrificed by the phantom warrior or his phantom restores 1 point of damage that has been dealt to the other. This can prevent the phantom from being sent back to the Ethereal Plane or prevent the phantom warrior from dying or becoming unconscious.

This modifies Etheric Tether.

**Weapon Training:** Starting at 5th level the phantom warrior gains weapon training as the fighter class feature.

Every four levels thereafter (9th, 13th, and 17th), a phantom warrior becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a phantom warrior reaches 9th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the

highest bonus granted for a weapon if it resides in two or more groups.

This replaces the spiritualist Spell Casting ability, a phantom warrior does not gain any spells or spellcasting abilities, does not have a caster level, and cannot use spell trigger or spell completion magic items.

**Potent Phantom (Su):** At 20th level, the spiritualist's phantom grows ever more complex and sophisticated in its manifestation. The phantom gains a second emotional focus. This does not change the phantom's saving throws, but the phantom otherwise grants all the skills and powers of the focus.

This replaces Empowered Consciousness.

## RESOLUTE PHANTOM

**Resolute emotional focus:** A phantom with this focus is so resolved to its ultimate fate that it is beyond concern even that it has died. It continues to perform its duty and will steadfastly serve its master with honor. Resolute phantoms often take the form of armored warriors, sometimes wearing terrifying masks and wielding powerful weapons. They are generally stoic in demeanor but ruthless in battle.

**Skills:** The phantom gains a number of ranks in Intimidate and Craft (armor) equal to its number of Hit Dice. While confined in the spiritualist's consciousness, the phantom grants the spiritualist Skill Focus in each of these skills.

**Good Saves:** Fortitude and Will.

**Strength Focus:** The phantom gains a +2 bonus to Strength and a -2 penalty to Dexterity. Instead of the phantom gaining a bonus to Dexterity as the spiritualist gains levels, a resolute-focused phantom gains a bonus to Strength instead.



**Resolute Weapon (Su):** The phantom deals 1d10 slashing damage on a slam and threatens a critical hit on a roll of 18–20. When the spiritualist reaches 13th level the phantom's base damage increases to 2d8. This damage is instead of the slam damage listed on Table: Manifested Phantom's Base Statistics and not in addition to the listed damage. The phantom is otherwise still treated as having two natural weapon slam attacks.

**Resolute Aura (Su):** When the spiritualist reaches 7th level, as a swift action, the phantom can emit a 10-foot radius aura that grants its nearby allies resolve. Allies within the aura that are under the effect of a mind-affecting effect can use the phantom's will save bonus in place of their own and roll a saving throw against the effect's DC. The phantom can use this ability in either ectoplasmic or incorporeal form.

**Fearsome Dedication (Su):** When the spiritualist reaches 12th level, once per day as a swift action, a phantom in ectoplasmic form can grow more ferocious and frightening.

It becomes one size category larger than its current size, as affected by an *enlarge person* spell, and grows fiercer in combat, as if affected by a *rage* spell. This effect lasts for 1 round per class level of the spiritualist.

When the spiritualist reaches 18th level, a phantom using fearsome dedication also gains the frightful presence extraordinary ability (DC equals 10 + half the phantom's total hit dice + the phantom's Charisma modifier; range 30 feet, duration 5d6 rounds).

**Resolute Demise (Su):** When the spiritualist reaches 17th level, once per day when the phantom would be banished

due to hit point loss, it may as a free action attempt a deathstroke against the foe that damaged it, automatically hitting and scoring a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die. The foe must be within the phantom's reach to attempt this, but the attempt does not provoke attacks of opportunity. Regardless of the success of the attempt or any other factors, the phantom is then banished immediately after the deathstroke attempt.

## BLITZKRIEG UNCHAINED BARBARIAN ARCHETYPE

While most barbarians are relatively crude with technology, the blitzkrieg barbarian has an uncanny knack for using firearms in interesting ways. They can deploy multiple guns at once and even use them as bashing weapons. Their uniquely developed rage works well with their firearm prowess as they demolish foes with superior firepower.

"IF GUNZ IS GOOD, FINK ABOUT 'OW MUCH MORE GOOD LOTZ OF GUNZ IZ."

**Role:** The blitzkrieg barbarian is solely focused on delivering and absorbing damage. His light armor means he's unlikely to avoid taking hits, but he has the hit points to handle it. His abilities are focused on having a profusion of firearms at the cost of inaccurate fire. His method of hitting targets is to put enough bullets in the direction of the enemy that some of them must surely hit. Accuracy by volume. This is something we would consider an "advanced class"; you're going to be rolling a **lot** of dice, and will probably want to pre-roll attacks before your turn in combat to keep from holding up the game. It's fun, but it is not very efficient.





**Weapon and Armor Proficiency:** A blitzkrieg barbarian is proficient with all simple weapons, firearms, and light armor.

This modifies weapon and armor proficiencies.

**Gun Rage (Ex):** A blitzkrieg barbarian can call upon inner reserves of strength and ferocity, granting him additional combat prowess. At 1st level, a blitzkrieg barbarian can rage for a number of rounds per day equal to 4 + his Constitution modifier. For each level after 1st he possesses, the blitzkrieg barbarian can rage for 2 additional rounds per day. Temporary increases to Constitution, such as that gained from bear's endurance, do not increase the total number of rounds that a blitzkrieg barbarian can rage per day. A blitzkrieg barbarian can enter a rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours need not be consecutive.

While in a rage, a blitzkrieg barbarian gains a +2 bonus on all attack and damage rolls made with firearms (even when using them as a melee weapon), and on Will saving throws. In addition, he takes a -2 penalty to Armor Class. He also gains 2 temporary hit points per Hit Die. These temporary hit points are lost first when a character takes damage, disappear when the rage ends, and are not replenished if the barbarian enters a rage again within 1 minute of his previous rage. While in a rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration (such as spellcasting). In addition, any Rage Powers that apply to melee attack or damage rolls instead apply only to firearms for the blitzkrieg barbarian.

A blitzkrieg barbarian can end his rage as a free action, and is fatigued for 1 minute after a rage ends. A blitzkrieg barbarian can't enter a new rage while fatigued or exhausted, but can otherwise enter a rage multiple times per day. If a barbarian falls unconscious, his rage immediately ends.

This ability modifies Rage.

**Barrel Bludgeon (Ex):** At 2nd level, a blitzkrieg barbarian may choose to use any firearm as a melee weapon. When he does, he is considered to be proficient with the firearm as a melee weapon and gains a bonus on the attack and damage rolls equal to the enhancement bonus of the firearm (and his bonus from gun rage while raging). The damage dealt is of the bludgeoning type, deals the same base damage as the firearm, and the critical multiplier is treated as 20/x2.

This ability replaces uncanny dodge.

**MORE GUNS (Ex):** At 3rd level, a blitzkrieg barbarian may choose to wield a two-handed firearm in one hand with a -2 penalty on attack rolls while doing so. The weapon must be appropriately sized for him, and it is treated as one-handed when determining the effects of feats.

This ability replaces danger sense.

**Twin-Linked (Ex):** At 5th level, a blitzkrieg barbarian learns how to strap two identical firearms together linking them into a single weapon. The firearms must be the same base weapon, but may have different enchantments or ammunition. When firing a twin-linked weapon the blitzkrieg barbarian may choose to make two separate attack and damage rolls against the same target with a -4 penalty on attack rolls while doing so, this also consumes twice the normal amount of ammunition.



Example: The blitzkrieg barbarian may choose to use this in conjunction with MORE GUNS, suffering a -6 penalty per attack for two twin-linked two handed firearms, plus the normal penalties for two weapon fighting.

This ability replaces improved uncanny dodge.

**Greater Gun Rage (Su):** At 11th level, a blitzkrieg barbarian's bonus on all attack and damage rolls made with firearms, and Will saving throws while raging increases to +3. In addition, the amount of temporary hit points gained when entering a rage increases to 3 per Hit Die.

This ability modifies greater rage.

**Rain of Hate (Su):** At 14th level, a raging blitzkrieg barbarian never has to reload their guns and never has a jam or misfire. Ammunition is consumed normally and is supernaturally transported from their pack or person into the firearm as it is expended, if no additional ammunition is available the gun cannot fire. This effect only lasts for the duration of the blitzkrieg barbarian's rage.

This ability replaces indomitable will.

**Mighty Gun Rage (Su):** At 20th level, a blitzkrieg barbarian's bonus on all attack and damage rolls made with firearms, and Will saving throws while raging increases to +4. In addition, the amount of temporary hit points gained when entering a rage increases to 4 per Hit Die.

This ability modifies mighty rage.

## COVERT INFILTRATOR

### UNCHAINED ROGUE

#### ARCHETYPE

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The covert infiltrator is a cunning and subtle tactician. While not as damage focused as traditional rogues, her suite of abilities allow her unprecedented powers of deception and disguise. A master of both spy craft and assassination she can infiltrate enemy units, fabricate dispatches, and dispatch enemies in a pinch.

**Class skills:** The covert infiltrator's class skills are Acrobatics, Appraise, Bluff, Climb, Diplomacy, Disable Device, Disguise, Escape Artist, Intimidate, Knowledge (all), Linguistics, Perception, Perform, Profession, Sense Motive, Sleight of Hand, Stealth, and Use Magic Device.

This alters the rogue's class skills.

**Weapon and Armor Proficiency:** The covert infiltrator is proficient in simple, light or one-handed martial weapons, and firearms. She is proficient with light armor, but not with shields.

This modifies weapon and armor proficiency.

**Intel (Ex):** At 1st level the covert infiltrator adds half her covert infiltrator class level (minimum 1) to all Knowledge skill checks and Linguistics checks to detect and create forgeries. They may make all Knowledge skill checks untrained.

This replaces evasion.

**Master of Disguise (Ex):** At 4th level, a covert infiltrator can don a disguise as a standard action by taking a -5 penalty on her check. She can take 10 on Bluff and Disguise checks, and use Bluff to create a diversion to hide as a swift action. She can take 20 on a Bluff or Disguise check once per day, plus one time per six levels beyond 5th.

This replaces debilitating injury.





**Signature Weapon (Ex):** At 5th level the covert infiltrator gains weapon finesse as a bonus feat, if she already has weapon finesse, she instead gains a bonus feat of her choice.

In addition, she selects one type of firearm or one type of weapon that can be used with Weapon Finesse. Once this choice is made, it cannot be changed. If she selects a type of firearm, she gains a bonus equal to her Dexterity modifier on damage rolls when firing that type of firearm.

If she selects a melee weapon whenever she makes a successful melee attack with the selected weapon, she adds her Dexterity modifier instead of her Strength modifier to the damage roll. If any effect would prevent the covert infiltrator from adding her Strength modifier to the damage roll, she does not add her Dexterity modifier.

This replaces finesse training.

**Versatile Bluff (Ex):** Starting at 6th level, when the covert infiltrator is detected while using Stealth, she can immediately attempt a Bluff skill check opposed by the Sense Motive skill of the creature that spotted her. If this check succeeds, the target assumes that the noise was something innocent and disregards the detection. This only functions if the creature cannot see the covert infiltrator. This ability can only be used once during a given Stealth attempt. If the same creature detects the covert infiltrator's presence again, the ability has no effect.

In addition, when the covert infiltrator presents a forgery for inspection she can attempt a Bluff check opposed by the Sense Motive skill of the inspecting person. If the check is successful, the

target neglects to inspect the forgery in detail and it is assumed to be authentic. This ability can only be used once during a given forgery attempt.

This replaces the rogue talent at 6th level.

**Rogue Talents:** The following rogue talents complement the covert infiltrator archetype: poison use, coax information, swift poison, quick disguise, underhanded, and trap spotter.

**Advanced Talents:** The following advanced rogue talents complement the covert infiltrator archetype: crippling strike, cutting edge, knock-out blow, skill mastery, and thoughtful reexamining.

## SKIRMISH MARAUDER UNCHAINED ROGUE ARCHETYPE

Not all rogues are stealthy thieves. Skirmish marauders frequently use their skill and cunning on the battlefield, often banding together with fighters and front-line combatants, the skirmish marauder uses experience and skill to deliver precision attacks to the target and aid her allies in combat.

**Weapon and Armor Proficiency (Ex):** A skirmish marauder is proficient with all simple and martial weapons and with light and medium armor, but not with shields. This replaces the skirmish marauder's weapon and armor proficiencies.

**Weapon Training (Ex):** Starting at 5th level, a skirmish marauder can select one group of weapons, as noted on the fighter weapon training description. Whenever she attacks with a weapon from this group, she gains a +1 bonus on attack and damage rolls.



Additionally at 9th, 13th, and 17th a skirmish marauder becomes further trained in another group of weapons. She gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a skirmish marauder reaches 9th level, she receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 3rd level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups. A skirmish marauder also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the skirmish marauder's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

This replaces Finesse Training.

## DOMINUS UNCHAINED

### SUMMONER ARCHETYPE

The dominus makes contact and forms a bond with an extraplanar machine spirit. They use their bond with this powerful entity to manifest a unique eidolon, a thundering, walking metal behemoth that destroys foes with a cacophonous roar of unrelenting gunfire.

**Weapon and Armor Proficiency:** A dominus is proficient with all simple and martial weapons, firearms, light and medium armor, but not shields. A dominus can cast summoner spells while wearing light or medium armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a dominus wearing heavy armor or using a shield incurs a chance of arcane spell failure if the

spell in question has a somatic component. A dominus still incurs the normal arcane spell failure chance for arcane spells granted by other classes.

This alters the summoner's weapon and armor proficiencies and replaces summon monster 1.

**Warmachine Eidolon (Ex):** A dominus must select the unique warmachine subtype for her eidolon. This eidolon gains one half the normal amount of evolution points, minimum 1.

This alters eidolon.

### WARMACHINE SUBTYPE

A warmachine eidolon is a frightening metal construct with a unique set of evolutions that scale with their summoner, it has half the normal number of evolution points but comes with several free evolutions at specific levels. A warmachine eidolon does not wear equipment but may be upgraded like any vehicle.

**Alignment:** Any.

**Base Form:** Bipod (limbs [cannons], limbs [legs], slam).

**Base Evolutions:** At 1st level, warmachine eidolons count as both constructs and outsiders for the purpose of effects such as the bane weapon special ability and the favored enemy class feature. It has no Constitution score and gains bonus hit points appropriate for a construct of its size (+20 for medium, +30 for large, +40 for huge). The warmachine eidolon has the unique cannon evolution giving it a 120 ft. ranged touch attack that deals 1d6 bludgeoning and piercing damage, the ammunition for these cannons are manifested by the eidolon and never misfire or require reloading. These are considered primary natural attacks.





At 4th level, warmachine eidolons gain the energy attacks evolution applied only to their cannons.

- At 8th level, warmachine eidolons gain the large and mount evolutions and their cannons now have a base damage of 1d10.
- At 12th level, warmachine eidolons gain DR 5/adamantine and their cannons gain the automatic quality.
- At 13th level, warmachine eidolons gain the large evolution again increasing their size to Huge and their cannons now have a base damage of 2d8.
- At 15th level, warmachine eidolons are able to evolve an additional cannon, at the cost of a 2-point evolution.
- At 18th level, warmachine eidolon cannons evolve and now have a base damage of 3d8 and can make an additional attack as though they have the speed weapon enchantment.

## RETRIBUTION WARPRIEST ARCHETYPE

Some Warpriests not only stalwartly proselytize their faith but also zealously reclaim sacred lands and strongholds for followers of their deity. These holy warriors are masters of building and commanding massive siege weapons and use them to devastating effect against the enemies of their faith.

**Weapon and Armor Proficiency:** The retribution is proficient with all simple and martial weapons and firearms, as well as the favored weapon of his deity, and with light and medium armor and shields (except tower shields). If the warpriest worships a deity with unarmed strike as its favored weapon, the warpriest gains Improved Unarmed Strike as a bonus feat.

This alters weapon and armor proficiencies.

**Crusade Blessing (Su):** The retribution gains this blessing and one other according to his deity.

**Targeted Retribution (minor):** At first level when using a firearm or siege engine that targets an area rather than a specific creature, the retribution can focus the brunt of the blast on a single creature within the target area. The target creature takes 1 additional point of damage for each level the retribution possesses. This is precision damage and is not multiplied on a critical hit.

**Hands of the Legion (major):** At 10th level the retribution warpriest can empower himself and 8 others to vastly improve their engineering skills, enabling them to count as twice the number of workers, or cut the time required in half, for the purpose of assembling or disassembling siege engines. This effect lasts for one day.

This alters blessings.

**Bonus Feats:** At 3rd level the retribution warpriest gains Siege Engineer as a bonus feat.

At 9th level, he gains Master Siege Engineer as a bonus feat. He does not need to meet the prerequisites for these feats. These replace the warpriest bonus feats at 3rd and 9th level.



## APOCALYPSE WITCH ARCHETYPE

The apocalypse witch, unlike most witches, revels in destruction. While still a powerful combat controller with potent hexes and spells, the apocalypse witch can also burn the energy of spells to create a blast of flaming energy. Almost any magic she encounters can be turned to the purpose of annihilation.

**Burn Magic (Su):** At 2nd level, the apocalypse witch has discovered a unique and powerful skill that allows her to ignite and tear asunder the fabric of magic itself to unleash incredible destructive energies. By expending a prepared spell, spell scroll, or a charge from a magic item, she can funnel the power into a blast that deals direct damage to a single target. She makes a ranged touch attack with a range of close (25 ft. + 5 ft./2 levels) against a single target that if successful deals 2d6+1 combined fire and force damage per level of the spell expended. The apocalypse witch can burn an item that contains a spell she cannot normally cast, but she must succeed at a spellcraft check with a DC equal to 20 + the caster level of the spell she is trying to burn.

This replaces the hex normally gained at second level.

**Explode magic (Su):** At 6th level, when the apocalypse witch uses burn magic she can now choose to make an area attack with greater range, like *fireball*. This attack still deals 2d6+1 fire and force damage per level of the spell consumed.

This replaces the hex normally gained at sixth level.

## NEW HEXES AVAILABLE TO ALL WITCHES

**Friendly Fire (Su):** As an immediate action when a creature targets you with a ranged weapon attack, instead of targeting you they attack their nearest ally within 30ft. A Will save negates this hex. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

**Light Strike (Su):** As a standard action the target of this hex gains an increased chance of misfire with their firearm. When they make a ranged attack they have a misfire range of 1-5. If the target rolls within their normal misfire range, they roll a d20 again; if this second roll is within 1-5, the gun explodes dealing weapon damage to all targets within 5 feet and the firearm gains the destroyed condition. This hex lasts for 1 round. A Will save negates this hex. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

**Etched Bullets (Su):** The witch gains scribe scroll as a bonus feat. Instead of writing the scroll to a piece of paper she can instead etch a magic formula on a bullet. If the etched bullet is loaded into her gun, the witch is considered to be holding the scroll in hand and can cast it normally while she is holding her firearm. The bullet is consumed when the spell is cast. Alternatively, the witch can load and fire any etched bullet whose spell can target an area or creature. This uses the range of the firearm and adds any numerical enhancement bonus of the firearm to attack rolls and save DCs of the spell. Otherwise, the spell acts as normal.

**Gunsmith (Ex):** The witch gains the gunsmithing feat.





**Desolate Magic (Su):** At 10th level, when the apocalypse witch uses burn magic she can now choose to make a cone attack like *cone of cold*. This attack still deals 2d6+1 fire and force damage per level of the spell consumed but now any creatures damaged by her burn magic ability are dazed for 1 round.

This replaces the major hex normally gained at tenth level.

## HEXSLINGER WITCH

### ARCHETYPE

Hexslingers are a singular and enigmatic group. No one knows whether communing with their firearm involves actual communication, but the magical bond certainly enables them to bring about destruction.

**Firearm Familiar:** At first level the hexslinger gains one of the following firearms of her choice: blunderbuss, musket, or pistol; which functions as a conduit to her patron. She gets this firearm at no cost and gains proficiency in this specific weapon. This firearm may be enchanted like any normal ranged weapon. The firearm acts in all ways like a witch's familiar for the purpose of preparing and gaining spells. Rather than communing with a familiar to prepare spells each day, a hexslinger must spend ten minutes cleaning and maintaining her firearm. A hexslinger can transfer her familiar to a new firearm using the same ritual performed to replace a lost or destroyed familiar, if she chooses to transfer to a new firearm her familiar retains all known spells.

The firearm also gains a reservoir of mystical arcane energy that the hexslinger can draw upon to enhance her weapon. This arcane pool has a number of

points equal to 1/2 her hexslinger level (minimum 1) + her Intelligence modifier. The pool refreshes once per day when the hexslinger renews her spells.

At 1st level, a hexslinger can expend 1 point from her arcane pool as a swift action to grant the firearm familiar a +1 enhancement bonus for 1 minute. For every four levels beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 6th level, these bonuses can be used to add any of the following weapon properties: *flaming*, *flaming burst*, *frost*, *greater designating*, *icy burst*, *reliable*, *shock*, *shocking burst*, or *speed*.

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the firearm familiar already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time the hexslinger uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the hexslinger. A hexslinger can only enhance her firearm familiar in this way.

This ability otherwise functions like and replaces the standard witch familiar and replaces the hexes normally gained at 1st and 4th level.



# LIGHTNING FLASHES

Darkness came suddenly in the steep mountain pass where the dwarven forces were entrenched, even more so on a stormy night like this. Here at the apex, the ground leveled out and went through a choke point, and the dwarven forces used it to make their last stand. Their commander, Lord Fjornsdale, a renowned stoneshaper and knight, managed to halt the diabolist forces' advance despite the enemies' superior numbers and unprecedented ferocity. He paced the lamp-lit interior of the stone-shaped bunker he built for himself, taking furtive glances at the array of forces and battle lines drawn on the table in the center of the room. His second-in-command looked on while he scribbled in a ledger nearby.

Suddenly a lightning strike illuminated a figure looming in the doorway. "Gods above! Ye gave me a fright!" The commander exclaimed, "I thought for a moment you were Bloody Mace hisself."

The figure stepped into the light, revealing a slim, tallish man, his crisp uniform highlighted a ramrod-straight posture. He pressed his spectacles up his dark red face, showing through the glare a pair of striking violet eyes. "My apologies, commander, I am Afu Ferdinand of Savage Company. You requested our services."

The commander faltered momentarily, transfixed by the pair of small ram-like horns on the well-spoken young man's head. "Aye, I sought to hire them beasties to do a bit o' wet work for us, but I didnae expect em to send a... a... what the hell are ye anyway?"

Afu gave no sign of reaction to the slight, "I am baadan, sir. With the support of my team, I am more than up to the task at hand."

Three hours later, Afu and his team found themselves posted up against the side of a trench, catching their breath after the slog to the front lines. The occasional whine of enemy long gunners taking pot-shots at light sources punctuated the night. The men had become soaked and filthy but yet unharmed. A testament to their skill, Afu noted, as they happened to run into an enemy raid on the way here. Afu still appeared to put off an air of poise despite the mud on the arms and legs of his uniform. A lanky half-orc carrying a lever-action rifle sidled over and leaned in, "you sure you're up for what's next? I could ask them sappers for a satchel charge and me n' the boys can try to take this bunker ourselves."

Afu remained silent for a moment, and Skin began to wonder if he might have said something wrong. "Sergeant, you seem to be under a misconception. I requested your team, not due to any deficiency in my combat ability, but because I was confident that you would do your jobs and leave me to do mine. No doubt you could accomplish this mission without me, I accepted the job because the parameters aligned well with my





current line of research. Get me to the point specified and let me do my work." Skin nodded and started rousing the team to motion, thinking better of remaining under that icy stare. Afu appreciated when people stated their ignorance out loud, as it saved him the arduous task of trying to scry it out through their body language and facial expressions.

The team fetched a ladder, and Skin peeked over the side of the trench. As the infantryman hoped, he found a spot below one of the few covered approaches through no man's land. Where a building previously stood, now they found a crater, whatever explosion that had removed most of the building left a partial wall that blocked some light, and the crater's depression blocked most sight-lines. One downside, the continual rain washed gore and mud into the sump. "Up we go boys, one at a time, an' keep yer blasted heads down!" The sergeant barked, "embrace the suck, me boyos." Part of his pleasure came from knowing the muck would help hide them further, and increase their odds of survival. One after another, they went up the ladder and slid over the crest. They crawled through mud and blood and shit for hours, holding their rifles by the forward sling mount to elevate the barrels, occasionally twisting a helmet back to look forward and recover their bearings. Skin wore a grim smile on his face the entire time, but Afu relied on his determination. He knew these diabolist bastards were in for a very nasty surprise.

They approached the enemy trenches near their latrines, "catch em with their pants down," Skin had thought. He had been on countless trench raids and even led a few, but this was the first time he had gotten to plan the op, and he was rather proud of how well it had gone. He thought to himself, "I do lead a charmed sort of life," as he scraped some chunk of indiscriminate filth from his cheek.

Afu observed the men, pleased with his team so far. They slid into the enemy trenches like a smattering of shadows and set to work with bayonets and cudgels. Skin used his bayoneted rifle like a short spear, alternating between thrusts with the blade and bashing with the buttstock. One blue-skinned soldier produced what appeared to be a garrote, a look of supreme satisfaction on his face as he sawed the wire back and forth through a sentry's trachea. It was a matter of seconds, and this section of the trench was clear, with no more sound than the wet smack of a stoved in skull. Afu made a mental note of this team's efficiency. This would all be in his report once they made it back to camp. They quickly traversed through the trenches, and no alarm sounded, so the enemies they encountered were not prepared for an encounter with five filthy monsters slinking through the shadows.

They finally came to a hard point, an enemy bunker in an elevated position. Stealth wouldn't work here. This situation called for them to strike hard and swiftly. Skin and the blue-skinned corporal pulled pins on grenades simultaneously and tossed them through the opening, as soon as those went off the whole team went in smooth and fast, shooting anything that moved, their backs to the wall as they spread out over half the room. The fighting over in an instant, they locked and barricaded the far door, then



set up a temporary cover near the door they had come in.

Afu walked over to a window slit and spotted the target, the enemy commander's bunker, several hundred feet away, his standard flying in magical light during the darkest part of the morning. Afu took several objects from his satchel and started muttering the incantations, flourishing his hands and lining up a pair of ground-glass lenses and spying the target through them. Skin wandered over, "what are you trying to do with those?" he asked.

"Do me a favor, Sergeant," Afu replied without looking up, "shut. UP." As the incantation finished a beam of blinding white light speared down from the sky directly over the enemy commander's bunker, Afu twisted one of the lenses slightly, and the beam shifted to the left a few feet. "That ought to do it," he murmured under his breath. The world erupted in a blinding flash as a 60-foot wide column of ungodly fire shot down from the sky and obliterated the bunker. Waves of dirt and hardened stone fountaining up around the edges of the strike zone and came peppering back down to the ground. Afu used his lenses like a spyglass to survey the effects. The team was so dumbstruck that they almost missed the first open expression of emotion they ever saw on their commander's face. Afu... smiled.

## UBU, DIRE WOLF IN CANID FIELD ARMOR







## FEATS, SKILLS, AND SPELLS

SOME SUPPLEMENTS ATTEMPT TO CREATE LARGE AMOUNTS OF MATERIAL FOR FEATS, SKILLS, AND SPELLS; IN THIS BOOK WE HAVE ONLY WRITTEN NEW FEATS WHERE WE FELT IT WAS NECESSARY TO FILL GAPS OR SHIFT EXISTING FEATS TO COVER FIREARMS, WE EXPANDED SKILLS WHERE WE NEEDED ADDITIONAL COVERAGE TO DEAL WITH THE SPECIFIC RULES IN THIS BOOK, AND WITH SPELLS, WE ONLY WROTE DOWN THOSE IDEAS WHICH SEEMED BOTH BALANCED AND FRESH, WHILE STICKING TO OUR CORE CONCEPTS. THE EXISTING FEATS AND SPELLS ARE VERY EXTENSIVE AND WORK GREAT WITH OUR ADDED RULES, KEEPING OUR NEW CONTENT COMPATIBLE WITH EXISTING CONTENT HAS ENABLED US TO TAKE AN “ONLY AS NEEDED” APPROACH TO THESE AREAS.

### FEATS

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#### AMATEUR DEED (COMBAT)

*Although you are not a gunslinger, you have and can use deeds.*

**Prerequisite:** Grit or panache class feature, see text.

**Benefit:** You gain a single deed from a class that grants deeds. Your total character level must meet or exceed the character level of the deed you wish to take per the gunslinger deed class feature.

**Special:** You may take this feat multiple times, each time it grants one additional deed.

#### DEATH BLOSSOM (COMBAT)

*You can strike out at every foe within threatened range.*

**Prerequisites:** Dex 17, Improved Snap Shot, Point-Blank Shot, Rapid Shot, Snap Shot, base attack bonus +12.

**Benefit:** When you use the full-attack action, you can give up your regular attacks and instead make one ranged attack at your highest base attack bonus against each opponent within threatened squares. You must make a separate attack roll against each opponent.

When you use the Death Blossom feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.



### ENHANCED PRECISION (COMBAT)

*You are especially skilled at striking targets from range.*

**Prerequisites:** Sneak attack class feature, Stealth 6 ranks.

**Benefit:** You add 30 feet to the range that you may make sneak attacks to targets.

**Normal:** Ranged attacks can count as sneak attacks only if the target is within 30 feet.

**Special:** You can take this feat multiple times. Each time you do, you extend the range by 30 feet.

### GOREHORN (RACIAL FEAT)

*You have trained in the old ways and are ready to defend others with the sturdy horns that grow upon your head.*

**Prerequisites:** Baade, Kemano.

**Benefit:** You can make a gore attack for 1d6 points of damage, plus your Strength modifier. You're considered proficient in this attack and can apply feats or effects appropriate to natural attacks to it. If used as part of a full attack action, the gore is considered a secondary attack and is made at your full base attack bonus -5, and adds half your Strength modifier to damage. If you already possess a gore attack the damage for this attack increases by one step (1d8).

### HEAVY BRUTE (RACIAL FEAT)

*You might be called a freak, but you're built on a more massive scale than the rest of your kind.*

**Prerequisites:** Goblinoid, Kemano, Orc, Oread, Baade.

**Benefit:** You treat your size as one category larger for the purposes of calculating CMB, CMD, carrying capacity, and any size-based special attacks you use or that are used against you. A Medium sized creature with this feat qualifies as Large for the purpose of taking the feat Awesome Blow.

### PINCER (TEAMWORK)

*You and your team are adept at crushing opponents between your vehicles.*

**Prerequisites:** Mounted Combat.

**Benefit:** When you make a successful ram attack against an enemy vehicle and your ally with this feat is driving a flanking vehicle, you deal double ram damage.

**Normal:** You deal standard ram damage even with flanking ally vehicles.

### PRONE SHOOTER (COMBAT)

*Your training with ranged attacks gives you an edge when firing while prone.*

**Prerequisite:** Proficiency with firearms or crossbows.

**Benefit:** You gain a +4 bonus on ranged attack rolls made while Prone.

**Normal:** You only gain a +4 bonus to AC against ranged attacks for being prone.

### SMART SHOT (COMBAT)

*Your anatomical insight adds deadliness to your shots.*

**Prerequisites:** Int 13, Point Blank Shot, Precise Shot.

**Benefit:** As a standard action, you may make an attack with a firearm and add your Intelligence modifier on the attack and damage roll. You must be within 30 feet of your target to deal this extra damage. Creatures immune to critical hits and sneak attacks are immune to this extra damage.

**Special:** Starting at 2nd level, a ranger with firearm proficiency may select Smart Shot as a combat style feat.





## SKILLS

### LINGUISTICS

Languages are generally regional, racial, or class specific; we've tried to fill some gaps with these three community or organizational based language options. Hand-sign is a necessary addition for non-verbal communication open to any character, with the more specialized military handsign as an offshoot. Jargon is a different creation altogether; unique to every occupation, being able to speak jargon is something that usually comes naturally and becomes indispensable for communicating with others in a niche field.

#### Hand-Sign

Hand-sign is a language that uses the visual-manual method to convey meaning. Hand-sign is expressed through manual articulations in combination with non-manual elements. Hand-sign is a full-fledged natural language with its own grammar and lexicon. Hand-sign is not universal and there exist many different forms for communication in different languages and they are not mutually intelligible with each other, although there are often striking similarities among different hand-sign languages. Like any natural language, individual communities will develop their own words and slang terms that are not used and will be unknown outside the group. Hand-sign should not be confused with body language, a type of nonverbal communication.

When learning hand-sign as a known language, you must designate which language it originates from. When two individuals with different languages of hand-sign attempt to communicate, one of them may attempt a DC20 Linguistics

check to find shared signs among their languages and attempt a rudimentary communication.

#### Military Handsign

Efficient combat operations depend on clear, accurate, and secure communication among ground units. Control and coordination are achieved by the most rapid means of communication available between soldiers and units. When audible or magical means of communication are inadequate, or not available, a station-to-station system of visual communication is an alternate means for transmitting orders, information, or requests for aid or support. Military handsign is a system of signals using brief hand and arm gestures. These signals can quickly and easily convey all forms of standard orders, including but not limited to tactical operations, maneuvering, and support. The signals are not a panacea for a lack of standard communications, they are vulnerable to enemy interception and their effectiveness is significantly reduced during periods of poor visibility, and when terrain restricts observation. Each military force will have its own language of military handsign, although some signals may be common. Other forces may even go out of their way to develop counter-sign languages to spread misinformation if they are observed by the enemy.

#### Jargon

Jargon is a naturally occurring ill-defined collection of slang terms, acronyms, jokes, mannerisms, and phrasing developed by long term exposure to life in a military organization. Jargon is unique to each organization, and further elements are unique to occupations and divisions within that organization. Jargon itself changes rapidly over time as new terms are added to the military lexicon and



more slang is created. The key benefits of jargon are primarily twofold. First, obfuscating discussion to the uninitiated. It can be quite easy to make an innocuous conversation have drastically different meanings, hiding your true motives and intentions in words and phrases that seem normal to those who do not share the same background. Second, identifying frauds and imposters. Jargon is incredibly hard to learn without coming by it naturally over time and a casual discussion can reveal someone who isn't part of the group with glaring obviousness in just a few minutes.

Jargon cannot normally be taken as an additional language without special training, however anyone actively employed in a military or coming from a military background should pick it up quickly. GM's are encouraged to give jargon as a free bonus language to characters and NPCs with military experience.

## RIDE

While Ride is normally used for a person riding an animal mount, we also use it when a skill check is required to control a vehicle. There is no "Drive" skill, having less skills makes the game easier to play, and adding skills threatens to stretch the often scarce skill points thinner than they already are. Some tables might wish to change the name of this skill to "Drive" but whatever you call it, they are interchangeable. Holding reins, handlebars, or turning a steering wheel all take the same skill. In some previously published vehicle rules you may note that specific methods of transportation have special "driving checks" associated with them, like Profession (sailor) or Profession (driver), or even Handle Animal. These are appropriate for

their specific types of vehicles, however all of the wheeled and tracked vehicles in this book use Ride or Profession (driver) as their designated skill.

## SPELLS

The library of spells available to spellcasters is vast and extensive. With a little creative thinking they can be applied to nearly any task in any situation. With our focus on martial elements and only creating content where we felt there was an obvious need, we have not included very many new spells in this book. Most of these new spells are only slight variations on existing spells. This often expands mechanics to include guns, or changing an existing spell to affect the expanded options that were not previously available.

### BULLET SPHERE

**School** abjuration; **Level** bloodrager 3, cleric/oracle 3, druid 3, magus 3, ranger 2, shaman 3, sorcerer/wizard 3, summoner 2, unchained summoner 3 **Domain** protection 2; **Elemental School** metal 3, ice 3

**Casting Time** 1 standard action

**Components** V, S, M (a single arrowhead or bullet)

**Range** personal

**Target** you

**Duration** 1d4 rounds

An immobile, translucent 30-foot diameter globe of force springs up around you, instantly stopping all projectiles that contact the barrier, but allowing creatures to pass through harmlessly. When the duration expires the frozen projectiles fall to the ground.





### DIVINE INSPIRATION

**School** divination; **Level** cleric/oracle 2, druid 2, inquisitor 1, warpriest 2, paladin 1

**Domain** knowledge 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** instantaneous

You call upon your deity or a greater power to provide you with a moment of inspired wisdom. This allows you to attempt a single Knowledge skill check of your choice with a +10 insight bonus. You are treated as trained in any Knowledge skill used for this check, and can use this spell to reroll a Knowledge skill check you have already failed.

### HEAVY CALIBER

**School** transmutation; **Level** paladin 1, ranger 1, sorcerer/wizard 1, summoner 1;

**Elemental School** metal 1, void 1

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Targets** you

**Duration** 1 minute/level (D)

*Heavy caliber* significantly increases the weight and density of ammunition from your firearm the instant before they strike their target and then return them to normal a few moments later. This works as *gravity bow* but can only affect firearms.

### MUFFLE WEAPON

**School** illusion (glamer); **Level** bard 1, cleric/oracle 1, druid 1, hunter 1, inquisitor 1, mesmerist 1, paladin 1, psychic 1, ranger 1, shaman 1, warpriest 1; **Subdomain** solitude 1

**Casting Time** 1 standard action

**Components** V, S, M (a piece of lint, down, or dust bunny)

**Range** touch

**Target** one weapon touched

**Duration** 2 hours/level

**Saving Throw** none(harmless); **Spell**

**Resistance** no(harmless)

This spell causes a single weapon to operate completely without noise. while the spell is in effect firearms fire soundlessly, and melee weapons make no sound when striking weapons or other objects.

### MUFFLE WEAPON, COMMUNAL

**School** illusion (glamer); **Level** bard 2, cleric/oracle 2, druid 2, hunter 2, inquisitor 2, mesmerist 2, paladin 2, psychic 2, ranger 2, shaman 2, warpriest 2; **Subdomain** solitude 2

**Casting Time** 1 standard action

**Components** V, S, M (a piece of lint, down, or dust bunny)

**Range** touch

**Target** weapons touched

**Duration** 2 hours/level

**Saving Throw** none(harmless); **Spell**

**Resistance** no(harmless)

This spell functions like *muffle weapon* except you divide the duration in 1-hour increments among the weapons touched.

### SKYBEAM

**School** evocation (fire); **Level** magus 6, sorcerer/wizard 6, summoner 5, unchained summoner 6; **Domain** fire 6; **Subdomain** arson 8; **Elemental School** fire 6

**Casting Time** 1 round

**Components** V, S, F/DF (a magnifying glass with a perfect lens worth 1,500 gp)

**Range** long (400 ft. + 40 ft./level)

**Area** cylinder (15-ft. radius, 100-ft. high)

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell**

**Resistance** yes

Upon casting a bright vertical column of light shines down from the heavens illuminating and clearly marking the spell area for the duration of the casting time.



At any time during the casting, the caster may choose to move the target location up to 15 ft a single time. The spell deals 1d8+1 points of fire damage per caster level (maximum 15d8+15).

#### **SPELL CLEAR**

**School** transmutation; **Level** bard 1, bloodrager 1, cleric/oracle 1, inquisitor 1, paladin 1, psychic 1, shaman 1, sorcerer/wizard 1, witch 1 **Domain** earth 1;

**Subdomain** metal 1; **Elemental School** earth 1, metal 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous

This spell repairs a damaged firearm held by the target creature, restoring 1d6 hit points to the firearm and removing the broken condition, as long as that condition was gained by a firearm misfire.

#### **TRANSMUTE EARTH TO GUNPOWDER**

**School** transmutation (earth); **Level** druid 5, sorcerer/wizard 5; **Elemental School** earth 5

**Casting Time** 1 standard action

**Components** V, S, M (alchemical sulfur worth 100 gp)

**Range** close (25 ft. + 5 ft./2 levels)

**Area** one cubic ft./level (S)

**Duration** permanent; see text

**Saving Throw** no; **Spell Resistance** no

This spell turns natural, loose soil of any sort into an equal volume of gunpowder. This spell cannot be used on hard packed dirt, stone, or buildings. While perfectly functional for all uses, the gunpowder produced by this spell appears of very low quality and will never sell for more than 10 gp per casting.

#### **TRANSMUTE WATER TO FUEL**

**School** transmutation; **Level** druid 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, M (a few drops of oil and water)

**Range** close (25 ft. + 5 ft./ 2 levels)

**Effect** up to 2 gallons of water/level

**Duration** instantaneous

**Saving Throw** see text; **Spell Resistance** see text

This spell transforms a volume of normal or magically created water into an equal volume of alchemical fuel. This fuel is perfectly functional but appears of low quality and cannot be sold to make a profit. This spell cannot be used to affect water that a creature has already consumed or ingested. A creature constructed of water or native to the Plane of Water can be targeted by this spell and takes 1d4 points of damage per caster level (maximum 10d4). The creature can attempt a Fortitude save to reduce the damage by half.

#### **TRANSMUTE FUEL TO WATER**

**School** transmutation; **Level** druid 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, DF/M (a few drops of oil and water)

**Range** close (25 ft. + 5 ft./ 2 levels)

**Effect** up to 2 gallons of water/level

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** none

This spell is identical to transmute water to fuel but it changes an equal volume of alchemical fuel into plain, clear (and safe) water.





## RHYTHM OF BATTLE

Ping! The sniper's bullet ricocheted off Hoaka's ballistic shield a second before the report reached her ears. "Cover!" The ironclad cleric yelled at Afu, the most junior member of her team. He was advancing to the next position of safety but not moving as fast as he should.

This portion of the battle was relatively quiet; Savage Company forces had almost overcome hostile resistance as a whole. Doc and Adder took turns leapfrogging in an advance, the enemy sprayed covering fire at them the entire time. Doc went down, but Hoaka surmised the hit was a glancing blow off his armor as she saw no blood. All the shots missed. Adder, the nimble kemano, zig-zagged while he advanced.

The group closed the gap on the enemy position. Afu took his turn advancing when a spray of blood shot out of his back, the sniper again. Hoaka, wary of this scenario, went into action. "*Not today!*" She thought as the baade battle chaplain sprinted forward with a speed that belied her considerable half-ton mass, and deployed the double-walled extending shield she carried, setting the barricade between Afu and the enemy fire. Blood gushed freely from both sides of his abdomen, she grabbed her reliquary and closed her eyes in concentration. The flash of light started in her closed fists but rapidly seeped between her fingers and burst out in a blinding, rushing, incandescent wave. Afu sucked in a breath, and his eyes popped open, but Hoaka was no longer by his side. She had other business now.

Striding forward heedless of enemy fire, she worked a spell. A circle of swirling blades sprang up from the ether, ringing in Hoaka and nearby hostiles. She kept stalking forward and cast another spell, this one generating a transparent dome around them. The next shot from the sniper would not be a problem. She pulled the pin on the smoke grenade stored in her battle censer and started swinging her weapon in slow circles. Soon, smoke concealed the whole area. The enemies, confused before, now began to grow worried. They listened to Hoaka's steady steps crushing rock and gravel under her boots and the slow, rhythmic whooshing of the censer bludgeoning the smoky air. Before they were able to pinpoint her position, she darted among them.

As she stepped up to an enemy, the man fired a shot that bounced off Hoaka's Savage Plate pauldrons. She brought the censer down in a crushing arc and caved in his skull. Bits of blood, bone, brains, and teeth sprayed out and splattered on Hoaka's armor, some blood spattering the sun emblazoned on her chest plate. She bore down on a second enemy. Unable to see, one of the remaining men in the ring heard this attack, followed by the sounds of another of his fellows who died screaming to the weapon of the armored hulk that had trapped them here. Shaken to his core, he backed up as much as he could without hitting the blades that confined him and



gripped his weapon in sweaty hands. Before she approached the final enemy, Hoaka cast a third spell, emerging from the smoke as she swung the censer in an upward sweep. When the spiked head struck her foe, a blast of force sent him flying back, his body shredding into wet confetti in the barrier of magical blades, the blood and gore splashing in a fan-shaped shower on the other side.

Hoaka dismissed her spells as the now-recovered Afu dropped a fireball on the sniper under Adder's direction. Hoaka took a minute and surveyed the battle, which had now come to a close. Afu sat down with a wince and allowed Doc to check him out. Other than the ruined shirt, he seemed fine, so Doc offered a chuckle and a lollipop. Adder jogged a quick route to secure the perimeter. When he returned, he removed his helmet and laid out on the ground, using the overturned bowl as a pillow with his long white ears stretched out above his head.

Multiple columns of green smoke lazily climbed into the distant sky, signaling the all-clear from other teams. Now that the fighting ended, Hoaka inhaled a deep breath of relief. She dropped her pack and pulled off her helmet, revealing a strikingly beautiful face and chin-length black hair. Her deep brown eyes held a glint of brimming moisture while she scanned her team. Her fingers deftly released straps and buckles, bracers and pauldrons dropping to the ground, followed by the breastplate, and padded gambeson. Next, she tackled the plated boots, cuisse, and greaves, and shucked her pants. Clad in only a breech-cloth, her six-foot five-inch frame radiated heat; sweat rolled over her red-brick-colored skin and pooled in the crevices between prominent muscles.

Through her locks, she felt the stare of Doc and Afu from afar, knowing Doc's clan was rather progressive and didn't hold to the old ways as her family had. From the expression on his face, she knew he suffered from the enlightened races' silly taboo against exposed female breasts. Then there was Afu, the poor boy practically raised his whole life by humans. To save their modesty, Hoaka drew a strip of cloth from her pack and tied the rag over her full chest, more muscle than breast, but the significant bits were covered, and she had restored their dignity.

Hoaka bent over and dug in her pack, pulling out a bundle of wrapped cloth. She laid the rough weave on the ground and unrolled a blanket, spreading out the sheet into a flat square. Several items were stored inside, the first of which she picked up and shook out. The object appeared to be a thick woven belt with large panels of green fabric in the shape of leaves. She fastened this around her waist over her clout, the leaf-like panels separating over her broad thigh as she knelt to retrieve the other items. She held four bundles of tiny bones, each with holes drilled through the middle and strung on strings dangling from a loop. She fastened these around her wrists and ankles, the bones clicking and rattling as they bumped against each other.

Stepping to a flat, open part of the ground, she took a deep breath and closed her eyes. One foot began to stomp the ground, the rattles banging out a steady rhythm.





Soon her other foot joined the percussion, strong, deft movements creating a beat that echoed the thump of her body pounding the earth. Hoaka brought her arms up, and the shaking of the bones created a counter-tempo. Her voice sang out in bright tones, the abrupt cut syllables of the ancient baade language matching the beat of her dance. As she progressed, the tempo increased, the volume of her crashing footfalls getting louder, emphasized as she slapped her thighs in a deep crouch. Nearly shouting and striking the air, the dance transformed into almost a battle of its own. Hoaka performed for her ancestors, a ritual that had gone mostly unchanged for eons. With a final scream and leap into the air, it ended with a boom as her body struck the hard-packed dirt. Hoaka stared near her feet, unfocused as she caught her breath. Having thanked the ancestors for their victory, Hoaka fulfilled her obligation.

When they got back to camp, Hoaka dismissed the team with orders to reset their gear and be ready for inspection in the morning. Outside her tent, she saw Skin debriefing Grrzelga and Aleeshrak, she gave them a quick wave and went inside to change. A few minutes later, the ladies came into their shared quarters and started stowing their gear. The bugbear gave Hoaka a silent nod, but the kobold squealed out, "Hoaka! How are you?!"

"Had to bloody my armor again today," Hoaka grumbled, cleaning said armor, "I'm worried about that boy."

"Afu? I'm sure with a caring squad leader like you, he's in great hands!" Exclaimed Aleeshrak. Hoaka remained silent for a moment, working away a stubborn red smudge from the edge of the sun emblazoned on her breastplate.

"I didn't read anything about sluggishness in his file or the reports from the drill instructors. Something is going on here, and I'm going to get to the bottom of it." Hoaka said with finality.

The next morning her team had assembled in a formation when Hoaka exited her billet. She strolled along the line and examined every detail. She started with Adder, tugging at his rifle sling; it appeared worn but still serviceable, much like the kemano himself. Next was Doc, she checked some of his pockets and gear pouches and found them all suitably secured. Last, she arrived at Afu. His uniform top showed fresh stitching, so he had mended it, but something caught her eye, his belt and trousers were fastened at least two inches too low. She gave a curt nod and ordered the team to fall out, but called Afu back before he got out of earshot. When he got closer, she leaned in conspiratorially, "I know it could be embarrassing, but you should have come to me with your problem. You could have put the whole team in danger." She silenced him with a preemptive glare before he managed a protest and slipped a bottle of salve into his hand. "Apply this to the chafed area every morning, and it should clear right up."

Afu looked down at the bottle in his hand with the dawning realization, "thank you,



boss." He said, suppressing his rising embarrassment at the mistake.

"Don't worry about it," Hoaka said, "but don't let it happen again, and make sure to get clothes that fit. Unlike the rest of the men you'll never stop growing, so you have to change out garments more often."

Hoaka and Afu started walking after the rest of the team when a flight of rockets screamed overhead and collided with a building across the camp. Afu glanced at Hoaka as she donned her helmet and said, "time to go to work."







## EQUIPMENT

IF THERE IS SOMETHING THAT KEEPS A SOLDIER ALIVE OTHER THAN THEIR TRAINING, IT'S THEIR GEAR. WE'VE WORKED ON BRINGING YOU A GREATLY EXPANDED LIST OF WEAPONS, ADVENTURING EQUIPMENT, EXPLOSIVES, ARMOR, AND ALCHEMICAL CREATIONS TO OUTFIT YOUR TEAM AND HELP THEM COMPLETE THEIR OBJECTIVE. MANY ITEMS ARE NON-MAGICAL REPLACEMENTS FOR ITEMS YOU ALREADY KNOW. THIS HELPS IF YOU DON'T HAVE A HEALER OR CASTER IN YOUR PARTY, OR ARE RUNNING A LOW-MAGIC CAMPAIGN. DEPENDING ON YOUR ADVENTURES, SOME EQUIPMENT OR EVEN WEAPONS MAY BE ISSUED AS PART OF AN ASSIGNMENT, THEIR DISPOSITION TO BE ACCOUNTED FOR UPON COMPLETION OF THE MISSION. SOME OF THE LARGER WEAPONS COME WITH A HIGH COST AND ARE INTENDED AS PART OF AN ARMY OR LARGE OPERATION, THESE MIGHT NOT MAKE SENSE FOR A PC TO OWN INDIVIDUALLY, ARE OFTEN IMPRACTICAL FOR ADVENTURING, AND CAN BE DOWNRIGHT GAME-BREAKING IN THE WRONG HANDS. THIS EQUIPMENT IS INTENDED TO EXPAND THE OPTIONS NORMALLY AVAILABLE TO PLAYERS.



## WEAPONS

The firearms in this book are an expansion to the modern firearms that already exist in the Pathfinder Roleplaying Game. In a “guns everywhere” campaign firearms are considered simple weapons, but to accommodate various styles of play we have denoted specific firearm proficiencies in classes so that they are compatible in games where firearms might be more rare. All of these firearms use some sort of manufactured cartridge ammunition, complete bullets with a brass shell, primer and powder load, and a lead or other metal projectile. Manufactured cartridges are chamber-loaded, in that the cartridge is inserted directly into the chamber either by hand or by an ammunition-feeding mechanism such as a magazine or clip. Otherwise, loading follows the rules for advanced firearms. Other rules for loading a firearm depend on the firearm’s overall capacity and replaceable magazine capability.

Pay careful attention to the cost of both the weapons and their ammunition. Firearms are very expensive to carry and operate, and this cost offsets their higher lethality on average. Enemies and characters may die more quickly, but this comes at a gold cost, gold that would normally be used to buy better defenses and weapons.

### Internal Magazine Firearms

Some firearms, such as shotguns, bolt-actions, lever-actions, and older styles such as revolvers, retain their ammunition internally, either through a permanently attached tube-feed magazine, an internal holding chamber, or a revolving cylinder. Unless otherwise stated, it is a move action to load up to 6 rounds of ammunition into a one-handed or two-handed firearm of this nature.

### Magazines

Reloading devices such as clips, ammo belts, “stripper clips,” and detachable magazines allow many firearms to be reloaded more quickly than their predecessors, with the entire magazine being replaced relatively swiftly. Such firearms require a swift action to load a one-handed or two-handed firearm to the capacity of the replacement magazine.

### Belted

Some weapons use long chains of ammunition strung together with metal links or flexible belts. These types of weapons require a move action to open the gun, place a new belt in the feed pawl, and then close and charge the gun.

Feats and special equipment can be used or combined to reduce these loading times further, reducing a move action to a swift action, or a swift action to a free action.

### Automatic Weapon Quality

Some firearms include a new type of firearm—the automatic weapon. A weapon with the automatic weapon quality fires a burst of bullets with a single pull of the trigger, attacking all creatures in a line. This line starts from any corner of your space and extends to the limit of the weapon’s range or until it strikes a barrier it cannot penetrate. When an automatic weapon attacks all creatures in a line, it makes a separate attack roll against each creature in the line. Each creature in the line can only be attacked with one bullet from each burst. Each attack roll takes a –2 penalty to account for recoil, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the blur, invisibility, or mirror image spells, do not foil an automatic weapon’s line attack.





If any of the attack rolls threaten a critical hit, confirm the critical for that attack roll alone. An automatic weapon misfires only if all of the attack rolls made misfire. A single attack with an automatic weapon fires 10 bullets. An automatic weapon cannot fire single bullets that target one creature, unless it is select fire and changed to single fire mode. When taking a full-attack action with an automatic weapon, you can fire as many bursts in a round as you have attacks.

### Misfires

Firearms that use manufactured cartridges can misfire, but when they do, they only gain the broken condition. A further misfire does not cause these firearms to explode. A misfire can be cleared by unloading the weapon as a full round action, at which point the weapon can be loaded and then fired as normal.

## MELEE WEAPONS

There isn't much to add when it comes to melee weapons, there are just so many already. This section includes a few new melee options that fit our setting and military feel without repeating or replacing any of the more familiar weapons you may be used to.

### BAYONET, ADVANCED

**Cost** 15 gp; **Weight** 1 lb.

**Damage** 1d3 (small), 1d4 (medium) 1d6(large) **Critical** 19–20 x2 **Type** piercing and slashing **Category** light, two-handed **Proficiency** martial **Weapon Group** blades, light; close **Range** 10 ft.

The advanced bayonet is designed to fit under the barrel of specifically manufactured firearms without preventing the firearm from being used normally. The blade is made with a sawback that can be used for cutting wood and when joined with its sheath it forms a wire cutter.



BATTLE CENSER

### BATTLE CENSER

**Cost** 30 gp; **Weight** 4 lbs.

**Damage** 1d6 (small), 1d8 (medium) 2d6(large) **Critical** x2

**Type** bludgeoning **Category** one-handed **Proficiency** martial

**Weapon Group** flails **Special** disarm, trip

The battle censer is a light flail with a specially designed head that can be used in religious ceremonies. The striking head is finely ornamented and contains many small perforated holes, the inside is hollow and designed to hold burning incense, but other things such as a candle, smoke grenade, or bottle could be placed inside as well. Anything inside the head of the battle censer is considered held or attended by the wielder.



BAYONET, ADVANCED



# TABLE: MELEE WEAPONS

Type	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Light								
Bayonet, Advanced	15 gp	1d3	1d4	19-20 x2	10 ft.	1 lbs.	P and S	
One Handed								
Battle Censer	30 gp	1d6	1d8	x2	-	4 lbs.	Bludgeoning	Disarm, Trip
E-Tool	1 gp	1d4	1d6	x2	-	2 lbs.	Slashing	See Text
Two Handed								
Killa Lance	350 gp	1d4	1d6	x3	-	5 lbs.	Piercing	Reach
Exotic								
Chainaxe	1,050 gp	3d6	4d6	x3	-	14 lbs.	Slashing	Distracting
Chainsaber	850 gp	1d10	2d6	x2	-	6 lbs.	Slashing	Distracting
Chainsword	950 gp	2d6	3d6	x2	-	10 lbs.	Slashing	Distracting
Donkey Puncher, Goblin	8 gp	1d8	1d10	19-20 x3	-	8 lbs.	B and P	Reach
Hatemail	550 gp	1d10	2d6	x4	-	16 lbs.	Bludgeoning	See Text

## E-TOOL

**Cost** 1 gp; **Weight** 2 lbs.

**Damage** 1d4 (small), 1d6 (medium) 1d10(large) **Critical** x2

**Type** slashing **Category** one-handed

**Proficiency** simple **Weapon Group** close, axes

This lightweight folding shovel is a quality digging implement that can be used to dig hasty cover positions, latrines, graves, or berms, but can also double as a field-expedient weapon if the need arises. It is the mark of a true veteran to have earned a confirmed kill with an e-tool.

## KILLA LANCE

**Cost** 350 gp; **Weight** 5 lbs.

**Damage** 1d4 (small), 1d6 (medium) 1d10(large) **Critical** x3

**Type** piercing **Category** two-handed

**Proficiency** martial **Weapon Group** polearms **Special** reach

This polearm contains an explosive charge that deals an additional 2d6 fire damage only on the first time it is successfully used in an attack, these extra damage dice are

not multiplied on a critical hit, but are added to the total. Any creature that is damaged by the killa lance's fire must also succeed at a DC 18 Reflex save or catch fire, taking an additional 1d6 points of damage each round until the flames are extinguished. The weapon cannot be reloaded and must be replaced to regain the one time use of additional fire damage dice.

## CHAINAXE

**Cost** 1050 gp; **Weight** 14 lbs.

**Damage** 3d6 (small), 4d6 (medium) 6d6(large) **Critical** x3

**Type** slashing **Category** two-handed

**Proficiency** exotic **Weapon Group** axes

**Special** distracting

Fueled by buzzing alchemical engines, chain weapons spin a flexible metal loop embedded with metal cutting teeth around their edges. The shape of the blade and engine housing may vary from weapon to weapon, but they all operate the same. A chain weapon must be activated to be used. It is a standard action to activate a chain weapon. The chain weapon continues to run constantly





## CHAIN SABER

after activation, draining its fuel tank gradually over time. A chain weapon holds one-quarter of a gallon of alchemical fuel, which will keep it running for one hour, usable in ten-minute increments. A dropped chain weapon automatically turns off unless it is set down carefully as a move action. The buzzing of a chain weapon's alchemical engine is loud and distracting (but not deafening), causing anyone carrying an activated chain weapon to take a –10 penalty on Stealth checks. All chain weapons require the Exotic Weapon Proficiency (chain weapon) feat.

### CHAINSABER

**Cost** 850 gp; **Weight** 6 lbs.

**Damage** 1d10 (small), 2d6 (medium) 3d6(large) **Critical** 19–20 x2

**Type** slashing **Category** one-handed **Proficiency** exotic **Weapon Group** light blades **Special** distracting

Fueled by buzzing alchemical engines, chain weapons spin a flexible metal loop embedded with metal cutting teeth around their edges. The shape of the blade and engine housing may vary

from weapon to weapon, but they all operate the same. A chain weapon must be activated to be used. It is a standard action to activate a chain weapon. The chain weapon continues to run constantly after activation, draining its fuel tank gradually over time. A chain weapon holds one-quarter of a gallon of alchemical fuel, which will keep it running for one hour, usable in ten-minute increments. A dropped chain weapon automatically turns off unless it is set down carefully as a move action. The buzzing of a chain weapon's alchemical engine is loud and distracting (but not deafening), causing anyone carrying an activated chain weapon to take a –10 penalty on Stealth checks. All chain weapons require the Exotic Weapon Proficiency (chain weapon) feat.

### CHAINWORD

**Cost** 950 gp; **Weight** 10 lbs.

**Damage** 2d6 (small), 3d6 (medium) 4d6(large) **Critical** x2

**Type** slashing **Category** two-handed **Proficiency** exotic **Weapon Group** heavy blades **Special** distracting



## CHAINAXE



Fueled by buzzing alchemical engines, chain weapons spin a flexible metal loop embedded with metal cutting teeth around their edges. The shape of the blade and engine housing may vary from weapon to weapon, but they all operate the same. A chain weapon must be activated to be used. It is a standard action to activate a chain weapon. The chain weapon continues to run constantly after activation, draining its fuel tank gradually over time. A chain weapon holds one-quarter of a gallon of alchemical fuel, which will keep it running for one hour, usable in ten-minute increments. A dropped chain weapon automatically turns off unless it is set down carefully as a move action. The buzzing of a chain weapon's alchemical engine is loud and distracting (but not deafening), causing anyone carrying an activated chain weapon to take a -10 penalty on Stealth checks. All chain weapons require the Exotic Weapon Proficiency (chain weapon) feat.

#### DONKEY PUNCHER, GOBLIN

**Cost** 8 gp; **Weight** 8 lbs.

**Damage** 1d8 (small), 1d10 (medium) 2d8(large) **Critical** 19-20 x3

**Type** bludgeoning and piercing **Category** two-handed **Proficiency** exotic **Weapon Group** polearms **Special** reach

Less well known than its counterparts the Dogslicer and Horsechopper, this unique example of goblin engineering consists of a heavy stone attached to a pole using a long chain.

#### HATEMAUL

**Cost** 550 gp; **Weight** 26 lbs.

**Damage** 1d10 (small), 2d6 (medium) 3d6(large) **Critical** x4

**Type** bludgeoning **Category** two-handed **Proficiency** exotic **Weapon Group** hammers

## CHAINSWORD



This masterwork earthbreaker can be loaded with a single shotgun shell that fires on impact dealing an additional 1d8 bludgeoning and piercing damage with a successful hit. This extra damage is not





multiplied on a critical hit, but is added to the total. The weapon can be reloaded like any firearm and functions like a normal masterwork earthbreaker when unloaded. If your Strength is less than 19 (or 17 for a Small or smaller hatemaul), you take a -2 penalty on attacks with it, as you're unable to maneuver its daunting size and weight. The hatemaul is a melee weapon but some ranged weapon enchantments can be applied as well.

## FIREARMS

These firearms are an addition to the weapons a single character can equip. You will notice that some weapons do not have a damage listed, these deal different amounts of damage based on their ammunition, and do not change their damage values based on the size of the character wielding the weapon.

TABLE: FIREARMS WEAPONS

Type	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Critical	Range	Misfire	Capacity	Weight	Type	Special
Light											
Semi-Automatic Handgun	1,000 gp	1d6	1d8	2d6	x4	20 ft.	1	7	2 lbs.	B and P	Light
Tranq Pistol	1,000 gp	1	1	1	x1	20 ft.	-	1	2 lbs.	Piercing	See Text
One Handed											
Cattlemen's Revolver	1,000 gp	2d3	2d4	3d4	x4	20 ft.	1	6	4 lbs.	B and P	
Two Handed											
Anti-Materiel Rifle	1,200 gp	2d10	2d12	3d12	x4	180 ft.	1	1	25 lbs.	B and P	Ignores Object Hardness
Grenade Launcher	1,300 gp	-	-	-	x2	40 ft.	1	1	5 lbs.	-	See Text
Infantry Rifle, Lever Action	1,000 gp	1d8	1d10	2d8	x4	80 ft.	1	5	10 lbs.	B and P	-
Infantry Rifle, Select Fire	1,500 gp	1d8	1d10	2d8	x4	80 ft.	1-2	30	10 lbs.	B and P	Automatic
Modern Light Machine Gun	1,500 gp	2d6	2d8	3d8	x4	100 ft.	1-2	belted	27 lbs.	B and P	Automatic
Trench Sweeper	1,000 gp	1d6	1d8	2d6	x2	20 ft.	1-2	5	8 lbs.	B and P	Scatter
Zipgun, Crude	75 gp	1d4	1d6	1d10	x4	20 ft.	1-2	1	2 lbs.	B and P	Fragile
Zipgun, Take Ju	750 gp	1d4	1d6	1d10	x4	20 ft.	1	1	2 lbs.	B and P	See Text
Exotic											
Big Iron Revolver	1,000 gp	1d8	1d10	2d8	x4	30 ft.	1	5	5 lbs.	B and P	
Coach Gun	700 gp	1d6	1d8	2d6	x2	10 ft.	1	2	4 lbs.	B and P	Scatter
Minigat	3,000 gp	2d6	2d8	3d8	x4	100 ft.	1-2	belted	36 lbs.	B and P	Automatic, See Text
Submachine Gun	800 gp	1d6	1d8	2d6	x4	40 ft.	1-2	30	6 lbs.	B and P	Automatic



### SEMI-AUTOMATIC HANDGUN

**Cost** 1,000 gp; **Weight** 2 lbs.

**Damage** 1d6(small) 1d8(medium) 2d6(large) **Critical** x4

**Type** bludgeoning and piercing **Category** light **Proficiency** firearms **Range** 20

**Misfire** 1 **Capacity** 7

With enough knockdown power to put a man in his grave and a slim profile, this tried and true mechanical marvel has been the final word in sidearms throughout many major wars.



SEMI-AUTOMATIC  
HANDGUN



TRANQ PISTOL

### TRANQ PISTOL

**Cost** 1,500 gp; **Weight** 2 lbs.

**Damage** 1(small) 1(medium) 1(large) **Critical** x1

**Type** piercing **Category** light **Proficiency** firearms **Range** 20 **Capacity** 1

A specially designed single shot handgun with an integrated suppressor, the tranq pistol only fires unique tranq ammunition. The target of a successful hit must make a Fortitude save or become unconscious for 1d4 minutes. The lightweight rounds are extremely small and do only one point of lethal damage, and are often mistaken for a biting insect. A creature who has been rendered unconscious from a tranq pistol can be awoken by shouting and vigorous shaking. When the victim wakes up their memories are confused and unclear and they often believe they had fallen asleep. The wielder of a tranq pistol may, as a full round action, choose to target a vital area where the tranq ammo will rush to the bloodstream faster, this imparts a -4

penalty to hit, but raises the save DC by +4.

Common tranq ammunition is 3,000 gp for 5 rounds, has a Fort DC of 16, and can be crafted with a DC 20 Craft (alchemy) check. Rare tranq ammunition costs 10,000 gp for 5 rounds, has a Fort DC of 20 and can be crafted with a DC 30 Craft (alchemy) check.

### CATTLEMEN'S REVOLVER

**Cost** 1,000 gp; **Weight** 2 lbs.

**Damage** 2d3(small) 2d4(medium) 3d4(large) **Critical** x4

**Type** bludgeoning and piercing **Category** one handed **Proficiency** firearms **Range** 20 **Misfire** 1 **Capacity** 6

Not a fancy gun for showy gunslingers, this is a dependable tool for an honest worker. This revolver holds fewer rounds than the standard revolver but has slightly higher damage on average and is very reliable.

### ANTI-MATERIEL RIFLE

**Cost** 1,200 gp; **Weight** 25 lbs.

**Damage** 2d10(small) 2d12(medium) 3d12(large) **Critical** x4

**Type** bludgeoning and piercing **Category** two-handed **Proficiency** firearms **Range** 180 ft. **Misfire** 1 **Capacity** 1 **Special** ignores object hardness

In the realm of accuracy and range this





## ANTI-MATERIAL RIFLE

single-fire bolt action rifle has no equal. While it was designed to disable vehicles at a distance, it has seen many advantageous applications in the theater of war.

### GRENADE LAUNCHER

**Cost** 1,300 gp; **Weight** 5 lbs.

**Damage** varies (dependent on ammunition) **Critical** x2

**Type** none **Category** two-handed

**Proficiency** firearm **Range** 40 ft. **Misfire** 1 **Capacity** 1

The grenade launcher is used to fire conventional grenades at targets with greater range and precision. The grenade must first be fitted inside a sabot containing a propellant charge (empty sabots cost 10 gp) before it is available to be used for grenade launcher ammunition. A creature that is successfully attacked with this firearm does not get an initial save from the damage of its grenade ammunition, but any additional creatures caught in the blast receive a saving throw as normal.

### INFANTRY RIFLE, LEVER ACTION

**Cost** 1,000 gp; **Weight** 10 lbs.

**Damage** 1d8(small) 1d10(medium) 2d8(large) **Critical** x4

**Type** bludgeoning and piercing **Category** two-handed **Proficiency** firearm **Range** 80 ft. **Misfire** 1 **Capacity** 5

The lever action infantry rifle is the pinnacle of firearms design. Accurate, reliable, and able to put rounds on target to devastating effect. The box magazine can be loaded with a stripper clip through the open action on top, or quickly ejected and replaced with a fresh loaded magazine, and it comes ready to be equipped with an advanced bayonet and weapon sling.

### INFANTRY RIFLE, SELECT FIRE

**Cost** 1,500 gp; **Weight** 10 lbs.

**Damage** 1d8(small) 1d10(medium) 2d8(large) **Critical** x4

**Type** bludgeoning and piercing **Category** two-handed **Proficiency** firearm **Range** 80 ft. **Misfire** 1–2 **Capacity** 30

## GRENADE LAUNCHER







## INFANTRY RIFLE - LEVER ACTION

This experimental new design offers increased capability on the battlefield, at the expense of increased cost and dubious reliability. As a free action the wielder may choose to switch the weapon from semi-automatic to fully-automatic, when in fully-automatic mode the weapon gains the automatic quality and fires ten rounds per attack, making a line attack. Learning from its predecessor, the select fire rifle is pre-equipped to accept a weapon sling, advanced bayonet, and muffler can. These weapons are rare but they can dynamically change a fight and be a potent force multiplier.

### MODERN LIGHT MACHINE GUN

**Cost** 1,500 gp; **Weight** 27 lbs.

**Damage** 2d6(small) 2d8(medium) 3d8(large) **Critical** x4

**Type** bludgeoning and piercing **Category** two-handed **Proficiency** firearms **Range** 100 ft.

**Misfire** 1–2 **Capacity** belted **Special** automatic

This fully automatic machine gun is a force multiplier that will act as the anchor point to many balanced squad loadouts.

### TRENCH SWEEPER

**Cost** 1,000 gp; **Weight** 8 lbs.

**Damage** 1d6(small) 1d8(medium) 2d6(large) **Critical** x2

**Type** bludgeoning and piercing **Category** two-handed **Proficiency** firearm **Range** 20 ft. **Misfire** 1–2 **Capacity** 5 **Special** scatter

A combat shotgun designed for the front lines, the trench sweeper shoots in a 30-foot cone when firing pellets, has a 20-foot range increment when firing a bullet(slugs), and it comes ready to be equipped with an advanced bayonet and weapon sling.

A trench sweeper uses manufactured cartridges (loaded with either a slug or pellets) as ammunition.

### ZIPGUN, CRUDE

**Cost** 75 gp; **Weight** 2 lbs.

**Damage** 1d4(small) 1d6(medium) 1d8(large) **Critical** x4

**Type** bludgeoning and piercing **Category** light **Proficiency** firearms **Range** 20 ft.

**Misfire** 1–2 **Capacity** 1 **Special** fragile

A simple tube fired by pulling a string that protrudes from its base, these 1-shot cylindrical pistols must be completely disassembled requiring a DC 10 Craft (firearms) check and 5 undisturbed



## MODERN LIGHT MACHINE GUN





## TRENCH SWEEPER

minutes to reload. When this weapon misfires, it explodes.

### ZIPGUN, TAKE JŪ

**Cost** 750 gp; **Weight** 2 lbs.

**Damage** 1d4(small) 1d6(medium) 1d8(large) **Critical** x4

**Type** bludgeoning and piercing **Category** light **Proficiency** firearms **Range** 20 ft.

**Misfire** 1 **Capacity** 1

A simple yet well made tube gun fired by pulling the firing ring that extends on a string from its base, these 1-shot cylindrical pistols must be completely disassembled requiring a DC 10 Craft (firearms) check and 5 undisturbed minutes to reload, and each one contains a socket for the application of alchemical treatments such as Oil of Silence that is released when the weapon is charged by pulling the rope on the rear. The pistol comes wrapped in a silk handkerchief and can be stored 6 to a cloth bandolier.

### BIG IRON REVOLVER

**Cost** 1,000 gp; **Weight** 5 lbs.

**Damage** 1d8(small) 1d10(medium) 2d8(large) **Critical** x4



## BIG IRON REVOLVER

**Type** bludgeoning and piercing **Category** one handed **Proficiency** exotic **Range** 30 **Misfire** 1 **Capacity** 5

The big iron is a hand cannon of legendary proportions. A five shot revolver that loads rifle ammunition, it does massive damage at the cost of incredible recoil and kick. This big smoke wagon is a heavy chunk of steel that requires practice to be able to use efficiently.

### COACH GUN

**Cost** 700 gp; **Weight** 4 lbs.

**Damage** 1d6(small) 1d8(medium) 2d6(large) **Critical** x2

**Type** bludgeoning and piercing **Category** one-handed **Proficiency** exotic **Range** 10 ft. **Misfire** 1 **Capacity** 2 **Special** scatter

A coach gun is a compact double barrel shotgun, modified with a cut down barrel and stock to be easily concealed, however it is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a coach gun two-handed as a standard firearm. The coach gun's barrels can be fired independently as separate attacks, or both can be fired at once as a standard action (the attack action). A double shot that fires slugs is inaccurate, and takes a -4 penalty on both attacks. A double shot that fires slugs targets only a single creature and increases the damage of each barrel to 2d6 points (Small) or 2d8 points (Medium) for a total of 4d6 or 4d8 points.

A coach gun uses manufactured cartridges (loaded with either a slug or pellets) as ammunition.



### MINI GAT

**Cost** 3,000 gp; **Weight** 57 lbs.

**Damage** 2d6(small) 2d8(medium)  
3d8(large) **Critical** x4

**Type** bludgeoning and piercing **Category**  
two-handed **Proficiency** exotic **Range**  
100 ft.

**Misfire** 1–2 **Capacity** belted **Special**  
automatic

A chopped down version of a weapon designed to be mounted on vehicles, this multi barrel machine gun is capable of laying down enormous amounts of terrifying destruction. Due to its tremendous recoil, the mini gat cannot be fired during the same turn that you move using a move action, however when making a full-attack action, the wielder of a mini gat may make one extra attack with it. This extra attack uses the wielder's highest attack bonus, plus any modifiers appropriate to the situation. If your

Strength is less than 19 (or 17 for a Small or smaller mini gat), you take an additional –2 penalty on attacks with it, as you're unable to maneuver the weapon's daunting size and weight. The mini gat comes with a drum capable of holding 200 rounds of belted ammunition.

### SUBMACHINE GUN

**Cost** 800 gp; **Weight** 6 lbs.

**Damage** 1d6(small) 1d8(medium)  
2d6(large) **Critical** x4

**Type** bludgeoning and piercing **Category**  
one-handed **Proficiency** exotic **Range**  
20 ft. **Misfire** 1–2 **Capacity** 30 **Special**  
automatic

A submachine gun is a compact automatic weapon, however it is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a submachine gun two-handed as a standard firearm.



THE MINI GAT





## THROWN WEAPONS

Grenades are a staple of any soldier, able to quickly turn the tide of a fight. Making an attack with a grenade is similar to throwing a splash weapon. Grenades are a ranged weapon that explodes on impact, dealing damage to its target and nearby creatures or objects. To attack with a grenade, make a ranged touch attack against the target. Grenades require no weapon proficiency, so you don't take the -4 nonproficiency penalty. A hit deals direct hit damage to the target, and if they fail the save, damage to all creatures within a designated radius. If the target is Large or larger, you choose one of its squares and the damage affects creatures within the designated radius of that square. Creatures with multiple squares only take grenade damage once. Grenades cannot deal precision-based damage (such as the damage from the rogue's sneak attack class feature). You can also choose to target a specific grid intersection. Treat this as a ranged attack against AC 5. However, if you target a grid intersection, creatures in the designated area are subject to a saving throw to avoid or reduce damage, and the direct hit damage is not dealt to any creature. You can't target a grid

intersection occupied by a creature, such as a Large or larger creature; in this case, you're aiming at the creature.

### FLASHBANG GRENADE

**Price** 350 gp; **Weight** 3 lbs.

This metal cylinder holds a small charge of flash powder and alchemical agents. The grenade detonates on contact releasing a loud report and blinding flash that staggers all creatures for 1 round and blinds for 1d4 rounds in a 10-foot-radius burst (Fortitude DC 18 negates). You throw a flashbang grenade as if it were a splash weapon. Creatures behind improved cover gain a save bonus to this fortitude save the same as their normal bonuses to reflex saves.

**Crafting** Craft (alchemy) DC 30

### FRAGMENTATION GRENADE

**Price** 350 gp; **Weight** 3 lbs.

This thick metal sphere is finely grooved with furrowed lines and holds a compact charge of potent explosive. The grenade detonates on contact releasing a shower of metal fragments that deal 4d6 bludgeoning and piercing damage in a 5-foot-radius burst (Reflex DC 18 halves). You throw a fragmentation grenade as if it were a splash weapon.

**Crafting** Craft (alchemy) DC 30

TABLE: THROWN WEAPONS

Type	Cost	Dmg (S)	Dmg (M)	Critical	Range	Area	Weight	Type	Special
Flashbang Grenade	350 gp	N/A	N/A	x2	10 ft.	10 ft. radius	3 lbs.	—	Stunned 1d4 Rounds
Fragmentation Grenade	350 gp	4d6	4d6	x2	10 ft.	5 ft. radius	3 lbs.	B and P	Splash
Gas Grenade	350 gp	N/A	N/A	x2	10 ft.	10 ft. radius	3 lbs.	—	Opaque Smoke per <i>fog cloud</i>
Incendiary Grenade	350 gp	6d6	6d6	x2	10 ft.	5 ft. square	3 lbs.	Fire	Duration 1d6 rounds
Smoke Grenade	350 gp	N/A	N/A	x2	10 ft.	10 ft. radius	3 lbs.	—	Opaque Smoke per Fog Cloud





## FLASHBANG GRENADE

### GAS GRENADE

**Price** 350 gp; **Weight** 3 lbs.

This metal cylinder holds a charge of noxious alchemical agents that react and ignite to create a volume of thick foul smelling dark green smoke. The cloud functions as *fog cloud*, continually filling an area in a 10-foot-radius for 1d6 rounds. Any creature in this area who breathes the smoke is sickened for 1d4 minutes (Fortitude DC 18 negates). You throw a gas grenade as if it were a splash weapon.

**Crafting** Craft (alchemy) DC 30

### INCENDIARY GRENADE

**Price** 350 gp; **Weight** 3 lbs.

This metal cylinder holds a volume of highly volatile alchemical reagents. The grenade ignites on contact releasing intense flames that burn all creatures and



## SMOKE GRENADE

objects in a single 5-foot-square with 6d6 fire damage for 1d6 rounds (Reflex DC 18 halves). You throw an incendiary grenade as if it were a splash weapon.

**Crafting** Craft (alchemy) DC 30

### SMOKE GRENADE

**Price** 350 gp; **Weight** 3 lbs.

This metal cylinder holds a charge of alchemical agents that react and ignite to create a large column of colored smoke. The cloud functions as *fog cloud*, continually filling an area in a 10-foot-radius for 10 minutes. Smoke grenades come in many colors and can also have their color changed by such effects as prestidigitation before or after they are thrown. You throw a smoke grenade as if it were a splash weapon.

**Crafting** Craft (alchemy) DC 30



## FLASHBANG AMMO



## SMOKE AMMO





FRAGMENTATION GRENADE



INCENDIARY GRENADE

## SIEGE WEAPONS

### MORTAR TUBE

**Cost** 15,000 gp; **Weight** 91 lbs.

**Damage** –(small) –(medium) –(large)

**Critical** x4

**Type** none **Category** mounted **Proficiency** firearms **Range** 300 ft. (50 ft. min.) **Misfire** 1 **Capacity** 1

This compact and man portable siege weapon consists of a sturdy launching tube, a heavy baseplate, a set of bipod legs, and a simple sight for aiming and estimating distance. It can be broken down for transport or set up for use as a full round action. Like other indirect fire siege engines, this weapon is fired by making a targeting check for an indirect attack (DC 20). Mortar tubes require a crew of 2, loading and firing are both full round actions.



FRAGMENTATION AMMO

### AP MORTAR SHELL

**Price** 3,600 gp; **Weight** 6 lbs.

Special ammunition for mortar tubes, the anti-personnel round is designed to fragment when it explodes dealing 6d6 bludgeoning and piercing damage to all creatures and objects inside a 30-foot radius.

**Crafting** Craft (alchemy) DC 30

### INCENDIARY MORTAR SHELL

**Price** 3,600 gp; **Weight** 6 lbs.

Special ammunition for mortar tubes, this round produces intense flames that burn all creatures and objects within 20-foot radius with 8d6 fire damage.

**Crafting** Craft (alchemy) DC 30



INCENDIARY AMMO



TABLE: SIEGE WEAPONS

Type	Cost	Dmg (S)	Dmg (M)	Critical	Range	Area	Misfire	Capacity	Weight	Type
Mortar Tube	15,000 gp	—	—	x4	300 ft. (50 ft. min.)	-	1	1	91 lbs.	—
AP Mortar Shell	3,600 gp	—	6d6	—	—	30 ft. radius	—	—	6 lbs.	B and P
Incendiary Mortar Shell	3,600 gp	—	8d6	—	—	30 ft. radius	—	—	6 lbs.	Fire

## EXPLOSIVES

Explosives are a special, rare, and expensive weapon. Due to the incredible amount of damage they can deal it is reasonable to assume they are not commonly available to most players and are issued or available to purchase on an as-needed basis. In some regions explosives may be illegal or only available to people with special permits. Explosives deal combined fire and force damage, and ignore the hardness of items and structures. Damage amounts will sometimes be listed as the average amount to save time, using this is optional.

## BLACK POWDER KEG

**Price** 1,000 gp; **Weight** 5 lbs.

Black powder is the main chemical propellant in nearly all firearms that enable them to function, and in larger quantities this chemical compound can be quite devastatingly destructive on its own. A single charge (or dose) of black powder is enough to power a single shot from most one-handed and two-handed firearms, while 10 charges are required to fire a cannon. Black powder is often stored and transported in kegs (which hold 100 charges), but in this quantity the powder itself becomes dangerous. Exposure to fire, electricity, or a misfire explosion causes

TABLE: EXPLOSIVES

Type	Cost	Dmg (S)	Dmg (M)	Critical	Range	Area	Misfire	Capacity	Weight	Type
Black Powder Keg	1,000 gp	—	5d6	—	—	20 ft. radius	—	—	5 lbs.	Fire
Dynamite Stick	2,000 gp	—	10d6	—	10 ft.	30 ft. radius	—	—	1 lbs.	—
Dynamite Bundle	14,000 gp	—	250(70d6)	—	—	60 ft. radius	—	—	7 lbs.	—
Compound Explosive Brick	28,000 gp	—	— 500(140d6)	—	—	20 ft. radius	—	—	3 lbs.	—
Shaped Charge	28,000 gp	—	— 500(140d6)	—	—	30 ft. cone	—	—	3 lbs.	—
Breaching Charge	14,000 gp	—	250(70d6)	—	—	5 ft. square	—	—	5 lbs.	—
Law of Fire	1,500 gp	—	10d6	x2	800 ft.	20 ft. radius	0	1	10 lbs.	Fire
RPGL	3,000 gp	—	10d6	x2	120 ft.	Line	0	1	10 lbs.	Electricity





black powder to explode—a single keg that explodes in this manner deals 5d6 points of fire damage to anyone within a 20-foot burst (DC 15 Reflex half). Storing black powder in a powder magazine or powder horn protects the powder from explosion.

**Crafting** Craft (alchemy) DC 20

### DYNAMITE

**Price** 2,000 gp/stick; **Weight** 1 lb.

Dynamite is formed by taking extremely volatile and dangerous alchemical reagents, and stabilizing them in a compound that resembles chalk. This mixture is then carefully packed into stiff paper tubes that have been coated in wax. The preferred method of detonating dynamite is a pressure fuse, although a black powder fuse can be used as well. Exposure to fire, electricity, or a misfire explosion causes dynamite to explode—a single stick that explodes in this manner deals 10d6 points of damage to anyone within a 30-foot burst (DC 20 Reflex half) additional sticks each add another 10d6 points of damage, and add 5ft to the radius of the explosion. A bundle of dynamite contains seven sticks, has a 60-foot burst, and does 250(70d6) points of damage. Storing dynamite in a powder magazine protects the dynamite from accidental detonation.

**Crafting** Craft (alchemy) DC 30

### COMPOUND EXPLOSIVE

**Price** 28,000 gp/brick; **Weight** 3 lbs.

Compound explosive is a product of the most current developments in alchemy. The highly volatile reagents have been tamed, stabilized, and formed into a clay like hard putty. The compound explosive is immune to premature detonation by fire and misfire explosions, in fact the only controlled method of detonating compound explosives is a pressure fuse,

although electricity damage and the explosion of dynamite or other charges of compound explosive will also cause it to explode. When a brick of compound explosive is detonated it deals 500(140d6) points of damage to anyone within a 20-foot burst (DC 25 Reflex half). A 1/10th of brick of compound explosive can be used to destroy nearly any lock or hinge on a door. Combining bricks adds to the total damage but each additional brick only adds 5ft to the explosion radius, up to five bricks.

**Crafting** Craft (alchemy) DC 40

### SHAPED CHARGE

**Price** 28,000 gp; **Weight** 3 lbs.

This is a specially designed application of compound explosive inside a shallow metal cylinder. The compound explosive is immune to premature detonation by fire or misfire explosions, in fact the only controlled method of detonating compound explosives is a pressure fuse, although the explosion of dynamite or other charges of compound explosive will also cause it to explode. When a shaped charge is detonated it deals 500(140d6) points of damage to anyone within a 30-foot cone (DC 25 Reflex half). Combining shaped charges does not add to the total damage or to the explosion radius, although overlapping cones of explosion will have their damage added together before it is applied.

**Crafting** Craft (alchemy) DC 40

### BREACHING CHARGE

**Price** 14,000 gp; **Weight** 5 lbs.

This device is used to create instant doors in nearly any structure or surface. A breaching charge contains small amounts of carefully shaped and arrayed compound explosives glued to a stiff sheet of hide that is rolled up for easy transportation. To use, the sheet is unrolled exposing



alchemical adhesives to the air causing them to activate. The sheet is then placed on a surface such as a door or wall, and the safety pin is removed from the built in pressure fuse, once the operator has moved a safe distance, they may pull the string attached to the pressure fuse causing the breaching charge to detonate. A breaching charge deals 250(70d6) points of damage to anything in a 5-foot square (DC 25 Reflex half) that it is placed against, almost always leaving a 3ft wide by 5ft tall hole. Breaching charges cannot be combined with other explosives, placing a breaching charge is a full round action and activating it is a standard action.

**Crafting** Craft (alchemy) DC 40

## LAUNCHERS

### LAW OF FIRE

**Cost** 1,500 gp; **Weight** 10 lbs.

**Damage** 10d6(medium) **Critical** x2

**Type** fire **Category** two-handed

**Proficiency** firearms **Weapon Group**

explosives **Range** 800 ft. **Misfire** 0

**Capacity** 1

Activating the law of fire with a standard action, this launcher tube with a single alchemical rocket places an explosive payload on target dealing 10d6 points of fire damage to anyone within a 20-foot burst (DC 18 Reflex half).

## TABLE: VEHICLE WEAPONS

Type	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Critical	Range	Misfire	Capacity	Type	Special
Autocannon, Heavy	40,000 gp	8d6	10d6	12d6	x4	160 ft.	—	60	B and P	Automatic —
Autocannon, Light	35,000 gp	4d8	6d8	8d8	x4	120 ft.	—	120	B and P	Automatic
Big Gat	30,000 gp	3d8	4d8	6d8	x4	100 ft.	1-2	belted	B and P	Automatic
Buzzsaw	1,380 gp	—	—	2d12+10	x3	—	—	—	Slashing	—
Excavator Claw	1,308 gp	—	—	1d8+10	x3	—	—	—	B and P	Grab, See Text
Grenade Machine Gun	13,000 gp	—	—	—	x2	100 ft.	1-5	belted	—	Automatic, See Text
Harpoon Launcher	1,500 gp	—	—	2d6	x3	50 ft.	—	1	Piercing	Grapple, See Text
Heavy Flamethrower	3,200 gp	—	—	4d8	x4	60 ft.	—	6	Fire	—
Heavy Grenade Launcher	5,200 gp	—	—	—	x2	60 ft.	1	1	—	See Text
Heavy Machine Gun	15,000 gp	2d8	3d8	4d8	x4	100 ft.	1-2	belted	B and P	Automatic
Net Launcher	1,500 gp	—	—	—	—	50 ft.	—	1	—	See Text
Rocket Pod	3,250 gp	—	—	5d6	x2	400 ft.	—	3	Fire	—
Wreckin Ball	3,010 gp	—	—	2d8+10	x3	—	—	—	Bludgeoning	Ignores Object Hardness





### RPGL

**Cost** 3,000 gp; **Weight** 10 lbs.  
**Damage** 10d6(medium) **Critical** x2  
**Type** fire **Category** two-handed  
**Proficiency** firearms **Weapon Group**  
explosives **Range** 120 ft. **Misfire** 0  
**Capacity** 1

This launcher tube may be activated as a standard action firing a single alchemical rocket which trails a wire behind it in flight and then triggers its stored charge in a 120 ft. line dealing 10d6 points of electricity damage to each creature within its area (DC 18 Reflex half). The RPGL rocket sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the rocket may continue beyond the barrier if its range permits; otherwise, it stops at the barrier.

## VEHICLE MOUNTED WEAPONS

Some weapons are so large that they cannot be carried by a single person. These weapons must be transported by, and often operated from a vehicle. These implements come in two new weapon categories: hardpoint and mounted. Hardpoint weapons must be attached to a vehicle hardpoint to function and are activated from inside the vehicle, while mounted weapons must be used on a suitable weapon mount, such as a turret or tripod where they can be operated by a gunner.

### AUTOCANNON, HEAVY

**Cost** 40,000 gp; **Weight** 850 lbs.  
**Damage** 8d6(small) 10d6(medium)  
12d6(large) **Critical** x4

**Type** bludgeoning and piercing **Category**  
mounted **Proficiency** firearms **Range** 160  
ft. **Misfire** 1 **Capacity** 60 **Special** automatic

The heavy autocannon is a rapid fire cannon and integrated turret that automatically loads ammunition from the internal magazine mounted in its base. It can be installed in a fixed stationary position as part of defensive emplacements, or on a vehicle that is at least 16 squares in size. Firing an autocannon is a ranged attack that requires a full-attack action. When the magazine is empty, it must be replaced requiring a full round action before it can be used again, this reloading time cannot be reduced in any way.

### AUTOCANNON, LIGHT

**Cost** 35,000 gp; **Weight** 480 lbs.  
**Damage** 4d8(small) 6d8(medium)  
8d8(large) **Critical** x4  
**Type** bludgeoning and piercing **Category**  
mounted **Proficiency** firearms **Range**  
120 ft. **Misfire** 1 **Capacity** 120 **Special**  
automatic

The light autocannon is a rapid fire cannon and integrated turret that automatically loads ammunition from the internal magazine mounted in its base. It can be installed in a fixed stationary position as part of defensive emplacements, or on a vehicle that is at least 10 squares in size. Firing an autocannon is a ranged attack that requires a full-attack action. When the magazine is empty, it must be replaced requiring a full round action before it can be used again, this reloading time cannot be reduced in any way.

### BIG GAT

**Cost** 30,000 gp; **Weight** 127 lbs.  
**Damage** 3d8(small) 4d8(medium)  
6d8(large) **Critical** x4



**Type** bludgeoning and piercing **Category** mounted **Proficiency** firearms **Range** 100 ft. **Misfire** 1-2 **Capacity** belted **Special** automatic

This massive heavy machine gun fires belted .50 caliber ammunition at incredible speeds for large amounts of damage.

#### BUZZSAW

**Cost** 1,380 gp; **Weight** 55 lbs.

**Damage** 2d12+10 **Critical** x3

**Type** Slashing **Category** hardpoint **Proficiency** simple

When you really need to rip and tear there is nothing quite like a buzzsaw. This menacing spinning circular blade is covered in vicious teeth mounted on the end of a manipulator arm. The buzzsaw also bypasses vehicle hardness.

#### EXCAVATOR CLAW

**Cost** 1,308 gp; **Weight** 55 lbs.

**Damage** 1d8+10 **Critical** x3

**Type** bludgeoning and piercing **Category** hardpoint **Proficiency** simple **Special** grab

An excavator claw is a steel bucket with teeth and an opposing pair of curved talons that is mounted on the end of a stout manipulator arm. The claw can be used to loosen or tumble earth or earthen ramparts (10 cubic feet per minute). It also smashes rock (10 cubic feet per hour). Creatures struck with this weapon may be grappled as a free action with its grab ability.

#### GRENADE MACHINE GUN

**Cost** 13,000 gp; **Weight** 95 lbs.

**Damage** 0 **Critical** x2

**Type** none **Category** mounted **Proficiency** firearms **Range** 100 ft. **Misfire** 1-5 **Capacity** belted **Special** automatic

The grenade machine gun is a fully automatic belt fed grenade launcher. While not especially reliable, the amount of devastation it can produce on the

battlefield is awe-inspiring, much like the devastation to the coin purse of anyone trying to feed it. Like all grenade launchers each grenade must first be fitted inside a sabot containing a propellant charge (empty sabots cost 10 gp) before it is available to be used for grenade launcher ammunition. A creature that is successfully attacked with this firearm does not get an initial save from the damage of its grenade ammunition, but any additional creatures caught in the blast receive a saving throw as normal.

#### HARPOON LAUNCHER

**Cost** 1,500 gp; **Weight** 46 lbs.

**Damage** 2d6 **Critical** x3

**Type** piercing **Category** hardpoint or mounted **Proficiency** simple **Range** 50 ft. **Capacity** 1 Special grapple

Upon a successful hit against a vehicle, the two vehicles are considered Grappled, this follows the rules for Grappling and Boarding for Sailing Vessels.

#### HEAVY FLAMETHROWER

**Cost** 3,200 gp; **Weight** 100 lbs.

**Damage** 4d8 **Critical** x4

**Type** fire **Category** hardpoint or mounted **Proficiency** firearms **Range** 60 ft. **Capacity** 6

This large weapon can be mounted to a turret or hardpoint on vehicles. The device consists of an articulated nozzle with a small pilot flame inside the shrouded muzzle, a thick tube runs to internally mounted pressurized fuel tanks.

When activated the fuel is propelled forth in a blazing stream of intense flame. A flamethrower with full tanks is capable of unleashing up to 6 charges of ignited oil, to devastating effect. When using a flamethrower, the wielder projects a 60-foot-long line of fire, attempting a separate attack roll against each creature within the line. Each attack roll takes a -2





penalty, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the blur, invisibility, or mirror image spells, do not foil this line attack. If any of the rolls threatens a critical hit, the wielder confirms the critical for that roll alone. All affected creatures take 4d8 points of damage, and any creature hit by the flaming stream must also succeed at a DC 20 Reflex save or catch fire, taking an additional 2d6 points of damage each round until the flames are extinguished. A burning creature can attempt a new save as a full-round action, and dropping and rolling on the ground grants a +2 bonus on this save. The tanks have hardness 10 and 5 hit points, and if the tank is ruptured in the presence of any adjacent flame (including the device's own gas igniter), a mighty conflagration erupts, the wielder takes 6d8 points of fire damage, and all creatures within a 20-foot radius take 3d8 points of fire damage (Reflex DC 20 for half).

#### HEAVY GRENADE LAUNCHER

**Cost** 5,200 gp; **Weight** 65 lbs.

**Damage** 0 **Critical** x2

**Type** none **Category** hardpoint or mounted **Proficiency** firearms **Range** 60 ft. **Misfire** 1 **Capacity** 1

The heavy grenade launcher is used to allow vehicle operators to fire conventional grenades at targets with greatly increased range and precision. The grenade must first be fitted inside a sabot containing a propellant charge (empty sabots cost 10 gp) before it is available to be used for grenade launcher ammunition. A creature that is successfully attacked with this firearm does not get an initial save from the damage of its grenade ammunition, but any additional creatures caught in the blast receive a saving throw as normal.

#### HEAVY MACHINE GUN

**Cost** 15,000 gp; **Weight** 54 lbs.

**Damage** 2d8 (small) 3d8 (medium) 4d8 (large) **Critical** x4

**Type** bludgeoning and piercing **Category** mounted **Proficiency** firearms **Range** 100 ft. **Misfire** 1-2 **Capacity** belted **Special** automatic

The heavy machine gun fires belted .50 caliber ammunition through a single heavy barrel for devastating sustained fire.

#### NET LAUNCHER

**Cost** 1,500 gp; **Weight** 55 lbs.

**Category** hardpoint or mounted **Proficiency** simple **Range** 50 ft. **Capacity** 1

When you launch a net, you make a ranged touch attack against your target. A net's maximum range is 50 feet. If you hit, the target is entangled.

If you control the trailing rope by succeeding on an opposed Strength check while holding it (10+1d20), the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a concentration check with a DC of 15 + the spell's level or be unable to cast the spell. An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action). A net launcher is useful only against large, medium, and small creatures. The net must be folded and properly loaded in the launcher to be used effectively, this is a full round action that must be performed by a person outside the vehicle.

#### ROCKET POD

**Cost** 3,250 gp; **Weight** 90 lbs.

**Damage** 5d6 **Critical** x2

**Type** fire **Category** hardpoint or mounted **Proficiency** firearms **Range** 400 ft. **Capacity** 3



This cluster of three alchemical rockets stored inside launcher tubes is capable of making three individual attacks before it needs to be entirely replaced. Activating the pod is a standard action that fires a single rocket up to 400 ft. Resolve this like a 5th level fireball dealing 5d6 points of fire damage (Reflex DC 18 for half).

#### WRECKIN BALL

**Cost** 3,010 gp; **Weight** 86 lbs.

**Damage** 2d8+10 **Critical** x3

**Type** bludgeoning **Category** hardpoint **Proficiency** simple **Special** ignores object hardness

This spiked steel and adamantine ball is on the end of a short chain, and is especially good at destroying objects and structures. It is attached via a short arm that mounts to a vehicle hardpoint allowing it to be spun quickly, it can also be suspended from the cable of a vehicle crane allowing strikes to occur at greater distance.

### WEAPON MODIFICATIONS

Time in the field has revealed needs, and necessity is the mother of invention. Our soldiers and engineers have come up with quite a few modifications to their weapons based on the requirements called for by boots on the ground. Some of these are near ubiquitous, for example you would be hard pressed to find a rifle in service that doesn't have a weapon sling.

#### BAYONET LUG

**Modification to Two Handed Firearms**

**Cost** 10 gp; **Weight** —

A barrel mounted collar and a welded on lug designed to mount and retain an advanced bayonet.

#### CHONKY GRIP

**Modification to Small and Medium Firearms**

**Cost** 2,000 gp; **Weight** —

A permanent modification, this collection of parts modify an existing weapon to be wielded by a larger creature without penalty, converting the controls to be adeptly used by bigger hands. A small sized firearm can now be used by medium creatures, and a medium sized firearm can now be used by large creatures.

#### FINE-BALANCED

**Modification to Light and One Handed Firearms**

**Cost** 2,000 gp; **Weight** —

Fine-balanced weapons are balanced to be wielded in tandem. Only ranged weapons can be fine-balanced. When wielding two weapons with the fine-balanced modification, reduce any two-weapon fighting penalties by –1 for both weapons. The weapons need to be the same type, and both must have the fine-balanced modification.

#### GUN PLATE

**Modification to Two Handed Firearms**

**Cost** 100 gp; **Weight** 5 lbs.

This metal panel attaches to the front of the receiver of a two handed firearm and has a vertical slot on top for proper aiming. This provides a +1 shield bonus to AC, a –1 armor check penalty, and 5% arcane spell failure chance. The gun plate may be enchanted as a shield, but is unable to be used to make attacks. Whenever you are the target of a ranged weapon attack that would ignore your armor bonus to AC, you add the gun plate's shield bonus (including enhancement bonuses) to your AC against that attack.





### LONGSIGHT

#### Modification to One or Two Handed Firearms

**Cost** 2,000 gp; **Weight** 1 lb.

The longsight is a scope made from finely ground glass lenses in a brass tube. When affixed to a firearm the longsight provides a +2 competence bonus on perception checks while looking through it.

### MUFFLER CAN

#### Modification to Light, One Handed, or Two Handed Firearms

**Cost** 1,500 gp; **Weight** 3 lbs.

A solidly built metal tube that screws onto the barrel of a firearm. Both the muffler can and firearm have to be purposely built to be compatible, a can for one firearm may not fit a different firearm, and firearms that have not been modified to accept cans will not allow the can to be mounted. The muffler can eliminates all the flash but does not eliminate all of the sound of a gunshot, it reduces the noise of a firearm to the level of hard footsteps or loud talking. Someone trying to find the location of a firearm using a muffler can by sound alone takes a -10 penalty to perception checks.

### PISTOL LANYARD

#### Modification to One Handed Firearms

**Cost** 5 gp; **Weight** —

Pistol Lanyards are 3-foot-long leather straps that attach to your one handed or light firearm and tie to your belt. If you drop your weapon or are disarmed, you can recover it as a move action, and it never moves any further away from you than an adjacent square. However, you cannot have more than two firearms on pistol lanyards on your body. The pistol lanyard can be removed by untying the strap (a full-round action) or cutting it (a move action or an attack, hardness 0, 1 hp).

### WEAPON SLING

#### Modification to Two Handed Firearms

**Cost** 10 gp; **Weight** —

Weapon slings are 4-foot-long adjustable straps that attach to your firearm and loop over your body. If you drop your weapon or are disarmed, it falls to your waist and you can recover it as a move action, and it never moves away from your body and is considered attended. However, you cannot have more than two firearms on weapon slings around your body. The weapon sling can be unlooped (a move action) or cut (a move action or an attack, hardness 0, 1 hp).

## ARMOR

While the game already has a wide variety of armors, the following section contains some new ones that fill a different niche. Some of these armors are geared more toward dexterity based characters and those needing defense against firearms or road hazards.

### ROAD GEAR

#### Light Armor

**Cost** 100 gp; **Weight** 10 lbs.

**Armor Bonus** +1; **Max Dex Bonus** +6;

**Armor Check Penalty** —

**Arcane Spell Failure Chance** 10%; **Speed** 30 ft./20 ft.

Made by speed freaks to protect them from falls off vehicles, this armor has panels of wood or hard leather backed by heavy, quilted cloth and layers of densely packed stuffing to create a cheap yet robust impact protection. This special type of armor provides DR 3/- against impacts and attacks that cause bludgeoning damage. The special padding of the armor has no effect on other kinds of damage.



### SHOOTERS PLATE

#### Light Armor

**Cost** 400 gp; **Weight** 12 lbs.

**Armor Bonus** +3; **Max Dex Bonus** +6;

**Armor Check Penalty** -1

**Arcane Spell Failure Chance** 20%; **Speed** 30 ft./20 ft.

Designed for use by military riflemen, this armor consists of metal chest and back plates with a leather or heavy cloth enclosure. Often the rugged canvas carrier has many pouches affixed to it for carrying various types of gear. The plates are constructed in a way to mitigate damage from firearms, this armor provides DR 3/- against firearms.



SAVAGE PLATE

### SHOOTERS PLATE



### RIOT GEAR

#### Medium Armor

**Cost** 500 gp; **Weight** 12 lbs.

**Armor Bonus** +4; **Max Dex Bonus** +5;

**Armor Check Penalty** -1

**Arcane Spell Failure Chance** 30%; **Speed** 20 ft./15 ft.

A full coverage collection of plates that are backed by heavy quilted padding. This special type of armor provides DR 3/- against firearms as well as impacts and attacks that cause bludgeoning damage. The special padding of the armor has no effect on other kinds of damage.

### SAVAGE PLATE

#### Heavy Armor

**Cost** 2,100 gp; **Weight** 75 lbs.

**Armor Bonus** +6; **Max Dex Bonus** +4;

**Armor Check Penalty** -6

**Arcane Spell Failure Chance** 50%; **Speed** 20 ft./15 ft.

This baadan-forged armor is adapted from Dwarven designs and features



## TABLE: ARMOR

Armor	Type	Cost	Armor/ Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed		Weight
							30 ft.	20 ft.	
Road Gear	Light	100 gp	+1	+6	0	10%	30 ft.	20 ft.	10 lbs.
Shooters Plate	Light	400 gp	+3	+6	-1	20%	30 ft.	20 ft.	12 lbs.
Riot Gear	Medium	500 gp	+4	+5	-1	30%	20 ft.	15 ft.	25 lbs.
Savage Plate	Heavy	2,100 gp	+6	+4	-6	50%	20 ft.	15 ft.	75 lbs.
Ballistic Shield	—	535 gp	+2	—	-1	25%	—	—	12 lbs.
Deployable Shield	—	700 gp	+2	—	-4	25%	—	—	24 lbs.
Canid Field Armor	Light	300 gp	+3	+6	-3	10%	—	—	8 lbs.

layers of overlapping plates molded to deflect projectiles—especially those from firearms. Whenever you are the target of a ranged weapon attack that would ignore your armor bonus to AC, you add half the savage plate's armor bonus (including enhancement bonuses) to your AC against that attack. This benefit does not apply to energy attacks or magical touch attacks such as rays. Because the armor is designed with monstrous races in mind, if you are

Baadan or a "Savage" race, you increase this projectile-only bonus by +1. Savage plate is fairly bulky, and its armor category can't be reduced by any effect (including by special materials, such as mithral).

### BALLISTIC SHIELD

**Cost** 535 gp; **Weight** 12 lbs.

**Armor Bonus** +2; **Armor Check Penalty** -1  
**Arcane Spell Failure Chance** 25%

This heavy steel shield has an added window of alchemically tempered glass that is as hard as steel. Whenever you are the target of a ranged weapon attack that would ignore your armor bonus to AC, you add the ballistic shield's shield bonus (including enhancement bonuses) to your AC against that attack. The ballistic shield has notches designed to enable it to be wielded in conjunction with a two handed firearm, but doing so imparts a -2 penalty on attack rolls.

### DEPLOYABLE SHIELD

**Cost** 700 gp; **Weight** 24 lbs.

**Armor Bonus** +2; **Armor Check Penalty** -4  
**Arcane Spell Failure Chance** 25%

This double layered ballistic shield has all the benefits of a normal ballistic shield but can also be extended and deployed to provide cover like a tower shield as a standard action. You cannot bash with an



DEPLOYABLE SHIELD



extended deployable shield, nor can you use your shield hand for anything else. When employing an extended deployable shield in combat, you take a –2 penalty on melee attack rolls because of the shield's encumbrance. An extended deployable shield may be retracted as a standard action.

### CANID FIELD ARMOR

#### Light Armor

**Cost** 300 gp; **Weight** 8 lbs.

**Armor Bonus** +3; **Max Dex Bonus** +6;

**Armor Check Penalty** –3

**Arcane Spell Failure Chance** 10%

Designed from extensive experience with working dogs and worgs in the field, canid field armor is adapted to the physiology of canine creatures. The armor is constructed of leather and canvas, with sections of light chain mail or metal plates inside the panels covering the chest and sides. The design leaves the legs free to move naturally, and even comes with goggles and open toed booties that protect the sensitive pads of

the paws while leaving their claws free. The unique design means that all canines (including dogs, wolves, and worgs) are considered naturally proficient with canid field armor. The armor also allows the easy attachment of bags or pouches to the harness for gear and tool carrying. Worgs will often request specific items to be placed in pockets on the rear hips where they can access them easily.

### ARMOR MODIFICATIONS

The clever forgemasters of Tombstone often hear of complaints and recommendations from boys in the field and come up with interesting ways to upgrade and customize equipment in their goblin factories. Some of these are nearly mandatory, for example almost every soldier has their own helmet. Each of these modifications have their own cost and sometimes penalties as listed below, they can be added to the base price of armor, or purchased individually and added to an existing armor.



CANID FIELD ARMOR





### ABLATIVE PLATES

#### Modification to Heavy Armor

**Cost** 1,000 gp; **Weight** 25 lbs.

Thick stacks of metal plates wrapped in sheets of strong fibrous material are fitted into canvas pockets on the outside of the armor. These are specially designed to stop ranged attacks. They grant DR 2/- and block up to 100 points of damage, after which they become useless and must be replaced. This damage reduction stacks with that provided by adamantine armor, but not with other forms of damage reduction unless they also specifically stack with DR provided by adamantine armor (for example, DR provided by the armor master fighter archetype). A side effect of the fabric wrappings is that this upgrade grants a +2 bonus on stealth checks.

In addition to increasing the armor's base cost and weight, this upgrade reduces the wearer's speed by 5 feet; the Slow and Steady dwarven racial ability enables dwarves to ignore the associated speed penalties. The listed costs are for including this modification to nonmagical armor; increase the cost by 50% if adding to a suit of magical armor.

### AUTOMATED ARMOR

#### Modification to Heavy Armor

**Cost:** 40,000 gp

This modification allows a suit of heavy armor to be built into a construct that can don and remove itself from its wearer upon command. So long as the owner wears it, the construct performs no independent actions, remaining under the control of the creator and functions as normal heavy armor, with an added bonus of having any movement penalties reduced by 10 feet. The owner can order the removal of the armor with a swift action, at which point the automated armor leaves the owner's space and enters a space adjacent to the owner. When the automated

armor is not being worn it is considered a medium animated object made of metal and uses the statistics below. Donning automated armor takes a full-round action if the construct is still active. The owner cannot don automated armor with this modification if the construct has been destroyed. Automated armor counts as the original heavy armor for purposes of determining AC, weight, Dexterity modifiers to AC, and chance of arcane spell failure. Automated armor can be further modified like any construct.

### AUTOMATED ARMOR

#### XP 800

N Medium construct

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception -5

#### DEFENSE

**AC** 16, touch 10, flat-footed 16 (+6 natural)  
**hp** 36 (3d10+20)

**Fort** +1, **Ref** +1, **Will** -4

**Defensive Abilities** hardness 10; Immune construct traits

#### OFFENSE

**Speed** 30 ft.

**Melee** slam +5 (1d6+3)

#### STATISTICS

**Str** 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1  
**Base Atk** +3; **CMB** +5; **CMD** 15

Mithral automated armor gains hardness 15 plus a +2 increase to natural armor. Adamantine automated armor gains hardness 20, and receives a +4 increase to natural armor. Automated armor made from wood has a hardness of 5 and receives a -2 penalty to natural armor, other materials may vary depending on hardness.

**Construction Requirements:** Craft Construct, Craft Magic Arms and Armor, animate objects



### **FILTER MASK**

#### **Modification to Light, Medium, and Heavy Armor**

**Cost** 20 gp; **Weight** 2 lbs.

A filter mask is a tight fitting leather mask with built-in goggles and two breathing ports containing charcoal filled alchemical filters. A filter mask is fitted to an existing helm and imposes a –2 penalty on hearing and sight-based Perception checks, although the lenses can be replaced with most magical items that use the eyes slot. The mask grants immunity to inhaled poisons and other non-magical airborne attacks that require you to breathe them, and a +2 bonus on saving throws against magical cloud or magical gas attacks. Filters last for 8 hours, take 5 minutes to replace, and cost 10 gp each. Crafting additional filters costs 5 gp and a DC 15 Craft (alchemy) check.



FILTER MASK

### **IRON JAW**

#### **Modification to Medium and Heavy Armor**

**Cost** 1,000 gp; **Weight** 5 lbs.

This is a heavy, reinforced helmet with a large articulated chin protector fitted with metal teeth that can be used to make melee attacks. The wearer gains a bite attack as a primary natural attack that deals 1d6 points of damage (1d4 if the wearer is Small). If the wearer already has a bite attack, the damage of that bite attack increases by one step.

In addition, an iron jaw helmet grants a +2 circumstance bonus to the wearer's AC against critical hit confirmation rolls. An iron jaw can be enchanted as a weapon (not as armor, despite providing some protection). Armor that has an iron jaw helmet requires one additional minute to don or remove. The listed cost is for including this modification to nonmagical armor; increase the cost by 50% if adding to a suit of magical armor.



IRON JAW





### IOUN SOCKET

#### Modification to Light, Medium, and Heavy Armor

**Cost** 250 gp; **Weight** —

Small metal enclosures that can be built in or attached to the insides of helmets or armor plates, each socket will hold a single ioun stone. An ioun stone slotted in this manner grants you its normal benefits (as if it were orbiting your head).

### SLOGGER BOOTS

#### Modification to Medium and Heavy Armor

**Cost** 550 gp; **Weight** 8 lbs.

Heavy boots armored and plated in metal, they grant the wearer immunity to caltrops, and fire and cold resistance 5 against energy damage from walking on surfaces. The listed costs are for including this modification to nonmagical armor; increase the cost by 50% if adding to a suit of magical armor.

### STEEL POT HELMET

#### Modification to Light, Medium, and Heavy Armor

**Cost** 200 gp; **Weight** 4 lbs.

This simple, round metal helmet has internal padding and is fastened with a leather chin strap. The helmet grants a +1 circumstance bonus to the wearer's AC against critical hit confirmation rolls.

## GEAR

Any experienced merc knows you need the right equipment to get the job done. These new gear options allow your characters to prepare for interesting and tactical scenarios.

### ALCHEMICAL FUEL

**Price** 10 gp/gallon; **Weight** 8 lbs.

This mildly volatile liquid burns slowly at a controlled rate and is useful as a degreaser, solvent,

and most importantly a fuel for alchemical engines. Alchemical fuel can be refined from crude oil, distilled from plants, or even brewed by specific types of algae. This process is somewhat complicated and requires a dedicated lab that costs 500 gp and is capable of producing 10 gallons a day, complex factories combine and expand the components of these labs to produce even greater volumes.

**Crafting** Craft (alchemy) DC 20

### EGG TIMER

**Price** 25 gp; **Weight** 1 lb.

This small timer can be set in 1 minute increments from 1 to 480. It can be set to ring a small bell or to activate another device that has been designed to interact with a timer.

**Crafting** Craft (clockwork) DC 15



STEEL POT HELMET



### FUSE, BLACK POWDER

**Price** 10 gp/foot; **Weight** 1 lb.

Black powder fuse is a long cord that is sold by the foot. Made from a special thin braided twine and packed with grains of black powder, the fuse burns at a controlled rate of one foot per round. Setting the fuse into an explosive properly is a full round action that requires a DC 15 Disable Device check.

**Crafting** Craft (alchemy) DC 15

### FUSE, PRESSURE

**Price** 100 gp; **Weight** 1 lb.

This is a small metal cylinder containing primer powder and a spring loaded plunger. The fuse is armed by pulling back the plunger and fired by pulling the plunger release with a string, or attaching it to a timer. Setting the fuse and arming is a full round action that requires a DC 15 Disable Device check.

**Crafting** Craft (alchemy) DC 20

### FUSE, SPRINKLER

**Price** 150 gp; **Weight** 5 lbs.

A Sprinkler Fuse looks like a regular storm lantern. Upon close inspection you can find that there is a dial numbered from 5 to 60 under the top cap, and a crank under the base. To use the Sprinkler Fuse, simply light the lantern, set the dial to the desired number of minutes, then wind the internal spring with the crank. Once the desired amount of time has elapsed, the internal fuel oil will be pumped out the top, spraying a 5 ft area, and then an internal reservoir will be exposed to the flame causing the Sprinkler Fuse to burst catching everything nearby on fire.

**Crafting** Craft (alchemy) DC 20

### GAS MASK

**Price** 25 gp; **Weight** 10 lbs.

Gas masks are airtight leather masks fitted with thick glass eyepieces and two breathing ports containing charcoal filled alchemical filters. A gas mask is worn tightly around the head and face, allowing the user to breathe in hazardous environments. A gas mask grants immunity to inhaled poisons and other non-magical airborne attacks that require you to breathe them, and a +2 bonus on saving throws against magical cloud or magical gas attacks. Using a gas mask imposes a -2 penalty on hearing- and sight-based Perception checks. Filters last for 8 hours, take 5 minutes to replace, and cost 10 gp each. Crafting additional filters costs 5 gp and a DC 15 Craft(alchemy) check.

**Crafting** Craft (alchemy) DC 20



IRON JAW AND GAS MASK





### GRENADE SABOT

**Price** 10 gp; **Weight** 1 lb.

This squat metal tube has a thick base containing a light alchemical propellant charge. The tube is designed to accept any standard issue grenade, but once inserted it is not able to be removed safely. Grenades must be combined with a grenade sabot to be used in one of the various types of grenade launcher weapons.

**Crafting** Craft (alchemy) DC 20

### JUMP PACK

**Price** 10,800 gp; **Weight** 105 lbs.

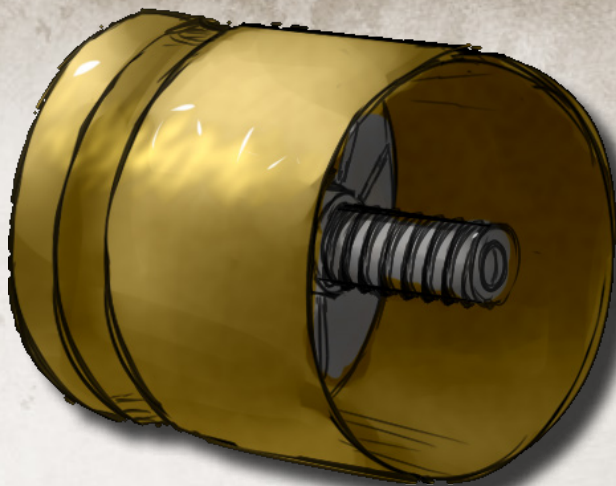
As a standard action these solid fuel rockets strapped to your back propel you through the air up to 760 ft. If you arrive in a place that is already occupied by a solid body, you instead land on the nearest unoccupied space. Your flight must be uninterrupted, if your flight path is obstructed in any way, you strike the obstruction and fall from that point. A jump pack may be used one time before it requires refueling. Refueling a jump pack requires 300 gp of unique alchemical reagents, this process takes an uninterrupted 10 minutes.

**Crafting** Craft (alchemy) DC 30

### MOBILE COVER

**Price** 95 gp; **Weight** 135 lbs.

Layered panels of metal connected with spring loaded tracks and levers make up this heavy device that looks like a stack of tower shields. While it is far too heavy and bulky to be wielded as a shield, it can be deployed to provide cover much like a tower shield, panels sliding apart to reveal two firing ports and aiming windows. As a standard action, you can extend and deploy a mobile cover to grant you and another creature total cover until the mobile cover is retrieved. When deploying the mobile cover you must choose one



### GRENADE SABOT

edge of your space and a matching edge of an adjacent square. The mobile cover extends and becomes a solid 10ft wall firmly attached to the ground. Any creatures adjacent to the mobile cover gain total cover for attacks that pass through it from the other side. Retrieving a mobile cover is a full round action. A mobile cover has a hardness of 10, 60 hit points, and weighs 135 lbs.

**Crafting** Craft (armor) DC 20

### PARACHUTE

**Price** 100 gp; **Weight** 10 lbs.

This fabric safety device fits into a wearable pack and when opened from a height of greater than 100 feet, expands to a 35 foot radius. The parabolic shape of the parachute functions as a means to create as much drag as possible and slow the wearer's descent. The chute itself is usually made of spider silk to be as strong and lightweight as possible. The straps attached to the canopy lead down into the pack, which is directly integrated into a wearable load bearing harness. Often employed by airborne infantrymen, the design is kept simple and easy to use. Upon landing, the wearer takes no falling



damage and can release the pack as a free action. Folding the parachute and packing it into its enclosure for reuse requires a DC 20 craft cloth check, failing this check means the parachute will not fully open when it is used and the wearer will take falling damage as normal. This device was likely designed by a psychopath or someone with an innate fear of perfectly functional airships.

**Crafting** Craft (cloth) DC 25

#### PARATROOPER BOOTS

**Price** 800 gp; **Weight** 8 lbs.

These masterwork boots are the pinnacle of military footwear. Made from durable exotic leathers and thick soles, then treated with oils to provide waterproofing and laced with braided spider silk, the knee-high boots are an advantage for any soldier. These boots provide a non magical +2 bonus to Constitution checks required during a forced march, and a +2 bonus to Acrobatics checks to avoid falling damage.

**Crafting** Craft (shoes) DC 20

#### POWDER MAGAZINE

**Price** 250 gp; **Weight** 30 lbs.

This large chest is made of double walled sheets of steel that have been filled with an insulating material and has a matching tight fitting lid with many latches. When the lid is secured and latched, the chest is waterproof. Any explosives placed in the powder magazine are protected from accidental detonation by fire, electricity, or explosions. An empty powder magazine weighs 30 lbs and has four cubic feet of internal volume, enough to store 4 gunpowder kegs. It may be possible to have powder magazines made in different sizes and shapes.

**Crafting** Craft (armor) DC 15

## SMOKELEAF NOTES

Smokeleaf can be consumed in many ways and the price will vary greatly depending on brand, quality, and the way it has been prepared. Some methods last longer than others, and unless you're using some form of complex apparatus like a hookah, it can be consumed as a free action that a character can do passively while performing other duties.

#### ROAD SPIKES

**Price** 3,000 gp; **Weight** 50 lbs.

A roll of stout fabric with sewn in wooden bracing, this item can be quickly unrolled as a move action to expose the many rows of metal spikes protruding from one side. This creates a 20-foot line that if crossed by a vehicle with wheels will cause the vehicle to make a sudden stop by puncturing the wheels and wrapping around the axles (Reflex DC 20 negates). If road spikes are deployed with a DC 20 disguise check, increase the Reflex save by +10.

**Crafting** Craft (traps) DC 20

#### SMOKELEAF

**Price** 5 sp/pound

These dried and cured leaves are often chewed or burned and the smoke inhaled, they contain a natural stimulant that helps people stay alert, but this comes at the cost of potentially serious health problems with prolonged use. When using smokeleaf you gain a +1 alchemical bonus to perception checks and saving throws against sleep-related spells or effects.

#### SPEEDLOADER MAGAZINE

**Price** 50 gp; **Weight** 1 lb.

This device allows for the rapid reloading





of a single type of magazine fed firearm or revolver. If it has been loaded with manufactured ammunition ahead of time (such loading requires a full round action) the specific firearm that it fits may be loaded with the Speedloader Magazine as a free action, this action empties the Speedloader Magazine until it has been reloaded again. Speedloader Magazines can be used on different identical types of firearms, but each type of firearm requires its own specific Speedloader Magazine that has been crafted to fit.

**Crafting** Craft (gunsmithing) DC 20

#### TRAUMA DRESSING

**Price** Small 50 gp, Medium 300 gp, Large 750 gp; **Weight** 1, 2, 5 lbs.

This field-expedient combination of styptics, medicated salve, gauze, and tight wound wrappings can be applied to negate the effects of most flesh wounds and control bleeding. Applying any Trauma Dressing takes a standard action and a successful DC15 Heal check. Trauma Dressings come in three sizes, treat this as non-magical healing equal to the following spells:

Small = *Cure light wounds*

Medium = *Cure moderate wounds*

Large = *Cure serious wounds*

**Crafting** Craft (alchemy) DC 20 (small), 25 (medium), 30 (large)

#### UNIVERSAL ANTIDOTE

**Price** 1,500 gp; **Weight** 1 lb.

The universal antidote is a rare and difficult to create alchemical concoction. Drinking a universal antidote will instantly neutralize most diseases and poisons, but the noxious mixture will likely leave the patient nauseated afterward. Treat this as non-magical cure poison and remove disease, with a caster level check of 30. A creature who drinks the universal antidote must make a DC 20 save (Fort negates) or become nauseated for 1d6 rounds.

**Crafting** Craft (alchemy) DC 30

## UNIVERSAL ANTIDOTE

*You see the medic reach into his bag and remove what looks like a thick glass pint jar stoppered with a large cork and sealed with wax. Inside the jar is a dark blob that occasionally twitches in some translucent fluid, surrounded by flecks of floating detritus. He cuts away the wax and uncorks the bottle, releasing a strong cloying odor that reeks of musk and bitter spices. "Here" he hands you the jar "drink this, the whole thing, and DO NOT chew it. that embryonic basilisk liver is carefully preserved, and well, technically alive. if it's totally dead it can't suck the poison out." As you chug what appears to be some sort of fish oil combined with rock salt and bitter plant leaves, you struggle to force down the squirming mass that's at least twice as big as your tongue. It seems to fight you and wants to crawl back up out of your stomach, and it takes everything you've got not to let it.*

#### WATER BREATHER

**Price** 475 gp; **Weight** 25 lbs.

This consists of a mouth covering mask with two thick hoses connected to a box that can be mounted on the back or chest. The water breather uses a replaceable cartridge filled with alchemically treated moss and algae to recycle the wearer's breath, providing air for extended underwater excursions. The cartridge must be replaced after 5 hours of use, but this use need not be continuous. Replacement cartridges cost 375 gp.

**Crafting** Craft (alchemy) DC 20



### **WATER FINS**

**Price** 100 gp; **Weight** 5 lbs.

Water fins give the wearer a swim speed equal to half their base land speed. A creature with an existing swim speed adds +10 feet to their swimming speed. All creatures have a 5 foot speed on land while wearing water fins. Donning or doffing water fins requires a full round action.

**Crafting** Craft (leather) DC 20

## **EQUIPMENT KITS**

### **AIRBORNE KIT**

**Price** 900 gp; **Weight** 18 lbs

The basic loadout to turn a ground pounder into an airborne trooper, this kit includes a parachute and paratrooper boots.

### **CHEMICAL KIT**

**Price** 2,925 gp; **Weight** 23 lbs.

To be issued and used in the event of unconventional warfare tactics, this kit contains a gas mask, four gas grenades, and one universal antidote.

### **GRENADE KIT**

**Price** 7,000 gp; **Weight** 80 lbs.

This kit contains a bandolier, grenade sabot (20), and 4 each of the following alchemical grenades: fragmentation grenade, flashbang grenade, smoke grenade (different colors), incendiary grenade, gas grenade.

### **MORTARMAN KIT**

**Price** 58,200 gp; **Weight** 283 lbs.

A mortarman kit consists of one mortar tube weapon and 12 mortar shells, six are AP shells and the other six are incendiary shells. This kit is normally assigned to a team of two soldiers.

### **SHARK TROOPER KIT**

**Price** 2,550 gp; **Weight** 100 lbs.

Specially designed for amphibious operations, the shark trooper kit allows a soldier to move silently and unseen through the water to strike from unexpected regions. This kit contains one water breather apparatus, two water breather cartridges, one set of water fins, and one streamlined shark disguise that causes the wearer to appear to be a shark in the water. This disguise is so complete that at a distance it appears to be an actual shark to any observers. Only upon looking up close is there any indication it might not be what it seems, in such circumstances it grants a +10 bonus on a Disguise check to appear to be a shark.

### **TRAUMA KIT**

**Price** Small 2,000 gp, Large 4,500 gp;  
**Weight** 16, 40 lbs.

The small kit contains the following items: small trauma dressing (5), medium trauma dressing (3), large trauma dressing (1), troll styptic, all in a small pouch.

The large kit contains the following: small trauma dressing (10), medium trauma dressing (5), large trauma dressing (3), troll styptic (3), in a shoulder bag.

## **AMMUNITION**

All of the firearms in this book use manufactured cartridges. Manufactured cartridges use a reloadable brass case, a primer, a powder load, and a bullet projectile. All of these components are required to craft manufactured cartridge ammunition. Manufactured cartridges are similar to alchemical cartridges in function, but they do not increase the chance of a misfire. Each firearm takes a specific type of manufactured cartridge ammunition, and each type can further be customized as special ammunition, made masterwork, or enchanted in groups of





50, similar to arrows. Ammo prices are for standard rules, remember to divide by ten if using the suggested “guns everywhere” rules.

#### HANDGUN AMMUNITION

**Price** 10 gp per round, 500 gp/50 rounds

This smaller caliber ammunition fits most handguns such as the semi-automatic handgun, cattlemen’s revolver, zipguns, and submachine gun.

**Crafting** Craft (gunsmithing) DC 20

#### RIFLE AMMUNITION

**Price** 15 gp per round, 750 gp/50 rounds

Using a long tapered case and larger powder load, rifle ammunition travels at much higher velocities and deals more damage on average than pistol ammunition. This ammunition fits firearms such as the infantry rifle, modern light machine gun, minigat, and big iron revolver.

**Crafting** Craft (gunsmithing) DC 20

#### SHELL AMMUNITION

**Price** 15 gp per shell, 750 gp/50 shells

Shotgun shells are available as pellets or slugs, and are used in such firearms as the trench sweeper and coach gun.

**Crafting** Craft (gunsmithing) DC 20

#### LARGE CALIBER AMMUNITION

**Price** 30 gp per round, 1,500 gp/50 rounds

Also called .50 caliber ammunition, this large rifle round carries a hefty bullet with a very large powder load pushing it to incredible speeds. Large caliber manufactured cartridges are used in firearms like the anti-materiel rifle, the big gat, and the heavy machine gun.

**Crafting** Craft (gunsmithing) DC 25

#### AUTOCANNON AMMUNITION

**Price** 60 gp per round, 3,000 gp/50 rounds

More of a small artillery round shaped like

a big rifle round, autocannons use their own manufactured cartridge ammunition with a bullet that is nearly an inch in diameter.

**Crafting** Craft (gunsmithing) DC 30

### AMMUNITION COMPONENTS

Manufactured ammunition all requires similar components to craft. These components, along with a dose of gunpowder, allow the crafter to create manufactured ammunition.

#### CARTRIDGE PRIMERS

**Price** 1 gp for pistol, 1 gp for rifle, 1 gp for shells, 2 gp for large caliber, 3 gp for autocannon

Small disks filled with a volatile alchemical compound, primers cause the powder inside a cartridge to burn when struck by the firing pin of a firearm.

**Crafting** Craft (gunsmithing) DC 30

#### LEAD BULLET PROJECTILE

**Price** 3 gp for pistol, 5 gp for rifle, 5 gp for shells, 10 gp for large caliber, 20 gp for autocannon

Bullets made from cast lead are easy to produce with cast iron molds and a hot fire.

**Crafting** Craft (gunsmithing) DC 10

#### UNFIRED BRASS CASINGS

**Price** 3 gp for pistol, 5 gp for rifle, 5 gp for shells, 10 gp for large caliber, 20 gp for autocannon

Brass casings are a basic component for crafting or reloading manufactured ammunition.

**Crafting** Craft (gunsmithing) DC 20

#### AMMUNITION LINKS

**Price** 1 sp/10 pcs

These small bits of stamped and folded sheet metal are used to link bullets into belts.

**Crafting** Craft (gunsmithing) DC 15



## SPECIAL AMMUNITION

The following are a few of the ways that manufactured ammunition can be modified. Some require special materials, but all of them apply some form of additional effect when fired.

### ADAMANTINE BULLETS

**Price** +60 gp per round, +3,000 gp/50 rounds

Manufactured cartridges with adamantine projectiles are always masterwork quality, the projectiles are extremely hard and valued for their ability to cut through solid barriers with ease. Bullets made from adamantine have a natural ability to bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 20.

### BLEEDING BULLETS

**Price** +300 gp per round

A bleeding bullet deals normal damage when it hits a creature. Each round thereafter, the creature bleeds for 1 point of damage until the bleeding is stopped by a DC 10 Heal check or the application of a *cure* spell or some other healing magic. A critical hit does not multiply the bleed damage. Creatures immune to critical hits (such as plants and constructs) are immune to the bleed damage dealt by this weapon.

### DISTANCE ROUNDS

**Price** +2 gp/50 rounds

These boat tailed solid copper rounds increase a firearms range increment by 10 feet but take a –1 penalty on damage dealt per range increment (minimum 1 point of damage).

### FLECHETTE ROUNDS

**Price** +25 gp per round, +1,250 gp/50 rounds

When fired, the projectile fragments into

hundreds of tiny needles, forming a 5-foot burst of razor-sharp splinters that deals 1d4 points of piercing damage (Reflex DC 18 negates).

### INCENDIARY ROUNDS

**Price** +100 gp per round

Upon impact alchemical agents stored in the projectile spread in a burst of flame dealing 1d6 points of fire damage to the target. The weight of this projectile imparts a –1 penalty on attack rolls.

### RUFUSS RED AMMUNITION

**Price** 2,500 gp for a box of 5 rounds

This exotic .50 caliber/large caliber ammunition is rare, and only comes in five round boxes. Designed as a specialty anti-vehicle and anti-materiel round, it is easily identifiable by its green and white striped tip. The projectile detonates and explodes on impact and deals an additional 2d6 points of bludgeoning and piercing damage and 1d6 fire, any creature that survives being hit by a rufuss red round must also succeed at a DC 20 Reflex save or catch fire, taking an additional 1d6 points of fire damage each round until the flames are extinguished.

### SPELL DISRUPTING AMMUNITION

**Price** +15 gp per round, +750 gp/50 rounds

These masterwork alchemical cartridges, arrows, or crossbow bolts are made with a penetrator crafted from a green crystalline star metal. Any creature wounded by spell disrupting ammunition suffers a 20% arcane spell failure chance. Dislodging the projectile from the wound removes the spell failure chance but it requires a DC 20 Heal check, this is a full round action that does provoke. This ammunition may be enchanted, but it costs twice as much as normal ammunition to enchant.





### TRACER ROUNDS

**Price** +25 gp/50 rounds

These rounds contain a small alchemical charge in the base of the projectile that burns when fired leaving a searing streak along the path of the bullet. When fired from a weapon with the automatic quality this reduces the penalty to hit when firing by  $-1$ . Not all of the ammunition needs to be composed of tracer rounds, but at least 1 out of every 5 shots must be a tracer to gain this effect.



PRINCESS, THE MILITARY WORKING  
WORG WEARING CANID FIELD ARMOR



# A STEED MOST WORTHY

Within the confines of a densely cluttered workshop, Speedy wrenched away at a piece of machinery. The air around him was filled with smoke and airborne debris from the other workers grinding metal, blow torching parts, hammering out dents in the metal skin of impressive machines, and more. Somewhere just beyond eyesight, a heavily barricaded door with precisely carved letters on it said "Dwarven Sapper Division, Research and Development" adjacent to this door was a rough wooden sign with the crude painted words "Do not intur. High risk uh deff".

Warboi entered the dusty, noisy shop in search of Speedy, spotting his target just beyond the first row of maintenance bays. Speedy could be seen shoulder-deep in the guts of a warmachine decorated with the scars of battle, handcrafted paint markings, and a lot of firepower. The click of Warboi's boots was drowned out among the various power tools and machinery churning away in a symphony of mechanical prowess.

"Oi, iz me steed ready?," Warboi bellowed, giving Speedy a kick on the boots. Speedy ceased his work, sliding out from under his current project with a huge grin stretched across his soot-covered face.

"Warboi! Dis monster will 'ave ya smashin' heads and haulin' ass like never before! Prepare to be amazed," Speedy replied. He hopped up onto his feet, dusting himself off and motioned to Warboi to follow him.

"Dis gitz was a right pain in me arse to finish, but she's a right beaut' now. Wait 'til ya see what Iz done to her. Parked her next to me own Bur-rah-dum, since she's so sexy", Speedy barked, trying to explain to Warboi as they both traversed the shop floor towards the back door. A loud explosion rocked the building, blowing the entrance to the R&D center clean off the hinges. A few dwarves limped out of the room, completely covered in soot, coughing and waving their hands around to clear thick plumes of smoke from the air around them.

"Haha! Dem boiz are werkin' on a new round a gatz fer da convoy!", Speedy pointed out, noticing Warboi's attention drawn to the area.

Speedy pushed a heavy door open, allowing a bit of fresh air to rush into the shop as the duo exited into the open air. Speedy's wide toothy grin could not be contained. His pride was most apparent over the huge armored truck that sat next to a motorcycle that displayed a pair of huge wheels, a massive engine, exceptional armor plating, and enough firepower wage war for a week straight.





Warboi laid eyes upon the truck with a satisfied glow in his eyes, beneath his goggles. The sight of this new and improved truck nearly brought him to drool.

"Behold! Da engine haz been worked over, squeezin' 30% more horsepower n' torque to all four wheels. Da tires have been upgraded with the next generation which now includes armor plates on da sidewalls. Adamantite bulletproofin' haz been added inside da body panels for added protection, which also allowed me to reinforce the gun mounts and make em more rigid for less accuracy loss. I went ahead and upsized ya ammo stores as well, givin' ya 20% more storage capacity. And, me personal touch, I went ahead and added a grenade machine gun and mounted it so that you haz some nice firepower right at ya finger tips", Speedy explained with great fervor.

"So, what do ya think? Still doubtin' ol' Speedy?", He continued, jesting a bit at Warboi.

Warboi stood in awe and placed his thumbs into the front of his belt. His eyes darted all over the vehicle, stricken with something that stood out as beautiful among the cluster of workshop buildings bellowing their smokestacks high into the sky.

"Itz a right work of art, Speedy. Youz outdone ya selvez." Warboi muttered, barely audible over the cacophony of noise still emanating from the workshop door. Speedy clapped his hands together in excitement.

"So, wanna take her for a spin?", Speedy asks with a gleam in his eye. Warboi snorts, shaking his head.

"Nah, dis one ain't for me. Need it for a special mission. One of me boiz is needin' somethin' that can keep up with me own buggy"





## VEHICLE RULES

IN MOST GAMES, LOW-LEVEL CHARACTERS DO THE MAJORITY OF THEIR TRAVELING ON THEIR OWN TWO FEET. IN SAVAGE COMPANY CHARACTERS WILL COME ACROSS ACCESS TO VEHICLES AT MANY LEVELS, BE THAT GETTING RIDES, OR EVEN BUYING OR COMMANDEERING THEIR OWN. THE VEHICLES IN THIS BOOK COME IN TWO FORMS: LAND VEHICLES THAT SERVE AS TRANSPORTATION AND COMBAT PLATFORMS, AND AIRSHIPS THAT PROVIDE TRANSPORTATION AND ARE MORE LIKE MOBILE BASES. USING VEHICLES IS OPTIONAL, YOU MAY JUST WANT TO FEATURE THEM AS A GM CONTROLLED WAY TO GET YOUR PLAYERS TO A MISSION, OR YOU MAY BASE YOUR ENTIRE CAMPAIGN AROUND A GROUP OF CHOPPER RIDING DESERT WARRIORS. WHATEVER YOU CHOOSE, THE RULES IN THIS CHAPTER ARE OUR TAKE ON STREAMLINED VEHICULAR COMBAT, DESIGNED TO BE SIMPLE AND EASY, ALLOWING YOU TO FOCUS ON THE GAME.





## BASICS

The following are the basic rules for using vehicles. This is an overview of the rules that all vehicles use.

**Drivers** Drivers control vehicles. A driver is a creature with an Intelligence score of at least 3 who is physically able to manipulate a vehicle's driving device and who is both within the driving spaces of a vehicle and actively manipulating the driving device.

**Occupants** Any creature riding, driving, or serving as crew on a vehicle is considered its occupant.

**Facing** Unlike characters, vehicles have a forward facing. A vehicle moves best when it moves in the direction of its forward facing.

**Acceleration/Deceleration** Vehicles must accelerate to reach their maximum speed. Each round, with the proper driving action and a successful check, the driver can increase the vehicle's movement by its rate of acceleration, as long that value is no greater than the vehicle's maximum speed. Vehicles must decelerate to slow down and are hard to stop at an exact point.

**Initiative** A vehicle moves at the start of its driver's turn. If a vehicle has no driver, it moves on the turn of the last creature that was its driver, or on a turn determined by the GM.

**Controlling a Vehicle** If a vehicle has a driver, before the driver does anything else on her turn, she must determine what drive action she is taking, and take that action. If the driver takes no action, takes some other action instead of driving the vehicle, or delays or readies an action—or if there is no driver—the vehicle takes the “uncontrolled” action. A driver can only take

one action each turn to control a vehicle. Once the driver has selected the action, or takes some other action forcing the vehicle to become uncontrolled, the vehicle moves.

**Driving Check** When a driver takes a driving action, she must make a driving check to determine the maneuverability and speed of the vehicle that round. The vehicle's propulsion determines what skill is used for the driving check. A driver can always make a Wisdom check in place of a driving check. The base DCs for all driving checks are DC 5 and DC 20. Use the lower DC when the driver is not in combat and the higher DC when the driver is in combat.

**In Combat** Vehicles and crew members do not threaten any area around them, but their drivers and their non-crew occupants do. Vehicles can enter the spaces of objects and creatures smaller than themselves. Vehicles do not usually have attacks, but they can—and may be required to—make vehicular bull rush, vehicular overrun, and ramming combat maneuvers. Some vehicles may have weapons that can be activated by the driver, melee vehicular weapons always have a Strength modifier of +10 and ranged vehicular weapons use the drivers Dexterity modifier.

## PROPULSION

Every vehicle has a method of propulsion. The method of propulsion typically affects the speed and maneuverability of a vehicle, but more importantly, a vehicle's propulsion determines the required skill needed to control a vehicle. The methods of propulsion encountered in this book take two forms: Alchemical and Magical.

**Alchemical** Alchemical engines are the most common forms of propulsion for many vehicles. Crafted from metal to



contain small explosions of flammable alchemical fuel, an alchemical engine is difficult and complex to build or repair, but easy to operate, they can be disabled using Disable Device and are considered difficult devices. Alchemical engines require no special checks to control, however their constant noise makes them easy to hear and imparts a –10 penalty on stealth checks. Alchemical engines have a hardness of 10, and 20 hit points per square. Magically treated or enchanted alchemical devices have double the hardness and hit points. Alchemical fuel consumption is an important part of operating these engines. Alchemical engines use 1 gp worth of alchemical fuel per hour for each square of the vehicle, and on average have enough fuel storage to hold 5 gallons of fuel per square of the vehicle.

**Magic** Magic provides some of the most powerful and easy-to-use methods of propelling a vehicle, such as an experienced driver cavalier's vehicular mount or an airship with an arcane device at its heart. Often simply identifying the properties of the magic item providing propulsion gives a creature the ability to use it, but sometimes more complicated magical devices require Spellcraft or Use Magic Device to drive properly. Magic items used for propulsion have their own item statistics.

## DRIVING DEVICES

Driving devices listed are usually handlebars, steering wheel, throttle, or pedals. These are made of metal and have an Armor Class of 12, 20 hit points, and a hardness of 10. When a driving device is destroyed, a vehicle cannot be driven until the driving device is repaired.

## VEHICLE SIZE AND SPACE

Vehicles have sizes and spaces different from creature sizes and spaces. Many vehicles are long and thin rather than taking up a space of an equal number of squares per side like creatures do. A wagon, for instance, may take up a 10-by-10-foot square, or may be 10 feet wide and 15 feet or more long. Often one of the shorter sides of the vehicle serves as a vehicle's forward facing.

**Size Conversion** Often it is important to know the size category of a vehicle. Use Table: Vehicle Size to determine the size category of a vehicle based on the number of squares it occupies.

TABLE: VEHICLE SIZE

Vehicle Squares	Vehicle Size
2–6 squares	Large vehicle
7–12 squares	Huge vehicle
13–20 squares	Gargantuan vehicle
21+ squares	Colossal vehicle

**Driving Space** At least one 5-foot-by-5-foot square on each vehicle must be designated as its driving space—sometimes such an area may encompass multiple squares. In order to drive a vehicle, an intelligent creature must be within at least one square of the driving space and able to manipulate its driving device. The typical sizes and locations of driving spaces are detailed in the individual vehicle descriptions.

**Carrying Capacity** Most vehicles will have a limited number of passengers they can carry based on the squares available to fit them inside, this may be raised in a pinch by squeezing multiple creatures into individual squares. Some vehicles are designed to carry cargo or have a fixed limit





on space and weight. If the cargo weight limit is not stated assume that a vehicle can carry up to 250 pounds per square of the vehicle, including drivers and passengers.

## VEHICLE FACING AND MOVEMENT

Vehicles do not move like creatures. They tend to move in the direction of their forward facing, and do so quickly.

**Facing** Unlike creatures, most vehicles have a forward facing. The facing of the vehicle determines its best path of propulsion. Vehicles can often turn quickly, but only as part of movement. Vehicle facing represents the effect of inertia on vehicles. When driven correctly, vehicles can move straight ahead, diagonally, or a mix of both within the same movement. Skilled drivers can make a vehicle zigzag in a forward direction with ease.

**Movement** Vehicles have a maximum speed and an acceleration listing. The speed is the fastest rate the vehicle can travel. A vehicle cannot start at its maximum speed, unless it has some form of high-level magic propulsion. Each round, the driver can attempt to accelerate the vehicle or decelerate it by a rate equal to its acceleration. The rate at which a vehicle is currently moving is called its current speed.

## DRIVING VEHICLES

Controlling a vehicle takes common sense, awareness, intuition, and often some amount of skill in its method of propulsion. With alchemical propulsion, it's about knowing when to pump the brakes and when to slam on the gas, guiding your steel monster around rocks

and potholes while keeping your tires on the ground. With magic, it is typically about understanding the magic device that powers the propulsion and using the device properly.

**Driving Actions:** A driver can, at the start of her turn, before taking any other action, take any of the following actions (except the “uncontrolled” action) to control a vehicle. If the driver does not take an action, takes another action, or delays or readies an action, she loses control of the vehicle and the vehicle takes the “uncontrolled” action.

### **Accelerate (standard action):**

With a successful driving check, the vehicle's current speed increases up to its acceleration (in 5-foot increments; minimum 5 feet), but no higher than its maximum speed. The vehicle can move forward or forward diagonally. In other words, each time a vehicle enters a new 5-foot square, it can choose any of its forward-facing squares—the ones directly in front or either of the squares directly forward and diagonal. This allows the vehicle to swerve. A driver who fails her driving check can only move into squares directly in front of the vehicle's forward facing.

**Decelerate (standard action):** With a successful driving check, the vehicle's current speed decreases by a rate up to its acceleration (in 5-foot increments; minimum 5 feet). On a failed check, the vehicle does not decelerate. Either way, the vehicle can move forward diagonally. If deceleration reduces a vehicle's speed to 0, some amount of inertia will continue to move the vehicle forward. The vehicle moves forward (either directly forward or forward diagonally) 1d4 × 5 feet before coming



to a complete stop. Having the Expert Driver feat reduces this distance by 10 feet (minimum 0 feet).

**Cruise (move action):** With a successful driving check, the driver can move the vehicle forward on its current facing at its current speed, and it can move forward diagonally. Failing the check keeps the speed constant, but you cannot move the vehicle forward diagonally.

**Reverse (standard action):** A vehicle may only be moved in reverse if it is at a full stop (movement of 0 feet). On a successful driving check, a vehicle can move backward at half its acceleration, moving either directly backward (the reverse of its forward facing) or backward diagonally. On a failed check, it does not move backward.

**Turn (no action):** At any time during Accelerate or Cruise, the driver can choose to turn the vehicle. A vehicle must be in motion to turn. The driver may turn a vehicle's forward facing up to 90 degrees. If a vehicle's current speed is twice its acceleration, the driving check DC increases by 5. If a vehicle's movement is three times its acceleration, the driving check DC increases by 10. If it is four or more times its acceleration, the DC increases by 20. With a successful driving check, the vehicle changes its facing either left or right by up to 90 degrees at any point during its movement. Do this by pivoting the vehicle so that the left rear or right rear side of the vehicle takes the place of the vehicle's former forward facing side. On a failed check, the vehicle does not turn, but can be moved forward diagonally during its movement.

**Uncontrolled (no action):** When the driver does nothing or there is no driver, the vehicle is uncontrolled. An uncontrolled

vehicle moves forward only (it cannot move forward diagonally). If a vehicle has alchemical propulsion, it slows by 10 feet. These decelerations are cumulative. If a vehicle does nothing, it cannot perform vehicular bull rushes, but can still perform a vehicular overrun or a ramming maneuver.

**Activating a device (standard action)** In addition to controlling the vehicle, a driver may activate a hardpoint mounted weapon or device as a standard action. If the device is used to make an attack, it uses the driver's base attack bonus. For melee attacks the vehicle has a set Strength modifier of +10, for ranged attacks the driver uses her Dexterity modifier.

**Driving a Vehicle Outside of Combat**  
Since driving a vehicle outside of combat is easily accomplished by taking 10 on the skill check, driving checks are not normally needed. Almost every character can do it with relative ease; the DCs are given only to adjudicate special situations that may come up in your game.

**Driving a Vehicle with Magic Propulsion** Typically, a vehicle with magic propulsion requires actions but no driving checks in order to drive it. When driving a vehicle with magic propulsion, treat every action as though the driver succeeded at the driving check.

**Driving A Vehicle without the Proper Skill** If a driver lacks the proper skill to drive a vehicle, the driver can always make a Wisdom ability check instead of the appropriate skill check. The driver can even take 10 or gain the benefits of aid another when using Wisdom instead of the vehicle's normal driving skill.

**Vehicle Crews** Some vehicles require a crew. A vehicle with a full crew complement is as easy to control as any





other vehicle. A vehicle without a full crew complement, but with at least half its crew, increases all driving check DCs by 10. A vehicle needs at least half its crew complement in order to be driven at all. Crew members can take no action while the vehicle is in motion except to aid in that vehicle's movement. A crew member does not threaten an area.

## VEHICLES IN COMBAT

A vehicle in combat can become a target for attacks and can affect combatants with special vehicular maneuvers. The following are the rules for how a vehicle acts in the combat round.

**Initiative** A vehicle moves on its driver's initiative. If a driver delays or readies an action, the vehicle goes out of control, and does nothing except take the uncontrolled action until it stops or someone becomes its new driver.

**Movement** At the start of the driver's turn, she makes a driving check to control the vehicle as detailed in the Driving Vehicles section. When doing so, she takes whatever action is required before doing anything else that turn. Vehicles usually ignore difficult terrain due to rubble and foliage, but treat steep inclines as difficult terrain, and depending on the vehicle type and GM judgment, they may be affected by other difficult terrain types as well.

Vehicles and creatures that occupy vehicles can enter the spaces of other vehicles and creatures, though doing so usually provokes a vehicular overrun or ramming maneuver (see Vehicle Combat Maneuvers). A vehicle can even end its turn in the space of a creature or another vehicle.

**Threatening** Vehicles do not normally threaten areas, but their non-crew occupants can. A character driving a vehicle still threatens the squares around her, though she may have limited options for attack depending on the requirements of the device used to drive the vehicle. Vehicles equipped with melee weapons threaten only the squares in that weapons reach.

**Line of Sight and Cover** Vehicles typically grant their occupants partial cover (+2 to AC and +1 on Reflex saving throws) against those outside the vehicle, and may grant partial cover against opponents within the vehicles as well. Vehicles with more protection or internal chambers can offer greater cover and can even block line of sight.

**Jumping On or Off A Vehicle** Jumping on a vehicle is a normal jump of its distance assuming the vehicle has a deck or handholds within the character's height from the ground. Increase the DC of the Acrobatics check by 5 for every 30 feet of the vehicle's current speed. If the jumping creature is on a moving vehicle, calculate the increase in the Acrobatics skill check DC by calculating the difference between the current speeds of the two vehicles. For every difference of 30 feet (round up), the DC increases by 5.

For example, jumping onto a vehicle with a current speed of 90 feet increases the DC by 15 if the jumper is not also on a moving vehicle. If the jumper is on a moving vehicle, and that vehicle is moving at the same current speed as the vehicle the jumper wants to jump to, there is no increase to the DC. If the difference between their speeds is less than 30 feet, the DC of the Acrobatics check increases by 5. If it's between 30 and 60, it increases by 10, and so on. Jumping off a vehicle onto the ground is considered a fall, and



treated as if the fall were an additional 10 feet farther for every 30 feet of the vehicle's movement for the purposes of determining damage. Acrobatics can be used to soften this fall, and magic abilities such as feather fall can be used to negate the effects of jumping off a vehicle.

**Taking Control of A Vehicle** If a vehicle has no driver, any creature can take control of the vehicle as long as the creature is within the driving space of the vehicle and makes a driving check as a free action. The vehicle's driver can always give over control to another adjacent creature that is within the driving space of the vehicle as a free action. When a new creature becomes the driver, the vehicle moves on the new driver's turn, but not on the new driver's first turn after taking control of the vehicle. If a creature wants to take control of a vehicle from another forcefully, it must pull the driver off the controls as part of a grapple and take over the driving device as part of a pin. When a creature successfully pins a vehicle's driver, it can choose to end the grapple immediately. When it does, the creature moves the current driver 5 feet to any unoccupied space within the vehicle (this movement does not provoke attacks of opportunity) and becomes the vehicle's new driver.

**Attacks against Vehicles** A vehicle has a base Armor Class based on its size and other defenses the vehicle has. To calculate the vehicle's actual AC, add the current driver's driving skill modifier (or Wisdom modifier, if it is using that ability to drive the vehicle) to the vehicle's base AC. Touch attacks against a vehicle ignore its driver's driving skill or ability modifier; thus a vehicle's base AC is its touch AC. A vehicle is never considered flat-footed.

A vehicle has a base saving throw listed in its stat block. This determines its base

Fortitude and Reflex saving throw. A vehicle is immune to effects that require a Will saving throw (though drivers, crew members, passengers, and creatures providing muscle propulsion typically are not). To determine the vehicle's actual Fortitude and Reflex saving throws, add half the driver's driving skill modifier (or half the driver's Wisdom modifier) to the vehicle's base saving throw.

Vehicles have hit points, but do not have ability scores, and are immune to ability score damage or drain. They are also immune to bleed damage. A vehicle that takes damage in excess of half its total hit points gains the broken condition. When a vehicle reaches 0 or fewer hit points, but has not yet reached negative hit points equal to the number of squares of its space, it is wrecked. When a vehicle reaches a negative number of hit points equal to the number of squares it takes up, it is destroyed (see Damaging a Vehicle).

Unlike other objects, vehicles do not take half damage from energy attacks, but do take half damage from all ranged weapons except siege weapons. When attacking a vehicle, you can attack the vehicle's structure, occupant, propulsion, driving device, or conveyance (if any).

**Attacking the Structure** This is an attack against the vehicle itself. If successful, the vehicle takes damage normally.

**Attacking an Occupant** This is a normal attack against an occupant creature. Occupants get partial cover or greater if the attack is coming from outside of the vehicle. Grappling the driver is one method for taking control of the vehicle.

**Attacking Propulsion** Propulsion often has its own set of statistics, the hit points and hardness determined by multiplying





the values listed in the Propulsion Devices sidebar by the vehicle's total number of squares of that type. Individual vehicle stat blocks also detail their propulsion. If a vehicle has a crew, and more than half of that crew is killed, dazed, stunned, or rendered unconscious, the vehicle can no longer be controlled.

**Attacking the Driving Device** A driving device is its own object with its own statistics. When a driving device gains the broken condition or is disabled, all driving checks are increased by 10. When a driving device is destroyed, the vehicle can no longer be driven. Driving devices are typically objects with object immunities and resistances.

**Attacking Conveyance** An attack against wheels, rudders, or similar forms of conveyance takes a –10 penalty on the attack roll, but does maximum damage to the vehicle (no roll necessary). If the attack is a critical hit, multiply this maximum damage by the critical multiplier of the attack. Conveyances are typically objects with object immunities and resistances.

**Vehicle Combat Maneuvers** Vehicles typically don't have attacks, though some can be fitted with weapons. A vehicle can make, and is often required to make, a vehicular bull rush, vehicular overrun, or ramming maneuver as part of its movement. Unlike creatures, a vehicle can enter the space of creatures or objects smaller than it, and when it does, it makes either a vehicular overrun or vehicular bull rush. When a vehicle hits a creature or a vehicle that is its size or larger, or it hits a solid object (a wall or structure that is immobile and has a hardness of 5 or more), it makes a ramming maneuver.

**Vehicular Overrun** Any time any part of a vehicle (including any creatures

used as propulsion) enters the space of a creature or vehicle smaller than it, the driver must make a vehicular overrun combat maneuver against the creature or vehicle. This may require the driver to make vehicular overrun checks against the same creature numerous times as new parts of the vehicle enter its square. When performing a vehicular overrun, the driver uses the base CMB of the vehicle plus her driving skill modifier (or Wisdom skill modifier if she is using that ability to drive the vehicle) as the CMB of the vehicular overrun. If the driver has feats that improve her CMB when overrunning, like the Improved Overrun feat, she may also add those modifiers and benefits to the vehicular overrun. Like a normal overrun, this action provokes an attack of opportunity from the creature being overrun, unless the driver has the Improved Overrun feat. The creature being overrun can make this attack of opportunity on any part of the vehicle that is within reach.

When a vehicular overrun is attempted, the target of the overrun may choose to avoid the vehicle, allowing the vehicle to pass through its space without requiring a vehicular overrun maneuver check. The creature or vehicle cannot avoid a maneuver check if the driver has the Improved Overrun feat, the vehicle is two or more size categories larger than the target, or the target creature is confused, dazed, entangled, flat-footed, helpless, paralyzed, prone, or stunned. If the target does not avoid the vehicle, make the combat maneuver check as normal. If the maneuver is successful, the vehicle moves through the target's space, and the target of the overrun takes the vehicle's ramming damage (see individual vehicle stat blocks for their own ramming damage). If the driver's combat maneuver check exceeds the target's CMD by 5 or more, the target



takes twice the vehicle's ramming damage. If the target is a creature, it is also knocked prone. If the target has more than two legs, it gets a +2 bonus to its CMD for each additional leg it has. Vehicles that are overrun are knocked prone if the opposing driver's combat maneuver check result exceeds the vehicle's CMD by 10 or more. A vehicle that is knocked prone makes a sudden stop (see Sudden Stops).

It takes at least 5 full-round actions and a DC 25 Strength check from creatures adjacent to the vehicle to push a Large land vehicle up from being prone. For every size category that the vehicle is larger than size Large, increase the number of full-round actions by three and the Strength check DC by 5.

The driver of a prone air vehicle must succeed at a DC 25 Fly check immediately to avoid falling.

A vehicle equipped with a ram or bumper guard deals +2d8 points of damage with a vehicular overrun.

**Vehicular Bull Rush** As a swift action, taken when the driver takes all but the "uncontrolled" action while driving the vehicle, a driver can choose to substitute all or some of her vehicular overruns with vehicular bull rush maneuvers until the end of the vehicle's movement that turn. A vehicular bull rush pushes a creature or a vehicle away without doing harm. If the driver does not have the Improved Bull Rush feat or a similar ability, initiating a vehicular bull rush provokes an attack of opportunity from the creature being bull rushed with the vehicle. If the bull rush is successful, the target of the bull rush is pushed 5 feet away from the vehicle. If you succeed at the check for the vehicular bull rush by 5 or more, you can deal the vehicle's ramming damage to the creature.

For every 5 by which your attack exceeds your opponent's CMD, you push the target an additional 5 feet away. A creature being moved by a vehicular bull rush does not provoke attacks of opportunity, unless the driver possesses the Greater Bull Rush feat. You cannot bull rush a creature or vehicle into a square that is occupied by an object (including a vehicle). If there is another creature in the way of a bull rush, the driver must immediately make a combat maneuver check to bull rush that creature, taking a -4 penalty on this check for each creature being pushed beyond the first. If successful, the driver can continue to push the creature or vehicle a distance equal to the lesser result.

**Ramming** Any time any part of a vehicle enters the space of a creature or vehicle of its size or larger, or the space of a solid sturdy object (like a wall or a building) no matter the size of that object, it makes a ramming maneuver against that creature or object. There is no maneuver check for a ramming maneuver; its effects happen automatically. When a vehicle makes a ramming maneuver against a creature or an object, the vehicle deals its ramming damage to the creature or object, and the vehicle takes half that damage. The base amount of damage that a ramming vehicle does and takes is determined by its size (see individual vehicle stat blocks for their own ramming damage). When a vehicle makes a ramming maneuver against a solid object, to determine how much damage both the solid object and the vehicle take, allow the vehicle to enter the solid object's space. The vehicle will only travel through that space if the damage is enough to destroy the solid object; in all other cases the vehicle takes the damage and then comes to a sudden stop directly in front of the solid object.





When a vehicle makes a ramming maneuver against a creature, a non-solid object, or another vehicle, it can enter the space of the object or the creature, and even end its move within that space.

**Damaging a Vehicle** Vehicles have hit points and hardness based on their primary components. Most vehicles are made of metal. A vehicle has a total number of hit points equal to its base material hit point value times its number of squares (metal vehicles have 20 hit points per square and a hardness of ten, double if magically treated or enchanted). When it is reduced to below half hit points, it becomes broken. When it reaches 0 hit points, it becomes wrecked. When it reaches negative hit points equal to 5 times its number of squares, it is destroyed—it is so damaged it cannot even be used for scrap material.

**Broken Condition** Vehicles, and sometimes their methods of propulsion, are objects, and like any other object, when they take damage in excess of half their hit points, they gain the broken condition. When a vehicle gains the broken condition, it takes a –2 penalty to AC, on saving throws, and on combat maneuver checks, and the DC to drive the vehicle increases by 2. If a vehicle or its means of propulsion becomes broken, both the maximum speed and the acceleration of the vehicle are halved until repaired. If the vehicle is in motion, and is traveling faster than its new maximum speed, it automatically decelerates to its new maximum speed.

**Wrecked Condition** A vehicle gains the wrecked condition if its hit points are reduced to 0 or fewer. A wrecked vehicle cannot be driven and gains the sinking condition (if in the water) or falls (if in the air). An air vehicle that begins to fall does so at a rate of half its maximum speed each round. If a means of propulsion is reduced

to 0 or fewer hit points, it does not gain the wrecked condition. It is instead destroyed.

**Destroyed** A vehicle is destroyed when it is reduced to a number of negative hit points equal to 5 times its number of squares. A destroyed vehicle cannot be repaired, and is nothing more than junk. If a vehicle's means of propulsion is an object, it is destroyed when it reaches 0 hit points.

If either the means of propulsion or the vehicle is destroyed, it comes to a sudden stop if it is not stopped already. Water vehicles sink and drop to the bottom of the body of water. Air vehicles fall.

**Sudden Stops** When a vehicle comes to a sudden stop—its movement is reduced to 0 in some way other than the driver using a drive action to slow the vehicle—both creatures and items on the vehicle are violently pushed toward the vehicle's forward facing a number of squares equal to 1/2 the vehicle's current speed before it came to the sudden stop. This movement does not provoke attacks of opportunity. At the end of this movement, creatures and objects take 1d6 points of damage, and creatures must succeed at a DC 20 Reflex saving throw or be knocked prone. If the movement pushes creatures or objects into solid objects, that creature or object takes an additional 1d6 points of damage for each 5-foot square the push was reduced by the solid object. For instance, if a vehicle with a movement of 60 feet makes a sudden stop due to hitting a brick wall, its driver is thrown 30 feet toward the brick wall. If the brick wall was only 5 feet away from the driver at the point of impact, the driver moves forward 5 feet, hits the wall, and takes 5d6 points of damage. She then takes the original 1d6 points of damage, after which she makes a Reflex saving throw to see if she falls prone for the sudden stop.



**Repairing A Vehicle** The fastest and easiest way to repair a vehicle is with the mending and make whole spells, but more mundane methods can also be used. Craft (vehicles) can be used to repair most land vehicles made of metal; because of their specialized construction, water vehicles require Craft (ships) to repair. Depending on the nature of the damage, such skills like Craft (cloth), Craft (alchemy), Knowledge (engineering), and even various professions can be used to repair vehicles, if the GM approves. In general, a day's worth of work by a single person using the appropriate skill to repair a vehicle requires 20 gp of raw material and a DC 10 skill check, and repairs 20 points of damage on a success, or 10 hit points on a failure.

## ROLLING ROAD COMBAT

*The desert sands start to vibrate as the distant battle convoy rolls closer. Thundering into view is a massive rig bedecked in armor, spikes, and guns. This truck is surrounded by an army of smaller vehicles. Some are trying to defend it, and some trying to attack. The combatants are firing makeshift weapons and hurling themselves and their vehicles into the fray, sometimes landing a blow and sometimes falling to the rough earth never to be seen again. The battle is fast and merciless, and the winners and losers are determined by the slimmest margins and the barest luck.*

We long held an idea of playing in a world with epic vehicle combat on a fast rolling stretch of ground. Vehicles large and small vying for space and crashing into each other as gunners and fighters battled in and on top of those vehicles. Many stories and classic films were used as inspiration, and we feel that these rules allow for combats that have that same flavor and flair while still maintaining the

level of simplicity and logic as normal combat in the *Pathfinder Roleplaying Game*.

## COMBAT BASICS

Combat on a rolling road is fairly simple, it combines elements of the standard vehicle rules and the rules for normal combat with a constantly moving landscape giving the feel of high speed while on paper it plays out very much the same as stationary combat. Everyone faces the same direction and positions are relatively static to each other. Each character or vehicle moving and fighting on their turn as necessary. In addition to the normal rules, combat is modified in the following ways.

**Road Speed** The entire combat area (represented by a stationary grid) is moving at a set speed measured in feet. If vehicles or characters have a top speed or base speed equal to or faster than the road speed, they appear static in relation to each other when moving at the road speed. The road speed is going to determine where the focus of your battle map area is located, and is usually set to the current speed of the largest vehicle or group of vehicles, but the GM may choose to set the road speed at any value.

**Direction of Travel** During rolling road combat the terrain is continuously moving from the direction of travel past the players and off the other side. An object or player who is not moving will move opposite the direction of travel at a speed equal to the road speed at the beginning of each round.

**Acceleration** Vehicles have a specified acceleration value, this is the amount they can move on a rolling road per turn, this is similar to base movement speed during normal combat. Characters who do not have an acceleration value are able





A truk and two bur-ra-dums are traveling on a rolling road. The direction of travel is to the right, and the road speed is 30 feet. A stationary obstacle enters from the right edge, a rock.



The middle bur-ra-dum decides to move 10 feet to his left. The truk is equipped with wheel spikes so if it moves to his right it will take damage.





At the beginning of each round, any stationary objects or creatures are moved with the rolling road a distance equal to the road speed. In this case, the rock moves left 30 feet. The bur-ra-dum has already moved out of the way on the previous turn, so it doesn't need to worry about taking damage and making a sudden stop when impacting a large obstacle.



At the beginning of the next round, the rock will move 30 feet again, and eventually proceed out of the battle map area.





to move the amount of base speed they have greater than the current road speed. A vehicle's total speed while moving (road speed plus acceleration) can never be more than its listed top speed.

**Movement** During rolling road combat all vehicle drivers or running creatures are considered to maintain forward movement in the direction of travel at the current road speed as a free action at the beginning of the round. This is similar to the Cruise action. If they choose to move, on their turn they can accelerate or decelerate as a move action, but they can move in any direction up to their acceleration (or remaining base speed for creatures) and do not change the direction they are facing.

**Combat Maneuvers** Some combat maneuvers are modified in the following ways. Successful bull rush attempts move their opponent for double the distance when moving opposite the direction of travel. During rolling road combat the ground is usually considered intrinsically dangerous for the purpose of using reposition. Foes who have been tripped and are knocked prone are no longer moving and may be subject to falling damage. Creatures who are moving on a rolling road and enter the grappled condition are no longer moving.

**Charge** You only need to move 5 feet before you make a charge attack. (Normal: You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated opponent.)

**Jumping** Any jump made while moving on a rolling road is considered to have a running start, regardless of the direction of the jump. Obviously jumps made from vehicles do not have this advantage.

**Falling** Falling off a mount or vehicle at high speeds during rolling road combat is especially dangerous. When a creature falls from a vehicle and strikes the ground, their speed is reduced to zero. When they strike the ground, move them a number of feet opposite the direction of travel equal to the road speed, in addition, the creature takes 1d6 of bludgeoning damage for each square (of 5ft increment) traveled. Apply each d6 separately as well as any damage from being overrun during this movement separately. If an acrobatics check is attempted to negate this damage and land on your feet when falling from a vehicle, the base DC is 15, increase the DC of the Acrobatics check by 5 for every 30 feet of the vehicle's current speed(rounded up).





## VEHICLES

THE FOLLOWING SECTION CONTAINS THE MOST COMMON BASE VEHICLES IN THE SAVAGE COMPANY SETTING, BUT THE RULES ALLOW FOR ANY NUMBER OR STYLE OF CUSTOM VEHICULAR CREATIONS. LARGE AND SMALL ALL VEHICLES HAVE SOME SIMILAR CHARACTERISTICS: THEY MUST HAVE PROPULSION, CONVEYANCE, AND A DRIVING SPACE. AND ALL OF THESE THINGS HAVE DIFFERENT STATS DEPENDING ON THE MATERIAL USED.





## LAND VEHICLES

These are the most common types of vehicles you will encounter. They are easily customizable and their modular construction means that adding vehicle modifications will allow you to build a vehicle to suit almost any need.

### BUR-RA-DUM

This loud two-wheeled onomatopoeia named vehicle is sometimes used as a fighting platform or for transporting a mounted gun onto the battlefield. Many different configurations exist, adding rear wheels or side-cars, or sometimes replacing the wheels with tracks. Those who feel the rumble and wind of riding a bur-ra-dum are members of a singular brotherhood.

**Large** Land vehicle; **Squares** 2 (5 ft. by 10 ft.; 5 feet high); **Cost** 800 gp (with trike or sidecar, **Squares** 3 (10 ft. by 10 ft.; 5 feet high); **Cost** 1200 gp)

#### DEFENSE

**AC** 8; **Hardness** 10

**hp** 40

(as trike or sidecar **hp** 60)

**Base Save** +1

#### OFFENSE

**Maximum Speed** 120; **Acceleration** 90

**Attack** Mounted Gun

(with Sidecar Mounted Gun x2)

**Attack** ram 1d8

**CMB** +2; **CMD** 12

#### DRIVE

**Propulsion** Alchemical Engine

**Driving Check** Ride check or Profession (driver)

**Forward Facing** toward the front wheel of the vehicle

**Driving Device** throttle and handlebars

**Driving Space** the most rearward square of the vehicle



BUR-RA-DUM



### DIRTBIKE

This small two-wheeled off-road vehicle is used to quickly traverse rough terrain. It is nimble and light, but comes with the drawbacks of not holding much or being very durable.

**Medium** Land vehicle; **Squares** 1 (5 ft. by 5 ft.; 5 feet high); **Cost** 500 gp

#### DEFENSE

**AC** 14; **Hardness** 10

**hp** 20

**Base Save** +1

#### OFFENSE

**Maximum Speed** 100; **Acceleration** 100;

**Special** Ignores Rough Terrain

**Attack** ram 1d6

**CMB** +1; **CMD** 10

#### DRIVE

**Propulsion** Alchemical Engine

**Driving Check** Ride check or Profession (driver)

**Forward Facing** toward the front wheel of the vehicle

**Driving Device** throttle and handlebars

**Driving Space** the single square of the vehicle

### DIRT BUGGY

This lightweight four-wheeled vehicle is used to quickly ferry up to three passengers across rough terrain. It is light and fast, but can be modified to add extra weapons and armor.

**Large** Land vehicle; **Squares** 4 (10 ft. by 10 ft.; 5 feet high); **Cost** 600 gp

#### DEFENSE

**AC** 8; **Hardness** 10

**hp** 80

**Base Save** +1

#### OFFENSE

**Maximum Speed** 120; **Acceleration** 60;

**Special** Ignores Rough Terrain

**Attack** turret

**Attack** ram 1d8

**CMB** +2; **CMD** 12

#### DRIVE

**Propulsion** Alchemical Engine

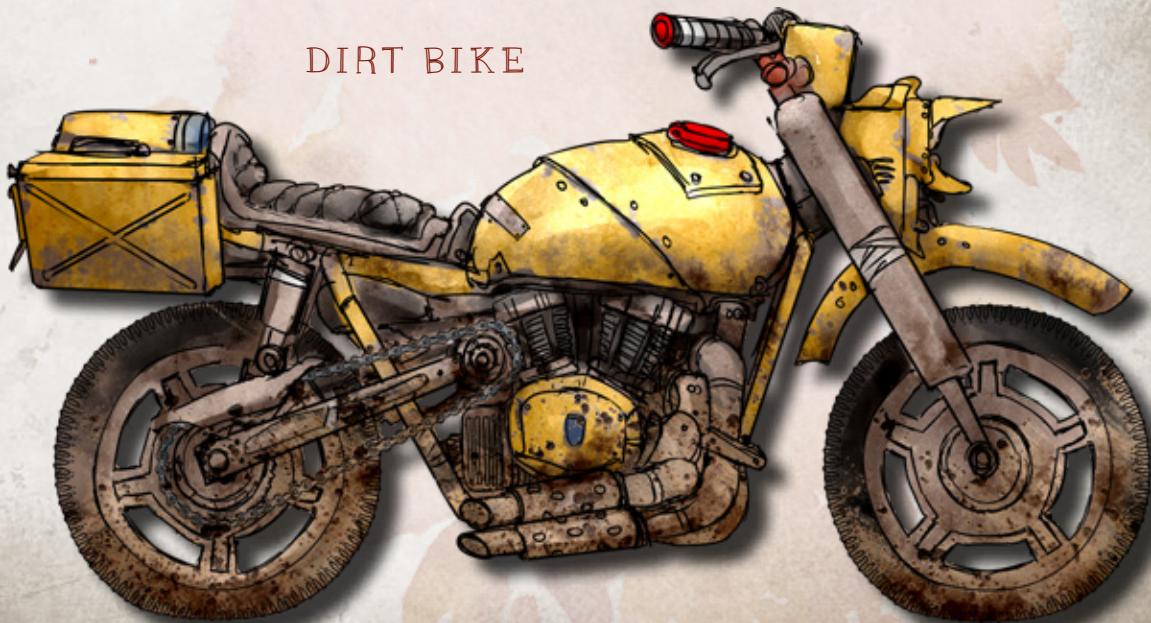
**Driving Check** Ride check or Profession (driver)

**Forward Facing** toward the front wheels of the vehicle

**Driving Device** steering wheel and pedals

**Driving Space** the left forward square of the vehicle

DIRT BIKE







### GOAT-CART

The most basic of alchemical-engined vehicles; this tiny four-wheeled cart is used to train new recruits on how to operate vehicles. It has no room for armaments and is fairly weak to incoming damage, but still operates like a vehicle. It is named after a cart pulled by a goat because of its similar size, but no goats were harmed during the construction of this vehicle.

**Medium** Land vehicle; **Squares** 1 (5 ft. by 5 ft.; 5 feet high); **Cost** 500 gp

#### DEFENSE

**AC** 10; **Hardness** 5

**hp** 20

**Base Save** +1

#### OFFENSE

**Maximum Speed** 30; **Acceleration** 30

**Attack** ram 1d6

**CMB** +1; **CMD** 10

#### DRIVE

**Propulsion** Alchemical Engine

**Driving Check** Ride check or Profession (driver)

**Forward Facing** toward the front wheels of the vehicle

**Driving Device** steering wheel and pedals

**Driving Space** the singular square of the vehicle

### HEAVY CARRIER

A sturdy platform for carrying guns or people, the eight-wheeled heavy carrier is well built but its durability comes at the cost of speed. The vehicle is fully enclosed with multiple hatches and doors for access.

**Huge Land vehicle**; **Squares** 12 (15 ft. by 20 ft.; 10 feet high); **Cost** 1,500 gp

#### DEFENSE

**AC** 10; **Hardness** 10

**hp** 300

**Base Save** +4

#### OFFENSE

**Maximum Speed** 80; **Acceleration** 20

**Attack** ram 2d8

**CMB** +4; **CMD** 16

#### DRIVE

**Propulsion** Alchemical Engine (3 squares at the rear of the vehicle)

**Driving Check** Ride check or Profession (driver)

**Forward Facing** toward the front wheels of the vehicle

**Driving Device** steering wheel and pedals

**Driving Space** the left forward square of the vehicle

#### LOAD

**Decks** 2

**Cargo** Up to 3 tons or 10 passengers.

### THRASHCAN

Combining both the utility of a mount and the protection of a vehicle, this medium sized two-legged machine uses tracks and wheels to quickly traverse rough terrain. Its costly construction includes upgraded armor and durable materials. Many different types of weapons can be mounted on its squat cylindrical body that contains two body hard-points and a single turret hard-point. Using a turret mounted weapon or a hard-point mounted melee weapon is an attack action performed by the pilot. Activating a hard-point mounted device or ranged weapon is often a standard action. These war machines are often highly customized by their pilots and enable a Small soldier to be a force multiplier on the battlefield. The pilot's head and shoulders protrude from the top of the turret and he controls the vehicle with pedals and levers, he also gains the benefits of being inside a vehicle as he cannot be unseated or fall off and like any vehicle gains partial cover when inside the thrashcan.



The turret is unique in that it is designed to mount Medium two-handed ranged weapons. Medium sized weapons mounted to the turret of a thrashcan are capable of being fired by the Small sized driver with no size penalty.

The thrashcan's body, legs, and turret all swivel independently, making them unique among vehicles as they can turn 360 degrees at any time and do not use facing rules. Thrashcan movement is the same as any Medium sized character. Thrashcans will only fit Small sized pilots not wearing heavy armor.

**Medium** Land vehicle; **Squares** 1 (5 ft. by 5 ft.; 5 feet high); **Cost** 5,000 gp

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#### DEFENSE

**AC** 14; **Hardness** 10

**hp** 40

**Base Save** +1

---

#### OFFENSE

**Maximum Speed** 60; **Acceleration** 60;

**Special** Ignores Rough Terrain

**Attack** mounted weapon (one turret, two body hard-points)

**Attack** ram 1d6

**CMB** +1; **CMD** 10

---

#### DRIVE

**Propulsion** Alchemical Engine

**Driving Check** Ride check or Profession (driver)

**Forward Facing** any direction

**Driving Device** pedals and throttle

**Driving Space** the singular square of the vehicle



THRASHCAN



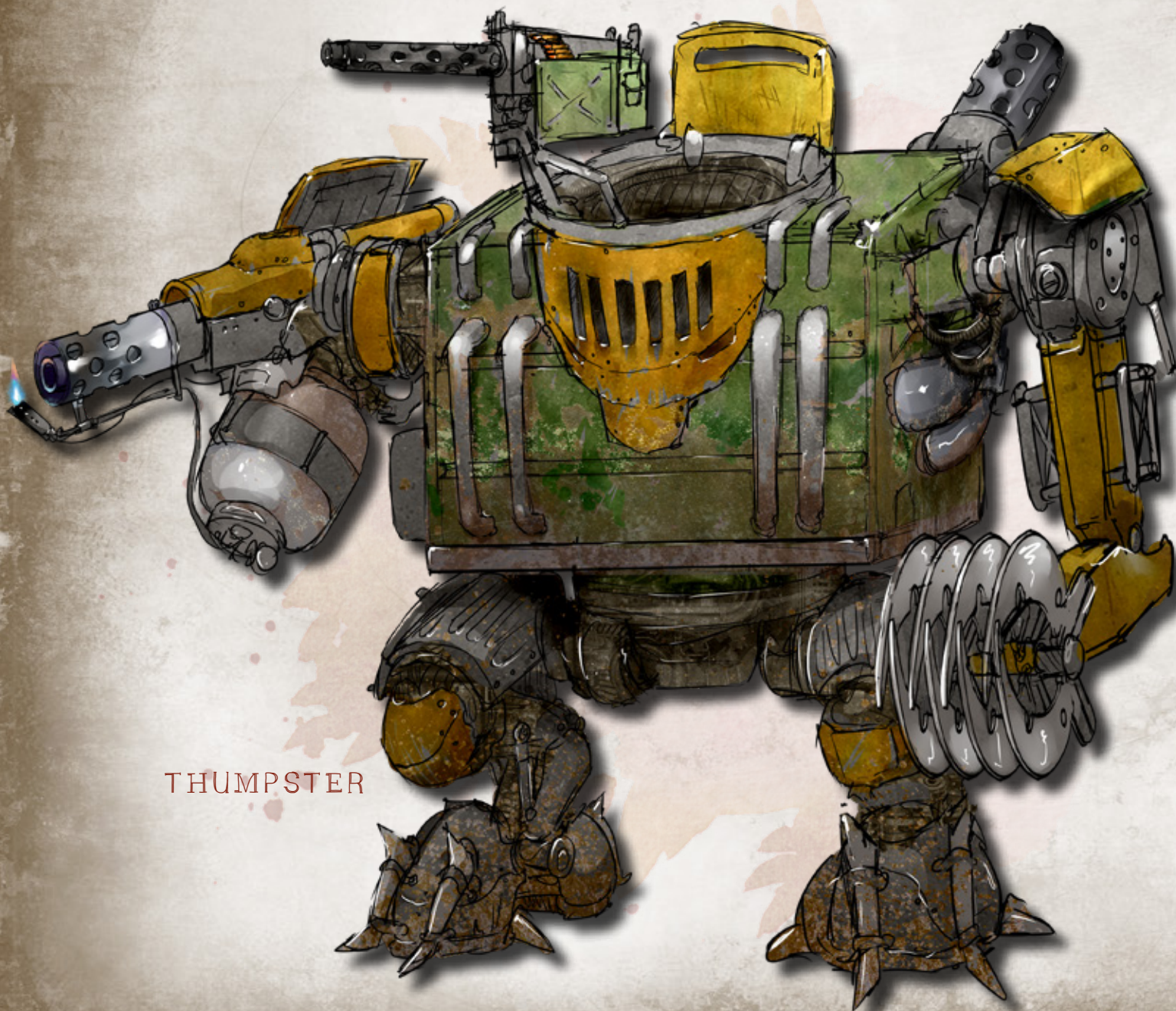


## THUMPSTER

Like a larger version of the thrashcan, the thumpster is a special upright alchemical vehicle with extra points for attachments that allows a Medium sized character to operate on a larger scale.

Due to the unique construction and size constraints with piloting the vehicle, the turret can only mount Medium

sized two-handed ranged weapons. The thumpster's body, legs, and turret all swivel independently, much like the thrashcan as they can turn 360 degrees at any time and do not use facing rules. Thumpster movement is the same as any large sized character. Thumpsters will only fit a single Medium sized pilot not wearing heavy armor.



THUMPSTER



**Large** Land Vehicle; **Squares** 4 (10 ft. by 10 ft.; 10 feet high); **Cost** 20,000 gp

**DEFENSE**

**AC** 12; **Hardness** 10

**hp** 110

**Base Save** +1

**OFFENSE**

**Maximum Speed** 40; **Acceleration** 40;

**Special** Ignores Rough Terrain

**Attack** mounted weapon (one turret hard-point, two body hard-points)

**Attack** ram 1d8

**CMB** +2; **CMD** 12

**DRIVE**

**Propulsion** Alchemical Engine

**Driving Check** Ride check or Profession (driver)

**Forward Facing** any direction

**Driving Device** pedals and throttle

**Driving Space** the intersection of the four squares of the vehicle

**TRUK**

This big cargo vehicle has an open top and flatbed with low sides that can carry many things including people and mounted guns.

**Huge** Land vehicle; **Squares** 8 (10 ft. by 20 ft.; 10 feet high); **Cost** 800 gp

**DEFENSE**

**AC** 6; **Hardness** 10

**hp** 160

**Base Save** +2

**OFFENSE**

**Maximum Speed** 100; **Acceleration** 30

**Attack** ram 2d8

**CMB** +4; **CMD** 16

**DRIVE**

**Propulsion** Alchemical Engine

**Driving Check** Ride check or Profession (driver)

**Forward Facing** toward the front wheel of the vehicle

**Driving Device** steering wheel and pedals

**Driving Space** the left forward square of the vehicle

TRUK







## WAR-RIG

The pinnacle in wheeled battle conveyance, this massive truck and trailer can be modified to carry a large number of warriors, weapons, or large tools. No road battling tribe would be complete without at least one of these immense rolling death machines taking the prize position in the convoy.

**Colossal** Land vehicle; **Squares** 36 (15 ft. by 60 ft.; 20 feet high); **Cost** 60,000 gp

### DEFENSE

**AC** 2; **Hardness** 10

**hp** 720

**Base Save** +0

### OFFENSE

**Maximum Speed** 100; **Acceleration** 20

**Attack** mounted guns, if any (4 turrets on rear section of the vehicle)

**Attack** ram 8d8

**CMB** +8; **CMD** 16

## DRIVE

**Propulsion** Alchemical Engine

**Driving Check** Ride check or Profession (driver)

**Forward Facing** toward the front wheel of the vehicle

**Driving Device** steering wheel

**Driving Space** the 3rd center square from the forward edge of the vehicle

## LOAD

**Decks** 2

**Cargo** Up to 9 tons or 30 passengers.







WAR-RIG





## AIR VEHICLES

While not especially uncommon, air vehicles are expensive, costly and time intensive to maintain, and mainly used for bulk transport of both cargo and passengers.

### BEHEMOTH CLASS WAR ZEPPELIN

This exotic and expensive vehicle is held aloft by a series of internal balloons housed inside its rigid frame construction. The twin cylindrical hulls house the multiple gas cells filled with an inert lighter than air gas, as well as decks on their lower portions and weapons. Between the hulls is a superstructure containing the bridge at the front, a hangar bay amidships, and additional crew and cargo room. The top of the ship has been outfitted with a large open platform that may be used for many different purposes, and both stairs and a freight elevator run from the upper deck to the underbelly of the ship, with ladders, stairs, or platforms that can be extended to the ground when parked.

**Colossal+** Air vehicle; **Squares** 6400 (200 ft. by 800 ft.); **Cost** 300,000 gp

#### DEFENSE

**AC** 5; **Hardness** 10; **SR** 22

**hp** 2880

**Base Save** +0

#### OFFENSE

**Maximum Speed** 100 ft.; Acceleration 10 ft. (300 miles per day high altitude cruise)

**Weapons** 12 Huge direct-fire siege engines in banks of six on the port and starboard sides of the ship. The siege engines may only fire out the sides of the ship they are positioned on. They cannot be swiveled to fire toward the forward or aft sides of the ship. The two observation decks at the front of the cylindrical hulls each house a heavy ballista that can only fire forward of the ship.

**Attack** ram 32d8

**CMB** +32; **CMD** 72

#### DRIVE

**Propulsion** current (air), alchemical engines, and magic

**Driving Check** none (magic), or ride, Profession (driver) or Knowledge (engineering)

**Forward Facing** the ship's forward

**Driving Device** magic item

**Driving Space** the nine squares around the controlling magic item that sits bridge of the ship

**Crew** 20

#### LOAD

**Decks** 10

**Cargo** Up to 500 tons and 200 passengers.

### CARGO AIRSHIP

This more common airship is held aloft by a massive dirigible connected by chains to a wooden ship that hangs below. This ship is similar to a sailing ship, complete with an open top, and is propelled by an alchemical engine that generates steam to spin turbines mounted outside the hull. Passengers and cargo are carried in the ship.

**Colossal** Air vehicle; **Squares** 48 (20 ft. by 60 ft.); **Cost** 25,000 gp

#### DEFENSE

**AC** 2; **Hardness** 5

**hp** 720

**Base Save** +0

#### OFFENSE

**Maximum Speed** 100 ft.; Acceleration 30 ft.

**Weapons** Up to 6 Large direct-fire siege engines in banks of 3 positioned on the port and starboard sides of the airship, or up to 4 Huge direct-fire siege engines in banks of two on the port and starboard sides of the ship. The siege engines may only fire out the sides of the ship they are positioned on. They cannot be swiveled to fire toward the forward or aft sides of the ship.



**Attack** ram 8d8  
**CMB** +8; **CMD** 18

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**DRIVE**

**Propulsion** current (air; 90 squares of dirigible, hp 450) and alchemical engines

**Driving Check** ride, Profession (driver) or Profession (sailor)

**Forward Facing** the ship's forward

**Driving Device** ship's wheel located at the elevated helm station near the rear of the vehicle

**Driving Space** the helm station at the rear of the ship

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**LOAD**

**Decks 2**

**Cargo** Up to 30 tons or 100 passengers.

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**LANDING BOAT**

This large, amphibious flying vessel is used to transport soldiers and equipment over short distances. Landing boats will often be carried on larger airships to ferry between the ship and the ground. Large groups of landing boats are often used to swiftly deliver fighting forces silently to their destination.

**Huge** Flying vehicle; **Squares** 20 (10 ft. by 50 ft.; 5 feet high); **Cost** 9,000 gp

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**DEFENSE**

**AC** 10; **Hardness** 10

**hp** 240

**Base Save** +2

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**OFFENSE**

**Maximum Speed** 70; **Acceleration** 30

**Attack** ram 2d8

**CMB** +2; **CMD** 12

---

**DRIVE**

**Propulsion** current (water), magic

**Driving Check** none (magic), DC 10 (water)

**Forward Facing** the ship's forward

**Driving Device** magic item

**Driving Space** the two squares left and right of the controlling magic item that sits in the rear center of the ship

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**LOAD**

**Decks 1**

**Cargo** Up to 10,000 lbs. or 11 passengers

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**WAR ZEPPELIN**

This massive rigid hull inflatable aircraft is built to carry implements of war into the upper atmosphere. Inside the long cigar shaped structure are gas bags are divided into multiple compartments so that the vessel can withstand punctures. The belly of the craft houses the bridge, crew quarters, cargo spaces. Some war zeppelins are configured as gunships with up to 8 siege engines (4 on each side of the ship) while others are carriers that utilize drop seal or parachute equipped troops and equipment.

**Colossal** Air vehicle; **Squares** 48 (interior usable space, 20 ft. by 60 ft.; 30 ft. high);

**Cost** 60,000 gp

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**DEFENSE**

**AC** 2; **Hardness** 7

**hp** 720

**Base Save** +0

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**OFFENSE**

**Maximum Speed** 90 ft.; **Acceleration** 30 ft.

**Weapons** typically 8 large direct-fire siege weapons

**Attack** ram 8d8

**CMB** +8; **CMD** 18

---

**DRIVE**

**Propulsion** alchemical steam engines; the engine is located at the rear of the internal space and pipes steam to outboard turbines located along the underside of the rigid hull.

**Driving Check** ride, Profession (driver) or Knowledge (engineering)

**Forward Facing** the front edge of the vehicle

**Driving Device** steering wheel, throttle

**Driving Space** the helm is located in the





bridge, which is the most forward section of the upper deck of the usable interior space in the belly of the ship  
Crew 4 (pilot, navigator, and at least two engineers)

#### LOAD

#### Decks 2

**Cargo** Up to 10 tons or 60 passengers.

## VEHICLE MODIFICATIONS

Modifications to vehicles are key to building your dream machine. With this extensive list of defensive and offensive modifications (and don't forget about vehicle specific weapons) you can customize a base vehicle into nearly anything you want. Some modifications are incompatible with others however, you cannot add two modifications that modify the same part (like wheels or legs). Most modifications are less specific and it will be up to you and you GM to determine if a total configuration is feasible.

#### ARMORED HATCH

**Price** 1,000 gp.

The armored hatch provides improved cover for the driver of the vehicle when closed, but the driver suffers a -4 penalty on Perception checks. Can be opened from the outside with a DC 20 Disable Device check.

#### ARMORED TRACK

**Price** 10,000 gp.

The vehicles method of conveyance is converted to metal tracks with armored skirts. The conveyance is now unable to be individually targeted and the base carrying capacity is increased by 50%.

#### BUMPER GUARD

**Price** 1,500 gp.

This large metal construction of bars extends from the front or sides of the vehicle granting an additional +2d8 damage when making a ram attack.

#### CLIMBING GEAR

**Price** 4,800 gp.

A thrashcan or thumpster with climbing gear is capable of movement on vertical surfaces or even upside down along ceilings. It's climb speed and acceleration is 20 feet. Severely slippery surfaces—icy, oiled, or greased surfaces—make the climbing gear useless. the climbing gear can be used for 10 minutes, split up as the wearer chooses (minimum 1 minute per use). Once the 10 minutes are exhausted the gear needs to be refitted with new alchemical adhesive reagents costing 100 gp, this process takes an uninterrupted 10 minutes. The climbing gear modifies the legs of the thrashcan or thumpster and takes up one hard-point on the body.

#### CRANE

**Price** 2,000 gp.

This extendable arm allows a vehicle melee weapon to be used with a reach appropriate to the size of the Vehicle. A crane mounted on a Gargantuan or larger vehicle can be modified to have a seat or turret mounted on the end instead of a weapon. The cost listed is for Medium vehicles, for each larger size category add an additional 2000 gp.

#### EJECTION SEAT

**Price** 2,000 gp.

As a swift action, this mechanism releases special quick detach restraints and using a powerful spring mounted under the seat launches the occupant through the air and up to 30ft. from the vehicle. The person



being launched can control their vector and land in a spot of their choosing with a DC20 Acrobatics check. If the check is failed the landing location is random. This seat must be reset before it can be used again, this process takes an uninterrupted 10 minutes.

#### FLAMEGUARD

**Price** 2,000 gp.

When activated, jets of fire spray out from the underside of a vehicle and deal 4d6 Fire damage to anything in an adjacent square. Once activated these flames continue to spray from the vehicle for 2d4 rounds until exhausted. Any creature hit by the flaming streams must also succeed at a DC 20 Reflex save or catch fire, taking an additional 2d6 points of damage each round until the flames are extinguished. A burning creature can attempt a new save as a full-round action, and dropping and rolling on the ground grants a +2 bonus on this save. This is a single use item and must be replaced entirely after activation.

#### HEADLAMP

**Price** 120 gp.

120ft cone of bright illumination, function as long as the alchemical or magically powered vehicle is capable of running, can be activated or deactivated as a free action. multiple lamps may be installed on a vehicle to cover as many angles as desired.

#### HARDPOINT

**Price** 2,000 gp.

A hardpoint for mounting equipment or weapons. Hardpoints are mounted on the exterior of the vehicle, but their components take up a full adjacent square inside the vehicle. The vehicle must have an unoccupied square on an exterior edge for this modification to be added.

#### JUMP JETS

**Price** 10,800 gp.

As a standard action these solid fuel rockets strapped to your vehicle propel you through the air up to 760ft. If you arrive in a place that is already occupied by a solid body, you instead land on the nearest unoccupied space and deal Ram damage appropriate to your vehicle size. Your flight must be uninterrupted, if your flight path is obstructed in any way, you strike the obstruction dealing your vehicles ram damage and then falling from that point. All falling damage is reduced by one half, this modifies the legs and or wheels of the vehicle. Jump jets may be used one time before they require refueling. Refueling jump jets requires 300 gp of unique alchemical reagents, this process takes an uninterrupted 10 minutes. The base cost and refueling costs are x4 for each size category above Medium.

#### LITTER RACKS

**Price** 350 gp.

These detachable pods can hold 2 medium sized creatures or 4 small creatures and provide them with total cover, but requires a full round action seal or unseal and the operation must be done from outside.

#### MANIPULATOR ARM

**Price** 350 gp.

When mounted on a hardpoint, this modification allows the manipulation of controls, retrieval of items, open or close doors, and use of Disable Device and Sleight of Hand at a range of 15 feet. Working at a distance increases the normal skill check DC by 5, and you cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.





### REINFORCED CHASSIS

**Price** Cost 10,000 gp per 5ft square of the vehicle's size.

A vehicle constructed with a reinforced chassis has a 50% reduced base speed and acceleration, the base carrying capacity is increased by 50%, and an increased hitpoint total by +50% of its base hit points.

### SECOND ENGINE

**Price** Varies (25% of the base cost of the Vehicle)

Installing a second engine removes any speed penalties caused by modifications and provides a redundant propulsion system, at the expense of doubling fuel consumption. Both engines must be targeted and disabled to stop the vehicle by this method.

### SHIELD PANELS

**Price** 600 gp per 5ft square of the vehicle's size

This collection of sturdy metal panels can be attached to the exterior of a vehicle adding +4 to the vehicles total AC. Shield panels do not stack with upgraded armor.

### SILENT RUNNING

**Price** 3,750 gp

This upgrade muffles the engine and wraps any noisy equipment in fabric, removing any penalty to Stealth checks the vehicle may have. This modifies the legs and or wheels of the vehicle.

Normal: A vehicle with alchemical propulsion suffers a -10 penalty to stealth checks.

### SMOKE LAUNCHER

**Price** 374 gp

When activated five tubes launch smoke grenades away from the vehicle, placing a 30ft by 60ft line of alchemical smoke

within 100 ft of the vehicle's position.

The smoke obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target through the smoke). The Smoke Launcher contains 3 charges and must be replaced once these are expended.

A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round.

### TURRET

**Price** 2,000 gp

A turret allows for the mounting of a weapon that can be operated by a single creature, often able to rotate and give significant fields of fire. To install a turret, you must have a single unoccupied square of the vehicle capable of being occupied by a creature.

### UPGRADED ARMOR

**Price** 10,000 gp per 5ft square of the vehicle's size

Made from steel and adamantine plates, upgraded armor provides an armor bonus of +4 to the vehicles base AC and the vehicle also gains an additional 50% bonus to its base hit points and a hardness of 20. Upgraded armor does not stack with shield panels.

### WHEEL SPIKES

**Price** 2,000 gp

When the side of a vehicle equipped with wheel spikes comes into base contact with another vehicle it makes a free ram attack against the conveyance of that vehicle. Against creatures this is a normal ram attack. This is in addition to any other actions the vehicle may take. This modifies the legs and or wheels of the vehicle.



# RUMBLE

We roll.

With my motorous mates beside me, we munch through these quiet wheels and miles undisturbed. Quiet but for the cacophonous rumblings of the Buradhooms, the roaring of the war wagon's boom-boulder, the grindings of the gear-boxes. These smooth miles are a gift from on high. A time for waiting. A time when navigations have succeeded, and we fix our eyes on the 'rizon and ROLL. My buggy's buzzing along with all the best noises. All the twiddling is in top-notch, and nothing more is needed but to feed it.

Oh, HO! What's this? Newly forged rollers think they're sneaky going to catch us on the nod? Not this time, fresh flesh, for I see yer by the signs; that ripple in the air from the heat of your 'shaust and the bit of smoke wisping away on yonder breezes. I know where they mean to meet us and it's a goodly enough bit o road for a RUMBLE. I see the rest have seen em too, the ripple of anticipation rolls through the convoy like a shudder. I check the shells in my gun, them twin brass asses lookin ready for a smack; well, soon enough, lads, I'll send you on your barking way, haha! I smack the new guy in my bucket seat awake. He's a half-shaved half-hyena and half-witted to boot. Damn fresh-flesh brought a frickin TRIGGER-BOW; ye gods of thunder and road save us from such. I roll my eyes as I lower my gogs watchin him wind the thrice-cursed bit of antiquery.

Now the quiet time is done, and we starts to BOOMING. The music of the motors intensifies. Two disjointed giant serpents of smoke and rage collide on their sides, and we get to work. The long-guns sound first, and some of the top-riders fall, oh sweet music! Closer in and the constant cracking of the cut-down guns starts to bark. One eager fresh-flesh drove his dirt-bike too close to our rig, and the driver swerved it ever-so expertly; one more fool to feed the vultures; blood in the sand and scrap in the desert; roadkill for the road god, oh yes.

It's my turn now, some mother trucker has closed the distance, so I give him a nudge, he handles it alright, but that nattering gnoll in my bucket has blown his load into the engine compartment! I clout him in the snout and slap the brass asses of my shells through the cab of that mother trucker, she peels off unguided. The booming under my bonnet sounds not quite right. I make the gnoll grab the tiller as I climb over the windscreen. If I can't fix it easy, I may feed him through the blasted fan and see if she likes that! I spot the prob in a flash, a quick bit o work, and engine two is back to cycling with one less boom-tube. Wasn't actually chuckle-heads fault, so he gets to keep on sucking smoke, but I won't tell him that. Let him learn. Now the rest of them that thought to take us on is peeling off, some of our high-flyers managed to take one





of their trucks, so the smoldering serpent grows. Me and mine own these roads; by the might of our arms and the grit of our gristle. Reload, reset, repair, and refuel. Re-ready for the next time, along the next mile.

NOPE! No quiet miles for this convoy of killers, this might be our end. The sound of our rumble must have wakened a thrice-blasted sand-kraken from its tenuous winks. I gets an idea like a flash, a blessing from on high. I get the gnoll to starting lashing fuel cans to the front bump as I put the metal pedal down hard. I'm closer to the back of the pack, so I have a goodly ways to pile on the V before I get to meet that cranky krab, and after I pull the lever that fills my pistons with that righteous brew of alchemical stew, that V comes on STRONG. I don't know if the gnoll has time to learn his lessons, but it's too late now. We're going to blow the buggy's boulders, and we're going to meet our makers; him, me, and the buggy makes three. We're going to reach the heavens on a pillar of FIRE, and live forever in the campfire stories. I laugh as we meet our fate like a thunderbolt;

The world. Is. Boom

## MAGIC ITEMS

WHILE THIS BOOK DOES HAVE A STRONG FOCUS ON ENABLING LOW MAGIC GAMES, MAGIC ITEMS ARE OFTEN AN INTEGRAL PART OF THE CAMPAIGN. WE HAVE INCLUDED A FEW ESSENTIALS THAT SHOULD HELP ROUND OUT ANY CHARACTER AND EXPAND THE OPTIONS FOR YOUR PLAYERS.

### WONDROUS ITEMS

Wondrous items are a key component of any character's gear. These new items will likely become standard choices for many players, either as purchased or issued equipment.

#### ARCANE TOME

**Price** 42,500 gp; **Aura** faint transmutation; **CL** 9th; **Weight** 1 lb.

This well-made tome is always of small size, typically no more than 12 inches tall, 8 inches wide, and 1 inch thick. All such books are durable, waterproof, bound with thick iron bands inlaid with intricate



ARCANE TOME



silver designs, and locked. A wizard can fill the infinite pages of an *Arcane Tome* with spells without paying the 100 gp per page material cost. This book is never found as randomly generated treasure with spells already inscribed in it. The book appears as a blank spell book with 100 pages, unless a command word is spoken and the pages are revealed.

#### CONSTRUCTION REQUIREMENTS

**Cost** 21,250 gp

Craft Wondrous Item, *silent image*, *secret page*, *secret chest*

#### BOSUN'S CALL

**Price** 3,000 gp; **Aura** faint illusion; **CL** 3th; **Weight** —

An enchanted sailors whistle, the bosun's call makes loud clear notes to signal commands at a distance. When used, the whistle's notes are magically carried to all allies within five miles.

#### CONSTRUCTION REQUIREMENTS

**Cost** 1,500 gp

Craft Wondrous Item, *clarion call*

#### COB'S DESSICATED

##### RING OF RESISTANCE

**Price** 4,000 gp; **Aura** faint abjuration; **CL** 6th; **Weight** —

This hand wrought silver ring encompasses a black oval stone about an inch wide, on the flat surface of the stone are carved symbols and hieroglyphs. Wearing the ring grants the user a +2 resistance bonus to all saves, but causes the finger the ring is on to become old and dessicated, like a mummy. When the ring is worn the wearer takes a –2 penalty on Diplomacy checks, removing the ring restores the finger to its normal appearance.

#### CONSTRUCTION REQUIREMENTS

**Cost** 2,000 gp

Forge Ring, *resistance*

#### EAR BEAD

**Price** 3,000 gp; **Aura** faint transmutation; **CL** 3rd; **Weight** —

This tiny clear glass bead has a large hole through it and nearly disappears when inserted into the wearers ear. When in contact with another ear bead and the command word is spoken, they become paired. With a thought, the wearer can choose to have any words they speak transmitted to any number of other ear beads that their bead has been paired with, so long as they are within one mile of the wearer. Ear beads only transmit the voice of the wearer, and this can be disrupted by magical silence.

#### CONSTRUCTION REQUIREMENTS

**Cost** 1,500 gp

Craft Wondrous Item, *message*

## COB'S DESSICATED RING OF RESISTANCE







### DROP SEAL

**Price** 100 gp; **Aura** faint transmutation;  
**CL** 1st; **Weight** 1 oz.

Appearing as a vertical strip of parchment inscribed with arcane words and runes, this magically enchanted ribbon is often affixed with a wax seal. When pinned or glued onto an item, creature, or their vestments, the seal becomes activated automatically during free fall, causing the runes to glow like they are on fire. Approximately 30 feet from the ground or any other surface, the seal causes the wearer to rapidly slow down and gently come to rest safely. Once the wearer is no longer falling the magic is consumed, leaving the slightly charred parchment strip. These items are often mass produced as cheaply as possible, and rarely fail.

#### CONSTRUCTION REQUIREMENTS

**Cost** 50 gp

Craft Wondrous Item, *feather fall*



DROP SEALS



FIELD DOK



### FIELD DOK

**Price** 3,600 gp; **Slot** back; **Aura** moderate conjuration; **CL** 9th; **Weight** 10 lbs.

This heavy duty metal framed backpack is constructed from rugged dark green waterproofed canvas and has multiple straps securing it about the shoulders and waist, but what is most noticeable is the long articulated metal arm extending straight up from the top of the pack that curves down to about waist level ending with a set of pincers adorned with hypodermic needles, shears, or rolled bandage dispensers. The pack functions as a handy haversack and the arm functions like an alchemist's Vestigial Arm.

#### CONSTRUCTION REQUIREMENTS

**Cost** 1,800 gp

Craft Wondrous Item, *secret chest*

### MULTI-SMOKE BOTTLE

**Price** 360 gp; **Aura** faint transmutation; **CL** 3rd; **Weight** 2 lbs.

This metal bottle is topped with a cork stopper sealed in wax. Around the neck of the bottle is a brass ring with an indicator that points to one of the many different colored painted indicators around the ring. When the cork is pulled the bottle begins to emit a large quantity of colored smoke, corresponding with the color selected with the indicator ring before activation. The amount of smoke is great, pouring from the bottle and totally obscuring vision across a 50-foot spread in 1 round. The bottle continues to billow out smoke for an additional 4 rounds, spreading another 10 feet per round, after which the smoke dissipates normally. After the bottle is finished a moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round. This is a single use magic item.

#### CONSTRUCTION REQUIREMENTS

**Cost** 180 gp

Craft Wondrous Item, *pyrotechnics*

### MUSICIAN'S ARMORY

**Price** 2,500 gp; **Aura** moderate conjuration; **CL** 9th; **Weight** 10 lbs.

This contemporary guitar case appears normal by all accounts. The case is constructed of a dense plywood and wrapped with tanned leather. The trim, buckles, and handle are all made from fine ivory. When opened, the silk-lined case appears normal, along with its ability to contain exactly one acoustic guitar. Upon detailed inspection, there is a small tab hidden under the fabric, which is attached to a false bottom. When the false bottom is opened, a large cabinet can be pulled up from a non-dimensional space. The cabinet unfolds into a 30 cubic foot shop space filled with shelves and gun racks. No matter what items are contained within the false bottom, the case will always weigh the same. Should the case be destroyed, all items contained within its non-dimensional space will be lost. Any living creatures placed within the case can only survive for a maximum of 10 minutes before they suffocate. Retrieving or storing an item within the armory in its unfolded state is a move action. Unfolding or folding the musician's armory is a full round action. Magic items contained within the case will not benefit the owner of the case.

#### CONSTRUCTION REQUIREMENTS

**Cost** 1,250 gp

Craft Wondrous Item, *secret chest*

### ONE-TIME PAD

**Price** 1,800 gp; **Aura** faint evocation; **CL** 9th; **Weight** —

This single use magic item is an enchanted blank sheet of vellum, separated into two parts. When a message is written on the sending sheet, it magically appears on the receiving sheet and the sending sheet is consumed in a brief heatless fire. There is no range limit on a one-time pad, however if the sheets are on





different planes of existence there is a 5% chance of failure.

#### CONSTRUCTION REQUIREMENTS

**Cost** 900 gp

Craft Wondrous Item, *sending*

#### OPERATORS SUPPRESSOR

**Price** 12,000 gp; **Aura** faint illusion;

**CL** 3rd; **Weight** 1 lb.

This hollow cylinder is made out of a dull gray metal and feels cool to the touch. When pressed against the muzzle of any one or two handed firearm, it resizes itself and attaches to the end of the barrel. When the firearm is used, all audible noise caused by the firearm is eliminated, this effect is also conferred upon the ammunition, but only to eliminate the noises associated with gunfire. With rapid and prolonged use the suppressor will start to radiate heat and may even begin to glow, however its sound dampening effect is not diminished. A full round action is required to remove the device allowing it to be used on a different firearm.

#### CONSTRUCTION REQUIREMENTS

**Cost** 6,000 gp

Craft Wondrous Item, *silence*

#### PERSONAL AMMO DRUM

**Price** 5,800 gp; **Slot** back; **Aura** moderate transmutation; **CL** 9th; **Weight** 10 lbs.

This large rigid backpack is made of a drum constructed from lightweight metal. Its internal storage holds 2,000 rounds of ammunition and up to 80 pounds of additional gear. Magazines, projectiles, powder, casings, and loose bullets are kept in individual containers that mount inside the barrel, and belts of linked ammunition are fed into the barrel from the bottom and magically arrange themselves onto serpentine racks for easy dispensation. The inside of the barrel alters itself as needed to accommodate any combination. There is also a compartment

for a gunsmith's kit and powder barrel. Regardless of what quantities of these items are placed within the personal ammo drum, its weight does not change. As a swift action, the wearer can command the drum to fully reload a single firearm that he is wielding. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a personal ammo drum contains. Retrieving any specific item from a personal ammo drum is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

#### CONSTRUCTION REQUIREMENTS

**Cost** 2,900 gp

Craft Wondrous Item, *abundant ammunition, secret chest*

## PERSONAL AMMO DRUM





### SCABBARD OF HOLDING

**Price** 2,500 gp; **Aura** moderate conjuration; **CL** 9th; **Weight** 3 lbs.

A plain leather wrapped metal scabbard, it is normally 6 inches long and 1 inch wide. The scabbard magically widens to accept any blade that is inserted, however the length does not change. The scabbard opens into a nondimensional space: its inside is larger than its outside dimensions. Regardless of what is put into the scabbard, it weighs 3 pounds. The scabbard can contain any one blade, however the hilt will always remain outside.

#### CONSTRUCTION REQUIREMENTS

**Cost** 1,250 gp

Craft Wondrous Item, *secret chest*

## MAGIC WEAPONS

While any weapon can be enchanted and become a magic weapon, these unique magic weapons offer additional capabilities beyond what is normally available.

### BIG GAME HUNTER RIFLE

**Price** 10,300 gp; **Aura** moderate conjuration; **CL** 8th; **Weight** 15 lbs.

This +2 lever-action rifle was specially constructed to grant an extra 1d6 damage to creatures of a specific subtype (selected from the bane list during creation).

#### CONSTRUCTION REQUIREMENTS

**Cost** 5,150 gp

Craft Magic Arms and Armor, *summon monster I*

### GHOST SMASHER

**Price** 48,380 gp; **Aura** faint divination; **CL** 6th; **Weight** 14 lbs.

This amazing +2 cold iron ghost touch undead bane earthbreaker is coated in fine layers of red and white enamel with silver inlay. Whenever it is within the presence of

undead(60 ft.), the hammer begins to emit an eerie tune and a magical blue flame lights up and rotates around the massive spiked head, this flame has no heat and does not burn anything, but its light illuminates and reveals the location of any undead in the area, including ones that are invisible.

#### CONSTRUCTION REQUIREMENTS

**Cost** 24,230 gp

Craft Magic Arms and Armor, *dancing lights, detect undead, faerie fire, ghost sound, plane shift, summon monster I*



GHOST SMASHER





### GOLEM FIST

**Price** 2,310 gp; **Aura** moderate transmutation; **CL** 5th; **Weight** 5 lb.

This enormous spiked gauntlet allows its wielder to make attacks with it as though they were one size category larger and grants a +4 size bonus to strength checks. Claw variants have also been made that deliver slashing damage instead of piercing damage. Although the golemfist is constructed using magic, it is not considered a magic weapon unless subsequently enchanted.

#### CONSTRUCTION REQUIREMENTS

**Cost** 1,155 gp

Craft Magic Arms and Armor, *lead blades*

### MAGEKILLER

**Price** 56,315 gp; **Aura** faint necromancy; **CL** 6th; **Weight** 4 lbs.

This +2 longsword has a wide blade engraved with strange arcane runes and sigils. Upon wielding the magekiller, it instantly imparts the necessary skill to be used proficiently. Any creature capable of holding the longsword becomes proficient with the longsword for the duration that it is in their possession. The magekiller silently calls out to its owner, yearning for magic. If the wielder casts a spell that is resolved with a touch attack or ranged touch, they can decide to cast it into the sword. The sword will hold the cast spell, causing its runes to glow with eldritch power. The stored spell will be automatically delivered to the target of the next successful melee attack made with



GOLEM FIST



the sword. The magekiller will store a spell for 24 hours, if another spell is cast into it while it holds a charge or the caster rests for 8 hours and restores their spell slots, any stored spell is dissipated and lost.

#### CONSTRUCTION REQUIREMENTS

**Cost** 28,165 gp

Craft Magic Arms and Armor, *bestow weapon proficiency, spectral hand*

#### MAGE'S PISTOL

**Price** 19,300 gp; **Aura** moderate transmutation; **CL** 8th; **Weight** 4 lbs.

This +2 Semi-Automatic Handgun is made of silver that never needs to be polished, often adorned with fancy engraving and dangling charms. A mage's pistol is especially effective against creatures with spell resistance. Against such creatures, the weapon's effective enhancement bonus increases to +3, and it deals an additional 1d6 points of damage. Whenever the wielder casts a spell that requires him to make a ranged touch attack (such as a ray) while he has the pistol in hand, he gains a bonus on his ranged attack roll equal to the pistol's enhancement bonus against the target creature. If the spell hits, the caster also applies this bonus to the caster level check to overcome the target's spell resistance (if any) and on the spell's damage roll (if any).

#### CONSTRUCTION REQUIREMENTS

**Cost** 10,800 gp

Craft Magic Arms and Armor, Spell Penetration, *summon monster I, true strike*

#### SILENT SENTRY RIFLE

**Price** 39,300 gp; **Aura** moderate conjuration; **CL** 9th; **Weight** 2 lbs.

Popular with covert operatives and forward observers due to its ease of concealment and lack of need for ammunition, this +1 reliable lever action rifle is crafted from deeply blued steel and

the stock is coated in a heavy black lacquer finish. It has an integrally mounted magical sound suppressor and creates its own infinite ammo, like an *endless ammunition* crossbow. When used in conjunction with the Stealth skill, the silent sentry rifle reduces the penalty imposed by sniping by 5. Three times per day, the wielder can fire two invisible magical bullets that deal no damage. These bullets must each be fired at a solid surface, into which they embed themselves. As long as both bullets have an unobstructed line between them, no longer than 180 feet, they create an invisible 1-inch-wide line between themselves. The wearer is mentally alerted anytime a visible Tiny or larger creature passes through this line, and gains a vision of the creature's appearance. Creatures that can see invisible objects can see the line, and if they recognize it for what it is, they can duck under it or leap over it, thus avoiding detection. The bullets last for 6 hours before they dissipate.

#### CONSTRUCTION REQUIREMENTS

**Cost** 20,300 gp

Craft Magic Arms and Armor, *alarm, minor creation, silence*

#### SPELL STORING GRENADE

**Price** 8,350 gp; **Aura** strong evocation; **CL** 12th; **Weight** 2 lbs.

This +1 grenade is designed to store and discharge magic. A spellcaster can store a single targeted or area spell of up to 5th level in the grenade. (The spell must have a casting time of 1 standard action.) When the grenade detonates, the grenade immediately casts the spell on that creature as a free action. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) If the grenade directly strikes a target, that target is considered to automatically fail any reflex save of the stored spell, if





any. The grenade magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell storing grenade has a 50% chance of having a spell stored in it already. A spell storing grenade emits a strong aura of the evocation school, plus the aura of the spell currently stored.

#### CONSTRUCTION REQUIREMENTS

**Cost** 4,350 gp

Craft Magic Arms and Armor, creator must be a caster of at least 12th level.

#### THE BLEEDERS

**Price** 42,604 gp; **Aura** faint divination;

**CL** 6th; **Weight** 2 lbs.

This pair of +1 Wounding daggers are

barbed and hooked making removal difficult. Removing a dagger after a successful attack requires a standard action and a DC 15 Heal check or it deals an additional 2d4 damage. An enchanted gemstone in the pommel glows with a faint green magical light, and anyone who possesses one or both of the daggers receives a –10 penalty on saving throws against spells cast by their owner. A creature must possess both daggers for 24 consecutive hours before they can take advantage of this effect.

#### CONSTRUCTION REQUIREMENTS

**Cost** 21,304 gp

Craft Magic Arms and Armor, *bleed, true strike*



SPELL STORING  
GRENADE AND  
AMMUNITION





# ROUGHNECK

There's something funny about the way impending doom can make you nostalgic. Something about the specter of death looming about that makes your braincase rattle with nonsense. No matter what anyone goes through on day one with Sarge, nothing ever prepares you for inactivity. No amount of physical training or sleep deprivation makes a man for what happens when he has to stay completely still. Ironical how that fateful day of Savage Company orientation would somehow prepare me for this. The nonsense I mentioned would be just that, remaining completely still. Who knew the drill sergeants jamming their tusks in my face would actually help me. They were sadists, but not without a purpose. I bet they'd eat their own boots to see me in the position I'm in now.

My military service began as an infantryman, grunt with a gun. You know the type. Dig that foxhole, take that hill, rush that trench. Boots on the ground are what make the wheels on the war machine go round. But in my case... I was different. I stood out among all the young and hopeful trainees, and it wasn't due only to my drive and above-average performance. Much to my surprise, the instructors always look for something unique. My quirk was being able to count without using my fingers and toes, which was only bolstered by my ability to react quickly to rapidly shifting battlefield details. I was once convinced that Drill Sergeant Hornezs needed help tying his own boots in the morning. I was wrong.

Shortly after, I found myself in a reconnaissance unit. Mostly bugbears, half-orcs, and hobgoblins which is the typical lot for this sort of thing. Being an orc with admirable math skills made me the minority for once. However, that's what they needed. Math skills and critical thinking. If I could make the cut, I was to become a Forward Observer, an expert in directing artillery strikes, long-mage bombardments, and other fun munitions and ways to blow lots of people up with staggering precision. Sure, snipers get all the love, maybe because people think everything is done through scrying, or perhaps the public has a thing for people that dress up as trees. Despite the social aspect, the work is very similar in nature. The risk is still the same. The difference is they kill one at a time, whereas I will kill hundreds. But alas, no glory for the FO.

Fast forward a few years of horrible pay, a slew of gams leaving me for one reason or another... And there I was. Earned me a big promotion doing the same sort of work for Savage Company, but enjoying it a hell of a lot more. The problem is, I was married to my job, and I quickly developed the typical FO's loss of interest in anything that isn't a shrapnel pattern. That is, enjoying it except for this whole "impending death" thing, of course...

The mission was straightforward. Intel managed to beat the information out of enough people to figure out where my high-value target was. A mostly-intact school,





located right smack dab in the middle of a bombed-out town deep in enemy territory. It took balls to hide himself like that and still use child soldiers and magic to launch and coordinate his insurgency, I'll give him that. The clever bastard managed to hit one of our nearby air stations with several swarms of flying nailbomb golems, taking out all aerial operations for at least four days. Maybe that doesn't sound like much to most, but that's at least four days without air support, medevac, resupply, or a faster ride home. This guy hit us where it hurts, and there were a lot of hungry, angry, bleeding grunts that would throw a month's pay at the dead-pool on this shithead. Intel gave me what I needed to get a bead on him, and I wanted that money.

Rather than making it easy, I was explicitly instructed to keep the school standing. Something about hearts and minds, something about maintaining the right kind of reputation. I didn't agree with it, but I didn't like the idea of a Pyrrhic victory. Blow up the school, and we would just create more angry insurgents. And so, the plan was hatched. I would go in on my own with my trusty companion at my side, find the school, get a positive ID on my HVT. Intel said he stayed in the atrium. If everything they said was right, the atrium would have a plate glass roof that was held up by load-bearing walls. Assuming the bastard was there, I would coordinate the precision strike to drop some ordinance down his throat. My days as an FO made me excited when I thought about all the ordnance we would be dropping on that shithead. Some would call it fish in a barrel. Not for ease of completion, mind you. The point was that he needed to die in the worst way. Using golems like he did was one thing, but using children was another. It was a principle of morality more than anything.

So there I was, pressed against a wall in the darkness. Princess, my trusty Military Working Worg, stalked the patrolling guard from a different shadow. The remnants of smoke and old embers left to fizzle out had cast a peculiar scent on the fire-blasted buildings. It also made the patrolling guard utterly unaware of the tripwire he was about to set off. The wounding trap was her idea, whether you believe it or not. The results were well worth the ass pain of carrying a few pounds of adamantine for the trap, and Princess could be quite malicious. Watching a little rope, gunpowder, and an adamantine dagger turn someone into a pin cushion never got old. With the bugger taking a dirt nap, Princess took off to scout ahead while I quietly made my way deeper into the town.

This here is the part that got my head rumblin' with that trip down memory lane. One of the guards noticed his buddy was gone, and he was fixin' to go figure out why. I managed to duck down behind what used to be a store wall, masked by a thick plume of smoke that rolled off whatever turned the wall into big rocks. I was still partially exposed, so I had to remain as perfectly motionless as I could manage. I had to slow my breathing as much as possible and be as still as the stones. But let me tell you, I was stressed beyond belief. The guard stopped right as he turned the corner, pondered something, then started moving right towards me. My heart must've gone into overdrive at the thought of blowing this mission when I was so close. The dumbass



strolled right up to the edge of the smoke, looked right past me, and kicked some dirt into the smoldering crater. I didn't anticipate the bugger to do that, though Princess did. Before you know it, 300lbs of intelligent fury pounced on the guy with his whole neck in her mouth. Poor bastard couldn't even yelp before she clocked him out for good. Worgs are something else, I tell you. They said us Savage Co lot were crazy for even attempting to train them, but here we are.

Princess calmly trotted right up to me, looking like she was trying her paw at red warpaint. 'Cept, she looked like she dunked her whole damn face in the bucket.

"Roh, romerone rosing der touch?" She muttered to me. For the record, I think MWW's would be perfect if they didn't come with a smart ass mouth capable of some basic Common.

"Yeah yeah, funny. Let's keep moving. We ain't got much longer until sunrise," I told her.

Getting to the school was rather uneventful after that. I suppose my target didn't anticipate someone being able to travel long distances on foot, live off the land, and sneak in. Some might say I was lucky to have this part easy, but luck ain't part of the job. Luck don't land your ordinance exactly where you want it. Skill does.

Princess and I managed to sneak into the third story of a mostly-intact building, adjacent to the school. I left some more traps on the first and second floors, just in case. One to let me know we were compromised, and another to slow the bastards down. I had Princess patrol the middle floor in the meantime. Her keen senses were far better than mine, so sending her to cover my ass was a natural choice. As for the school, I could see the atrium, but the angle was all wrong. I could only make out the top of the glass plate, though that wasn't much of a problem. I brought a flying golem of my own, tricked out to give me a little eye in the sky when I needed it. I prepared the golem and let it slip out of what used to be a window, and off it buzzed into the night sky. The tiny little gnat whipped around the top of the building for a minute, randomly stopping here or there before making a beeline back to me.

I turned the golem on its back and revealed the semiprecious gemstone in the belly, and it spat out a small projection of what it saw through the glass roof. Lots of boxes, guns, some tables, paperwork scattered about, and one supremely boned HVT. Poor bastard had no idea what was about to hit him. I swapped the gemstones out on the golem and pulled out my sending sheet from the one-time pad. Really useful stuff for sending a one-way message. I signed the coordinates and the confirmation on the parchment and watched it turn to ash with a little puff of arcane fire. I sent the golem back out to watch the show since Headquarters needed proof of the kill.

See, I forgot to mention... There was an artillery barge on station, waiting for me to confirm the target. Unfortunately, I didn't get to call the big gun down. School had to





stay standing and all that. But these airship gunners, they're crack shots when you give 'em a good grid. And let me tell you, these boiz cracked the sky like some vengeful deity throwing a lance from the heavens. The shot pierced the glass roof and slammed down on the HVT so hard that the bastard threw an impressive four-story tall column of pink mist. Blew out all the windows in the atrium, but I kept my word. The school was still standing. Getting out would be as easy as getting in, just had to avoid the group on their way to the school. The golem got the whole thing recorded and quickly made its way back to me. Of course, I was going to give HQ the gemstone, but I needed to visit an old friend first. Hornezs loved this stuff and couldn't get enough. Said it looked like a hell of a rush, and that it made him want to transfer to an airborne artillery unit. Bastard never understood my side of things, but alas... No glory for the FO.

## ICONIC STATBLOCKS

THE FOLLOWING ICONICS ARE MADE WITH A 20 POINT BUY AND OUTFITTED WITH GEAR AS IF THEY WERE APPROPRIATELY LEVELED PLAYER CHARACTERS, THIS MAKES THEM MORE CHALLENGING THAN A NORMAL NPC IF USED AS AN ADVERSARY. THEY ARE ALSO WRITTEN FOR A CAMPAIGN SETTING USING THE "GUNS EVERYWHERE" MODIFICATION. THEY ARE NOT MEANT TO REPRESENT THE MOST POWERFUL COMBINATIONS AVAILABLE BUT WHAT A TYPICAL ADVENTURER OF THE GIVEN CLASS WOULD RESEMBLE AND TO REPRESENT THE GIVEN RACES AND ARCHETYPES. THEY CAN BE USED AS NPCs OR AS PREGENERATED PLAYER CHARACTERS.

### ICONIC BATTLE

#### CHAPLAIN CLERIC

The iconic battle chaplain seems harsh and short with people only because she cares more about their personal safety than their immediate feelings, and while she does care about her friends' feelings, they have to be alive to have them.

**ICONIC BATTLE CHAPLAIN 1 CR 1**

**XP 400**

Female Baadan Battle Chaplain Cleric 1  
NG Medium humanoid (baadan)

**Init** +1; Senses darkvision, low-light vision, scent, Perception +3

#### DEFENSE

**AC** 22, touch 13, flat-footed 21 (+5 armor, +2 deflection +1 dex, +4 shield)

**hp** 9 (1d8+1)

**Fort** +3, **Ref** +1, **Will** +5 (+7 vs fear)

#### OFFENSE

**Speed** 30 ft. (20 ft. with armor)

**Melee** light flail +2 (1d8+2)

**Special Attacks** channel positive energy 4/day 1d6 +50% (healing only)

**Cleric Spells Prepared** (CL 1st; concentration +4)



**1st**—*bless, shield of faith*

**0th** (at will)—*detect magic, light, stabilize*

#### TACTICS

**Before Combat** The iconic battle chaplain casts *shield of faith*.

**During Combat** The iconic battle chaplain attacks creatures that are attacking her allies, but focuses on buffing teammates and keeping them healed.

#### Base Statistics

Without *shield of faith*, her statistics are AC 20, touch 11, flat-footed 19.

#### STATISTICS

**Str** 14, **Dex** 13, **Con** 13, **Int** 12, **Wis** 16, **Cha** 12

**Base Atk** +0; **CMB** +2; **CMD** 12

**Feats** Selective Channeling

**Skills** Diplomacy +6, Heal +7, Knowledge (religion) +5

**Languages** Common, Baadan, Jargon

**SQ** aura

**Gear** tower shield, scale mail, light flail, backpack, bedroll, belt pouch, candles (10), cheap holy text, flint and steel, iron pot, mess kit, rope, soap, spell component pouch, torches (10), trail rations (5 days), waterskin, wooden holy symbol with compartment, 41 gp

### ICONIC BATTLE CHAPLAIN 7 CR 7

**XP 3,200**

Female Baadan Battle Chaplain Cleric 7  
NG Medium humanoid (baadan)

**Init** +2; **Senses** darkvision, low-light vision, scent, Perception +4

#### DEFENSE

**AC** 26, touch 15 (20 vs firearms), flat-footed 24 (+8 armor, +3 deflection +2 dex, +3 shield)

**hp** 45 (7d8+14)

**Fort** +7, **Ref** +4, **Will** +9 (+11 vs fear)

#### OFFENSE

**Speed** 30 ft. (20 ft. with armor)

**Melee** +1 *battle censer* +9 (1d8+4)

**Special Attacks** channel positive energy 4/day 4d6 +50% (healing only, 35ft radius)



**Cleric Spells Prepared** (CL 7th; concentration +11)

4th—*holy smite, freedom of movement*

3rd—*create food and water, bullet sphere, remove curse*

2nd—*align weapon, bear's endurance, bull's strength, ghostbane dirge*

1st—*bless, shield of faith, bane, command, stone shield*

0th (at will)—*detect magic, light, stabilize, mending*

#### TACTICS

**Before Combat** The iconic battle chaplain casts *shield of faith*.

**During Combat** The iconic battle chaplain attacks creatures that are attacking her allies, but focuses on buffing teammates and keeping them healed.

#### Base Statistics

Without *shield of faith*, her statistics are AC 23, touch 12, flat-footed 21.

#### STATISTICS

**Str** 14, **Dex** 15, **Con** 14, **Int** 12, **Wis** 18, **Cha** 12

**Base Atk** +5; **CMB** +7; **CMD** 18

**Feats** Power Attack, Quick Channel, Reactive Healing, Selective Channeling

**Skills** Diplomacy +12, Heal +14, Knowledge (religion) +11





**Languages** Common, Baadan, Jargon  
**SQ** aura

**Gear** +1 deployable shield, +2 savage plate, +1 battle censer, backpack, bedroll, belt pouch, candles (10), cheap holy text, flint and steel, iron pot, mess kit, rope, soap, spell component pouch, torches (10), trail rations (5 days), waterskin, silver holy symbol with compartment, *headband of inspired wisdom* +2, *belt of incredible dexterity* +2, large trauma kit, 575 gp

#### SPECIAL ABILITIES

**Weapon Training (Ex):** flails +1

### ICONIC BATTLE CHAPLAIN 12 CR 12

**XP 19,200**

Female Baadan Battle Chaplain Cleric 12  
NG Medium humanoid (baadan)

**Init** +3; **Senses** darkvision, low-light vision, scent, Perception +18

#### DEFENSE

**AC** 30, touch 17 (22 vs firearms), flat-footed 28 (+9 armor, +4 deflection +3 dex, +4 shield)

**hp** 90 (12d8+36)

**Fort** +15, **Ref** +11, **Will** +16 (+18 vs fear)

#### OFFENSE

**Speed** 30 ft. (20 ft. with armor)

**Melee** +3 battle censer +19 (1d8+10)

**Special Attacks** channel positive energy 7/day 6d6 +50% (healing only, 40ft radius)

**Cleric Spells Prepared** (CL 12th; concentration +16)

6th—*blade barrier*, *heroes' feast*

5th—*flame strike*, *hallow*, *atonement*

4th—*holy smite*, *freedom of movement*, *forceful strike*, *tongues*

3rd—*create food and water*, *bullet sphere*, *remove curse*, *daylight*, *stone shape*

2nd—*align weapon*, *bear's endurance*, *bull's strength*, *ghostbane dirge*, *spiritual weapon*

1st—*bless*, *shield of faith*, *bane*, *command*, *stone shield*

Oth (at will)—*detect magic*, *light*, *stabilize*, *mending*

#### TACTICS

**Before Combat** The iconic battle chaplain casts *shield of faith*.

**During Combat** The iconic battle chaplain attacks creatures that are attacking her allies, but focuses on buffing teammates and keeping them healed.

#### Base Statistics

Without *shield of faith*, her statistics are AC 26, touch 13, flat-footed 24.

#### STATISTICS

**Str** 16, **Dex** 16, **Con** 16, **Int** 14, **Wis** 18, **Cha** 15

**Base Atk** +9; **CMB** +12; **CMD** 25

**Feats** Channeled Revival, Extra Channel, Power Attack, Quick Channel, Reactive Healing, Selective Channeling

**Skills** Diplomacy +18, Heal +20, Knowledge (religion) +17, Perception +18

**Languages** Common, Baadan, Jargon  
**SQ** aura

**Gear** +2 deployable shield, +3 savage plate, +3 battle censer, backpack, bedroll, belt pouch, candles (10), cheap holy text, flint and steel, iron pot, mess kit, rope, soap, spell component pouch, torches (10), trail rations (5 days), waterskin, silver holy symbol with compartment, *headband of mental superiority* +2, *belt of physical perfection* +2, large trauma kit, *candle of invocation*, *incense of meditation*, *cloak of resistance* +4, 7765 gp

#### SPECIAL ABILITIES

**Weapon Training (Ex):** flails +2, close +1

### ICONIC BLITZKRIEG

### UNCHAINED BARBARIAN

WAAAH! The iconic blitzkrieg barbarian shoots first and gloats later, never bring a sword to a machine gun fight. If at first you don't succeed, get mad and use more bullets!



**ICONIC BLITZKRIEG 1****CR 1****XP 400**

Male Savage Orc Blitzkrieg Unchained  
Barbarian 1

CN Medium humanoid (orc)

**Init** +3; **Senses** darkvision, Perception +4

**DEFENSE**

**AC** 13, touch 13, flat-footed 10 (+3 dex)

**hp** 14 (1d12+2)

**Fort** +4, **Ref** +3, **Will** +0

**OFFENSE**

**Speed** 40 ft.

**Melee** advanced bayonet +2 (1d6+2/18–20)

**Ranged** submachine gun +4 (1d8/x4)

**Special Attack** automatic +2 line attack (1d8/x4)

**TACTICS**

**During Combat** The iconic blitzkrieg uses his movement to line up enemies for line attacks, if he has trouble hitting or takes damage he rages.

**Rage Statistics**

When raging his statistics are modified as follows: +2 firearm attack and damage and will saves, –2 AC, +2 temporary HP.

**STATISTICS**

**Str** 14, **Dex** 16, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10

**Base Atk** +1; **CMB** +4; **CMD** 17

**Feats** Heavy Brute

**Skills** Craft (firearms) +4, Intimidate +4, Perception +4, Survival +4

**Languages** Common, Orc

**Gear** submachine gun, advanced bayonet, backpack, belt pouch, blanket, flint and steel, iron pot, rope, soap, torches (10), trail rations (5 days), waterskin, 16 gp

**SPECIAL ABILITIES**

**Ferocity (Ex)**

**Fast Movement (Ex)**

**Gun Rage (Ex):** 7/day

**ICONIC BLITZKRIEG 7****CR 7****XP 3,200**

Male Savage Orc Blitzkrieg Unchained  
Barbarian 7

CN Medium humanoid (orc)

**Init** +4; **Senses** darkvision, Perception +11

**DEFENSE**

**AC** 19, touch 15, flat-footed 15 (+4 armor, +4 dex, +1 deflection)

**hp** 66 (7d12+21)

**Fort** +8, **Ref** +6, **Will** +3 (+7 vs spells and spell-like abilities while raging)

**DR** 1/–, DR 3/slashing

**OFFENSE**

**Speed** 40 ft.

**Melee** bludgeon +7/+7/+2/+2 (2d8+4)

**Ranged** +1 *modern light machine gun* (one-handed, automatic) +8/+3 (2d8+1/x4)

**Special Attacks** Two-weapon fighting +4/+4/–1/–1 (2d8+1/x4), Two-weapon fighting/twin-linked +0/+0/+0/+0/–5/–5/–5/–5 (2d8+1/x4)

**TACTICS**

**During Combat** The iconic blitzkrieg uses his movement to line up enemies for line attacks, if he has trouble hitting or takes damage he rages.

**Gun Rage Statistics**

When gun raging his statistics are modified as follows: +3 firearm attack, +2 will saves and damage (+3 bonus on damage rolls)





against creatures possessing spells or spell-like abilities), -2 AC, and +14 temporary HP.

#### STATISTICS

**Str** 16, **Dex** 18, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +7; **CMB** +11; **CMD** 25

**Feats** Heavy Brute, Improved Two-Weapon Fighting, Leadership, Two-Weapon Fighting

**Skills** Craft (firearms) +10, Intimidate +10, Perception +11, Survival +11

**Languages** Common, orc

**Gear** +1 *modern light machine gun* x4, +1 *shooters plate*, backpack, belt pouch, blanket, flint and steel, iron pot, rope, soap, torches (10), trail rations (5 days), waterskin, *belt of physical might* +2 *Str/Dex*, *ring of protection* +1, 150 gp

#### SPECIAL ABILITIES

**Ferocity (Ex)**

**Fast Movement (Ex)**

**Gun Rage (Ex):** 26/day

**Barrel Bludgeon (Ex)**

**MORE GUNS (Ex)**

**Twin-linked (Ex)**

**Rage Powers (Ex):** accurate stance, superstition, witch hunter

#### SNOT

CR 5

**XP** 1,600

Male Goblin Pack-Mule Fighter 5

CN Small humanoid (goblinoid)

**Init** +3; **Senses** darkvision, Perception +0

#### DEFENSE

**AC** 19, touch 15, flat-footed 15 (+4 armor, +3 dex, +1 size, +1 dodge)

**hp** 37 (5d10+10)

**Fort** +6, **Ref** +4, **Will** +1

#### OFFENSE

**Speed** 30 ft.

**Melee** advanced bayonet +9 (1d3+3/19–20)

**Ranged** Medium sub-machine gun +10 (automatic) (1d8+1/x4)

#### TACTICS

**During Combat** Snot tries to stay out of his master's way while staying useful. He mends guns, carries ammo, and sometimes uses his sub-machine gun to defend his master.

#### STATISTICS

**Str** 14, **Dex** 16, **Con** 15, **Int** 11, **Wis** 11, **Cha** 10

**Base Atk** +5; **CMB** +6; **CMD** 19

**Feats** Ankle Biter, Dodge, Exotic Weapon Proficiency (one-handed sub-machine gun), Goblin Gunslinger, Roll With It

**Skills** Acrobatics +8, Craft (firearms) +8, Escape artist +8, Sleight of Hand +11, Stealth +19

**Languages** Common, Goblin

**Gear** medium masterwork sub-machine gun with bayonet lugs and sling, small masterwork advanced bayonet, masterwork chain shirt, backpack, bedroll, belt pouch, flint and steel, gunsmith's kit, iron pot, mess kit, powder horn, rope, torches (10), trail rations (5 days), waterskin, *muleback cords*, *bag of holding type III*, fragmentation grenade, 250 gp

#### SPECIAL ABILITIES

**Unobtrusive (Ex)**

**Efficient Packer (Ex)**

**Weight Training (Ex)**

**Weapon Training (Ex):** firearms

#### ICONIC BLITZKRIEG 12

CR 12

**XP** 19,200

Male Savage Orc Blitzkrieg Unchained Barbarian 12

CN Medium humanoid (orc)

**Init** +6; **Senses** darkvision, Perception +16

#### DEFENSE

**AC** 21, touch 17, flat-footed 15 (+4 armor, +6 dex, +1 deflection)

**hp** 114 (12d12+36)

**Fort** +15, **Ref** +14, **Will** +9 (+14 vs spells and spell-like abilities while raging)

**DR** 2/– (4/– when raging), DR 3/slashing



## OFFENSE

**Speed** 40 ft.

**Melee** bludgeon +14/+14/+9/+9/+4/+4 (2d8+4)

**Ranged** +2 *modern light machine gun* (one-handed, automatic) +17/+12/+7 (2d8+2/x4)

**Special Attack** Two-weapon fighting +15/+13/+10/+8/+5/+3 (2d8+2/x4), Two-weapon fighting/twin-linked +11/+11/+9/+9/+6/+6/+4/+4/+1/+1/-1/-1 (2d8+2/x4)

## TACTICS

**During Combat** The iconic blitzkrieg uses his movement to line up enemies for line attacks, if he has trouble hitting or takes damage he rages.

### Gun Rage Statistics

When gun raging his statistics are modified as follows: +6 firearm attack, +3 will saves and damage (+6 bonus on damage rolls against creatures possessing spells or spell-like abilities), -2 AC, and +36 temporary HP.

## STATISTICS

**Str** 18, **Dex** 22, **Con** 16, **Int** 10, **Wis** 12, **Cha** 12

**Base Atk** +12; **CMB** +17; **CMD** 33

**Feats** Greater Two-Weapon Fighting, Heavy Brute, Improved Two-Weapon Fighting, Leadership, Two-Weapon Fighting, Weapon Focus (modern light machine gun),

**Skills** Craft (firearms) +15, Intimidate +16, Perception +16, Survival +16

**Languages** Common, Orc

**Gear** +2 *modern light machine gun* x4, +1 *mithral shooters plate, backpack, belt pouch, blanket, flint and steel, iron pot, rope, soap, torches (10), trail rations (5 days), waterskin, belt of physical might* +4 Str/Dex, *ring of protection* +1, *headband of alluring charisma* +2, *cloak of resistance* +4, *personal ammo drum*, 3850 gp

## SPECIAL ABILITIES

**Ferocity (Ex)**

**Fast Movement (Ex)**



**Gun Rage (Ex):** 41/day

**Barrel Bludgeon (Ex)**

**MORE GUNS (Ex)**

**Twin-linked (Ex)**

**Greater Gun Rage (Ex)**

**Rage Powers (Ex):** accurate stance, superstition, witch hunter, increased damage reduction, deadly accuracy, flesh wound

## SNOT

CR 10

**XP** 9,600

Male Goblin Pack-Mule Fighter 10

CN Small humanoid (goblinoid)

**Init** +3; **Senses** darkvision, Perception +0

## DEFENSE

**AC** 22, touch 16, flat-footed 17 (+6 armor, +4 dex, +1 size, +1 dodge)

**hp** 85 (10d10+30)

**Fort** +13, **Ref** +11, **Will** +7

## OFFENSE

**Speed** 40 ft.

**Melee** advanced bayonet +14/9 (1d3+4/19-20)

**Ranged** Medium +1 sub-machine gun +16/11 (automatic) (1d8+4/x4)

## TACTICS

**During Combat** Snot tries to stay out of his master's way while staying useful. He mends guns, carries ammo, and sometimes uses his sub-machine gun to defend his master.





#### STATISTICS

**Str** 16, **Dex** 18, **Con** 16, **Int** 11, **Wis** 11, **Cha** 10

**Base Atk** +10; **CMB** +12; **CMD** 26

**Feats** Amateur Gunslinger (quick clear), Ankle Biter, Dodge, Exotic weapon proficiency (one-handed sub-machine gun), Goblin Gunslinger, Gunsmith, Mobility, Roll With It, Tangle Feet, Underfoot

**Skills** Acrobatics +14, Craft (firearms) +13, Escape artist +14, Sleight of hand +16, Stealth +25

**Languages** Common, Goblin

**Gear** *medium +1 sub-machine gun with masterwork advanced bayonet and sling*, +2 *chain shirt*, backpack, bedroll, belt pouch, flint and steel, gunsmith's kit, iron pot, mess kit, powder horn, rope, torches (10), trail rations (5 days), waterskin, *muleback cords*, *bag of holding type IV*, grenade kit, *cloak of resistance +4*, *boots of striding and springing*, *belt of physical might +2 Str/Dex*, large trauma kit, 500 gp

#### SPECIAL ABILITIES

**Unobtrusive (Ex)**

**Efficient Packer (Ex)**

**Weight Training (Ex)**

**Weapon Training (Ex):** firearms +2

**Advanced Weapon Training (Ex):** Weapon Specialist(weapon specialization(sub-machine gun)/weapon focus(sub-machine gun))

**Grit (Ex):** 1 quick clear deed

### ICONIC BUGLER BARD

The iconic bugler bard is an irrepressible optimist and early-riser. She always sees the best in her unit and assumes everyone can rely on each other in a mutual feeling of teamwork and camaraderie.

### ICONIC BUGLER 1

CR 1

**XP** 400

Female Savage Kobold Bugler 1

N Small humanoid (reptilian)

**Init** +2; **Senses** darkvision, Perception +7

#### DEFENSE

**AC** 17, touch 13, flat-footed 15 (+3 armor, +2 dex, +1 natural armor, +1 size)

**hp** 13 (1d8+5)

**Fort** +1, **Ref** +4, **Will** +3

#### OFFENSE

**Speed** 30 ft.

**Melee** advanced bayonet +0 (1d3/19–20)

**Bard Spells Known** (CL 1st; concentration +4)

1st (2/day)—*clarion call*, *ear-piercing scream*

0th (at will)—*know direction*, *mending*, *message*, *prestidigitation*

#### TACTICS

**During Combat** The iconic bugler uses her Bardic performances to bolster her allies and occasionally casts spells. Out of combat she applies her cantrips and knowledge to lend in negotiations and tactical communication.

#### STATISTICS

**Str** 11, **Dex** 15, **Con** 12, **Int** 12, **Wis** 12, **Cha** 16

**Base Atk** +0; **CMB** –1; **CMD** 11

**Feats** Toughness

**Skills** Diplomacy +7, Knowledge (local) +6, Perception +7, Perform (percussion) +7, Sense Motive +5, Spellcraft +5, and Use Magic Device +7

**Languages** Common, Draconic, Jargon

**Gear** advanced bayonet, studded leather, backpack, bedroll, belt pouch, common drum, flint and steel, ink, inkpen, iron pot, journal, mess kit, mirror, rope, soap, torches (10), trail rations (5 days), waterskin 29 gp

#### SPECIAL ABILITIES

**Bardic Knowledge (Su)**

**Bardic Performance (Su):** 8 rds/day, reveille, boots and saddles

**Countersong (Su)**

**Inspire Courage (Su):** +1



**ICONIC BUGLER 7****CR 7****XP 3,200**

Female Savage Kobold Bugler 7

N Small humanoid (reptilian)

**Init** +8; **Senses** darkvision, Perception +7**DEFENSE****AC** 19, touch 14, flat-footed 16 (+4 armor, +3 dex, +1 natural armor, +1 size)**hp** 52 (7d8+21)**Fort** +3, **Ref** +9, **Will** +6**DR** 3/slashing**OFFENSE****Speed** 30 ft.**Melee** advanced bayonet +5 (1d3/18–20)**Ranged** masterwork grenade launcher +10 (x2)**Bard Spells Known** (CL 7th; concentration +11)3rd (2/day)—*clairaudience/clairvoyance*,  
*cure serious wounds*2nd (4/day)—*cat's grace*, *bullet ward*,  
*eagle's splendor*, *full pouch*1st (5/day)—*clarion call*, *ear-piercing*  
*scream*, *cure light wounds*, *expeditious*  
*retreat*, *summon monster I*0th (at will)—*know direction*, *mending*,  
*message*, *prestidigitation*, *summon*  
*instrument*, *light***TACTICS****During Combat** The iconic bugler uses her Bardic performances to bolster her allies and occasionally casts spells. Out of combat she applies her cantrips and knowledge to lend in negotiations and tactical communication.**STATISTICS****Str** 11, **Dex** 18, **Con** 12, **Int** 12, **Wis** 12,  
**Cha** 18**Base Atk** +5; **CMB** +4; **CMD** 17**Feats** Extra Performance, Improved  
Initiative, Lingering Performance,  
Toughness**Skills** Diplomacy +14, Knowledge (local)  
+12, Perception +13, Perform (percussion)  
+16, Sense Motive +11, Spellcraft +11, and  
Use Magic Device +14**Languages** Common, Draconic, Jargon**Gear** advanced bayonet, +1 *shooter's plate*,  
masterwork grenade launcher, backpack,  
bedroll, belt pouch, masterwork drum, flint  
and steel, ink, inkpen, iron pot, journal,  
mess kit, mirror, rope, soap, torches (10), trail  
rations (5 days), waterskin, grenade kit, small  
trauma kit, *belt of incredible dexterity* +2,  
*headband of alluring charisma* +2, 4425 gp**SPECIAL ABILITIES****Bardic Knowledge (Su)****Bardic Performance (Su):** 26 rds/  
day, reveille, boots and saddles, guard  
mounting**Countersong (Su)****Inspire Courage (Su):** +2**Versatile performance (Su)****Well-versed (Su)****Inspire Competence (Su)** +3**ICONIC BUGLER 12****CR 12****XP 19,200**

Female Savage Kobold Bugler 12

N Small humanoid (reptilian)

**Init** +8; **Senses** darkvision, Perception +18**DEFENSE****AC** 24, touch 17, flat-footed 21 (+6 armor,  
+3 deflection, +3 dex, +1 natural armor, +1  
size, +2 luck vs firearms)**hp** 102 (12d8+48)**Fort** +13, **Ref** +17, **Will** +15**DR** 3/slashing





#### OFFENSE

**Speed** 30 ft.

**Melee** advanced bayonet +10 (1d3/18–20)

**Ranged** masterwork grenade launcher +14 (x2)

**Bard Spells Known** (CL 12th; concentration +16)

4th (4/day)—*cure critical wounds, discordant blast, ghostbane dirge, mass, primal scream*

3rd (5/day)—*clairaudience/clairvoyance, cure serious wounds, daylight, feather step, mass*

2nd (6/day)—*cat's grace, bullet ward, eagle's splendor, full pouch, cure moderate wounds*

1st (7/day)—*clarion call, ear-piercing scream, cure light wounds, expeditious retreat, summon monster I, jury-rig*

0th (at will)—*know direction, mending, message, prestidigitation, summon instrument, light*

#### TACTICS

**During Combat** The iconic bugler uses her Bardic performances to bolster her allies and occasionally casts spells. Out of combat she applies her cantrips and knowledge to lend in negotiations and tactical communication.

#### STATISTICS

**Str** 13, **Dex** 18, **Con** 14, **Int** 14, **Wis** 14, **Cha** 20

**Base Atk** +9; **CMB** +9; **CMD** 22

**Feats** Extra Performance, Grasping Tail, Improved Initiative, Kobold Confidence, Lingering Performance, Toughness

**Skills** Diplomacy +20, Knowledge (local) +17, Perception +18, Perform (percussion) +22, Sense Motive +18, Spellcraft +17, and Use Magic Device +21

**Languages** Common, Draconic, Jargon

**Gear** advanced bayonet, +3 *shooter's plate*, masterwork grenade launcher, backpack, bedroll, belt pouch, masterwork drum, flint and steel, ink, inkpen, iron pot, journal,

mess kit, mirror, rope, soap, torches (10), trail rations (5 days), waterskin, grenade kit, small trauma kit, *belt of physical perfection* +2, *headband of mental superiority* +2, *ring of protection* +3, *cloak of resistance* +4, *bag of holding type IV*, *drum of advance and retreat*, 3925 gp

#### SPECIAL ABILITIES

**Bardic Knowledge (Su)**

**Bardic Performance (Su):** 37 rds/day, reveille, boots and saddles, guard mounting, cadence

**Countersong (Su)**

**Inspire Courage (Su):** +3

**Versatile performance (Su):** 3

**Well-versed (Su)**

**Inspire Competence (Su):** +4

**Inspire Greatness (Su)**

**Jack-of-all-Trades (Su)**

**Soothing Performance (Su)**

## ICONIC COMBAT

### MEDIC ALCHEMIST

The iconic combat medic is the glue and tape that holds the squad together. Once you get past his imposing presence, his pleasant bedside manner and jolly demeanor endear him almost as much as his passion for patching up his friends and looking out for their well being.

#### ICONIC COMBAT MEDIC 1

CR 1

XP 400

Male Baadan Combat Medic Alchemist 1  
NG Medium humanoid (baadan)

**Init** +1; **Senses** darkvision, low-light vision, scent, Perception +5

#### DEFENSE

**AC** 16, touch 11, flat-footed 15 (+5 armor, +1 dex)

**hp** 10 (1d8+1)

**Fort** +3, **Ref** +3, **Will** +1 (+3 vs fear)



## OFFENSE

**Speed** 20 ft (30 ft. without armor)  
**Melee** advanced bayonet +2 (1d4+2/19–20)  
**Special Attacks** Bombs 4/day (DC 13, 1d6+3)  
**Alchemist Extracts Prepared** (CL 1st)  
1st—*cure light wounds, ant haul*

## TACTICS

**Before Combat** The iconic combat medic imbibes his Mutagen.

**During Combat** The iconic combat medic rapidly eliminates threats with bombs if at range and with his bayonet in melee. After combat he assesses his allies and administers heal checks and crafted potions as necessary.

## Base Statistics

With Mutagen his statistics are AC 18, touch 13, flat-footed 15.

## STATISTICS

**Str** 14, **Dex** 13, **Con** 12, **Int** 16, **Wis** 12, **Cha** 12

**Base Atk** +0; **CMB** +3; **CMD** 14

**Feats** Brew Potion, Heavy Brute, Throw Anything

**Skills** Craft (alchemy) +8, Disable Device +1, Heal +5, Knowledge (nature) +7, Perception +5, Spellcraft +7, Survival +6

**Languages** Common, Baadan, Orc, Jargon, Goblin

**Gear** advanced bayonet, scale mail, Alchemy crafting kit, backpack, bedroll, belt pouch, flint and steel, ink, inkpen, iron pot, mess kit, soap, torches(10), trail rations (5 days), waterskin, 3 gp

## SPECIAL ABILITIES

**Mutagen (Su):** Mutagen prepared: +4 Dex, +2 natural armor, –2 Wis for 10 minutes

## ICONIC COMBAT MEDIC

CR 7

XP 3,200

Male Baadan Combat Medic Alchemist 7  
NG Medium humanoid (baadan)

**Init** +3; **Senses** darkvision, low-light vision, scent, Perception +11



## DEFENSE

**AC** 19, touch 14, flat-footed 15 (+5 armor, +3 dex, +1 dodge)

**hp** 52 (7d8+21)

**Fort** +7, **Ref** +7, **Will** +3 (+5 vs fear)

**DR** 3/– against firearms and bludgeoning damage

## OFFENSE

**Speed** 20 ft (30 ft. without armor)

**Melee** advanced bayonet +7 (1d4+2/19–20)

**Ranged** trench sweeper +8 (1d8)

**Special Attacks** Bombs 11/day (DC 17, 4d6+4, 10ft splash 8 damage)

**Alchemist Extracts Prepared** (CL 7th)

3rd—*cure serious wounds, remove disease*

2nd—*fox's cunning, bull's strength, cat's grace, cure moderate wounds*

1st—*cure light wounds, ant haul, enlarge person, expeditious retreat, shield*

## TACTICS

**Before Combat** The iconic combat medic imbibes his Mutagen.

**During Combat** The iconic combat medic rapidly eliminates threats with bombs if at range and with his bayonet in melee. After combat he assesses his allies and administers heal checks and crafted potions as necessary.





### Base Statistics

With Mutagen his statistics are AC 18, touch 13, flat-footed 15.

#### STATISTICS

**Str** 14, **Dex** 16, **Con** 14, **Int** 18, **Wis** 12, **Cha** 12

**Base Atk** +5; **CMB** +8; **CMD** 20

**Feats** Brew Potion, Diehard, Dodge, Endurance, Heavy Brute, Mobility, Throw Anything, Toughness

**Skills** Craft (alchemy) +15, Disable Device +12, Heal +16, Knowledge (nature) +14, Perception +11, Spellcraft +14, Survival +12

**Languages** Common, Baadan, Orc, Jargon, Goblin

**Gear** advanced bayonet, +1 riot gear, trench sweeper, large trauma kit, *field dok*, belt of physical might +2 dex/con, headband of vast intelligence +2, alchemy crafting kit, portable alchemist's lab, crucible, filter, retort, backpack, bedroll, belt pouch, flint and steel, ink, inkpen, iron pot, mess kit, soap, torches(10), trail rations (5 days), waterskin, adamantine mobile cover, 403 gp

#### SPECIAL ABILITIES

**Mutagen (Su):** Mutagen prepared +4 Dex, +2 natural armor, -2 Wis for 70 minutes

**Discoveries (Su):** injections, healing bomb, precise bombs

**Swift Alchemy (Su)**

### ICONIC COMBAT MEDIC 12 CR 12

**XP 19,200**

Male Baadan Combat Medic Alchemist 12  
NG Medium humanoid (baadan)

**Init** +3; **Senses** darkvision, low-light vision, scent, Perception +16

#### DEFENSE

**AC** 25, touch 18, flat-footed 21 (+7 armor, +4 dex, +1 dodge, +3 deflection)

**hp** 102 (12d8+48)

**Fort** +15, **Ref** +16, **Will** +11 (+13 vs fear)

**DR** 3/- against firearms and bludgeoning damage

#### OFFENSE

**Speed** 20 ft (30 ft. without armor)

**Melee** advanced bayonet +11/6  
(1d4+3/19-20)

**Ranged** trench sweeper +14/9 (1d8+1)

**Special Attacks** Bombs 18/day +14 (DC 22, 6d6+7, 15ft splash 13 damage)

**Alchemist Extracts Prepared** (CL 12th)

4th—*cure critical wounds, restoration, stonewall, freedom of movement*

3rd—*cure serious wounds, remove disease, communal protection from arrows, disable construct, communal endure elements*

2nd—*fox's cunning, bull's strength, cat's grace, cure moderate wounds, lesser restoration, bullet shield, cat's grace*

1st—*cure light wounds, ant haul, enlarge person, expeditious retreat, shield, phantom blood, true strike*

#### TACTICS

**Before Combat** The iconic combat medic imbibes his Mutagen.

**During Combat** The iconic combat medic rapidly eliminates threats with bombs if at range and with his bayonet in melee, and injects allies with extracts using his *field dok*. After combat he assesses his allies and administers heal checks and crafted potions as necessary.

#### Base Statistics

With Mutagen his statistics are AC 30, touch 19, flat-footed 24, hp 126.

#### STATISTICS

**Str** 14, **Dex** 18, **Con** 16, **Int** 22, **Wis** 12, **Cha** 12

**Base Atk** +9; **CMB** +12; **CMD** 26

**Feats** Brew Potion, Diehard, Dodge, Endurance, Heavy Brute, Iron Will, Mobility, Point Blank Shot, Throw Anything, Toughness

**Skills** Craft (alchemy) +23, Disable Device +17, Heal +21, Knowledge (nature) +21, Perception +16, Spellcraft +21, Survival +17

**Languages** Common, Baadan, Orc, Jargon, Goblin



**Gear** +3 riot gear, trench sweeper with advanced bayonet, large trauma kit, field dok, belt of physical might +4 dex/con, headband of vast intelligence +4, ring of protection +3, cloak of resistance +4, alchemy crafting kit, portable alchemist's lab, crucible, filter, retort, backpack, bedroll, belt pouch, flint and steel, ink, inkpen, iron pot, mess kit, soap, torches(10), trail rations (5 days), waterskin, adamantine mobile cover, 998 gp

#### SPECIAL ABILITIES

**Mutagen (Su):** Mutagen prepared +6 Dex, +4 con, +4 natural armor, -2 Wis, -2 Cha for 120 minutes

**Discoveries (Su):** injections, healing bomb, precise bombs, greater mutagen, underwater demolition

**Swift Alchemy (Su)**

### ICONIC DRIVER CAVALIER

The iconic driver is an enigmatic petrol-head. His buggy is an extension of himself and he relates to machines better than people.

#### ICONIC DRIVER 1

CR 1

XP 400

Male Savage Orc Driver Cavalier 1  
CN Medium humanoid (orc)

**Init** +3; **Senses** darkvision 60ft, Perception +1

#### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +3 dex)

**hp** 11 (1d10+1)

**Fort** +3, **Ref** +3, **Will** +0

#### OFFENSE

**Speed** 30 ft.

**Ranged** coach gun +4 (1d8/x2)

#### TACTICS

**During Combat** The iconic driver likes to stay moving, circling enemies and attacking from range, or ramming with



his vehicle when the need arises. He tries to keep his vehicle from taking damage, focusing on enemies that attack the vehicle, and disengaging to repair as necessary.

#### STATISTICS

**Str** 10, **Dex** 16, **Con** 13, **Int** 15, **Wis** 10, **Cha** 8

**Base Atk** +1; **CMB** +1 (+2 bullrush/overrun against challenged opponent); **CMD** 14

**Feats** Horde Charge, Mounted Combat

**Skills** Climb +4, Craft (vehicles) +6,

Knowledge (engineering) +6, Ride +6,

Perception +1, Profession (driver) +4

**Languages** Common, Orc, Jargon, Gnoll

**Gear** masterwork artisan's tools, coach gun, studded leather, backpack, belt pouch, blanket, torches (10), trail rations (5 days), waterskin, 17 gp

#### SPECIAL ABILITIES

**Ferocity (Ex)**

**Challenge (Ex):** 1/day

**Order of the Hero (Ex)**

**Tactician (Ex):** 1/day 3 rds

#### DIRT BUGGY

##### DESCRIPTION

This lightweight four-wheeled vehicle is used to quickly ferry up to three passengers across rough terrain. It is light and fast, but can be modified to add extra weapons and armor.





## Large Land vehicle

**Squares** 4 (10 ft. by 10 ft.; 5 feet high); **Cost** 600 gp

### DEFENSE

**AC** 10 (16 with driver's ride modifier);

**Hardness** 10

**hp** 100

**Base Save** +2 (+5)

### OFFENSE

**Maximum Speed** 120; **Acceleration** 60;

**Special** Ignores Rough Terrain

**Attack** ram 1d8

**CMB** +3; **CMD** 13

**Special** efficient repair

### DRIVE

**Propulsion** Alchemical Engine

**Driving Check** Ride check or Profession (driver)

**Forward Facing** toward the front wheels of the vehicle

**Driving Device** steering wheel and pedals

**Driving Space** the left forward square of the vehicle

## ICONIC DRIVER 7

CR 7

**XP** 3,200

Male Savage Orc Driver Cavalier 7

CN Medium humanoid (orc)

**Init** +4; **Senses** darkvision 60ft, Perception +7

### DEFENSE

**AC** 17, touch 15, flat-footed 12 (+2 armor, +4 dex, +1 dodge)

**hp** 45 (7d10+7)

**Fort** +6, **Ref** +6, **Will** +2

**DR** 3/– against impacts and attacks that cause bludgeoning damage

### OFFENSE

**Speed** 30 ft.

**Ranged** coach gun +12/+7 (1d8+1/x2)

### TACTICS

**During Combat** The iconic driver likes to stay moving, circling enemies and attacking from range, or ramming with his vehicle when the need arises. He tries

to keep his vehicle from taking damage, focusing on enemies that attack the vehicle, and disengaging to repair as necessary.

### STATISTICS

**Str** 10, **Dex** 18, **Con** 13, **Int** 15, **Wis** 10, **Cha** 8

**Base Atk** +7; **CMB** +7 (+14 bullrush/overrun against challenged opponent); **CMD** 21

**Feats** Dodge, Horde Charge, Mounted Archery, Mounted Combat, Ride-By Attack, Trample

**Skills** Climb +10, Craft (vehicles) +12, Knowledge (engineering) +12, Ride +13, Perception +7, Profession (driver) +10

**Languages** Common, Orc, Jargon, Gnoll

**Gear** Masterwork artisan's tools, +1 coach gun, +1 road gear, backpack, belt pouch, blanket, torches (10), trail rations (5 days), waterskin, *Belt of Incredible Dexterity* +2, 5206 gp

### SPECIAL ABILITIES

**Ferocity (Ex)**

**Challenge (Ex):** 3/day

**Order of the Hero (Ex)**

**Tactician (Ex):** 2/day 6 rds

**Monster Expert (Ex)**

**Cavalier's Charge (Ex)**

**Banner (Ex)**

## DIRT BUGGY

### DESCRIPTION

This lightweight four-wheeled vehicle is used to quickly ferry up to three passengers across rough terrain. It is light and fast, but can be modified to add extra weapons and armor.

Large Land vehicle

**Squares** 4 (10 ft. by 10 ft.; 5 feet high); **Cost** 600 gp

### DEFENSE

**AC** 13 (26 with driver's ride modifier);

**Hardness** 10

**hp** 130

**Base Save** +4 (+10)



#### OFFENSE

**Maximum Speed** 140; **Acceleration** 70;

**Special** Ignores Rough Terrain

**Attack** ram 3d8

**Ranged** harpoon gun (2d6/x3)

**CMB** +5; **CMD** 15

**Special** efficient repair, evasion, armored hatch, second engine, bumper guard, smoke launchers, wheel spikes, ejection seat, flame guard, headlamp

#### DRIVE

**Propulsion** magic propulsion

**Driving Check** Ride check or Profession (driver)

**Forward Facing** toward the front wheel of the vehicle

**Driving Device** steering wheel and pedals

**Driving Space** the left forward square of the vehicle

#### ICONIC DRIVER 12

CR 12

XP 19,200

Male Savage Orc Driver Cavalier 12

CN Medium humanoid (orc)

**Init** +4; **Senses** darkvision 60ft, Perception +12

#### DEFENSE

**AC** 18, touch 15, flat-footed 13 (+3 armor, +4 dex, +1 dodge)

**hp** 78 (12d10+12)

**Fort** +9, **Ref** +7, **Will** +4

**DR** 3/- against impacts and attacks that cause bludgeoning damage

#### OFFENSE

**Speed** 30 ft.

**Ranged** coach gun +18/+13/+8 (1d8+2/x2)

#### TACTICS

**During Combat** The iconic driver likes to stay moving, circling enemies and attacking from range, or ramming with his vehicle when the need arises. He tries to keep his vehicle from taking damage, focusing on enemies that attack the vehicle, and disengaging to repair as necessary.

#### STATISTICS

**Str** 10, **Dex** 18, **Con** 13, **Int** 15, **Wis** 10, **Cha** 8

**Base Atk** +12; **CMB** +12 (+24 bullrush/overrun against challenged opponent); **CMD** 26

**Feats** Cavalry Formation, Dodge, Horde Charge, Mounted Archery, Mounted Combat, Rapid Reload, Ride-By Attack, Trample, Trick Riding, Wheeling Charge

**Skills** Climb +15, Craft (vehicles) +17, Knowledge (engineering) +17, Ride +19, Perception +12, Profession (driver) +15

**Languages** Common, Orc, Jargon, Gnoll

**Gear** masterwork artisan's tools, +2 *coach gun*, +2 *road gear*, backpack, belt pouch, blanket, torches (10), trail rations (5 days), waterskin, *belt of incredible dexterity* +2, 806 gp

#### SPECIAL ABILITIES

**Ferocity (Ex)**

**Challenge (Ex):** 4/day

**Order of the Hero (Ex)**

**Tactician (Ex):** 3/day 9 rds

**Monster Expert (Ex)**

**Cavalier's Charge (Ex)**

**Banner (Ex)**

**Mighty Charge (Ex)**

**Demanding Challenge (Ex)**

#### DIRT BUGGY

##### DESCRIPTION

This lightweight four-wheeled vehicle is used to quickly ferry up to three passengers across rough terrain. It is light and fast, but can be modified to add extra weapons and armor.

**Large Land vehicle**

**Squares** 4 (10 ft. by 10 ft.; 5 feet high); **Cost** 600 gp

##### DEFENSE

**AC** 20 (39 with driver's ride modifier);

**Hardness** 20

**hp** 240

**Base Save** +6 (+17)





#### OFFENSE

**Maximum Speed** 200; **Acceleration** 100;

**Special** Ignores Rough Terrain

**Attack** ram 3d8

**Ranged** Harpoon Gun (2d6/x3)

**CMB** +6; **CMD** 16

**Special** efficient repair, evasion, armored hatch, second engine, bumper guard, smoke launchers, wheel spikes, ejection seat, flame guard, headlamp, reinforced chassis, upgraded armor

#### DRIVE

**Propulsion** magic propulsion

**Driving Check** Ride check or Profession (driver)

**Forward Facing** toward the front wheel of the vehicle

**Driving Device** steering wheel and pedals

**Driving Space** the left forward square of the vehicle

### ICONIC INFANTRYMAN

The iconic infantryman is a gritty fighter that favors sound tactics over flashiness. Wherever he came from, he's been making war long enough to have learned a few things.

#### ICONIC INFANTRYMAN 1

CR 1

**XP 400**

Male Half-orc Infantryman 1

N Medium humanoid (human)

**Init** +4; **Senses** darkvision, Perception +5

#### DEFENSE

**AC** 18, touch 14, flat-footed 14 (+4 armor, +4 dex)

**hp** 12 (1d10+2)

**Fort** +4, **Ref** +6, **Will** +1

#### OFFENSE

**Speed** 30 ft.

**Melee** advanced bayonet +1 (1d6+1/19–20)

**Ranged** lever action infantry rifle +5 (1d10+5/x4)

#### TACTICS

**During Combat** The Iconic Infantryman uses position and mobility to keep foes at the right range to deliver his ranged attacks, and keep his allies motivated.

#### STATISTICS

**Str** 10, **Dex** 18, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10

**Base Atk** +1; **CMB** +3; **CMD** 17

**Feats** Rapid Reload

**Skills** Craft (firearms) +4, Intimidate +5, Perception +5, Sleight of Hand +6

**Languages** Common, Orc, Jargon

**Gear** lever action infantry rifle, advanced bayonet, chain shirt, backpack, bedroll, belt pouch, flint and steel, gunsmith's kit, iron pot, mess kit, powder horn, rope, torches (10), trail rations (5 days), waterskin, 39 gp

#### SPECIAL ABILITIES

**Grit (Ex):** 2

**Gun Training (Ex)**

**Deeds (Ex):** infantryman's dodge, quick clear

#### ICONIC INFANTRYMAN 7

CR 7

**XP 3,200**

Male Half-orc Infantryman 7

N Medium humanoid (human)

**Init** +5; **Senses** darkvision, Perception +13

#### DEFENSE

**AC** 20, touch 16, flat-footed 14 (+4 armor, +5 dex, +1 dodge)

**hp** 52 (7d10+14)

**Fort** +7, **Ref** +10, **Will** +5

**DR** 3/slashing

#### OFFENSE

**Speed** 30 ft.

**Melee** advanced bayonet +8 (1d6+1/19–20)

**Ranged** +1 lever action infantry rifle +14 (1d10+6/x4)

#### TACTICS

**During Combat** The iconic infantryman uses position and mobility to keep foes at the right range to deliver his ranged attacks, and keep his allies motivated.



### STATISTICS

**Str** 13, **Dex** 20, **Con** 16, **Int** 10, **Wis** 16, **Cha** 10

**Base Atk** +7; **CMB** +8; **CMD** 23

**Feats** Dodge, Mobility, Point-Blank Shot, Rapid Reload, Shot on the Run

**Skills** Craft (firearms) +10, Intimidate +12, Perception +13, Sleight of Hand +15

**Languages** Common, Orc, Jargon

**Gear** +1 *lever action infantry rifle*, advanced bayonet, +1 *shooters plate*, backpack, bedroll, belt pouch, flint and steel, gunsmith's kit, iron pot, mess kit, powder horn, rope, torches (10), trail rations (5 days), waterskin, *belt of physical perfection* +2, *headband of inspired wisdom* +2

### SPECIAL ABILITIES

**Grit (Ex):** 3

**Gun Training (Ex)**

**Firing Advance (Ex):** +2 (+1 extra damage from favored class)

**Ruck (Ex)**

**Rally (Ex):** +1

**Deeds (Ex):** infantryman's dodge, quick clear, change socks, pistol-whip, push up, lightning reload

### ICONIC INFANTRYMAN 12

CR 12

XP 19,200

Male Half-orc Infantryman 12

N Medium humanoid (human)

**Init** +6; **Senses** darkvision, Perception +19

### DEFENSE

**AC** 24, touch 18, flat-footed 18 (+6 armor, +5 dex, +1 dodge, +2 deflection)

**hp** 102 (12d10+36)

**Fort** +14, **Ref** +16, **Will** +9

**DR** 3/slashing

### OFFENSE

**Speed** 30 ft.

**Melee** advanced bayonet +15 (1d6+4/19–20)

**Ranged** +1 *reliable lever action infantry rifle* +20 (1d10+8/x4)



### TACTICS

**During Combat** The iconic infantryman uses position and mobility to keep foes at the right range to deliver his ranged attacks, and keep his allies motivated.

### STATISTICS

**Str** 17, **Dex** 22, **Con** 18, **Int** 12, **Wis** 18, **Cha** 12

**Base Atk** +12; **CMB** +15; **CMD** 31

**Feats** Deadly Aim, Dodge, Mobility, Point-Blank Shot, Precise Shot, Prone Shooter, Rapid Reload, Shot on the Run, Vital Strike

**Skills** Craft (firearms) +16, Intimidate +18, Perception +19, Sleight of Hand +21

**Languages** Common, Orc, Jargon

**Gear** +1 *reliable lever action infantry rifle with advanced bayonet*, +3 *shooters plate*, backpack, bedroll, belt pouch, flint and steel, gunsmith's kit, iron pot, mess kit, powder horn, rope, torches (10), trail rations (5 days), waterskin, *belt of physical perfection* +4, *headband of mental superiority* +2, *cloak of resistance* +2, *ring of protection* +2, *sustaining spoon*, *bag of holding type IV*, *operators suppressor*, *boots of the enduring march*, *speedloader magazine* (10), *human bane bullets* (50), law of fire, grenade kit, small trauma kit, 6400 gp





#### SPECIAL ABILITIES

**Grit (Ex):** 4

**Gun Training (Ex)**

**Firing Advance (Ex):** +3 (+3 extra damage from favored class)

**Ruck (Ex)**

**Rally (Ex):** +2

**Layout (Ex)**

**Deeds (Ex):** infantryman's dodge, quick clear, change socks, pistol-whip, push up, lightning reload

**Covering Fire (Ex)**

## ICONIC SKIRMISH MARAUDER UNCHAINED ROGUE

The iconic skirmish marauder spent her youth as a lone hunter, occasionally raiding farms and small villages. The first time she joined up with a war party they were completely annihilated by a group of mercenaries tasked with defending a town. She was allowed to join up and found the job of scouting for the group quite to her liking.

### ICONIC SKIRMISH MARAUDER 1 CR 1 XP 400

Female Savage Bugbear Skirmish Marauder/Scout Unchained Rogue 1  
CN Medium humanoid (goblinoid)

**Init** +4; **Senses** darkvision, Scent, Perception +5

#### DEFENSE

**AC** 14, touch 14, flat-footed 10 (+4 dex)

**hp** 15 (1d8+5)

**Fort** +2, **Ref** +6, **Will** +1

#### OFFENSE

**Speed** 30 ft.

**Melee** Greatclub +2 (1d10+3)

**Ranged** anti-materiel rifle +4 (2d12/x4)

**Special Attacks** sneak attack 1d6

#### TACTICS

**During Combat** The iconic skirmish marauder uses stealth to gain an advantageous position and attempts to sneak attack from range, but will close with the enemy and use flanking positions to deliver sneak attacks in melee with vicious prejudice.

#### STATISTICS

**Str** 14, **Dex** 18, **Con** 14, **Int** 11, **Wis** 12, **Cha** 8  
**Base Atk** +0; **CMB** +2; **CMD** 16

**Feats** Toughness

**Skills** Acrobatics +7, Bluff +3, Climb +5, Disable Device +7, Knowledge (dungeoneering) +4, Perception (Wis) +5, Sleight of Hand +7, Stealth +11

**Languages** Common, Goblin

**Gear** anti-materiel rifle, greatclub, backpack, bedroll, belt pouch, caltrops, flint and steel, grappling hook, iron pot, mess kit, mirror, pitons (5), rope, torches (5), trail rations (5 days), waterskin

### ICONIC SKIRMISH MARAUDER 7 CR 7 XP 3,200

Female Savage Bugbear Skirmish Marauder/Scout Unchained Rogue 7  
CN Medium humanoid (goblinoid)

**Init** +5; **Senses** darkvision, Scent, Perception +11

#### DEFENSE

**AC** 19, touch 15, flat-footed 14 (+4 armor, +5 dex)

**hp** 60 (7d8+28)

**Fort** +5, **Ref** +10, **Will** +3

**DR** 3/slashing

#### OFFENSE

**Speed** 30 ft.

**Melee** greatsword +8 (2d6+4/19-20)

**Ranged** +1 anti-materiel rifle +12 (2d12+2/x4)

**Special Attacks** sneak attack 4d6 (+3 against human sub-type) scout's charge



## TACTICS

**During Combat** The iconic skirmish marauder uses stealth to gain an advantageous position and attempts to sneak attack from range, but will close with the enemy and use flanking positions to deliver sneak attacks in melee with vicious prejudice.

## STATISTICS

**Str** 16, **Dex** 20, **Con** 16, **Int** 12, **Wis** 12, **Cha** 8  
**Base Atk** +5; **CMB** +7; **CMD** 21

**Feats** Amateur Gunslinger (quick clear), Enhanced Precision, Expert Sniper, Toughness

**Skills** Acrobatics +14, Bluff +9, Climb +14, Craft (firearms) +11, Disable Device +14, Knowledge (dungeoneering) +11, Perception (Wis) +11, Sleight of Hand +14, Stealth +18,

**Languages** Common, Goblin, Jargon

**Gear** +1 *anti-materiel rifle*, greatclub, +1 *shooter's plate*, backpack, bedroll, belt pouch, caltrops, flint and steel, grappling hook, iron pot, mess kit, mirror, pitons (5), rope, torches (5), trail rations (5 days), waterskin, *belt of physical perfection* +2, small trauma kit, masterwork thieves' tools, oil of silence (2), 1004 gp

## SPECIAL ABILITIES

**Evasion** (Ex)

**Danger Sense** (Ex): +2

**Weapon Training** (Ex): firearms +1

**Debilitating Injury** (Ex)

**Rogue's Edge** (Ex) stealth

**Grit** (Ex): 1/day, quick clear deed

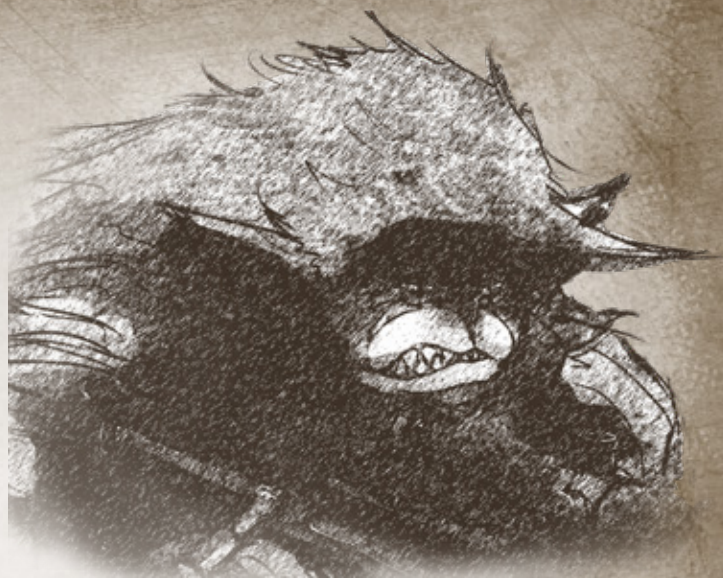
**Rogue Talents** (Ex): fast stealth, ledge walker, powerful sneak

## ICONIC SKIRMISH MARAUDER 12 CR 12

**XP** 19,200

Female Savage Bugbear Skirmish Marauder/Scout Unchained Rogue 12  
CN Medium humanoid (goblinoid)

**Init** +9; **Senses** darkvision, Scent, Perception +16



## DEFENSE

**AC** 24, touch 18, flat-footed 19 (+6 armor, +5 dex, +3 deflection, +3 luck vs firearms)

**hp** 102 (12d8+48)

**Fort** +11, **Ref** +17, **Will** +9

**DR** 3/slashing

## OFFENSE

**Speed** 30 ft.

**Melee** +1 *greatsword* +15 (2d6+8)

**Ranged** +1 *seeking reliable anti-materiel rifle* +16 (2d12+3/x4)

**Special Attacks** sneak attack 7d6 (+6 against human sub-type), scout's charge

## TACTICS

**During Combat** The iconic skirmish marauder uses stealth to gain an advantageous position and attempts to sneak attack from range, but will close with the enemy and use flanking positions to deliver sneak attacks in melee with vicious prejudice.

## STATISTICS

**Str** 18, **Dex** 20, **Con** 16, **Int** 12, **Wis** 12, **Cha** 8

**Base Atk** +9; **CMB** +12; **CMD** 27

**Feats** Amateur Gunslinger (quick clear), Deadly Aim, Enhanced Precision, Expert Sniper, Improved Initiative, Toughness

**Skills** Acrobatics +19, Bluff +14, Climb +19, Craft (firearms) +16, Disable Device





+19, Knowledge (dungeoneering) +16, Perception (Wis) +16, Sleight of Hand +19, Stealth +23,

**Languages** Common, Goblin, Jargon

**Gear** +1 seeking reliable anti-materiel rifle with longsight and weapon sling, +1 greatsword, +3 shooter's plate, backpack, bedroll, belt pouch, caltrops, flint and steel, grappling hook, iron pot, mess kit, mirror, pitons (5), rope, torches (5), trail rations (5 days), waterskin, *belt of physical perfection* +2, *potion of cure serious wounds* (2), masterwork thieves' tools, *operators suppressor*, *cloak of resistance* +3, *ring of protection* +3, *amulet of bullet protection* +3, *bag of holding type IV*, small trauma kit, 5539 gp

#### SPECIAL ABILITIES

**Evasion (Ex)**

**Danger Sense (Ex):** +4

**Weapon Training (Ex):** (firearms +2, large blades +1)

**Debilitating Injury (Ex)**

**Rogue's Edge (Ex):** (stealth, acrobatics)

**Grit (Ex):** 1/day, quick clear deed

**Skirmisher (Ex)**

**Rogue Talents (Ex):** fast stealth, ledge walker, powerful sneak, favored terrain (forest), stealthy sniper, hide in plain sight

## ICONIC STEEL

### SAINT PALADIN

Keep your friends close, and smite your enemies closer. The iconic steel saint maintains complete control of her surroundings.

#### ICONIC STEEL SAINT 1

CR 1

XP 400

Female Feline Kemano Steel Saint Paladin 1  
LG Medium humanoid (kemano)

**Init** +3; **Senses** darkvision, Perception +1

#### DEFENSE

**AC** 17, touch 13, flat-footed 14 (+4 armor, +3 dex)

**hp** 11 (1d10+1)

**Fort** +3, **Ref** +3, **Will** +2 (+4 vs enchantments)

#### OFFENSE

**Speed** 30 ft.

**Melee** claws +1/+1 (1d4)

**Ranged** big iron +4 (1d10/x4)

**Special Attack** Smite aura 1/day (+3 to attack, +1 to damage or +2 on first hit against evil outsiders/dragons/undead for 3 rds)

#### TACTICS

**During Combat** The iconic steel saint tries to keep her foes in that goldilocks zone of within 30 ft. but not within melee range. She uses her smite aura to deliver judgment on the unworthy and uses lay on hands and channel energy to heal herself and her friends.

#### STATISTICS

**Str** 11, **Dex** 16, **Con** 12, **Int** 12, **Wis** 10, **Cha** 16

**Base Atk** +1; **CMB** +1; **CMD** 13

**Feats** Exotic Weapon Proficiency (big iron)

**Skills** Acrobatics +5, Diplomacy +7, Disguise +13, Knowledge (religion) +4, Perception +1, Spellcraft +5

**Languages** Common, kemano, celestial

**Gear** paladin's kit, leather lamellar, big iron, 4 gp

#### SPECIAL ABILITIES

**Acrobatic (Ex)**

**Aura of good (Su)**

**detect evil (Su)**

#### ICONIC STEEL SAINT 7

CR 7

XP 3,200

Female Feline Kemano Steel Saint Paladin 7  
LG Medium humanoid (kemano)

**Init** +3; **Senses** darkvision, Perception +7

#### DEFENSE

**AC** 22, touch 15 (19 vs firearms), flat-footed 15 (+7 armor, +5 dex)

**hp** 44 (7d10+7)

**Fort** +9, **Ref** +8, **Will** +8 (+10 vs enchantments)



## OFFENSE

**Speed** 30 ft., 20 ft. in armor

**Melee** claws +7/+7 (1d4)

**Ranged** +1 *fine balanced big irons* with pistol lanyards +11/+11/+6/+6 (1d10+2/x4)

**Special Attack** Smite aura 3/day (+3 to attack, +7 to damage or +14 on first hit against evil outsiders/dragons/undead for 3 rds), Lay on hands 3d6 3/day, Channel energy 3d6 DC16

**Paladin Prepared Spells** (CL 7th; concentration +10)

**2nd** (1)—*effortless armor*

**1st** (2)—*hero's defiance*, *lesser restoration*

## TACTICS

**During Combat** The iconic steel saint tries to keep her foes in that goldilocks zone of within 30 ft. but not within melee range. She uses her smite aura to deliver judgment on the unworthy and uses lay on hands and channel energy to heal herself and her friends.

## STATISTICS

**Str** 11, **Dex** 16, **Con** 12, **Int** 12, **Wis** 10, **Cha** 17

**Base Atk** +7; **CMB** +7; **CMD** 22

**Feats** Exotic Weapon Proficiency (big iron), Improved Two-weapon Fighting, Point Blank Shot, Two-weapon Fighting

**Skills** Acrobatics +5, Diplomacy +13, Disguise +13, Knowledge (religion) +11, Perception +7, Spellcraft +11

**Languages** Common, Kemano, Celestial

**Gear** paladin's kit, leather lamellar, +1 *fine balanced big irons with pistol lanyards* x2, +1 *mithral savage plate armor*, speedloader magazines (10), *handy haversack*, 4 gp

## SPECIAL ABILITIES

**Acrobatic (Ex)**

**Aura of Good (Su)**

**Detect Evil (Su)**

**Divine Grace (Su)**

**Aura of Courage (Su)**

**Divine Health (Su)**

**Mercies (Su):** merciful clear

**Divine Bond (Su):** dual wield big irons



## ICONIC STEEL SAINT 12

CR 12

XP 19,200

Female Feline Kemano Steel Saint Paladin  
12

LG Medium humanoid (kemano)

**Init** +5; **Senses** darkvision, Perception +16

## DEFENSE

**AC** 24, touch 17 (21 vs firearms), flat-footed 17 (+7 armor, +5 dex, +2 deflection)

**hp** 82 (12d10+12)

**Fort** +19, **Ref** +19, **Will** +13 (+15 vs enchantments) fire/cold resistance 5 vs surfaces

## OFFENSE

**Speed** 30 ft., 20 ft. in armor

**Melee** claws +10/+10 (1d4)

**Ranged** +3 *fine balanced big irons* with pistol lanyards +17/+17/+12/+12/+7/+7 (1d10+4/x4)

**Special Attack** Smite aura 4/day (+8 to attack, +12 to damage or +24 on first hit against evil outsiders/dragons/undead for 8 rds), Lay on hands 6d6 6/day, Channel energy 6d6 DC24

**Paladin Prepared Spells** (CL 9th; concentration +16)

**3rd** (3)—*blade of bright victory*, *revenant armor*, *magic vestments*

**2nd** (4)—*effortless armor*, *ironskin*,





*paladin's sacrifice, shield other*  
**1st** (4)—ghostbane dirge, hero's defiance,  
 lesser restoration, longshot

#### TACTICS

**During Combat** The iconic steel saint tries to keep her foes in that goldilocks zone of within 30 ft. but not within melee range. She uses her smite aura to deliver judgment on the unworthy and uses lay on hands and channel energy to heal herself and her friends.

#### STATISTICS

**Str** 11, **Dex** 20, **Con** 12, **Int** 12, **Wis** 10, **Cha** 24

**Base Atk** +12; **CMB** +12; **CMD** 27

**Feats** Exotic Weapon Proficiency (big iron), Greater Two-weapon Fighting, Improved Two-Weapon Fighting, Point Blank Shot, Two-weapon Fighting, Unsanctioned Knowledge

**Skills** Acrobatics +7, Diplomacy +23, Disguise +18, Knowledge (religion) +16, Perception +12, Spellcraft +16

**Languages** Common, Kemano, Celestial  
**Gear** paladin's kit, leather lamellar, +3 *fine* balanced big irons with pistol lanyards x2, +1 mithral savage plate armor, headband of alluring charisma +4, belt of incredible dexterity +4, wand of keep watch, ring of protection +2, cloak of resistance +2, deathwatch eyes, speedloader magazines (10), handy haversack, slogger boots, steel pot helmet with ioun stone socket, pink and green sphere ioun stone, 244 gp

#### SPECIAL ABILITIES

**Acrobatic (Ex)**

**Aura of Good (Su)**

**Detect Evil (Su)**

**Divine Grace (Su)**

**Aura of Courage (Su)**

**Divine Health (Su)**

**Mercies (Su):** merciful clear

**Divine Bond (Su):** dual wield big irons

**Aura of Resolve (Su)**

**Aura of Justice (Su)**

## ICONIC WAR ORPHAN SORCERER

The iconic war orphan is cold and calculating. His tortured past has led to some harsh survival mechanisms.

#### ICONIC WAR ORPHAN 1

CR 1

#### XP 400

Male Baadan Sorcerer 1

LN Medium humanoid (baadan)

**Init** +1; **Senses** darkvision, low-light vision, scent, Perception +1

#### DEFENSE

**AC** 16, touch 12, flat-footed 15 (+4 *shield*, +1 dex, +1 deflection)

**hp** 11 (1d6+5)

**Fort** +2, **Ref** +1, **Will** +3

#### OFFENSE

**Speed** 30 ft.

**Melee** Improved Bayonet +0 (1d6/18–20)

**Ranged** revolver +1 (1d8/x4)

**Sorcerer Spells Known** (CL 1st; concentration +4)

1st (4)—*shield, grease*

0th (at will)—*resistance, daze, ray of frost, mending*

**Bloodline** War Orphan

#### TACTICS

**Before Combat** The iconic war orphan casts *shield*.

**During Combat** The iconic war orphan attempts to control the battlefield from range, striking at advantageous targets while letting allies handle their own.

#### Base Statistics

Without *shield*, his statistics are AC 12, touch 12, flat-footed 11.

#### STATISTICS

**Str** 11, **Dex** 12, **Con** 15, **Int** 10, **Wis** 12, **Cha** 16

**Base Atk** +0; **CMB** +0; **CMD** 12

**Feats** Eschew Materials, Toughness

**Skills** Diplomacy +7, Knowledge (arcana) +7, Spellcraft +7

**Languages** Common, Baadan, Draconic



**Gear** revolver, backpack, bedroll, belt pouch, flint and steel, iron pot, mess kit, soap, torches (10), trail rations (5 days), waterskin, 17 gp

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**SPECIAL ABILITIES**

**Bloodline Arcana (Su):** +1

Deflection to AC (Su)

**Decisive Celerity (Su):** 3/day

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**ICONIC WAR ORPHAN 7**

**CR 7**

**XP 3200**

Male Baadan Sorcerer 7

LN Medium humanoid (baadan)

**Init** +6; **Senses** darkvision, low-light vision, scent, Perception +1

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**DEFENSE**

**AC** 19, touch 15, flat-footed 17 (+4 *shield*, +2 dex, +3 deflection)

**hp** 45 (7d6+21)

**Fort** +5, **Ref** +5, **Will** +7

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**OFFENSE**

**Speed** 30 ft.

**Melee** improved bayonet +5 (1d6+2/18–20)

**Ranged** +1 *sub-machine gun* +5 (1d8/x4)

**Special Attack** automatic +3 line attack (1d8/x4)

**Sorcerer Spells Known** (CL 7th (9th for Conjuration spells except those of the Summoning subschool); concentration +10 (+12 for casting defensively))

**3rd** (5)—*rage<sup>b</sup>*, *bullet sphere*, *excruciating deformation*

**2nd** (7)—*ironskin<sup>b</sup>*, *protection from arrows*, *shackle*, *blood armor*

**1st** (7)—*shield*, *grease*, *stone shield<sup>b</sup>*, *heavy caliber*, *fabricate bullets*, *expeditious retreat*

**0th** (at will)—*resistance*, *daze*, *ray of frost*, *mending*, *mage hand*, *prestidigitation*, *light*

**B** Bloodline spell; **Bloodline** War Orphan

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**TACTICS**

**Before Combat** The iconic war orphan casts *shield*.

**During Combat** The iconic war orphan attempts to control the battlefield from range, striking at advantageous targets while letting allies handle their own.



**Base Statistics**

Without *shield*, his statistics are AC 15, touch 15, flat-footed 13.

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**STATISTICS**

**Str** 14, **Dex** 14, **Con** 15, **Int** 12, **Wis** 12, **Cha** 18

**Base Atk** +3; **CMB** +5; **CMD** 22

**Feats** Combat Casting, Diehard, Endurance, Eschew Materials, Improved Initiative, Toughness

**Skills** Diplomacy +14, Knowledge (arcana) +11, Spellcraft +11, Use Magic Device +14

**Languages** Common, Baadan, Draconic

**Gear** +1 *sub-machine gun*, backpack, bedroll, belt pouch, flint and steel, iron pot, mess kit, soap, torches (10), trail rations (5 days), waterskin, *headband of mental prowess* +2 Int/Cha Use Magic Device, *belt of physical might* +2 Str/Dex, *cloak of resistance* +1, 120 gp

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**SPECIAL ABILITIES**

**Bloodline Arcana (Su):** +1

Deflection to AC (Su)

**Decisive Celerity (Su):** 3/day

**Penetrating Determination (Su)**





## ICONIC WAR ORPHAN 12

CR 12

XP 19,200

Male Baadan Sorcerer 12

LN Medium humanoid (baadan)

**Init** +7; **Senses** darkvision, low-light vision, scent, Perception +1

### DEFENSE

**AC** 22, touch 18, flat-footed 20 (+4 *shield*, +2 dex, +6 deflection)

**hp** 90 (12d6+48)

**Fort** +11, **Ref** +11, **Will** +13

### OFFENSE

**Speed** 30 ft.

**Melee** improved bayonet +9 (1d6+3/18–20)

**Ranged** +1 *sub-machine gun* +10 (1d8/x4)

**Special Attack** automatic +8 line attack (1d8/x4)

**Sorcerer Spells Known** (CL 12th (16th for Conjuration spells except those of the Summoning subschool); concentration +16 (+18 for casting defensively))

**6th** (3/day)—*skybeam*

**5th** (6/day)—*cloudkill<sup>b</sup>*, *transmute earth to gunpowder*, *wreath of blades*

**4th** (7/day)—*wall of fire<sup>b</sup>*, *warp metal*, *dimensional anchor*, *black tentacles*

**3rd** (7/day)—*rage<sup>b</sup>*, *bullet sphere*, *excruciating deformation*, *explosive runes*, *fireball*

**2nd** (7/day)—*ironskin<sup>b</sup>*, *protection from arrows*, *shackle*, *blood armor*, *whip of spiders*, *web*

**1st** (8/day)—*shield*, *grease*, *stone shield<sup>b</sup>*, *heavy caliber*, *fabricate bullets*, *expeditious retreat*

**0th** (at will)—*resistance*, *daze*, *ray of frost*, *mending*, *mage hand*, *prestidigitation*, *light*

**B** Bloodline spell; **Bloodline** War Orphan

### TACTICS

**Before Combat** The iconic war orphan casts *shield*.

**During Combat** The iconic war orphan attempts to control the battlefield from range, striking at advantageous targets while letting allies handle their own.

## Base Statistics

Without *shield*, his statistics are AC 18, touch 18, flat-footed 16.

### STATISTICS

**Str** 16, **Dex** 16, **Con** 17, **Int** 12, **Wis** 12, **Cha** 20

**Base Atk** +6; **CMB** +9; **CMD** 34

**Feats** Combat Casting, Defensive Combat Training, Diehard, Empower Spell, Endurance, Eschew Materials, Improved Initiative, Toughness

**Skills** Diplomacy +20, Knowledge (arcana) +16, Spellcraft +16, Use Magic Device +20

**Languages** Common, Baadan, Draconic

**Gear** +1 *sub-machine gun*, backpack, bedroll, belt pouch, flint and steel, iron pot, mess kit, soap, torches (10), trail rations (5 days), waterskin, *headband of mental prowess* +2 *Int/Cha Use Magic Device*, *belt of physical might* +4 *Str/Dex*, *cloak of resistance* +4, *lesser quicken metamagic rod*, small trauma kit, 2620 gp

### SPECIAL ABILITIES

**Bloodline Arcana (Su):** +1

**Deflection to AC (Su)**

**Decisive Celerity (Su):** 3/day

**Penetrating Determination (Su)**

**Stubborn Fortitude (Su)**

## ICONIC ZEN

### GUNMAN MONK

Calm and reserved, the unassuming iconic zen gunman appears non-threatening until provoked, then she unveils how masterful her training truly is.

## ICONIC ZEN GUNMAN 1

CR 1

XP 400

Female Savage Hobgoblin Zen Gunman Monk 1

LN Medium humanoid (goblinoid)

**Init** +6; **Senses** Perception +6



#### DEFENSE

**AC** 15, touch 15, flat-footed 12 (+2 wis, +2 dex, +1 dodge)

**hp** 11 (1d8+3)

**Fort** +4, **Ref** +4, **Will** +4

#### OFFENSE

**Speed** 30 ft.

**Melee** unarmed +2 (1d6+2)

**Ranged** revolver +3 (1d8+1/x4)

**Special Attacks** flurry of blows +1/+1 (1d8/x4)

#### TACTICS

**During Combat** The iconic zen gunman attacks from range, but switches to unarmed if pressed into melee.

#### STATISTICS

**Str** 14, **Dex** 14, **Con** 14, **Int** 12, **Wis** 15, **Cha** 11

**Base Atk** +0; **CMB** +2; **CMD** 16

**Feats** Dodge, Improved Initiative, Improved Unarmed Strike, Perfect Strike, Point-Blank Shot

**Skills** Craft (firearms) +5, Escape Artist +6, Perception +6, Ride +6, Stealth +10

**Languages** Common, Hobgoblin, Jargon

**Gear** revolver, backpack, belt pouch, blanket, rope, soap, torches (10), trail rations (5 days), waterskin

#### SPECIAL ABILITIES

**AC bonus (Ex)**

**Perfect Strike (Ex):** 1/day

#### ICONIC ZEN GUNMAN 7

CR 7

**XP** 3,200

Female Savage Hobgoblin Zen Gunman  
Monk 7

LN Medium humanoid (goblinoid)

**Init** +7; **Senses** Perception +12

#### DEFENSE

**AC** 20, touch 20, flat-footed 16 (+3 wis, +3 dex, +1 dodge, +3 monk)

**hp** 54 (7d8+21)

**Fort** +7, **Ref** +8, **Will** +8



#### OFFENSE

**Speed** 50 ft.

**Melee** unarmed +5 (2d6+2)

**Ranged** +1 *semi-automatic handgun* +11 (1d8+2/x4)

**Special Attacks** flurry of blows +9/+9/+4 (1d8+2/x4)

#### TACTICS

**During Combat** The iconic zen gunman attacks from range, but switches to unarmed if pressed into melee.

#### STATISTICS

**Str** 14, **Dex** 16, **Con** 14, **Int** 12, **Wis** 16, **Cha** 11

**Base Atk** +5; **CMB** +7 (+8 grapple/trip); **CMD** 25

**Feats** Point-Blank Shot, Improved Initiative, Dodge, Perfect Strike, Improved Unarmed Strike, Point-Blank Master, Deflect Arrows, Rapid Reload, Amateur Gunslinger (quick clear), Amateur Deed (lightning reload), Weapon Focus (semi-automatic handgun)

**Skills** Craft (firearms) +11, Escape Artist +13, Perception +12, Ride +13, Stealth +17

**Languages** Common, Hobgoblin, Jargon

**Gear** +1 *semi-automatic handgun* x2, backpack, belt pouch, blanket, rope, soap, torches (10), trail rations (5 days), waterskin, *monk's robe*, *belt of incredible dexterity* +2, 1700gp





#### SPECIAL ABILITIES

**AC bonus (Ex)**

**Perfect Strike (Ex):** 7/day

**Ki Pool (Ex):** 6 (magic/cold iron/silver)

**Ki Bullets (Ex)**

**Fast Movement (Ex)**

**Slow Fall (Ex):** 30 ft.

**High Jump (Ex)**

**Grit (Ex):** 1

#### ICONIC ZEN GUNMAN 12

CR 12

**XP 19,200**

Female Savage Hobgoblin Zen Gunman  
Monk 12

LN Medium humanoid (goblinoid)

**Init** +7; **Senses** Perception +19

#### DEFENSE

**AC** 26, touch 26, flat-footed 22 (+5 wis, +3 dex, +1 dodge, +4 monk, +3 deflection)

**hp** 102 (12d8+48)

**Fort** +14, **Ref** +15, **Will** +17

#### OFFENSE

**Speed** 70 ft.

**Melee** unarmed +13/+8 (2d8+4)

**Ranged** +1 frost semi-automatic handgun  
+15/+10 (1d8 +1d6 cold +2/x4)

**Special Attacks** flurry of blows  
+16/+16/+11/+11/+6 (1d8 +1d6 cold +2/x4)

#### TACTICS

**During Combat** The iconic zen gunman attacks from range, but switches to unarmed if pressed into melee.

#### STATISTICS

**Str** 16, **Dex** 16, **Con** 16, **Int** 14, **Wis** 20,  
**Cha** 13

**Base Atk** +9; **CMB** +12 (+15 grapple/trip);  
**CMD** 30

**Feats** Amateur Deed (lightning reload),  
Amateur Gunslinger (quick clear), Combat  
Reflexes, Deadly Aim, Deflect Arrows,  
Dodge, Improved Initiative, Improved  
Unarmed Strike, Perfect Strike, Point-Blank  
Master, Point-Blank Shot, Rapid Reload,  
Snatch Arrows, Weapon Focus (semi-  
automatic handgun)

**Skills** Craft (firearms) +17, Escape Artist  
+18, Knowledge (dungeoneering) +14,

Perception +19, Ride +18, Stealth +22,

**Languages** Common, Hobgoblin, Jargon,  
Handsign

**Gear** +1 frost semi-automatic handgun with  
pistol lanyard x2, backpack, belt pouch,  
blanket, rope, soap, torches (10), trail  
rations (5 days), waterskin, monk's robe, belt  
of physical perfection +2, small trauma kit,  
cloak of resistance +4, ring of protection +3,  
headband of mental superiority +2, amulet  
of mighty fists +1 ghost touch, 2190 gp

#### SPECIAL ABILITIES

**AC bonus (Ex)**

**Perfect Strike (Ex):** 12/day

**Ki Pool (Ex):** 11 (magic/cold iron/silver)

**Ki Bullets (Ex)**

**Fast Movement (Ex)**

**Slow Fall (Ex):** 60 ft.

**High Jump (Ex)**

**Grit (Ex):** 1

**Reflexive Shot (Ex)**

**Trick Shot (Ex)**

**Abundant Step (Ex)**



# TAVERN ROYALE

Ripper slouched behind his desk. The slight breeze of cool night air came wafting through the window, providing a brief respite from the cloying smells of the office. Snot's arm darted around from beneath a massive pile of gun parts, aimlessly grabbing for a tool just beyond reach. Today was the perfect day to clean and repair the guns, though none would be able to tell if Ripper was the one who made that call. The pungent aroma of oils and solvents permeated the air, creating a suffocating miasma with their scent. Ripper, ever voracious, decided to head downstairs for a bit of chow. The massive orc sat down at his regular booth and effortlessly pulled the huge table closer and waited for his regular order of whole chickens and piles of sausage links.

The batwing doors swung open, and a familiar lanky half-orc, Skin, strode into sight. The veteran soldier walked over and inquired about his own bird from the kitchen. As Skin turned away from the bar, he saw Ripper eating and sat down across from him, nabbing a sausage that had rolled away. Skin offered his greetings and casually mentioned, "Hey, have you seen Aleeshrak? Serah mentioned something about trying to find her for a job."

*Ther it iz, da shoe haz done dropped. This whelp has a big case 'e can't handle and who duz 'e run to? Ol' Ripper of course.*

"Huh-uh," Ripper grunted in reply, glaring at the sausage in the half-orc's hand.

"Oh well," said Skin, "Uh... See you 'round...?" Skin said with a raised eyebrow, questioning why Ripper had suddenly gone into some sort of brainless trance. Upon seeing the waitress bring out his bird, the half-orc took his chicken with him and walked out. The big orc pushed his table away and hauled his bulk out of the booth. Dinner time was over. Ripper was on the case. He grabbed some loose sausages for emergencies.

*A dame missun. Kidnapped? Lost? Alley wuz always good girl, but who knowz da types of darkness dat lurks in da hartz of men an beasts dat roam the streetz we call 'ome.*

A cat walked into the middle of the room and meowed. Ripper eyed it suspiciously.

Ripper needed information, and the best place to get intel was in a bar. But Ripper was already in a bar, he pretty much lived in one, and he hadn't learned a thing! No, he needed another bar, and he knew just the place. Ripper stepped through the swinging doors into the plank porch of the establishment, evening lights cast deep shadows obscuring corners and paths between buildings.

*Da dark alleys and shady corners lurk in ev'ry direkshun. Da light was low and so wer da intinshuns of ev'ry lowlife and skum in da city. Ol Ripper's concern for da little lizard grew wif ev'ry step.*

He walked across the street into another bar.





The first thing Ripper noticed upon entering the other bar was Hoaka. The second and third things, as well.

*Of course SHE wud be here. Dis skirt is bound an determined to konfound me and now da tempess is vexin me with a new haircut.*

She was sitting with her broad shoulders and wide muscled back to the door drinking. He had noticed her alright. He kept on noticing her for a few minutes before she turned. "You going to stand there all night or come and say 'hi'?" Hoaka called. Ripper, drawn to the baade woman by lust or otherwise, started to approach when he happened to hear the sound of Aleeshrak's high-pitched giggle from one of the card tables. She looked up at him, "Evening Rip! Pull up a chair."

*Dat look in er eye, loik a plea for 'elp.*

Ripper instantly grasped the situation, he had to help, but how? He sat down in the empty chair across from an angry-looking minotaur, certain the beast had something to do with the nefarious plot afoot. Across from Aleeshrak was a skeletal wearing suspenders and a wide-brimmed hat. He had before him a clay jug of spirits and a glass bottle of milk, while Ripper watched he poured both liquids into a glass and then tossed the mixture at the back of his mouth, sending it dribbling down the neck bones as he coughed. "If you're looking to play cards you're in the right place, I'm the fastest dealer around. Ante up, pal. But I gotta warn ya, I got one helluva poker face." The skeletal said. Ripper couldn't rule him out as a co-conspirator either.

He saw that Alley had two coins on the table so he put two out as well. The skeletal shrugged and dealt the cards. Ripper didn't know what anything on these cards meant, so he just parroted Aleeshrak's moves when he thought appropriate, and kept an eye on the minotaur trying to figure out his next move. At one point he and the minotaur went back and forth for a while adding more and more coins. First the minotaur would add a few, then Ripper would do the same.

*Dis aint a game uh luck, iz a game uh skillz. Da squiggly thingz on da cardz don matter, iz all bout gettin into da otter guyz 'ead.*

It went on for a while until the minotaur laid his cards down squiggly side up, but then the brute got angry when Ripper did the exact same thing with his cards, "lousy beginner's luck my cow's ass," he muttered, flaring his nostrils, "Somebody's cheatin'!"

Ripper understood the threatening tone but not the implication. The skeletal lit up a cigar and blew smoke out of his mouth and ear holes, "Nothing up my sleeves," he said, raising his bare-boned arms.

*Dis' is it, Ripper thought, wuteva plan dey got, it gon' happen soon.*

Next hand, the minotaur went all-in, shoving his entire pile of coins into the middle of the table. Ripper did the same, but when he pushed his chips they caused the



minotaur's drink to spill in his lap, the beast must have seen red. With a bellow of rage he hooked his horns under the table and flipped the whole thing in the air and stood up to his full twelve-foot height. The skeletal was so shocked his jaw dropped, literally, to his lap. Then he collapsed into a pile of bones, dozens of aces spilling out of his pant-legs. Aleeshrak quickly tossed a grenade filling their corner of the bar with smoke, and then disappeared, taking the money from the table with her.

Ripper and the minotaur met in a titanic tussle of muscle amid the pile of broken table and spilled cards, Ripper taking body shots at the beast while the minotaur rained down hammer-blows in his back.

The ruckus quickly spread across the tavern as a fever of violence overtook the drunken revelers. Nearly every single patron joined in the fray, smashing bottles over each other's heads, someone was tossed through the batwing doors, and a random horseshoe became a projectile weapon. Hoaka, noticing a fight had broken out, set to punching faces and smashing chairs over heads, laughing all the while. The massive orc stayed locked on to his bovine opponent despite the chaos unfolding across the entire bar. Ripper and the minotaur repeatedly collided, their colossal bulk shaking the floorboards. The brutes endlessly brawled to a stalemate, taking turns bashing each other in the face until the rest of the fight had died down. Then Hoaka walked over, kicked out one furry knee, grabbed the bull by the horns, and head-butted him between the eyes, knocking him unconscious. Ripper, a bit light-headed, thought *Waaaaaaa! Dat iz sum kinda womin.*

Suddenly the skeletal leapt to his feet brandishing a previously hidden bone-handled revolver. "Ha-HA! I've got you now, you big green bully!" He then fired all five shots into Ripper's torso and arms. The lightly bleeding Ripper didn't seem to take any notice, but decided to kick the annoying sack of bones in the sternum anyway, sending his skull bouncing away into a corner.

Looking around, the bar seemed to be devoid of any threatening combatants. Hoaka put a mug in his hand and said, "Here, big guy, come have a drink. I needed some fun like that." The pair righted an unbroken table and a pair of chairs then proceeded to drink to their friendship, on into the night.





## AUTHOR'S NOTES

THANK YOU SO MUCH FOR PICKING UP A COPY OF THIS BOOK, WE CANNOT EXPRESS OUR GRATITUDE ENOUGH. WE HOPE THAT THE IDEAS WE'VE THROWN IN HERE WILL BRING A LOT OF FRESH AND EXCITING GAMES TO YOUR TABLES.

### ADAM

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The journey of Savage Co has been years in the making. It started as an impromptu game with the only premise being "lol, orcs n guns!" That turned into years of dedicated gameplay with constant tweaking and writing new material and rules to suit our skewed world with low magic and green pride. Many of the magic items are versions of those created for the characters we played, and the rolling road system was born of a longstanding desire to role play epic road warrior battles in a way no other system could quite satisfy. All of the archetypes I made were labors of love, some from mechanical necessity but some to appeal to nostalgia. The Retribution warpriest was intended to be pure Deus Vult, and the phantom warrior was supposed to resemble my distant memories



of a show called Shaman King. Of all the class additions, the Infantryman was the one I felt I was born to write. Much of the core abilities came to me in a dream after a day spent writing other things, and as a gamer nerd/fledgling writer/combat veteran who else could make that dream a reality?

All these pale in comparison with the short stories. The stories in this book were my passion. I started writing some for fun on vacation and we thought it might be cool to include them in our someday book, but in the course of writing iconic characters and the personalities they developed, short stories became an integral part of how we expanded the lore and drew the readers further into the setting. I can proudly say that I had a hand in the writing of every story, and authored the first drafts of most of them. I sincerely hope you have as much fun reading them as we had writing them.

## Doug

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Writing for Savage Company and joining the team has been a fantastic experience for me, to say the least. Whether writing or editing stories, adjusting or adding lore entries or beyond, the demand to create a high-quality product has been ever-present for us all. Tweaking and modifying the text to no end took some of my earliest ideas and transformed them into something far greater than I could have done on my own, and I owe that to Adam and Owen.

Additionally, being able to express my creativity and add my own thoughts to their years-long brainchild was an honor and a fulfilling endeavor that I hope you all love. Whether it's Doc's funny quirks, or Aleeshrak's quick wit and sharp tongue, or even Speedy's mastery of all things war machines, there is a bit of my heart and soul dedicated to each piece I was privileged to be a part of. Finding ways to input my own life experiences from both in and out of the military was challenging at times, but I feel satisfied that the end result has helped create a world you will all love and enjoy. My only wish is that I could share the fun that we all had writing for you all. Countless nights of laughing so hard that we cried, or bashing our heads against the keyboards trying to find that crucial piece of the puzzle that would make the picture whole, not one day goes by that I don't look back on this experience with a smile on my face. There's so much real emotion and love poured into this book.

I have nothing but good things to say about the team and the dedication to bring this book to life. From the bottom of my heart, thank you to everyone. The team, the backers, anyone reading this. Truly, this has been an experience I won't ever forget.





## OWEN

---

Man. What an adventure this process has been. As of writing this it's been a full year since I called my brother on the phone and said hey, instead of talking about writing a book let's ACTUALLY DO IT. We figured that with decades of experience writing extensive systems, hundreds of game elements, and three years of taking notes for a "someday" book that we knew what we were doing. Boy, were we wrong. (Even now after a year of learning on-the-job you could argue that we have no idea what we're doing.) So I really want to thank you for sticking with us and giving us a chance. Looking back at the "Recruit Orientation Guide" preview book now, we can see how rough it was. We're learning about publishing as fast as we can, hopefully we can continue to improve, and we'll have many more books for you in the future.

We had a lot of fun writing, re-writing, and putting this book together. We revised things from our original game notes many times, and just the act of writing everything down again in a "book official" format was transformative. Sometimes you have a good idea but it becomes something better when you write it down properly. We had many "what if" debates on some of the things, like the really big guns and explosives. Obviously these things would totally break a game if you just give them to your players, so why do they exist? Just for realism? Well, no. Some things are good MacGuffin items, like "here, take these shaped charges and take out that bridge" but others? Look at that heavy autocannon. It's ridiculous. But what if your players pooled their gold to buy one? Well first off it's stationary, so they will need a large vehicle to move it around, the heavy carrier would work well for that, and it can transport the whole party and the gun. But of course your players won't like you blowing up their new car so they will need to armor it. Somebody needs to be a driver so someone else can shoot the big gun. And there is room to put a second turret and a smaller machine gun in there too. If they keep losing tires they will want to upgrade to armored tracks also. Oh wait. Now your party has a small tank and they are just doing tank things. Not a bad way to go if that's the game you want to play.

As an author I want to strongly encourage you to do to our book what we did to every book that came before it. Tear into it, devour it. Then toss out the things that you don't like, or don't fit your game. Change things to be better for you. Anything printed is just an idea that can feed into your bigger story. I hope our ideas fuel yours, and I can't wait to hear about what you can do with them.



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