“It is not the demons created by Satan that we must battle, but the demons we create within ourselves that we must defeat.”
—Yearner's Bible

Aliens
Man’s greatest enemy may be himself, but horrors still lurk in the real world. The vastness of humankind’s domain is beyond comprehension of the common man and they are populated with strange and wondrous creatures. Each creature, distinctly non-terran in nature, presents both opportunity and disaster in equal measure for those brave enough to seek them out. Aliens represent the unknown horrors that nature holds in reserve to test humanity’s mettle. When running a game of Necropunk, do not think of aliens as simply a “thing” to overcome. Think of what they represent. They are rare, but this simply preserves their novelty. They have become the stuff of legends, the names whispered around campfires, and the bogeyman that parents warn their children about.

Iconic NPCs
The second section of the book presents a number of iconic NPCs. They are a crew of grave robbers who seek riches, and perhaps some deeper personal goals. Thracian, a disgraced qu’em, leads this merry band of misfits across the stars in their living ship the Magdaline Maria. He is joined by Kira Letov Buturovich, a wayward sentinel and her partner Silvia Watanabe the hacker. Rounding out their ranks is the rogue necromancer Alfred Zanatos who was expelled from the organization for crimes against humanity. Finally, Janis the Magpie is kept around because he just won’t leave the group alone (despite their best efforts to get him to leave).

They can be played as a party or used as NPCs for enemies.

That being said, please enjoy the following book and may the 'jeck always flow in your favor,

-Scott Gladstein
**Attack Bug Swarm**  
CR 2  
XP 600  
N Diminutive alien (swarm)  
Init +2  
Senses Low-light vision, Perception +12  

**Defensive Abilities**  
AC 16 [Touch: 16] [Flat-Footed: 14] (+2 Dex, +4 size)  
HP 16 (3d8+3)  
[Fort +4] [Ref +7] [Will +3]  
Immune swarm traits, weapon damage  

**Vulnerability area effects**  

**Offense**  
Speed 5 ft., fly 40 ft. (good)  
Melee swarm (1d6 + bacterial cloud + distraction)  
Space 10 ft., Reach 0 ft.  
Special Attacks distraction (DC 12), poison (Fort DC 12)  

**Special Abilities**  
Bacterial Cloud (EX): Poison—injury; save Fort DC 12; frequency 1/minute for 10 minutes; effect 1d4-1 (min 1) Con; cure 1 save.  

This creature is followed by a noxious aura that is rich with a symbiotic bacteria that acts as the bug's immune system. When in a swarm, it acts as a poison.  

**Statistics**  
Str 1 (-4), Dex 15 (+2), Con 13 (+1), Int 2 (-4), Wis 14 (+2), Cha 1 (-4)  
Base Atk +1, CMB -, CMD -  
Skills Fly +12, Perception +12  
Racial Modifiers +4 Perception  

**Ecology**  
Environment any  
Organization solitary, hive (2-3), colony (4-6)  
Treasure none  

These small, aggressive insect-like critters are responsible for millions of painful bites every year across colonized space. If left untreated, multiple bites from these creatures can be lethal on their own, but they are not classified as a dangerous organism under Ewgee law. When travelling in a swarming mass looking for a new hive, these aliens become territorial and swiftly injure anything they deem wandering too close to them. If unhurt by their victim, they usually leave them, coming back later to see if their bacterial infection has provided them with a food supply. They usually pick off livestock, birds, pets, and pretty much anything else that appears edible at first glance. The rare starving horde of these malevolent hunters can stay in a near-hibernative state in even sub-zero temperatures until a suitable prey item comes within range of its senses, then assail them violently from all sides with its remaining strength. Colonists combat these creatures with unusual weapons, such as Tesla throwers or improvised flamethrowers, and they are a steady drain on the sentinel vanguard's grenade stock.  

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**Drexlian Phage**  
CR 23  
XP 819,200  
N Colossal Ooze  
Init +12  
Senses Blind; Blindsight 240 ft, scent, Perception +38  

**Defensive Abilities**  
AC 40 [Touch: 10] [Flat-footed: 32] (+8 Dex, +1 dodge, +30 natural, -8 size)  
HP 442 (32d8 + 288); reconstructive healing (see text)  
[Fort +20] [Ref +20] [Will +18]  

**Offense**  
Speed 60 ft., climb 60 ft., fly 120 ft. (clumsy)  
Melee bite +31 (4d6+15), 2 claws +31 (2d8 + 15), slam +31 (2d8 + 15)  
Space 30 ft., Reach 30 ft.  
Special Attacks disintegrate, engulf (Reflex DC 39), smother (Reflex DC 34)  
SQ compression, dissipate, no breath, scent  

**Special Abilities**  
Disintegrate (EX): Once per round as a free action, a drexlian phage can affect one target that it hits with an attack or is engulfing with its massive deconstructive powers. The target must make a Fortitude save (DC 34) or take 40d6 points of damage. On a successful save, the target takes only 5d6 points of damage. If this damage reduces a creature or object to 0 hit points or fewer, it is entirely disintegrated, leaving only a fine trace of dust. This dust can be consumed by the drexlian phage to fuel its reconstructive healing. This ability cannot be activated on a creature or object that simply takes swarm damage from the drexlain phage. The save DC is Constitution based.  

**Dissipate (EX):** A drexlian phage is a constructed form of trillions of nanomachines. When a drexlian phage is below half its hit points (200), it dissipates as a swift action. While dissipated it gains the swarm subtype, loses any benefits of its universal adaptation, and all normal attacks save its slam attack (which then deals 2d8 + 22 damage). It gains a swarm attack dealing 6d6 points of damage, takes half damage from bludgeoning, piercing, and slashing damage and 50 resistance to acid, cold, electricity, fire, and sonic damage. It may also choose to engulf any creature hit with its slam attack. Creatures treat the space the drexlian phage occupies in this form as difficult terrain.  

Engulf (EX): As the monster ability described in the Bestiary, except that attempts to escape the drexlain phage add together from separate rounds until the creature succeeds. This includes CMB and Escape Artist attempts and is against the drexlian phage's CMD. Creatures who successfully escape are deposited in a space of their choice adjacent to the drexlian phage. The save DC is Strength-based.  

Reconstructive Healing (EX): A drexlian phage does not heal naturally. In order to heal, a drexlian phage must consume the remains of objects or creatures reduced to dust by its disintegrate ability. It simply needs to move through the area that the disintegrated remains occupy. It then regains hit points and gains fast healing depending on the composition of the disintegrated mass. Inorganic components, such as stone or metal, heal the drexlain phage for 10 hp per 100 lbs and grant it fast healing 10 for 1 minute. The remains of creatures (such as bone) heal it for 50 hp per 100 lbs and grant it fast healing 25 for 10 minutes. Nanomachines of any kind are the most preferred “food” of the swarm and contain preprocessed components that allow it to heal itself far more quickly. One pound of nanomachines heals the drexlain phage 100 hp and grant it fast healing 50 for 1 hour.  

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SMOTHER (EX): As a standard action, a drexlian phage may unleash a pressurized spray of the nanomachines that make up its being. This attack is a 60 foot cone that deals 20d6 points of bludgeoning, piercing and slashing damage. This damage is not halved against objects and bypasses their hardness unless they have a psychic charge. If using dissipate, the drexlian phage may move into squares targeted by its smother ability as part of the same action. This movement provokes attacks of opportunity. The save DC is Constitution-based.

UNIVERSAL ADAPTATION (EX): The drexlian phage possesses a unique onboard algorithm that analyzes anything causing significant harm to the swarm and reshapes its outer layers to defend against it. At the start of its next turn, a drexlian phage becomes immune to any damage type or energy type that dealt damage to it in the previous round. These damage types include bludgeoning, piercing, and slashing damage, as well as the acid, cold, electricity, fire, force, and sonic energy types. It remains immune to this damage or energy type for 1 hour after being exposed to the damage or until it uses its dissipate ability. This ability does not function against untyped damage (such as from falling). A GM who uses alternative damage types should include those with the ones listed in this ability as well.

ANTI-BALLISTICS FIELD (EX): A drexlian phage has the bulletproof quality thanks to its dampening field that is generated by the swarm.

FEATS Combat Expertise, Combat Patrol, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Run, Spring Attack, Stand Still, Stunning Assault, Toughness, Whirlwind Attack

SKILLS Climb +39, Perception +38, Survival +38, Swim +31

ECOLOGY
Environment any
Organization solitary
Treasure incidental

The pursuit of nanotechnology was almost abandoned thanks to the creation of the great war-engines known as the drexlian phages. Envisioned as a super weapon to end all life, engineers created a self-replicating molecular nanomachine with a animalistic livemind. Knowing only the urge to “grow” and “survive”, they disintegrate and assimilate any and all matter they come into contact with. These Intelligent wayward destructive forces could strip planets to writing masses of grey goo within weeks. Once unleashed, these pandoran horrors can never be put back.

Typically these behemoth world-destroyers take the form of a mythological dragon. Something in their coding compels them. This is far from the only form they can take. When attacking they resemble an off-white floating liquid that manifests into whatever it needs to defeat its opponent. Naturally adaptive, their hive mind can quickly reorganize itself to anticipate any immediate danger. It is this adaptive capacity that is truly terrifying to behold.

The early phages, released on earth during the last war on earth, were eliminated with atomics when they were still small. Surviving single cells were preserved with special technology designed specifically to contain it. In time, some of these cells made their way to the black market and into the hands of despots. Several times, throughout history, entire planets have been consumed down to their very core by drexlian phages, in an act of staggering ecophagy (the consumption of an ecosystem). Many foolish men have thought that they could control the drexlian phages and none still live. Every committee, empire, government, and planet has outlawed their creation, use, ownership, and deployment. Unleashing one is paramount to suicide. The technology to contain them is lost, though the machines themselves have been preserved by the Necromancers’ Guild.

Still, in the dark places where the light of civilization does yet not shine, wicked warlords hold whole worlds hostage. The mad men claiming to control these mighty beasts. Religions have been created to worship them despite being a product of man. Then again, what deity isn’t?

GAS DRIFTER
CR 11
XP 12,800
N Large Alien
Init +5
Senses Perception +14

DEFENSE
AC 25 [Touch: 10] [Flat-footed: 24] (+1 Dex, +15 natural, -1 size) hp 142 (15d6 + 75); [Fort +14] [Ref +10] [Will +12]

Defensive Abilities drift, squishy
Immune bleed, sleep
Resistance cold 10
Vulnerability cold

OFFENSE
Speed 10 ft., fly 30 ft. (good)
Melee 3 pinchers +17 (1d8 + 7 plus grab)
Space 10 ft.; Reach 15 ft.
Special Attacks knockout gas, lift, swallow whole (3d6 piercing damage plus knockout gas, AC 17, 14 hp)

Special Abilities
DRIFT (EX): When struck by a melee weapon, a gas drifter moves 5 feet in a direction of its choice. This movement does not provoke attacks of opportunity and must result in at least one of the gas drifter’s spaces remaining in the attacker’s reach unless it is the attacker’s last attack in the round. If movement (even upwards) is not possible, a gas drifter does not move.

KNOCKOUT GAS (EX): As a swift action, a gas drifter may expel some of the gas it uses to float, affecting all adjacent creatures. Those in the area must make a Fortitude save (DC 22) or fall unconscious for 1 round. Expelled knockout gas quickly dissipates, but creatures swallowed whole by a gas drifter must make the save each round at the start of their turn. This does not provoke an attack of opportunity.
LIFT (EX): A gas drifter may move any creature or object less than 500 lbs it has grabbed along with it as it flies without making a grapple attempt.

SQUISHY (EX): Gas drifters are made of tough flesh, gas, and tenacity. Any weapon that deals piercing damage automatically rolls minimum damage against a gas drifter on its damage roll. A weapon that deals bludgeoning damage deals half damage to a gas drifter. A weapon that deals slashing damage ignores this ability, dealing normal damage.

SWALLOW WHOLE (EX): A gas drifter may swallow any creature of its size category or smaller as a free action, provided the target is being grabbed by it and is helpless. It can hold 2 large creatures, 4 medium creatures, or 8 small creatures. It deals the listed damage and exposes the swallowed creatures to its gas each round.

VULNERABILITY (EX): A gas drifter that takes cold damage not only takes 50% more damage, but loses access to its drift, knockout gas that takes cold damage not only takes 50% more damage, but loses access to its drift, knockout gas 50% more damage, but loses access to its drift, knockout gas.

The biology of this gas drifter is still a mystery to its researchers. Organs between specimens are not consistent, and seem to fuse together to take on the roles of other parts. Multiple glands throughout the creature’s body filter and produce new gas with remnants of their past victims are fortunately rendered nearby victims unconscious. They also use this anesthetic to eat a victim while it is still alive. Their pliant flesh expands to allow even up to two creatures its size to be engulfed within its body. Since they are a menace, they are often hunted and killed. The gas they produce is harvested as an anesthetic.

Statistics

**STR 24 (+7), Dex 12 (+1), Con 20 (+5), Int 2 (-4), Wis 17 (+3), Cha 10 (0)**
Base Atk +11, CMB +19, CMD 30
Skills Fly +13, Perception +14
Feats Cleave, Cleaving Finish, Flyby Attack, Great Cleave, Hover, Improved Initiative, Iron Will, Power Attack

**MADNESS STALKER**

CR 5
XP 1,600
N Medium alien
Init +3
Senses Low-light vision, Perception +14

DEFENSE

AC 18 [Touch: 13] [Flat-footed: 15] (+3 Dex, +5 natural)
HP 52 (8d8 + 16)
Fort +8 [Ref +9] [Will +5]
Psi Resistance: 16

SPEED 40 ft.

Melee 2 slams +11 [1d6 + 4 plus trip], tail slap +8 (1d6 + 2)
Special Attacks gaze (DC 16, 2 confidence damage or confusion)

Special Abilities

GAZE: A madness stalker can direct its gaze attack as a standard action against any creature within 60 ft., or as an immediate action against a creature it is aware of within 60 ft. who targets it with an attack. If the target fails its saving throw, it takes 2 points of confidence damage. If this would reduce the target’s confidence below 0, it becomes confused for 1 minute. The save DC is Charisma-based.

PREDICTIVE NULL (PSI): Madness stalkers act erratically, even to those who have dutifully observed their movements. A qu’em’s early path ability does not function against a madness stalker.

**Special Abilities**

Each madness stalker has a distinctive gaze that can be used to make a save DC 16 saving throw against it. If a creature fails its save, it becomes confused for 1 minute and cannot act against another creature. If a creature makes its save, it is immune to the gaze attack for 1 hour per madness stalker it encountered. A madness stalker can use its gaze attack once per day.

**Ecology**

Environment temperate forests, cold and temperate hills or mountains
Organization solitary, pair, or ploy (3-12)
Treasure the hide and fur are used as an insulator for psionically resistant armor or in fashion (standard)

These large, bipedal aliens resemble a cross between a kangaroo and a tapir, with a long tuft of gray fur at the end of a massive tail, yellow fur coating their body, and glistening black eyes that seem as deep as space. They attack targets if they are affected by its unnatural gaze. Victims of the gaze report it as being like staring into an abyss from which there is no escape. While this was chalked up as being an optical illusion, psychic researchers have reported a low field of psychic interference that seems to come from the madness stalkers themselves. This prevents them from being detected by purely psychic means. They bear foes to the ground when attacking or retreating with a mighty kick or punch. The alien’s ability to stay perfectly still even while being observed has earned it the nickname “gargoyle.” While they do travel in groups, most groups do not attack humans. Still, some reports of the creatures indicate that they will, instead, gang up on a single afflicted target, especially if they attack first in their confusion. Stories indicate that no matter how long they have to wait, no matter how badly hurt if they escape, they will continue to hunt a creature designated as prey until they die.
Insanity Stalker

A certain sub-species is twice the size of the common madness stalker, with purplish fur and an inability to sit still. These insanity stalkers are more cunning, harder to kill, and carry a mind-altering poison in their fur that affects those who get close enough to strike it as well as being deliverable by its tail. They are far more aggressive with the application of their stare, and use their poison to bring down madness stalkers that enter its territory. This one is called the “terrestrial gargoyle” by exile shards for its habit of hiding in caves and tunnels, an evolutionary adaptation that likely resulted from the loss of its hiding ability.

It compulsively licks its territory after rubbing its tail into the environment to preserve the contact aspect of its poison. Fortunately, this trap loses its potency after a day for anyone moving into an insanity stalker’s old territory.

Mechanical Changes:
CR 6
Giant simple template (See Pathfinder Bestiary)
Increase Size to large
Psi Resistance improves to 17
+4 Strength and Constitution, -2 Dexterity
+3 Natural armor
Tail slap gains poison
Gain darkvision 60 ft.
Loses racial bonus on Stealth checks
Replace Skill Focus (Stealth) with Multi-Attack

Poison Coat (EX): Any creature striking an insanity stalker with a melee non-reach weapon is exposed to its venom.

Insanity Stalker Venom
Poison (contact, injury); Save Fortitude DC 18
Frequency 1/round for 6 rounds; Effect 1d3 Wis damage, speed reduced by 10 ft. for 1 round; Cure 1 save

Orbital Crustacean

CR 15
XP 51,200
N Huge alien
Init +0
Senses Darkvision 240 ft., Perception +20

Defense
AC 30 [Touch: 8] [Flat-footed: 30] (+32 natural, -2 size)
hp 215 (23d8 + 112)
[Fort +18] [Ref +17] [Will +10]
DR 5/- Resistance cold, electricity, and force 30
Immune falling damage

Offense
Speed 30 ft., climb 30 ft., swim 40 ft.
Melee 2 pincers +22 (2d8 + 8 19-20 x2 plus rend), tail slap +20 (2d6 + 4 plus bull rush)
Special Attacks impact (15d6, Reflex DC 26), rend 2d8 + 12
Sprint no breath, sprint

Special Abilities
Impact (EX): An orbital crustacean can leap an incredible distance into the air, impacting a nearby area.
It can travel up to 200 ft as a full-round action that does not provoke attacks of opportunity. All creatures within 30 feet from its new location take 15d6 points of bludgeoning and force damage. Affected creatures make a Reflex save (DC 26) for half damage. An orbital crustacean can perform this attack once every 10 minutes.

Sprint (EX): An orbital crustacean can increase any of its speeds by 60 ft for 1 round. It can do so once every 10 minutes.

Statistics
Str 27 (+8), Dex 10 (+0), Con 20 (+5), Int 2 (-4), Wis 17 (+3), Cha 6 (-2)
Base Atk +15, CMB +25 (+29 with bull rush), CMD 35 (39 vs bull rush)


Skills Climb +25, Perception +20, Swim +25

Ecology
Environment any
Organization solitary or pair
Treasure hide is worth R on the open market and used in armoring spacecraft, its stomach may contain other valuables from past victims (standard to double)

These massive aliens are known for their for there tendency to proliferate across worlds, their presence seldom recognized until they enter a planet’s atmosphere. When they do, the sound of their planetfall makes enough noise to be heard anywhere from 2-4 miles away, depending on the planet’s topography and atmosphere. While not especially aggressive to humans, orbital crustaceans can be a formidable foe. They are known to be especially hungry near the point of a recent planetfall. Size is no obstacle in their hungry pursuits. Much like their terrestrial cousins, they have a powerful cutting grip they use to cut food into small pieces before ingesting. Unlike a small crab or lobster, they can shear through even reinforced steel with their massive pincers.

Orbital crustaceans have no known upward age or size limitation, an average 30 year old specimen measuring 18 feet in length and weighing 21,000 lbs., though most die of natural causes by 200 years of age. Surprisingly crafty when it comes to food sources, these creatures can tell with almost perfect accuracy when an area has become over-hunted. If the reason is another of their kind, they usually attempt to scare the other off to a farther territory rather than relocate. If they are forced to relocate, the normally passive crustaceans become voracious eaters.
They consume any and all material remaining in the territory, with a preference for meat and easy prey. Once they have eaten their fill, usually over a few weeks, the crustaceans find the highest geographical point within their vicinity. After arriving there, they enter a hibernative state for one full day-night cycle of the planet and convert all ingested material into fat and energy. When this cycle is complete, the crustacean attempts to take a mighty leap out of its current planet of residence's gravitational pull. The success of this attempt depends on the quality rather than the quantity of food consumed. An unsuccessful crustacean usually survives a fall back to the planet and, if its new environment is still unsuitable, begins this cycle again immediately until it either succeeds or dies of exhaustion. If it does succeed, the orbital crustacean re-enters its hibernative state until it runs out of stored food or achieves re-entry. Starving ones left adrift may latch onto passing ships given the opportunity, but it is difficult to ascertain whether one is hibernating, dead, or playing dead even for experienced xenobiologists.

A similar behavior is spoken of by hardened alien-hunters and ruined farmers in hushed whispers: Mated pairs prior to their reproductive ritual. Though unconfirmed due to the danger such creatures pose, speculative biologists do point out that this explains how baby crustaceans get into space in the first place.

Especially large individuals, known as planetcrusher crustaceans, are said to be perpetually stuck in this consume-leave cycle, as nothing other than a food-rich paradise can possibly sustain their immense dietary needs.

**PLANETCRUSHER CRUSTACEAN**

CR 18

Add the advanced and giant simple templates

Remove the once per 10 minutes limitations on the impact and sprint abilities

Gains Spring Attack as a bonus feat.
**A Scoop Mouth**

A scoop mouth is bulletproof. This ability also provides the scoop mouth is DR 10/-. Omnivorous and massively gulleted, a scoop mouth is a massive predator that has a surprisingly underdeveloped digestive system. Though it can dissolve food using its weak stomach acid, the process takes a number of weeks. To replace chewing, it consumes boulder-sized rocks which rest in a massive armored gizzard, clashing against one another as the titanic devourer moves about. It seldom stops moving while hunting, only pausing to deal with troublesome prey or to rest. An average of 30 feet in length and weighing 65,000 lbs., a scoop mouth’s namesake and its inertia allow it to devour everything it comes across in a single wide chomp. Unfortunately for its victims, the calcium and minerals from its digestive aid of choice form a thick, flexible lining around its nearby organ’s interior, preventing most from escaping. It also serves to seal the resulting tear in the creature with a calcific concrete that prevents serious blood loss. Any pain or discomfort can send a scoop mouth into a destructive rampage which can keep it running at full steam despite fatal injuries. While they usually devour organic material for sustenance, some are fond of eating the crushed remains of its kills (incidental to standard).

**Special Abilities**

**DRAG (EX):** A sea stalker may make a free drag combat maneuver (See Advanced Player’s Guide) with a successful bite attack against the same target. The movement from this maneuver does not provoke attacks of opportunity for either the stalker or its victim.

**UNDERTOW (EX):** While underwater, a sea stalker doubles the distance it drags a target with a successful drag maneuver.

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**Sea Stalker**

CR 13
XP 25,600
N Large alien (aquatic)
Init +8
Senses Blindsight 60 ft, darkvision 120 ft, low-light vision, scent, Perception +14 (+18 on non-visual Perception checks)

**Defenses**

AC 28 [Touch: 13] [Flat-Footed: 24] [+4 Dex, +15 Natural, -1 size]
hp 171 (18d8 + 90)
[Fort +16] [Ref +15] [Will +8]

**Offenses**

**Speed** 50 ft, 80 ft. swim
**Melee** 2 claws +19 [1d6 + 6], bite +19 [2d6 + 6] (19-20 plus drag)
**Special Attacks** drag, pounce, undertow

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**Racial Modifiers**

+8 on Swim checks, +4 on non-visual Perception checks, +4 on Survival checks made to track.

**Ecology**

Environment coastlines, oceans, swamps
Organization solitary, shiver (2-6), frenzy (8-16)
Treasure past victim’s articles laid out in eerie detail (standard to double)

Sea stalkers resemble a cross between a large terrestrial cat and a hammerhead shark with multiple eyes on the front of its head and a wide mouth filled with rows of sharp teeth. Its front and back legs end in rough paws that are tipped with ebony talons. Measuring over 25 feet in length and standing 8 feet at the shoulder, a sea stalker’s imposing frame can be brought to full bear when all 1,700 lbs of the creature stands on its hind legs to get a better look around. The creature’s sandy skin allows them to blend in with the sandy floors of large bodies of water, walking slowly along to avoid notice from the surface. With their electroreceptive pores they can sense prey moving above the water. For this apex predator that includes land creatures larger than it when it moves in a shiver with a few others of its kind. They are capable of surviving for days on land, but often stay near water because they are more comfortable in that environment. While they do possess a kill instinct similar to sharks, the sea stalker is almost always in control of its emotional state and seems strangely intelligent. It arranges and manipulates objects in its nest, sometimes seeming to find the meaning and use of simple tools. Researchers note that they quickly grow bored of such things, leaving them marked with claw and teeth marks, but hardly used. They attack without warning, pulling their victims into the depths of the nearest body of water, using their superior mobility to ensure that even living prey does not escape. While hardly educated on fighting humanity, they learn and adapt with frightening quickness, using water as a shield against bullets, pulling troops out of formation, and even risking disarming a troublesome weapon from an attacker before bringing them down. Different breeds adapt to various locations and assume a high spot in the
Snare Coursers

CR 7
XP 3,200
N Medium alien
Init +8
Senses Darkvision 120 ft, low-light vision, scent, Perception +16 (+18 in darkness)

Defense
AC 23 [Touch: 14] [Flat-Footed: 19] (+4 Dex, +9 Natural)
HP 70 (10d8 + 30)
[Fort +10] [Ref +11] [Will +4]

Ecology
Environment warm caves, forests, jungles, plains
Organization solitary, pair, janus (4-16)
Treasure skeleton sells as a novelty item in Ewgee space, intact skull most valued piece

Snare coursers are vicious nocturnal predators who pull their prey to the ground and swiftly tear them to shreds. Their quick mouths, one on the top of its head in addition to the bottom one, allow it to devour a kill twice as fast as a canine of its size. Because they are usually birthed in a large litter of 20 or more courselings, this is more a result of their unique method of consumption, flexible hunting methods, and ability of leaving behind the bones of their kill. When encountering these beasts for the first time, the Welshen named their groups “janus”, for the old Earth Roman god who looked into both the future and the past at once, because of their insightful hunting methods. They later adopted those methods during the war with the Ewgee.

Some are kept as last-resort guard dogs, as the creatures’ primal instincts compel it to continuously hunt and consume. They can recognize and even identify individuals, but the moment it decides that its instinct is more important than a continuous source of nourishment, it lashes out without warning or quarter, the better to begin consuming its food before other coursers arrive, whether or not any are even on the same planet. Due to this nature and their habit of leaving their food stripped to the bone, they are the favorites of especially sadistic members of the Necromancer’s Guild to be used in theft deterrence, planetary assault, public entertainment. Sometimes the uses blend together a bit. The Welshen dislike dealing with the beasts, but admire their efficient method of consumption, flexible hunting methods, and habit of leaving behind the bones of their kill. When encountering these beasts for the first time, the Welshen named their groups “janus”, for the old Earth Roman god who looked into both the future and the past at once, because of their insightful hunting methods. They later adopted those methods during the war with the Ewgee.
BULLETPROOF (EX): The electrical field, thick, elastic skin, and force redirectives of a stormbreaker wyvern give it the bulletproof ability.

DIVE BOMB (EX): When at least 30 ft. over a target, a stormbreaker wyvern may make a special charge attack, dealing double damage with its attack and moving up to 100 ft. after making its attack. This additional movement provokes attacks of opportunity.

EVADE MANEUVER (EX): Once per round, when being attacked, a stormbreaker wyvern may make a Fly check and use the result in place of its AC against that attack, or it may gain the evasion ability against one effect.

SCREECH (EX): The voice of a stormbreaker wyvern is a distinct, sharp noise that cuts at the ears and skews the spirit. A stormbreaker wyvern may screech as a swift action. All creatures within 30 ft. of the stormbreaker wyvern must make a Will save or be shaken for 1 round. If the stormbreaker wyvern screeches as part of a charge, all creatures within 20 ft. of a creature, that creature must make a Fortitude save (DC 26) or be knocked prone and 10 ft. and immediately begin falling. A stormbreaker wyvern needs to fly at least 30 ft. to activate this effect. As a full-round action, a stormbreaker wyvern may move up to 10x its speed in a straight line. This movement only provokes attacks of opportunity. The save DC is Constitution-based.

The stormbreaker's method of acceleration is remarkable in its simplicity: It pushes air that would impede it out of its way, with the remainder moving along its aerodynamic form to further its acceleration. It pushes these concepts nearly to the limit of the physical world by releasing powerful electrical pulses from nerve-like clusters near the edges of its wings, the front of its nose, and its back and tail. The stormbreaker has thousands of these organs across its body and can control them by muscle command, allowing it to control winds from each direction and adjust them on the fly. This electrical field is strong enough to cause mild injury or discomfort on its own, but it can also be focused around the stormbreaker's mouth for a more potent electrical charge. These create domes of electricity that magnetize the air around it, bending it according to the stormbreaker's direction into a non-impeding shape while allowing it to channel air currents needed for thrust and lift. This is likened to an old earth technology placed on interceptor missiles, known as an aerospike, that reduced or eliminated wind resistance.

When roused or attacked, a stormbreaker tries to quickly silence the threat, knocking it down or out of the sky with a sonic boom and shredding it with a single dive and clomp. It then repeats the process, utilizing its maneuverability to avoid ranged weaponry and befuddle melee combatants. If severely wounded, it simply flies away, but moves through the path of least resistance. Stormbreaker wyverns can hold lengthy grudges, and hunters report being ambushed near storm clouds, the stormbreaker flying through the electricity to charge its body full to the brim before streaking down from the heavens like a vengeful bolt of lightning.

A few reports of a massive stormbreaker exist. Said to cause hurricanes on the planet Zyreb 2 simply by passing by, it may also be responsible for the Ewgee's near abandonment of the planet after 67 shipping vessels were lost due to a sudden storm erupting on top of them. Locals have dubbed it the "stormeater."
**Torchbug colony**

CR 9
XP 6,400
N Fine alien (swarm)  
INIT +4  
**Senses** Low-light vision, Perception +19

**Defenses**
AC 23 [Touch: 22] [Flat-footed: 19] (+4 Dex, +1 natural, +8 size)  
HP 120 (16d8 + 48)  
**Fort** +13 [Ref +9] [Will +5]  
Resistance fire 30  
**Vulnerability** area attacks

**Offense**
Speed 10 ft., fly 40 ft. (good)  
Melee swarm (2d6 + 2d6 fire plus internal combustion)  
**Special Attacks** flame jet

**Special Abilities**
DISTRACTION (EX): Any creature attempting to concentrate or use a psychic ability while in the swarm’s area must succeed on a concentration check (DC 20 + PPI invested in the ability) or be unable to access it until the start of their next turn. Using abilities that require patience or concentration requires a DC 20 Will save. Creatures damaged by the torchbug swarm must make a DC 18 Fortitude save or be nauseated for 1 round.

FLAME JET (EX): As a swift action, a torchbug colony projects a 30 ft. line of fire. The line deals 10d6 points of fire damage to each round at the start of their turn until they neutralize the mixture using weak alcohol or immerse themselves in water. This burning sensation lasts for up to 1 minute after exposure and results from the torchbug venom igniting exposed areas and making watery tissues increasingly flammable.

**Statistics**
**STR** 11 (-5), **DEX** 19 (+4), **CON** 16 (+3), **INT** 5 (-3), **WIS** 11 (+0), **CHA** 1 (-5)  
**Base Atk** +12, **CMB** +12, **CMD** +12  
**Skills** Fly +8, Perception +19

**Ecology**
**Environment** Keleid III, any terrestrial planet, upper atmosphere  
**Organization** solitary, pair, or conflagration (3-6)  
**Treasure** incidental

Native inhabitants of Keleid III, torchbugs are normally harmless insect-like aliens with a large swollen body and a long proboscis. Their skin is stretched and leathery, usually in a brown or red color more clearly visible after the body has been drained. The four-legged creatures hum about on their crowded bodies, often glistening with bright colors. The most notable of these abilities is the cooperation of many smaller torchbugs to create a stream of their venom with a perfectly timed ignition spark from one at the swarm’s end.

**INTERNAL COMBUSTION (EX):** Creatures damaged by a torchbug colony’s swarm attack take 2d6 points of fire damage each round. This natural flamethrower can damage the colony as well as attackers if in its own area, but an agitated colony becomes far too aggressive to care.

Torchbugs reproduce by laying eggs in a large casing that they fill with gases they produce while mating or that are gathered from a planet’s upper atmosphere by male torchbugs while the female births and holds the casing aloft. Once gathered, the gases are injected into the loose casing and provide protection from non-airborne predators. The empty egg cases resemble a large, bumpy flesh-toned balloon.

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**Tundra whale**

CR 8
XP 4,800
N Large alien (amphibian)  
INIT +2  
**Senses** tremorsense 300 ft., Perception +11

**Defenses**
AC 21 [Touch: 11] [Flat-Footed: 19] (+2 Dex, +10 Natural, +1 Size)  
HP 76 (8d8 + 40)  
**Fort** +13 [Ref +8] [Will +2]  
DR 5/slashing, Immune cold  
**Vulnerability** to fire

**Offense**
Speed 20 ft., burrow (ice and snow only) 60 ft., swim 20 ft.  
Melee Bite +12 (1d6 + 6 plus grab)  
Slam +12 (2d6+6 plus)  
**Space** 10 ft. **Reach** 10 ft

**Special Abilities**
ICE GLIDE (SU): A burrowing tundra whale can pass through ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

TUNDRA BORN (EX): The tundra whale can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

**TUNNEL VISION (EX):** An tundra whale is blind and cannot see. However, when underground it can sense even the slightest vibrations in the ice above. When burrowing, a tundra whale gains tremorsense 300 ft.
AMBUSH PREDATOR (EX): When attacking an unsuspecting creature from below with its bite attack, a tundra can make a sneak attack as if it had levels in rogue equal to 1/2 its HD. This adds 2d6 to the attack if it is made while utilizing Stealth.

BLUBBERY HIDE (EX): A tundra whale has a thick hide that can resist even the sharpest shard of ice. Beyond that it has a great layer of blubber that absorbs shock. A tundra whale is bulletproof and has DR 5/slashing.

Statistics
Str 22 (+6), Dex 15 (+2), Con 21 (+5), Int 2 (-4), Wis 11 (+0), Cha 12 (+1)
Base Atk +6, CMB +13 (+17 grapple), CMD +25 (+29 vs grapple)
Feats Improved Grapple, Greater Grapple, Combat Reflexes, Skill Focus (Stealth)
Skills Stealth +16, Perception +11, Swim +10
Racial Modifiers +4 swim

Ecology
Environment tundra
Organization solo, pack (3-5), pod (10-15)
Treasure incidental

Similar creatures have been found on many worlds where ice mantles are common. This suggests some sort of common ancestry, interplanetary distribution method, or that they are the most efficient way a creature could evolve in such an environment.

They have been intentionally introduced to a biome as a weapon of war. Tundra whales are cunning, cruel, and eat with voracious appetite. In a matter of months, a pod of hungry tundra whales can significantly impact an ecosystem. This can cause famine, chaos, and drastic environmental changes.

Iconic NPCs
This section of the bestiary presents 4 iconic characters at levels 1, 5, 10, and 15. They can be used either as stock enemies or as premade characters for your convenience.

Alfred Zanatos (Level 1)
CR1, 400 XP
Core Worlder, Engineer (Necromancer)
Medium Humanoid
Alignment: NE
Faction: Grave Robber
Initiative +1, Phase 1, Senses Perception +6

Defense
AC 15, touch 11, flat-footed 14 (10 + 4 armor + 1 Dexterity)
hp 9 (1d8 + 1)
Fort +1, Ref +1, Will +4
Confidence 3

Offense
Speed 30 ft
Ranged DK-12 Longrail + 1 (1d10/19-20 x2)
DK-7 Magrail Pistol +1 (1d8/19-20 x2)

Tactics
Zanatos views the battle through his custom tuned scope. He tends to stay within 30ft of the 250 range of his rifle, while not moving around too much. He uses engineer’s precision, and a bit of a surgeon’s hand, to plant shots into creatures that his allies are fighting. As targets close in on him, he may decide to switch to his pistol to engage at close quarters. Zanatos has almost no training in hand to hand combat, instead opting to withdraw and attempt to move towards his allies who would be more capable in that regard.

Statistics
PP: 5
Str 10, Dex 12, Con 12, Int 17, Wis 16, Cha 12
Alfred Zanatos (Level 5)
CR 5, 1,600 XP
Core Worlder/Engineer (Necromancer) Medium Humanoid
Alignment: NE
Faction: Grave Robber
Initiative +1, Phase 1, Perception +10

Defenses
AC 18, touch 11, flat-footed 17 (10 + 7 armor + 1 Dexterity Modifiers)
HP 31 (5d8+5)
Fort +2, Ref +2, Will +6
Confidence 15

Offense
Speed 40ft
Ranged DK-12 Longrail +7 (1d10+5/19-20 x2)
DK-7 Magrail Pistol +6 (1d8+2/19-20 x2)

Tactics
After making some modifications to his rifle, Zanatos is now much more confident in his accuracy. Also his rifle packs a little bit more of a punch, and his training with the magnetic fields that magrails use, has made him a more effective combatant in that regard. His new drifter-mesh armor enables him to better maneuver around the battlefield, although he still uses it as a last resort because he still cannot move and begin to aim at the same time.

Statistics
PP1: 5 (+2 for the purposes of equipping necrotech)
STR 10, Dex 12, Con 12, Int 22, Wis 16, Cha 12
Base Atk +3; CMB +4; CMD 14
Social Bonus +3; SMR +4; SMD 18
Tech Level: 3
Feats: Point Blank Shot, Precise Shot, Weapon Focus (Longrail), Advancement of the Arts, Magdog

Skills Appraise +12 (3 rank + 3 trained + 4 INT), Craft (firearms) +17 (5 rank + 3 trained + 4 INT + 5 Misc), Craft (armor) +17 (5 rank + 3 trained + 4 INT + 5 Misc), Craft (necrotech) +17 (5 rank + 3 trained + 4 INT + 5 Misc), Craft (chemistry) +17 (5 rank + 3 trained + 4 INT + 5 Misc), Drive +9 (5 rank + 3 trained + 1 Dex), Heal +10 (5 rank + 3 trained + 2 Wis), Fly +9 (5 rank + 3 trained + 1 Dex), Knowledge (engineering) +12 (5 rank + 3 trained + 4 INT), Perception +10 (5 rank + 3 trained + 2 Wis), UTD +12 (5 rank + 3 trained + 4 INT), [11 points per level]
Languages Common, Welshen, Guildspeak, Old World, Prime

Combat Gear Magnum Opus Longrail + 50 Soul Strike, Drifter Mesh (armor), DK-7 Magrail Pistol +50 slug rounds, Other Gear Engineer’s tools, Armorist’s kit, Gunsmith’s kit.

Alfred Zanatos (Level 10)
CR 10, 9,600 XP
Core Worlder/Engineer (Necromancer) Medium Humanoid
Alignment: NE
Faction: Grave Robber
Initiative +3, Phase 1, Sense Perception +10

Defenses
AC 18, touch 11, flat-footed 17 (10 + 7 armor + 1 Dexterity Modifiers)
HP 58 (10d8+10)
Fort +5, Ref +5, Will +9
Confidence 30

Offense
Speed 40ft
Ranged “Goliath” Longrail +21 (1d10+5/19-20 x3) [Also deals 6 (10 with deadly aim) damage to all adjacent creatures while the bombardment barrel is active]
“Popcap” Magrail Pistol +11 (1d6+3/19-20 x2)
Special Attacks

Tactics
Time and experience has certainly brought more firepower to Zanatos’ killing field. After losing his longrail to a particularly surly and burly, welshen, Zanatos started from the ground up remaking the weapon into a particularly deadly force. He added a particular kind energy enhancement to his barrel that detonates projectiles on impact to damage creatures nearby his target. He also increased the caliber for more stopping power, and added a true bipod for better prone aiming. His new gun, “Goliath” is a monster on the field, allowing him to pick off clusters of creatures from a great distance away. His pistol has gone through similar upgrades, but it’s developed a few drawbacks in his haste to create it. When unhurried Zanatos will attempt to use dealsy aim to increase his damage bonus with his longrail.

Statistics
PP1 5 (+2 for the purposes of equipping necrotech)
STR 10, Dex 16, Con 12, INT 22, Wis 16, Cha 12
Base Atk +3; CMB +4; CMD 14
Social Bonus +3; SMR +4; SMD 18
Tech Level: 5
Feats: Point Blank Shot, Precise Shot, Weapon Focus (Longrail), Advancement of the Arts, Magdog, Deadly Aim, Weaponsmith (Sniper Rifles), Sharp Shooter, Journeyman Weaponsmith. Skills Appraise +19 (10 ranks + 3 trained + 6 INT), Craft (firearms) +29 (10 ranks + 3 trained + 6 INT + 10 misc), Craft (armor) +29 (10 ranks + 3 trained + 6 INT + 10 misc), Craft (necrotech) +29 (10 ranks + 3 trained + 6 INT + 10 misc), Craft (chemistry) +29 (10 ranks + 3 trained + 6 INT + 10 misc), Drive +16 (10 ranks + 3 trained + 3 Dex), Heal +16 (10 ranks + 3 trained + 3 Wis), Fly +16 (10 ranks + 3 trained + 3 Dex), Knowledge (engineering) +19 (10 ranks + 3 trained + 6 INT), Perception +16 (10 ranks + 3 trained + 3 Wis), UTD +19 (10 ranks + 3 trained + 6 INT), [11 points per level]
Languages Common, Welshen, Guildspeak, Old World, Prime, Milcomm, Ruminum

Combat Gear “Goliath” Longrail + 50 Soul Strike, Drifter Mesh, (armor), DK-7 Magrail Pistol +50 slug rounds, Other Gear Engineer’s tools, Armorist’s kit, Gunsmith’s kit.

Body Modifications
Nerves: Gives a +4 enhancement bonus to Dexterity
Gray Matter: Gives +4 enhancement bonus to Intelligence
Neuro Immuno Psycho Booster Package: Gives a +3 to all saves.

“Goliath” Longrail: A military grade, sniper rifle with the bipod customization. No drawbacks due to Journeyman Weaponsmith.
“Popcap” Magrail Pistol: A combat softsteel pistol, this gains 1d6 damage in its first range increment, but only deals 1d6 damage instead of 1d8.

Alfred Zanatos (Level 15)
CR 15, 51,200 XP
Core Worlder/Engineer (Necromancer) Medium Humanoid
Alignment: NE
Faction: Grave Robber
Initiative +4, Phase 1, Sense Perception +21

Defenses
AC 18, touch 11, flat-footed 17 (10 + 7 armor + 1 Dexterity Modifiers)
HP 116 (15d8+45)
Fort +13, Ref +16, Will +17
Confidence 45

Offense
Speed 40ft
Ranged “Goliath” Longrail +21 (1d12+5 sonic/19-20 x3) [Also deals 6 sonic (12 with deadly aim) damage to all adjacent creatures while the bombardment barrel is active]
“Popcap” Magrail Pistol +11 (1d8+3/19-20 x3)

Other Gear Engineer’s tools, Armorist’s kit, Gunsmith’s kit.

Body Modifications
Nerves: Gives a +4 enhancement bonus to Dexterity
Gray Matter: Gives +4 enhancement bonus to Intelligence
Neuro Immuno Psycho Booster Package: Gives a +3 to all saves.

“Goliath” Longrail: A military grade, sniper rifle with the bipod customization. No drawbacks due to Journeyman Weaponsmith.
“Popcap” Magrail Pistol: A combat softsteel pistol, this gains 1d6 damage in its first range increment, but only deals 1d6 damage instead of 1d8.

Other Gear Engineer’s tools, Armorist’s kit, Gunsmith’s kit.
Tactics
Zanatos has become a true merchant of death, his penchant for creating superior weapons customized for an individual is no more displayed than in the most recent incarnation of the Goliath, and the Popcap pistol. With targeting assistance that lends lucky shots into some of the most damaging attacks, and the rifle's ammunition actually causing sonic booms that damage all creatures nearby. He maintains his distance and fires without care into large crowds of enemies.

Statistics
PP1: 5 (+3 for the purposes of equipping necrotech)
STR 10 [14 with charged boneskin], Dex 18 [22 with charged boneskin], CON 17, INT 24 [26 with charged boneskin], Wis 16, Cha 12
Base Atk +11; CMB +11; CMD 25
Social Bonus +11; SMB +12; SMD 29
Tech Level: 7
Feats: Point Blank Shot, Precise Shot, Weapon Focus (Longrail), Advancement of the Arts, Magdog, Deadly Aim, Weaponsmith (Sniper Rifles), Sharp Shooter, Journeymen Weaponsmith, Tactical Shooter, Weaponsmith (Sidearms, Light Blades, Medical, Heavy Weapons, Welshen, Machine Guns), Veteran Weaponsmith.

Skills Appraise +25 (15 ranks + 3 trained + 7 Int), Craft (firearms) +40 (15 ranks + 3 trained + 7 Int + 15 misc), Craft (armor) +40 (15 ranks + 3 trained + 7 Int + 15 misc), Craft (necrotech) +40 (15 ranks + 3 trained + 7 Int + 15 misc), Craft (chemistry) +40 (15 ranks + 3 trained + 7 Int + 15 misc), Craft (tailoring) +40 (15 ranks + 3 trained + 7 Int + 15 misc), Drive +21 (15 ranks + 3 trained + 3 Dex), Heal +21 (15 ranks + 3 trained + 3 Wis), Fly +21 (15 ranks + 3 trained + 3 Dex), Knowledge (engineering) +24 (15 ranks + 3 trained + 6 Int), Perception +21 (15 ranks + 3 trained + 3 Wis), UTD +25 (15 ranks + 3 trained + 7 Int), [12 points per level]
Languages Common, Welshen, Guildspeak, Old World, Prime, Milcomm, Rummey, Madgaline

Combat Gear “Goliath” Longrail + 30 Soul Strikers, Boneskin (armor), DK-7 Magrail Pistol +50 slag rounds, Other Gear Engineer’s tools, Armorist’s kit, Gunsmith’s kit.

Body Modifications
Nerves: Gives a +6 enhancement bonus to Dexterity
Gray Matter: Gives +6 enhancement bonus to Intelligence
Neuro Immuno Psycho Booster Package: Gives a +5 to all saves.
Augmented Circulatory System: +4 enhancement bonus to Constitution

“Goliath” Longrail:
A grandmaster military grade sniper rifle with the bipod customization that is technologically advanced (x4) The sniper rifle has undergone a transformation, with all ammo being vaporized as it exits the barrel and creating a sonic boom when it would normally impact.

“Popcap” Magrail Pistol:
A technologically advanced (x3) grandmaster combat pistol This pistol is also technologically advanced with a number of settings that can be adjusted on the fly with the twitch of a finger or a mere thought. It deals 1d6 additional damage in the first range increment.

Kira Letov Buturovich
Level 1
Firstborn, Sentinel 1
CR 1, 400 XP
Medium Humanoid
Alignment: LN
Faction: Sentinels
Initiative +3, Senses Perception +4

Defense
AC 13, touch 15, flat-footed 13 (+3 Dex)

With Charged Boneskin: 19 = 10 + 5 (Dex) + 4 (Dodge)
HP 11 (1d10+1)
Fort +3, Ref +2, Will +0
Confidence 1

Offense
Speed 30 ft.
Melee Bone Knife: +3 (1d4 + 2 / 19-20)
Ranged DK-1 Magrail Rifle: +4 (1d10 / 19-20)
DK-7 Slag Pistol: +4 (1d8 / 19-20)
With Charged Boneskin
DK-1 Magrail Rifle +6 (1d10 / 19-20)
DK-7 Slag Pistol: +6 (1d8 / 19-20)
Bone Knife: +5 (1d4 + 4 / 19-20)
Special Attacks Tactician

Tactics
Kira charges up her boneskin and engages a target at a distance with her magrail rifle. She will attempt to ambush enemies if possible and intelligently use cover. She sticks close to allies and provides her teamwork feats towards the. If an enemy closes with her or she is out of ammo, she will use her bone knife.

Statistics
PP1: 7
STR 15 (+2) [19 with charged boneskin], Dex 17 (+3) [21 with charged boneskin], Con 12 (+1), Int 12 (+1) [14 with charged boneskin], Wis 10 (+0), Cha 12 (+1)
Base Atk +1; CMB +3; CMD +16
Social Bonus +8; SMB +1 (+1 Cha); SMD 12 (+1 Cha, +1 Int)
Tech Level: 1

Feats Point Blank Shot, Rapid Reload, Precise Strike
Skills Perception +4 (1 Rank + 3 trained + 0 Wis), Knowledge (warfare) +5 (1 Rank + 3 trained + 1 Int), Fly +7 (1 Rank + 3 trained + 3 Dex), Stealth +7 (1 Rank + 3 trained + 3 Dex) UTD +5 (1 Rank + 3 trained + 1 Int), [5 per level]
Languages Prime, Common

Combat Gear Sentinel pattern bone skin, DK-1 magrail rifle, 100 slag rounds, a bone knife (synthetic), DK-7 slag pistol

Other Gear Sentinel uniform

Skills Perception +4, Knowledge (warfare) +5, Knowledge (history) +4, Knowledge (nature) +4, Knowledge (religion) +4, Knowledge (technology) +4, Knowledge (planes) +4, Permutation +2 (1 Rank + 3 trained + 0 Int), Knowledge (engineering) +4 (1 Rank + 3 trained + 3 Int), Fly +7 (1 Rank + 3 trained + 3 Dex), Perception +6 (1 Rank + 3 trained + 3 Int), Stealth +7 (1 Rank + 3 trained + 3 Dex), Craft (firearms) +40 (15 ranks + 3 trained + 7 Int + 15 misc), Craft (armor) +40 (15 ranks + 3 trained + 7 Int + 15 misc), Craft (necrotech) +40 (15 ranks + 3 trained + 7 Int + 15 misc), Craft (chemistry) +40 (15 ranks + 3 trained + 7 Int + 15 misc), Craft (tailoring) +40 (15 ranks + 3 trained + 7 Int + 15 misc), Drive +21 (15 ranks + 3 trained + 3 Dex), Heal +21 (15 ranks + 3 trained + 3 Wis), Fly +21 (15 ranks + 3 trained + 3 Dex), Knowledge (engineering) +24 (15 ranks + 3 trained + 6 Int), Perception +21 (15 ranks + 3 trained + 3 Wis), UTD +25 (15 ranks + 3 trained + 7 Int), [12 points per level]
**Kira Letov Buturovich**

*Level 5*

CR 5, 1,600 XP
Firstborn, Sentinel 5
Medium Humanoid
Alignment: LN
Faction: Sentinels
Initiative +4, Senses Perception +8

**Defense**

AC 14, touch 14, flat-footed 10 (+3 Dex)
With Charged Boneskin: 19 = 10 + 5 (Dex) + 4
(Dodge)
HP 37 (5d10 + 5)
Fort +5, Ref +5 [+7 with charged boneskin],
Will +1 (+3 vs fear)

Confidence 5

**Offense**

Speed 30 ft.
Melee Bone Knife: +7 (1d4 + 2 / 19-20 x2)
Ranged DK-8 Magrail Cannon: +11 (2d6 + 3 / 19-20 x2)
DK-7 Slag Pistol: +15 (1d8 + 5 / 19-20 x2)

With Charged Boneskin:

DK-8 Magrail Cannon: +17 (+17/+12) (2d6 + 8 / 19-20 x2)
DK-7 Slag Pistol: +24 (+15/+15/+10) (1d8 + 5 / 19-20 x2)

**Statistics**

Str 15 (+2) [+4 with charged boneskin], Dex 18 (+6)
Con 12 (+1), Int 12 (+1) [2 with charged boneskin], Wis 10 (+0), Cha 12 (+1)

**Skills**

Fly +12 (5 ranks + 3 trained + 4 Dex), Knowledges (warfare) +9 (5 Rank + 3 trained + 1 Int), Perception +8 (5 ranks + 3 trained + 0 Wis), Stealth +12 (5 Rank + 3 Misc + 4 Dex), UTD +9 (5 ranks + 3 trained + 1 Int), [5 skill ranks per level], Languages: Prime, Common.

**Combat Gear** Sentinel pattern bone skin, DK-8 magrail cannon, 100 slag rounds, a bone knife (synthetic), DK-7 slag pistol

Other Gear Sentinel uniform

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**Kira Letov Buturovich**

*Level 10*

CR 10, 9,600 XP
Firstborn, Sentinel 10
Medium Humanoid
Alignment: LN
Faction: Sentinels
Initiative +6, Senses Perception +13

**Defense**

AC 18, touch 16, flat-footed 10 (+6 Dex +2 natural)
With Charged Boneskin: 24 = 10 + 8 (Dex) + 4 (Dodge) + 2 (Natural)
HP 60 (10d10 + 10)
Fort +11, Ref +12 [+14 with charged boneskin],
Will +6 (+9 vs fear)

Confidence 10

**Skills**

Fly +19 (10 ranks + 3 trained + 6 Dex), Knowledge (warfare) +14 (10 Rank + 3 trained + 1 Int), Perception +13 (10 ranks + 3 trained + 0 Wis), Stealth +19 (10 Rank + 3 Misc + 6 Dex), UTD +14 (10 ranks + 3 trained + 1 Int), [5 skill ranks per level],

Languages: Prime, Common

**Special Attacks**

Tactician, Deadly Aim (-3 penalty on ranged attack rolls, +6 damage on successful attacks)

**Tactics**

Once Kira starts firing, she can slowly but surely mow down an entire field of enemies. She sits tight, usually behind some sort of cover and uses her deadly aim to add damage downfield. Her specialization in her Magrail Cannon brings down even the most hardy enemies, and her clustered shots will eventually pierce even the hardest hides.

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**Kira Letov Buturovich**

*Level 15*

CR 15, 51,200 XP
Firstborn, Sentinel 15
Medium Humanoid
Alignment: LN
Faction: Sentinels
Initiative +7, Senses Perception +13

**Defense**

AC 22, touch 17, flat-footed 15 (+7 Dex +5 natural)
With Charged Boneskin: 28 = 10 + 9 (Dex) + 4 (Dodge) + 5 (Natural)
HP 132 (15d10 + 45)
Fort +17, Ref +17 [+19 with charged boneskin],
Will +10 (+13 vs fear)

Confidence 15

**Offense**

Speed 30 ft.
Melee Bone Knife: +21/+16/+11 (1d4 + 6 / 19-20 x2)
Ranged “Xena” Magrail Cannon: +27/+27/+22/+17 (2d8 + 11 / 19-20 x3)
DK-7 Slag Pistol: +24/+24/+19/+14 (1d8 + 6 / 19-20 x2)

With Charged Boneskin

“Xena” Magrail Cannon: +29/+29/+24/+19 (2d8 + 11 / 19-20 x2)

**Skills**

Fly +19 (10 ranks + 3 trained + 6 Dex), Knowledge (warfare) +14 (10 Rank + 3 trained + 1 Int), Perception +13 (10 ranks + 3 trained + 0 Wis), Stealth +19 (10 Rank + 3 Misc + 6 Dex), UTD +14 (10 ranks + 3 trained + 1 Int), [5 skill ranks per level],

Languages: Prime, Common

**Combat Gear** Sentinel pattern bone skin, “Overcharged” magrail cannon, 100 slag rounds, a bone knife (synthetic), DK-7 slag pistol

Other Gear Sentinel uniform

**Grants**

Nerves: +4 bonus to Dexterity
 Neuro Immuno Psycho Booster: +3 to all saves. Sub Dermal Callosity Patches: +2 natural armor bonus.

“Overcharged” This is a military grade magrail cannon. It’s drawback is that is more technologically advanced. A Tech Level 4 magrail cannon.
DK-7 Slag Pistol: +26/+26/+21/+16 (1d8 +6 / 19-20x2)
Bone Knife: +15/+10 (1d4 + 8 / 19-20)

**Special Attacks**
- **Tactician**
- **Deadly Aim** (-4 penalty on ranged attack rolls, +8 damage on successful attacks)

**Tactics**

Through training and some helpful (if not tasteful) augmentations Kira has become a juggernaut of the battlefield. Throwing a hail of gunfire across the field. Her heavy lifter feat allows her to move and fire her heavy weapon once per day, so you can use that tactically to gain an advantageous position.

Her deadly aim is still one of the most powerful tools in her arsenal, able to boost her damage output by 8 per successful attack, although you take a -4 on your ranged combat rolls. With the -2 from rapid shot (already included) you actually stand a chance to miss.

**Statistics**

**PPI 7**
- **Str 21 (+5) [+4 with charged boneskin]**
- **Dex 24 (+4) [+4 with charged boneskin]**
- **Con 16 (+3)**
- **Int 12 (+1) [+2 with charged boneskin]**
- **Wis 10 (+0)**
- **Cha 12 (+1)**

**Base Atk +15; CMB +18 [+20 with charged boneskin]; CMD 37 [+45 with charged boneskin]**

**Social Bonus +7; SMB +8; SMD 18 [19 with charged boneskin]**

**Tech Level: 4**

**Language:** Prime, Common

**Combat Gear:** Sentinel pattern bone skin, “Xena” magrail cannon, 100 slag rounds, a bone knife (synthetic), DK-7 slag pistol

**Other Gear:** Sentinel uniform

**Grafts**
- Extra Musculature: +4 enhancement bonus to Strength
- Nerves: +6 enhancement bonus to Dexterity
- Augmented Circulatory System: +4 enhancement bonus to Constitution
- Neuro Immuno Psycho Booster: +5 to all saves.
- Sub Dermal Callosity Patches: +5 natural armor bonus.

**“Xena” Magrail Cannon:**
A customized bone DK-8 Magrail cannon made by Zanatos after he had gained his veteran weaponsmith ability. A military grade, Grandmaster, Combat magrail cannon. The downside is how complicated the targeting system has become. (Technologically Advanced x3) The gun is a TL 5 magrail cannon.

If used without Zanatos in the party (or as an NPC), treat the weapon as a bone Grandmaster magrail cannon, with technologically advanced 3x.

**Magdaline Thracian (Level 1)**

CR 1, 400 XP
Magdaline Welshen, Quêm (Magdaline School) 1
Medium Humanoid

**Alignment LG**

**Faction: Welshen**

**Initiative +2, Senses Perception +3**

**Defenses**

**AC 15, touch 15, flat-footed 13 (10 + 2 (Dex) + 3 (Wis))**

**hp 14 (1d10+4)**

**Fort +1, Ref +4, Will +5**

**Confidence 3**

**Speed 30 ft.**

**Melee Reaper +5 (1d6 + 4/ 20 x4) (+1 dmg with +1 PPI charge)**

**Welshen War Knife +5 (1d6 + 2/ 19-20) (+1 dmg with +1 PPI charge)**

**In Quêm: Reaper +5 (9/ 20 x4) (+1 dmg with +1 PPI charge)**

**Welshen War Knife +5 (8/ 19-20) (+1 dmg with +1 PPI charge)**

**Tactics**

Enter Quêm, charge weapon and war tokens with PPI, stab the cowardly ranged weapon users first, target groups.

**Base Statistics**

The following are Thracian’s statistics without PPI invested or the Quêm style active.

**Perception +3**

**AC: 12, touch 12, flatfooted 10**

**CMD 14**

**Magdaline Thracian (Level 5)**

CR 5, 1,600 XP
Magdaline Welshen, Quêm (Magdaline School) 5
Medium Humanoid

**Alignment LG**

**Faction: Welshen**

**Initiative +2 (phase 2 when in Quêm), Senses Perception +4**

**Defenses**

**AC 18, touch 18, flat-footed 16 (10 + 2 (Dex) + 5 (Wis)) + 1 AC Bonus**

**hp 42 (5d10+10)**

**Fort +2, Ref +6, Will +9**

**Confidence 20**

**Defensive Abilities:** Early Path

**Offense**

**Speed 30 ft.**

**Melee Reaper +6 (1d6 + 4/ 20 x4) (+1 dmg with +1 PPI charge)**
Magdaline Welshen (Level 10)

CR 10, 9,600 XP
Magdaline Welshen, Qu’em (Magdaline School) 7/
Mercenary 3
Alignment LN
Faction: Grave Robbers
Initiative +3 (phase 2 when in Qu’em),
Senses Perception +6

Defense
AC 20, touch 20, flat-footed 17 (10 + (3 ( Dex) + 6
(Wis) + 1 AC Bonus)
HP 79 (1d10+20)
Fort +6, Ref +9, Will +12
Confidence 40
Defensive Abilities; Early Path

Offense
Speed 30 ft. (40 ft. in Qu’em)
Melee Reaper +12/+7 (+1d6 + 6/ 20 x4) (+1 dmg with +1 PPI charge)
Melee Welshen War Knife +13/+8 (+1d6 + 4/ 19-20) (+1 dmg with +1 PPI charge)
Skull Gauntlet +12/+7 (+1d4 + 4/ x2, grapple)
In Qu’em: Bone Scythe +18/+13 (14/ 20 x4) (+1 dmg with +1 PPI charge)
Melee Welshen War Knife +19/+14 (13/ 19-20) (+1 dmg with +1 PPI charge)
Skull Gauntlet +18/+13 (12/ x2, grapple)

Tactics
Enter Qu’em, charge weapon and war tokens with PPI, stab the cowardly ranged weapon users first, target groups, use skull gauntlet on those who try to get away.

Base Statistics
The following are Thracian’s statistics without PPI invested or the Qu’em style active.

Defense
AC: 12, touch 12, flat-footed 10
Wis 18 (+4)
CMD 18
Acrobatics +10

Statistics
PPi 5
STR 14 (+2), Dex 15 (+2), Con 12 (+1), Wis 18
(20) (+5), Int 10 (+0), Cha 10 (+0)
Base Atk +3; CMD +6; CMD 23
Social Bonus +3; SMB +3; SMD 13
Tech Level: 1

Feats Furious Focus, Toughness, Nercotech Efficiency (Weapon), Outflank, Power Attack, Skill Focus (Acrobatics), Weapon Focus (Welshen War Knife)

Skills Acrobatics +16 (+20 for early path), Knowledge (Welshen) +7, Linguistics +1
Languages Welshen, Common

SQ Masque Trained, Military Training, Weapon Familiarity

Class Features: AC Bonus, Black Market Contacts, Disruptive Qu’em, Early Path 2/round, Evasion, Nose for Trouble, Qu’em, Reaper Style, Uncanny Dodge

Combat Gear Reaper, Welshen War Knife; Other Gear qu’em outfit (worth 10 R), War Token of a Hunter +2 (ignores 2 DR)

Magdaline Thracian (Level 15)

CR 15, 51,200 XP
Magdaline Welshen, Qu’em (Magdaline School) 7/
Mercenary 8
Alignment LN
Faction: Grave Robbers
Medium Humanoid
Initiative +3 (phase 2 when in Qu’em),
Senses Perception +7

Defense
AC 21, touch 21, flat-footed 18 (10 + 3 (Dex) + 7
(Wis) + 1 AC Bonus)
HP 117 (15d10+30)
Fort +9, Ref +10, Will +14
Confidence 60
Defensive Abilities; Early Path

Statistics
PPi 5
STR 14 (+2), Dex 17 (+3), Con 12 (+1), Wis 18
(24) (+7), Int 10 (+0), Cha 10 (+0)
Base Atk +13; CMD +18; CMD 35
Social Bonus +11; SMB +11; SMD 21
Tech Level: 1

Feats Cleave, Critical Focus, Furious Focus, Greater Weapon Focus (Welshen War Knife), Improved Critical (Welshen War Knife), Nercotech Efficiency (Weapon), Outflank, Power Attack, Skill Focus (Acrobatics), Toughness, Weapon Focus (Welshen War Knife), Weapon Specialization (Welshen War Knife)

Skills Acrobatics +27 (+33 when using early path), Knowledge (faction) +17, Linguistics +1
Languages Welshen, Common

SQ Masque Trained, Military Training, Weapon Familiarity
Class Features: AC Bonus, Black Market Contacts, Disruptive Qu’em, Early Path 2/round, Evasion, Nose for Trouble, Qu’em, Reaper Style, Uncanny Dodge

Combat Gear: Reaper, Welshen War Knife; Other Gear: qu’em outfit (worth 10 R), War Token of a Qu’em (+6 Wis and Acrobatics), War Token of a Warrior (+3 on attack and damage rolls), Snare Courser Trophy (+6 bonus to CMB/ CMD for and against trip and grapple attempts), War Token of a Hunter (+4 ignores 4 DR)

Janis Oneday (Level 1)
CR 1, 400 XP
Exile Magpie 1
Alignment: CG
Faction: Unaligned
Medium Humanoid
Initiative +1, Phase 2, Senses Perception +3

Defense
AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 11 (1d8+3)
Fort +1, Ref +3, Will +5
Confidence 3

Defensive Abilities:
D’jek: Lucky Save, Follow the Road

Tactics
Janis stays towards the fringes of melee combat, usually between 10 and 20 feet away from the enemy. This gives him the benefit of being able to shoot with his comically short range weapon, and also be able to spend tj’ek points to boost the rolls of his allies if need be.

Note:
If Janis does not have any tj’ek in his pool he does not act in phase order.

Statistics
PPI 5
Str 12 (+1), Dex 12 (+1), Con 17 (+3), Int 12 (+1), Wis 17 (+3), Cha 10 (+0)
Base Atk +0; CMB +1; CMD 12
Skills: Disable Device +5 (1 rank + 3 trained + 1 Dex), Sleight of Hand +5 (1 rank + 3 trained + 1 Dex) [3 skill ranks per level]
Languages: Common, Old World, Exile Specific (Ridden)
SQ: T’jek pool 4
Combat Gear: 2 derringers (25 bullets)

Janis Oneday (Level 5)
CR 5, 640 XP
Exile Magpie 5
Alignment: CG
Faction: Unaligned
Medium Humanoid
Initiative +1, Phase 2, Senses Perception +4

Defense
AC 13, touch 11, flat-footed 12 (+1 Dex +2 Natural)
hp 46 (5d8+20)
Fort +4, Ref +6, Will +8
Confidence 15
Defensive Abilities: D’jek: Lucky Save, Follow the Road, Uncanny Dodge, Rhythm of the Universe

Skills: Disable Device +5 (1 rank + 3 trained + 1 Dex), UTD +5 (1 rank + 3 trained + 1 Cha), Sleight of Hand +5 (1 rank + 3 trained + 1 Dex) [3 skill ranks per level]
Languages: Common, Old World, Exile Specific (Ridden)
SQ: T’jek pool 9
D’jek: Improve Luck, Lucky Save, Follow the Road

Tactics
Janis’ positioning does not change very much here, but remember that after getting the Rhythm of the Universe talent you can pretend to have the evasion class feature when avoiding things like grenades or other area effects. With the introduction of his Rube Goldberg Machine class feature he also has a semi-expensive strong attack ability.

Note:
If Janis does not have any tj’ek in his pool he does not act in phase order.

Statistics
PPI 5
Str 12 (+1), Dex 12 (+1), Con 17 (+3), Int 12 (+1), Wis 18 (+4), Cha 10 (+0)
Base Atk +3; CMB +4; CMD 15
Social Bonus +2; SMB +2; SMD 13
Tech Level: 0
Skills: Disable Device +9 (5 ranks + 3 trained + 1 Dex), UTD +9 (5 ranks + 3 trained + 1 Cha), Sleight of Hand +9 (5 ranks + 3 trained + 1 Dex) [3 skill ranks per level]
Languages: Common, Old World, Exile Specific (Ridden)
SQ: T’jek pool 9
D’jek: Improve Luck, Lucky Save, Follow the Road

Combat Gear: 2 derringers (25 bullets);
Other Gear:
Grafts:
Sub Dermal Callosity Patches: +2

T’jek: Lucky Save, Follow the Road

Special Attacks Single Target Rube Goldberg Machine Reflex Save DC 16 5d6 damage. Multi-Target Rube Goldberg Machine Reflex Save DC 16, 10 damage.

Tactics
Janis stays towards the fringes of melee combat, usually between 10 and 20 feet away from the enemy. This gives him the benefit of being able to shoot with his comically short range weapon, and also be able to spend tj’ek points to boost the rolls of his allies if need be.

Note:
If Janis does not have any tj’ek in his pool he does not act in phase order.

Statistics
PPI 5
Str 12 (+1), Dex 12 (+1), Con 17 (+3), Int 12 (+1), Wis 18 (+4), Cha 10 (+0)
Base Atk +3; CMB +4; CMD 15
Social Bonus +2; SMB +2; SMD 13
Tech Level: 0
Skills: Disable Device +9 (5 ranks + 3 trained + 1 Dex), UTD +9 (5 ranks + 3 trained + 1 Cha), Sleight of Hand +9 (5 ranks + 3 trained + 1 Dex) [3 skill ranks per level]
Languages: Common, Old World, Exile Specific (Ridden)
SQ: T’jek pool 9
D’jek: Improve Luck, Lucky Save, Follow the Road

Combat Gear: 2 derringers (25 bullets);
Other Gear:
Grafts:
Sub Dermal Callosity Patches: +2
Janis Oneday (Level 10)

CR 15, 600 XP
Exile Magpie 10
Alignment CG
Faction: Unaligned
Medium Humanoid
Initiative +6, Phase 2, Senses Perception +6

Defense
AC 19, touch 12, flat-footed 17 (+2 Dex +2 Natural + 3 armor)
HP 98 (10d8+50)
Fort +11, Ref +10, Will +14
Confidence 30
Defensive Abilities: D’jek: Lucky Save, Follow the Road, Uncanny Dodge, Rhythm of the Universe

Offense
Speed 30 ft.
Ranged Derringer: +16 (1d6 + 1/ 20 x4)
Melee: Derringer +13 (1d6 + 1B / 19-20 x3)

Languages Common, Old World, Exile Specific (Ridden)

SQ T’jek pool 16
D’jek: Improve Luck, Lucky Save, Follow the Road

Combat Gear 2 derringers 25 bullets; Darksuit (armor)
Grafts:
Sub Dermal Callosity Patches: +2 natural armor bonus to AC
Nerves: +2 enhancement bonus to Dexterity
White Matter: +4 enhancement bonus to Wisdom
Neuro Immuno Psycho Booster +3 resistance bonus to saves.

Tactics
Janis has a lot of hit points, and the ability to be in the thick of things. He can use his Rube Goldberg Machine to nuke a single target or deal a static amount of damage over a group of creatures, but be warned. The Rube Goldberg machine can be a huge drain on your T’jek pool, judging the amount of T’jek to keep in reserve to give to allies is of critical importance. Also lucky shot can be a big save on T’jek to keep in reserve to give to allies is of critical importance. If you are unsure of what to do, use Two Moves ahead to fake a plan. Just spend 1 T’jek point hang out and then interrupt someone else’s turn.

Note:
If Janis does not have any T’jek in his pool he does not act in phase order.

Janis Oneday (Level 15)

CR 15, 51,200 XP
Exile Magpie 15
Alignment CG
Faction: Unaligned
Medium Humanoid
Initiative +6, Phase 3, Senses Perception +6

Defense
AC 25, touch 14, flat-footed21 (+4 Dex +5 Natural + 6 armor)
HP 146 (15d8+75)
Fort +14, Ref +16, Will +21
Confidence 45
 Defensive Abilities: D’jek: Lucky Save, Follow the Road, Uncanny Dodge, Improved Uncanny Dodge Rhythm of the Universe: As an immediate action spend 1 T’jek point to have evasion vs 1 effect.

Offense
Speed 30 ft. Fly Speed 30ft.
Ranged Derringer: +13 (1d6 + 1B / 19-20 x3)
Ranged Derringer: +16 (1d6 + 1/ 20 x4)

Languages Common, Old World, Exile Specific (Ridden)

SQ T’jek pool 27
D’jek: Two Moves Ahead, Improve Luck, Lucky Save, Follow the Road

Combat Gear 2 derringers 25 bullets; Darksuit (armor)
Grafs:
Sub Dermal Callosity Patches: +5 natural armor bonus to AC
Nerves: +6 enhancement bonus to Dexterity
White Matter: +6 enhancement bonus to Wisdom
Neuro Immuno Psycho Booster +5 resistance bonus to saves
Wings
Tail
“Old Lucky” A grandmaster derringer that Janis had commissioned. Has brittle, and longer stock to compensate. If used with Zanatos, only has longer stock.
Silvia Watanabe (Level 1)
CR 1, 400 XP
Corewolder Psychic 1
Alignment NG
Faction: Grave Robbers
Medium Humanoid
Initiative +1, Phase 1, Senses Perception +5, see thoughtscape

Defense
AC 13, touch 11, flat-footed 10 (+2 Armor, +1 Dex)
hp 9 (1d8+1)
Confidence 6

Offense
Speed 30ft
Melee Dagger +0 (1d4+0 19-20x2)
Ranged Dagger +1 (1d4+0 19-20x2)
Special Attacks Legion Lock (+3 vs touch AC)

Tactics
If engaged in combat Silvia attempts to Legion Lock the most dangerous piece on necrotech, if unable to do so then she flees, her dagger is a last resort.

Statistics
PP1 13
Str 10, Dex 12, Con 12, Int 17, Wis 12, Cha 15
Base Atk +0; CMB +0; CMD 11
Social Bonus +0; SMB +0; SMD 17
Tech Level: 1
Concentration: +4
Feats Mental Efficiency Training, Confident
Psychic talents Legion Lock
Skills Craft (necrotech) +7, Knowledge (psionics) +7, Knowledge (Space) +7, Linguistics +7, Perception +5, UTD +7

Silvia Watanabe (Level 5)
CR 5, 1,600 XP
Corewolder Psychic 5
Alignment NG
Faction: Grave Robbers
Medium Humanoid
Initiative +1, Phase 1, Senses Perception +9 see thoughtscape

Defense
AC 15, touch 11, flat-footed 14 (+1 Dex +4 armor) PR 12
hp 31 (5d8+5)
Fort +2, Ref +2, Will +5
Confidence 12

Offense
Speed 30 ft.
Melee Dagger +3 (1d4+0/19-20x2)
Ranged Pistol +5 (1d6+4/x3)
Special Attacks Legion lock (+7 vs touch AC)

Tactics
If engaged in combat Silvia attempts to Legion Lock the most dangerous piece on necrotech, if not then she attempts to engage targets with her pistol, keeping at least two range increments away from the most dangerous target if these tactics prove ineffective then she flees, her dagger is a last resort.

Statistics
PP1 13
Str 10, Dex 12, Con 12, Int 18, Wis 12, Cha 15
Base Atk +3; CMB +3; CMD +14
Social Bonus +2; SMB +4 (+6 vs barter); SMD 20 (22 vs barter)
Tech Level: 1
Concentration: +9
Feats Mental Efficiency Training, Confident, Martial Weapon Proficiency (Pistol), Psychic Efficiency, Weapons, Point Blank shot
Psychic talents Legion Lock, Hack
Skills: Craft (necrotech) +12, Knowledge (psionics) +12, Knowledge (Space) +12, Linguistics +12, Perception +9, UTD +12
Languages Common, Prime, Welshen, Old World, Runmey, mill com, Northern Old World, Southern Old World, Runmien, Humm, Universal Sign Language, Ghoul Speak, Coptic, Old English
SQ multitasking

Combat Gear: Masterwork bone pistol, Dagger, Bullet Weave, Other Gear Business Attire (+2 barter) Knitter Colonies (4), 273 R


Base Statistics Without PPI invested in her weapons or armor Silvias statistics are as follows. -2 damage on her pistol.
Silvia Watanabe (Level 10)
CR 10, CR 10,600 XP
Corewolder Psychic 5
Alignment NG
Faction: Grave Robbers
Medium Humanoid
Initiative +3, Phase +1, Senses Perception +9, see thoughtscape, blindsense 10 ft

Defense
AC 22, touch 13, flat-footed 19 (+3 Dex +4 armor +5 psychic)
HP 58 (10d8+10)
Fort +8, Ref +10, Will +12

Confidence 19

Offense
Speed 30 ft
Melee weapon name (1d4+0/ 19-20*2)
Ranged Pistol (1d6+4/x3)
Special Attacks Legion Lock (+18 vs touch AC)
Zerospike, Brain Bomb (DC 23)

Tactics
If engaged in combat Silvia attempts to Legion Lock the most dangerous piece on necrotech, if not then she uses brainbomb the most dangerous target or zero spike the target with the most PPI. If these tactics prove ineffective then she attempts to engage targets with her pistol, keeping at least two range increments away from the most dangerous target. If these tactics prove ineffective then she flees, her dagger is a last resort.

Base statistics Without PPI invested in her weapons or armor Silvias statistics are as follows AC 23, -4 damage on her pistol.

Statistics
PPI 15
Str 10, Dex 19, Con 18, Int 24, Wis 12, Cha 15
Base Atk +11; CMB +11; CMD 24
Social Bonus +7; SMB +9 (+11 vs barter); SMD 26 (26 vs barter)

Tech Level: 1
Concentration: +21
Feats Mental Efficiency Training, Confident, Martial Weapon Proficiency (Pistol), Point Blank shot, Psychic Efficiency: Weapons, Precise Shot, Shark Senses, Goulish, Psychic Domination, Body Over Mind, Martial Barrier, Sensitivity Field, Psychic Efficiency: Armor, Improved Precise Shot, Concentration: +21, see thoughtscape, Blindsense 10 ft

Sentinel Ghoul, Mass-Produced
CR 2
600 XP
N Medium humanoid (augmented) (sentinel 3)
Init +2
Senses Perception -3

Defense
AC 14 [Touch: 12] [Flat-Footed: 12] (+2 Dex, +2 armor)
HP 22 (3d10 + 6)
[Fort +4] [Ref +3] [Will -2]
Immunity mindless

Offense
Speed 30 ft.
Melee Assault Rifle (used as a club) +1 (1d6+2)
Ranged Assault Rifle +5 (2d8+2/19-20 x2, 80 ft)
SQ Staggered, Integrated Weapon (assault rifle)

Statistics
Str 14 (+2), Dex 15 (+2), Con 13 (+1), Int 5 (-3), Wis 5 (-3), Cha 5 (-3)
Base Atk +3; CMB +2; CMD 14
Feats Automatic Murder Machine, Paired

Other NPCs
Bellow are a few other NPCs who are neither alien or icons that might be fun to slip into your game.
Street Ghoul, Guardian

CR 5
800 XP
N Medium humanoid (augmented) (stalker 6)
Init +3
Senses Perception +3

Defensive
AC 20 [Touch: 13] [Flat-Footed: 17] [+3 Dex, +7 armor]
HP 45 (6d8 + 18) [Fort +4] [Ref +8] [Will -1]
Immunity mindless
Defensive Abilities evasion

Offense
Speed 20 ft.
Melee Sabersaw +10/+5 (1d8+3 plus 1 bleed)
Ranged submachine gun +9/+4 (2d6/18-20 x2, 40 fl)
S Q body modification (adrenal augmentation), cybernetic enhancement, hyper-adrenal response, integrated weapons (Sabersaw, submachine gun)

Statistics
STR 16 (+5), Dex 16 (+3), Con 15 (+2), Int 5 (+1), Wis 5 (+3), Cha 5 (+3)
Base ATK +6, (CMB +9), (CMD 22)

Feats Sawtooth Saber Strike, Toughness, Quickdraw, Weapon Focus (Sabersaw)
Skills none
Class Features Distracting strike, Mark Target 1/day (+2 damage)

Ecology
Environment any Organization solitary, gang (2-6), lurch (7-12 plus 1 5th level necromancer or psychic controller)
Treasure gear (Civilian armor, Assault Rifle), value (10,500 R)

Mass-produced ghouls are usually harvested from the bodies of fallen sentinels. They are packaged and shipped all across Ewgee space, used as unfeeling muscle for the Necromancers’ Guild and anyone willing to pay their exorbitant fees. In a grim mockery of their former glory, these (relatively) cheaply produced servants are dressed in civilian-issue armor and given an assault weapon that is incorporated into one forearm.

Security Agent
CR 5, 1,600 XP
Corewolder Fighter 5
Alignment CN
Faction: Varies
Medium humanoid
Initiative +2, Senses +1 Perception

Defensive
AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)
HP 42 (5d10+5)
Fort +5, Ref +3, Will +2 (+3 vs fear)
Confidence 5

Opfema
Speed 30 ft.
Ranged shotgun +9 (1d10+3/18-20 x2 20 ft. range increment)

Tactics
Get close to targets, open fire, rapid shot when dealing with a difficult opponent. Try not to shoot the boss’ stuff.

Statistics
PPI 5
STR 14, Dex 15, Con 13, Int 11, Wis 13, Cha 10
Base ATk +5; CMB +7; CMD 19
Social Bonus +2; SMR +2; SMD 12
Tech Level: 1

Feats Deadly Aim, Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Weapon Focus (shotgun), Weapon Specialization (shotgun)
Skills Clinch +6, Knowledge (Ewgee) +5

Languages Common
Class Features Armor Training 1, Bravery +1, Weapon Training 1 (firearms)

Combat Gear paramilitary armor, shotgun; Other Gear none

Armed personnel are a common sight in high security areas. Money talks and hired muscle is always willing to listen. Grave robbers are frequently confronted with security agents and the engagements often end badly for one or both parties. This has created a great deal of animosity between the two groups.

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