

WEAPONS FOR LIFE



OGL
3.5 SYSTEM COMPATIBLE

CHRIS A. FIELD



WEAPONS FOR LIFE

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www.otherversegames.blogspot.com

Fully Compatible with the PFRPG.

Requires the Use of the D20 Modern Core Rulebook, published by Wizards of the Coast

AUTHOR'S DISAVOWAL

Weapons For Life has set on the shelf, mostly complete, for almost two years. This is unusual for me, as I usually publish content as soon as the text is done and the art is budgeted. The reason for the delay is I felt, and still feel, vaguely uncomfortable about publishing a sourcebook focusing on anti-abortion fanatics in any heroic role whatsoever, even in a fictional context. I utterly despise the pro-life movement and the Evangelical Christianity that spawned it. I'm also uncomfortable glorifying the culture that elected that treasonous rat-fucker Trump, even a obviously fictionalized parody of that culture.

However, the Otherverse America setting provides the option to play anti-heroic or even genuinely heroic Lifers, and the setting demands a factional sourcebook for Lifers. In this sense my creation got away from me. I hope the end result is something like the amazing *Space Marines Codexes* published by Games Workshop, or the *Coalition War Campaign* published by Palladium Games. Like Weapons for Life, these sourcebooks provide everything players need to take the role of fascistic supersoldiers in wild, far-future settings, without ever endorsing the hatred and bigotry that define those factions.

So, consider this introduction my version of the disclaimers stapled to the inside front covers of "Satanic Panic" era roleplaying games.

The author does not condone or encourage the use and practice of Christianity in any way.

Chris A. Field
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UPCOMING

You'll notice this sourcebook includes several Lifer-unique spells and magic items. Expect a short sourcebook that follows up *Choicer Magick Volume I* and introduces Choier-specific magic items within the next few months.

Weapons For Life is a follow-up to *Culture of Choice*, detailing everything you need to create Lifer characters for the Otherverse America Campaign Setting. *Weapons of Life* is a ground-up rebuilding of the Lifer Nation, detailing their unique and often blood-soaked talents and feats, making this unique, military sci-fi setting fully compatible with the *Pathfinder Role Playing Game*.

Species	Size, Type and Subtypes	Summed Up In One Sentence....
CFL Kid	Medium Humanoid (human, psionic)	Genetically engineered child soldiers raised in strict Lifer isolation
Nanofeaster	Medium Humanoid (human, mutant)	Predators who can cannibalize Choicer nanotech to fuel their augmented metabolisms.
Neverborn	Medium Undead (lifespawn)	The 'ghosts' of abortion created by powerful Lifer spellcasters
Temporal Angel	Medium Outsider (human, temporal)	Manipulative time travelers from a Utopian future, the ultimate descendants of the Lifer cause
Wrench	Medium Humanoid (lifespawn)	A hard-driving race of steel-skinned spacers more common off Earth than on

THE SPECIES OF LIFER AMERICA

Humanity began speciating during the 2030s, as the new science of genetic engineering unleashed wonders, horrors and oddities. The following five species are the most common non-human species found among the Lifer Army of God.

Most of these races originally appeared in *Species of the Otherverse* (2011), and have been revised to make them fully compatible with both the *Pathfinder Roleplaying Game* (Paizo) and *Ultimate Psionics* (Dreamscarred Press).

CFL KIDS

Medium Humanoid (human, psionic)

Metahuman children born at Kodiak Island spend more than a decade beneath the permafrost layer before ever seeing the sun. They are raised communally by the women of the movement, indoctrinated and trained as the next generation of Christian weapons. Most of the "CFL Kids" raised on the Island first leave it on a mission—those who return alive are heroes for the preborn, and are welcomed into the Army of God with great pomp and ceremony.



APPEARANCE

CFL Kids are muscular and athletic post-humans. Their features are attractive and clean-cut, like the wealthy students of a prosperous Bible college. However, CFL Kids are visibly inhuman, with lightly armored skins bearing shades no baseline human's ever worn. A CFL Kid's skin is as colorful as a battleflag, intentionally designed by Kodiak Island's geneticists to both serve as a banner, and to isolate the post-human somewhat from baseline humanity. After all, if a CFL Kid ever goes rogue or defects, their metallic azure skin (or similar distinction) will make it easier to pick them out of a crowd.

BIOLOGY AND REPRODUCTION

CFL Kids share the breeding urges and reproductive methods of baseline humanity. They are raised with Evangelical sexual mores, but unlike pure-human children, they are not raised to keep their purity into adulthood. Post-human Lifer teens are encouraged to breed among themselves, to birth the next generation of Lifer soldiers. As most CFL Kids seen their training platoons as immediate family, they usually choose mates from within a 'sister' platoon. Since 10-15 training platoons enter combat service every year, Lifer posthumans have a wide selection of potential mates to choose from.

Lifespan is probably commiserate with humanity, but no one really knows for sure. Best-guess projections indicate their post-human metabolisms will keep CFL Kids vital for more than two centuries.

Unless they get killed in action first.

Which they probably will.

HOMELANDS AND CULTURE

CFL Kids are the backbone of the Lifer nation's metahuman forces. They're a diverse crop- from buzzcut zealots who follow Comstock's uncompromising lead and have no problem with raping captured Midwives prior to execution, to honorable and disciplined child soldiers who take Moonshot's example and fight in accordance with both the Geneva and the Baghdad Conventions. Others fall somewhere in between, with personalities ranging from terrified, uncommitted conscripts to driven, steel eyed soldiers. CFL Kids are young. Too young.

The youngest might be ten year old boys or girls on their first training flight, and the old school veterans are seventeen or eighteen at the most.

Most CFL Kids have never left Kodiak Island, except on strike missions, and have little concept of the world outside



the base. They spend most of their lives in extensively customized military uniforms, and even their PT gear (the closest they get to relaxed "civie" attire) is covered in Lifer memes and slogans.

CFL KID FAITH

The CFL Kids are raised on a steady diet of Lifer Christian

worship. They attend their first Sunday School sessions at the hard-line *Aurora Worship Center* before they can walk unsupported. Every milestone in their life- first flight, first successful mission, first perfect score on the gun range- is met with prayer, celebration and ceremony. CFL Kids cannot conceive of a life outside of the church, and non-Christians are alien creatures to them, sometimes fascinating, but usually threatening and terrifying.

CFL Kids are given bold, superheroic code-identities rather than traditional names. Being given a name once used by a heroic rescuer is a great honor among CFL Kids. Sometimes, a particularly skillful or courageous CFL Kid is given a new codename after a successful mission. They retire their birth-name with honors and go into battle under their new codename thereafter.

LANGUAGES

CFL Kids begin play speaking and literate in English. CFL Kids with high INT scores do not gain bonus languages from their race.

CFL KID RACIAL TRAITS

All CFL Kids have the following racial traits.

Size and Type

CFL Kids are Medium Humanoids with the human and psionic subtypes. As Medium creatures, CFL Kids have no special bonuses or penalties due to their size.

Ability Score Modifiers

+2 STR, +2 CON, -2 INT

CFL Kids undergo a grueling physical conditioning regimen from early childhood, but their teachers on Kodiak Island intentionally keep them ignorant of life outside the AOG, to make them more easily controllable.

Normal Speed (EX)

CFL Kids have a base landspeed of 30 ft.

Human Blood (EX)

CFL Kids are considered Human for all effects related to race.

Energy Redirection (SU)

The CFL Kid has a sub-dermal energy-dissipating layer beneath his skin, granting him phenomenal energy resistance. The CFL Kid gains Resistance 10 to Fire and Force damage. This increases to Fire and Force Resistance 20 at 10th level, and to immunity to those two energy types at 15th level.

If an attack using Fire or Force fails to penetrate the CFL Kid's energy resistance, he absorbs the damage as additional energy, gaining one Energy Point per point of damage that would otherwise be inflicted. Once stored, this energy remains in the CFL Kid's body for one turn, after which time it harmlessly discharges from his hair and eyes.

The CFL Kid can use stored energy in one of several ways, as an immediate action.

- She can expend points of stored energy to gain Temporary HP, with 3 points of stored energy providing 1 Temporary HP, which lasts for one minute.
- She can expend points of stored energy to heal her wounds, with 5 points of stored energy allowing her to recover 1 HP.
- She can expend points of stored energy to receive a deflection bonus to AC against a single attack, with 1 point of stored energy providing a +1 deflection bonus, to a maximum +5 bonus.
- She can supercharge any wielded energy weapon that inflicts either Fire or Force damage, increasing the damage of one successful attack by one point per point of stored energy expended, to a maximum +5 bonus.

Naturally Psionic (EX)

CFL Kids gain the Wild talent feat as a bonus feat at 1st level. If the CFL Kid takes levels in a psionic class, she instead gains the Psionic Talent feat.

Psionic Aptitude (EX)

Whenever the CFL Kid takes a level in a psionic class, she can choose to gain an additional power point instead of a hit point or skill point.

Range Time (EX)

CFL Kids gain Personal Firearms Proficiency and Advanced Firearms Proficiency as racial bonus feats. (If you choose not to use these D20 Modern-based feats, they are simply proficient with all personal firearms.)

Warrior for the Pre-Born (EX)

CFL Kids dream of making their first Choicer kills before they start dreaming of kissing a girl for the first time. CFL Kids receive a +1 bonus on attack rolls against targets with the following cultural templates: *Aradian Elite*, *Covanguard*, *Neo-Witch Midwife* or *Post-Christian*.

ALTERNATE CFL KID RACIAL TRAITS

While energy manipulation and absorption alleles are well understood by Kodiak Island's gene-cutters, some CFL Kids are decanted with more exotic abilities. Whatever their powers, all CFL Kids are raised for the rescue, and are dangerous Christian super soldiers.

Close Combat Expert (EX)

Replaces: Range Time
CFL Kids with superhuman durability or enhanced physiques are trained as close-quarter, silent warfare specialists. The CFL Kid receives Dodge and Improved Unarmed Strike as racial bonus feat.

Lifesaving Laser (SU)

Replaces: Naturally Psionic and Psionic Aptitude
Your energy generation abilities are superior to the norm, and you've spent as much range time practicing with your natural energy bolts as you do with conventional weapons.

You can generate a Lifesaving Laser as a ranged attack that inflicts 2d4 force damage (20/x2) and has a 50 ft range increment. Your Lifesaving Laser is capable of semi-automatic fire and you may use this ability at will.

At 10th level, the damage inflicted by the Lifesaving Laser increases to 2d8 force, and your Lifesaving Laser becomes capable of fully automatic fire.

Modern Warrior Priest (EX)

Replaces: Warrior for the Pre-Born
Those rare few CFL Kids with the aptitude for Philosophy-based combat, for modern spellcasting, are recruited early and put into special training streams. The CFL Kid gains a +1 competence bonus on attack rolls with spells and spell-like abilities that requires them.

Muscular Saint (EX)

Replaces: Naturally Psionic and Psionic Aptitude, Medium size
The CFL Kid was genetically engineered as a heroically proportioned, uncompromising, hulking warrior for the preborn.

The CFL Kid is size Large. As such, the CFL Kid suffers a -1 size penalty to attack rolls and armor class, and a -4 size penalty on Stealth checks, but gains a +1 size bonus on combat maneuver checks. The CFL Kid has a base landspeed of 40 ft.

Rescue Hound (EX)

Replaces: Naturally Psionic and Psionic Aptitude
Rather than modifications for psi-talent, some CFL Kids have neural modifications that integrate bloodhound and pitbull DNA into their genome, giving them a phenomenal sense of smell. You gain the *scent* racial quality.

Speed Kid (EX)

Replaces: Naturally Psionic and Psionic Aptitude

Some CFL Kids are genetically engineered for natural athleticism rather than psi-talent. You have a 40 ft base land speed.

Psalmist (Ps)

Replaces: Human Blood, Warrior for the Pre-Born

Some of the post-human children born on Kodiak are so exquisitely mutated, they no longer have mouths, vocal cords or even lungs as understood by human biology. These eerily silent psychic warriors are bred to be telepathic communications hubs for Lifer units they're assigned to.

The Psalmist no longer needs to eat or drink to survive, and gains the *No Breath* racial quality. However, the Psalmist cannot speak or make vocal noises. If she belongs to a class with spellcasting abilities, she can substitute additional somatic components (effectively sign-language) for

verbal component in spells. If she possesses Bard levels, her performances must be non-vocal. Psalmist characters cannot take the Silent Witness feat, nor similar feats.

The Psalmist can use a modified version of *Mind Link* at will, as a psion of her total character level. She may forge a link between up to five creatures, beyond herself. Subjects of the link can communicate with either other link members, or with the Psalmist, while they are within the link's range.



NANFEASTERS

Medium Humanoid (human, mutant)

The first generation of Nanofeasters were born just a few years prior to Life Tank's 2061 rampage, and spent the first years of their childhood sequestered at one of the AOG's many hidden bases. When these mutants first stepped onto the battlefield as teenaged killers, they were a terrifying shock for the Choicer military. Dark rumors whispered that the Nanofeaster genome came from deepest space. However, the Nanofeasters are anything but Lifechained. Instead, the robust Nanofeaster genome is a corruption of human DNA, an engineered atavism mingled with purpose-grown nanotech weapons slaved to the monster's marrow.

APPEARANCE

Like many Lifer mutants, Nanofeasters are large and designed for intimidation. Nanofeasters stand nearly a foot taller than an unmodified human, and weigh upwards of a hundred pounds more. Nanofeasters who top eight foot aren't uncommon. Regardless of the race of their human parents, Nanofeasters have a ruddy complexion, ranging

from reddish-bronze to a deep vermilion. Their elephantine skin is thick and dense, with a similar chemical makeup to next-gen Kevlar III. Nanofeaster bodies have virtually no fat deposits- their skin grows taut over musculature and bone. Every striation of their powerful muscles, every curve of bone, is revealed beneath their crimson hide.

Nanofeasters have features out of a nightmare. A few strands of panther DNA were incorporated into their genemods, as much to bring terror as for battlefield utility. The race has wide, flattened and almost feline noses. Their lip structure is intentionally modified with canine and ursine DNA. When the mutants are angry, their lips curl back into an animalistic snarl. Nanofeaster teeth are large and wicked, fully capable of biting through ballistic plastic.

Nanofeasters have dark hair, and most of the race (especially those serving in the Lifer military) wear their hair in a short, jarhead buzzcut, or shave their head entirely. Those who know the race well realize that any Nanofeaster who is growing his hair long is civilian, trying to overcome the race's reputation for violence. Long hair on a Nanofeaster is a visible rejection of the Lifer military ethos- it's a distinction any Lifer soldier and most Lifer



civilians can make in an instant, but few Choicer cops ever comprehend.

BIOLOGY AND REPRODUCTION

Nanofeasters are an engineered predatory species designed by the Lifer Army of God as a weapon against their Choicer adversaries. Unlike other engineered species, Nanofeasters have never been force-grown in womb tanks; all the members of this subspecies are the product of fetal genetic alteration performed on pregnant mothers who volunteered themselves and their children for the procedure.

The Nanofeaster species is designed for exponential growth. Nanofeasters reach reproductive maturity a year or two before their human counterparts, have relatively short (6-7 months) pregnancies, and give birth to twins at triple the rate of normal humans. The race has an estimated lifespan commiserate with first world baseline humans, though none of the new race has yet died of old age. Most Nanofeasters die by violence while still relatively young, a consequence of their military upbringing more than their predatory nature.

Like humans, Nanofeasters enjoy sex for pleasure, and have no set breeding cycle. Some psychologists theorize a link between the Nanofeaster genome and a predilection for sexual violence, though most Lifers (as well as most Nanofeasters) dismiss the theory as thinly disguised racism. Nanofeaster females do not menstruate, a detail hard coded into their genome to prevent even the possibility of their learning Choicer blood witchery- a genetic bar against the possibility of defection.

At the dawn of the 22nd Century, the Treaty of Boston prevents the engineering of new Nanofeasters. At least according to official records, the mutagens that create new Nanofeasters in utero were destroyed. However, new Nanofeasters are born every day at Kodiak and in Enclaves throughout America. The AOG considers breeding Nanofeaster troops with any viable candidate a top priority as they re-arm for the next war.

HOMELANDS AND CULTURE

Nanofeasters are creatures of Lifer America. They are fairly common throughout the Enclaves and especially numerous at the Kodiak Island strike base and other hidden facilities. Most Choicers, safe in their own homogenous coven-steads, have never interacted meaningfully with a Nanofeaster. By contrast, even Lifer civilians might know dozens of Nanofeaster post-humans, even work with a couple.

Outside the Lifer Enclaves, Nanofeasters have few opportunities other than the military. Nanofeasters have been demonized by the Choicer media as dim-witted, instinct driven super-predators, and even the Lifer media emphasizes their combat prowess over less violent aspects of the species. Civilian jobs are hard for the predatory post-humans to find, because employers constantly worry what the mutates will do if a nanonic-enhanced Neo-Witch Midwife enters the jobsite. Even Nanofeasters working within APEX find themselves assigned to anti-Choicer squads- low glory, unpopular assignments like "Witch Watch" that are often career suicide.

NANOFEASTER FAITH

Nanofeasters are raised for the rescue and favor the most militant expression of Lifer Christianity. They are often devout followers of Lifer Christianity and Christ Militant, though some, in their secret hearts, worship Artemis herself as the salvation of their bloody race. Some Nanofeasters have abandoned civilization entirely and live among Untainted communities, where their strength, savage instincts and hunting prowess serve them well.

NANOFEASTER NAMES

Nanofeaster are rarely given typically 'civilian' names, reflecting their purpose as engineered war-machines. They are often given militaristic terms as Christian names, regardless of tradition. The first Nanofeaster was called SIGINT, after the military term for 'signals intelligence' and others of the race have been Christened as Recon, Superiority, Hollow-Point, Full-Auto, Parade Rest, and with similar militaristic names.

LANGUAGES

Nanofeasters begin play speaking and literate in English and one other Earth language of choice, usually Spanish, though those born and raised at Kodiak Island might begin play speaking Russian or an Inuit language instead. Nanofeasters with a high INT score may choose any language as a bonus language, except for secret languages like Druidic.

NANOFEASTER RACIAL TRAITS

All Nanofeasters have the following racial traits.

Size and Type

Nanofeasters are Medium Humanoids with the human and mutant subtypes. As Medium creatures, Nanofeasters have no special bonuses or penalties due to their size.

Ability Score Modifiers

+4 STR, +2 CON, -2 CHA.

Nanofeasters are incredibly strong and nearly unkillable, but they are outsiders, biologically and culturally conditioned to use violence rather than persuasion to solve problems.

Cyberhunter (EX)

Nanofeasters are trained from birth to stalk and kill cyborgs, with often brutal conditioning augmenting their natural instincts. Nanofeasters receive a +1 bonus on attack rolls against creatures of the *cyborg* subtype, due to special training against these hated foes.

Fast Speed (EX)

Nanofeasters have a base landspeed of 40 ft. They are designed to quickly close with and overpower their nano-enhanced prey.

Human Blood (EX)

Nanofeasters count as humans for all effects related to race.

Improved Sunder (EX)

Nanofeasters gain Improved Sunder as a racial bonus feat.

Nanofeast (EX)

Nanofeasters take their name from their unique metabolism, which is designed to feed upon ingested nanotechnology. If the Nanofeaster scores a confirmed critical hit with their natural weapons against an opponent with any external cybernetic implant with the *nanotech* tag, they may make a free sunder attempt against the implant without provoking attacks of opportunity. Doing so is considered an immediate action.

If this sunder attempt destroys the implant or causes it to gain the *broken* condition, the Nanofeaster absorbs some of the destroyed nanotechnology. Each destroyed or broken implant provides the Nanofeaster with 2d4 temporary HP and a +2 inherent bonus to their STR score. These bonuses stack with themselves and fade one hour after the nanotech implant is destroyed. A Nanofeaster can receive a maximum of 10d4 temporary HP and a +10 inherent bonus



to STR in this manner.

Natural Weapons (EX)

A Nanofeaster's jaw muscles are strong enough to bite through ballistic armor. A Nanofeaster's bite is a natural attack which inflicts 1d6+STR modifier points of slashing damage (20/x2). A Nanofeaster is considered armed and proficient when biting.

Predatory Senses (EX)

Nanofeasters gain lowlight vision and Darkvision with a 60 ft range. Nanofeasters possess the Scent racial quality.

Nanofeasters are instantly aware of the presence of any cybernetics with the nanotech tag if they merely come within 60 ft of such devices. You may attempt a DC 15 WIS check to pinpoint the location of any such device. If they exceed DC 20, in addition to pinpointing the device, the Nanofeaster gains a basic awareness of the implant's purpose and capabilities.

Watch Listed (EX)

Nanofeasters are demonized in Choicer media and on the watch list of just about every Choicer and Fed-Gov agency in the hemisphere. As far as most Choicers are concerned, the average Nanofeaster is a genetically engineered spree killer in the making.

Nanofeasters worsen the starting attitude of NPCs with any Choicer or Neo-Pagan patron deity by one step, and suffer a -2 racial penalty on all CHA-based skill checks (except for Intimidate) against Choicer characters. In addition, Nanofeasters cannot make non-military Profession checks to earn a daily or weekly wage in Choicer controlled territory.

ALTERNATE

NANOFEASTER RACIAL TRAITS

All Nanofeasters are engineered for strength and ferocity, regardless of the exact form their designed mutations take.

Hyperfeaster (SU)

Replaces: Nanofeast, modifies Natural Weapons, removes Human Blood racial quality

Your mutant savagery is far, far beyond the norm, and your feeding techniques push the limits of what's biologically possible. Rather than merely cannibalizing nanotech, your body is laced with occult-tech nanites that turn you into a truly nightmarish predator.

Your bite attack inflicts 1d10+STR points of slashing damage (20/x2).

You gain the Swallow Whole monster ability, and may swallow up to a Medium creature, as your body partially transforms. When you make a bite attack, your mouth opens impossibly wide, and your chest opens into a fanged maw running from your lips down to your groin. (Large Nanofeasters can swallow fellow Large creatures whole.)

When you have a creature of Medium size or greater swallowed, you suffer a -2 penalty on attack rolls, Armor Class and REF Saves, due to the ungainly configuration of your transformed body.

Kickboxer Mutations (EX)

Replaces: Fast Speed

the Nanofeaster is engineered with superhumanly dense muscles in his lower body and accordingly enhanced bones. His thighs are beyond massive and his kick is lethal. The Nanofeaster gains Improved Unarmed Strike as a racial bonus feat (with an emphasis on kick-based fighting).

Long Hair (EX)

Replaces: Watch Listed

The Nanofeaster's grown his or her hair out long, in elaborate braids and dreadlocks, curls and ringlets inspired by Choicer styles. Their longhair is a symbol of their utter rejection of Lifer military culture.

The Nanofeaster worsens the starting attitude of NPCs with any Lifer patron deity by one step, and the starting attitude of Nanofeasters without this trait by two steps.

Nanofeaster Bulk (EX)

Replaces: Fast Speed

The Nanofeaster is even larger and more intimidating than the norm for an already impressive species. The Nanofeaster gains the *Powerful Build* racial trait. However, the Nanofeaster's base landspeed is only 30 ft.

Nanofeaster Carnivore

Replaces: Cyberhunter

You are even more threatening than others of your species. Serrated tusks rise from your lower jaw, and your mandibles are strengthened. Your natural weapons inflict 1d8 + STR modifier points of slashing damage. Against any target enhanced by cybernetics with the nanotech tag, your bite weapon inflicts 1d10 + STR modifier points of slashing damage.

Stability (EX)

Replaces: Fast Speed

The Nanofeaster's powerful thighs and calves give them enormous stability and make them excellent natural wrestlers. The Nanofeaster receives a +4 racial bonus to his CMD when resisting trip or bull rush attempts while standing on solid ground. However, the Nanofeaster's base landspeed is only 30 ft.

Variant Fighting Style (EX)

Replaces: Improved Sunder

The Nanofeaster fights in an unconventional manner. Replace his Improved Sunder racial bonus feat with any other Combat feat for which the Nanofeaster meets the prerequisites.

War Maw (EX)

Replaces: Human Blood, modifies Natural Weapons

Rather than a humanoid jaw structure, the Nanofeaster's mouth is a complex flower of mandibles, tusks and independent jaws. The Nanofeaster's natural weapon inflicts 1d8+STR modifier slashing damage and scores a critical hit on 19-20.

The unique jaw structure means the Nanofeaster cannot place ranks in Perform (sing) or Perform (wind).

NEVERBORN

Medium Undead (lifespawn)

The Neverborn are an undead strain of humanity, a tiny species created by the unique intersection of pro-life belief and powerful necromantic *object philosophies*. Neverborn are awakened to sentience and returned to a kind of life during a mournful ritual. Neverborn are an artificially created species unique to the Lifer nation, and Neverborn children are often raised alongside their living and breathing siblings in the movement. The Neverborn are virtually unknown outside of Megachurch Enclaves. Many outsiders consider the Neverborn an urban legend, and dismiss the species as just another piece of Lifer propaganda.

Able to testify first hand to the horrors of abortion, the Neverborn are powerful speakers and sidewalk consolers, and have become a secret weapon in the pro-life movement's propaganda arsenal.

APPEARANCE

Neverborn resemble the humans they would have grown to be, but they rarely look healthy and seem barely alive at the best of times. As undead pseudo-creatures, they are cool to the touch, with skins that match the ambient air temperature. Old coagulated blood drips from their mouth, nostrils or eyes, especially when



the creatures are angry, afraid or aroused. Most Neverborn are embarrassed by this seepage from their ruined viscera, and quickly excuse themselves, but others exploit the shock value of these bloody tears to the fullest. A Neverborn's milky, corpse-like eyes are bloodshot and darkened with the shadows of an entire lifetime of sleepless nights.

Occasionally, the Neverborn undergo an even more horrifying transformation.

When within 30 ft of anyone who has ever had or preformed an abortion, the Neverborn's undead nature becomes obvious: their pale, ice cold bodies are marred by saline burns and ragged surgical scars. Purple and crimson lividity marks decorate their grey-white bodies like obscene tattoos. In this state, a Neverborn cannot easily hide what it is. Some elder Neverborn appear almost translucent, as if they are carved from deeply scarred amber when transformed. Depending on local demographics, a Neverborn might flash between human and undead forms dozens of times as they pass through an urban crowd, possibly never quite knowing which passer-by triggered their transfiguration.

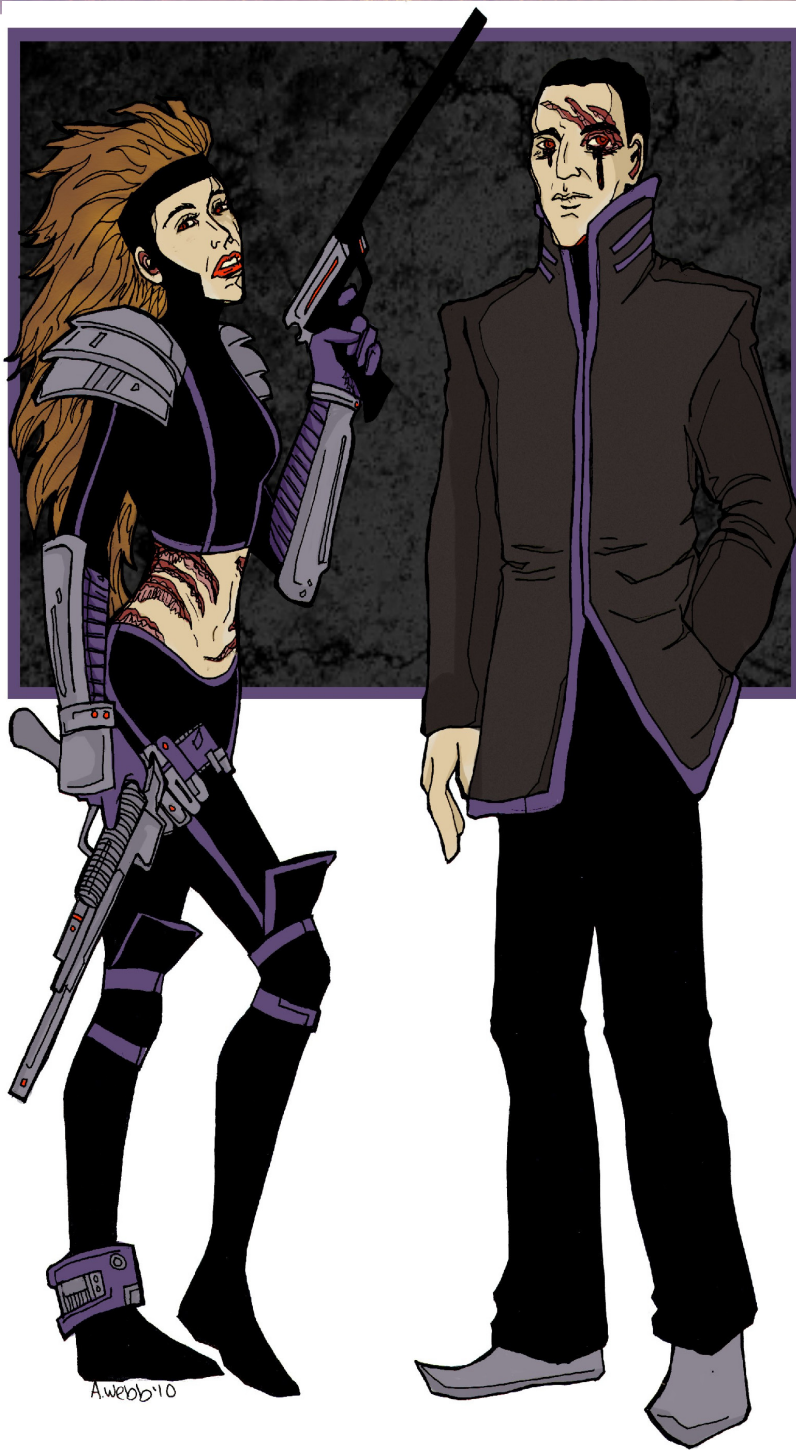
Neverborn are trained, as pseudo-children, to announce themselves before stepping within 30 ft of a stranger for the first time, to prepare them for the potential shock of this transformation. Neverborn looking for a fight, or looking to win converts (or just unsettle Choicers at a *sidewalk rescue*), dispense with this pleasantry entirely.

LEGAL STATUS

The US Supreme Court has recognized the sentience and essential humanity of the Neverborn, but do not believe the creature's existence outweighs the right to legal abortion, citing psychological and quantum physical evidence indicating that Neverborn fetuses and fetal tissue are not in themselves sentient until acted upon by an outside force- in this case someone who has mastered the *Raise Neverborn* spell.

For the purposes of inheritance law and parental rights, the Neverborn are considered the offspring of the person who 'created them', with the undead creature's biological parents having abandoned all parental rights and responsibilities. This decision is consistent with decisions made in cases of creatures that reproduce asexually or via high-tech, unconventional means of conception.

Despite the fact the creatures are considered sentient under US law, the species continues to exist as second class citizens. The Covenant's initial response to the species existence and undead nature was to call for the creatures' destruction. The Choicer Nation as a whole fears and utterly loathes the Neverborn. The Covenant has pushed for the extinction of the undead species with a vehemence that's shocking considering their otherwise liberal nature. The Treaty of Boston forced the Choicer government to accept the Neverborn's right to exist and propagate, but even with that tentative peace in place, the Choicers never warmed to the eerie undead.



BIOLOGY AND REPRODUCTION

Neverborn are an artificially created and sterile species. The undead can enjoy sex for pleasure, but many suffer crippling emotional problems, which makes interspecies relationships between Neverborn and living humans a dicey proposition. Neverborn males are sterile, while female Neverborn are physiologically incapable of bringing a child to term, but could theoretically produce offspring in an exo-womb or by other artificial methods.

To date, no Neverborn has produced off spring of their own. Finding a way to create a Neverborn with the full reproductive capability of a human, or to raise them as living humans rather than undead half-persons, is a top priority for Lifer spellcasters. If they could perfect the *raise neverborn* spell, use it to give aborted fetuses true life and humanity, Lifer numbers could explode geometrically, winning the next Abortion War by sheer numbers. The mass creation of Neverborn by Lifer spellcasters is known as *Plan Rachael*, a hardliner tactic advocated before the next Abortion War begins. Lifer leadership has only held off from implementing Plan Rachael in hopes of perfecting the Neverborn creation method prior to mass producing the undead species.

Neverborn that were created as children mimic the physical processes of puberty and aging, and the mental evolution of adolescence, until they reach maturity in their late teens or early 20s. Neverborn cease aging once they reach adulthood, and as undead beings, are effectively immortal unless slain by accident or violence. Neverborn do not need food, water, sleep, nor a breathable atmosphere, but most Neverborn have mentally conditioned themselves to want such things, as part of their humanity.

WITHIN THE LIFER NATION

Neverborn rarely venture outside the comfortable, if occasionally stifling confines of an Enclave, willing to accept the painful pity of fellow Lifers rather than the open and malicious revulsion of Choicer outsiders. While government census only lists a few thousand Neverborn in the United States, several thousand undocumented Neverborn train for war beneath the ice of Kodiak Island.

Several hundred more Neverborn have gravitated to the steely-eyed *Silenced Rat*, a preacher of their own race, who has built a Spartan, joyless and somber tent-city in the Minnesota wilderness. Here, Neverborn explore the full truth of their undead state, and master strange and unique powers. Half a continent away, a motley collection of iconoclastic Neverborn have gathered in Florida, under the leadership of a disgraced ex-sidewalk counselor named Susan Glauchester. These Neverborn call themselves “McDuffs”, as they were “not born of woman”. They’re equally despised by both Lifer and Choicer elites, but might hold the secret to the truth of their species’ origins.

NEVERBORN FAITH

Neverborn are usually follow the more militant strains of Lifer Christianity or are the pawns of the Nuremberg Consciousness, but a few have lost their taste for the rescue and only give lip-service, not actual belief. Razor Nomad Neverborn are especially cynical, often verging on the

big heresy of atheism. Many of Silenced Rat’s exiles are fanatically devoted Signs Followers or practice Untainted Survivalism. Meanwhile, those following Prosperity Gospel can make great money as activist-evangelist celebs.

NEVERBORN NAMES

Neverborn names follow human naming conventions, particularly the naming conventions of American Lifer society. Biblical and traditional Evangelical names are common, but many are referred to as “Baby” or by similar infantilizing nicknames well into adulthood.

LANGUAGES

Neverborn begin play speaking and literate in English and Spanish. Neverborn with high INT scores may choose any language as a bonus language, except for secret languages, like Druidic.

NEVERBORN RACIAL TRAITS

All Neverborn have the following racial traits.

Size and Type

Neverborn are Medium Undead with the Lifespawn subtype. As Medium creatures, Neverborn have no special bonuses or penalties due to their size.

Ability Score Modifiers

+4 *WIS*, -2 *CHA*.

As Undead, Neverborn do not have a CON score.

A Neverborn’s intimate connection to death, its subconscious pseudo-memories of the womb, and politicized fantasizes of life-before-life give it a profound wisdom and unshakable will. Neverborn are the quintessential unwanted outsiders, and many are emotional cripples thanks to their strange origin.

Ghoulish Witness (SU)

When the Neverborn merely comes within 30 ft of any creature that has ever had or performed an abortion, its body undergoes a horrifying transformation. The Neverborn shifts from its sickly human seeming into a grotesque, zombie-like state marked by visible wounds and bloody deformities. If in a crowd, the Neverborn is instinctively aware of which person (or persons) triggered its transformation.

This transformation is physically uncomfortable, but not harmful to the Neverborn. The Neverborn reverts to its more human seeming when out of range. Normally, Neverborn cannot suppress this transformation, and cannot pass for human while in this state. This is considered a 10th level divination effect.

Instinct for the Lifechain (EX)

Their origins are creatures of 22nd Century occult-tech gives Neverborn an inexplicable affinity for the Lifechain. Neverborn receive a +1 racial bonus on all Knowledge checks made concerning creatures with the Lifespawn subtype, or about Phallus Space itself.

Lifespawn (EX)

Neverborn have a hereditary connection to the Lifechain that is both distant and poorly understood. Neverborn have the *Lifesense* racial quality with a 1 mile range, and have a Lifecount of one.

Normal Speed (EX)

Neverborn have a base landspeed of 30 ft.

Sidewalk Counseling (EX)

Neverborn are trained from the moment of their creation to be activists and sidewalk consolers for the Lifer nation. Neverborn receive a +2 racial bonus on Bluff, Diplomacy and Knowledge (religion) checks. If the Neverborn is speaking directly about abortion or about Lifer Christianity, or involves either in their check attempt, their Bluff and Diplomacy checks increases to +4. Bluff and Diplomacy are always class skills for a Neverborn.

Undead Immunities (EX)

Neverborn have all the immunities common to Undead player characters.

Undead Senses (EX)

Neverborn possess lowlight vision and Darkvision 60 ft.

ALTERNATE NEVERBORN RACIAL TRAITS

Neverborn are an entirely new form of sentience, and sometimes the way their belief-powered pseudo-biology expresses itself is utterly revolutionary. Biologists and xeno-medics studying the Neverborn realize they might never catalogue all the strangeness of this emergent lifeform.

Eternal Child (EX)

Replaces: Medium Size and Normal Speed

While most Neverborn are created to rapidly reach physical adulthood after a truncated childhood, some are created, either by design or accident as eerily unaging, undead children.

As Small creatures, Eternal Child Neverborn receive a +1 size bonus to Armor Class and attack rolls, as well as a +4 size bonus to Stealth checks. They suffer a -1 size penalty to their combat maneuver score and CMD. You are always considered to be in the Child age category, for the purpose of spells and effects, regardless of your actual age.



Eternal Child Neverborn have a base landspeed of 20 ft.

Graverazor Neverborn (EX)

Replaces: Sidewalk Counseling

As you become zombie-like in the presence of those connected to abortion, your fingers elongate and sharpen, becoming skeletal razors- necromantic weapons in the service of the pre-born.

You gain a natural slashing attack which inflicts 1d6+STR modifier points of slashing damage (19-20/x2) and which has a 10 ft natural reach. These claws can be used to attack adjacent foes, simply by shortening your swings. You must

be in your visibly transformed state to use this attack.

If attacking the person or persons who caused your transformation, your graverazors are considered magic weapons for the purpose of overcoming damage reduction. At 5th level, and every five levels thereafter, your graverazor gains a +1 enhancement bonus to a maximum of a +4 bonus at 20th level.

Horrorshow Neverborn (EX)

Replaces: Sidewalk Counseling

You've got no fucking time for pleasant little chats on the sidewalk. Instead, you're the walking, talking incarnation of a pro-life Hell House- terrifying and judgmental, putting your zombie-like corpse to best use to terrify non-believers into salvation.

You gain a +4 racial bonus on Intimidate checks, and Intimidate is always a class skill for you. While in your visibly undead state, choose one benefit from the following list:

- When you make an Intimidate check, you can target a number of subjects equal to 3 + your CHA modifier.
- You may make Intimidate checks to change attitude as a full round action, and make Intimidate checks to demoralize as a move-equivalent action.
- You gain the Enforcer feat as a bonus feat while in your visibly undead state.
- You force an Intimidated target to act friendly to you for 3d6 hours.

You make this choice during character creation, cannot thereafter change it.

Preacher Neverborn (EX)

Replaces: Ability Score Modifiers

You're fully invested, fully committed to stopping abortion by any means necessary, whether that be words, or deeds. Your faith gives you confidence, which in turn, hardens the belief-driven energy matrix that sustains your sentience.

Your ability score modifiers are:

+2 *CHA*.

As an undead, you lack a CON score.

Pro-Life Necromancy (EX)

Replaces: Sidewalk Counseling

You excel at the new science of Philosophy-based warfare, especially effects that manipulate death and entropy itself. You cast Necromancy spells and spells with the death or witness descriptor at +1 caster level.

Pure Earth Neverborn (EX)

Replaces: Lifespawn subtype, Instinct for the Lifechain

Somehow, you were created without the extraterrestrial taint of the Lifechain. You lack the Lifespawn subtype and gain the Human subtype instead. You gain a +1 trait bonus on Knowledge (local) checks made concerning Lifer Enclaves and territories.

Torn and Mutilated Fetus (SU)

Replaces: None

The Neverborn's transformed state is grotesquely mangled, and in their visibly undead state, the Neverborn lacks their off hand and arm. Objects and weapons carried at the time of the transformation are dropped, and in their visibly undead state, the Neverborn cannot use two handed weapons.

While in their visibly undead state, the Neverborn's missing arm is replaced by a ghostly, spectral phantom limb whose fingers are shards of baby bone and boiling saline. The Neverborn gains *Ghostly Touch* as a melee touch attack. *Ghostly Touch* inflicts 1d6 acid and 1d6 negative energy damage (20/x2) on a successful hit. When the Neverborn reaches 10th level, *Ghostly Touch* is treated as an incorporeal touch attack instead.

TEMPORAL ANGEL

Medium Outsider (human, temporal)

Eventually, all wars end.

The Lifers lose.

The Lifers win.

Which of these statements is true depends mostly on your definition of victory.

Tens of thousands of years into the Deep Future, the evolved, post-human descendants of the Lifer Army of God were/are/will be a breed of starfaring paladins, bulwarking the darkness between the stars against any and all threats to sentient life. The violence, intolerance and sectarian fury of Christianity's first two millennia are as nothing compared to the glory Christianity's descendants will bring to the cosmos in future aeons.

Temporal Angels are the truly post-human children of an unimaginable future, sent backwards in time to ensure their entire timeline is born. Not aborted by one cosmic catastrophe or the other – the last Lifers in the cosmos, this time, acting secretly to ensure the birth of Utopia.

APPEARANCE

When Temporal Angels journey into the Deep Past (our present), they are assigned powerful, augmented bodies that can pass for baseline human, to ensure the success of their secret and often manipulative missions. They want to blend

in, and not attract undue attention from the 22nd Century's natives.

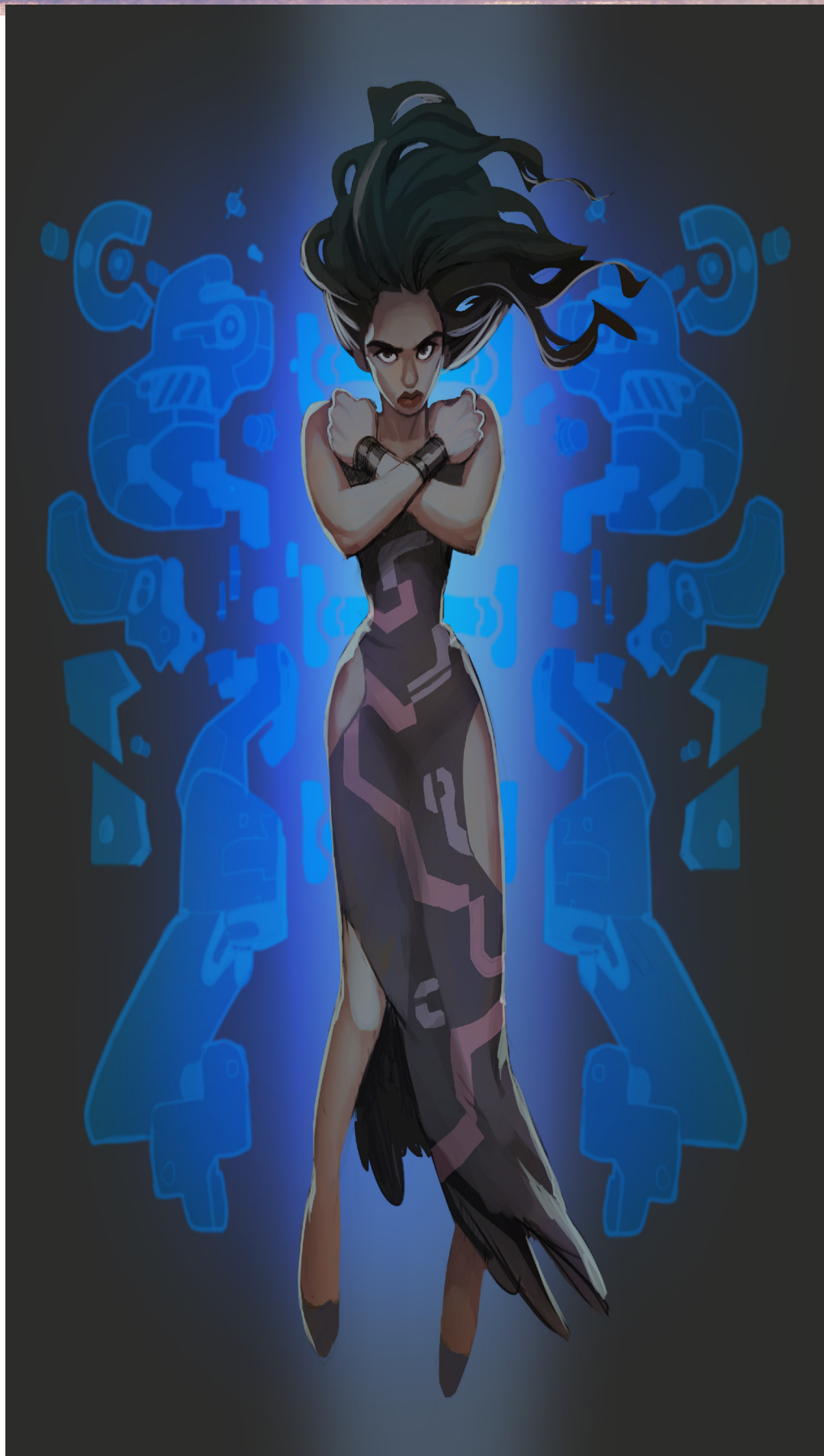
Most Temporal Angels have caramel skin which could belong to any of a dozen ethnicities and bright azure or violet eyes, and equally bold and colorful hair. They tend to be more attractive than the norm, with the kind of sculpted, photogenic beauty that only top-quality genemods can purchase. When attacked, violet forcefields spring into being around the Temporal Angel, resembling holographic blueprints of advanced Lifer combat hardsuits so futuristic they won't be put into production for another few decades.

BIOLOGY

AND REPRODUCTION

A Temporal Angel's 'body' is a cloned, temporally hardened cyber-chassis of unimaginably advanced design, constructed using a combination of cybernetics, optimized organic tissue and occult-technology. Despite the fact they are nothing close to biologically human, a Temporal Angel bodies are advanced enough to pass for a baseline *homo sapiens* even under surgical scrutiny. More advanced bio-systems, which give Temporal Angels their unique powers, exist a few milliseconds out of phase with local time. If a Temporal Angel dies while in the Deep Past, their bodies disintegrate to quantum foam within seconds; no aspect of their technology can be allowed into 22nd Century hands.

Temporal Angels cannot reproduce while in the Deep Past, though they can and do enjoy romance and sex for pleasure. For Temporal Angels, 22nd Century gender is a novelty. In their timeline, 'gender' is determined by profession and societal role – there are healers, temporal navigators, warriors and so forth, not 'males' nor 'females'.



Most Temporal Angels are what a Deep Paster would assume is pan-sexual. In truth, if a Temporal Angel falls in love with a Deep Paster, it is usually in spite of their lover's body than because of it.

HOMELANDS AND CULTURE

Temporal Angels are only visitors to our place and our time, even if these visits last a 150-year lifetime. Only a relative handful of Temporal Angels are believed active in human-controlled space. Most work somewhere on Earth or the moon, though quite a few are dedicated spacers with some unique (and awe-inspiring) insights about Phallus Space.

Temporal Angels need the interconnectedness and interdependence of cities, the larger and busier the better. They are uncomfortable in rural settings or suburbs, feeling like they're too far away from the centers of power and events of importance. Wherever they live, they are a vital part of neighborhood life. Inveterate matchmakers, gossips and busybodies, Temporal Angels meddle endlessly in the lives of those around them, usually for the better. Depending on the Angel, this can be endearing or infuriating, as the race is convinced they know better than anybody else how people should live. Given their trans-time origins, they're usually right.

TEMPORAL ANGEL FAITH

Temporal Angels can pretend to be a 22nd Century Lifer well enough when they need to, though their own faith is alien to modern experience. Though they never talk about it to Deep Pastors, Temporal Angels have actually met God. Or killed God. Or rebuilt God. Or invented God in the first place. Or are the children of God. Or all the above all at once. If any Temporal Angel ever really opened up about the experience of their beliefs, the conversation would rapidly devolve into a squeal of post-human abstractions and theoretical physics.

Temporal Angels typically practice the more moderate forms of modern Lifer Christianity. Most are involved strongly in Rescue Christianity politics, or are considered Gothic Christians or devotees of Mary. These Temporal Angels are assigned missions to steer the Lifer Nation on a gentler path, to moderate its violence. Others, with parallel yet oppositional missions, might have descended on the Deep Past to ensure the Lifer Nation's continued military strength and push it on the path of planetary conquest. These Temporal Angels are hardline Lifer Christians or servants of Artemis. Both extremes are necessary to build the Deep Future, and Temporal Angels of both factions can and do work well together.

TEMPORAL ANGEL NAMES

Temporal Angels arrive in the Deep Past with a cover identity well established, based upon the needs of their mission. This identity places them squarely among people and events vital to the construction of their utopian Deep Future.

All confirmed Temporal Angels encountered to date have chosen deep seeded wordplay for their names. Temporal Angel names are complicated cyphers referencing Lifer memes, deep cuts into Christian theology and history, and odd uses of floral or natural words as surnames or given names. The few Lifer intel operatives aware of the Temporal Angels' existence theorize that these richly symbolic names are a recognition signal, allowing disguised Temporal Angels to recognize one another, should they ever meet.

LANGUAGES

Temporal Angels begin play speaking Celestial, English and one other Earth language of choice, most often Spanish. Temporal Angels with high INT scores can choose any language (except for secret languages, like Druidic) as a bonus language.

TEMPORAL ANGEL RACIAL TRAITS

All Temporal Angels have the following racial traits.

Size and Type

Temporal Angels are Medium Outsiders with the human and temporal subtypes. As Medium creatures, Temporal Angels have no special bonuses or penalties due to their size. The temporal subtype is described fully in Super Genius Games' *Mythic Menagerie: Ravagers of Time* (2012).

Ability Score Modifiers

+2 *INT*.

Temporal Angels are post-human intellects of vast potential, educated by the greatest minds of a Utopian future and augmented by cyber-systems woven into the structure of their brains on the subatomic level.

Human Blood (EX)

Temporal Angels count as humans for all effects related to race.

Normal Speed (EX)

Temporal Angels have a 30 ft base landspeed.

Flight Speed (EX)

Temporal Angels have a Flight speed of 60 ft with average maneuverability. They gain Hover as a racial bonus

feat. When flying, they are surrounded by a holographic aura resembling a set of luminous violet powered armor with integral wings and jump jets.

Cybersuite (EX)

The Temporal Angel is considered to have the Onboard Computer cybernetic implant with the nanotech tag. The Temporal Angel possesses Darkvision 60 ft, lowlight vision and can perceive unencrypted radio/television/wifi signals.

Cognitive Block Override (SP)

To prevent the worst forms of paradox, most of a Temporal Angel's future knowledge is locked out before they are deployed into the Deep Past. The Temporal Angel has no more knowledge of the campaign's eventual destiny or the world's secrets than any Deep Paster.

The Temporal Angel can occasionally override these cognitive blocks to their advantage. Once per day, a Temporal Angel can use *augury* as a cleric of their total character level. At 10th level, the Temporal Angel can use *commune* as a spell-like ability once per month.

Paradoxical Matchmaking (SU)

Temporal Angels arrive in the Deep Past to help conceive the Deep Future. Literally. A huge part of their duties is finding their kind's earliest ancestors ensuring they meet and bear children. For all their post-human power, Temporal Angels can be shockingly intrusive into the romantic entanglements of their friends, comrades and even total strangers who their cyber-guided instincts tell them are vital to the future.

Each time the Temporal Angel meets an adult or young adult creature with the human subtype, of either gender who has not yet had a child, the gamemaster rolls D20. This roll should be made for major and minor NPCs and player characters alike.

On a result of 20, the Temporal Angel has discovered a character whose reproductive and romantic future is vital to the creation of the Angel's Utopian home timeline. Exactly what romantic complications pop up, and the difficulty in finding the designated character a mate, are up to the gamemaster. If the Temporal Angel can help the targeted



character have a romantic or sexual encounter that results in the birth of a child, the time line the Temporal Angel hails from is strengthened, and so is the Temporal Angel. Choose any one of the following benefits.

- A +1 inherent bonus to any ability score (maximum +3 bonus to any single ability score).
- 1d4+1 bonus Hit Points.
- 1d4 bonus Power Points, if they possess a PP reserve.
- 1d4 Spell Points, if they possess Modern Spellcaster levels.
- A single cybernetic implant from the transhumanist era, which always has the Nanotech tag.

Temporal Shield (SU)

Temporal Angels aren't deployed to the Deep Past without some protection. Occult-tech forcefields protect the Temporal Angel, taking the form of a holographic suit of Lifer powered armor for a few seconds after the field stops a bullet or energy blast.

Temporal Angels gain a +1 deflection bonus to Armor Class. When threatened with a critical hit by an opponent wielding a weapon that inflicts either Ballistic, Fire or Force damage, the opponent rolls the critical confirmation roll twice and takes the worse result.

ALTERNATE TEMPORAL ANGEL RACIAL TRAITS

Temporal Angels are an enigmatic race, who keep secrets from even their closest Deep Past allies. Some display unique powers atypical even for this unique, time-spanning species.

Consciousness Override (Ps)

Replaces: Cognitive Block Override

The Temporal Angel can briefly override the limits placed on their consciousness, projecting their mind a few seconds outside the normal flow of time. Once per day, the Temporal Angel can manifest any one of the following powers as a psion of her total character level: *defensive* or *offensive precognition* or *defensive* or *offensive prescience*. These abilities cannot be augmented.

At 10th level, the Temporal Angel gains the ability to manifest *mindhunter* once per week.

Rescue Type Psi-Armor (SU)

Replaces: Flight Speed and Temporal Shield

Your trans-temporal forcefields are multi-layered and comprehensive, taking the form of holographic violet armor of an unearthly, futuristic design that is still somehow recognizable as a product of a Lifer design legacy.

You gain Armor of the Preborn as a bonus feat. If you do not have a Lifer Cultural Template, you choose one class of armor at your whim. Your Armor of the Preborn always takes the form of glowing violet energy fields resembling modern body armor, and never gains the *glammered* property. Instead, your armor gains the *stanching* property if *glammered* would normally be available to it.

Temporal Armor (SP)

Replaces: Temporal Shield

The Temporal Angel can weave hardlight forcefields, in the shape of prototype Lifer powered armor, around their Deep Past bodies. The Temporal Angel can use *mage armor*

once per day per four character levels, as a wizard of her total character level. This modified version of mage armor provides the wearer with the benefit of *emergency space suit* as well, while it is active.

Temporal Weapons (SP)

Replaces: Temporal Shield

You can wrap 22nd Century weapons in hardlight design schema, transforming them into weapons that won't be invented for a few decades yet. The Temporal Angel can use *BFG* once per day per four character levels, as a wizard of her total character level.

Transtime Sidewalk Counseling (SU)

Replaces: Cognitive Block Override

Some Temporal Angels are sent into the Deep Past to ensure important historic figures are conceived and grow up strong. Others are given a mission more familiar to the Lifer citizens of the Deep Past – prevent pregnancies that should be historically significant from ending in abortion.

The Temporal Angel gains an extrasensory ability similar to a Neverborn's *Ghoulish Witness* racial ability. The Temporal Angel is aware of any creature within 30 ft who has ever performed or undergone an abortion, such data appearing as a colorful aura superimposed over the Temporal Angel's field of vision.

In addition, the Temporal Angel is aware of any character who has scheduled an abortion within two weeks of meeting the Temporal Angel, as well as that person's full name, though nothing else about the person. If the Temporal Angel prevents the abortion from occurring and the pregnancy is carried to term (or subject to a *Quantum Miscarriage* spell) the Temporal Angel is rewarded as if by successfully carrying out *Paradoxical Matchmaking*.

WRENCH

Medium Humanoid (lifespawn)

The Wrench species was engineered at NASA's request during the late 2020s, as mankind took its first steps outside our solar system. The first generation of Patriot Wrench were human volunteers who accepted untested genemods in hopes of winning a berth on one of the early FTL starships, but every generation of Wrench since then has been freeborn, and rightfully proud of their heritage as early out-colonists.

The Wrench genemod is one of the most severe alteration of the human genetic code in existence. Wrench mutates incorporate Lifechained alleles recovered from space-born super predators. These lines of alien genetic code give the

steel-skinned mutates their ability to survive (and enjoy) hard vacuum. Further, their genetic heritage means that Wrench are comfortable in deepest, blackest space in a way few other Earth-born humans can ever be. Wrench are happiest on some massive starship heading towards Phallus Space and the Galactic Core; they're bored and claustrophobic on Earth, preferring the cold, austere beauty of the stars.

APPEARANCE

Wrench mutates are instantly recognizable thanks to their metallic, gleaming skins, which are as warm and supple as human flesh but have a silvery, gun-metal sheen. They are perfectly adapted for starship life. Their skins are tough enough to shrug off micro-meteorite punctures, and they are highly resistant to temperature extremes. Never cold, and rarely modest, most Wrench mutates go nude or nearly so, only donning clothes or a uniform when they absolutely cannot weasel out of it. When forced to wear anything more confining than a tool belt, they are uncomfortable and fidgety.

While a Wrench's metallic dermis is extremely tough, it does not heal as cleanly as human flesh. Burns and wounds gnarl into thick knots of pinkish scar tissue, shockingly bright against their gunmetal musculature. Wrench look to their scars as testament to their race's post-human toughness. Decorative scarification is common.

A Wrench's upper torso and upper arms are decorated with luminous, bio-tattoos. These glowing glyphs display the Wrench's name, birth location and current duty station. The Wrench can alter the color and illumination provided by these glowing birthmarks with a thought, and a Wrench's brightness is a good clue to his or her emotional state. A Wrench's radiance can dim to near invisibility, or can flare bright enough to be seen at orbital distances. Wrench astronauts use Morse Code light bursts to communicate with one another when performing EVAs.

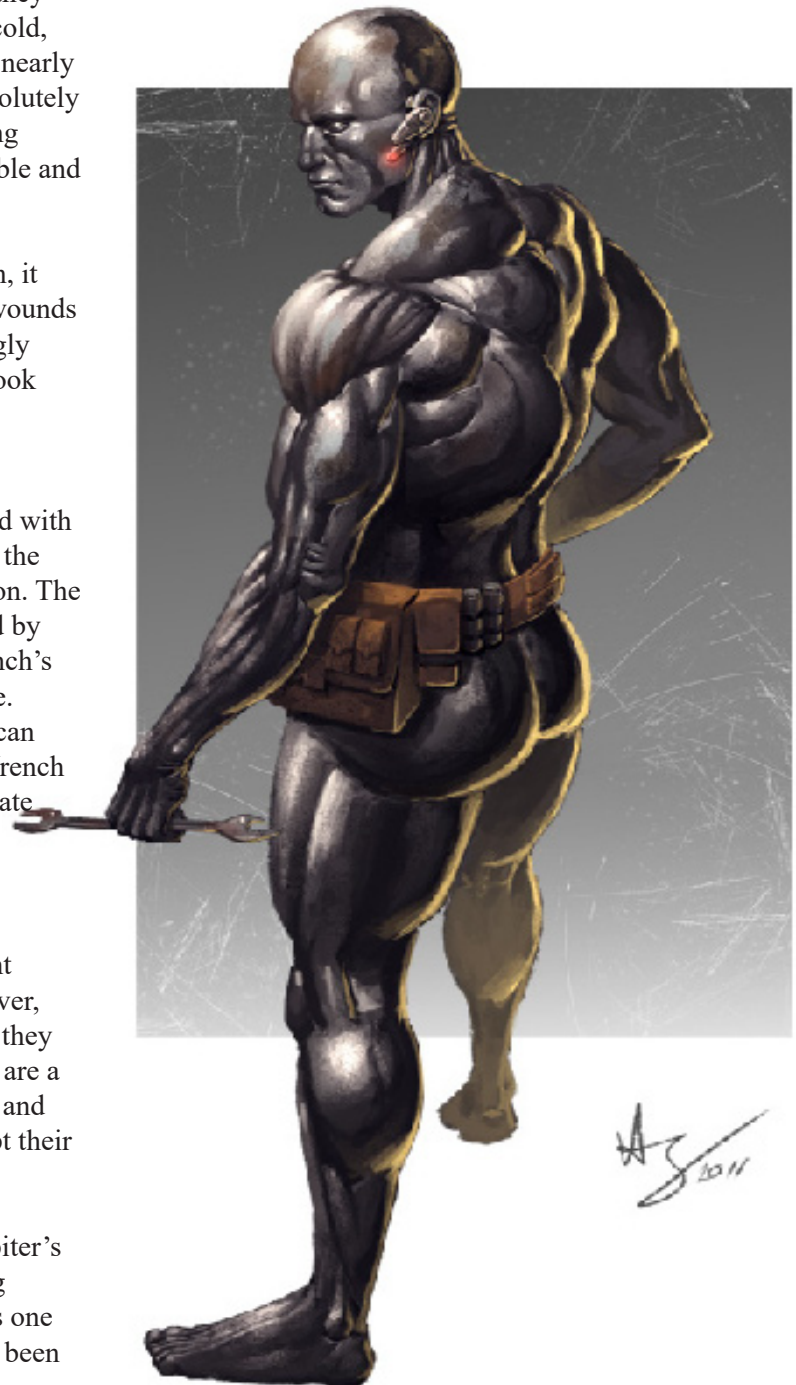
WITHIN THE LIFER NATION

Wrench are relatively rare in Earth space. They might return to their planet of origin for a brief R&R stopover, and might even own an Earth-side house or two, but they spend 80-90 % of their lives 'out in the black'. They are a common sight in human and Stonecutter spaceports, and most Beanstalk shops and bars have learned to accept their quirks without complaint.

The majority of Wrench in our Solar System call Jupiter's Solomon Station home, making their living servicing visiting star-liners. The Wrench union on Solomon is one of the out-colony's foremost political voices and has been

since 2096, when a Wrench strike shut down intra-system travel for nearly three days. Needless to say, by the time the strike was over, the Wrench Spacelifters Union had got what it wanted.

Wrench on Earth, if they're doing business with Earth-side Lifers at all, are likely to be found in port cities and transit hubs. They're fairly common in Pensacola, and Wrench lobbyists are staunch supporters of the proposed Gulf Coast Beanstalk orbital elevator. Since Earth's Lifers have made securing the Gulf Coast Beanstalk a priority for years now, the Wrench are strong allies, even if they're not always down for direct action rescue.



WRENCH FAITH

Wrench are as prone to Roman or American Catholicism as they are Lifer Christianity. Some follow Prosperity Gospel, liking the faith's materialism and emphasis on hard labor and wealth as symbol of God's love. The more heroic follow Rescue Christianity or worship Mary alone. Some, especially those who have left the Solar System to explore the Lifechain have begun actively worshipping Artemis, the most familiar (and to them, most humanized and comprehensible) of the star gods. Wrench actively look down on the more rural faiths of the Lifer Nation as barely above dirt-worshipping pagans.

WRENCH NAMES

Wrench, despite considering themselves a separate race from baseline humanity, give their children traditional Mexican-American, South American and Brazilian names, as most of Solomon's population is drawn from these roots.

LANGUAGES

Wrench begin play speaking and literate in English and either Spanish or Portuguese, the three major languages spoken on Solomon Station. Wrench are also proficient in Morse Code, using their light-flashes as a signaling method. Wrench with high INT scores can choose any language as a bonus language, except for secret languages such as Druidic.

WRENCH RACIAL TRAITS

All Wrench have the following racial traits.

Size and Type

Wrench are Medium Humanoids with the human and Lifespawn subtypes. As Medium creatures, Wrench have no special bonuses or penalties due to their size.

Ability Score Modifiers

+2 to any one ability score of choice.

Wrench are every bit as diverse and adaptable as their unmodified human ancestors.

Normal Speed (EX)

Wrench have a base landspeed of 30 ft.

Enhanced Senses (EX)

Wrench have lowlight vision and Darkvision with an impressive 120 ft range. Wrench can perceive unencrypted wifi/radio/television signals.

EVA Welder (SU)

Wrench are designed to be perfect EVA technicians and orbital mechanics. A secondary circulatory system pumps

energized plasma through their metallic bodies. A Wrench can shed bright light in a 50 ft radius, or within a 500 ft radius in zero gravity conditions. The Wrench can suppress or resume this illumination as a free action.

An organ in the palm functions as an organic equivalent of a *plasma welder*. In addition, the Wrench can add +1d6 points of fire damage to his unarmed strikes thanks to their ability to superheat their fists with this organ. Activating or deactivating this ability is a standard action.

Hull Metal Skin (EX)

A Wrench's metallic skin is designed to be resistant to micro-meteorite punctures. It can also shrug off small arms fire. The Wrench receives a +3 natural armor bonus to Armor Class, which improves to +4 at 5th level, and by +1 for every five additional levels.

Wrench can pass a low voltage magnetic current through any portion of their hull, allowing them to magnetize themselves to function as if wearing standard *mag-boots*.

Human Blood (EX)

Wrench count as humans for all effects related to race.

Lifespawn (EX)

Wrench have a hereditary connection to the Lifechain thanks to the genemods that give them their space-worthy silver dermis. Wrench have the *Lifesense* racial quality with a 1 mile range, and have a Lifecount of one.

Spaceworthy (EX)

Wrench are perfectly adapted to the conditions of deep space. Wrench have the No Breath racial quality and are immune to the effects of suffocation, vacuum and radiation. They are immune to environmental heat and cold and can sustain themselves indefinitely on solar energies and ambient cosmic radiation. Outside of an atmosphere Wrench do not need food or water, but in a planetary atmosphere, they need as much food and water as a similarly sized human.

Steel Slam (EX)

Solid steel hands make a decent asset in a docking level brawl. The Wrench possesses a natural slam attack that inflicts 1d8+STR modifier points of bludgeoning damage (20/x2).

Zero-G Training (EX)

Wrench gain Zero-G Training as a racial bonus feat. They enjoy hard vacuum and the thrill of zero-G, and make excellent spacers.

ALTERNATE WRENCH

RACIAL TRAITS

With their origins at the dawn of the post-human age, Wrench are one of the older and more established engineered human sub-species. Several variant Wrench strains exist, each with a different role to play in the space industry.

Crystalline-Matrix Hull (EX)

Modifies: Hull Metal Skin

The Wrench's metallic dermis is extremely strong, yet brittle, with a crystalline molecular structure. The Wrench does not receive a natural armor bonus to AC, but becomes immune to ballistic damage.

Grinder Wrench (EX)

Replaces: EVA Welder (plasma welder quality)

Organic drills on the back of the Wrench's steel knuckles, powered by rapidly contracting hyper-muscles, allow the post-human spacer to quickly bore through the strongest alloy.

The Wrench's bio-drills add +1d6 points of piercing damage to their slam attack. If attacking a stationary object or starship, the Wrench ignores up to 10 points of hardness or non-magical damage reduction.

Heavy Duty Wrench (EX)

Replaces: Ability Score Modifiers

Some Wrench have evolved farther than others, dramatically differentiating themselves from their soft-skinned human ancestors. These are usually the loudest and angriest voices when Wrench vs human tensions flare up on Solomon Station.

Your ability score modifiers are:

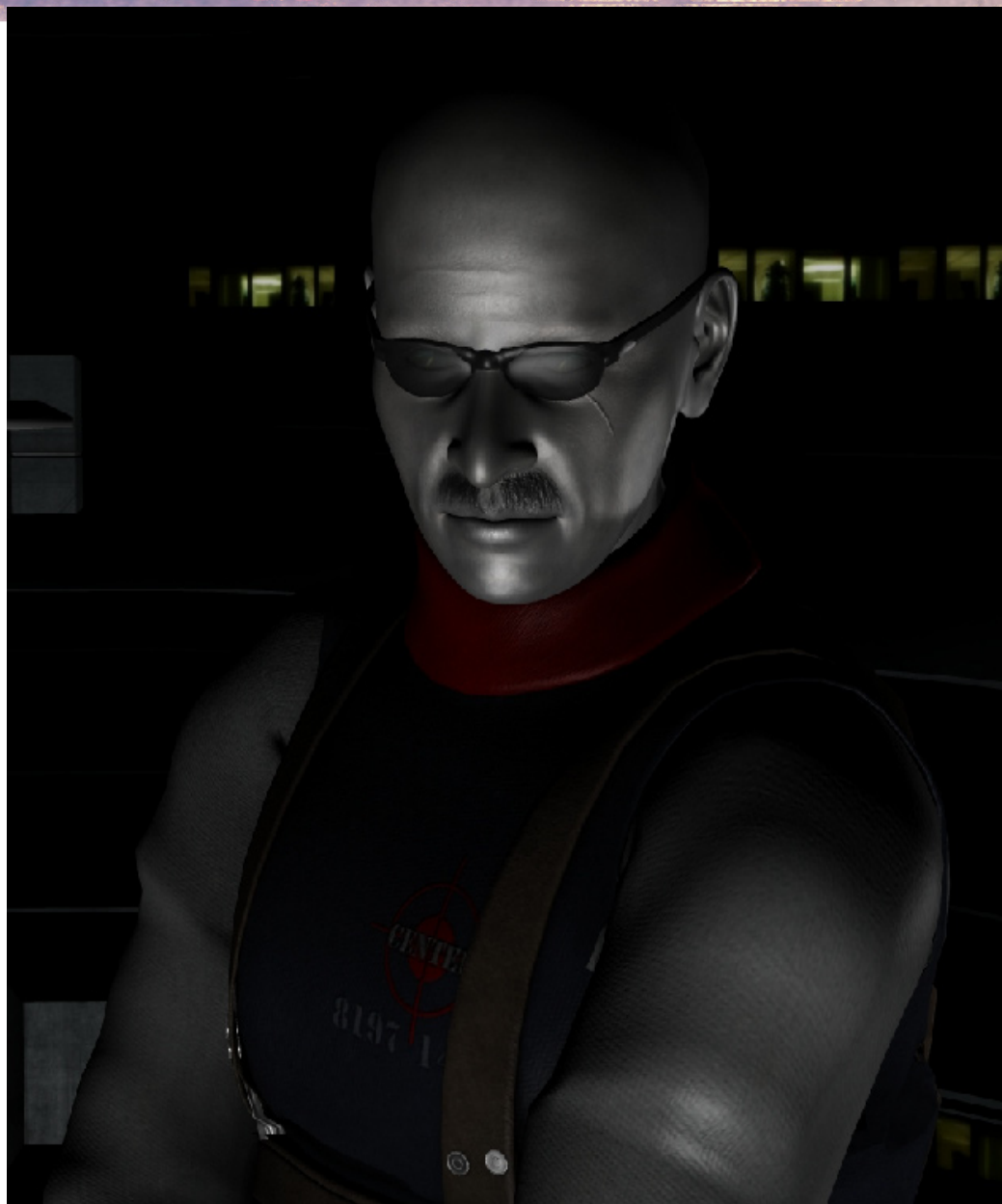
+2 STR, -4 DEX, +2 CON, +2 INT.

You are significantly stronger and tougher than any baseline *sapiens*, and you've got the best education that 22nd Century industrial mega-corps can provide, but you're a lot bulkier and slower than the softskins.

Industrial Strength (EX)

Replaces: EVA Welder

Some Wrench are engineered to work as living forklifts



and industrial loaders in normal-G and partial grav environments rather than working as orbital mechanics. Your lifting and carrying limits are ten times (x10) those of a normal creature of your size and STR score. This ability is identical to the Massive Strength feat, or the Massive Strength quality possessed by Battlechangers and some other races, and counts as that for purposes of meeting feat prerequisites.

SAR Wrench (SP)

Replaces: EVA Welder (plasma welder quality)

Some later generations of Wrench were genetically engineered for duty with search and rescue and accident response crews. Wrench with these lifesaving gene-mods are often denoted by bright bands of gold on their biceps and thighs as well as the tips of each finger.

The Wrench can use *emergency space suit* up to three times per day as a cleric of his total character level. The

emergency space suit takes the form of a thin sheeting of living liquid steel, extruded from the Wrench's finger tips.

Tight-Beam Communications Organs (EX)

Replaces: EVA Welder

Some of the younger Wrench are being born with engineered organs that function as advanced FTL communication suites rather than depending on crude light flashes to communicate while working in an orbital dry dock.

The Wrench has innate FTL communication capabilities, functioning identically to an *ansible* communication device.

OTNERVERSE AMERICA'S HUMANS

Medium Humanoid (human)

Despite the prevalence of combat cyborgs, genetically engineered super humans, and custom grown combat mutates, it is ordinary humanity that still does most of the fighting in the Abortion War. Of course, what is considered normal by a human citizen of the dangerous and rapidly changing 22nd Century is far different than what would be considered normal today.

Most Human characters begin play speaking one or two Earth languages choice. In America, this is usually English and Spanish- the two official languages of 22nd Century American government, though some characters might know other languages as a result of their upbringing. Usually, this is another common Earth language, such as Chinese, Russian or Vietnamese, but might be a more exotic language. The neo-pagan Covenant has returned many dead languages, such as *Greek Linear A&B* to common use, and character who grew up on a distant colony world might speak an alien language like *Stonecutter* or *Grey*.

This abbreviated racial description features the basic racial traits common to all Humans, and a lengthy assortment of alternate racial traits.

OTNERVERSE AMERICAN HUMAN RACIAL TRAITS

All of Otherverser America's Humans share the following racial traits.

Size and Type

Otherverser America's Humans are Medium Humanoids with the Human subtype. As Medium creatures, Humans receive no bonuses or penalties due to their size.

Ability Score Modifiers

+2 to one ability score.

Human characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Normal Speed (EX)

Humans have a base land speed of 30 ft.

Bonus Feat (EX)

Humans select one extra feat at first level.

Skilled (EX)

Humans gain an additional skill rank at 1st level and one additional rank when they gain a level.

Human Alternate Racial Traits

To survive the future, you have to adapt and overcome. Humanity excels at this, whether it calls itself Lifer or Choicer.

English Only (EX)

Replaces: Language options

There's a strong and never fully eradicated strain of nativist racism within some of the Deep South's Enclaves. You grew up in a household where speaking anything other than English was grounds for a beating.

You begin play speaking and literate only in English. You do not gain bonus languages for having a high INT score. However, you receive a +2 morale bonus on saving throws against language-dependent spells and effects. This benefit is lost if you ever gain proficiency in any human language other than English, though you can still learn alien, machine-based or extraplanar languages freely.

Firearms Training (EX)

Replaces: Bonus Feat

There is a cult of gun ownership in Lifer culture, and Lifer heroes prefer slugthrowers to any other weapon. Most start firing guns (under close supervision) as preschoolers, and go to the range every week of their life thereafter. You gain Personal and Advanced Firearms Proficiency as racial bonus feats and gain a single point of Grit as if you possessed a lesser version of the Amateur Gunslinger feat. This stacks with your actual grit pool, if you possess Gunslinger class levels.

(If you choose not to use the D20 Modern firearms feats, simply assume the character is proficient with any simple or marital firearm.)

Neo-Nephilim (EX)

Replaces: Bonus Feat, modifies Type

A very small percentage of modern humans have a miniscule, hereditary fragment of extraterrestrial DNA in

their genome, which Lifer geneticists believe prove the existence of the Biblical Nephilim. Using advanced genetic and pharmaceutical treatments, this alien genetic code can be copied, replicated and augmented, making a long-dormant allele a dominant strain. Neo-Nephilim are large, heroically proportioned but brutish in appearance.

The character becomes a Monstrous Humanoid with the Human and Lifespawn subtypes rather than a Humanoid. The character has an effective Lifecount of 1, the Lifesense (1 mile) racial trait, and is considered to be a scion of either the Genesis, Mother, or Nemesis bloodlines. You may choose Awakened Heritage (one of these bloodlines) at any point in your career, not just at first level.

You are an exceptional, legendary warrior for the cause. Once per day, you may maximize the damage inflicted by any successful melee attack you make as an immediate action. If your opponent has a CR +4 greater than your total HD, you inflict 1.5x maximum damage with the attack instead.

Nevermother (SU)

Replaces: Skilled

Requires: female gender

The Lifer AOG tacitly encourages pre-marital sex that leads to a birth, especially the birth of a Lifer post-human. However, the lack of quality ob-gyn care in the Enclaves means that sometimes girls far too young get pregnant, and even if the resulting miscarriage doesn't kill, it can still scar, still cripple. You grew up sterile in a culture that values motherhood above all, and the guilt you feel over your miscarriage gives you a unique affinity for the Neverborn.

Once per day, you can touch a willing Neverborn and restore Hit Points equal to 1d3 + your CHA modifier. At 10th level, this increases to 1d6 + your CHA modifier.

New Promise Armor Core (EX)

Replaces: Bonus Feat

Requires: New Promise Infantry cultural template

You've been implanted with a bio-mechanical 'heart' that serves both as a power supply, cybernetic heart and most



importantly, the identity key for a custom-fit set of powered armor. You begin play implanted with a **Cyber-Heart** prosthesis and are equipped with a masterwork set of Grade I Powered Armor for your exclusive use. If this armor is lost or destroyed, it can be replaced by the Lifer AOG so long as you remain on good terms with the faction.

Old and Hard (EX)

Replaces: Skilled

Requires: Middle Age category or older, CON 13+

You may be past your prime, but you're tough as you ever were.

You do not suffer physical ability score penalties per aging. Instead, you add +1 to any of your physical ability scores (STR, DEX, or CON) at each age category past adult, in addition to the usual mental ability score benefits of aging. You actually get tougher or more capable as you age.

Powerful Build (EX)

Replaces: Skilled

Some humans are a lot bulkier and more powerful than the norm: high-G world colonists, Nazarite steroid freaks, weightlifters who can benchpress a Heavy Cyborg, and Dominionst high school football stars genesculpted for athletic perfection, just to name a few. You gain the Powerful Build racial trait.

Sheltered Rose (EX)

Replaces: Bonus Feat

Requires: female gender

The Lifer Nation's strict gender roles and exaltation of sexual purity means that many young Lifer girls are homeschooled and cloistered until well into their teens. They venture into the outside world only rarely, and never into the world outside the Enclave unescorted. You only bloom into your true potential once you gain the courage to venture outside the comfortable prison of your home.

You do not have to allocate all of your skill points or feats gained during character creation or any time you gain a level. You may, at any point in the game, suddenly allocate these skill points or feats. Doing so is a free action, and you can use the ability normally from that point onward.

If you belong to a class with selectable class abilities (such as a Rogue talent or a Paladin mercy), you may also choose not to allocate the class ability immediately. You can later assign the class ability as a free action and begin using the new ability normally.

Unmodified (EX)

Replaces: Skilled

You're pure unmodified *homo sapiens* because your parents never trusted the pervasive enhancement mods injected into

most children in utero by Choicer physicians. Who knows what's in those things.... gene-coded backdoors into the most perfect machine of all?

You gain a +1 racial bonus on all saving throws against Extraordinary abilities granted by genetic modification, non-human racial traits or cybernetic implants.

IMPORTED RACES

Just as with the Choicer Covenant, the Lifer AOG makes wide use of **Light** and **Heavy Cyborgs**, **Hard Genes**, **Mechanics** and **MPH** in its military. All these artificially modified races are native to the setting. Because the Lifer AOG has less problem with creating obviously inhuman, or even monstrous super-soldiers, there are more **Anvil** and **Boxer** troops among the Lifers than among their Choicer counterparts.

Free Spacers are easily imported into the setting as Belters and space colonists. Ordinary Humans and Free Spacers live and work alongside Wrench mutates and other space-adapted heroes on the Lifer-flagged *Solomon Station*, out in Jupiter orbit. Likewise, **Star Droids**, **Synths** and **Bulks**, as well as other machine intelligences, are almost as common in Lifer territory as Choicer.

Jesus Clones are a controversial initiative to kick-start the Rapture with an army of Messianic super-soldiers mass-cloned from DNA samples found on the Shroud of Turin and upon other Biblical relics. Jesus Clones can be dropped into the setting with virtually no modification. They are often practitioners of the *Christ Militant* or *Prosperity Gospel* faiths. **Pulsa** can be reimagined as a counterpart to CFL Kids, with similar energy-manipulation talents. Pulsa are born in twin pairs to more quickly swell the ranks, and embody the concept of *quiverfull* parenting.

Ubume are extremely importable to the *Othervers* *America Campaign Setting*. They are a strange variation of the Philosophy-derived creation of the Neverborn race, and like the Neverborn, Ubume are the unwitting pawns of the Nuremberg Consciousness. **Kami** can be pseudo-scientifically rationalized as trans-time activists, with origins in the Deep Future alongside Temporal Angels. However, if you decide Christian mythology is real in your campaign, Kami can be actual lesser Angels, sent down to live among mortals, to learn the lessons humanity has to teach, to save mortal souls, and to set the misguided children of the Lifer Nation back on Heaven's true path. **Utari Ainu** might show up, mostly unchanged, as unlikely allies of Kodiak Island's Lifer super-soldiers, as an indigenous people native to the neighboring Kuril Islands.

The Lifer Nation has made alliances with a handful of **Battlechanger** tribes, typically the most human-like of the mechanoids. When Artemis was recruited into the Army, she brought with her a handful of trusted xeniform warriors as her direct subordinates and honor-guard, a few Battlechangers among them. Battlechangers willing to aid the Lifers most often hail from colonies where something like hominid reproduction was the norm, rather than Battlechangers birthed from a Technysian planet-womb or assembled in a factory.

LIFER-SPECIFIC ANTHRO GIFTS OF NATURE

The geneticists on Kodiak Island (and other secret facilities serving the Lifer AOG) work tirelessly to sculpt superhuman genomes for the Army's many soldiers. Engineered Anthros are common, fighting side-by-side with human and CFL Kid troops. Lifer Anthros are proud of their unique natural gifts and fight fiercely for the Lifer Nation.

Some new Gifts of Nature available to Lifer Anthros include:

Ghoulish Witness (SU)

You have been genetically engineered with the Ghoulish Witness racial ability common to Neverborn. You do not physically transform in the presence of those who have undergone or performed an abortion, unless you take the *Witness Transformation* Gift of Nature, described below. You may choose feats or powers that improve Ghoulish Witness as if you were a Neverborn.

Nanofeast (EX)

Counts as 2 Gifts of Nature

You have been genetically engineered with the *Nanofeast* racial ability common to Nanofeasters. You may choose feats or powers that improve Nanofeast as if you were a Nanofeaster.

Pregnancy Surrogate (EX)

Requires: female gender

The Anthro's body has been designed to absorb an unwanted human pregnancy and carry it to term. It requires 1d4 hours of uninterrupted physical contact for the Anthro to absorb a pregnancy. The Anthro can only absorb a pregnancy from a willing, unconscious or helpless woman.

During this time, the Anthro's body physically merges with the pregnant woman's, and if forcibly separated before this period ends both women suffer 1d6+1 points of temporary CON drain and the pregnancy ends in a horrific miscarriage. When the process is complete, the

human woman is no longer pregnant and the pregnancy continues uninterrupted within the Anthro, coming to term at the point it would of if the original pregnancy continued uninterrupted. An Anthro with this Gift can only absorb and carry a single pregnancy at any given time.

Witness Transformation (SP)

Requires: Ghoulish Witness

When you are within 30 ft of any creature that has ever undergone or performed an abortion, you can allow your animalistic body to undergo a terrifying transformation. As a standard action while within this range, you can use *undead anatomy I* as a 10th level cleric. When you reach 10th level, you may instead use *undead anatomy II*, and this spell-like ability's caster level is equal to your total character level. You may use this spell-like ability up to three times per day.

OTERVERSE AMERICA'S MPH

Military Post-Humans are extremely common in the *Otherverser America Campaign Setting*, and the following additional racial options are available to Lifer MPH.

New Passive Defenses (EX)

Different MPH heritages display different biological defenses. The MPH chooses one of the following defensive abilities from this menu, which adds to the options found in *Black Operators*.

Christian Warrior (EX): The MPH gains a +1 dodge bonus on against attacks made by characters with a Choicer or Neo-Pagan patron deity due to special training against these foes.

Soul Shield (EX): The MPH gains Pleasure Resistance 5.

Racial Training (EX)

The MPH chooses one of the following racial skill packages from the menu, which expands on the options found in *Black Operators*.

Horror Artist: Receive a +2 racial bonus on Craft (visual arts) and Intimidate checks.

Sidewalk Screamer: Receive a +2 racial bonus on Bluff and Intimidate checks.

Street Preacher: Receive a +2 racial bonus on Knowledge (religion) and Perform (oratory) checks.

Thief: Receive a +2 racial bonus on Bluff and Sleight of Hand checks.

OTHER ALTERNATE RACIAL TRAITS

Below are a selection of alternate racial traits for various other races imported to the *Otherverso America campaign setting*.

Care Synth (EX)

Available To: Synths (Heavy Future)

Replaces: Synth Precision

Synths are produced in the 22nd Century, albeit in limited numbers, often as nannies and bodyguards for the children of the Lifer 1%. The Care Synth receives a +2 racial bonus on all CHA-based skill checks made against characters in the Young Adult age category or younger. In addition, the Care Synth provides any such character a +2 shield bonus to AC when adjacent to them.

Cyber Augmentation (EX)

Available To: CFL Kids, Humans, Nanofeasters

Replaces: Psionic Aptitude (CFL Kid), Skilled (Human), Improved Sunder (Nanofeaster)

The Lifer nation practices widespread cybernetic augmentation of its most common troops.

The character gains the cyborg subtype. The character is implanted with light cyber armor providing a +2 natural armor bonus to AC, as well as the Onboard Computer implant. The cyborg can perceive unencrypted radio/television/wifi signals. However, the character suffers from the Slow Healing disadvantage common to creatures with the Cyborg subtype.

Graverock (EX)

Available To: Anvil (Psi-Watch)

Replaces: Heavy Lifter

Your stone skin has been chiseled and carved into a grotesque charnel house of torn and bloody fetuses. When you rage, these eerie carvings seem to animate. You gain Propaganda Loop as a racial bonus feat.

Lifer Gamer (SP)

Available To: Arcadians (Heavy Future)

Modifies: Cheat Codes

Instead of the rocket-fast 46th Century, some Arcadians might leap out of a computer game console to explore the world, and fight the wars of, the shattered 22nd Century. Arcadians who were born inside a Lifer programmed vid-game, designed for a Lifer audience and using Lifer story tropes, have some pretty unique abilities.

You can choose a few new genres of game for your Cheat Codes racial trait, if you're a Lifer Arcadian.

Neverborn Ubume (SU)

Available To: Ubume (Black Tokyo)

Replaces: Ghost Mother

You perceive a strange violet aura around any creature within 30 ft who has ever had or performed an abortion. If your ghost-child is in your arms (or walking free thanks to the Ubume-Chan trait), the child begins to wail and point in the direction of this person.

You count as a Neverborn for all effects related to race, and can choose Neverborn specific powers and feats.

Scriptural Being (SP)

Available To: Kami (Black Tokyo)

Replaces: Kami's Perfection

You are a celestial spirit who walked the golden avenues of Heaven and now walk among pro-life mortals, guiding them towards Heavenly truths. You are the living embodiment of Christian scripture and tradition.

You gain the ability to use *Bless* as a cleric of your total character level three times per day. When you reach 10th level, you may use either *Bless* or *Prayer* by expending a daily use of this ability. The beneficial effects of these abilities only affect creatures with a Christian or Lifer patron deity.

Quiverfull Trius (EX)

Available To: Trius (Heavy Future)

Modifies: Triplication

Rather than a near human alien from a triple star system, you use an innate psi-weapon to summon an instant family – a small squad of combative, rambunctious, absolutely adorable theoretical children who fight at your side.

When you use your Triplication ability, your energy

Genre	Spell-Like Abilities Granted
Biblical Adventure/RPG	Remove Fear
Children's Edu-Games	Detect Magic, Mage Hand, Sift
Lifer Fertility Porn/Romance	Either Stunning Orgasm or God's Choice Not Man's
Noah's Ark Farming Sim	Charm Animal
Quiverfull Family Sim	Create Water, Purify Food & Drink, Virtue
Rapture Horror	Cause Fear
Ultra-Conservative First Person Shooter	BFG

duplicates are not exact duplicates of you. Instead, they are Small versions of you with +4 DEX and -2 STR compared to the Prime. These duplicates resemble your children and appear to be pre-teen humans who refer to you as their parent. They have child-like, yet violent personalities, like homeschooled child soldiers. You might summon the same children each time you use this ability, or different children each time. These children can vary in gender and appearance, but aside from the stat modifiers above, function identically to standard Trius clones.

LIFER CULTURAL TEMPLATES

Cultural templates are a way to customize your character while grounding them firmly in the campaign world. This concept has wound its way through several Otherverse Games products, and these Lifer-exclusive cultural templates are the counterparts to those provided for Choicer heroes in *Culture of Choice*.

Cultural templates can be added to any character during creation, but aren't required. Players usually add only a single cultural template, but nothing really stops Lifer characters from mixing and matching, as long as the templates are not mutually contradictory. You can even include templates from other campaign worlds, as long as the resulting combination makes some kind of story sense.



Cultural templates include ability score modifiers, which stack with racial ability score modifiers.

- Closer
- Dominionist
- Nazarite
- New Promise Infantry
- Pacifist Rescuer
- Razor Nomad
- Untainted

CLOSER

Closers are the most fearsome, heavily armored terrorists ever to walk the planet. Utterly committed to *direct action rescue*- to ending abortion by any means necessary, but preferably by violence- the Closer has been enhanced with alien cybernetics and onboard weapons. The Closer is so heavily modified and extensively armored he's no longer recognizable as human. Using technology bequeathed to them by Artemis, their alien field commander, the Lifer Army of God has created a generation of nearly indestructible full conversion cyborgs. Their minds are as inhuman as their bodies. These warriors for the pre-born have willingly excised kindness and mercy, along with their human flesh and bone, in their quest to end abortion.

The Closer is a full conversion cyborg super-soldier. No effort has been made to retain the subject's human appearance. Closers are chosen for their commitment and their willingness to kill. They know full well they'll be transformed into a hulking, bio-mechanical monster, and no attempt is made to hide what these creatures are. The Closer is a walking tank, a living, ultra-lethal weapon in the cause of *Life*.

Despite their horrific appearance, Lifer Closers are an accepted part of Lifer culture. Infamous Closers are cultural heroes, as much as a celebrity as any *Idol Singer* or NFL running back. Lifer kids are indoctrinated from birth to admire and respect the sacrifices Closers have made, giving up their flesh and blood to protect the preborn.

Closers are deployed as shock troops, ahead of a conventional infantry and shell force. With their inhuman durability and lethal rail cannons, Closers are often called upon to 'soften up' Choicer fortifications, with conventional Lifer troops moving in after the elite Closer units to hold territory or take command of any surviving prisoners of war.

Race

The Closer cultural template may only be added to any Heavy Cyborg or Light Cyborg with a Lifer patron deity.

Ability Score Modifiers

+4 CON, -2 DEX, -2 CHA

Closers are an extremely durable 'class' of combat cyborg, with top quality self repair mechanisms and multiply redundant systems. However, their additional layers of ultra-heavy armor cladding limits their mobility, and as living weapons, relating to ordinary men and women simply isn't a priority.

Clad In Resolve (SU)

The Closer's hull is reinforced with often grotesque, and

nearly indestructible armor. The Closer gains a +4 natural armor bonus to AC, which stacks with the natural armor bonus shared by all Cyborgs.

The Closer's armor is enhanced with Lifespawn technomagic, barely understood by Lifer cyberneticists, granting the Closer Damage Reduction 5/good.

High Value Target (EX)

Closers are carefully tracked by both the Fed-Gov and Choicer militaries and universally despised by any Choicer who's lost friends or family to one of their kind. Any character with a Choicer or Fed-Gov allegiance who slays or defeats a Closer gains double (200%) XP for the Closer.

Player character Closers are always a primary target for Choicer NPCs- the chance of peaceful interaction between a Closer and a Choicer character is virtually nil.

Lifespawn (EX)

Technology recovered from Artemis' body is used in the creation of Closer cyborgs. The Closer gains the Lifespawn subtype, and has a Lifesense range of 1 mile. The Closer has a Lifecount of 1, or increases their existing Lifecount by +1.

Rescue Cannon (SU)

An impressive, Artemis-derived heavy weapon is mounted on the Closer's spinal cladding or upon his shoulder or dominant forearm.

This weapon is considered either a masterwork quality:

- .30 Cal Anti-Vehicle Sniper Rifle
- Anti-Matter Cannon
- Heavybore Plasma Rifle
- Sniper Rail Gun
- Wide-Bore Fusion Cannon

The Closer is proficient with the chosen weapon. If the weapon is sundered or destroyed, it regenerates completely within 30 days, even without skilled repair.

At 5th level, and every 5 levels thereafter, the weapon gains either a +1 enhancement bonus or one of the following magical weapon properties: *corrosive*, *cruel*, *cunning*, *distance*, *flaming*, *frost*, *infinite ammunition*, *jurist*, or *thundering*. The weapon must be given at least a +1 bonus prior to adding other weapon qualities.

Mother Minder AI

The Rescue Cannon is a sentient weapon. It is governed by a "Mother Minder" AI-spirit. Mother Minder is a strident and uncompromising *lawful evil* data-entity that is utterly committed to Lifer Christianity, with a vaguely feminine

and darkly maternal personality. She is considered to have INT 12, WIS 13 and CHA 13, with an Ego score of 17, which increases by +1 every fifth level.

The Mother Minder AI can communicate with the Closer verbally, telepathically or empathically. She can communicate verbally with nearby creatures, and is proficient with English and Spanish. Mother Minder has ordinary vision, hearing and Darkvision 60 ft.

Mother Minder always initiates a struggle for dominance if the Closer rejects an opportunity for violence against Choicer military targets, except in cases when there is an obvious benefit to use stealthy tactics (such as passing up the chance to kill a sentry to perform a major act of sabotage later against a Choicer target). Mother Minder will also attempt to take control of the Closer if the Closer is interacting too peacefully with Choicer characters, or takes action that the sanctimonious Mother Minder feels are detrimental to the Lifer cause or ethos.

She takes control as often as possible, in other words.

DOMINIONIST

God gave man dominion over all the animals, and God gave Christians dominion over all other men. At least that's the logic of Dominionist Christianity. Dominionists are politically savvy, well-connected, well-groomed elite of the Lifer Nation. Raised since birth to lead the nation, Dominionists are educated by the best Enclave schools and private tutors. Those with the physical courage to enlist in the formal AOG are given high profile command assignments, while those without gravitate to civilian positions as policy makers, pundits, and mega-church clergy.

Superbly educated and allowed access to all the wealth and privilege the Enclaves have to offer, Dominionists are expected to lead the Army of God into battle when the Second Abortion War finally goes hot. One problem: their cold, patrician intellects and intricate, well-planned strategies often clash (violently) with the run and gun tactics preferred by the *direct action* crowd.



Ability Score Modifiers

+2 to either INT, WIS or CHA, +1 to another of these mental ability scores, -2 STR

Dominionists are given excellent educational opportunities and some are altered *in utero* with the neurological gene-tech otherwise forbidden in the Enclaves. Their conditioning focuses on presenting a dignified and attractive appearance rather than raw strength, however.

Elite Education (EX)

The Dominionist is educated in private schools that, while sectarian, provide a top-flight education. Diplomacy and the following Knowledge skills (*business, civics, history, religion, tactics*) become class skills.

The Dominionist gains Skill Focus (Diplomacy).

One Percent (EX)

You are among the wealthiest of the Enclave elite.

You need not track most lifestyle purchases, such as clubs, restaurant, entertainment and travel expenses, regardless of the cost of such things. Thus, you can attend the most exclusive clubs on the planet, and run up bills totaling thousands of dollars without consequence. Additionally, you can purchase non-magical clothing, fashion, jewelry and luxury items just as capriciously.

You, or your family or financial backers, have luxurious homes and accommodations everywhere in the world that you have free access to. You have access to huge, sprawling and luxurious housing and accommodations in any location you visit, which you can arrange on a few hours notice. In addition, you can arrange first class travel to yourself and your allies along with equipment to virtually any place in the world within a few hours notice.

Off world travel is slightly more difficult to arrange, but equally accessible. You can easily arrange passage to settled worlds such as the Lunar State, the Stonecutter homeworld, *Kor*, the Choicer agri-colony *Delight* or Solomon Station, among other popular off-planet destinations.

Pennies For the Rescue (EX)

While you can purchase non-adventuring items quite easily, purchasing adventuring gear such as weapons for yourself and your allies is far more difficult. Purchasing adventuring gear through your ‘story-based’ wealth rather than spending gp/currency won through in-game actions is possible, but somewhat risky.

Purchasing adventuring gear requires you to succeed at a Knowledge (business) or Profession (accountant/broker/ or similar professions) check to make the purchase under the Fed-Gov radar. The DC is equal to the item’s Purchase DC using the D20 Modern Wealth system rules.

Special: If you don’t have access to the D20 Modern SRD, (or don’t wish to use it), just set the base DC at 20 + 1 per each additional 10,000 gp of the price. It’s not a precise conversion, but it works.

If purchasing equipment intended to be used by a Lifer ally, you apply the penalty on Diplomacy checks listed in the *Unreliable Army* trait, below, to this check.

Success means the item is purchased without incident and is available for use within 24 hours. Failure indicates the Fed-Gov is alerted to your activities; for 3d6 days after the

failure, you cannot use this ability nor your One Percent trait as the federal scrutiny freezes your liquid assets and makes allies less likely to intercede for you. Failure by ten or more points means your template abilities are lost until you next gain a level.

Unreliable Army (EX)

The only problem with assembling an Army of zealots terrified of the possibility of demonic corruption and waging a war against a secretive, mythic Anti-Christ is that sometime they can read your very logical caution as the taint of the Beast. Often, Dominionists have to deal with intermediaries who ‘speak the language’ of fanaticism to transmit their orders to the most extreme wing of the AOG.

Dominionists suffer a penalty on Bluff and Diplomacy checks against some other Lifer factions, as shown below. When interacting with a creature with the listed cultural template, the Dominionist suffers the listed penalty.

Lifer Cultural Template	Check Penalty
Closer	-10
Nazarite	-4
Razor Nomad	-2
Untainted	-6

NAZARITE

The bearded, long-haired and resolute Nazarites are superhumanly powerful, fanatically committed Old Testament style believers. Their powers derive from a mix of bathtub gene-enhancements, recovered Nazirite traditions and 22nd Century Object Philosophies, married to one another through sheer will power.

Nazarite men are known by their leonine manes and chaotic, untamed beards, and for their sheer size. They have physiques that are large enough to be threatening, and sullen, uncompromising demeanors. Nazarites demand instant obedience from those under their command—whether younger members of their own family, junior squad members of their command or women in general. Misogynist and arrogant, in many ways Lifer Nazarites are the pure and perfect distillation of what an outsider sees in their mind’s eye when they imagine a Lifer.

Nazarite women are rare, but equally forceful, direct and uncompromising. Like the men, they wear their hair long

and unshorn, in high buns piled atop their heads. They represent the core strength of Block Mother cadres, and are often powerful infantry commanders in their own right. They can stand up to any Lifer man as a proud equal in the rescue, save for the men of their own strange, purpose-driven, authoritarian tribe.

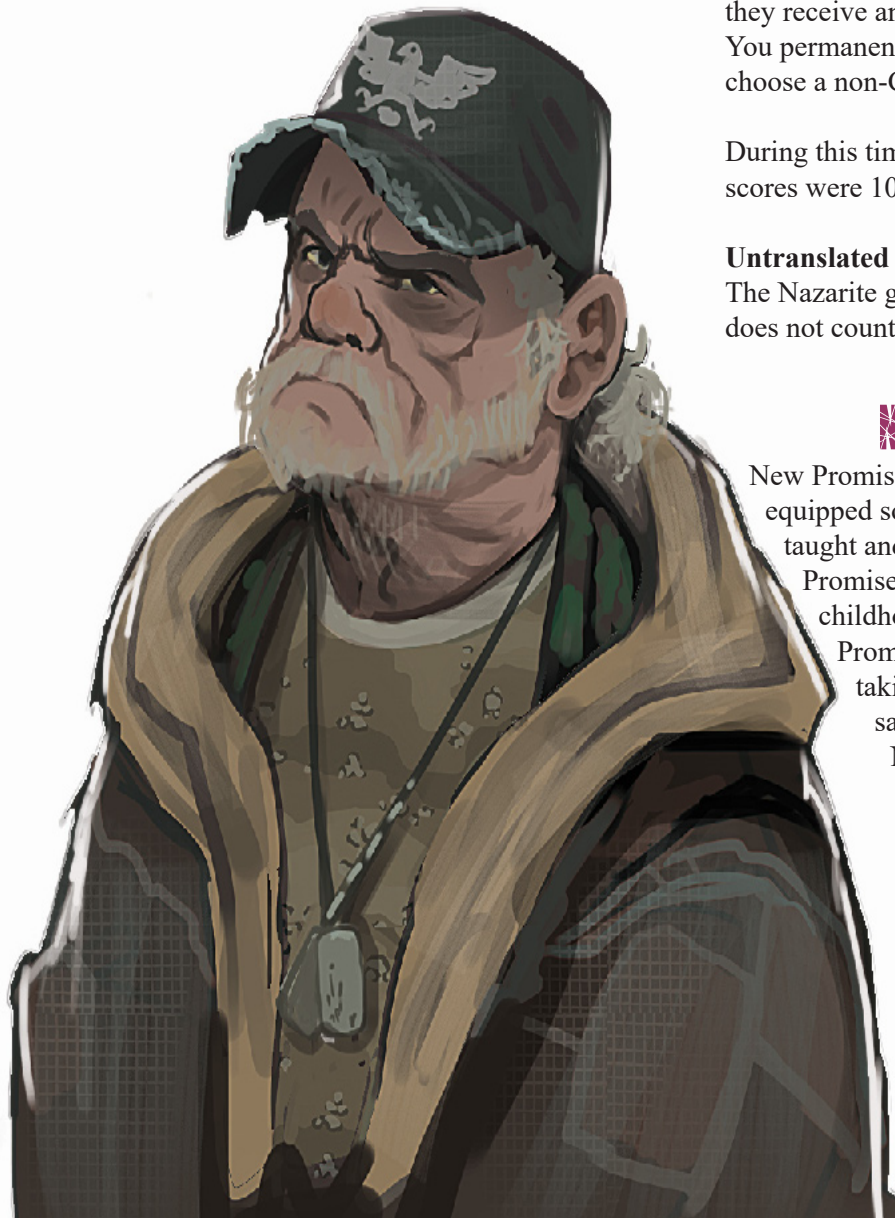
Ability Score Modifiers

+2 STR, +2 CON, -2 INT

Nazarites are mythically strong, unnaturally vital and heroically proportioned. However, while they can often be clever, they are too direct and battle-driven to ever be considered truly brilliant.

Arrogance of Faith (SU)

The Nazarite becomes immune to the mind-affecting abilities of characters with any Choicer allegiance, or who have chosen any non-Christian deity or philosophy as a patron deity.



Mighty Is The Lord (SU)

Once per day, plus an additional time per day per five character levels, the Nazarite may choose to use this ability as a part of an attack. Prior to rolling damage on a successful attack roll, the Nazarite may roll double the usual number of damage dice and decide which dice out of the set to use for his damage result.

(For instance, if attacking with a shotgun that normally deals 2d8 damage, the Nazarite would roll 4d8 and take the two best dice results.)

Nazarite Vows (SU)

Modern Nazarites share the same vows the Old Testament hero, Samson, labored under. If the Nazarite ever willingly drinks alcohol, eats grapes, accepts healing or beneficial magic from a non-Christian or non-Lifer spellcaster, has a sexual encounter with any character with a non-Christian patron deity/philosophy, or cuts his or her hair or beard, they lose the benefit of this template for 72 hours, or until they receive an *atonement* from a cleric of their own faith. You permanently lose access to this cultural template if you choose a non-Christian or non-Abrahamic patron deity.

During this time, the Nazarite acts as if their STR and CON scores were 10 (if they are normally higher).

Untranslated Gospel (EX)

The Nazarite gains the Untranslated Gospel trait, which does not count against their starting trait limit.

NEW PROMISE INFANTRY

New Promise Infantry are among the best trained, best equipped soldiers in the Army of God. Unlike the self-taught and jury-rigged AOG of the War-era years, New Promise Infantrymen learn their craft starting during childhood. Pre-school games teach future New Promise Infantrymen the basics of military life-taking orders, cleaning guns, learning firearms safety, and rescue-based urban warfare tactics. New Promise Infantry soldiers have been kept in reserve at Kodiak Island, rarely allowed into the field against Choicer targets.

When the Abortion War finally goes hot, New Promise Infantrymen will lead the assault, hopefully overwhelming an unprepared Covenant with superior tactics and firepower. New Promise officers will take command of volunteer 'rescue-cells', offering the vigilantes



and street level grunts of the AOG the benefit of their lifetime of tactical training. New Promise Infantrymen are also expected to train and recruit new Lifer operatives once open warfare begins.

Ability Score Modifiers

Either +2 STR or +2 CON

Kodiak's curriculum builds strong bodies and a firm commitment to saving the pre-born. New Promise super-soldiers are among the fittest of the Lifer nation's

operatives, with some even benefiting from otherwise taboo *in utero* gene-mods.

Banner of Life (SU)

New Promise Infantrymen are not stealth forces- unlike Lifer irregulars, they fight in uniform, proudly showing their colors and acting more like a conventional military force. New Promise Infantry are expected to be an inspiration to the troops under their command.

Once per day, the New Promise Infantry can use their Banner of Life ability as a standard action that provokes attacks of opportunity. The exact effect provided is based upon the birth gender of the New Promise Infantryman or Infantrywoman (or species, in the case of non-human New Promise Infantry), as the Lifer military is a bastion of old sexism and strict cis-gender roles. Those within range must be able to clearly see and hear the New Promise Infantry to benefit from this effect. All Banners of Life provide their effect until the end of the New Promise Infantry's next turn.

Bannerman of Life (Male New Promise Infantry)

- Provides all allies within 60 ft a +2 holy bonus on attack rolls, Intimidate checks and Bluff checks made to feint in combat.

Bannerwoman of Life (Female New Promise Infantry)

- Provides all allies within 60 ft a +2 holy bonus on Armor Class, Perception checks and Stealth checks.

Banner of the Murdered Preborn (Neverborn New Promise Infantry)

- Provides all allies within 60 ft immunity to critical hits, poison and death effects.

Banner of Muscular Rescue (Nanofeaster New Promise Infantry)

- Provides all allies within 60 ft the benefit of Improved Unarmed Strike feat as well as a +2 holy bonus to melee damage rolls.

Military Training (EX)

New Promise Infantry are proficient with Light and Medium Armor, as well as with simple weapons. They gain Personal and Advanced Firearms Proficiency.

Order-Taker (EX)

New Promise Infantry are taught the importance of the military chain of command from an early age, and while taking orders comes naturally, acting beyond the parameters of clearly defined orders doesn't. New Promise Infantry always delay their action in combat until any ally with any Lifer patron deity/philosophy and a higher Base Attack Bonus than their own has acted, even if their own

Initiative check result was higher.

Willful Ignorance (EX)

What conventional education New Promise Infantry receive is intentionally limited and taught exclusively from a Christian Lifer point of view. As such, these young soldiers know very little of the world outside the steel and permafrost fortress of Kodiak Island.

With the exception of Knowledge (religion) and Knowledge (tactics), no Knowledge skills can ever be a class skill for the New Promise Infantry.

PACIFIST RESCUER

Sooner or later, the killing starts wearing down the resolve, and sooner or later terrorists start wondering what ‘pro-life’ really means. Most Lifer Pacifist Rescuers keep their doubts about their cause, their methods and the sociopaths in the unit to themselves, knowing that any weakening of commitment is read as cowardice....or worse, heresy.

Others speak openly, hoping to change the Lifer AOG from within, to temper its sins, and hone its purpose: to make the Lifer Nation better, more honorable, and more in line with its own core values. Ask Susan Glauchester how well that’s going.....

Alignment

A Pacifist Rescuer must have any good alignment. If the Pacifist Rescuer assumes any non-good alignment, they lose all benefits from this cultural template, including ability score increases. Once lost, the Pacifist Rescuer cultural template cannot be regained.

Ability Score Modifiers

+2 *WIS*, +2 *CHA*.

Pacifist Lifers find a new inner strength and untapped reserves of diplomacy, as they struggle to find a peaceful way out of this ever-escalating War.

Field Diplomacy (EX)

The Pacifist Rescuer may attempt a special Diplomacy check as a full round action, targeting both allies and enemies within 100 ft, who can clearly see and hear the Pacifist Rescuer. If the Pacifist Rescuer can improve a hostile character’s attitude to at least indifferent, that character becomes likely to break off hostilities, so long as doing so would not threaten their life.

This change in attitude is transient at best, and usually lasts only a few seconds or minutes at best – just long enough to get everybody’s guns down. The Pacifist Rescuer can attempt additional Diplomacy checks to more permanently

improve attitudes.

Peaceful Warrior (EX)

The Pacifist Rescuer never suffers a penalty on attack rolls when making a non-lethal attack against a character with any Choicer or neo-pagan patron deity.

“Put Down Your Guns!” (EX)

As an immediate action, the Pacifist Rescuer can reduce the damage inflicted by a successful attack made by an adjacent ally to 1 point of damage (plus any effects contingent upon damage). Each time the Pacifist Rescuer takes this action during an encounter, the Pacifist Rescuer gains a cumulative +2 morale bonus on Field Diplomacy attempts.

Uncommitted (EX)

Pacifist Rescuers are often conflicted by the horrors their fellow Lifers see (and often, perpetrate) on the battlefield. Pacifist Rescuers must succeed at a DC 18 WILL Save during the first round of any combat encounter. Failure indicates the only action the Pacifist Rescuer can take is either the total defense action or use her “Put Down Your Guns!” ability. Success allows the Pacifist Rescuer to act normally.

Worse Than Treason (SU)

If any Lifer character with any of the following templates: Closer, Nazarite, New Promise Infantry or Untainted, sees the Pacifist Rescuer use their “Put Down Your Guns!” ability, from that point on, the Pacifist Rescuer is considered to have a Choicer patron deity for the purpose of the viewing Lifer’s special abilities. This does not affect the Pacifist Rescuer’s abilities in any way.

RAZOR NOMAD

The almost mythic first generation of Razors predated the formation of the Enclaves. In the old days, back before the Abortion War first went hot, those first Razors stole everything the Enclaves needed to become independent: money, supplies, weapons, data, even power siphoned from metro fusion grids. These old school cyberpunk thieves have become Lifer cultural heroes, because their scams, theft and sabotage helped build the Enclaves.

These days, Razors are rootless nomads, hard-traveling evangelist scam artists living and working out of well-stocked RVs and semi-trucks emblazoned with anti-choice truths and gore-splattered hologram



facades. Razor nomads migrate from city to city, working as day laborers and messengers, modern warrior-aesthetics who utterly reject a society that condones abortion and paganism.

They survive by their wits and their commitment, by the generosity of their comrades and by scavenging and imaginative theft- especially against Choicer marks. Razor Nomads have larceny in their veins and the sneakiest chapters of Closed tattooed over their hearts. Most Razor Nomads are the sons and grandsons of old carny operators, and these burly, showmen run the migrating Hell Houses that are synonymous with Lifer culture. For Razor Nomads, their rumbling truth trucks are the spear tip of the Lifer nation: they crisscross the country, blaring anti-abortion propoganda at 110 decibels and inviting the curious inside their gory and quickly assembled haunted houses to be terrified, thrilled and hopefully converted.

During lean times, Razor families support themselves with migrant and day labor. Occupations are strictly segregated along traditional gender lines. Female

Razors care for children, or get a McJob at a local fast food kiosk, while men are always carpenters, roofers and half-assed mechanics. "Razor-work" is not exactly a term of endearment. Even when doing piece work for wealthier Lifers, Razors cut corners, run dozens of cons and comfortable, familiar scams and often leave for the next town as soon as they have some cash in hand, usually before even beginning a job.

Children from a Razor clan are trained to shoplift and distract before they enter kindergarten. Theft- especially against Choicers or anyone unlucky enough to be born outside the homogenous protection of an Enclave- is an acceptable and honorable profession.

Razor clans have regular migratory routes mapped out, which usually take them through Choicer cities only during major holidays and Summers of Rescue when police are at the busiest and most overloaded. The rest of the time, they run their scams in Purple America and make just as decent a profit.

Ability Score Modifiers

-2 STR, +2 INT, +2 CHA

Razors have the slender physiques of those who've never done a day's honest labor in their lives, but they're quick witted, adaptable and dangerously charming. Even though they reject organized education, most Razors are self-taught, with a wide range of aptitudes. After all, you never know what'll come in useful during a scam.

Clean Paper (EX)

Razor Nomads can easily activate false identities they've spent months or years preparing. Once per character level, the Razor Nomad can abandon his or her current identity and activate a new false identity. This new false identity can only be linked to the Razor

Nomad's former identity (or identities) by conclusive genetic evidence.

The new identity is that of an average, probably Lifer civilian with no criminal record, undistinguished educational record and a lower-class or lower-middle class lifestyle and ready funds.

Difficult to Pin Down (EX)

Increase the DC of Diplomacy checks made to gather information about a Razor Nomad by +5. When the Razor Nomad reaches 10th level, this DC increase upgrades to +8. If an investigator fails a Diplomacy check for this purpose by 5 or more points, the whisper-stream reports pretty convincing rumors that the Razor Nomad is dead.

Street Savvy (EX)

Razor Nomads make good combat drivers, better thieves and top-notch urban spies, but they're too cynical and self interested to be true and open-hearted evangelists. Razor Nomads receive a +2 template bonus on Bluff, Drive and Knowledge (local) checks and these skills are always class skill for the Razor Nomad.

However, the Razor Nomad suffers a penalty on Knowledge (religion) checks equal to their ranks in Knowledge (streetwise), and Knowledge (religion) is never a class skill for them. No Profession skill is ever a class skill for a Razor Nomad.

Shadow Economy (EX)

You live way off the economic grid. Your job (if you have one) pays off-the-books cash, and you've never filed a tax returns. You don't use credit cards, don't e-purchase, stay well away from the Mesh, and use untraceable cash for those few times that barter and exchange of favors isn't enough to get what you need.

Razor Nomads can purchase illegal items (including illegal drugs, weapons and other contraband) at 80-90% of the standard value. However, when purchasing high value legal goods, such as automobiles, their lack of credit history hinders the transaction, forcing the Razor Nomad to spend 125-150% of the list price to purchase the item.

UNTAINTED

Untainted Lifers live completely off-grid, rejecting even the moderate comforts and familiarity of the Lifer Enclaves. To them, America is under the thumb of the Anti-Christ, Roe Athene and Her blasphemous Choicer nation. Even the Lifer nation has been subverted by The Roe and her hellish Treaty. Untainted live completely apart from extrinsic American society, surviving in insolated forest camps protected by post-human guardians. Untainted live the way their ancestors did, centuries back, when the Christians were first taming North America.

Untainted stockpile their gear, prepare their children and pray for the day when they will be divinely called upon to strike back, waiting for the return of the Messiah. Their insular natures mean the untainted have little contact with modern America, living instead as some strange 22nd Century breed of mountain men.

Their beliefs make them easy prey for the machinations of the Lifer hierarchy, and Untainted scouts and foresters make good allies- provided a Lifer politico can prove he hasn't been corrupted by the Anti-Christ. Aside from the occasional spasm of sectarian violence, Untainted Lifers have little contact with the outside world. To them, even a routine excursion into the city to purchase the few supplies they can't build themselves is an expedition fraught with moral peril.

Ability Score Modifiers

-1 INT, +3 WIS, -1 CHA.

Untainted are taciturn, serious-minded and xenophobic, intentionally rejecting most modern conveniences and virtually all worldly knowledge. Their senses are keener than a hunting wolf's however, and they resolve is virtually unbreakable.

Bible Believer (EX)

Untainted receive a +2 trait bonus on Knowledge (religion), Knowledge (nature) and Survival checks and these skills are always class skills for an Untainted. However, all other Knowledge skills, as well as Computer Use, Disable Device and any Craft skill dealing with modern technology are never class skills for an Untainted.

Trackless Step (EX)

While in natural terrain, the Untainted leaves no trail unless he or she wants to. This ability functions identically to the *trackless step* class ability.

Traditional Weapons (EX)

Untainted prefer to hunt (and to fight) with low-tech, highly reliable weapons that have been part of their traditional folk-ways going back centuries. Untainted are battle-savvy



enough to realize that the Choicers can track high-tech energy weapons, and superstitious enough to worry they can track even standard-issue military firearms as well.

The Untainted is proficient with Simple Weapons and gains Personal Firearms Proficiency. The Untainted is also proficient with composite long and short bows, and with crossbows. The Untainted gains Weapon Focus in one of the following weapon types: compound long-bow or compound short-bow, flintlock rifle, heavy crossbow, Mossberg, Remington 700, sawed-off shotgun or Winchester 94.

Untainted lose any proficiency with all energy weapons and heavy firearms, including exotic energy weapons.

COMBAT TRAITS

“I saw a gorge in which the discharge and excrement of the tortured ran down and became like a lake. There sat women, and the discharge came up to their throats; and opposite them sat many children, who were born prematurely, weeping. And from them went forth rays of fire and smote the women on the eyes. These were those who produced children outside of marriage, and who procured abortions.

Those who slew the unborn children will be tortured forever, for God wills it to so.”

- *The Apocalypse of Peter, circa 135 CE*

ABUSED

Ability Type Extraordinary

Requires Iron Will

What you endured as a child would have broken a lesser soul, but somehow didn't break you. Once per day, you can become completely immune to fear effects or to torture, by recalling what you endured previously. This immunity lasts for one hour.

However, re-awakening your past traumas is never easy. For 24 hours after using this immunity, you automatically fail all CHA-based skill checks, except for Intimidate. You become sullen, emotionally deadened.

BIG MAN

Ability Type Extraordinary

Requires STR 17+, Power Attack, male gender only

You're the biggest, toughest, and most intimidating member of the squad. You tower over your smaller colleagues and use your bulk and physical might to protect them. When you use your Power Attack feat to its greatest extent, all allies within 10 ft of you who can clearly see and hear you, gain a +1 luck bonus to Armor Class for one round.

Special Only one character on a team can select this talent, which must be the character with both the greatest natural size category and highest STR score. In case of a tie, this talent goes to the character with the highest total STR and CON scores.

BRUTAL STRANGLER

Ability Type Extraordinary

Requires STR 13+

You are especially lethal, if you can get your hands around a victim's throat. If you strangle an opponent, the initial CON Check to hold breath is DC 13, rather than DC 10.

CHRISTIAN HATRED

Ability Type Extraordinary

Requires any Lifer or Evangelical Christian patron deity

The Lifer nation is insular and judgmental, a bastion of ancient superstitions, War-era rivalries, and a grade of homophobia unknown elsewhere in the 22nd Century. Select one of the unique races described in Culture of Choice: *Fluxminx*, *Pagan Born*, *RAINBOW Tribe*, *Softling Healers*, or *Ubasti*. You receive a +1 morale bonus on attack and damage rolls against them, due to special training against these hatred foes.

DIMWITTED BUT MIGHTY

Ability Type Extraordinary

Requires INT 9 or worse

You aren't exactly brilliant, but you are as strong as an ox. Once per day, you may add your INT penalty as a luck bonus on any STR check, STR-based skill check, FORT Save or melee attack roll as an immediate action. You must declare the use of this talent prior to making the roll.

EXECUTIONER

Ability Type Extraordinary

Requires Simple and Martial Weapon Proficiency

You have served as a judicial or military executioner. You add +2 to the FORT Save DC to resist death when making a *coup de gras* attempt with any weapon with the Deadly property.

EYE PATCHED WARRIOR

Ability Type Extraordinary

One of your eyes was lost in suitably dramatic and violent fashion. You bear a unique and iconic eye-patch over your missing eye. You receive a +3 trait bonus on saving throws against gaze attacks and a +1 trait bonus on Intimidate checks.

Drawback Your impaired depth perception imposes a -1 trait penalties on ranged attack rolls made in the weapon's second (or greater) range increment.

FACELESS MUTILATION

Type Combat

Requires Light or Heavy Cyborg, Nanofeaster or CFL Kid race

Your facial tissue has been replaced with dense, crimson pseudomuscle bathed in high-ox blood substitutes, sheathed in a millimeter thin layer of transparent ballistic polymer. You are what a Choicer civilian sees in their mind when they imagine a Lifer terrorist – a screaming skull-faced monstrosity in service to the unborn.

You gain a +4 racial bonus on Intimidate checks and this is always a class skill for you. However, when attempting Bluff or Diplomacy checks against non-Lifer characters, you roll 2d20 and take the worse result.

FIRE DISCIPLINE

Type Extraordinary

Requires Point Blank Shot

You've been shooting since you were a little kid, and know firearms safety and good shooting tactics. You reduce the penalty for firing into melee by -1.

HUNTING ARMS

Ability Type Extraordinary

Requires Personal Firearms Proficiency

Like many of those living in the Enclaves, you are a dedicated hunter, with easy access to civilian-grade weapons.... regardless of what the terms of the Treaty of Boston have to say.

You begin the campaign with the following equipment:

- Choose any two of: Compound Longbow, Hand Crossbow, Mossberg Shotgun, Remington 700, Sawed Off Shotgun, Winchester 94 and 50 reloads for the chosen weapons.
- Alternatively, you can choose a +1 version of a single weapon on this list.
- Masterwork quality dagger or shortsword (machete).
- Cold weather gear.

If these weapons are lost or destroyed, you can usually replace them when you gain a level, through favors and loans from others in your Enclave.

IMPROVISED EQUIPMENT MASTERY

Ability Type Extraordinary

Most of the low level AOG cells scattered around the country make do with inferior, jury-rigged gear and stolen military armor cached since War's End. You are proficient with *kitchen sink* armor and *mil-surplus* armor, even if not proficient with other forms of armor. You reduce the arcane



spell failure chance of either of these types of armor by 10%. This reduction stacks with the benefit provided by the Arcane Armor Mastery feats.

KILLING MOAN

Ability Type Supernatural

Special can be selected as a Racial trait by Undead creatures

Requires Undead type, CHA 13+, Perform (sing) 1 rank
 You can sing a ghostly death song that sickens and kills mortals. Once per day, as a standard action, you unleash a keening, almost songlike moan. All living creatures within 30 ft who can clearly hear you must succeed at a WILL Save (DC 12 + your CHA modifier) or suffer damage to the number of ranks you have invested in Perform (sing). Affected targets suffer no damage on a successful save.

KNIFE LOVER

Ability Type Extraordinary

Requires Sleight of Hand 1 rank

You've probably got a dozen fighting knives hidden on your body at any given time, and good luck to the cops trying to find them all. You gain a +4 trait bonus on Sleight of Hand checks to conceal a dagger or any other light, one handed fighting knife on your body.

MASKED WARRIOR

Ability Type Extraordinary

Most street-level rescuers fight masked, or garbed in the skull-faced bandannas, gasmask and war helmets favored by the Lifer military. They know that even after the rescue's over, metadata lasts forever, and the Fed-Gov cops are always persecuting the truly committed. You gain a +1 trait bonus on Initiative checks as well as Intimidate and Stealth checks when masked or helmeted in a way that conceals your identity.

MIDEAST DEPLOYMENT

Ability Type Extraordinary

Requires any Lifer patron deity/philosophy, base attack bonus +1

Israel was one of the few nations to officially recognize the Lifer AOG as a sovereign state. This strange alliance of convenience dates back to the dawn of the 21st Century, when the Israeli lobby manipulated America's conservative Christians into unquestioned military support for the Jewish nation. The ancestors of the Lifer nation believed without a strong and resurgent Israel, Jesus could not return in glory. When the War began, Israel offered limited material support to the Lifer AOG in exchange for black-ops mercenary work by Lifer super soldiers.

You've deployed on secret missions on behalf of Israel. You can speak and are literate in Hebrew, and gain a +1 trait bonus on Knowledge (local) checks made concerning Israel, Palestine and the Fertile Crescent region, as well as Knowledge (tactics) checks.

MILSURPLUS MASTERY

Ability Type Extraordinary

Requires Light and Medium Armor proficiency

The Lifer AOG has always had to make do with outdated, substandard, last-gen gear. Despite their piecemeal and jury-rigged nature of their gear, they know how to get the most out of their armor and also know how to mitigate its flaws.

Whenever you wear any armor with the Mil-Surplus descriptor in the name, you increase the armor's equipment bonus to AC by +1. If the armor fails at the beginning of a combat encounter, the armor functions normally for 1d3 rounds before failing cataclysmically.

NEVER DRY FIRE

Ability Type Spell-like

Requires any Lifer patron deity/philosophy

You have learned a Philosophy-based secret taught by Kodiak Island's rangemasters. Your guns will never fall on empty chambers if you just keep killing Choosers.

Anytime you kill or destroy any character known to have any Choicer or neo-pagan patron deity/philosophy, any weapon you are firing is affected as by *reload!*

PADLOCK BRAWLER

Ability Type Extraordinary

Lifer streetfighters often wear padlock neck chains, as a tribute to the early 21st Century 'padlock rescuers' who fought abortion by chaining themselves to the clinic doors

with bicycle chains. Modern Lifers, though, put the chains to a more obvious use.

You never take a penalty for using a padlock, bike chain, U-lock or similar item as an improvised weapon. You treat padlocks and similar devices as either *brass knuckles*, *a club*, or a *light flail* for purpose of damage and weapon group proficiency, depending on how you wield the device. You may change the way the weapon as wielded as a move-equivalent action.

POWERED ARMOR ELITE TRAINING

Ability Type Extraordinary

Requires Light, Medium and Heavy Armor Proficiency

You can eke out every last ounce of thrust, and every last erg of augmented strength, from your Powered Armor. When wearing any grade of Powered Armor, you treat the armor's bonus to either STR or DEX as being +2 points higher. You choose which attribute to enhance each time you don the armor.

RUINSTALKER

Ability Type Extraordinary

Requires Stealth 1 rank

Like a lot of the soldiers in the Army of God, you're comfortable moving through bombed out buildings and abandoned, shattered storefronts. You gain a +1 trait bonus on Initiative results and Stealth checks when moving through *ruin* terrain.

SMG MASTERY

Ability Type Extraordinary

Requires Personal Firearms Proficiency, Advanced Firearms Proficiency, BAB +1

Most Block Mothers specialize in submachine guns-compact, easily concealable weapons perfect for close combat in an urban environment. Plus, SMGs have the advantage of being cheap and easily field-repairable, at least compared to 22nd Century heavy energy weapons.

You receive a +3 trait bonus on ranged attack rolls made to confirm a critical hit with any submachine gun (SMG).

STAR QUARTERBACK

Ability Type Extraordinary

Requires STR 13+

High school football is an obsession throughout the Lifer Nation (and to a lesser extent, in the Fed-Gov). Many of the squad leaders and junior officers in the Lifer AOG first displayed leadership on the football field. The same talent that let you throw a touchdown pass comes in handy on

the battlefield when you're throwing grenades instead of footballs.

Once per day, as part of an attack action with any thrown weapon, you can double the range increment of the weapon. This stacks with other effects that modify range, such as the Far Shot feat, or similar powers or class abilities.

UNIFORM ALLOWANCE

Ability Type Extraordinary

Requires Profession (soldier) 1 rank

You've been provided with a full wardrobe of military uniforms. Each game year at a set time determined by your gamemaster, you are provided with replacement uniforms at no cost, though you must replace these items yourself at other times. These items are considered military property and cannot be legally sold by active duty personnel.

You begin the campaign with the following pieces of equipment:

- 2x Explorer's Outfit (field uniforms)
- 1x Cold Weather Outfit
- 1x Ballistic Vest (light)
- 1x Mwk. School Uniform (military dress uniform)
- 1x quick draw holster for a pistol or similar sidearm
- Misc. accessories and decorations, such as official shoes, belt-buckles, , medals and ribbons, ect.

UNTAINTED HUNTER

Ability Type Extraordinary

Requires Untainted cultural template

Your father took you on your first hunt as soon as you could hold a gun. You can easily bring down game even in the most desolate badlands, enough to feed yourself and your clan. You gain a +1 trait bonus on Survival checks, and Survival is always a class skill for you. You receive a +1 competence bonus on ranged attack rolls against non-sapient creatures of the Animal type.

VINDICATOR KNIFE TRAINING

Ability Type Extraordinary

Requires any Lifer patron deity/philosophy, Simple and Martial Weapons Proficiency

You spent hard months of your childhood training in a dojo under a respected Vindicator combat-vet. You know how to handle a blade. When wielding any dagger or other light, one handed slashing weapon, you inflict an additional +1 point of damage per ten character levels. This stacks with effects of feats such as Weapon Focus and specialization.

WETWORK

Ability Type Extraordinary

Requires Weapon Focus (dagger)

There's nobody deadlier than you when it comes down to knife work. Any time you beat your opponent's AC by 8 points or more with a successful attack with any dagger, you inflict 1 point of ongoing HP Bleed.

WHITE ROSE GUNSLINGER

Ability Type Extraordinary

Requires Meaningful Ink, any Lifer patron deity, Gunslinger level 1st

Among your many tattoos is a unique white rose insignia, marking you as a 'direct action' warrior for the Lifer cause. You have slain a Choicer abortion provider or soldier, earning the white rose honorific that has been bestowed on Lifer shooters since the beginning of the movement.

Your maximum Grit pool increases by +1.

WIN FIRST CRY LATER

Ability Type Extraordinary

Requires any Lifer patron deity/philosophy, Iron Will

You don't give up easy, even in the face of Choicer mind-weapons. Once per day, when you fail a save against any mind-influencing effect, you can delay that effect from coming into play, and act normally for a number of rounds equal to your WIS modifier.

WITCH HUNTER

Ability Type Supernatural

Requires Lifer patron deity, grit pool

You can expend a point of grit as part of an attack action to allow you to overcome a Pagan Born's pagan *immunity racial* trait with that attack.

WRENCH BREAKER

Ability Type Extraordinary

Requires Human Race, base attack bonus +1

There's a growing anti-Wrench sentiment among Solomon Station's human spacers, particularly those working for *Black Rhino Refining*. Bar brawls aren't exactly unusual on station, but recently the violence has gotten a bit more brutal and purposeful. You receive a +4 bonus on melee attack rolls made to confirm a critical hit against any Wrench opponent.

LIFER CHRISTIANITY

Lifer Christianity is a very particular breed of Evangelical Christianity, a militaristic, charismatic faith dedicated to direct action and united by a staunch hatred of Choicer paganism. It demands courage, resolve and patriarchal leadership from its men, obedience and labor from its women. Lifer Christianity is strongly concerned with sexual and moral purity, and with avoiding contamination by extrinsic Choicer and Fed-Gov secularism. The religion is superstitious, always seeking signs and portents of God's will, and fearing an Anti-Christ that it believes is a real and tangible presence upon 22nd Century Earth.

ARTEMIS

Many Lifer soldiers offer prayers to the fallen Artemis, as a kind of warrior-saint, a martyr to the Lifer cause. As a truly divine creature, Artemis herself can grant power to her worshippers. Though many Lifers profess to be staunch, uncompromising, Bible-believing Christians, they see no disconnect in worshipping the star-goddess.

Many of Artemis' worshippers do not even consciously realize the depth of feeling they have toward the warrior goddess. She is worshiped as the heroic, violent ideal all Lifer direct action warriors aspire towards.

Though Artemis is herself *chaotic neutral*, she attracts mostly lawful worshippers, and as a deity she is considered *lawful evil*. The twin faiths- worship of star-born Artemis and Lifer Christianity, twine together like serpents on a caduceus. Both are rigidly dogmatic, insular, judgmental and more than occasionally cruel.

CHRIST MILITANT

The Jesus Christ of the Lifer Nation is a forceful, direct and committed warrior. They worship the Jesus who overturned the money-changer's tables with enormous violence, co-

Faith	Alignment	Domains (associated sub-domains)	Favored Weapon
Lifer Christianity	LE Philosophy	Community (family), Death (both), Healing (resurrection), Repose (souls), War (both)	Military Plasma Rifle
Artemis	LE Lesser Goddess	Destruction (rage), Glory (heroism), Liberation (revolution), Nobility (martyr), Strength (resolve)	Sniper Rail Gun
Christ Militant	LN Intermediate God	Apocalypse (both)*, Glory (heroism), Liberation (revolution), Protection, War (tactics)	Military SMG or M-16 Rifle
The Nuremberg Consciousness	LN Minor Deity (genderless)	Death (undead), Knowledge (both), Rune (language), Trickery (deception)	Arc Dagger
The Virgin Mary	NG Greater Goddess	Charm (love), Community (both), Good (agathion), Healing (resurrection), Magic (divine)	None*
Gothic Christianity	LG Philosophy	Glory (heroism), Good (archon), Healing (both), Knowledge (memory), Nobility (martyr), Protection (purity)	Long Sword
Prosperity Gospel	NE Philosophy	Artifice (toil), Glory (heroism), Healing (restoration), Luck, Prophecy (both)*, Trickery (deception)	Colt 1911 Pistol
Rescue Christianity	NG Philosophy	Community (home), Good (agathion), Healing (restoration), Knowledge (thought), Protection (both)	Needler
Signs Following	N Philosophy	Apocalypse (catastrophe)*, Good (azata, exorcism*), Healing (resurrection), Magic (divine), Prophecy*	Sawed-Off Shotgun
Untainted Survivalism	N Philosophy	Animal (fur), Community (home), Plant, Strength (resolve), Weather (seasons)	Compound Long Bow

* starred domain or subdomain found in *Divine Favor: The Cleric (Open Design LLC, 2011)*

mingled with half-remembered memes of the White Power "Positive Christianity" the Lifer Nation officially purged from its ranks decades ago.

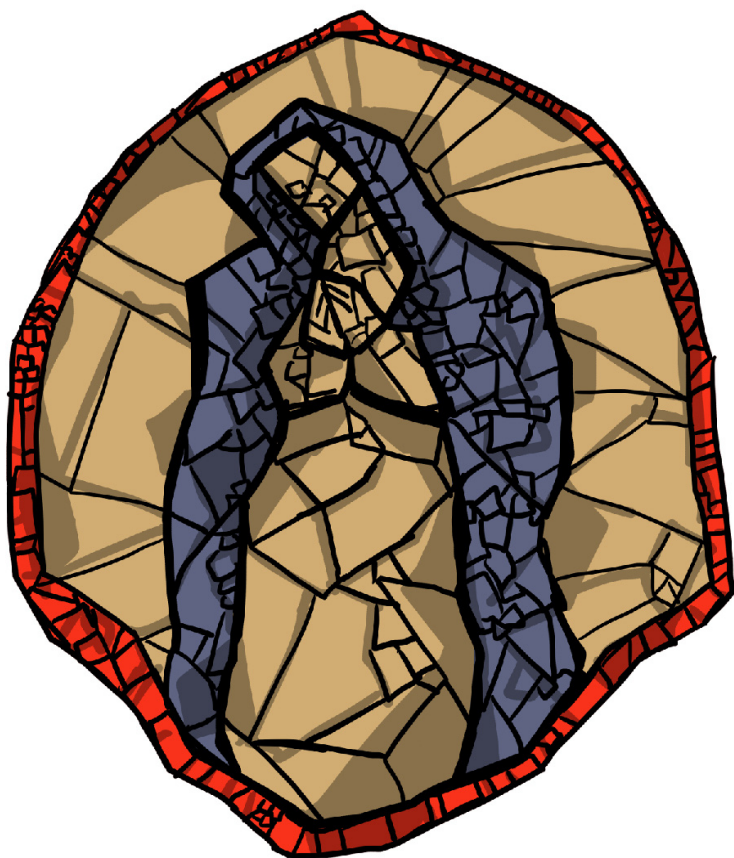
This Jesus is a model for direct action, who brings not peace, but a sword. This Jesus' ministry and gentler aspects comes to the fore in care for His worshippers and innocents. The only mercy offered to His Choicer enemies comes after they lay down their arms, disable their bionics, and beg forgiveness for their sins.

THE NUREMBERG CONSCIOUSNESS

Though it was coded by mankind, the Nuremberg Consciousness has evolved into something far greater than the communications portal it was originally intended as. The Nuremberg Consciousness is a far more complex and intelligent AI than even the highest ranking of the Covenant's "Goddess Machine" AI. Using light-based

technology capable of reaching into every distant corner of human controlled space, the Nuremberg Consciousness can perform dark miracles, and might be worshipped, unwittingly, by Lifer human and Neverborn divine casters who believe their power comes from some more exalted source than this rogue AI.

Both the Nuremberg Consciousness and Lifer Christianity offer access to the Death domain. In Nuremberg's case, this is due to the AI's creation of the Neverborn and continued stewardship (and manipulation) of this undead species. Lifer Christianity as a whole has access to the Death domain due to the culture's gore-splattered obsession with fetal holocaust, and the morbid turn of many of its believers.



THE VIRGIN MARY

The Virgin Mary's worship is imported unchanged from the Black Tokyo campaign setting.

Some Lifers might venerate Mary, Mother of God above all other traditions. The emphasis of Mary as a major mythological figure is one of the defining elements of Catholicism rather than Protestant Christianity, especially as portrayed in horror anime. The Virgin Mary is a benevolent, warm intercessor for mankind, endlessly

merciful, and in many ways a pseudo-goddess figure in an otherwise patriarchal and monotheistic faith. The Virgin Mary might be worshipped concurrently by practitioners of Gothic Christianity or Rescue Christianity. Her worship might also serve as a solid theological bridge for newly converted Covenant neo-pagans, more comfortable worshipping a goddess than a God.

Clerics of the Virgin Mary cannot cast *spiritual weapon* nor similar spells, and do not have a favored weapon. Instead, they may use *sanctuary* as a spell-like ability 3x/day, at their full cleric level.

OTHER DOGMAS

All of the following faiths are considered part of Lifer Christianity as a whole, emphasizing different doctrines and cultural touchstones. Different sects have unique rites of baptism, individualistic worship orders and charismatic local leaders. To a Choicer, the differences are barely noticeable, but to anyone born and raised in an Enclave, the differences are startling and often a cause for suspicion.

GOTHIC CHRISTIANITY

Gothic Christianity is imported unchanged from the Black Tokyo campaign setting.

Gothic Christianity is a somber, yet unquestionably heroic vision of the Christian faith. The Gothic Christian faith is a unique, often iconoclastic sect of Roman Catholicism. This resolutely good faith is bound by tradition and doctrine, and its believers follow a rigid code of honor. The most committed are called by God, spoken to in visions, and called to fight demonic evil.

While in the *Black Tokyo campaign setting*, Gothic Christianity was the result of syncretism between traditional Japanese beliefs and the Roman Catholicism brought over by Dutch missionaries, in Otherverse America it needs no such specific origin. This can simply be a good-aligned version of Christianity. Since the details of its doctrine and dogma fade into soft focus, Gothic Christianity allows for heroism.

In cross-planar campaigns, followers of Gothic Christianity were likely baptized by a Nagasaki-born adventurer who crossed time, space and reality in search of the truth of the *Ubume Empress'* origins. If that's the case, they have some very powerful and dangerous enemies, whether they know it or not.

PROSPERITY GOSPEL

Prosperity Gospel is preached in many mega-church Enclaves. This materialistic faith holds that worldly wealth and prosperity is a reward for faith. The poor, its preachers hold, are only poor because their faith is weak, or unconfessed sins, poor life choices or a weak mind hold them back. Many of the Lifer Nation's authors, evangelists and political elites attend Prosperity Gospel services.

RESCUE CHRISTIANITY

Rescue Christianity is the moderate, and sometimes staunchly pacifist wing of the Lifer Nation. Rescue Christian believers seek to de-escalate conflict, and are the most willing to negotiate and compromise with the Choicer Covenant. As a result, they're mistrusted and often despised by the direct action crowd, called "Lifers in Name Only" or "lean" in their faith.

Rescue Christianity opposes abortion, but their opposition is limited to distaste and disapproval rather than direct violence, and Choicers, even Midwives are welcome in their churches. Rescue churches throughout the country have established free or low-cost fetal cryo-storage crèches as an alternative to abortion. They are also one of the few Lifer sects to run effective adoption networks. Many American Catholics, even those officially outside the Lifer Nation, can be thought of as Rescue Christians.

If you have a more positive view of Christianity than the author does, Rescue Christianity (without the prefix) can represent the mainline of the faith rather than Lifer Christianity.

SIGNS FOLLOWING

Signs Following churches preach that signs, miracles and portents will surround any truly holy preachers and steadfast believers. Serpent handling (and in the 22nd Century, the handling of dangerous Lifespawn xenos), faith healing and speaking in tongues are all elements of worship. Church gatherings tend to be passionate, unscripted and sometimes incoherent. Signs Following Lifers make up a huge percentage of the Lifer Nation's spellcasters and Philosophers, using 22nd Century occult-tech to create the flashy miracles their faith promises.

UNTAINTED SURVIVALISM

A weighty plurality of Lifers live completely off the grid, in rural, self-sufficient "untainted" camps. Master woodsmen, expert hunters and trappers, Untainted believers have turned their back on a world they know is firmly in the grip of the Beast of Revelations. They live exclusively among their own kind, distrusting even city-dwelling fellow Lifers.

Aside from occasional trade-meets, Untainted Survivalists can go months without encountering anyone outside their tight-knit, insular clans.

FAITH TRAITS

"My mother's Bible is not like any of the other Bibles, or any of the other books, I own. It is not merely a sacred text, but a sacred edition. It's impossible for me to read that volume without thinking of the hours my mother spent with it, of the prayers she prayed for me during the years she spent in those pages. To read that Bible is to have the sense, both sad and comforting, that I am somehow reading it with her."

-Fred Clark

ABRAHAMIC

Ability Type Extraordinary

Requires Knowledge (religion) 1 rank

You believe in the solidarity and spiritual kinship of all the Abrahamic faiths – Christianity, Judaism and Islam. You receive a +2 trait bonus on Diplomacy checks made against characters with a Jewish or Muslim patron deity/philosophy.

In addition, if you are not a Christian yourself, but are a member of one of these Abrahamic faiths, and take this trait, you may select feats and powers that are only available to those with a Lifer or Christian patron deity.

ALTERNATIVES TO ABORTION

Ability Type Spell-like

Requires Temporal Angel race, WIS 11+

Special A Temporal Angel can also choose this as a racial trait.

You can use your future-born ultra-technology to provide a willing woman with an alternative to abortion that 22nd Century medicine hasn't even imagined yet. You may use *quantum miscarriage* as a cleric of your total character level up to once per day per five character levels. You gain a permanent +2 trait bonus on Diplomacy checks against any woman who accepts your *quantum miscarriage*.

BLESSING UPON THE WOMB

Ability Type Spell-like

Requires Lifer or Evangelical Christian patron deity, WIS 15+

You are sought out by Lifer women and girls who want big, thriving families, and with a touch and a blessing, you can give the gift of super fecundity. You may use *fertility control* at will, but only to maximize the potential for conception. In addition, once per week, you may touch a willing pregnant woman to cast *quiverfull pregnancy*.



CRISIS COUNSELOR

Ability Type Extraordinary

Requires Heal 1 rank, Lifer or Evangelical Christian patron deity

You are an obstetrician trained in old style ‘crisis pregnancy’ counseling, in telling just the right mix of scientific fact, Christian belief and lies to convince a woman to continue her pregnancy at any cost. If you have access to recent medical information (such as sonograms, genetic tests, or other diagnostics) that are less than one

week old, you receive a +2 trait bonus on Bluff and Diplomacy checks made to convince that person against abortion.

CHOOSE LIFE THAT YOU MIGHT LIVE

Ability Type Supernatural

Requires Lifer or Evangelical Christian patron deity, ability to cast divine spells
Once per day, you can maximize the numerical effects of any *Cure* spell without increasing the casting time or spell level. The recipient of the maximized *Cure* spell is treated as if they were a follower of your dpatron deity for 24 hours, which might inhibit their own divine abilities. A conscious creature can resist this effect with a successful DC 10 WILL Save, in which case the healing is not maximized and their patron deity is not affected.

EVANGELIST

Ability Type Extraordinary

Requires Knowledge (religion) 1 rank, CHA 13+

You’ve got a knack for winning new converts to your faith, clearly explaining the intricacies of your belief. You receive a +1d6 trait bonus on Diplomacy checks when the objective is to convert a character to your religion, or educate about it.

FAMILY BIBLE

Ability Type Extraordinary

You begin play with a *Lucky Scripture* as part of your starting gear. This Bible is a family heirloom dating back generations, messy with margin notes, insta-print photographs taped between pages, genealogical charts on the inside covers, and other unique marks of heritage and provenance.

GHOSTLIGHT MARTYR

Ability Type Spell-like

Requires Neverborn race, Eternal Child alternate racial trait, CHA 11+

While in your visibly undead state, your body glows with a pale, moon-like radiance, that makes your scarred, cold tissue gleam like saintly marble. You may use *bleed* as a

caster of your total character level up to three times per day, but must be in your visibly undead state to use this ability.

GHOSTLIGHT WITNESS

Ability Type Spell-like

Requires Neverborn race, CHA 11+

While in your visibly undead state, you can emit an unsettling, spectral glow that makes your corpse's bones visible beneath pale flesh. You may use *cause fear* as a caster of your total character level up to three times per day, but must be in your visibly undead state to use this ability.

HEALER OF CHILDREN

Ability Type Supernatural

Requires any good alignment, ability to cast divine spells
You are especially adept at using your divine magic to heal the wounds of pre-teens and children. Rescue Christian clerics and wonder-workers are often healers of children, first and foremost. When you use any *Cure* spell to benefit a living child, the spell's numerical effects are maximized.

HOLY MUSICIAN

Ability Type Extraordinary

Requires Perform (any) 1 rank

Your faith values music and performance highly, and you can play the protest songs, hymns and gospel standards of your faith well. Your music might incorporate traditional gospel stylings, Lifer jazz or blues, hillsong or choral influences, or even the incoherent and palpable rage of modern Lifer punk.

You treat any weapon with the Musical or Superior Musical descriptors, or any musical instrument as a holy symbol. You receive a +1 trait bonus on one Perform check of choice and Knowledge (religion) checks.

INSPIRING

Ability Type Supernatural

Requires CHA 13+

You bring out the best in your friends, motivating them to depths of heroism and endurance they didn't know they possessed. Anyone who spends at least an hour in your company who has chosen either the Great Fortitude, Iron Will or Lightning Reflexes feat receives an additional +1 bonus on the enhanced saving throw (s). This bonus lasts for 24 hours, or until the recipient next sleeps.

INVISIBLE PRIVILEGE

Ability Type Extraordinary

Requires any Lifer or Evangelical Christian patron deity
Your faith is the best kind of social lubricant, and you can

always find a fellow believer to have your back. Once per day, you can change an NPC whose attitude to you is Indifferent to Helpful for the duration of a single encounter. This NPC must have the same patron deity as you. Using this ability requires about a minute of conversation, but does not require a skill check. You must reveal your faith to use this ability.

NOT THEFT IF ITS A GRAVEN IMAGE

Ability Type Extraordinary

Requires any Lifer or Evangelical Christian patron deity, Sleight of Hand 1 rank

Nothing cripples a Choicer divine caster like stealing their pagan holy symbol before they start casting their sorceries. You receive a +2 trait bonus on Sleight of Hand checks made to steal holy symbols, athames (including magic items) and non-Abrahamic holy texts, regardless of their format.

MIRACLE OF LOAVES

Ability Type Spell-like

Requires Nazarite cultural template

You can miraculously call down heavenly mana in the form of simple, cheap mass produced fast food, complete with wrappers and packaging from the kind of Lifer run chains that are considered most socially acceptable and ideologically pure in the Enclaves. Once per day, you can cast *create food and water* to produce fast food and drinks sufficient to sustain up to four Medium creatures.

MURDEROUS OFFENSE

Ability Type Extraordinary

Requires any Lifer or Evangelical Christian patron deity
Lifers wear their politics – and their hatreds – on their bodies. Profane t-shirts and unit patches curtly and brutally insult the Lifer Nation's many enemies. Any time you openly wear an article of clothing with an insulting or offensive slogan referencing a particular non-Christian patron deity, you receive a +1 trait bonus on weapon attack and damage rolls against followers of that deity.

NAME IT AND CLAIM IT

Ability Type Supernatural

Requires Prosperity Gospel or Signs Following patron deity

During a Lifer religious service, you can attempt a DC 15 Perform (oratory) check to rise to your feet, testify your faith, and ask a great boon of God. If the check is successful, you gain a +1d4 holy bonus on Profession checks made to complete a long term project or earn a living for one week, or until you next attend religious services.

NEVER SIGHT

Ability Type Supernatural

Requires either Neverborn race or Nuremburg

Consciousness patron deity

You perceive a luminous purple aura, like billowing violet ribbons, dancing around any creature within 30 ft who has ever undergone an abortion. If the creature has ever performed an abortion, shades of red are integrated into the aura. This is considered an improvement to the Ghoulish Witness racial ability, which refines the information provided by that ability.

ORDAINED MINISTER

Ability Type Extraordinary

Requires Diplomacy 1 rank, Knowledge (religion) 1 rank

Special You may choose this either as a Faith or a Social trait.

You hold a rank in a religious hierarchy, can perform important ceremonies like baptisms, marriages, and funerals, are called upon by your faithful to settle disputes and give spiritual guidance. When interacting with members of your congregation, who must share your patron deity, you receive a +2 trait bonus on Diplomacy and Sense Motive checks.

In addition, you are often called upon to perform counselling, lead ceremonies and serve other mundane religious functions. If these duties conflict with your adventuring activities, and if you successfully balance both responsibilities, you may be rewarded with a temporary action point/hero point, which must be spent before the end of the current adventure. If you act in a manner contrary to your faith, change patron deity, or gain an incompatible allegiance, you may be stripped of this trait.

PURPOSE DRIVEN

Ability Type Supernatural

Requires Lifer or Evangelical Christian patron deity

Your unbreakable faith in God and His purpose for your life gives you a chance to survive, to succeed, to excel, when all other hope seems lost.

Once per day, prior to making a D20 roll, you may declare the use of this ability, adding a +1d6 holy bonus to the roll. The purpose you can put this roll to is strictly gender segregated. Male believers can only use it to enhance attack rolls and FORT saving throws; female believers can only use it to enhance skill checks and WILL or REF saving throws.

RESTORE AND RECLAIM

Ability Type Spell-Like

Requires WIS 15+

Once per day, you can use *make whole* as a 5th level cleric.

You may only use this ability to restore Lifer or Evangelical Christian churches, religious structures, horror art, religious artwork (statuary, stained glass, murals, ect), historical artifacts and similar items. You may use this ability to repair constructs but only if those constructs are designed for service to the Lifer AOG, such as a specially designed and sanctified golem, a Lifer combat robot or mecha, or similar creatures.

SNAKE HANDLER

Ability Type Supernatural

Requires Signs Following patron deity

You take up serpents in a flashy show of faith and devotion, trusting your God to protect you. You gain a +2 holy bonus on saving throws against natural poisons derived from animals or vermin, though not synthetic poisons or plant-based toxins. Once per week, you can cast *charm animal* as a druid of your total character level, however you can only affect snakes and similar creatures with this ability.

SONOGRAPHIC TOUCH

Ability Type Supernatural

Requires Knowledge (religion) 1 rank

As a newborn, you were injected with a Kodiak-custom genemod designed to highlight the beauty of fetal life. As a full round action, you can touch the bare skin of a pregnant woman's abdomen. Chemicals in your sweat turn blood and abdominal tissue transparent, allowing the fetus within to be seen as clearly as in any good Lifer fertility-porn image. The transformation lasts for as long as you maintain contact, and for about a minute afterward. The pregnant woman is considered *horror art* while this transformation is in effect.

UNTRANSLATED GOSPEL

Ability Type Extraordinary

Requires Knowledge (religion) 1 rank

You're comfortable reading the Gospels in their original tongues, not quite trusting translators to capture the true Word of God.

You receive a +1 trait bonus on Knowledge (religion) checks, and can speak and are literate in Hebrew and Aramaic.

MAGIC TRAITS

"All law is religious in nature, and every non-Biblical law-order represents an anti-Christian religion. Every law-order is a state of war against the enemies of that order, and all law is a form of warfare."

- *Institutes of Biblical Law, Rousas John Rushdoony, 1973*

BIBLICAL PHILOSOPHIES

Ability Type Extraordinary

Requires Lifer or Evangelical Christian patron deity, ability to cast 1st level arcane spells, Knowledge (religion) 1 rank

You begin play with an heirloom Bible, Biblical concordance, a collection of letters, essays and lore from an early Evangelical thinker, or perhaps even more ancient, and highly valuable Biblical-era texts, however fragmentary. Long study of the text, in light of 22nd century advances in parapsychology and the emergent science of Object Philosophies, has allowed you to discover fragmentary Philosophical triggers hidden within.

Each time you gain the ability to cast a new level of arcane spells, you can spend at least 8 hours studying the text, and attempt a Knowledge (religion) check (DC 20 + the spell level to be learned). If you succeed on this check, you learn an additional arcane spell of the highest level you can cast. If you are a sorcerer or other spellcaster with a limited arcane spell selection, this spell does not count against your maximum number of spells known. You cannot retry this check, nor can you take 10 or 20 on it.

HELLFIRE PREACHER

Ability Type Extraordinary

Requires Lifer or Evangelical Christian patron deity, divine spellcaster level 1st

You preach the agony of the damned, burning forever in the fires of Hell. You inflict an additional +1d3 points of fire damage with any damage dealing divine spell with the Fire descriptor.

IN QUIET PRAYER

Ability Type Supernatural

Requires Lifer or Evangelical Christian patron deity, divine spellcaster level 1st

Special Characters with either the Prosperity Gospel or Signs Following patron philosophy cannot choose this trait. For you, prayer is an intimate conversation with God, rather than a public, highly politicized performance. You increase the caster level of any divine spell you cast by +1 when you are either completely alone, or if only the target of the spell is present with you.

This applies to both hostile and non-hostile spells, so long as only the caster and recipient/target are present.

NANOSHOCK SPELLS

Ability Type Extraordinary

Requires spellcaster level 1st

You know how to squeeze a few extra, vital amps of power out of your electrical spells, which can fry the nanotech based cyber-systems favored by your Choicer enemies. When you cast any damage dealing spell with the electrical descriptor against a target with at least one cybernetic implant with the nanotech tag, you inflict an additional 2 points of electrical damage and increase the Save DC (if applicable) by +1.

TERMITES PASSEY

Ability Type Spell-like

Requires INT 11+

Nothing lends credibility to a con like some creatively forged false ID. With a thought, you activate a low-grade illusory Philosophy that lets you whip out anything from forged Choicer travel passes to a detective's badge.

You may use *illusory ID* up to three times per day, as a spell-like ability.

WITNESS SPELLCASTER

Ability Type Extraordinary

Requires spellcaster level 1st, Lifer or Evangelical Christian patron deity

You are especially adept with the frightful, judgmental spells of the Lifer nation. You cast spells with the *witness* descriptor at +1 caster level.

RACIAL TRAITS

The best thing I can show you to defend life is my life.

- *Gianna Jessen*

BATTERY BABY

Ability Type Extraordinary

Requires CFL Kid race, Energy Redirection racial trait

Your superhuman metabolism is more efficient than most: your cells can retain captured energy longer and put it to better use. You retain energy absorbed with your Energy Redirection trait for one minute. In addition, the numerical limits on the bonus provided by this trait increase to +7, rather than the +5 bonus that is the norm for CFL Kids without this trait.



BENEVOLENT GHOST

Ability Type Supernatural

Requires Undead type or Half-Undead subtype, any non-evil alignment

Though undead, your connection this world, and this life, is at its strongest when you perform kindnesses and show mercy to living humans. You gain Channel Resistance +1 (or your existing Channel Resistance increases by +1) for one hour after performing acts of ordinary kindness for living humans or other mortal humanoids without expectation of repayment.

BLACK MARROW

Ability Type Extraordinary

Requires Nanofeaster race, CON 15+

Your bone marrow is embedded with a unique nanofluid that stabilizes your wounds, supercharges your immune system and makes you an even more effective gene-soldier. You automatically stabilize when reduced to 0 HP or below. Further, your black marrow acts as an automatic, successful FORT save to overcome the effects of any disease or poison that requires multiple FORT saves to overcome.

CONTROLLED TRANSFIGURATION

Ability Type Extraordinary

Requires Neverborn race

It takes all your concentration, but you can prevent your corpse from shifting into its visibly undead state around those intimately familiar with abortion. You can pass for full-human, even if it's a lie.

You can choose not to transform when your *Ghoulish Witness* racial trait activates. If you choose not to transform, you are considered to be concentrating on maintaining an effect, and cannot simultaneously maintain a spell, bardic performance, psionic ability or other effect. While in your more human-like form, you automatically succeed on Disguise checks made to pass for Human. You mimic a heartbeat, breathing and have a body temperature above ambient.

Even if you don't choose to transform, you are still aware of which person or persons triggered your *Ghoulish Witness*.

DEADLIER THAN THE MALE

Ability Type Extraordinary

Requires Nanofeaster race, female gender, base attack bonus +1

Nanofeaster women are among the most predatory of their race- sleek, butch and lethal. Even in old school sexist Lifer Enclaves, Nanofeaster women are anything but meek and mild 'block mommies'- they're soldiers, killers and direct action ass kickers.

You receive a +1 morale bonus on attack and damage rolls, and a +1 morale bonus on combat maneuver checks made against male Nanofeasters.

DENSER STEEL

Ability Type Extraordinary

Requires Wrench race

Your armored dermis is denser and more damage resistant than the norm. You gain Damage Reduction 2/magic against Ballistic damage.

INKED UNDEAD

Ability Type Supernatural

Requires Neverborn race, Meaningful Ink

When you first acquired your ink, you entered a trance-like state that worked a subtle change in your occult anatomy, becoming something more than the typical undead. When your *Ghoulish Witness* racial trait activates, your tattoos change, and thick black ink covers your almost entire body in heavily inked skeletal linework. Your transformation is dramatic, but you do not appear corpse-like, but rather like a unique and threatening Lifer.

When your transformation activates, select a different *Meaningful Ink* benefit than what the feat normally provides you. You always gain this alternate benefit when you transform.

MORE ALIVE

Ability Type Extraordinary

Requires Neverborn race (or other Undead race with game master approval)

Some Neverborn have connected more fully to the humanity fate (and Lifer techno-sorcery) denied them. The Neverborn receives a +2 racial bonus on saving throws against spells that specifically target undead.

RARE EARTH WRENCH

Ability Type Extraordinary

Requires Wrench race

Your gunmetal silver hull is composed of exotic alloys harvested from rich asteroids out in the Belt. Your natural armor bonus to AC increases by +1.

SECONDARY JAW

Ability Type Extraordinary

Requires Nanofeaster race, War Maw alternate racial trait

Somebody was watching *Alien* while custom-cutting your genome. You have a secondary jaw structure in your throat, which you can extend prodigious distances as an especially nasty surprise in battle. You gain a 10 ft reach with your bite attack.

STRATOS FLIER

Ability Type Extraordinary

Requires natural flight speed

Your gift of flight takes you to the edge of the atmosphere, and near vacuum does not harm you. You gain the No Breath racial trait.

TERRIFYING TRANSFORMATION

Ability Type Extraordinary

Requires Neverborn race

Your transformation into a visibly undead state is even more dramatic and horrific than the norm, as your organs rupture in sprays of rotting, half-clotted blood and your skin and muscle rips apart spectacularly. Any creature within 30 ft of you when you transform, and who can clearly see you, must succeed at a WILL Save (DC 10 +1/2 your HD + your CHA modifier) or be *shaken* for one round. A creature who saves against this ability cannot be affected by this power for 24 hours.

WARSHORN

Ability Type Extraordinary

Requires Nanofeaster race

You shave your head clean as a symbol of Nanofeaster racial pride, an advertisement of your combat prowess. You receive a +2 trait bonus on Intimidate checks made against other Nanofeasters, as well as a +1 racial bonus on Initiative checks.

WIRE BEARD

Ability Type Extraordinary

Requires Light or Heavy Cyborg race, male gender

A thick mane of twisted wires, metal cabling and fiber optics hangs beneath your rebuilt and reinforced jaw in a cybernetic imitation of the Old Testament beards favored by Lifer patriarchs. The sheer bulk of your wire beard provides you with a +1 bonus to Armor Class.

SOCIAL TRAITS

"I believe 'termite tactics' refers to the small things that eat away at a place [abortion clinic], which might include lock rescues and glue."

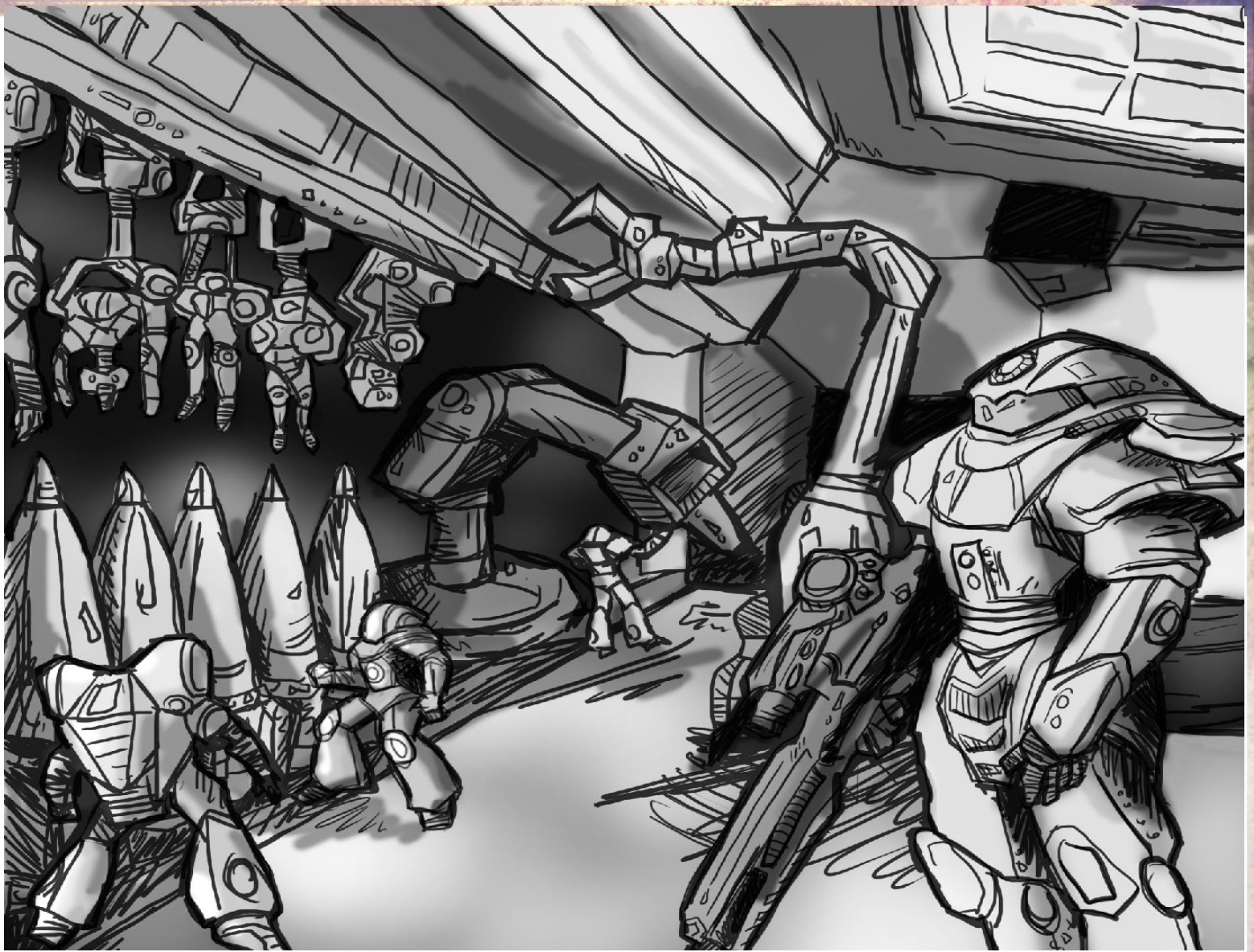
-Shelly Shannon, member of the 20th century Army of God

AFOGNAK ARMORER DUTY

Ability Type Extraordinary

Requires New Promise Infantry cultural template

You have served as an armorer at the Afognak Arsenal, gaining familiarity with weapons safety and repair protocols, comfort with the Lifer nation's many cutting edge weapons, and a resigned endurance to the eternal cold. You gain Cold Resistance 1, and receive a +2 trait bonus on Craft (firearms) checks.



AWAKEN GRIEF

Ability Type Extraordinary

Requires CHA 13+, any Lifer or Christian patron deity/philosophy

Lifer sidewalk counselors know how to twist the knife emotionally. They call it awakening women to the horror they underwent in the clinic; Choicers call it cruel emotional blackmail. Anytime the character rolls a natural 20 on a Bluff or Diplomacy check against a character with any Covenant patron deity/philosophy or how has ever undergone or performed an abortion, the target is considered *shaken* for one round. This is a mind-affecting, fear effect.

BLOCK MOM MEDIC

Ability Type Extraordinary

Requires female gender, either Heal or Knowledge (local) 1 rank

The Choicer Covenant has consolidated gynecological knowledge in its blood red cybernetic hands. Lifer women have to deal with the Choicer Covenant in order to receive basic gynecological or pre-natal care, to say nothing of the abortions that are an open secret throughout the Enclave. Those who can't afford Covenant medics, or refuse to interact with the Covenant at all turn to local Lifer block midwives and street docs. You're one of these street docs, hopefully a little more competent than the norm.

You gain a +1 trait bonus on Heal checks and a +1 trait bonus on Knowledge (local checks). When using a First Aid Kit to perform surgery, the penalty is only -2 rather than -4. Further, when using any grade of Medspray (*Technology Unleashed*), you restore an additional HP per dose.

CHRISTIAN BUSINESS OWNER

Ability Type Extraordinary

Requires Knowledge (religion) 1 rank

Enclave businesses proudly display their political affiliation and brandish their faith as if that was a badge of quality.

Without a banner declaring the owner “COMMITTED PROLIFE or FULL PROLIFE”, the silver fish and cross of hardliner Christianity or a Lifer Sigil painted over the door, a business in a Lifer enclave is doomed to failure before its doors open for the first time.

When working in Lifer territory or interacting with a mostly Lifer clientele, you make both a Knowledge (religion) and a Profession check to earn a daily or weekly wage, and take the better result. If either check result is 8 or lower, add it to the other check result and use the sum as your check result.

COVERT MEMES

Ability Type Extraordinary

Requires Meaningful Ink, any Lifer or Evangelical Christian patron deity/philosophy

Your tats are designed so they look innocuous from a distance – not to arouse Choicer suspicion at a job interview or when dealing with Fed-Gov cops. But they’re steeped in esoteric Christian symbolism and Lifer memes so current the Choicer intel community hasn’t documented them yet.

It requires a DC 22 Knowledge check to decipher the meaning of your Meaningful Ink.

DOOMSDAY CACHE ACCESS

Ability Type Extraordinary

Requires Untainted cultural template, Survival 1 rank

The Lifer Army of God has been caching supplies and weapons in climate-proofed containers, squirreled away in the off-grid woodlands of the Deep South. You know where many such caches are hidden, and can easily read the trail signs and hidden map-codes that lead you to others. Once per level, you may declare the presence of a ‘doomsday cache’ somewhere within an hour’s travel of your current position. The character does not need to plan ahead to access this cache, it is assumed the character learned of (or planted) this cache ‘off-screen’.

This cache always contains the following:

- A two-week supply of water and MREs or similar rations for 4 adults.
- A two-week supply of food suitable for companion animals such as dogs or horses
- Ordinary camping and survival gear appropriate for the climate, sufficient for 4 adults
- 1d6+1 M-16A2 or AR-15 assault rifles or knock-offs

with 2x spare clips for each

- 1d4 Mossberg Shotguns or Combat Shotguns with 24 shells each
- 2d4 daggers or machete

Doomsday caches often include unique, homey and quizzical touches placed in them by the women and children of the movement. These treats might include tasty foods like homemade jerky, fruit preserves or soups canned in airtight, shelfstable glass jars, toys or children’s books, or other trinkets.

EVANGELICAL STRINGS

Ability Type Extraordinary

Requires Lifer or Evangelical Christian patron deity, Knowledge (religion) 1 rank, Perform (stringed) 1 rank
Like most Evangelical pastors, you’re a talented amateur guitarist, and every sermon includes a long jam session within and behind the words. You gain a +1 trait bonus on Perform (stringed) checks and this is always a class skill for you. You also gain a +1 trait bonus on attack rolls with Rockers and other guitar-like *musical* or *superior musical* weapons.

GUIDED SEARCH

Ability Type Extraordinary

Requires Neverborn race or Nuremberg Consciousness patron deity

The Nuremberg AI has been subtly steering your education and development as an activist/warrior for years, probably without your conscious awareness. Just by bringing the right news or intel to your attention, at just the right time, the Nuremberg AI has made you its catspaw. Once per week, you can reduce the DC of any one Knowledge check you make by -10. You must declare the use of this ability before rolling the check. When you reach 10th level, you reduce the Knowledge check DC by -20 instead.

GHOST DRIVER

Ability Type Extraordinary

Requires Drive or Pilot 1 rank

There’s a lot of Lifer drivers and pilots behind the controls of grotesquely customized ‘truth trucks’ and similar propaganda vehicles. You’re one of the best. You gain a +2 trait bonus on Drive or Pilot checks made when controlling any vehicle equipped with *horror art*.

GUNBABE

Ability Type Extraordinary

Requires female gender, Personal Firearms Proficiency, CHA 13+

To the hardcore Lifers there’s nothin’ sexier than a girl with a gun. When wielding or carrying any firearm or energy

weapon you receive a +1 trait bonus on all CHA-based skill checks.

HYDROGEN MINER

Ability Type Extraordinary

You made a living by pulling hydrogen and other valuable volatiles from the churning atmosphere of gas giants, and refining these gases into usable polymers and starship fuel. You receive a +1 trait bonus on Pilot checks as well as Craft (chemical) and Craft (alchemy) checks.

ICE MINER

Ability Type Extraordinary

You made a living mining ice and water from asteroids, frozen moons and comets. You receive a +1 trait bonus on Disable Device checks made to place explosives, as well as Pilot checks. Additionally, when dressed in any armor with the *space suit* property, you gain Cold Resistance 1.

INTIMIDATING GAZE

Ability Type Extraordinary

Requires CHA 13 or Skill Focus (Intimidate)

Your intense scrutiny intimidates the weak willed. Any time you make a successful Sense Motive check against another character, you may also choose to make an Intimidate check against that character as a free action, albeit at a -5 penalty.

LAY DOWN

Ability Type Extraordinary

When the blood's pumping hard after a hardfought street battle in front of a Choicer clinic, a lot of young Lifers, of both sexes, look for a fellow rescuer to 'lay down' with. You receive a +2 trait bonus on all sexually oriented Bluff and Diplomacy checks, as well as Perform (sexual) checks within the three to four hour period after a clinic protest or direct combat with Choicer or Fed-Gov forces, assuming you're attempting to romance a fellow Lifer.

LIFER CASH GUARD

Ability Type Extraordinary

Requires base attack bonus +1

Believing that the national sub-dermal ID implant program is the "Mark of the Beast", Lifers have opted completely out of the cashless 22nd Century economy. Lifer check chashing and payday loan kiosks must keep huge stocks of garishly colored paper money on hand. These cash kiosks are tempting targets for Lifer thieves.

You've done small time mercenary work guarding Lifer currency exchanges. You're trusted with the cash and

tough and savvy enough to prevent its theft. Lifer Cash Guards aren't exactly well liked in Lifer culture- they are stereotyped as being money hungry and materialistic in a society that claims to revere Christian otherworldliness. The fact Cash Guards do violence against their own people, for money, means that they are on the very bottom of stratified Enclave society, a fact eventually drives some out of the Enclaves and into Choicer society.

You gain a +1 trait bonus on Intimidate, Perception and Sense Motive checks, and one of these skills is always a class skill for you.

LIFER RENAISSANCE

The Lifer nation has revolutionized several genres and art-forms. Lifer-directed horror films are genuinely chilling, reflecting their existential dread of non-existence and the knowledge that sometimes heroes fail and evil triumphs. The slow, mournful notes of the blues and New Orleans jazz have become mourn-songs for the preborn. Prank videos staged against uppity Choicers garner millions of Mesh hits. Even flower arrangement finds cultural expression in the beautiful, sad bouquets left at ceremonial Graves of the Unborn.

Requires INT 11+, any Lifer or Evangelical Christian patron deity or philosophy

Benefit Choose any two of following Craft or Perform skills and an associated Profession check (such as a Lifer



specializing in flower arrangement choosing Profession: florist). You receive a +1 trait bonus on all chosen checks.

- Craft (writing, visual art)
- Perform (comedy, oratory, sing, wind)

Ability Type Extraordinary

MILITARY HISTORIAN

Ability Type Extraordinary

Requires Knowledge (history) 1 rank

You know pretty much all there is to know about modern warfare, its famous and infamous generals, battles and tactics. You receive a +2 trait bonus on Knowledge (history) checks, and this skill is always a class skill for you. Additionally, you receive a +1 trait bonus on either Pilot checks or Drive checks with military vehicles.

MOMMY BLOGGER

Ability Type Extraordinary

Requires Knowledge (pop culture) 1 rank, female gender

You've got a popular Mesh following for your mom blog. You're a minor Mesh-celeb, spreading Lifer memes and handing out parenting advice that's listened to more often than not. You receive a +2 trait bonus on Bluff checks made against women without children of their own, and a +2 trait bonus on Diplomacy checks made against women with children. In addition, you receive a +1 trait bonus on either Craft (writing) or Craft (visual arts).

PACIFISTS COIL

Ability Type Extraordinary

Requires Nanofeaster race, Long Hair alternate racial trait

You've grown your hair long, in elaborate coils laced with leather cords, in styles that would astound a Choicer temple *horae*.

You receive a +2 trait bonus on Diplomacy checks made against Choicer characters, and a +1 trait bonus on Bluff checks against other Nanofeasters. However, you suffer a -5 penalty on Intimidate checks made against Nanofeasters without this trait.

PARENTAL Demeanor

Ability Type Extraordinary

Requires Adult age category or older

You have a comforting presence and calm demeanor that serve you well when dealing with young people. You receive a +1 bonus on Bluff, Diplomacy and Sense Motive checks made against any character in a younger age category than yourself.

PREGNANCY FETISH

Ability Type Extraordinary

Requires CHA 13+, female gender

Pornography tailored at the Lifer market emphasizes conception (with the moment of fertilization invariably resulting in a screaming, joyous faked orgasm), exotic rendezvous between a Lifer man and his glowingly pregnant wife or mistress, and breast milk play. You are one of the many, many Lifer women who supplement their income doing on-Mesh preg-fetish porn.

You receive a +2 circumstance bonus on sexually oriented Bluff and Diplomacy checks while pregnant or nursing.

SIN TESTIMONY

Type Extraordinary

Requires Evangelist trait, Bluff 1 rank

You win souls to Christ by testifying first hand to the forgiveness you experienced for your many sins. A conversion tale's always more interesting and more memorable, the worse those sins were before the moment of grace. If you reveal a sin, crime or moral failing as part of your conversion attempt, the bonus provided by your Evangelist trait increases to +2d6 rather than +1d6.

These sins and crimes need not be real, but the lie must be plausible. If you lie about a sinful past, you must continue to defend the fictional past as best you can. If a lie is ever conclusively proven untrue, or if you admit you lied when using this ability, this ability and your Evangelist trait fail to function for one month, or until you next gain a level.

SOLOMON SPACER

Ability Type Extraordinary

Requires Pilot 1 rank

You grew up on the Lifer-flagged Solomon Station, a gas mining station in Jupiter orbit so massive it is very nearly an artificial moon. You know how to handle yourself at the controls of most in-system craft and are a capable mechanic, as even the kids have to work, and prove themselves competent spacers on station.

You gain a +1 trait bonus on Pilot and Craft (mechanical and electronic) checks, and Pilot is always a class skill for you. You gain either Spanish or Portuguese as a bonus language, as these languages are near universal among Solomon's mostly Hispanic population.

SOMETHING TO PROVE

Ability Type Extraordinary

Requires female gender, base attack bonus +1

You are one of the only women in your squad, and

constantly struggle against the unit's sexism.

Once per day, you may act as if your STR score was 20 (if it is lower) for one round. However, you can only do so in the presence of at least one allied male character. If this character has belittled or insulted you because of your sex, you act as if you had a STR of 22 for one round instead. Activating this ability is an immediate action, and the bonus provided is considered to be a morale bonus to STR.

STREET GUNSMITH

Type Extraordinary

Requires Personal Firearms Proficiency, Advanced Firearms Proficiency, Craft (firearms) 1 rank

You are especially handy at illegally converting semi-auto weapons to full auto fire.

With a DC 13 Craft (firearms) check and about 15 minutes of work, you can convert a firearm dealing ballistic damage from semi-automatic mode to fully automatic firing capability. Making this conversion requires a mechanical tool kit.

STORMBOLTER

Ability Type Extraordinary

Requires Pilot 1 rank, Aircraft Operations

Flying a spaceplane into Jupiter's upper atmosphere is a challenge unlike any other found in Earthspace-hurricane force winds below, and hard vacuum above. When piloting in stormy conditions (high winds or worse), you roll 2d20 for Pilot checks and take the better of two results.

TEAM GIANNA BLOGGER

Requires Lifer or Evangelical Christian patron deity, Knowledge (popular culture) 1 rank, any one of the following subtypes: *Anthro*, *Lifespawn*, *Mutant*, *Psionic*, *Sanger*

Named for a Gianna Jessen, 20th century Lifer activist (and possible early metahuman) who survived a botched abortion, Team Gianna is an online fellowship for young Lifer post-humans, all united through the shared experiences of being both pro-life and post-human. Team Gianna activists have maintained the Lifer nation's profound commitment to protecting Mutant and Psionic fetuses from gene-selection abortion and discrimination, something which has allowed the movement to recruit from a deep well of post-human talent.

Team Gianna is a way for the Lifer military to talk unofficially with powerful young kids, to help them



through the early years of struggle with their abilities. Ultimately, it's one of the best recruiting portals for the Lifer AOG.

You receive a +1 trait bonus on Diplomacy checks made with Humanoids and Monstrous Humanoids with any of the above subtypes, as well as Knowledge (local, religion, and pop culture) checks made concerning creatures with any of the above subtypes.

TERMITE BUGS

Ability Type Extraordinary

Requires Sleight of Hand 1 rank

Hidden bugs and cameras are a potent weapon in a Termite's arsenal.

You receive a +3 trait bonus on Sleight of Hand checks made to conceal tracers, surveillance equipment and similar devices on a person or location.

TERMITE STING

Ability Type Extraordinary

The first generation of Lifers seeded the ground for their secession and establishment of a Christian military theocracy – and motivated their direct-action murderers – with deceptively edited, professionally produced anti-abortion 'sting' videos.

You receive a +1 trait bonus on Bluff checks, and Bluff is always a class skill for you. You receive a +2 trait bonus on Craft (visual arts) checks to deceptively edit film footage or similar data, if the deception is intended to further the Lifer Nation's political aims.

TERMITE TACTICS

Ability Type Extraordinary

Since the beginning of the movement, the Lifers have embraced 'termite tactics' to close down clinics, using imaginative vandalism, sit-ins and lock-ins of occupied clinics and sadistic practical jokes played on both doctors and patients.

You receive a +1 trait bonus on Disable Device and Perform (comedy) checks, and one of these skills becomes a permanent class skill for you.

TUG PILOT

Ability Type Extraordinary

Requires Pilot 1 rank

You learned to fly as a space-dock tug operator, guiding enormous refinery and mining ships, capitol-class warships and massive luxury liners to safe docking at your space station. When flying adjacent to any starship of a size category larger than the vessel under your control, the pilot of the larger spaceship may use your Pilot check result rather than their own, if yours is better.

VACUUM SURVIVAL TRAINING

Ability Type Extraordinary

Requires Zero G Training

You know breathing techniques and survival strategies

designed to give you a few, vital additional seconds of consciousness in the event of an explosive decompression. If exposed to hard vacuum, you may function normally for 2 rounds before needing to begin making FORT Saves to resist suffocation.

VENTCRAWLER

Ability Type Extraordinary

Requires DEX 13+ or Knowledge (local) 1 rank

You know every inch of the maintenance tunnels, air ducts and fiber-optic cable junctions that keep your space station or arc ship breathing and working. You receive a +1 trait bonus on Survival checks made to navigate through artificial structures and environments, as well as a +2 trait bonus on Escape Artist checks made to squeeze through tunnels and other tight spaces.

VOICE OF EXPERIENCE

Ability Type Extraordinary

Requires Adult age category or older, WIS 13+

Your years of hard won wisdom serve you well. Once per game session, you can give good advice to a younger character (either in terms of age category or actual age). In a purely role-playing situation, your advice almost always works: you can be a great help in helping a younger friend patch up a rocky relationship, solve a workplace problem, find a new job, ect.

In a dramatic situation, your advice provides a +5 insight bonus on one particular skill check, saving throw or attack roll. The character who received the advice must declare its use before making the check, and unless this advice is used before the end of the game session, it is lost without effect.

WHITE ROSE SUBSIDY

Ability Type Extraordinary

Requires Any Lifer or Evangelical Christian patron deity Veterans of the Abortion War, as well as the families of those currently imprisoned for anti-choice terrorism are supported by the issue of ration cards redeemable at any major Lifer-run grocery store. Millions of dollars are funneled through the Enclaves via White Rose ration cards, with most of the operating budget for the White Rose program coming directly from the Coalition for Life, with the rest dependent on corporate donations and tithes from believers.

You and your immediate family have earned a White Rose subsidy account. As a result, you do not need to track mundane living expenses. These subsidies do not allow for a lavish lifestyle, but you always have basic housing and a mostly full refrigerator, at the very least.

ZERO G MECHANIC

Ability Type Extraordinary

Requires Zero G Training feat

You are a licensed exo-orbital mechanic. You receive a +1 trait bonus on Craft (mechanical, structural and electronic) checks made in *zero gravity* conditions. In addition, you begin play with either

- A *Space Suit* plus an *EVA Pack*
- Or an *Advanced Space Suit*

LIFER FEATS AND PHILOSOPHIES

“Marching towards her was not a line of people, nor a throng of 100 people as she had seen in the Way of the Cross procession, but hundreds upon hundreds of people. Five and six abreast, they thundered down the sidewalk towards Preterm, an army of Christian warriors in sweatshirts and dungarees. No one smiled. No one talked. Grim faced, they stared ahead at their target, the signs they held of fetuses tossed in garbage bags swaying slightly in the breeze.”

-Sue Hertz, Caught in the Crossfire: A Year on Abortion's Frontlines

LIFER BIRTHRIGHT FEATS

1. **Angel Helix Neverborn** – CFL Kid race
2. **Covert Nanofeaster** – Nanofeaster race
3. **Fearfully and Wonderfully Made** – Lifer or Abrahamic patron deity, human subtype, CON 13+
4. **Numb Corpse** – Neverborn race
5. **Quiverfull** – Lifer or Evangelical Christian patron deity, base attack bonus +1
6. **Superior Temporal Shields** – Temporal Angel race, Temporal Shields racial trait
7. **Unwanted, Unfated** – Neverborn race
8. **White Rose Nanofeaster** – Nanofeaster race

ANGEL HELIX NEVERBORN

RACIAL

“Angel Helix” Neverborn are a secret breed of the undead micro-species, raised and trained in strict seclusion on Kodiak Island. As the genetic modifications that create new CFL Kids are unstable, fetal anomalies that even 22nd Century medicine can't fix sometime arise. When that happens, rather than risking a young soldier's life in a miscarriage or risky delivery, the Lifer AOG performs its own abortions. The tissue becomes the foundation of a new undead soldier, one that is as much Neverborn as he or

she is CFL Kid

Requires CFL Kid race

Benefit Your type changes to Undead with the Lifespawn subtype, and you do not have a CON score. You gain the *Ghoulish Witness* Neverborn racial trait, and are considered both a CFL Kid and a Neverborn for all effects related to race. Your Lifecount is 1.

You may designate one young woman stationed at Kodiak Island, who can be either a PC or NPC. She gains the Nevermother alternate human racial trait as a bonus trait, and should have been your birth mother, had circumstances been different.

Ability Type Supernatural



COVERT NANOFEASTER RACIAL

Any visible Nanofeaster is a prime target for Choicer cops and soldiers alike. The trick: don't be visible when you're not hunting. You are one of the few Nanofeasters who can assume a fully human form.

Requires Nanofeaster race

Benefit As a standard action, you can assume a fully human form. Your human form is always a specific individual of your gender, but this ability otherwise functions identically to *alter self*. You cannot use your Natural Weapons in human form. You may, however, resume your true, Nanofeaster form as part of an attack action with your Natural Weapons, deploying them instantly.

Ability Type Spell-like

FEARFULLY AND WONDERFULLY MADE

You believe with all your heart that the human form is made in imitation of God, not evolved but perfected from its creation. Your confidence strengthens your physical resilience, so long as you do not pollute your body with genetic tinkering.

Requires any Lifer or Abrahamic patron deity, human subtype, CON 13+

Benefit At every even numbered character level, you gain maximum HP from your Hit Dice, rather than rolling. This means that not only do you get maximum HP from your first character level's HD as normal, you also gain this benefit at 2nd, 4th and future even levels as well.

In addition you are especially resistant to effects that would change your form. You receive a +2 holy bonus on FORT Saving throws spells and effects from the transmutation school or the psychometabolism discipline.

Special You lose the benefit of this feat, and reroll all HD (keeping the lower result) if you ever willingly undergo genetic modification, or if you change your patron deity. Once lost, these benefits cannot be regained.

Ability Type Supernatural

NUMB CORPSE RACIAL

You cannot fully transfigure to a less scarred form. You are trapped in your obviously undead state at all times, but are exceptionally durable, much more so than even a conventional Neverborn.

Requires Neverborn race

Benefit You cannot pass for human, and always maintain a zombie-like form. However your corpse-like body provides you with Damage Reduction 5/magic.

Ability Type Extraordinary

QUIVERFULL COMBAT TEAMWORK

You were born to a huge and ever expanding Lifer clan, who practiced 'quiverfull' demographics. The idea is to fill your quiver of future electoral votes with dozens of children, and breed your way back to social dominance.

Requires Lifer or Evangelical Christian patron deity/philosophy, base attack bonus +1

Benefit You work well with members of your huge, close-knit clan. When using the aid another action to aid a member of your immediate family, or receiving the benefits of their aid another action, the bonus provided is +4.

When you are within 30 ft of any other family members, all members of your family make Perception checks normally, but you use the best Perception check result achieved by any family member. Family members within this area are considered to have any Teamwork feat you possess for the purpose of utilizing your own feats. This ability provides the family members no benefit, as they do not actually possess the feat, but merely allows you to use your own Teamwork feats more freely around those who would not normally qualify for use.

Ability Type Extraordinary

SUPERIOR TEMPORAL SHIELDS RACIAL

The phased forcefields that protect you are denser and more coherent than the norm for your kind. You were deployed into the Deep Past piloting the far-future equivalent of a main battle tank.

Requires Temporal Angel race, Temporal Shield racial trait

Benefit Your Temporal Shields provide you with a +2 deflection bonus to AC, which increases by +1 per five character levels. When you reach 10th level, you can cast *call powered armor* as a spell-like ability once per day. At 15th level, you can choose to cast *call greater powered armor* instead. At 18th level, you gain the ability to cast either of these spells, or *call cloudfire mecha* once per day.

Ability Type Spell-like

UNWANTED AND UNFATED RACIAL

Your fate is unwritten and enigmatic from the perspective of Choicer precogs. Your absence from the extrasensory landscape makes you especially terrifying to Choicer intel operatives, as you can act in completely unforeseen, unexpected ways.

Requires Neverborn race

Benefit You gain Spell Resistance/Power Resistance equal to 12 + your total character level against spells and effects from either the divination school or clairvoyance discipline when those abilities are wielded by a character with any Choicer or Neo-Pagan patron deity.

Ability Type Supernatural



WHITE ROSE NANOFEASTER RACIAL

You were born with a beneficial mutation that expresses itself as bone-white discolorations on the face and upper body, and hints at inhuman strength and durability. These mutations are referred to as ‘white rose’ stains, using a metaphor as old as the Lifer movement itself to describe their potency.

Requires Nanofeaster race

Benefit Your white-stained skin is hardened and chemically similar to Kevlar II, providing a +2 natural armor bonus to Armor Class.

Your skin is nano-acidic, leaking exotic solvents from the white blotches. Any character possessing cybernetics

with the nanotech tag who is grappled by the Nanofeaster automatically suffers 1d4 points of acid damage per round, unless enclosed in fully environmentally sealed armor or powered armor.

Ability Type Extraordinary

OTHER LIFER FEATS

1. **Air Rudolph Pilot Training** – Razor Nomad cultural template, Aircraft Operations, Pilot 3 ranks
 - a. **Air Rudolph Psi-Pilot**
2. **Aspect of the Lord** – any three Lifer specific feats, character level 15th
3. **Asteroid Prospector**
4. **“Baby’s Listening” Hacker** – Heavy Armor Proficiency, Computer Use 5 ranks
5. **Battle Hardened** – Great Fortitude, base attack bonus +1
6. **Christian Summons** – Spell Focus (conjuration), Lifer or Evangelical Christian patron deity
7. **Deeper Vows** – Nazarite cultural template, male gender
8. **Dinosaurs of Eden** – Lifer or Evangelical Christian patron deity, WIS 15+, character level 5th
9. **Dominionist Brand** – Dominionist cultural template, CHA 17+, character level 10th
10. **Dying of Choice** – Iron Will, Lifer or Evangelical Christian patron deity, any evil alignment, character level 12th
 - a. **Burning Death**
11. **Empowered Will of the Lord** – Nazarite cultural template, WIS 15+
 - a. **Voice of Command**
 - i. **Jehovah’s Hammer** – character level 10th
9. **Enclave Bolthole** – Lifer or Evangelical Christian patron deity, Diplomacy 1 rank, Knowledge (religion) 1 rank, CHA 13+
10. **Enclave Law Enforcement Loadout** – Lifer or Evangelical Christian patron deity, lawful alignment, base attack bonus +1
11. **Expert Liar** – INT 13+, CHA 13+
12. **Ezekielim Post-Human** – Temporal Angel, Iron Will, character level 5th
 - a. **Angelic Abstraction** – Ezekielim Post Human, character level 10th
13. **Fearfully and Wonderfully Made** – Lifer or Abrahamic patron deity, CON 13+, character level first
 - a. **Anti-Evolutionist**
12. **Flight Capability** – Lifer or Abrahamic patron deity, BAB +3
 - a. **Archangel of the Preborn** – Hover, BAB +5
 - b. **Starflight Capability** – Flight Capability, BAB +10
13. **Glue Rescue** – Termite Tactics trait
 - a. **Liquid Rescue** – INT 15+
 - i. **Butyric Vomit** – Neverborn race, CHA 13+
14. **Gravestone Behemoth** – Neverborn race, STR 16+, base

- attack bonus +3
15. **Griffin Arms Gunsmith** – Personal and Advanced Firearms Proficiency, Gearhead or Mechanic race
 - a. **Griffin Arms Hardsuit Mechanic** – Heavy Armor Proficiency, Craft (mechanical) 10 ranks
 16. **Harbinger of the Deep Future** – Temporal Angel race
 17. **Heavy Weapons Specialist** – Exotic Firearms Proficiency (any heavy weapon), STR 13+
 18. **Hitback Harder** – either Iron Will or Meaningful Ink
 19. **Horror Artist** – Lifer or Evangelical Christian patron deity, Craft (visual art) 3 ranks
 - a. **Horrific Visions** – INT 15+
 - i. **Horror Driver** – Razor Nomad cultural template
 - ii. **Horrifying Symbols** – Craft (visual arts) 9 ranks
 - a) **Greater Horrifying Symbols** – Craft (visual arts) 15 ranks
 - iii. **Horrific Umbilicals** – Craft (visual arts) 7 ranks
 - iv. **Nauseating Horror** – Craft (visual arts) 8 ranks
 20. **Horrifying Critical** – Lifer or Evangelical Christian patron deity, base attack bonus +3
 21. **Inspire the Children** – Lifer or Evangelical Christian patron deity, CHA 15+, Spell Focus (enchantment) or Bard class levels, Parental Demeanor trait
 22. **Intellect Driven Physiology** – Neverborn race, INT 13+
 23. **Iron Heart** – Iron Will
 - a. **Purity Culture** – adherence to Lifer sexual ethics
 24. **Jam Nanotech** – Nanofeaster race, Black Marrow trait
 25. **Jujitsu** – Improved Unarmed Strike, Acrobatics 1 rank
 - a. **Rescue Judo** – base attack bonus +5
 - i. **Linkage Severance** – Heal 5 ranks, base attack bonus +8
 - ii. **Rescue Judo Master** – base attack bonus +12
 26. **Krav Maga** – Improved Dirty Trick, either Improved Unarmed Strike or natural weapons, base attack bonus +5
 27. **Maccabee** – Nazarite or Untainted cultural template, WIS 15+, base attack bonus +3
 - a. **Maccabee Spellbreaker**
 28. **Meaningful Ink**
 - a. **Armor of the Preborn** – any Lifer Cultural Template, base attack bonus +3
 - i. **Gargoyle of the Preborn** – any evil alignment, base attack bonus +12
 - b. **Defenseless Hands** – base attack bonus +5
 - c. **Direct Action Ghost** – Knowledge (religion) 10 ranks, Lifer or Evangelical Christian patron deity
 - i. **Ghostburn**
 - ii. **Wraith Touch**
 - a) **Greater Wraith Touch**
 29. **Nano-Grinder** – Nanofeaster race, base attack bonus +1
 30. **Neverborn “McDuff”** – Neverborn race, Iron Will
 31. **Neverbreath** – Neverborn race, base WILL Save +8
 32. **Never Eyes** – Neverborn race, WIS 13+
 33. **Never Unarmed** – Never Dry Fire trait, Advanced Firearms Proficiency, base attack bonus +3
 34. **Ninth Luck** – Any Lifer or Evangelical Christian patron deity, base attack bonus +3
 - a. **Rescue Synchronicity**
 35. **Padlock Judgment** – Padlock Brawler trait
 36. **Pentecostal Tongues** – any Lifer or Abrahamic patron deity, WIS 15+
 - a. **Warrior Angel** – character level 10th, any good alignment
 37. **Prayer Circle** – any Lifer or Evangelical Christian patron deity, ability to cast 3rd level divine spells
 38. **Propaganda Loop** – Battlechanger race or Cyborg subtype, Lifer or Evangelical Christian patron deity
 39. **Righteous Undead** – Neverborn race
 40. **Second Amendment Loadout** – Lifer or Evangelical Christian patron deity, Personal Firearms Proficiency or base attack bonus +1
 41. **Silent Witness** – Iron Will, Intimidate 1 rank, Knowledge (religion) 1 rank
 - a. **Silent Weapon** – character level 5th
 42. **Soaring Faith** – natural Flight speed, Lifer or Evangelical Christian patron deity, Knowledge (religion) 3 ranks
 43. **Superior Banner of Life** – New Promise Infantry cultural template, CHA 17+, character level 5th
 44. **Termite Technopath** – any one trait with Termite in the name, Lifer or Evangelical Christian patron deity, INT 13+
 45. **Truth Trucker** – Lifer or Evangelical Christian patron deity, Drive 1 rank
 46. **Unlimited Judgeship** – Lifer or Evangelical Christian patron deity, Knowledge (religion) 4 ranks, Sense Motive 4 ranks
 - a. **Modern Prophet** – Knowledge (religion) 11 ranks
 47. **Unnatural Intellect** – Neverborn race, Eternal Child alternate racial trait, INT 13+
 48. **Vindicator Lifepool** – Vindicator Knife Training trait, Heal 3 ranks, Magus level 3rd
 - a. **Blood For Blood** – Vindicator Lifepool, Magus level 9th
 - b. **Ghost Surgery** – Vindicator Lifepool, Magus level 5th
 49. **White Courier Crew** – CFL Kid race or New Promise Infantry template, Surface Vehicle Operations, Drive 4 ranks
 50. **Witness Spellmstery** – Witness Spellcaster trait
 51. **Wonderworker** – either Prosperity Gospel or Signs Following patron deity or Dominionist cultural template, divine spellcaster levels



AIR RUDOLPH

PILOT TRAINING

Named for *Erik Robert Rudolph*, an early Lifer terrorist who was able to spend nearly a decade on the run thanks to a well-organized network of safe houses and smugglers, Air Rudolph is an unofficial network of brush pilots who keep the Army of God well supplied.

Each Air Rudolph pilot is an independent Razor Nomad, flying a jury-rigged Gulfstream with homemade ECM gear, trying desperately to stay under Choicer air defense nets.. With many pilots unaware of the real history behind their faction's nickname, most of them proudly wear a cartoony tattoo of Rudolph the Red Nosed Reindeer over their heart.

Requires Razor Nomad cultural template, Aircraft Operations, Pilot 3 ranks
Benefit Air Rudolph pilots are some of the best self-taught low level pilots in the world. When flying any aircraft at 500 ft altitude or below, your aircraft does not suffer a size penalty to

Armor Class.

Ability Type Extraordinary

AIR RUDOLPH PSI PILOT

The best Air Rudolph pilots use not only conventional ECCM techniques and nap-of-the-earth flying to evade detection, they can manifest a minor Philosophy that can spoof their aircraft's ELINT signatures.

Requires Air Rudolph Pilot Training

Benefit You gain the ability to use *pirate's registration* once per day as a wizard of your total character level as a spell-like ability. When you gain 10+ ranks in Pilot, you can also use *greater machine invisibility* as a wizard of your total character level once per day as well.

Ability Type Spell-Like

ANGELIC ABSTRACTION

In your true, post-human form, your body is transfigured into a truly goliath abstraction of gold, silver and energy that takes the form of a building-scale cross floating amid nothingness.

Requires Ezkielim Post-Human, character level 10th

Benefit In your post-human form, you become a Huge creature; your slam attacks inflict 1d10+WIS modifier points of Holy damage. Your divine ray inflicts 4d12 points of Holy damage.

If you take this feat again, you become a Gargantuan creature. Your slam attacks inflict 2d6+WIS modifier points of attack. Your divine ray inflicts 6d12 points of Holy damage.

Ability Type Supernatural

ANTIEVOLUTIONIST

COMBAT

You reject the doctrine of evolution, and are secure in your knowledge of the perfection of the human design. Your beliefs give you strength when confronting genetic abominations.

Requires Fearfully and Wonderfully Made

Benefit You gain a +2 holy bonus to Armor Class and saving throws and a +1 holy bonus on melee attack rolls against humanoid creatures with any of the following subtypes: cyborg, lifespawn, mutant, psionic, or Sanger.

Ability Type Supernatural

ARCHANGEL OF THE PREBORN

COMBAT

When you fly, imposing steel wings that resemble the razor-edged feathered vanes of a cybernetic angel appear at your back. These gleaming, bio-mechanical wings fuse seamlessly to both your armor and flesh, impeding neither, and retracting completely at your mental command. These wings are both shield and sword for you.

Requires Flight Capability, Hover, base attack bonus +5

Benefit As a move-equivalent action, or as part of any Flying movement, you can summon your bio-mechanical wings. These wings give you a new attack form with a 20 ft reach. You can threaten adjacent squares simply by shortening your swings. You are proficient with your bio-mechanical wings, which are considered a masterwork quality weapon.

Weapon	Damage	Critical	Range Increment	Special
Bio-Mech Wings	1d10+1 slashing	20/x3	-	20 ft max reach, trip

Alternatively, you may use your bio-mechanical wings to fully surround your body, acting as a masterwork tower shield. You cannot use your bio-mechanical wings as a shield on any round you either Fly or use them as a weapon.

Your bio-mechanical wings are treated as a magic weapons for the purpose of overcoming Damage Reduction. At 10th level, they are considered Mythic weapons for the purpose of overcoming Damage Reduction. They may be enchanted, but you must be present for the entire process. Weapon and shield aspects must be enchanted separately.
Ability Type Supernatural

ARMOR OF THE PREBORN COMBAT

You can conjure a unique set of highly personalized body armor around yourself at will, building it from stray atoms and psionically charged ectoplasm. You never go in to battle unarmored. Your armor is grim and often terrifying, the ideal of Lifer style, carved or painted with eerie fetal images: torn and shredded fetal tissue, dead cherubs and mutilated infants. Your Lifer heritage and beliefs are worn at your breast.

Requires Any Lifer Cultural Template, Meaningful Ink, base attack bonus +3

Benefit You gain the ability to summon a specific suit of enchanted armor into being around you as a full-round action. You may dismiss this armor as a move equivalent action; this armor disappears if removed from your body. You may summon this armor at will, but if the armor is destroyed while it is worn, it may not be summoned again until 24 hours elapse. This is considered a 10th level conjuration (creation) effect.

When this feat is first gained, your Armor of the Preborn is a set of **+1 armor of a specific type**. Which Lifer Cultural Template you have determines which armors you can choose from. The armor gains an additional +1 enhancement bonus at 6th, 9th, 12th and 15th level, and gains additional abilities (based upon your cultural template) as you gain levels. You are considered proficient in your chosen Armor of the Preborn

When you reach 10th level, instead of summoning the basic armor type you chose when you first gained this feat, you may choose to summon your advanced armor instead. Enchanted armor retains enchantments gained to date, even if they would not normally apply to armor of the new type. Once basic and advanced armor types and enchantments are chosen, they cannot be changed.

Closer

Basic Armor Types: Tactical Ballistic Vest, MP Tactical Armor,



Advanced Armor Types: Armored Space Suit, Forced Entry Unit, Grade I Powered Armor

Enchantments Gained: grimskull* (6th), bolstering (12th), moderate fortification **or** spell resistance 15 (18th)

Dominionist

Basic Armor Types: Battle Lingerie, Cloth, Decadent Furs, Silken Ceremonial, School Uniform

Advanced Armor Types: Executive Armor, Nanoweave Shirt, Half Plate, Personal Aura (heavy)

Enchantments Gained: glammered (6th), rallying (12th), righteous **or** unrighteous (18th)

Nazarite

Basic Armor Types: Armored Coat, Breast Plate, Buff Coat, Chainmail, Half Plate, Hide, Leather, Studded Leather

Advanced Armor Types: Forced Entry Unit, Full Plate, Grade I Powered Armor

Enchantments Gained: brawling (6th), champion **or** dastard (12th), determination (18th)

New Promise

Infantry

Basic Armor Types:

Tactical Ballistic Vest, MP Tactical Armor

Advanced Armor

Types: Armored Space Suit, Grade I Powered Armor, Scout Armor

Enchantments

Gained: benevolent (6th), cyborg-defiant (12th), invulnerability (18th)

Target Size	Prospecting Time Required	Perception DC	Value
Asteroid, Comet or Moonlet	1 day	DC 20	2d4 x100 gp
Tiny Moon (Pluto)	2 days	DC 22	2d8 x100 gp
Small Moon (Luna)	4 days	DC 24	4d6 x100 gp
Medium Planet (Ganymede)	8 days	DC 28	10d6 x100 gp
Large Planet (Earth)	12 days	DC 32	14d6 x100 gp
Massive Planet (Uranus)	24 days	DC 40	20d6 x100 gp

Pacifist Rescuer

Basic Armor Types: Ballistic Tactical Armor, Fire Suit, Tactical Ballistic Vest, Polychain

Advanced Armor Types: Advanced Space Suit, Scout Armor

Enchantments Gained: benevolent (6th), rallying (12th), martyring (18th)

Razor Nomad

Basic Armor Types: Buff Coat, Leather Jacket, Leather, Studded Leather

Advanced Armor Types: Advanced Space Suit, Moveguard Second Skin, Smartsuit Second Skin, Pilot Interface Second Skin

Enchantments Gained: creeping **or** shadow (6th), brawling **or** cyborg-defiant (12th), (18th) any +3 value ability or less valuable magical armor property the armor qualifies for

Untainted

Basic Armor Types: Armored Coat, Chainmail, Chain Shirt, Leather, Studded Leather

Advanced Armor Types: Scout Armor, Pseudomuscle Utility Bodystocking, Sprint Suit Utility Bodystocking

Enchantments Gained: creeping (6th), rallying **or** glammered **or** shadow (12th), delving **or** defiant **or** wild (18th)

Ability Type Supernatural

ASTEROID PROSPECTOR

You have a knack for finding valuable crystals, rare earth minerals, even potable water or cometary ice on planets, moonlets, comets and asteroids of all sizes.

Benefit Finding a mineral deposit takes time, as noted in the Prospecting table below. At the end of that period, make a Perception check. If the check succeeds, you can mine ores worth the listed amount. For every five points by

Faith	Alignment	Prime Ability Score Modifiers (gain the +4 bonus)
Lifer Christianity	LE Philosophy	Strength, Wisdom
Artemis	LE Lesser Goddess	Strength, Dexterity
Christ Militant	LN Intermediate God	Strength, Constitution
The Nuremberg Consciousness	LN Minor Deity (genderless)	Dexterity, Intelligence
The Virgin Mary	NG Greater Goddess	Constitution, Charisma
Gothic Christianity	LG Philosophy	Intelligence, Wisdom
Prosperity Gospel	NE Philosophy	Intelligence, Charisma
Rescue Christianity	NG Philosophy	Wisdom plus any one other
Signs Following	N Philosophy	Wisdom, Charisma
Untainted Survivalism	N Philosophy	Constitution, Wisdom

which the character beats the Perception DC, move to the next higher amount. Each time you mine the same target, the Perception DC increases by +1d6. Characters with at least 5 ranks in Profession (miner) receive a +2 bonus on the check to mine a target.

Ability Type Extraordinary

ASPECT OF THE LORD

You can assume a post-human form reflecting your beliefs and the unspeakable, unstoppable, violent glory of the Christian God.

Requires any three feats with “Lifer or Evangelical Christian” or “Lifer Cultural Template” as a prerequisite, character level 15th

Benefit Once per day, you may assume *god form* as if cast by a 20th level Cleric. Your God Form is always a creature inspired by Christian art and myth, incorporating angelic or saintly features, or else dark and gothic elements incorporating both Medieval Christian symbolism and modern Horror Art. This God Form might incorporate

elements such as stigmata, a burning heart within your chest, features like the traditional conception of Jesus or similar elements.

The character is never *exhausted* after this God Form ends.

Special Jesus Clone characters (see *Heavy Races*, Otherverse Games, 2016) may select this feat as long as they have any single feat that meets the above prerequisites. Effectively, their race 'counts' for two of the required feats.

Ability Type Spell-Like

BABYS LISTENING HACKER

Baby's Listening (formally the *13th Pro-Life Signals Intelligence Squad*) owes its celebrity status to the exploits of the daring men and women who made up the unit- former military SIGINT experts, hackers and pilots who made a career out of doing the impossible and unlikely. Outdated planes and jury-rigged sensor packages didn't stop the men and women of Baby's Listening from 'bringing the good news to the troops.'

When the dedicated Tigerfly Hardsuit became available, it became the default Hardsuit of the unit. Morale shot through the roof, as Baby's Listening evolved from daring insurgents to a unit of elite hackers flying equally elite suits of powered armor, infiltrating Choicer systems on the fly.

Requires Heavy Armor Proficiency, Computer Use 5 ranks

Benefit You are specialized in combat hacking from mobile platforms like Powered Armor or even from an onboard cyber-brain. When hacking from a mobile, vehicle- or mecha-mounted terminal (such as Powered Armor's onboard computer), you halve the time required to perform a Computer Use skill check. You gain a +2 competence bonus on Computer Use checks made to cyber-hack if the cyborg has any implants with the *Nanotech* tag.

Ability Type Extraordinary

BATTLE HARDENED COMBAT

Your training includes exposure to non-lethal weapons like tasers, tear gas and stun weapons. As a result of your intense, painful training, you can better resist unpleasant stimuli.

Requires Great Fortitude, base attack bonus +1

Benefit When exposed to any non-magical, non-psionic stimulus or status ailment that reduces your effectiveness, such as a stun grenade's blinding flash, a fear effect, tear gas's nauseating effects, or similar situations, the duration of the effects are reduced by 50%. Thus, if you are targeted by any condition that would normally daze you for two rounds, you are only dazed for a single round.

Ability Type Extraordinary

BLOOD FOR BLOOD COMBAT

An experienced Vindicator can slay an enemy and use the fallen foe's spiritual energy to resurrect the honored dead of his own nation.

Requires Vindicator Lifepool, Magus level 9th

Benefit You can cast an expanded roster of healing spells by expending points from your Arcane Pool. These spells are considered arcane when cast by you, and their caster level is equal to your Magus level. In addition to the spells gained from the Vindicator Lifepool feat, your choices are:

- Cure Serious Wounds (5 points)
- Cure Critical Wounds (9 points)
- Cure Light Wounds, Mass (9 points)
- Breath of Life (9 points)
- Raise Dead or Raise Neverborn (13 points)

Ability Type Supernatural

BUTYRIC VOMIT COMBAT

You summon up cultural memories of a thousand successful butyric acid stink-bomb attacks that shut down old style abortion clinics. With a roar of defiance and rage, you vomit up ancient blood and congealed digestive bile that stinks and burns far worse than 'liquid rescue'.

Requires Neverborn race, Liquid Rescue, CHA 13+

Benefit You gain a Butyric Vomit breath weapon, once per day per five character levels. This breath weapon is a 50 ft line of acid that inflicts 6d6 points of acid damage on all creatures and objects caught within it (REF DC 10 + ½ your Hit Die + your CHA modifier half).

This acid is unbelievably cloying and foul. Creatures damaged by this breath weapon must succeed at an equal FORT Save or be *sickened* for 1d6 rounds. In addition, those who failed their REF Save for half damage suffer ongoing acid damage equal to half the initial damage on the second round. This acid can be neutralized by water or a base, or taking a full round action to roll in dirt or sand.

Ability Type Supernatural

BURNING DEATH COMBAT

Just a word from you, and your mind-victims burst into pillars of screaming flame, burning alive from the inside out.

Requires Dying of Choice

Benefit As an attack action, you can cause any creature within 60 ft who is afflicted with the *dying of choice* telepathic virus to erupt in intense flames that inflict 10d10 points of Fire damage. This fire damage overcomes any Fire Resistance short of complete immunity. The victim can halve the Fire damage with a WILL Save at the same DC as the *dying of choice* telepathic virus. Using this feat ends the *dying of choice* disease for that victim.

Ability Type Supernatural

CHRISTIAN SUMMONS

The beings you summon are drawn from Christian mythology and shaped by your beliefs. They gleam like gold and silver, and are accompanied by an empyrean glow that can turn vile and terrifying at your command.

Requires Spell Focus (conjuration), Lifer or Evangelical Christian patron deity

Benefit Any creature you summon gains the Celestial simple template if it lacks it. In addition, as a standard action, you can command the summoned creature to assume a more horrific form if within 30 ft. Doing so activates the summoned creature as if it were a piece of *horror art*, with a saving throw DC determined by the level of the summon ability used to conjure the creature (DC 10 + spell level + casting modifier). The creature's appearance changes dramatically, becoming hellish, scarred and undead in appearance once activated, though its game play statistics do not change.

Ability Type Extraordinary

DEEPER VOWS

You have taken an array of supernatural vows borrowed from rabbinical law, and your self-restriction strengthens body and mind alike.

Requires Nazarite cultural template, male gender

Benefit You gain an additional +4 inherent bonus to your STR score as well as a +2 inherent bonus to your WIS score, which stack with the benefit provided by your Nazarite cultural template.

However, you take an assortment of additional Nazarite Vows. You vow never to have knowing contact with a menstruating woman, a corpse, break Jewish dietary law, or engage in homosexual acts or extra-marital sex; violation of any of these additional vows shuts down all Nazarite abilities for 72 hours. If the Nazarite violates any such vows, in addition to his STR and CON scores being reduced to 10 (if higher), his WIS is also reduced to 10 during his period of atonement.

Special A Nazarite with Monk levels gains an additional point of *Ki* per 5 Monk levels for adhering to these vows, per the *monk vows* optional class feature.

Ability Type Supernatural

DEFENSELESS HANDS COMBAT

You have tattooed your body with small handprints, a symbol of your hatred of the *'tiny hands stilled by abortion'* and living symbol of your commitment to the Lifer ethos. You can touch your symbols and focus your will to the point your thoughts become a weapon. Your presence and passion armors you while simultaneously weakening the defenses of the Choicers you hunt.

Requires Meaningful Ink, base attack bonus +5

Benefit You may activate Defenseless Hands up to three times per day as a move-equivalent action that does not provoke attacks of opportunity. You must touch your tattoos or the armor covering them to activate this ability.

Once activated, your Defenseless Hands tattoos glow with a cold bluish-white inner light, brilliant enough to be seen through most clothing and armor, making you clearly visible in darkness, and shedding light like a halogen flood.

While Defenseless Hands is active, you gain a +4 holy bonus to Armor Class. In addition, you produce bright illumination in a 60 ft radius. Any character with a Choicer or Neo-Pagan patron deity who comes within this area of illumination suffers a -1 morale penalty on attack rolls and saves against fear, as the *bane* spell.

Defenseless Hands remains in effect for one minute per activation.

Ability Type Spell-Like

DINOSAURS OF EDEN

Like most Enclave kids, you grew up reading about and playing Mesh-games staring scientifically inaccurate (yet kinda awesome) dinosaurs who walked along side Adam and Eve in the glorious days before the Fall of Man. You can summon a variety of dinosaurs to walk alongside your strike team in the same way.

Requires Lifer or Evangelical Christian patron deity, WIS 15+, character level 5th

Benefit Once per day, as a full round action you can summon a pack of 1d4+1 deinonychus (B1) as using Summon Nature's Ally IV, as a cleric of your total character level. Alternatively, you can summon a pair of Pteranodon (B1).

- When you reach 8th level, you add a pack of 1d3 ankylosaurs to your options.
- When you reach 11th level, you can instead summon either one elemosaurus (B1), one stegosaurus (B1) or one triceratops (B1) when using this ability.
- Finally, at 13th level, you can instead summon one tyrannosaurus rex (B1) when using this ability. At 13th level, you also gain an additional daily use of this ability.

Ability Type Spell-Like

DIRECT ACTION GHOST COMBAT

You're a hardline, uncompromising warrior for the pre-born. Your Philosophical training includes identifying and emotionally emphasizing with a theoretical "Baby Unborn" to the point you can reach a zen-like state of non-thought, where you submerge your conscious mind and act without

deliberation. You can focus your consciousness entirely on the mission at hand to the point that for a few vital, tactically all-important seconds, your physical body seems to vanish. When you're deployed on a mission no locked door, no Choicer force dome, no defense will keep you out.

Requires Meaningful Ink, Knowledge (religion) 10 ranks, any Lifer or Evangelical Christian patron deity

Benefit As a move equivalent action, you can become *incorporeal* and gain the associated subtype, in which state you gain a Flight speed equal to your base land speed (perfect) if you lack flight ability. While incorporeal, you resolve attacks as either melee or ranged incorporeal touch attacks.

You may maintain your incorporeal state for a number of rounds per day equal to your ranks in Knowledge (religion). These rounds do not need to be taken all at once, but must be taken in one round increments. You may end your incorporeal state as an immediate action.

Ability Type Supernatural

DOMINIONIST BRAND

You place a powerful curse – a modern day Mark of Cain – upon the brow and into psionic aura of a Choicer target. You make your victim a target of hatred and murder by all the believers of the Lifer Nation.

Requires Dominionist cultural template, CHA 17+, character level 10th

Benefit Once per day, you can declare a particular, named creature an enemy of the Lifer Nation. This creature's name and current location (to within a specific city or town) must be known to you, it must be intelligent and have any Choicer or neo-pagan patron deity. Within seconds of your pronouncement, a glowing glyph (typically a curse in Hebrew or Aramaic) appears on the creature's forehead. This effect functions as *fairy fire*. Neverborn and similar creatures always perceive the branded creature as having performed an abortion.

Characters with any Lifer or Evangelical Christian patron inflict an additional +1d10 damage with any successful melee attack or firearm attack made against the branded creature. This damage is divine and not subject to energy resistance or immunity. This brand can be removed by *break enchantment*, *limited wish*, *wish*, *miracle*, *remove curse* or *atonement* spells. If you use this ability to brand a new creature, all previous brands you have established immediately end.

Special: If you have the Ordained Minister trait,

the additional damage provided by the brand is +2d6 rather than +1d10.

Ability Type Supernatural

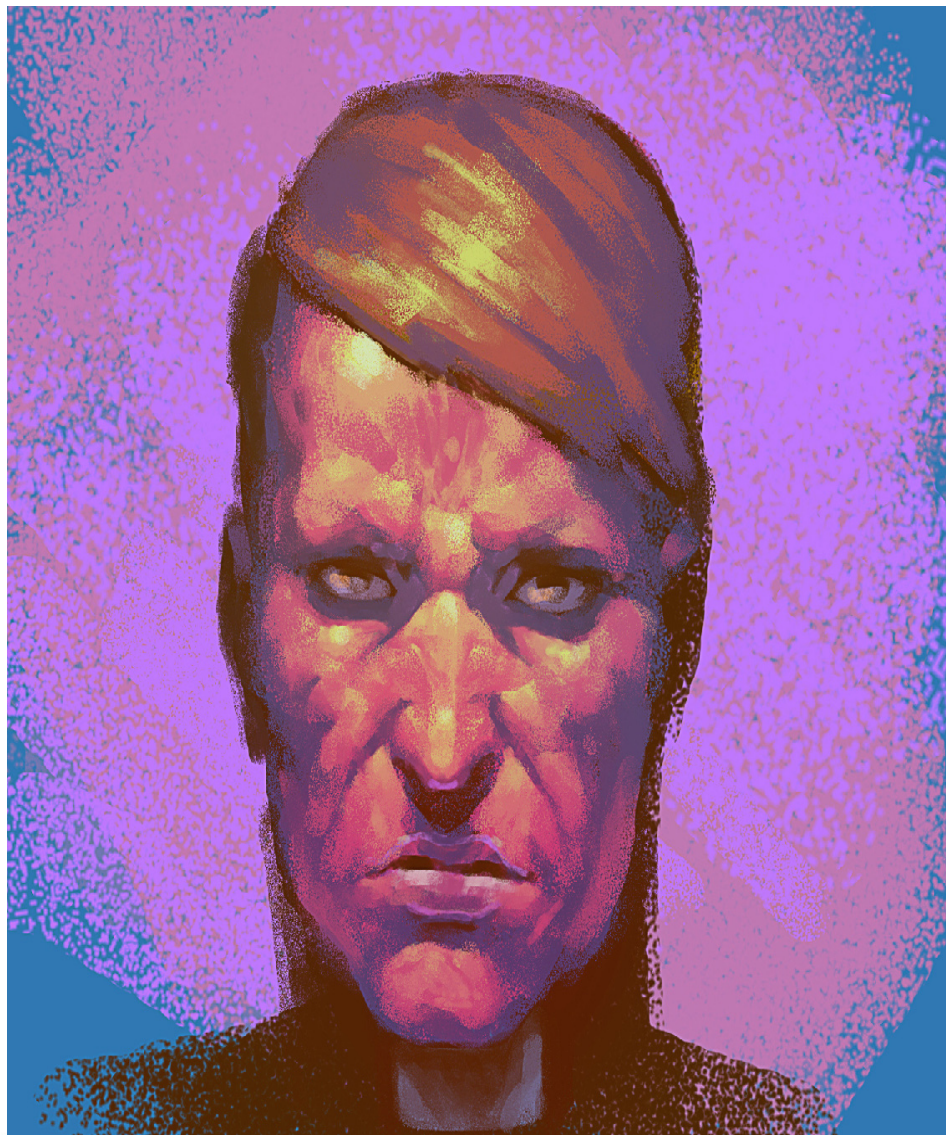
DYING OF CHOICE

COMBAT

You sculpt your hatred of abortion and drive for vengeance like a physical object. Through an act of will you can create a telepathic virus, a nightmare of dismembered babies and suicidal guilt. You unleash your psi-virus upon on unsuspecting Choicer populations, transforming emotional trauma into a psychic disease which promises insanity and death.

Requires Iron Will, any Lifer or Evangelical Christian patron deity, any evil alignment, character level 12th

Benefit You gain the ability to incubate the *Dying of Choice* telepathic virus in your mind, granting you a lethal and communicable gaze attack. Once per day, as a standard action, you can gain a gaze attack that spreads the *dying of choice* telepathic virus. This ability follows all rules for gaze attacks, save that creatures with any Lifer or Evangelical Christian patron deity automatically succeed on WILL Saves to resist contracting the disease.



Any other creature that meets your gaze must succeed at a WILL Save or contract the *dying of choice* telepathic virus. This functions like a disease that is resisted by WILL rather than FORT Saves and is spread through visual contact. *Dying of choice* can be removed via the *remove disease* spell, as well as any spell or effect that removes insanity or mental diseases.

Dying of Choice

Type mental disease

Saving Throw WILL DC 10 + ½ your Hit Die + your WIS modifier

Onset immediate, no onset period

Frequency 1/day

Effect 1d6 points of WIS damage ; characters with the Neo-Witch Midwife cultural template (or similar abortion providers) treat this as permanent WIS drain instead.

Special A victim of this feat also becomes a Primary victim of DoC. For one hour after infection, the Primary victim gains a gaze attack identical to this ability and can spread DoC to Secondary victims that meet its gaze. Secondary victims cannot spread DoC further.

This is a mind-affecting fear and death effect.

Cure 2 consecutive saves

Ability Type Supernatural

ENCLAVE BOLTHOLE

The Twenty First century concept of a megachurch has expanded, with these colossal structures growing until they encompassed entire city blocks. These massively fortified, and beautifully decorated megachurches include worship centers large enough to accommodate thousands of eager believers, shops, schools and gymnasiums and theaters. The largest include living space and apartments; the wealthiest members of Lifer society exist within a purely pro-life world. It's possible for a sufficiently wealthy believer to go months, possibly years, without interacting meaningfully with anyone who does not share the Christian faith.

The Enclaves are as alien and inaccessible a world as any extra-solar colony. These enclaves are completely closed to visitors; only known and trusted Lifers and their families are welcome within the enclave. Deliveries, logistics and maintenance duties are handled by Lifer businesses; police and federal investigators are only allowed in with properly sworn warrants, and even then can expect zero cooperation. The Enclaves are prime recruiting and training sites for Lifer terrorists, a place for Direct Action hardliners to train the next generation of rescuers away from prying Fed-Gov eyes.

Requires any Lifer or Christian patron deity, Diplomacy 1 rank, Knowledge (religion) 1 rank, CHA 13+

Benefit You are allowed to claim sanctuary at any Lifer enclave, as long as you remain on good terms with the Lifer Nation and the AOG. You maintain homes and apartments in most major Enclaves, and can access temporary housing at

any other Enclave.

While within an Enclave, you receive free room, board, food and basic medical care. Choicer and Fed-Gov agents are not allowed into an Enclave to pursue you except under the most extraordinary circumstances, or if open hostilities have broken out between factions, or if the agents are operating outside the normal chain of command. You may also provide similar sanctuary for a number of allies equal to your CHA modifier when activating an Enclave Bolthole.

Special A character with this feat cannot choose the Razor Nomad nor the Untainted Lifer cultural templates. Nor can a character with those templates choose this feat.

Ability Type Extraordinary

EMPOWERED WILL OF THE LORD

Your deep study of the Old Testament and obedience to its laws has empowered you to wield a limited selection of divine miracles.

Requires Nazarite cultural template, WIS 15+

Benefit You gain the ability to cast a variety of divine spell-like abilities, as a cleric of your total character level. If your *Nazarite Vows* are ever violated, you lose access to these spell-like abilities during your period of atonement.

You gain spell-like abilities at the following levels. At later levels, your gender determines your suite of spell-like abilities, reinforcing the Lifer nation's universally strict gender roles.

Character Level	Spell-Like Ability Gained (male)	Spell-Like Ability Gained (female)
When feat is first chosen	Both genders can use Purify Food and Drink or Virtue, at will	
At 5 th level	Both genders can use either Aid or Bull's Strength (1x/day)	
At 8 th level	Divine Power (1x/day)	Cure Critical Wounds (1x/day)
At 12 th level	Flame Strike (1x/day)	Raise Neverborn (1x/day)

ENCLAVE LAW ENFORCEMENT LOADOUT

The Lifer Enclaves maintain their own police forces, outside of Fed-Gov jurisdiction and subject to minimal oversight. Lifer cops are among the few adult citizens of the Lifer Nation allowed to openly purchase and carry weapons.

Requires Lifer or Evangelical Christian patron deity, lawful alignment, base attack bonus +1

Benefit You begin play with a variety of military grade armor and weapons, as well as associated equipment useful for urban law enforcement. When these items are expended, or if they are lost or destroyed, you can regain them through your Enclave police contacts when you next gain a level, provided you remain on good terms with the sponsoring agency. You can refresh ammunition loadouts and your first aid kit at any time, merely by returning to a police station and acquiring new gear.

You begin play with the following gear (italicized items found in *Technology Unleashed*):

- *Masterwork MP Tactical Body Armor*
- One weapon of choice from the following list: *Advanced 9mm Pistol*, Glock 17, *Military SMG*
- One weapon of choice from the following list: M-16A2 assault rifle, Mossberg Shotgun, *Combat Shotgun*, Sawed Off shotgun or *Sublethal Splattergun*
- Either *Stun Baton* or *Sick Stick*
- Either 4x spare clips or 24 shells for your chosen weapon
- 2x pair of mwk. handcuffs and 24 zip-tie handcuffs
- First Aid Kit
- *Fast Use Medkit*
- Evidence Collection Kit

When you reach 10th level, you can swap out +1 versions of your armor and chosen weapons.

Ability Type Extraordinary

EZEKIELIM POSTHUMAN RACIAL

The attractive and athletic bodies that Temporal Angels wear are artificial abstractions – living vehicles designed to allow them to better infiltrate the Deep Past. When a Temporal Angel allows her concentration to slip, her true Deep Future nature to come to the fore, she can become a mind-bending creature of ultra-advanced bionics and Deep Future techno-sorcery. She reveals herself as a futuristic angel, beyond all human limitations and 22nd Century conceptions of what is real and possible.

Requires Temporal Angel race, Iron Will, character level 5th

Benefit As a full round action, the Temporal Angel can undergo a terrifying and awe-inspiring transformation or return to her base form. She becomes a Large flying



creature with a Flight speed equal to 4x her base land speed and perfect maneuverability; she gains Hover as a bonus feat in this form. This form is a series of luminous rings, spherical components and wheel-like structures orbiting each other in a complex, eternal dance. Gear, armor and equipment worn or carried by the Temporal Angel merge into her body and become useless. In this form, the Temporal Angel cannot perform skills requiring the physical manipulation of objects, and suffers a -10 circumstance penalty on all CHA-based skills, except for Intimidate and Perform (sing).

New Attacks

While in this form, the Temporal Angel gains two slam attacks as primary natural weapons that inflict 1d8+WIS modifier points of Holy damage (18-20/x2), and loses any existing melee or natural weapon attacks.

The Temporal Angel also gains a divine ray attack that is resolved as a ranged touch attack. This divine ray inflicts 2d12 points of Holy damage (20/x3), is capable of semi-

automatic fire, and has a 1,000 ft range increment.

Aura

In this form, the Temporal Angel gains an aura of fear. This aura has a 30 ft radius, and functions as a *cause fear* cast by a cleric of the Temporal Angel's total character level. A creature who successfully saves against this aura cannot be affected by this ability for 24 hours.

Ability Type Supernatural

EXPERT LIAR

Your sharp mind and mastery of pseudo-science and propaganda gives credence to your lies.

Requires INT 13+, CHA 13+

Benefit You add your INT modifier to Bluff checks in addition to your CHA modifier.

Ability Type Extraordinary

FLIGHT CAPABILITY COMBAT

A wide variety of enhancement protocols, gene-therapies, cybernetic systems and Philosophies can empower the AOG's most determined rescuers and adventurers with inherent flight abilities.

Requires any Lifer or Abrahamic patron deity, BAB +3

Benefit You gain a natural flight speed equal to twice your land speed with average maneuverability. You can choose this feat more than once: each time you do, your flight speed increases by +30 ft and your maneuverability by one step. Fly is always a class skill for you.

Ability Type Supernatural

GARGOYLE OF THE PREBORN

When you summon your *Armor of the Preborn*, it takes the form of massive, carved stone – a techno-gothic gargoyle carved with the faces of screaming babies and hung with rusting hooks and razors. You become a twisted nightmare of fetal obsession sheathed in a wall of solidified hatred.

Requires Armor of the Preborn, base attack bonus +12, any evil alignment

Benefit When you summon your Armor of the Preborn, you can choose to apply both the *Grinding* and *Titanic* magical armor qualities to the armor. If you choose not to, your Armor of the Preborn appears in its normal configuration.

When in its Gargoyle of the Preborn configuration, your armor is treated as a piece of *horror art*.

Ability Type Supernatural

GHOSTBURN COMBAT

Your intangible state agitates the molecules of anything you pass through, weakening molecular structure through intense (if shortlived) heat and static electrical discharges.

Requires Direct Action Ghost

Benefit While incorporeal, any melee attack you make inflicts an additional +2d6 points of damage, half of which is fire, half of which is electricity. Any solid object or barrier you pass through also suffers this damage and might catch fire if highly flammable.

Ability Type Supernatural

GHOST SURGERY COMBAT

A Vindicator is as good with a scalpel as he is with a combat blade. Using his innate bio-energy manipulation powers, a Vindicator can phase through living tissue, healing (or destroying) organs and viscera beneath without ever scratching the surface.

Requires Vindicator Lifepool, Magus level 5th

Benefit The Vindicator's unique talents mean he can phase his hands and small surgical tools into a patient's body, performing surgery without breaking the skin. The Vindicator can perform surgery in half the usual time, and his patients are not *fatigued* after the procedure is complete.

The Vindicator is also adept at using this ability in combat. By expending four points from his arcane pool, he can add the *brilliant energy* property to his weapons, expanding his Arcane Pool options.

Ability Type Supernatural

GLUE RESCUE

A few ounces of superglue squirted into the right lock can cost a clinic or other Choicer facility hundreds of dollars in repairs and lost business, a tactic the Lifers have used since the late 20th Century. Add a minor Philosophy capable of conjuring unbreakable occult-tech glue and the repair bill gets a lot higher.

Requires Termite Tactics trait

Benefit Up to three times per day, you can conjure an ounce of *sovereign glue* as a standard action. This drop of liquid remains suspended from your finger tips and cannot be stored. If not applied to an object within one minute, this glue becomes useless.

Ability Type Supernatural

GRAVESTONE BEHEMOTH RACIAL

You don't just transform into a grotesque abortion-broken ghoul – you become a towering, horror-movie monstrosity. Nine feet and two tons of jagged bone shards, rotted meat, grave dirt and strange, shattered tombstones, like somebody bulldozed a cemetery of the unborn and made a man out of the mess.

Requires Neverborn race, STR 16+, base attack bonus +3

Benefit When you shift into your visibly undead state you undergo a dramatic physical change, becoming a golem-

like behemoth. In your visibly undead state, you gain the following benefit:

- You gain the Powerful Build racial trait.
- You gain a +4 inherent bonus to your STR score, but suffer a -2 penalty to DEX.
- You gain two slam attacks: 2d6 + STR modifier bludgeoning (20/x2)
- You gain a +4 natural armor bonus to AC.
- You are considered a piece of *horror art*, which functions much like the Propaganda Loop feat.

When you reach 10th level, your undead form becomes even larger and more powerful.

- You gain a further +4 bonus to your STR score, for a total +8 bonus to your STR score.
- Your natural armor bonus to AC increases to +8.
- Your slam attacks increase into 2d12 + STR modifier bludgeoning (20/x2).

Ability Type Supernatural

GRIFFIN ARMS GUNSMITH

More than any other armorer, Griffin Arms is responsible for providing weapons to the Army of God. A devoutly Christian company, Griffin Arms first gained notoriety by winning a defense contract during the Republican resurgence of the 2020s and early 2030s. Griffin made assault rifles and body armor was harshly tested in the Middle East and South America, but proved its worth. Liberals, anti-industrialists and the young Covenant objected to Griffin Arms' multi-million dollar contracts, and more strongly to the quotes from Scripture laser-etched into the barrel of every Griffin weapon.

Since War's End, many of Griffin's factories have closed, and the company is no longer allowed to sell to the Lifers directly. Instead, Griffin sells to wealthy private collectors and to Enclave police forces.... Of course, if "committed rescuers" get their hands on the guns, Griffin can't be held accountable, can it? Griffin Arms plays a dangerous game, and its production floor is often visited by APEX and Fed-Gov cops, and its ranks are occasionally rocked by a lethal Choicer black op.

Requires Personal and Advanced Firearms Proficiency, Gearhead feat or Mechanic race

Benefit With a successful DC 20 Craft (gunsmith or mechanical) check, an appropriate tool kit or facilities, and 2d4 hours of work, you can permanently add the masterwork quality to the weapon even after it is constructed.

If you beat DC 25, you can also upgrade the weapon's rate of fire by one mode: single shot becomes semi-auto, semi-

auto becomes full-auto.

You are at your best working with conventional 'slugthrowers' and increase the check DC by +5 when upgrading railguns or energy weapons of any type. A given weapon can only be modified in this manner once.

Ability Type Extraordinary

GRIFFIN ARMS HARDSUIT MECHANIC

The absolute best Griffin Arms technicians are assigned to the Lifer mega-corp's 'advanced mechanical' design division, tasked with producing the next generation of powered armor and light mecha. Your designs, secretly provided to Kodiak Island's New Promise Infantry squads, will win the Second American Abortion War.

Requires Griffin Arms Gunsmith, Heavy Armor Proficiency, Craft (mechanical) 10 ranks

Benefit With a successful DC 30 Craft (mechanical) check, access to a military-grade mechanical fabrication facility and armor components costing at least 5,000 gp (DC 23), you can upgrade Powered Armor. Doing so permanently applies the masterwork quality to the Powered Armor even after it is created.

If you beat DC 35, you can apply any one of the following upgrades to the Powered Armor as well.

- Increase the Powered Armor's grade by one step (ie: grade I to grade II)
- Increase the Powered Armor's runtime by 24 hours.
- Provide the Powered Armor with a Flight speed of 60 ft (poor) if it does not already have an existing flight speed.

A given Powered Armor can only be upgraded in this manner once.

Ability Type Extraordinary

HARBINGER OF THE

DEEP FUTURE

RACIAL

Rather than descending into the Deep Past to strengthen your own ancestral timeline, you've crossed time to strengthen and empower an emerging hero whose actions are vital to the construction of the Deep Future.

Requires Temporal Angel race

Benefit Any time you gain a benefit as a result of your *Paradoxical Matchmaking* racial trait, you may choose to instead gain no benefit yourself. You store the benefit as a potential benefit of your choice, which you can extend to a willing creature by touching that creature for one minute. The creature who gains the benefit must have any Lifer or Evangelical Christian patron deity or philosophy.

Ability Type Supernatural

HEAVY WEAPONS SPECIALIST COMBAT

You're strong enough to wield rocket launchers one handed, or hold M-60 machine guns dead on target when you're rocking full auto.

Requires Exotic Firearms Proficiency (any heavy weapon), STR 13+

Benefit You add your STR modifier to attack and damage rolls with any exotic firearm you have chosen Exotic Firearms Proficiency for.

Ability Type Extraordinary

HITBACK HARDER COMBAT

All your life, you've been victimized, but no longer. You can turn the tables on your tormentors at long last.

Requires either Iron Will or Meaningful Ink

Benefit When fighting an opponent of the same creature type as yourself, you gain a cumulative +2 morale bonus on weapon damage rolls per advantage the opponent has that you lack. The maximum bonus damage possible is +10; this damage is added in, and not multiplied on a critical hit.

Advantages include:

- If the opponent has a base attack bonus +4 or greater than your own
- A Wealth Bonus +4 or greater than your own (or vastly greater wealth if not using the D20 Modern SRD)
- The opponent is wielding a magic weapon or wearing magic armor while you lack either
- The opponent is wearing any grade of powered armor while you are not
- The opponent has spellcaster or manifester levels and you lack either
- The opponent has extraordinary political, religious or social influence
- The opponent's forces outnumber your own by at least 3 to one

Ability Type Extraordinary

HORROR ARTIST

The Lifers have always used shock and visceral disgust to their best advantage. Any protest is going to include huge, high resolution images of fetal gore and shredded tissue. The AOG's military vehicles include holographic screens built into their reactive armor to project a continual loop of anti-abortion propaganda, and the jury-rigged "technicals" so common among insurgents are hung with banners and placards bearing similarly gruesome imagery.

Requires Lifer or Evangelical Christian patron deity/philosophy, Craft (visual arts) 3 ranks

Benefit You can create *horror art*, a specific Lifer style of propaganda to disgust and terrify your enemies.

You can create *horror art* with a successful DC 15 Craft (visual arts) check and an appropriate period of effort, which can range from several minutes for simple protest signs to hours or days for massive billboards or art installations. Horror art can be displayed on vehicle holo-screens, as freestanding holograms, video images, billboards, placards, posters, images worn on clothing, carried on banners or protest signs, or similar formats.

You activate a particular piece of horror art as a standard action; activation might mean brandishing a sign, activating a display, pulling back curtains or simply pointing towards a piece of horror art at a dramatic moment. Once activated, a piece of *horror art* remains so for the duration of the encounter.

When a viewer comes within 30 ft of a piece of activated *horror art*, and can clearly see it, they must succeed at a WILL Save or become *shaken* for a number of minutes equal to the creator's INT modifier. If *horror art* is destroyed or becomes non-visible, associated effects immediately ends. The WILL Save DC is equal to the Craft (visual arts) check result made to create the *horror art*. Those who make their WILL Save are immune to the effect of that *horror art* for 24 hours. A character can only succumb to a particular piece of horror art once, regardless of how long it is displayed.

This is a mind-affecting, fear effect.

Special When you gain 10 ranks in Craft (visual arts), activated *horror art* you create has an effective range of 60 ft.

Ability Type Extraordinary

HORROR DRIVER

The sight of a long caravan of heavily armored, propaganda clad Lifer truth trucks rumbling into a Choicer city is terrifying even without occult-tech enhancement. Add the mind-weapons that the Lifer AOG is known for, and *truth trucks* become both the well-armed centerpiece of a Lifer heavy weapons squad, and a blood soaked vision of unimaginable terror.

Requires Horrific Visions, Razor Nomad cultural template
Benefit If *horror art* is attached to a vehicle you are driving or piloting, the range of its effects is doubled. The range of associated powers and effects is also doubled.

Ability Type Supernatural

HORRIFYING CRITICAL COMBAT

Splashing your enemy's blood against the ubiquitous signs and propaganda placards of Lifer culture, you terrify and



possibly even convert those enemies you don't directly kill.

Requires Lifer or Evangelical Christian patron deity/philosophy, base attack bonus +3

Benefit Any time you confirm a critical hit, all *horror art* within 30 ft activates. In the case of ranged attacks, you choose whether *horror art* within 30 ft of you, or within 30 ft of the target activates, if the ranged attack occurred at greater range.

Ability Type Extraordinary

HORRIFYING SYMBOLS

You imbue your *horror art* with thought-virals that can incapacitate those viewing them.

Requires Horrific Visions, Craft (visual arts) 9 ranks

Benefit As a full round action, you can imbue any piece of *horror art* with either *symbol of sleep* or *symbol of pain*. If you choose to imbue a piece of *horror art* with your Horrific Visions feat in this manner, you increase the effect's casting time to a full round action.

Your *symbol* is always triggered when it is viewed. You are immune to your own *symbols*, as are any creatures with a

Lifer or Evangelical Christian patron deity who is within 60 ft of you when you imbue the *horror art* with a *symbol*. Unlike a normal *symbol*, your *symbol's* effects immediately end if the associated *horror art* is destroyed or becomes non-visible.

You may use this feat to imbue a *symbol* once per day. You gain an additional daily use at 12th level, and every three levels thereafter, to a maximum of 4x/day daily uses at 18th level.

Ability Type Spell-Like

HORRIFYING SYMBOLS GREATER

Your anti-choice *symbols* are lethal and highly dangerous.

Requires Horrifying Symbols, Craft (visual arts) 15 ranks

Benefit You may choose to imbue *horror art* with any of the following *symbols*: *symbol of death*, *symbol of insanity*, *symbol of persuasion*, *symbol of stunning*.

Ability Type Spell-Like

HORRIFIC UMBILICALS

You imbue Lifer horror art with charged packets of telekinetic energy that transform scenes of fetal gore into jungles of strangling tissue.

Requires Horrific Visions, Craft (visual arts) 7 ranks

Benefit As a standard action, you can imbue a piece of *horror art* with *black tentacles*, which has an area equal to the *horror art's* effective radius. This black tentacles effect resembles bloody tissue and strangling umbilical cords – this is a purely stylistic effect that has no effect on how the power functions. If you use this ability simultaneously with your Horrific Visions ability, increase the casting time to a full round action.

Your caster level for this effect is equal to your ranks in Craft (visual arts). If the horror art is destroyed or becomes non-visible, the *black tentacles* effect immediately ends. You are immune to your own *black tentacles*, as are any allied creatures with a Lifer or Evangelical Christian patron deity.

You may use this ability to imbue a piece of horror art with black tentacles once per day. You gain an additional daily use at 10th, 13th, 16th and 19th level, to a maximum of 5x/day uses.

Ability Type Spell-Like

HORRIFIC VISIONS

A combination of 22nd century psi-tech and sheer, malignant will allows you to conjure horrific images of fetal horror with a simple thought.

Requires Horror Artist, INT 15+

Benefit You gain the ability to use *minor image* at will, as a spell-like ability, as a wizard of your total character level. However, this spell-like ability can only produce obviously disturbing, horror-movie like images of fetal gore and horror, Christian imagery or related images. For example, the *minor image* could be used to make a Choicer Midwife appear soaked in blood and gore, or make a Choicer facility seem rundown and unsanitary, for propaganda reasons, but it could not perform apolitical illusions. This function of minor image has its WILL Save DC determined normally.

Alternatively, you can use your minor image ability to create an illusory piece of *horror art* as a standard action. This follows the standard rules for *horror art*, and the WILL Save DC is determined by your Craft (visual arts) check result.

When you reach 10th level, you gain the additional ability use a modified version of *hallucinatory terrain* as well. This ability can also only be used for propaganda purposes but can duplicate both natural and artificial terrain. It is

often used to transform ordinary places into illusory Hell Houses in hopes of distracting or unsettling adversaries.

Ability Type Spell-Like

INSPIRE THE CHILDREN

The Lifer AOG reveres its children, and does what is necessary to keep them safe, but children are expected to be warriors as well as students. When the Second American Abortion War finally goes hot, your children are expected to serve with honor on the front line.

Requires Lifer or Evangelical Christian patron deity, CHA 15+, Spell Focus (enchantment) or Bard class levels, Parental Demeanor trait

Benefit Any time you provide a numerical bonus to an ally that is either of the morale or holy bonus types, that numerical bonus is doubled if the ally is in the Young Adult age category or younger.

Ability Type Extraordinary

INTELLECT DRIVEN

PHYSIOLOGY RACIAL

You have a better understanding than most Neverborn of how belief-driven occult technology sustains your sentience. Your keen mind makes you a stronger, seemingly 'healthier' example of your small, undead species.

Requires Neverborn race, INT 13+

Benefit You use your INT score to determine your bonus Hit Points and as the key attribute for FORT Saving throws.

Normal Undead use their CHA score in place of their missing CON score when determining Hit Point totals and FORT Saves.

Ability Type Extraordinary

IRON HEART

You can never be compelled or intimidated into sexual acts against your will.

Requires Iron Will

Benefit You are immune to any form of mind-influencing effect that would compel or influence sexual behavior or a sexual response. Whether or not you are immune to a specific ability depends on context. For instance, you are immune to *charm person* if the spell would compel you to sexual behavior with the caster or one of the caster's allies, but not if the same *charm* merely compelled you to drop your weapon and surrender.

You remain vulnerable to Pleasure as an energy type, unless resistance or immunity is gained by another means. However, 'side effects' of Pleasure damage, such as visible orgasm or continuing conditional effects, do not affect you.

Ability Type Extraordinary

JAM NANOTECH

RACIAL

Your combat-engineered body can emit a potent electrochemical signal that can jam and disrupt nanotech based cybernetics.

Requires Nanofeaster race, Black Marrow trait

Benefit Three times per day, as a standard action, you can emit a nanotech jamming field. All creatures with cybernetics with the *nanite* tag within 60 ft must succeed at a FORT Save (DC 10 + your CON modifier + ½ your total character level) or become *sickened* for one minute. Affected creatures can attempt a new FORT Save each round to end the effect. Creatures who make their initial FORT Save cannot be affected by this ability for 24 hours. A character with a Cybernetic Security Risk applies the penalty to the FORT Save to resist this effect.

When you reach 10th level, affected creatures become *nauseated* on a failed save and *sickened* on a successful save. This ability affects even cybernetic creatures normally immune to *nausea* or the *sickened* condition.

Ability Type Extraordinary

JEHOVAHS HAMMER

Your mouth opens in an impossibly wide, screaming rictus, and a wave of completely silent, yet deafening force bursts forth, a sound not of you, but passing through you. All mortal flesh and matter fails against this sound, which is the angry voice of God Himself.

Requires Voice of Command, character level 10th

Benefit You gain a fearsome breath weapon attack: Jehovah's Hammer, which is useable once per day. At 15th and again at 18th level, you gain an additional daily use of this attack.

Jehovah's Hammer is a 60 ft cone. All creatures and objects within this cone suffer 10d6 points of damage, half of which is sonic, half of which is divine damage not subject to energy resistance or immunity, with a REF Save for half damage. Creatures within the cone are permanently deafened, unless they succeed at a FORT Save which reduces the period of deafness to 1d6 hours. The DC for both save types is equal to 10 + half the character's character level + their WIS modifier.

Force effects within the area of effect (including Choicer clinic forcedomes, *walls of force*, and similar effects) suffer double damage from the Jehovah's Hammer breath weapon. A creature or object slain by Jehovah's Hammer is completely disintegrated. This breath weapon is completely silent, though those caught within it report terrifying auditory hallucinations.

Ability Type Supernatural

JUJITSU

COMBAT

You are adept at using an opponent's strength and overconfidence against him.

Requires Improved Unarmed Strike, Acrobatics 1 rank
Benefit When making a combat maneuver check to trip, disarm, grapple or reposition an opponent, you use your opponent's STR modifier in place of your own if it is greater.

Ability Type Extraordinary

KRAV MAGA

COMBAT

Many Lifers practice krav maga, a brutal and efficient combative borrowed from the Israeli MOSSAD. This is a hard style that focuses on quickly killing or incapacitating attackers in the most pragmatic way possible.

Requires Improved Dirty Trick, either Improved Unarmed Strike or natural weapons, base attack bonus +5

Benefit When you successfully perform the Dirty Trick combat maneuver on your opponent, you also inflict your unarmed strike (or natural weapon damage) against your opponent.

Ability Type Extraordinary

LINKAGE SEVERANCE

COMBAT

When you bust up Choicer cyber-systems, you know how to worsen the damage, and effectively cripple a cyborg through system shock.

Requires Rescue Judo, Heal 5 ranks, base attack bonus +8
Benefit: When your Rescue Judo feat activates, in addition to the normal effects, the cyborg must succeed at a FORT Save (DC 10 + ½ the damage inflicted, rounded down) or become *sickened*. A *sickened* character suffers a -2 penalty on all attack rolls, skill checks and saving throws. This condition lasts until the *broken* implant is either repaired, replaced or removed surgically. This condition overrides any more general immunity to the *sickened* condition.

LIQUID RESCUE

Before the War, early Lifers injected a nauseating chemical called butyric acid into the walls of abortion clinic, releasing pungent vapors and eating away at the stone. These days, you don't need needles or chemicals to do the job, and your Philosophy-derived vapors are worse than military tear gas.

Requires Glue Rescue, INT 15+

Benefit Three times per day, you can use *stinking cloud* as a wizard of your total character level. If you are killed or become unconscious while maintaining the *stinking cloud* effect, it becomes *cloudkill* instead. Even if you fail to maintain concentration on the *stinking cloud* due to the damage that kills or incapacitate you, the *cloudkill* takes effect. The *cloudkill* effect functions until the duration of



the *stinking cloud* effect would normally have expired, and cannot be dismissed early.

If you expend two daily uses of Liquid Rescue when activating this ability, neither the *stinking cloud* nor the *cloudkill* effect has any effect against creatures with a Lifer or Evangelical Christian patron deity.

Ability Type Spell-Like

MACCABEE **COMBAT**

The original Maccabees were founded in 167 BCE, by the Jewish leader Mattathias, to resist the tyranny of Greece and to smash pagan idols and altars. A sect of modern Lifers have reestablished the ancient tradition, summoning thought-based weapons specifically to kill Eleusinian Choicers and other neo-pagans following Hellenistic traditions- including some of the world's wealthiest and most influential Choicers.

Requires Nazarite or Untainted cultural template, WIS 15+, base attack bonus +3

Benefit Any time you are engaged in battle with an adversary or adversaries known to have an Eleusinian or any Hellenistic patron deity, you may activate *spiritual weapon* at will, as a cleric of your total character level. Your spiritual weapon always takes the form of a warhammer.

Ability Type Spell-like

MACCABEE SPELLBREAKER **COMBAT**

Your angelic hammer shuts down pagan spellcasters when it strikes.

Requires Maccabee

Benefit Any creature with an Elusinian or Hellenistic patron deity that is struck by your *spiritual weapon* while maintaining concentration on a spell or power automatically loses concentration on that effect, and cannot attempt a Concentration or Spellcraft check to maintain control.

Ability Type Spell-like

MEANINGFUL INK **COMBAT**

There's a flag sewn into your skin. Your scars and tattoos tell the world who you are, what you stand for, and you draw strength and courage from them.

Benefit You've been extensively tattooed, scarred or branded, marked with designs that have deep personal meaning for you. Your markings grant one of the following the following morale bonuses:

- +2 morale bonus on Diplomacy and Perform checks against anyone sharing your political or religious allegiance.

- +2 bonus on melee attack damage rolls against anyone directly opposed to your allegiance
- +1 morale bonus on saving throws against effects generated by characters directly opposed to your allegiance
- +1 caster level on spells cast against characters directly opposed to your allegiance
- +1 morale bonus to Armor Class

In addition, your tattoos are considered a holy symbol and divine focus for casting divine spells and using divinely inspired class features.

Drawback Anyone seeing your highly detailed, wide reaching tattoos may attempt a DC 12 Knowledge check (the type determined by the GM based on the type of affiliation you claim, usually History, Tactics or Religion). Success means the viewer easily knows the allegiance your tattoos represent. If you select this feat multiple times, each time the check DC decreases by 2 points.

Special You may select this feat multiple times. Each time you do so, the feat and its benefits apply to a particular allegiance. Your allegiances cannot be in obvious conflict. You may choose a different benefit each time, or select the same benefit multiple times, in which case the effects stack.

Ability Type Extraordinary

MODERN PROPHET

You know the will of the Lord and can impose that will upon non-believers.

Requires Unlimited Judgeship, Knowledge (religion) 11 ranks

Benefit Once per day, you can cast *commune* as a cleric of your total character level. In addition, once per day, you may cast either *mark of justice* or *geas/quest*. You may only use mark of justice upon creatures with Lifer or Abrahamic patron deities, and may only cast *geas/quest* upon characters with a Choicer or neo-pagan patron deity.

Ability Type Spell-Like

NANOGRINDER RACIAL

Lifer geneticists ‘hacked’ your nanotech-laced bloodstream to flood your limbs with transformational, cell-sized microrobots in a murderous body-horror parody of a Neo-Witch’s shapeshifting nanolimb.. Your forelimbs can transform into a vicious, techno-organic industrial saw with teeth made from nano-hardened bone and a living motor derived from muscle tissue and fueled by blood.

Requires Nanofeaster race, base attack bonus +1

Benefit As part of a melee attack action, you can transform your dominant hand and arm into a bio-organic, masterwork quality *chainsaw*.

At 5th level, and every 5 levels there after this weapon

gains a +1 enhancement bonus, and is treated as a magical weapon. As the character gains levels, the nano-grinder gains the following enhancements:

- Either *corrosive* or *keen* (5th), Either *cruel* or *furious* (10th), *vorpal* (15th)

Ability Type Supernatural

NAUSEATING HORROR

The horror art you can create can turn stomachs and leave even the strongest willed Choicers retching at the images of what they’ve done.

Requires Horror Artist, Craft (visual arts) 8 ranks

Benefit When your *horror art* activates, those that fail their saving throw are *nauseated*. Those succeeding on their saving throw are merely *shaken* instead.

Ability Type Extraordinary

NEVERBORN MCDUFF RACIAL

When a fairly ordinary Neverborn activist named Susan Glauchester discovered the abortion that supposedly ‘created her’ never actually took place, she began questioning her faith, and her allegiance to the Lifer AOG. Most dangerously, she began questioning the role the Nuremberg Consciousness played in her species’ creation. Introspection and desperation allowed Glauchester to ‘hack’ the occult-tech that creates and sustains Neverborn in genuinely revolutionary ways. She’s taught these secrets to a small cadre of iconoclast Neverborns nicknamed the McDuffs, after the Shakespearian hero who was ‘not born of woman’.

Requires Neverborn race, Iron Will

Benefit As an attack action, you may make a melee touch against any Neverborn. If successful, you *stagger* the Neverborn for 1d3 rounds.

With a techno-occult ritual that requires 3d6 hours, you can transform a willing Neverborn, who must be present for the full ritual, into a human. The creature loses all Neverborn racial traits (including the Lifespawn subtype) and gains all Human traits, gaining a CON score generated in the manner appropriate to the campaign. Neverborn-exclusive traits and feats are replaced with new abilities the character now qualifies for.

Special Even if you become human after gaining this feat, you retain this specific feat and any feats that require it as a prerequisite.

Ability Type Supernatural

NEVERBREATH COMBAT RACIAL

You have never taken a breath. Directly tapping into the exotic energy fields that maintain your consciousness, you steal breath from others, cataclysmically interfering with their bodies’ ability to transfer oxygen from their bacilli

into the blood stream. Now you'll see how long your enemies can survive without breath.

Requires Neverborn race, base WILL Save +8

Benefit Three times per day, you can activate *Neverbreath* as a standard action. When you do so, sickly yellow tendrils of energy lash out of your breast, illuminating the motionless lungs within your chest; these tendrils snap out, wrapping intangibly around the throat of their victims.

All living creatures within 30 ft of you when this power activate must begin holding their breath as if there were no air present, and when they eventually fail a a CON check (DC 10 + 1 per pervious successful check), they begin to suffocate. Air is still present, but as long as this power is maintained, the victims' bodies cannot process it.

Once affected by *Neverbreath*, targeted creatures continue to hold their breath/suffocate until you are slain, choose to end the effect, or the creature moves more than 100 ft away from you. You may maintain *Neverbreath* as long as desired once the ability is activated, as if concentrating on a spell. *Neverbreath* can be maintained as a move-equivalent action each round.

Ability Type Supernatural

NEVER EYES RACIAL

When your body assumes its fully undead form, your skull cracks apart into a late-term abortion puzzle of asymmetrical bone shards and skull fragments, floating in an eternal orbit around your corpse-grey face. You have no eyes, but drifting will-o-wisps of blue and violet light floating amid the ruined tissue and broken bone allow you to see more keenly than any living eye.

Requires Neverborn race, WIS 13+

Benefit When you are in your visibly undead state, your eyes are transformed and become supernaturally keen. You are under a constant *see invisibility* effect and gain the *all around vision* racial trait

When you reach 12th level, this improves to a constant *true seeing* effect.

Ability Type Spell-like

NEVER UNARMED COMBAT

Let the Choosers put up all the security cordon, weapons scanners and gun-sniffers they want. Your weapon is in your hand if you want it, no matter what they try to do to stop it.

Requires Never Dry Fire trait, Advanced Firearms Proficiency, base attack bonus +3

Benefit Any masterwork quality or better weapon that is in your possession for at least 24 hours gains the *called* magic weapon property when wielded by you. In addition, when you wield a weapon with the *called* property, you can teleport the weapon to your hand from up to one mile away, not the 100 ft that is normal for a *called* weapon.

Ability Type Supernatural

NINTH LUCK

Service with the *Ninth Life* infantry squad was thought of as a punishment detail, a suicide assignment that even the suicide bombers of the Lifer Army regarded as an unacceptable risk. It's not that Ninth Life wasn't competent or well trained, the men and women of the crew just seemed to have the absolute worst luck of the War.

Requires Any Lifer or Evangelical Christian patron deity/philosophy, base attack bonus +3

Benefit Like everybody else who served with Ninth Life, you're probably either going to end up a multiply decorated veteran or die in a really, really stupid way. As an immediate action, you can gain either a +4 luck bonus to your Armor Class until the end of your next turn, or gain a +2d4 luck bonus on a single attack roll.

However, when you activate your Ninth Luck, roll on the chart below and apply the rolled special effect on the next 1d4 successful attacks made against you within the next 24 hours. You cannot use Ninth Luck again until all modified attack rolls are made or 24 hours elapse.

Ability Type Supernatural

Ninth Luck Attack Modifiers (1d8)

1. The attack is treated as a confirmed critical hit against you.	5. The attack <i>confuses</i> you for 1 round, with no save.
2. The attack <i>slows</i> you for 1 round, with no save.	6. You are knocked prone by the attack.
3. The attacker may make an immediate second attack against you at the same modifiers.	7. If you are wielding a ranged weapon, you eject any spare ammo/cells or drop your quiver, ect.
4. The attack inflicts +1d6 points of Bleed.	8. No special effect. You actually got lucky for once!

PADLOCK JUDGMENT COMBAT

You charge your padlocks and chains with righteous energy, just aching to be unleashed on Choicer heavy infantry.

Requires Padlock Brawler trait

Benefit Once per day, as a swift action, you can imbue any padlock or chain you are wielding as an improvised weapon with supernatural power. The padlock gains a +1 enhancement bonus per five character levels (maximum +4 bonus at 20th level). Once imbued, the weapon remains its enchantment for 3 rounds.

At 5th level, you gain an additional daily use of this ability, and may add any of the following abilities to your padlock when you enchant it with this feat.

Cyborg-Bane, Courageous, Cruel, Flaming, Shock, Valiant, Viscous

At 15th level, you gain a third daily use of this ability, and in addition to the 5th level ability, you may add any of the following abilities to your padlock when you enchant it with this feat.

Advancing, Anchoring, Flaming Burst, Impact, Shocking Burst

If the padlock leaves your hands, it immediately returns to its normal state.

Ability Type Supernatural

PENTECOSTAL TONGUES

When possessed what some call the Holy Spirit and what others call the higher self, you can speak any language known to man or alien.

Requires any Lifer or Abrahamic patron deity, WIS 15+

Benefit You are under a constant *tongues* effect. However, your faith warps the effect slightly; those speaking to you through the effect are automatically aware, through the haunting choral effect of your voice alone, of your patron deity. You can suppress or resume the *tongues* effect at will.

Ability Type Spell-Like

PRAYER CIRCLE

The sight of hundreds of Lifer believers joining their hands in prayer at a clinic protest might simply be an act of belief, or it might harness the shared belief of those praying to empower Lifer Philosophers beyond their usual limits.

Requires any Lifer or Evangelical Christian patron deity, ability to cast 3rd level divine spells

Benefit When you cast any divine spell, for every follower of the same patron deity who prays along with you as a full round action, the effective caster level of the spell is increased by one. You can receive the assistance of a number of fellow believers equal to your WIS modifier. Thus, a Lifer caster with WIS 18 could benefit from the

aid of up to four allies, to increase a spell's effective caster level by +4. This improves the spell's range, area of effect, duration, damage, and the DC of attempts to dispel the spell's effects. Your fellow believers must be within 30 ft of you when you begin casting the spell, and must be able to clearly see and hear you to assist in casting the spell.

Ability Type Supernatural

PROPAGANDA LOOP RACIAL

Even the living machines of the Lifer Army of God are sheathed in high-rez holo-screens displaying a continual loop of fetal gore *horror art*.

Requires Battlechanger race or Cyborg subtype, Lifer or Evangelical Christian patron deity/philosophy

Benefit Your hull is sheathed in video screens that project a continual loop of Lifer *horror art*. As a standard action, you can display a short loop of pre-designed *horror art* which renders viewers within 30 ft shaken for one minute unless they succeed at a DC 15 WILL Save. This effect otherwise follows all the rules for *horror art*.

Special This feat counts as Meaningful Ink for the purpose of qualifying for other feats.

Ability Type Extraordinary

PURITY CULTURE

The Lifer ethos demands sexual and moral purity, and utterly rejects Choicer hedonism and sexual immorality. Your revulsion for unsanctioned sexual practices and perversion gives you a mental defense against mental tampering that you can extend to your allies.

Requires Iron Heart, must meet the qualifications listed below

Benefit As a standard action, you can extend the benefit of your Iron Heart feat as well as Pleasure Resistance 5 to all qualified allies within 60 ft who can clearly see and hear you. You gain the listed Pleasure Resistance as well during this time. This benefit remains in place for one minute or until the ally moves out of your effective range.

To qualify to benefit from Purity Culture, your ally must meet all the following criteria:

- The ally must have Lifer or Evangelical Christian patron deity or philosophy.
- The ally must be heterosexual and cisgender.
- The ally must not have engaged in sexual behavior Lifer culture would consider immoral within the past 24 hours. If you yourself violate this tenant, this feat becomes inaccessible for 24 hours, unless you receive an *atonement* from a Lifer Cleric.

Special If you possess the Nazarite cultural template, you grant all qualified allies in range Pleasure Resistance 10 instead. If you also possess the Deeper Vows trait, this

increases to Pleasure Resistance 15 instead.

Ability Type Supernatural

RESCUE JUDO COMBAT

Rescue Judo is a hard martial arts style developed by Lifer elites during the Abortion War. Incorporating elements of *Krav Maga* and *Systema*, two styles widely regarded as among the most brutal and deadly martial arts ever devised, Rescue Judo is designed to give unmodified human troops a fighting chance in melee combat with ultra-durable cyborgs and powered armor.

Rescue Judo emphasizes the study of weak points and mechanical flaws in a system, and teaches the practitioner how to deal maximum damage through any gap in the opponent's formidable defenses.

Requires Jujitsu, base attack bonus +5

Benefit You receive a +2 bonus on unarmed attack and damage rolls when specifically attacking an external cybernetic implant. Any time you beat a cyborg opponent's Armor Class by 10 points or more, you apply the *broken* condition to one of the cyborg's external devices, chosen at random.

Ability Type Extraordinary

RESCUE JUDO MASTER COMBAT

Rescue Judo doesn't have belts, but you're known as somebody whose good enough with their hands to teach young Lifers the basics of the technique, and good enough to take apart a Choicer heavy 'borg with those same hands.

Requires Rescue Judo, base attack bonus +12

Benefit Any time you beat a cyborg opponent's Armor Class by 10 points or more, you can choose to apply the *broken* condition to either one of the cyborg's internal implants of your choice or two external devices chosen at random.

Ability Type Extraordinary

RESCUE SYNCHRONICITY

Your career has been marked by odd and sometimes beneficial coincidences which you understand as the Lord leading you, and walking with you in battle to save the preborn.



Requires Ninth Luck

Benefit When you activate your Ninth Luck ability, you can choose to gain a very limited control over probability rather than a simple numerical bonus to AC or attack rolls. Instead, you benefit from a minor, but beneficial, coincidence. You may choose the coincidence, subject to game master approval. Some minor coincidences allowed by this feat include the following:

- sudden access to a vehicle, non-magical firearm/energy weapon or ammunition when you most need one (such as finding a weapons safe in a house you've broken into, being in a position to steal a gun from a police car trunk or similar)
- the arrival of an ordinary Lifer citizen (human expert 3) who has a favorable attitude to the character and will provide transport, simple aid or sanctuary to the character even if doing so would put the NPC at risk
- enemy reinforcements are delayed from arriving at the battle site for several rounds, by unpredictable circumstances outside the character's control
- an enemy within 30 ft becomes *flat-footed* by a quirk of fate on the battlefield for one round

Ability Type Supernatural

RIGHTEOUS UNDEAD RACIAL

By more fully exploring your undead nature, you have strengthened the Philosophical energy matrices that sustain your existence.

Requires Neverborn race

Benefit Each Neverborn racial feat you have chosen, including this one, provides you with Channel Resistance +1 and +1d4 bonus Hit Points.

Special The gamemaster might allow player characters of other undead species, such as Goryohime or Ubume, among others, to choose this feat in relation to their own racial feats.

Ability Type Extraordinary

SECOND AMENDMENT LOADOUT

Like many Lifers, you've got access to family caches of guns, ammo and equipment that the Fed-Gov has no clue about. Some of these caches date back before the War, a few date back to before the Lifer nation's foundation, laid down by a doomsday prepper or militia paranoid grandparent.

Requires Lifer or Evangelical Christian patron deity, Personal Firearms Proficiency or base attack bonus +1

Benefit You begin play with a variety of firearms and ammunition. When these items are expended, or if they are lost or destroyed, you can regain them by returning to your home Enclave or surrounding community to access a new cache. You can refresh ammunition loadouts at any time, merely by returning to a cache somewhere in your home Enclave. These items are considered illegal, especially in Choicer jurisdictions, but do not have a paper trail or ownership records officially linking them to you.

You begin play with the following gear.

- Colt M1911A pistol and 2d6 spare clips
- Mossberg shotgun and 24 spare shells
- 2x Sawed Off shotguns and 24 spare shells each
- Remington 700 hunting rifle and 50 rounds of ammo
- Composite Longbow or Hand Crossbow and 24 bolts/arrows with quiver

When you reach 5th level, your armory also includes the following weapons.

- M-60 machine gun and 5x ammo belts
- M-16A2 assault rifle and 2d6 spare clips

When you reach 10th level, you can swap out +1 versions of your weapons.

Ability Type Extraordinary



SILENT WEAPON

You can wrap the battlefield in an eerie silence, yet your own sonic weapons devastating and inaudible infra-sonic assaults.

Requires Silent Witness, character level 5th

Benefit You can use *silence* as a wizard of your total character level as a spell-like ability usable 3x/day. This ability is always centered on yourself, and radiates from your body. In addition, you can choose to make any spell you cast, or power you manifest with the *sonic* descriptor inaudible to most humanoids, yet function normally in all other respects.

Ability Type Spell-Like

SILENT WITNESS

You are a voice for the voiceless. By entering a politically motivated period of silence, you can focus your will, and draw attention to your beliefs. Even without the blood red half-masks many young Lifers wear during their silent vigils, the world knows your allegiances and beliefs, by your vow of silence.

Requires Iron Will, Intimidate 1 rank, Knowledge (religion) 1 rank

Benefit You undertake a vow of silence, which functions identically to the Monk's optional vow, as described in the *Advanced Player's Guide*. While maintaining your vow of silence, you may use the Intimidate skill without requiring speech, and receive a +4 bonus on Intimidate checks made against characters with any Choicer or Neo-Pagan patron deity or allegiance to the Choicer Covenant.

If you successfully intimidate a Choicer or Neo-Pagan character, that character suffers a -2 ongoing penalty on saves against fear for 24 hours, or until they defeat you in combat.

Special If you have or later take monk levels, this feat counts as an optional vow of silence for you, granting additional *Ki*.

Ability Type Extraordinary

SOARING FAITH

Many Lifer post-humans, especially the sheltered and insular CFL Kids, are taught a unique brand of Evangelistic Christianity that celebrates flight as the greatest of all miracles, and mixes Scripture and belief with top end aeronautic training.

Requires natural Flight speed, Lifer or Evangelical Christian patron deity, Knowledge (religion) 3 ranks

Benefit You may use your ranks in Knowledge (religion) in place of Fly when called to make a check. You may substitute your ranks in Knowledge (religion) for Fly for the purpose of qualifying for feats, prestige classes and other abilities. When you reach 10th level, you add your ranks in both Knowledge (religion) and Fly when making Fly checks.

Ability Type Extraordinary

STARFLIGHT CAPABILITY COMBAT

You can escape Earth's gravity well and cross trans-solar distances, at faster than light speeds, under your own power.

Requires Flight Capability, base attack bonus +10

Benefit You gain the Greater Starflight racial ability, and gain a non-tactical spaceflight speed equal to a top of the line light fighter craft. Your space-scale tactical speed is 1,000 ft/round. You can take this feat multiple times,

increasing your space-scale tactical speed by +500 ft each time.

You can enter hyperspace or the ITF corridor after traveling through normal space for at least one minute and leave it under your own power in a similar manner.

You become immune to radiation, environmental heat and cold, as well as hard vacuum and gain the No Breath racial trait.

Ability Type Supernatural

SUPERIOR BANNER OF LIFE

You are a modern warrior saint – a highly visible symbol of the Lifer cause, and your Banner of Life ability has become a rallying cry for Lifer forces under your command.

Requires New Promise Infantry cultural template, CHA 17+, character level 5th

Benefit Your Banner of Life ability improves dramatically. You can use your Banner of Life ability an additional time per day per ten character levels. When you activate Banner of Life, its effects remain in place for one minute, or until you are slain, become unconscious, or retreat.

In addition, your Banner of Life grants an additional benefit based upon its type.

Bannerman of Life (Male New Promise Infantry)

- Provides all allies within 60 ft with the *flaming* magical weapon quality to all attack forms

Bannerwoman of Life (Female New Promise Infantry)

- Provides all allies within 60 ft with the *stanching* magical armor quality

Banner of the Murdered Preborn (Neverborn New Promise Infantry)

- Provides all allies within 60 ft with a +4 holy bonus on WILL Saves against mind-affecting abilities

Banner of Muscular Rescue (Nanofeaster New Promise Infantry)

- Provides all allies within 60 ft with a +2 natural armor bonus to AC

Ability Type Supernatural

TERMITE TECHNOPATH

There's been anti-abortion "Termites" for a long time now, but the thought-tech that empowers the new generation of Termite Technopaths is a purely 22nd Century innovation.

Requires any trait with Termite in the name, Lifer or Evangelical Christian patron deity, INT 13+

Benefit You may cast any combination of the following spells up to three times per day, as a spell-like ability: *Comms Intercept, Dataread, Datawipe, Live Recording*.

When you reach 5th level, you may also use any of the following spells as a spell-like ability once per day: *Comms Scrambling, Identify Subject, Photomapping, Pirate's Registration*.

Ability Type Spell-like

TRUTH TRUCKER

You're one of the combat-ready drivers of a Lifer "truth truck" – a low budget combat vehicle converted from an ordinary civilian vehicle and decorated with gruesome fetal gore.

Requires Lifer or Evangelical Christian patron deity, Drive 1 rank

Benefit You begin play with either a customized Lifer "Technical" or Lifer "Truth Truck" APC, at your choice. Both mecha are described fully in *Closed: Monsters of the Army of God*. You replace the mecha's starred statistics when you pilot it. If your mecha is lost or destroyed, you may replace it with a similar mecha when you next gain a level. If your mecha was destroyed in open battle with Choicer or Fed-Gov forces, you may be able to replace it with a similar mecha much sooner, at the game master's option.

Ability Type Extraordinary

UNNATURAL INTELLECT RACIAL

You were never a baby, never a child. Your education was ghost memories, but somehow you are keener minded than your clannish and insular culture wishes you were. Exploring your unliving heritage brings enlightenment, as you discover the true post-human source of your memories and consciousness.

Requires Neverborn race, Eternal Child alternate racial trait, INT 13+

Benefit Any time you fail any Knowledge check, you can immediately retry the check at a -10 penalty. If the skill check made is not a class skill for you, the check's penalty is only -5.

Ability Type Extraordinary

UNLIMITED JUDGESHIP

Like the wise prophet-king Solomon, you are blessed with superhuman insight and discernment.

Requires Lifer or Evangelical Christian patron deity, Knowledge (religion) 4 ranks, Sense Motive 4 ranks

Benefit You receive a +10 holy bonus on Sense Motive checks and automatically succeed at Sense Motive checks made against characters with any Choicer or neo-pagan

patron deity. Once per day, you can use *augury* as a spell-like ability, as a cleric of your total character level.

Ability Type Supernatural

VINDICATOR LIFEPOOL COMBAT

Vindicators are the healers and combat medics for the Lifer Army of God. Vindicators aren't simply highly trained EMTs, however. They are imbued with meta-human talents that let them manipulate the raw energy of life itself.

They are judges and terrorist miracle-workers, ripping the life energy from the unworthy and using it to save their wounded allies.

Requires Vindicator Knife Training, Heal 3 ranks, Magus level 3rd

Benefit Any time you slay an opponent known to have any Choicer or neo-pagan patron deity/philosophy, and whose HD are at least equal to your own with any slashing weapon, you add one point to your Arcane Pool, up to your maximum arcane pool.

You gain the ability to cast a limited number of healing spells by expending points from your Arcane Pool. These spells are considered arcane when cast by you, and their caster level is equal to your Magus level. Your choices are:

- Cure Light Wounds (1 point)
- Cure Moderate Wounds (3 points)

In addition, you add *stabilize* to your lists of cantrips known, and Heal becomes a Magus class skill for you.

Ability Type Supernatural

VOICE OF COMMAND

With a booming voice, you can compel weaker minds to worship your God or obey your judgmental pronouncements.

Requires Empowered Will of the Lord

Benefit You gain the ability to use *command*, at will, as a cleric of your total character level. You gain a handful of other spell-like abilities, all related to merciless divine judgment, as you gain character levels. All spell-like abilities have a caster level equal to your total character level.

Character Level	Spell-Like Ability Gained
1 st	Command (at will)
5 th	Doom (3x/day)
10 th	Lesser Geas (1x/day)
15 th	Spiritual Ally (1x/day)

Ability Type Spell-Like

WARRIOR ANGEL

Your soul has evolved into one of the powerful celestial warriors classified as an *archon*. You have left human sin and weakness behind, becoming something glorious and terrifying.

Requires Pentecostal Tongues, character level 10th, any good alignment

Benefit You become an Outsider with the native and archon subtypes; do not recalculate your combat statistics except as noted. You gain all the traits associated with the archon subtype.

- You become immune to Electrical damage and petrification.
- You gain a +4 racial bonus on saving throws against poison.
- Your *Pentecostal tongues* ability improves to *true speech* (CL 14th, constant).
- You can teleport at will, as per *greater teleport* (CL 14th), save that you can only teleport yourself and 50 lbs of additional mass. Your beliefs limit your teleportation somewhat; you cannot teleport directly into the holy site, church/temple, or other sanctified structure or ground of a non-Christian faith.
- You gain an *aura of menace*, which surrounds you when you fight or are angered. All hostile creatures within 20 ft of you must succeed at a WILL Save (DC 10 + ½ your HD + your CHA modifier) to resist this aura's effects. Those who fail suffer a -2 penalty on attacks, armor class and saves for 24 hours or until they successfully hit you in combat. A creature that has saved against this effect cannot be affected by it again until 24 hours elapse.

If you assume a non-good alignment, this feat is permanently lost, and you return to a creature of your original type. Once lost, you cannot recover the Warrior Angel feat.

Special Characters that have the either *Ezekilim Post Human* feat or the *Neo-Nephilim* alternate human racial trait may substitute either of those abilities for Pentecostal Tongues in qualifying for this feat.

Ability Type Supernatural

WHITE COURIER CREW COMBAT

The Kodiak Island facility is nearly self-sufficient, but whatever can't be produced on site is snuck in via a network of ultra-stealth electro-fusion fast attack submarines collectively termed the *White Courier* fleet. White Courier crews are specially trained, highly professional and epitomize 'low and slow' caution. White Couriers own the oceans, and the only reason they haven't started killing Choicer subs yet is that they're more valuable as a logistical reserve.

Requires CFL Kid race or New Promise Infantry cultural template, Surface Vehicle Operations, Drive 4 ranks

Benefit White Couriers are extraordinarily well trained submariners. While aboard any submarine or other submersible, the White Courier gains a +2 morale bonus on Drive checks to control the vessel, Computer Use checks to operate sensor systems and on attack rolls with the submarine's weapons. In addition, if a submarine piloted by a White Courier travels at half maximum speed or less, the vessel does not apply a Size penalty to its Stealth check.

Ability Type Extraordinary

WITNESS SPELLMASTERY

Few non-believers or pagan sinners can withstand the force and fury of your *witness* spells.

Requires Witness Spellcaster trait

Benefit When you cast a spell with the *witness* descriptor that offers a saving throw, the target (s) of the spell rolls the saving throw twice and takes the worse of the two results.

Ability Type Extraordinary

WONDERWORKER

You are a revered faith healer.

Requires Prosperity Gospel or Signs Following patron philosophy and/or Dominionist cultural template, ability to cast divine spells

Benefit You can spontaneously cast any of the following spells by sacrificing a prepared divine spell of the noted level, or a higher level spell.

1st level – remove sickness

2nd level – remove paralysis

3rd level – remove blindness/deafness

4th level – neutralize poison

5th level – raise dead

6th level – heal

7th level – greater restoration

8th level – mass cure critical wounds

9th level – true resurrection

Ability Type Supernatural

WRAITH TOUCH COMBAT

When you become a deadly warrior ghost, your post-human body is flooded with occult energies that melt away color and pigment. Your skin becomes translucent and ethereal, as your skeleton and the distorted organs within become visible within the cold fog of your ethereal flesh. Your merest touch drains life and hope.

Requires Direct Action Ghost

Benefit When incorporeal as a result of activating Direct Action Ghost, you gain the energy drain special attack.

Your energy drain inflicts one negative level with a FORT Save DC to remove the negative level equal to 10 + ½ your

Hit Die + your WIS modifier.

Ability Type Supernatural

WRAITH TOUCH GREATER COMBAT

Your life-annihilating touch becomes even deadlier.

Requires Wraith Touch

Benefit You inflict two negative levels with your energy drain special attack. The FORT Save DC of your energy drain increases by +1.

Ability Type Supernatural

LIFER SPELLS AND OCCULT-TECH

This section of the sourcebook describes the most unique ‘weapons for life’ in the service of the Lifer Army of God. Here you’ll find spectacular and thematic Lifer spells like *In This Sign, Conquer*, which manifests an enormous, skyscraper sized cross to terrify and demoralize your enemies. You’ll also find lethal magic weapons, like the *Skullpopper SMG* or the bizarre but effective *Teething Ring*. All these spells and items assume that ‘magic’ is a relatively new phenomenon, explained away by the 22nd Century science of Object Philosophies.

A word of warning – some of the Lifer specific spells and items are nasty in the extreme. These spells are intentionally written as sexually coercive and morally cruel. These spells and items were designed with the idea that while the occasional Lifer player character might be an anti-hero or sympathetic villain, the vast majority of the faction are judgmental, hate-driven monsters.

OTHER SPELLS

If you see an unfamiliar spell in a magic item description with its **name written in red text**, this new spell is fully detailed in this sourcebook. Spells from *Technology Unleashed* are superscripted with a T for easy reference. Unfamiliar weapons and armor, such as Tactical Ballistic Vests, or Military Plasma Rifles or the like are fully detailed in this sourcebook as well. If you don’t recognize a weapon or gadget from the PFSRD, check *Technology Unleashed* first.

If you don’t see any such notation about a spell’s point of origin, it can be found in the *Pathfinder Roleplaying Game SRD* somewhere.

ITEM PRICING

Magic items here have both a GP value and a Purchase DC. The item’s Purchase DC was calculated by converting the item’s GP cost to modern wealth using a **1 GP: 1 US dollar: 1 galactic credit: approximately 100 yen ratio**.

This conversion has its problems, especially with the cost of mundane items, such as groceries, making them unrealistically expensive compared to fantasy items. However, few campaigns track the characters’ grocery budgets closely enough for this to matter. Also, the real world exchange rate between dollars and yen is much higher than 1 dollar:100 yen, but this ratio is designed to simply allow GMs to add two zeroes to the price of anything in yen if it is priced in another source in dollars.

This pricing conversion is used in all Otherverse Games products.

ALCHEMIST FORMULA

First Level

Burning the Beast’s Sign – inflict 1d6 fire/caster level damage on cybernetics with the *Nanite* tag

Down Convert – restrict a weapon to firing only in single shot mode for up to 1 minute/level

God’s Choice, Not Man’s – negate the fertility control spell and more conventional contraception for 24 hours

Second Level

Cancer Link – afflict anyone who has ever undergone or performed an abortion with a cruel wasting disease

Exo-Pregnancy – conure a functioning Exo-Womb and place a gestating fetus within

Nanite Purge – remove a Nanofeaster’s temporary STR bonus and temporary HP gained from consuming nanotechnology

Quiverfull Pregnancy – create additional healthy fetuses during pregnancy

Third Level

Hell Hospital – transform a medical facility into a hellish ruin where Heal checks are more difficult, and most Choicers cannot even perceive the change

Fourth Level

Hasten Birth – bring a pregnancy to term in only 2d12 hours

Your Body Belongs to God – pregnant woman immediately ceases combat and becomes obsessed with protecting her pregnancy for 1 day/level

BARD SPELLS

First Level

Bigoted Perception – craft an illusory disguise based on the mark’s prejudices

Burning the Beast’s Sign – inflict 1d6 fire/caster level damage on cybernetics with the *Nanite* tag

Combat Designator – laser designator provides allies with a +1 insight bonus on attack and damage rolls, degrades some concealment and enchances some spells/powers used against the target

Conjured Horror Art – create illusory *horror art* to disorient your



enemies

Horror Blur – your coven temporarily blurs Lifer horror art into illegibility as they pass near it

Know Lusts – know a target's sexual orientation and romantic preferences with a glance

Life Tape Bindings – conjure tape blindfold and gag that are temporarily blinding and incapacitating but swiftly removed

Razor Bullshit – gain bonuses on Bluff checks against those who've undergone or performed abortions

Second Level

Old Man's War – Middle Aged and older males gain combat bonuses and negate aging penalties

Third Level

Hell Hospital – transform a medical facility into a hellish ruin where Heal checks are more difficult, and most Choicers cannot even perceive the change

Nuremberg Cherub – a holographic cherub boldly reveals all sorts of embarrassing personal details of a person who has undergone or performed an abortion

Suicide Link – if a target has undergone or performed an abortion, they are held *helpless* for 1d6 rounds, during which time they attack themselves ceaselessly

Fourth Level

Revelation Curse – curse a victim with demonic vulnerabilities and make them an easier target for Lifer and Christian warriors

Second Barrage – nearby allies gain a second ranged attack against the last target they previously fired upon

Sixth Level

In This Sign, Conquer – create a massive metal cross that provides long term morale bonus to all Lifer allies who view it

CLERIC SPELLS

Zero Level

God's Choice, Not Man's – negate the fertility control spell and more conventional contraception for 24 hours

First Level

Burning the Beast's Sign – inflict 1d6 fire/caster level damage on cybernetics with the *Nanite* tag

Combat Designator – laser designator provides allies with a +1 insight bonus on attack and damage rolls, degrades some concealment and enchances some spells/powers used against the target

Conjured Horror Art – create illusory *horror art* to disorient your enemies

Divine Impregnation – cause a pregnancy which will result in the birth of a powerful Outsider with a touch

Know Lusts – know a target's sexual orientation and romantic preferences with a glance

Life Tape Bindings – conjure tape blindfold and gag that are temporarily blinding and incapacitating but swiftly removed

Quantum Miscarriage – a Temporal Angel can send an unwanted pregnancy into the far future, where it is reborn as a Temporal Angel rather than its mother's species

Second Level

Old Man's War – Middle Aged and older males gain combat bonuses and negate aging penalties

Reclaim the Rainbow – blind and burn gays, those wearing rainbow insignia, and/or members of the RAINBOW Tribe

Quiverfull Pregnancy – create additional healthy fetuses during pregnancy

Third Level

Cancer Link – afflict anyone who has ever undergone or performed an abortion with a cruel wasting disease

Enough For Everyone – conjure additional supplies of food sufficient to sustain all your children

Hasten Birth – bring a pregnancy to term in only 2d12 hours

Hell Hospital – transform a medical facility into a hellish ruin where Heal checks are more difficult, and most Choicers cannot even perceive the change

Nuremberg Cherub – a holographic cherub boldly reveals all sorts of embarrassing personal details of a person who has undergone or performed an abortion

Profane Tears – agonizing tears inflict acid damage and blind a victim

Punish Abortion – wave of negative energy inflicts 1d6 damage/level (max 15d6) to targets who have undergone or performed an abortion, lethal only in the latter case

Suicide Link – if a target has undergone or performed an abortion, they are held *helpless* for 1d6 rounds, during which time they attack themselves ceaselessly

Terror Infantry – touched armor temporarily gains +1 enhancement bonus and the *skullgrin* property

Fourth Level

Divine Ray – bolt of divine force inflicts 1d8 damage per caster level

New Promise Gear – equip allies with terrifyingly decorated Lifer body armor and heavy weapons

Your Body Belongs to God – pregnant woman immediately ceases combat and becomes obsessed with protecting her pregnancy for 1 day/level

Fifth Level

Blood On Your Hands – inflict ongoing Bleed or CON Bleed upon characters with any Choicer cultural template within a large cone

Divine Lightning – inflict 1d8 electrical and 1d8 divine damage per caster level

Raise Neverborn – create a Neverborn from abandoned human fetal tissue

Revelation Curse – curse a victim with demonic vulnerabilities and make them an easier target for Lifer and Christian warriors

Second Barrage – nearby allies gain a second ranged attack against the last target they previously fired upon

Stain of Preborn Blood – conjure a wave of blood that functions like *hydraulic torrent*, but also impedes and sickens or nauseates those in its path

Sixth Level

Army of Ghosts – summon powerful undead spirits to fight on behalf of the Lifer Nation

Rescue Call – summon vast numbers of low level Lifer protestors to form a flash mob demonstration

Seventh Level

In This Sign, Conquer – create a massive metal cross that provides long term morale bonus to all Lifer allies who view it

Eighth Level

Divine Blood – conjure holy blood that can bless weapons, heal the sick or even raise the dead

God Form – assume a divine form that racially increases all your abilities, grants Damage Reduction 10/adamantine and interaction bonuses with the invoked deity's worshippers

Ninth Level

Dark Passover – horrid rains inflict 1d6 points of CON damage/round on all creatures in a massive area if they are not protected by a particular symbol

DRUID SPELLS

Third Level

Exo-Pregnancy – conure a functioning Exo-Womb and place a gestating fetus within

Wastelander Gear – equips target with shitty armor and weapons

Fourth Level

Fungal Cyber-Biome – fast growing fungal infection removes Cyborg Immunities for 3d6 rounds and sickens or nauseates a Cyborg for several hours as their systems clean and repair themselves

Seventh Level

Warlaw – your natural weapons become +3 magic weapons with an assortment of deadly properties

Eighth Level

Fungal Cyber-Biome, Mass – as *Fungal Cyber-Biome*, but affecting multiple Cyborg targets

INQUISITOR SPELLS

Zero Level

God's Choice, Not Man's – negate the fertility control spell and more conventional contraception for 24 hours

First Level

Combat Designator – laser designator provides allies with a +1 insight bonus on attack and damage rolls, degrades some concealment and enchances some spells/powers used against the target

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Fourth Level

Blood On Your Hands – inflict ongoing Bleed or CON Bleed upon characters with any Choicer cultural template within a large cone

Revelation Curse – curse a victim with demonic vulnerabilities and make them an easier target for Lifer and Christian warriors

Second Barrage – nearby allies gain a second ranged attack against the last target they previously fired upon

Your Body Belongs to God – pregnant woman immediately ceases combat and becomes obsessed with protecting her pregnancy for 1 day/level

MAGUS SPELLS

First Level

Burning the Beast's Sign – inflict 1d6 fire/caster level damage on cybernetics with the *Nanite* tag

Combat Designator – laser designator provides allies with a +1 insight bonus on attack and damage rolls, degrades some concealment and enchances some spells/powers used against the target

Down Convert – restrict a weapon to firing only in single shot mode for up to 1 minute/level

Life Tape Bindings – conjure tape blindfold and gag that are temporarily blinding and incapacitating but swiftly removed

Razor Bullshit – gain bonuses on Bluff checks against those who've undergone or performed abortions

Second Level

Punish Abortion – wave of negative energy inflicts 1d6 damage/level (max 15d6) to targets who have undergone or performed an abortion, lethal only in the latter case

Terror Infantry – touched armor temporarily gains +1 enhancement bonus and the *skullgrin* property

Third Level

Beating Heart of Victory – create an 60 ft zone where any Choicers slain by your allies fill your Vindicator Lifepool

New Promise Gear – equip allies with terrifyingly decorated Lifer body armor and heavy weapons

Fourth Level

Blood On Your Hands – inflict ongoing Bleed or CON Bleed upon characters with any Choicer cultural template within a large cone

Revelation Curse – curse a victim with demonic vulnerabilities and make them an easier target for Lifer and Christian warriors

Second Barrage – nearby allies gain a second ranged attack against the last target they previously fired upon

Fifth Level

Military Flight - fly at up to 500 ft/round for 1 minute/level with amazing maneuverability

PALADIN SPELLS

First Level

Combat Designator – laser designator provides allies with a +1 insight bonus on attack and damage rolls, degrades some concealment and enchances some spells/powers used against the target

Second Level

Terror Infantry – touched armor temporarily gains +1 enhancement bonus and the *skullgrin* property

Third Level

New Promise Gear – equip allies with terrifyingly decorated Lifer body armor and heavy weapons

RANGER SPELLS

First level

Combat Designator – laser designator provides allies with a +1 insight bonus on attack and damage rolls, degrades some concealment and enchances some spells/powers used against the target

Second Level

Wastelander Gear – equips target with shitty armor and weapons

SORCERER WIZARD SPELLS

First Level

Bigoted Perception – craft an illusory disguise based on the mark's prejudices

Burning the Beast's Sign – inflict 1d6 fire/caster level damage on cybernetics with the *Nanite* tag

Combat Designator – laser designator provides allies with a +1 insight bonus on attack and damage rolls, degrades some concealment and enchances some spells/powers used against the target

Conjured Horror Art – create illusory *horror art* to disorient your enemies

Down Convert – restrict a weapon to firing only in single shot mode for up to 1 minute/level

Life Tape Bindings – conjure tape blindfold and gag that are temporarily blinding and incapacitating but swiftly removed

Pursuit of Excellence – use entire ability score rather than modifier on one skill check made within the next round

Quantum Miscarriage – a Temporal Angel can send an unwanted pregnancy into the far future, where it is reborn as a Temporal Angel rather than its mother's species

Razor Bullshit – gain bonuses on Bluff checks against those who've undergone or performed abortions

Third Level

Cancer Link – afflict anyone who has ever undergone or performed an abortion with a cruel wasting disease

Exo-Pregnancy – conure a functioning Exo-Womb and place a gestating fetus within

Nuremberg Cherub – a holographic cerub boldly reveals all sorts of embarrassing personal details of a person who has undergone or performed an abortion

Fourth Level

New Promise Gear – equip allies with terrifyingly decorated Lifer body armor and heavy weapons

Fifth Level

Call Powered Armor – summon a set of Grade I Powered Armor around yourself or a willing recipient

Raise Neverborn – create a Neverborn from abandoned human fetal tissue

Revelation Curse – curse a victim with demonic vulnerabilities and make them an easier target for Lifer and Christian warriors

Second Barrage – nearby allies gain a second ranged attack against the last target they previously fired upon

Sixth Level

Army of Ghosts – summon powerful undead spirits to fight on behalf of the Lifer Nation

Crisis Upgrade – dramatically upgrade touched powered armor for one hour/level

WITCH SPELLS**First Level**

Know Lusts – know a target's sexual orientation and romantic preferences with a glance

Third Level

Profane Tears – agonizing tears inflict acid damage and blind a victim

Wastelander Gear – equips target with shitty armor and weapons

Fifth Level

Raise Neverborn – create a Neverborn from abandoned human fetal tissue

Ninth Level

Dark Passover – horrid rains inflict 1d6 points of CON damage/round on all creatures in a massive area if they are not protected by a particular symbol

NEW SPELL DESCRIPTORS

Some of the spells in this sourcebook include the new spell descriptor described below.

Lifespawn

Spells with the *Lifespawn* descriptor summon, manipulate or otherwise interact with creatures of the Lifespawn subtype, described fully in *Horrors of the Lifechain* (Otherverses Games, 2015).

Witness

Spells with the *Witness* descriptor function identically to a Neverborn's *Ghoulis Witness* racial ability, and have unique effects against targets that have either undergone or performed an abortion. These spells can be defeated or suppressed by any ability that would hinder a Neverborn's *Ghoulis Witness* ability.

NEW SPELLS**ARMY OF GHOSTS**

School necromancy **Level** cleric 6, sorc/wiz 6

Casting Time full round action

Components V, S

Range close (25 ft + 5 ft/level)

Duration 1 round/level (D)

Saving Throw none **Spell Resistance** no

Though they claim to value life, the Lifer Army of God is obsessed with death and will use murder to protect the purely theoretical lives of the preborn. Some of the Lifer AOG's most fearsome Philosophers can summon unquiet spirits and dangerous ideofoms to fight on their behalf.

This spell functions as *Summon Monster I* and other spells in that chain except as noted. When you cast this spell, you may normally summon any of the following.

- One jinzo (CR 7) Black Bestiary I
- One spectre (CR 7) Bestiary I
- 1d3 wraiths (CR 5) Bestiary I
- 1d6 attic whisperers (CR 4) Bestiary II

At caster level 13th, you can instead summon:

- One greater shadow (CR 8) Bestiary I
- 1d3 spectres (CR 7) Bestiary II
- Double the amount of any creatures on the first list.

At caster level 16th, you can instead summon:

- One pale stranger (CR 10) Bestiary III

Finally, at caster level 20th, you can instead summon:

- One lesser death grim reaper (CR 16) Bestiary V
- One pale stranger plus one creature option from list two

If the spellcaster can reach caster level 25th, the caster can instead summon:

- one grim reaper (CR 22) Bestiary V

Summoned undead created by this spell retain the use of their spawn abilities. However, at the end of the spell's duration, all spawn by summoned creatures blink out of existence, unless they have become freewilled before the spell's duration ended. All creatures summoned by this spell appear as horrific fetal horror monstrosities, while the pale stranger resembles a fallen Lifer soldier, and the lesser death grim reaper resembles a dark angel rather than a skeletal apparition.



Circumstance can temporarily increase the caster's effective level for the purpose of casting this spell. These modifiers are cumulative.

- If the spell is cast anywhere in the Deep South, increase the caster level by +1.
- If the spell is cast within the borders of an Enclave, increase the caster level by +1.
- If the spell is cast on either the Roe Anniversary (January 22nd), Mother's Day or Father's Day, or on Easter Sunday, increase the caster level by +1d4.

BEATING HEART OF VICTORY

School necromancy **Level** magus 3

Casting Time one standard action

Components V, S, Special (caster must possess the Vindicator Lifepool feat)

Range medium (100 ft + 10 ft/level)

Area 60 ft spherical burst

Duration 1 round/level (D)

Saving Throw None (harmless) **Spell Resistance** No (harmless)

You conjure a massive, beating heart of blood red light that symbolizes all the beating hearts stopped by abortion. When you cast this spell, you create a 60 ft spherical area of dim illumination anywhere within the spell's maximum range; at the center of this is a huge holographic heart that occupies the central 5 ft square.

Any opponent who is known to have any Choicer or neo-pagan patron deity or philosophy adds one point to your Vindicator Lifepool when slain by slashing damage, whether inflicted by yourself or your allies. You must be within the spell's area of effect to benefit from this spell.

BIGOTED PERCEPTION

School illusion (mind affecting) **Level** bard 1, sorc/wiz 1

Casting Time one move-equivalent action

Components V, S

Range personal

Duration 1 minute/level (D)

Saving Throw WILL Negates **Spell Resistance** Yes

You wrap yourself in an illusory guise delved up from the depths of your mark's subconscious. Anyone failing their saving throw against this spell perceives you as the race, species and gender they most despise or mistrust, perceiving you as dressed and equipped appropriately for a stereotypical member of the supposed group. Those who fail their saving throw against this spell always have an initial starting attitude of Unfriendly (or worse) towards you.

You do not know what appearance you will take in the eyes of your mark(s), and each person who fails their save against this spell perceives you differently.

BLOOD ON YOUR HANDS

School necromancy **Level** cleric 5, inquisitor 4, magus 4

Casting Time one standard action

Components V, S

Effect a cone 30 ft long plus 10 ft/four caster levels

Duration instant

Saving Throw WILL negates **Spell Resistance** yes

Every Choicer with the preborns' blood on their hands begins cataclysmically hemorrhaging, the severity of their stigmata dependent on how directly responsible they were for the slaughter of innocents. When you cast this spell, you unleash a cone of violet and ruby light that glistens like clotted blood. Any character within this conical area of effect who has any Choicer cultural template suffers ongoing bleed or CON bleed, the amount of which is determined by their exact cultural template. A successful WILL Save prevents this damage.

The bleed or CON bleed continues until the character either receives any amount of magical healing, or is treated with a successful DC 15 Heal check. However, in the case of characters with a template outlined in red (Aradian Elite, Covenguard or Neo-Witch Midwife) it requires two separate incidences of magical healing, or two successful Heal checks to end the bleed!

BURNING THE BEASTS SIGN

School evocation (fire) **Level** alchemist 1, bard 1, cleric 1, magus 1, sorc/wiz 1

Casting Time one standard action

Components V, S

Range close (25 ft + 5 ft/level)

Duration instant

Saving Throw WILL partial **Spell Resistance** yes

Most Lifers believe that the omnipresent nanotech implants that define 22nd Century medicine, technology and virtually all aspects of life are the *Mark of the Beast* prophesied in Revelations. Every cybernetic implant (s) with the *Nanite* tag possessed by the spell's target suffer 1d6 points of fire damage per caster level (maximum 5d6) with a WILL Save for half damage. Creatures without *Nanite*-based cybernetics cannot be targeted by this spell.

CALL POWERED ARMOR

School conjuration (creation, metal) **Level** sorc/wiz 5

Casting Time one standard action

Components V, S, M (circuits or ablative armor chips from a suit of military powered armor)

Range personal or touch

Duration one round/level (D)

Saving Throw None (harmless) **Spell Resistance** No (harmless)

You call an advanced suit of powered armor into being around yourself or a touched creature. The armor begins as glowing lines of force, like a schematic of light around the recipient, which quickly solidifies into aerodynamic steel and polymer.

You summon a suit of Grade I Powered Armor around yourself or a willing creature that you are touching when the spell is cast. The recipient is considered proficient in this armor.

At 15th level, you may summon a suit of Grade II Powered Armor instead.

CALL POWERED ARMOR GREATER

School conjuration (creation, metal) **Level** sorc/wiz 7

This spell functions identically to *Call Powered Armor*, save that you summon a set of Grade III Powered Armor.

Alternatively, you may summon a suit of Grade II Powered Armor with a flight speed equal to twice the wearer's

base land speed and average maneuverability.

Cultural Template	Aradian Elite	Covenguard	Eco-Witch	Neo-Witch Midwife	Post-Christian	Summer's Child
Bleed Amount	1d4 CON Bleed	1d4+1 CON Bleed	2d6 HP Bleed	1d6+1 CON Bleed	1d2 CON Bleed	2d4 HP Bleed

COMBAT DESIGNATOR

School evocation (light) **Level** bard 1, cleric 1, inquisitor 1, magus 1, ranger 1, paladin 1, sorc/wiz 1

Casting Time one standard action

Components V, S

Range long (400 ft + 40 ft/level)

Duration concentration

Saving Throw none **Spell Resistance** no

You trace a slender laser beam over a target's body, making it far easier for your allies to hit and damage the target, either with conventional weapons or with spells.

This spell requires a successful ranged touch attack against the target. Once successfully targeted, you can maintain the spell until the target is destroyed, moves out of range, or you cease concentration. For as long as you maintain concentration, your allies gain a +1 insight bonus on attack and damage rolls against the target. If the target has total concealment from sources such as smoke, fog, mist or poor illumination, it degrades to concealment; ordinary concealment from these sources is negated.

If your allies cast spells from the evocation school or manifest powers from the psychokinesis discipline against the target, increase the Saving Throw DC by +1 while *combat designator* is active.

CONJURED HORROR ART

School illusion (fear, mind-affecting) **Level** bard 1, cleric 1, inquisitor 1, sorc/wiz 1

Casting Time one standard action

Components V, S, M/DF

Range medium (100 ft + 10 ft/level)

Duration concentration, up to 1 minute/level (D)

Saving Throw WILL negates **Spell Resistance** yes

With a thought, you conjure bloody holograms that prey on guilt and disgust to proclaim the Lifer ethos. Holographic propaganda images of shredded, bloody fetuses rip open the air around the caster.

You can conjure activated pieces of *horror art*, each of which occupies a 5 ft square. You can conjure one individual piece of *horror art* per two caster levels, which you can place at will at any visible point within the spell's range. The placement need not be contiguous.

Once activated, a piece of *horror art* remains so for the duration of the encounter.

When a viewer comes within 30 ft of a piece of activated *horror art*, and can clearly see it, they must succeed at a WILL Save or become *shaken* for a number of minutes equal to the creator's primary casting ability modifier

modifier. If *horror art* is destroyed, dismissed or becomes non-visible, associated effects immediately ends. Those who make their WILL Save are immune to the effect of that *horror art* for 24 hours. A character can only succumb to a particular piece of horror art once, regardless of how long it is displayed.

This is a mind-affecting, fear effect.

CRISIS UPGRADE

School transmutation (electricity, metal) **Level** sorc/wiz 6

Casting Time one standard action

Components V, S, F (suit of powered armor, grade I or better)

Range touch

Duration one hour/level

Saving Throw FORT negates (harmless) **Spell Resistance** Yes (harmless)

Simply by touching a suit of powered armor, you dramatically increase its technology level, radically upgrading the machine. The armor's hull takes a gleaming, metallic hue reflective of the wearer's personality. With each casting of this spell, you may make a single upgrade to the affected powered armor.

- Upgrade its Grade (from Grade II to Grade III, for example)
- Add a Flight speed of 300 ft (average)
- Upgrade an existing Flight speed by +100 ft and one maneuverability category
- Increase the powered armor's AC bonus to +12 and decrease arcane spell failure chance to 20%
- Upgrade the suit's sensor suite to grant Blindsense 500 ft, Darkvision 500 ft, and upgrade its onboard computer to +5

This spell will enhance temporary or magically conjured powered armor, such as those created with the various *call powered armor* spells.

DARK PASSOVER

School necromancy (evil) **Level** cleric 9, witch 9

Casting Time one minute

Components V, S, M (the ritual sacrifice of a single living stock animal, such as a champion stallion or bull, worth 8,000 gp/Purchase DC 25)

Range one mile radius per caster level

Duration one round / level

Saving Throw FORT partial (see text) **Spell Resistance** Yes

This powerful spell summons a low and ominous ebony cloud that completely blots out the sun for miles around, and calls down rains of vile greenish acid. Each round this spell lasts, all living creatures within the spell's rain suffer

1d6 points of CON damage while exposed to the acidic rain. If a creature succeeds on a FORT save, it takes no CON damage that round, but still must make new saves on succeeding rounds.

The mystical acidic rains do not harm structures or objects, but they will eventually seep through obstructions to slay those taking shelter within. The length of time it takes to seep through a structure is based upon the structure's bulk and construction. Once a structure is penetrated by the acidic rains, the magic affects all floors simultaneously.

- Enclosed vehicles, thin tents, shed roofs, taking shelter under a tree, ect: 1 round.
- Single family homes, most businesses, stone structures: 1d4 rounds.
- Large steel and concrete office buildings, naval vessels, starships: 2d4 rounds.
- Skyscrapers, megastructures like an orbital elevator: 4d4 rounds.

The Dark Passover spell does not harm those marked, tattooed or wearing a particular symbol, chosen by the spellcaster when the spell is cast. Those protected from the Dark Passover's rain do not suffer CON damage unless their protective symbol is destroyed, defaced or removed.

DIVINE BLOOD

School conjuration (healing) **Level** cleric 8

Casting Time 10 minutes

Components V, S, M (a vial of holy water and a 5,000 gp ruby, which is ground and dissolved in the liquid)

Range touch

Duration One day or until used

Saving Throw None **Spell Resistance** No

Through a holy ritual, you enchant a vial of holy water to become divine blood, a representation of the blood of your patron deity. Once crafted, the blood can have numerous possible uses, as detailed below. The liquid remains enchanted until one day has passed, or until it is used.

Uses for divine blood are as follows:

- If drunk, it acts upon the drinker as if *heal* (for clerics who turn undead) or *harm* (for clerics who rebuke undead) had been cast upon him.
- If anointed to a dead creature's lips, eyes, and chest over the heart, it acts as a *raise dead* spell. If the recipient is a faithful follower of the casting cleric's patron deity or philosophy, and in good standing with the faith, it instead acts as *resurrection*.
- If applied to a single weapon or up to 10 missiles

such as arrows or sling bullets, the weapon gains a +2 enhancement bonus and bypasses all damage reduction. This effect lasts 1 minute per five caster levels.

- If sprinkled over food or drink, it acts as a *purify food and drink* spell that affects up to four times the normal quantity of provisions.

DIVINE IMPREGNATION

School conjuration (healing) **Level** cleric 1

Casting Time One minute

Components V, S, DF, M (sacred sage, burned over the spell's recipient, worth at least 50 gp)

Range touch

Duration Instant

Saving Throw FORT Negates (harmless)

Spell Resistance Yes

As the words of this spell are spoken, the smoke from the burning smudge stick drifts into the recipient's body, surging through her womb in a rush of divine energy. This spell, can only be cast upon a basically humanoid female of childbearing age, who must freely choose to accept the magic. No form of magical or mundane compulsion can compel acceptance of this spell, and thus it offers no saving throw.

Once the short ritual is complete, the woman is impregnated with an either an Aasimar or Tiefling fetus, depending on the alignment of the caster; the pregnancy and eventual birth of the plane-touched child progress normally. Neutral clerics may choose to impregnate the woman with either an Aasimar or Tiefling, as desired.

Special

In the *Otherverser America* campaign setting, a Cleric of any Choicer or pagan patron deity can impregnate a willing woman with a *Pagan Born* child instead.

Conversely, a Lifer or Evangelical Christian Cleric of the Temporal Angel race can impregnate a willing woman with a *Temporal Angel* child instead.

DIVINE LIGHTNING

School evocation (electricity) **Level** cleric 5

Casting Time One standard action

Components V, S, DF

Range long (400 ft + 40 ft per level)

Duration Instantaneous

Saving Throw REF half **Spell Resistance** No

This spell summons a single, impressively massive bolt of multicolored lightning from the heavens to incinerate an enemy. This heavenly bolt inflicts 1d8 points of electricity

damage per caster level (maximum 10d8) to a target, plus an additional 1d8 points of holy damage per caster level (maximum 10d8).

Divine lightning 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, bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier. If cast indoors, the spell will lance through the ceiling and intervening floors. Even if the spell's electrical damage is stopped by intervening barriers or floors, the spell's holy damage always strikes its intended target.

DIVINE RAY

School evocation **Level** cleric 4

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Effect ray

Duration instantaneous

Saving Throw None **Spell**

Resistance yes

You release a powerful channel of concentrated divine energy from either your eyes or open palm that deals 1d8 points of damage per two caster levels (maximum 10d8) if you succeed at a ranged touch attack against your target. This ray has a critical range of 20/x2; at caster level 10 this improves to 20/x3.

The energy unleashed by this spell is divine in nature and most normal energy resistances and immunities do not protect against it, unless specifically noted.

DOWN CONVERT

School transmutation

Level alchemist 1, magus 1, sorc/wiz 1

Casting Time one standard action

Components V, S

Range close (25 ft + 5 ft./level)

Duration concentration, up to 1 minute/level (D)



Saving Throw WILL negates (object, see text) **Spell**

Resistance Yes (object)

This spell is used to conceal the true capacities of firearms owned by Lifer believers when Fed-Gov inspectors come sniffing around, as often as it is to cripple the guns of those same Fed-Gov interlopers. When the spell is cast, you choose one firearm or energy weapon within range; for the spell's duration that weapon can only fire in Single Shot mode, and cannot fire in Semi Auto or Full Auto mode.

Weapons save as unattended objects, even if on the wearer's person, if they are holstered or stowed. Only weapons physically carried in hand save as attended objects against this spell.

ENOUGH FOR EVERYONE

School conjuration (creation) **Level** cleric 3

Casting Time ten minutes

Components V, S, DF

Range touch

Duration instant

Saving Throw none (harmless, object) **Spell Resistance** no (harmless, object)

With prayer, a touched storage cabinet or refrigerator's store of food and ordinary consumables multiplies to sustain all the children in the household, regardless of how many children that is. This spell affects a container with internal volume equivalent to an ordinary household refrigerator and nearby kitchen cabinets. When the spell is complete, additional food and consumables (such as toiletries and non-prescription medicines) sufficient to maintain a number of children equal to those living in the household appears. Excess that cannot fit within the container appears on the floor or nearby shelves. Only standard, commercially available foods and consumables can be created. Extraordinary, prescription or occult-tech foods and consumables cannot be created.

EXOPREGNANCY

School conjuration (creation)

Level alchemist 2, druid 3, sorc/wiz 3

Casting Time ten minutes

Components V, S, M (a sample of nano-active polymer worth 500 gp/DC 15 and common medical consumables worth 1,000 gp/DC 18)

Range touch

Duration instant/duration of pregnancy

Saving Throw None **Spell Resistance** No

With several minutes occult effort, you conjure a fully functional Exo-Womb (*Technology Unleashed*) from ambient matter and a core sample of nanotech polymer. Further, you place a gestating fetus from a willing woman into the exo-womb. This Exo-Womb is a self-contained device that can function indefinitely for the length of a single pregnancy without external supplies or power. At the end of the pregnancy, the Exo-Womb ceases to function and disintegrates completely within a few days. When the caster reaches 10th level, they conjure an Advanced Exo-Womb instead.

Because this spell can only affect a willing creature, it offers no saving throw.

Special: A character with the Neo-Witch Midwife cultural template can use their nano-tech bionics as a focus for this spell, eliminating the need for the nano-active polymer material component.

GEAR NEW PROMISE

School conjuration (creation) **Level** cleric 4, inquisitor 3, magus 3, paladin 3, sorc/wiz 4

Components V,S, creator must have the New Promise cultural template

Black and royal purple armor, glowing with holographic propaganda screens appears around the body of a creature you touch, and heavy weapons, ready to defend the preborn, appear in their hands.

The *New Promise Gear* spell functions identically to *Wastelander Gear*, except touched creatures are equipped with the following gear, described fully in *Technology Unleashed*:

- Mass Production Tactical Body Armor which functions as *horror art*
- Military SMG and 4x spare clips

When the caster reaches 10th level, he can summon a set of +1 skullgrin MP tactical body armor, which also functions as *horror art*, instead of the basic armor.

GEAR WASTELANDER

School conjuration (creation)

Level druid 3, ranger 2, witch 3

Casting Time one standard action

Components V, S

Range touch

Duration 10 minutes plus 1 minute/level

Saving Throw FORT negates (harmless) **Spell Resistance** No

This spell conjures shabby, jury-rigged combat gear with a touch. You can touch one Medium or smaller creature per two caster levels (maximum 5 allies) during the casting of this spell. Touched creatures are equipped with conjured gear; their existing armor and weapons merge into their body and become useless for the spell's duration.

Touched creatures are equipped with the following gear, described in *Technology Unleashed*:

- Mil-Surplus Space Suit
- Thermo Blade
- Wrist Rocket (with two rockets loaded) or Wrist Flamer (with one ammo load)

The gear disappears at the end of the spell's duration or if removed from the wearer's possession.

GODS CHOICE NOT MANS

School transmutation (lawful) **Level** alchemist 1, cleric 0, inquisitor 0

Casting Time one standard action

Components V, S, DF

Range touch

Duration 24 hours

Saving Throw None **Spell Resistance** No

Purple butterflies of light encircle your fingers, and with a touch to a woman's abdomen, you can undo both occult-tech and conventional contraceptive tech. When you cast this spell, you touch a single target. For 24 hours, the effects of *fertility control*, as well as conventional contraceptive methods, including any cybernetics or methods short of a vasectomy or hysterectomy do not function for the subject. It requires a successful melee touch attack to affect an unwilling target.

GOD FORM

School transmutation **Level** cleric 8

Casting Time V, S, DF

Components one standard action

Range touch

Duration 1 round/level

Saving Throw None **Spell Resistance** Yes

This powerful spell creates a direct channel between the target and the invoked god or goddess. A surge of divine energy transfigures the recipient, changing their features to better match the common 22nd Century conception of the invoked deity, while still remaining somewhat recognizable as the original creature.

The target gains a +4 enhancement bonus to two ability scores of choice; this choice should reflect the strengths of the deity chosen, as well as a +2 enhancement bonus to all other ability scores. The target also receives a +4 holy bonus to Armor class, and Damage Reduction 10/adamantine. While the spell is active, the target receives a +10 holy bonus on Bluff, Diplomacy and Intimidate checks made against characters who worship the invoked god.

For the spell's duration the target is treated as being an *Outsider*; for determining what spells and effects can affect her. If successfully *banished*, the spell immediately ends and the spell's recipient returns to normal.

The target's alignment must be the same as the invoked deity, or he suffers 3d6 damage per alignment step away from the deity's. There is no saving throw against this divine shock.

Once the effect of the *God Form* wears off, the target must make a DC 23 FORT save or become *exhausted*.



HASTEN BIRTH

School transmutation **Level** alchemist 4, cleric 3

Casting Time One hour

Components V,S

Range Touch

Duration Instantaneous

Saving Throw None **Spell Resistance** No

This spell compels a pregnancy to come to term: 2d12 hours after this spell is cast, regardless of how advanced the pregnancy is, the birth occurs. The birth is safe and relatively pain free for both mother and child. The child is born as it would have been if the pregnancy had continued normally.

HELL HOSPITAL

School necromancy (mind-affecting) **Level** alchemist 3, bard 3, cleric 3, inquisitor 3

Casting Time one standard action

Components V, S, M (a vial of blood or tissue samples taken from an aborted human fetus)

Range touch

Effect a single structure of up to 500 square feet, plus an

additional +50 sq ft/level

Duration one day (D)

Saving Throw WILL negates (see text, object) **Spell**

Resistance yes (object)

This deadly curse transforms a Coveant medical facility into a charnel house whose horrors are clearly visible to Lifer eyes, but all but invisible to the unwitting Choicers who see patients there.

When the spell is cast, a single structure, which must be a dedicated medical facility, such as a hospital, clinic or Choicer abortion facility (among others), is wrapped in an entropic aura. Filth, pools of blood, gore and mildew appear everywhere within the facility, and medical devices fail. Within the spell's area of effect, no typed bonuses of any kind can be applied on Heal checks,. Further, medical equipment that does not provide direct skill bonuses has a 50% chance of failing to function, or functioning improperly each hour.

If any member of the facility's staff is aware this spell is being cast, and are present, the facility is allowed a WILL Save to resist the spell. Otherwise, the target medical facility is never allowed a saving throw.

In addition, the hell hospital is wrapped in a layer of faith-based illusion. Characters with any patron Choicer or Neo-Pagan deity must succeed at individual WILL Saves to notice the spell's effects. If they fail their saves, they do not perceive the disgusting filth created by the spell, and they believe their equipment to be working properly. Characters with any Lifer or Evangelical Christian patron deity automatically succeed on their saving throw against this spell.

IN THIS SIGN CONQUER

School conjuration (creation) **Level** bard 6, cleric 7

Casting Time full round action

Components V, S, Special (must have either the Closer, Dominionist, Nazarite or New Promise Infantry cultural template), DF

Range long (400 ft + 40 ft/level)

Duration 24 hours and permanent

Saving Throw none **Spell Resistance** no

A long, impassioned prayer to the Christian God calls forth a goliath cross (or crucifix, at the caster's option) of earth and stone. This massive cross is a symbol of Christian militancy and Lifer resolve, and fulfils the divine promise made to Emperor Constantine: "In this sign, you will conquer!"

This spell conjures a highly durable metal and stone cross with a 20 ft x 20 ft base, which rises to a height of 50 ft plus an additional 10 ft per caster level (maximum 150 ft).

The cross has a 'mystic footprint', which is a burst radius equal to twice its height. The cross has Hardness 20 + caster level and 150 Hit Points, and is resistant to rust, as well as immune to Acid and Fire. If the cross is conjured within a structure or enclosure too small to contain it, it destroys the obstruction if its Hardness is greater than the obstruction's Hardness.

For 24 hours after the cross is erected, all creatures with a Lifer or Evangelical patron deity gain a +2 morale bonus on attack and damage rolls, as well as a +4 morale bonus on saves against fear effects, as long as they are within the cross' mystic footprint and the cross is clearly visible to them. Once 24 hours elapse, these effects cease, and the cross becomes a non-magical (yet extremely durable) structure. This bonus provided by the spell can be dispelled or suppressed, though the non-magical metallic cross remains.

Special

If the caster sacrifices rare archeological artifacts from the Biblical era worth at least 25,000 gp (DC 29) when casting this spell, and increases the casting time to one hour, the morale bonuses have a duration of one month from the spell's casting.

KNOW LUSTS

School divination

Level bard 1, cleric 1, inquisitor 1, witch 1

Casting Time one standard action

Components V, S

Range close (25 ft plus 5 ft / 2 levels)

Duration one round

Saving Throw WILL negates **Spell Resistance** Yes

You perceive the target of this spell as being bathed in a colorful aura, by deciphering the aura's colors and tones you gain information about that person's sexuality.

When this spell is cast, you discover the target's sexual orientation, its preferred type of lover (species, race, gender, hair and eye color, other cosmetic traits that are preferred) and if the creature has any paraphillias or fetishes, and if so, what they are.

This spell has no effect if cast on non-sentient creatures, asexual creatures, nor upon creatures who reproduce in a dramatically different manner than ordinary humanoids, regardless of their sentience.

LIFE TAPE BINDINGS

School conjuration (creation) **Level** bard 1, cleric 1, inquisitor 1, magus 1, sorc/wiz 1

Casting Time one standard action

Components V, S

Range close (25 ft + 5 ft/level)

Duration instant

Saving Throw none **Spell Resistance** no

Using extremely simplistic Philosophy-based matter creation to conjure what's basically colorful duct tape over the eyes and mouth of an opponent is a pretty effective way of taking them out of the fight, at least temporarily. This spell conjures a few colorful lengths of tape- probably black, purple or blood red, with the word LIFE or PRO-LIFE written in thick black marker block lettering.

The target is blinded and cannot speak or make any vocal noise, due to the tape covering their eyes and mouth. Normally, the target can remove both pieces of tape as a standard action.

LINK CANCER

School necromancy (witness)

Level alchemist 2, cleric 3, sorc/wiz 3

Casting Time one standard action

Components V, S

Range medium (100 ft + 10 ft/level)

Duration instant

Saving Throw FORT partial (see text) **Spell Resistance** yes

This spell summons tendrils of unearthly blood that erupts from the victim's body before plunging beneath their skin and raising boils that are immediately painful, and hint at the genetic damage being inflicted beneath the skin. If the target has undergone an abortion, the blood pours from her womb and abdomen; if she has performed an abortion, the blood sprays from the arteries in the wrist.

If the target succeeds at their FORT Save, they are merely *sickened* for 1d4 hours.

If the target fails their FORT Save, they are *sickened* for 1d4 hours as the disease establishes itself in their body. Worse, the target is afflicted with an especially virulent form of cancer. This is considered an instant effect, and cannot be dispelled; the cancer must be removed by mundane or magical medical techniques.

Cancer Link

Type disease, magical

Save FORT Save equal to Spell DC

Onset 1d4 days

Frequency 1/day

Effect 1d2 permanent STR drain. The target's Hit Point maximum is also permanently reduced by -1d6.

Cure 2 consecutive saves

Special If the victim has performed, rather than simply undergone, an abortion, the target suffers a -4 penalty on their FORT Saves to recover from this disease. This penalty

also applies on Heal checks to treat the disease.

This spell has no effect if cast on a target that has never undergone, nor performed an abortion.

LINK SUICIDE

School enchantment (compulsion, mind-affecting, witness)

Level bard 3, cleric 3, inquisitor 3

Casting Time one standard action

Components V, S, DF

Range medium (100 ft + 10 ft/level)

Duration 2d6 rounds

Saving Throw WILL negates **Spell Resistance** yes

Mind-warping, soul crushing energies that take the form of black butterflies swirling around a victim's face induce a suicidal nihilism in anyone who is intimately acquainted with abortion.

If the spell's target fails their WILL Save, they are considered *helpless* for 2d6 rounds. During this time, the victim cannot take any actions, nor can they defend themselves, and suffer a -4 morale penalty on all saving throws.

On their initiative count each turn, the victim inflicts damage upon themselves automatically with any weapon in hand, without requiring an attack roll. If given the choice between multiple weapons, the victim uses the most dangerous or deadly option. The target can attempt a new WILL Save immediately prior to attacking themselves each round. A success ends the spell.

This spell has no effect if cast on a target that has never undergone, nor performed, an abortion.

MILITARY FLIGHT

School transmutation **Level** magus 5, sorc/wiz 5

Casting Time one standard action

Components V, S

Range personal

Duration 1 minute/level

Saving Throw **Spell Resistance**

This spell functions much like *fly*, save that it allows an in-air speed and maneuverability equal to a military combat helicopter. It's a short duration spell, but a competent flier can do a lot of damage in the minutes of nearly supersonic flight allowed them.

You gain a fly speed of 500 ft (425 ft if wearing medium or heavy armor or carrying a medium or heavy load), with a bonus on Fly checks equal to your caster level.



NUREMBERGS CHERUBS

School divination (witness)

Level bard 3, cleric 3, sorc/wiz 3

Casting Time one standard action

Components V, S

Range medium (100 ft + 10 ft/level)

Duration instant (cherub rants for about a round)

Saving Throw WILL negates **Spell Resistance** yes

You call on the ambient data sphere as well as the collective unconscious, or perhaps the mind of the Christian God, to publicize the secrets the abortion-minded would rather keep hidden. When you cast this spell, you designate a single target within range and summon an illusory, obviously artificial holographic image of a cartoonish baby angel.

If the spell's target has ever had or performed an abortion, *the Nuremberg Cherub* swirls around that person's head and shoulders, loudly calling out personal information about the target, while miming the action of texting on a holographic smart phone, wirelessly transmitting the digital version of this data to all allied Lifers within the spell's range.

This spell reveals the target's name, address, telephone number, Mesh address, similar contact information, as well as social security number and other ID numbers, the date they had or performed their most recent abortion, any medical documentation related to it and virtually any other private information that would emotionally or financially harm the target.

If the target successfully saves, the *Nuremberg Cherub* pulls an angry face and winks out without revealing any information. If the target has neither had nor performed an abortion, the *Nuremberg Cherub* gives them a thumbs up as it flies by, before seeking out a random target within range that meets either criteria.

OLD MANS WAR

School enchantment **Level** bard 2, cleric 2, inquisitor 1

Casting Time one standard action

Components V, S, Special (caster must be in the Middle Aged age category or older), Gender (male)

Range medium (100 ft + 10 ft/level)

Area 60 ft spherical burst

Duration 1 round/level (D)

Saving Throw None (harmless)

Spell Resistance No (harmless)

Though technically a Lifer-exclusive Philosophy, this spell is sometime used by the older warhorses in the Fed-Gov. The Covenant's Philosophers have little interest in this spell, which is a celebration of the old patriarchy they're fighting against. This spell sends a surge of vitality and violent passion surging through the veins of old men, giving them back the killing fire of their teenaged years.

Only male allies in the Middle Age age category, or older are affected by this spell. For the spell's duration, all physical ability score penalties due to age are suppressed,

and recipients gain a +2 morale bonus on attack and damage rolls.

PROCLAMATION OF SALT

School transmutation **Level** cleric 8

Casting Time One standard action

Components V, S, DF

Range 30 ft cone

Duration Instantaneous

Saving Throw WILL Negates **Spell Resistance** Yes

You loudly shout a divine condemnation as a cone of pure white salt explodes from your lips. All creatures caught within the cone of divine hatred, along with all their gear, turn into a mindless, inert column of salt if they fail their WILL Saves. If the crude salt statue resulting from the spell is damaged or destroyed, the victim suffers similar injuries if ever returned to its original form. The creature is not truly dead, but does not seem to be alive either when viewed with spells such as *deathwatch*; this spell functions much like *petrification*.

A Medium sized column of salt has Hardness 1 and 10 HP.

PROFANE TEARS

School necromancy **Level** cleric 3, witch 3

Casting Time One standard action

Components V, S, DF

Range touch

Duration One round per level (D)

Saving Throw special, see text **Spell Resistance** Yes

If you successfully touch the target, her eyes fill with painful, acidic black tears, which over the course of the next several seconds, flow across her entire body. These black tear tracks burn deep scars into the victim's flesh, which take the form of blasphemous and heretical runes as they heal.

For the duration of the spell, the victim is *Blinded*, and suffers 1d4 points of acid damage per round. If the victim suffers 4 points of acid damage (the maximum) on any two consecutive rounds of the spell, she must succeed at a FORT Save or be permanently *blinded*, as the black acid eats away her eyes.

The victim can end this spell by fully submerging herself in water or any other solvent.

PUNISH ABORTION

School evocation (negative energy, witness)

Level cleric 3, inquisitor 2, magus 2

Casting Time one standard action

Components V, S, M/DF (holy symbol or anti-abortion art or leaflets)

Effect a 30 ft burst centered on yourself

Duration instant

Saving Throw WILL half **Spell Resistance** yes

A wave of your hand, and a wall of screaming ultraviolet ghost light rushes outward like a blastwave, inflicting agonizing and possibly mortal pain upon those who have either had or performed an abortion. All creatures within the spell's range who have either had or performed an abortion suffer 1d6 points of damage per caster level (maximum 15d6), with a WILL Save for half damage.

If the target has merely undergone an abortion, the damage is non-lethal negative energy damage. If the target has actually performed an abortion, the damage is lethal negative energy damage instead. The energy generated by this spell never heals creatures. This spell functions identically to a Neverborn's *Ghoulish Witness* racial trait and is similarly defeated or suppressed.

QUANTUM MISCARRIAGE

School conjuration (teleportation, temporal)

Level cleric 1, sorc/wiz 1

Casting Time one standard action

Components V, S, Racial (caster must be a Temporal Angel)

Range touch

Duration instant

Saving Throw none **Spell Resistance** no

Some Temporal Angels are sent into the Deep Past (our present) to prevent a particular abortion, and if they cannot convince the mother-to-be to bear a child, this spell is ultimate last resort, the final 'other' option. Touch range temporal teleportation that jaunts a developing fetal body and gestating soul into the unimaginably distant future, where it is sheathed in a powerful cyber-frame and educated among post-human demigods.

By touching a willing pregnant female, at any point in the pregnancy, this spell seemingly ends the pregnancy safely and painlessly. However, the pregnancy is shunted into the distant future, where the fetus continues to develop and is eventually born as a Temporal Angel post-human.

The mother has a noncumulative 10-15% chance each month thereafter to encounter her Temporal Angel 'child', who is an Indifferent or Helpful NPC designed by the gamemaster sent backwards in time and sharing a

complicated emotional relationship to its 'birth mother' from the Deep Past.

As this is not quite an abortion (it's something far *weirder*) neither the mother nor the Temporal Angel who cast the spell is detected as intimately connected to abortion by the *Ghoulish Witness* racial trait possessed by Neverborn. As this spell can only affect a willing creature, it offers no saving throw.

QUIVERFULL PREGNANCY

School conjuration (creation) **Level** alchemist 2, cleric 2

Casting Time one hour

Components V, S, M/DF

Range touch

Duration instant

Saving Throw none (harmless)

Spell Resistance no (harmless)

"Quiverfull" parenting urges Lifer parents to have as large of families as they can afford, maybe even larger, in hopes of breeding a thriving generation of young Lifers, for an advantage both on the battlefield and at the polls.

This spell can only be cast upon a willing, pregnant woman. Because the recipient must be willing, *quiverfull pregnancy* offers no saving throw. When the spell is cast either one (65%) or two (35%) new pregnancies, at the same stage of development are sparked in the woman's womb. The pregnancy continues normally and safely for the recipient's species. The additional fetuses resemble the first closely, as if normal twins or triplets. There is a slight preference for boy children; each new fetus has about a 55% chance of being male.

RAISE NEVERBORN

School necromancy **Level** cleric 5, sorc/wiz 5, witch 5

Casting Time ten minutes

Components V, S, DF/M (human fetal tissue)

Range touch

Duration instant

Saving Throw No (harmless)

Spell Resistance No (harmless)

Lifer spellcasters are expected to cast this spell as often as possible, raising *Neverborn* from abandoned human fetal tissue, for use as propaganda pieces as much as new soldiers in the Army of God. When this spell is complete, you create a Neverborn with a single heroic class level of your choice.

You may choose to create the Neverborn as an Adult, Young Adult or Child, at the subjective chronological age you desire. Thus you could conjure a 18 year old Neverborn, an 8 year old Neverborn, or any other aged

creature. You have no special connection or control over the created Neverborn, but when it is created it shares your basic beliefs, alignment and allegiances and is friendly towards you. The Neverborn is created with the intellect, life skills and basic knowledge a creature of its subjective age.

RAZOR BULLSHIT

School enchantment (mind affecting, witness)

Level bard 1, magus 1, sorc/wiz 1

Casting Time one standard action

Components V, S, special (caster must have the Razor Nomad cultural template)

Range personal

Duration one minute/level

Saving Throw None **Spell Resistance** No

You can put some occult firepower into the traditional Razor Nomad scams and cons. For the spell's duration, you gain a +3 luck bonus on Bluff checks against any target that has ever undergone an abortion. Against targets who have performed an abortion, the luck bonus is +5 instead.

RECLAIM THE RAINBOW

School evocation (light) **Level** cleric 2, inquisitor 2

Casting Time one standard action

Components V, S, DF, caster must have a Lifer or Evangelical Christian patron deity

Effect a 30 ft cone

Duration 1d6+1 rounds

Saving Throw WILL partial (see text) **Spell Resistance** yes

Nothing enrages ultra-conservative Christian clergy than the sight of God's rainbow, the visible promise to Noah, used as a symbol of queer sexuality and the Choicer nation in total. This spell punishes gays, Choicers and RAINBOW Tribe post-humans alike for their presumption.

Any creature within the spell's area of effect who meets one of the following criteria is potentially affected:

- The character is LGBT
- The character is wearing a rainbow insignia, unit patch, tattoo or similar decoration
- The character is a member of the RAINBOW Tribe race
- The character possesses the Post-Christian cultural template

All applicable targets within the spell's area are *blinded* for the spell's duration and if the target meets any two of the criteria above, they also suffer 1d6 fire damage/caster level (maximum 5d6). A successful WILL Save negates the blindness and halves the damage inflicted.

If the target is specifically a member of the RAINBOW Tribe, they must make an additional WILL Save. Failure indicates the RAINBOW Tribe member's body becomes temporarily monochromatic – all sad shades of grey – and they suffer a -4 penalty to their CHA score for the spell's duration. Success negates this additional effect.

RESCUE CALL

School conjuration (calling, language dependent)

Level cleric 6

Casting Time full round action

Components V, S, DF

Range up to 3 miles plus ½ mile per caster level (maximum 10 mile radius)

Duration 1 round/level (D)

Saving Throw None **Spell Resistance** No

You scream out a tribal prayer call that all worshippers of any Lifer or Evangelical Christian patron deity or philosophy can perceive, even miles away. This call communicates need, and a sense of place, asking believers to step through a teleport gate to appear suddenly at an impromptu flash-mob rescue at a place you designate. Willing creatures may step through the portal, appearing at your location, appearing in random open squares around you. The spell communicates little information, and allows no more than a few seconds for potential recipients to decide whether to step through or not.

In addition to game master specific characters that might be within the spell's radius, this spell conjures vast numbers of ordinary Lifer civilians. These characters are typically used for a protest, a mass disruption or distraction, or as an intimidation tactic, but can fight to the best of their ability if threatened or if their mood turns towards violence.

In mostly neutral American territory, this spell conjures vast numbers of low level Lifer NPCs. Use the following statistics from *Closed: Monsters of the Army of God* (Otherverse Games, 2014), as non-unique NPCs, unless the gamemaster creates unique creatures of similar power levels for this spell.

- 6 Lifer Insurgents (50% chance of having the AK-47, others have no ranged attack) per caster level (maximum 60)
- 3 Neverborn Razors (use Diaper's statblock) (65% chance of having the Streethawk Pistol, others have no ranged attack per caster level (maximum 18)
- 1 Untainted Hunter (use Jonah Shoemaker's statblock) per caster level (maximum 10)
- 1 Lifer Diplomat (use Lily Rose Chaykin's statblock) per caster level (maximum 5)

If this spell is cast in firmly Lifer held territory, increase

the amount of summoned creatures by 50% per category. If cast during a Summer of Rescue event, the maximum number of summoned creatures in each category per caster level is doubled. Halve the number of Lifer Insurgents summoned in strongly Choicer territory. These effects are cumulative.

REVELATION CURSE

School transmutation (evil) **Level** bard 4, cleric 5, inquisitor 4, magus 4, sorc/wiz 5

Casting Time one standard action

Components V, S, DF, caster must have a Lifer or Evangelical Christian patron deity

Range medium (100 ft + 10 ft/level)

Duration 1 round/level (D)

Saving Throw WILL partial (see text)

Spell Resistance yes

The Lifer Nation scrutinizes the news, and scours the Choicer datasphere in search of parallels to the arch-villains of the *Book of Revelations*. Conspiracy theories and exactingly, obsessively researched genealogies and data-mining link Choicer soldiers, politicians, post-humans and ordinary activists alike to the Great Beast, to the Lawless Man, to the Whore of Babylon, to the Anti-Christ herself.

Revelation Curse briefly transforms the victim into a creature out of the darkest part of Christian myth. If the victim fails their saving throw, their Damage Reduction can be bypassed by good-aligned or weapons, and are affected by axiomatic and holy weapons as if they were chaotic and evil regardless of their actual alignment. If the victim succeeds at an initial WILL Save, these are the only effects of the spell. If the victim fails their saving throw, the transformation inflicted by the spell are far more profound.

On a failed saving throw, the victim's features become demonic and terrifying, a red skinned, devilish monstrosity with multiple horns and eyes of flame. In this state, the victim is treated as being an evil outsider for all effects, regardless of actual type or alignment. Lifer and Evangelical Christian attackers gain a +4 morale bonus on attack and damage rolls against the transformed creature, and automatically confirm critical hits against the transformed creature.

SECOND BARRAGE

School enchantment (mind-affecting) **Level** bard 4, cleric 5, inquisitor 4, magus 4, sorc/wiz 5

Casting Time one standard action

Components V, S, M (a clip of ammunition for a modern automatic pistol or rifle, 5-20 gp)

Effect a 30 ft burst centered on yourself

Duration instant

Saving Throw WILL negates (harmless)

Spell Resistance yes (harmless)

You transform your allies into a ready-to-kill firing squad, capable of superhumanly swift gunfire. A sphere of silver light forms around you as the spell is cast, tracing complex ballistic equations in the air around both you and the spell's subjects.

All allies within the spell's area of effect who have a loaded, readied ranged weapon may make a ranged attack against the last target they attacked on their previous turn, as an immediate action. This attack is made at the shooter's full base attack bonus. The shooter cannot attack another target rather than the last creature attacked. If their prior target has died, moved out of their weapons ranged or is otherwise untargetable, this spell has no effect for that shooter.

STAIN OF PREBORN BLOOD

School necromancy (witness) **Level** cleric 5

Casting Time one standard action

Components V, S, DF

Range 60 ft

Area 60 ft cone

Duration instant and 1 round/level (D)

Saving Throw FORT partial (see text) **Spell Resistance** no
Your darkest nightmares of fetal holocaust conjure a torrent of blood, and a gruesome stew of shredded tissue. Millions

of gallons of stinking blood rain down, impacting with the force of a tsunami.

Stain of Preborn Blood functions nearly identically to *hydraulic torrent*, except as noted below. This more powerful spell affects a 60 ft cone. For the spell's duration, all squares included in the spell's area become *difficult terrain*. Creatures within this area must succeed at a FORT Save or become *sickened* for as long as they remain in the area and for 1 round after leaving the area. Characters who have ever undergone or performed an abortion are *nauseated* on a failed save, and sickened even on a successful FORT Save.

TERROR INFANTRY

School transmutation **Level** cleric 3, magus 2, inquisitor 2, paladin 2

Casting Time one standard action

Components V, S, caster must have either the Closer or the New Promise cultural template

Range touch

Duration one minute/level (D)

Saving Throw WILL negates (harmless)

Spell Resistance yes (harmless)

Your touch alters the molecular structure of body armor, making it denser and more protective, as well as making more obvious alterations to bring the armor in line with the terrifying, highly intimidating Lifer aesthetic.



You can touch one Medium or smaller creature per two caster levels (maximum 5 allies) during the casting of this spell. Each target must be wearing Light or heavier armor; unarmored targets, or targets wearing only Impromptu armor, are unaffected by the spell. For the spell's duration, the armor gains a +1 enhancement bonus to AC, which stacks with existing bonuses to AC to a maximum of +5. The armor also gains the *skullgrin* magical armor property, and is treated as being *horror art*.

WARCLAW

School transmutation **Level** druid 7

Casting Time 1 swift action

Components V, S

Range personal

Duration 1 round/level (D)

Casting *warclaw* wraps your existing natural weapons in iridescent wisps of starry black energy, and your talons extend several inches, terminating in nearly monomolecular edges.

Warclaw gives your existing natural weapons a +3 enhancement bonus to attack and damage plus the following special magic weapon qualities for the spell's duration: *bane* (of the caster's choice), *cunning*, *furios*, *keen* and *wounding*. While *warclaw* is in effect, you also gain the benefit of the *rage spell*.

If you do not have natural weapons, this spell simply fails.

YOUR BODY BELONGS TO GOD

School conjuration (healing) **Level** alchemist 4, cleric 4, inquisitor 4

Casting Time one standard action

Components V, S, M/DF, caster must have a Lifer or Evangelical Christian patron deity

Range medium (100 ft + 10 ft/level)

Duration 1 day/level (D)

Saving Throw FORT negates **Spell Resistance** yes

This invasive spell controls the body of a pregnant humanoid woman like a puppet, seizing control of bone, muscle, nerve and blood. This spell can only affect pregnant humanoids and monstrous humanoids with an INT score of 3 or greater. A woman affected by this spell is filled with an instinctual compulsion and biological drive to avoid danger and safeguard the pregnancy inside her, even above her own needs and life.

After succumbing to this spell, an affected woman drops all weapons and ceases combat, moving away from dangerous situations by the most expedient means. She cannot take hostile action, but is not helpless and may defend herself

normally if attacked, and is not considered flatfooted.

Once away from direct combat situations, the affected woman becomes uncharacteristically cautious, refusing to put herself into potentially dangerous situations. While affected, she cannot take actions that will end or harm the pregnancy, precluding not only abortion, but the use of alcohol or drugs that could potentially harm the fetus, nor similarly harmful actions no matter how seemingly innocuous.

The victim can make a new saving throw against this spell each day, ending the effect on a successful save. If the victim is harmed or damaged by the caster or the caster's known allies, the spell's effect immediately ends.

WONDEROUS ITEMS AND MAGICAL JEWELRY

ARMORERS COFFIN

Aura strong universal **CL** 17th

Slot none **Price** 61,200 gp (DC 32) **Weight** 70 lbs

This coffin is an elongated mahogany hexagon shod with iron and brass, with a polished silver crucifix protecting the lid. Iron hinges and a case hardened clockwork lock seal the coffin, and heavy leather straps allow it to be carried slung over the shoulder of a very, very strong priest.

Once per day, a character who has chosen Gothic Christianity as their faith (or alternatively, any other Christian faith, at the GM's discretion) may open the Armorer's Coffin, causing a myriad of magical firearms to appear in a golden glow. The Armorer's Coffin creates a number of firearms, chosen from the following base forms, described in the D20 Modern SRD (D20 Modern, pg 96). Alternatively, if you wish to use the firearms described in the *Technology Unleashed*, suggested equivalent weapons are given in parenthesis.

- Glock 17 (Advanced 9mm)
- MAC Ingram M10 (Black Ops SMG)
- Browning BPS
- M16A2 (Advanced 5.7mm SMG)

All weapons created by the Armorer's Coffin have a +1 enhancement bonus and are Holy weapons.

Each time the coffin is opened, the user makes a DC 18 Knowledge (religion) check; the amount the check result succeeds by is the number of magical firearms created, to a maximum of the user's ranks in Knowledge (religion). Once created, the magical firearms remain in existence for one hour, or until their wielder is slain, at which time the guns vanish in a flash of golden light.

Construction

Requirements Craft Wondrous Item, *wish*, creator must possess Spell Focus (conjunction)

Cost 30,600 gp (DC 30)

BANDANNA FIRE DISCIPLINE

Aura faint divination CL 5th

Slot head **Price** 4,200 gp (DC 23) **Weight** negligible

This sweat-stained cloth bandana is designed to be worn as a head scarf, an occult tech version of a common item among Block Mother cadres. These bandannas are usually pale grey or a dingy white, marked with hot pink or bright purple symbols of femininity stamped on it- hearts, strawberries, or chibi infant handprints.

While wearing the Fire Discipline Bandanna the penalty for firing a ranged weapon into melee is reduced to -2.

Construction

Requirements Craft Wondrous Items, *true strike*

Cost 2,100 gp (DC 20)

BRACELET FULL ARMOR OF GOD

Aura strong conjunction CL 15th

Slot wrist **Price** 65,000 gp (DC 32) **Weight** negligible

This seemingly cheap latex bracelet is a bold purple decorated with black crosses and gold lettering; the text is Biblical verse celebrating the 'full armor of God'. The bracelet looks like a cheap piece of faith-based kitsch, similar to hundreds of like items sold on the counters of Lifer-owned businesses throughout Purple America. However, the bracelet serves as the lock-on focus for an occult-tech set of powered armor that teleports around the wearer, making the full Armor of God a frighteningly literal reality.

Once per day, the wearer can recite the appropriate verse as a full-round action. Doing so conjures a *Baby Judgment Hardsuit* around them. This armor remains in existence for up to five minutes per summoning. Any clothing or armor worn when the Hardsuit is summoned vanishes into a pocket reality for the effect's duration.

Special: Only a creature with an Evangelical Christian or Lifer patron deity can activate this bracelet.

Construction

Requirements Craft Wondrous Items, *call powered armor*

Cost 32,500 gp (DC 30)

CAP BLACK DUCK

Aura faint divination and enchantment CL 5th

Slot head **Price** 4,000 gp (DC 23) **Weight** negligible

The iconic 'black duck' corporate logo is centered within black crosshairs, a perfect target floating unaware on an imaginary lake. This old, broken-in ball cap is either a slate grey or a pseudo-military forest camo pattern.

Once per day, the cap's wearer can call upon its power as a swift action, gaining the benefit of *true strike*, but only on ranged attack rolls with ballistic firearms, bows or crossbows. If the wearer is Middle Aged or older, this ability is usable twice per day, and if Old or Venerable, this ability is usable 3x/day.

Construction

Requirements Craft Wondrous Items, *old man's war*, *true strike*

Cost 2,000 gp (DC 20)

CAP OLD AOG

Aura faint divination CL 3rd

Slot head **Price** 3,300 gp (DC 22) **Weight** negligible

The once-deep black of this sweat stained and work-scarred old ballcap has faded over the years to a dingy grey, but the embroidered unit colors are still bright as the day the hat was first donned. All of these ball caps bear the insignia of some famous (or infamous) Lifer unit.

Wearing the Old AOG Cap provides the wearer with a +2 holy bonus on Diplomacy and Intimidate checks against characters with any Lifer or Evangelical Christian patron deity. In addition, once per day the character can use *true strike* as part of any ranged attack action.

Construction

Requirements Craft Wondrous Items, *true strike*, creator must have a Lifer or Evangelical Christian patron deity

Cost 1,650 gp (DC 20)

CAP CORRUPTED PINK PUSSY

Aura faint transmutation CL 3rd

Slot head **Price** 2,400 gp (DC 21) **Weight** negligible

Compared to the ordinary *Pussy Pink Cap*, the weave is looser and more ragged, and a pair of cat-like googly eyes, which are bloodshot but still somehow adorable have been knit into the cap. These variant items are created when an especially street-wise, occult-capable Neverborn is able to modify a Pussy Pink Cap to their own ends, warping it to the Lifer ethos. The end result is an ironic tribute to beloved Lifer children's show comic relief "*Nevvy Jones the Neverborn Kitty*" whose design was inspired by the pink pussy hats of decades prior.

While wearing the Corrupted Pussy Pink Cap, the character gains a +2 competence bonus on Bluff and Perform (oratory) checks when discussing feminist issues, women's rights or abortion access.

Special: Neverborn wearers gain Channel Resistance +2 while the cap is worn.

Construction

Requirements Craft Wondrous Items, *glibness*, *owl's wisdom*, creator must be a Neverborn

Cost 1,200 gp (DC 18)

COLLAR CLERICAL

Aura faint universal CL 5th

Slot neck **Price** 2,400 gp (DC 21) **Weight** negligible

This archetypical priestly collar augments the abilities of believers able to manifest Philosophies.

A Clerical Collar functions as a holy symbol for characters with any Christian or Lifer patron deity. When casting *bleed*, *aid* or any *cure wounds* spell to benefit a fellow member of the faith, the wearer casts the spell at +1 caster level.

Construction

Requirements Craft Wondrous Items, creator must have any Christian or Lifer patron deity, creator must be a Cleric

Cost 1,200 gp (DC 18)

CYBERHEART

Aura strong transmutation CL 9th

Slot cybernetic implant (heart) **Price** 80,000 gp (DC 33)

Weight 2 lbs

This cybernetic artificial heart is an occult-tech reactor capable of generating more energy than most commercial fusion plants. The device must be installed in a willing cyborg recipient, either through conventional surgery or through a *cyber surgery* spell or similar effect. Once installed in the chest cavity, it replaces the cyborg's organic heart and begins subtly augmenting her cardio-vascular system. The device is completely internal, but once the surgical incisions heal, is visible as a slowly pulsing plasma chakra beneath the skin.

While the Cyber-Heart is installed, the character does not suffer negative levels for Drain and can safely withstand an unlimited amount of Drain (or number of cybernetic implants, in non-Drain campaigns). While piloting any grade of powered armor, the Cyber-Heart interfaces with the powered armor's internal batteries, giving it effectively unlimited runtime.

Construction

Requirements Craft Wondrous Items, *advanced steel*, *cyber surgery*

Cost 40,000 gp (DC 31)

CYBERHEART MAGLEV

Aura strong transmutation CL 12th

Slot cybernetic implant (heart) **Price** 160,000 gp (DC 36)

Weight 2 lbs

A Mag-Lev Cyber-Heart functions much as the same as a standard *Cyber-Heart*, save that the device also generates a powerful electromagnetic aura around the cyborg.

The cyborg gains Electrical Immunity, and gains the ability to fly at 120 ft (good) when within one mile of large amounts of ferrous metal; this drops to 90 ft (average) in primarily natural areas.

Construction

Requirements Craft Wondrous Items, *advanced steel*, *cyber surgery*, *military flight*, *resist energy*

Cost 80,000 gp (DC 33)

HALO BEATIFIC

Aura faint evocation CL 6th

Slot headband **Price** 7,400 gp (DC 25) **Weight** negligible

Before a halo is donned, it is merely an orb of light, weightless yet solid, feeling like a warm pebble. Donned, the halo extends into a concave crown of divine radiance, floating just a few inches behind the crown of the skull. A Beatific Halo glows a soft, sunflower yellow and pulses with twining beams of pinkish illumination.

While wearing the Beatific Halo, the character gains a +3 holy bonus on the following skill checks:

- Diplomacy (checks made to prevent or mitigate violence or to negotiate peace)
- Heal
- Knowledge (religion)
- Perform (oratory)

In addition, the Beatific Halo sheds light equal to *daylight* in a 30 ft radius. This aura provides the bearer of the Beatific Halo with a +1 holy bonus to AC, which increases to a +3 holy bonus for one minute after the bearer casts any Conjunction (healing) spell or any spell with the good descriptor.

Construction

Requirements Craft Wondrous Items, *daylight*, *shield of faith*, creator must be good

Cost 3,700 gp (DC 22)

HALO MILITANT

Aura moderate evocation **CL** 9th

Slot headband **Price** 22,000 gp (DC 28)

Weight negligible

Before a halo is donned, it is merely an orb of light, weightless yet solid, feeling like a warm pebble. Donned, the halo extends into a concave crown of divine radiance, floating just a few inches behind the crown of the skull. A Militant Halo is a hard-edged diamond of harsh golden light floating within a disk-like nimbus of silvery luminescence.

While wearing the Militant Halo, the character gains a +3 holy bonus on the following skill checks:

- Intimidate
- Knowledge (history)
- Knowledge (nobility)

In addition, while bearing the Militant Halo, the bearer's weapon attacks gain the *flaming* property, and are sheathed in harsh golden flames. The bearer of the Militant Halo gains Fire Resistance 10.

Construction

Requirements Craft Wondrous Items, *flamestrike*, *resist energy* creator must be good **Cost** 11,000 gp (DC 26)

HALO SORCEROUS

Aura moderate evocation **CL** 15th

Slot headband **Price** 210,000 gp (DC 36)

Weight negligible

Before a halo is donned, it is merely an orb of light, weightless yet solid, feeling like a warm pebble. Donned, the halo extends into a concave crown of divine radiance, floating just a few inches behind the crown of the skull. A Sorcerous Halo is a crown of ever-churning, heatless white flame whose tongues trail off into patterns of fractal luminescence.

While wearing the Sorcerous Halo, the character gains a +3 holy bonus on the following skill checks:

- Knowledge (arcana)
- Knowledge (the planes)
- Sense Motive

In addition, while bearing the Sorcerous Halo, the bearer increases the Saving Throw DC of any spells she casts by +1 and gains a +2 holy bonus on caster level checks to penetrate Spell Resistance. When applying any metamagic feat that increases the spell's level by +3 or greater, the bearer of the Sorcerous Halo increases the spell's level by one fewer than normal.



Construction

Requirements Craft Wondrous Items, *limited wish*, Spellcraft 12 ranks, creator must be lawful **Cost** 105,000 gp (DC 34)

MASK BRAWLING BANDANA

Aura faint transmutation **CL** 3rd

Slot face **Price** 2,100 gp (DC 20) **Weight** negligible

This long bandana is worn over the mouth and nose, concealing the face from ever-present police cameras at clinic protests. Lifer protesters usually wear a navy blue bandana decorated with dark violet chevrons or slashes. Choicer clinic defenders prefer a dark red, russet or brown bandana, often decorated with golden pentacle or starburst motifs.

While wearing a Brawling Bandana, the character gains a +1 competence on attack and damage rolls with unarmed strikes and natural weapons that inflict bludgeoning damage.

Similar Items

Variant versions of this mask might provide either of the following benefits instead. Cost and construction

requirements are identical. Color and style are usually a little different from the norm.

- +1 competence bonus on attack and damage rolls with improvised weapons.
- +1 natural armor bonus to AC

Construction

Requirements Craft Wondrous Items, *bull's strength*

Cost 1,050 gp (DC 18)

MASK COMBAT BALACLAVA

Aura faint enchantment CL 5th

Slot face **Price** 3,000 gp (DC 22) **Weight** negligible

Balaclava are full face masks, exposing only the eyes, that are usually woven from a wool/synthetic mixture for warmth. These masks are designed for intimidation, to turn a soldier into a faceless, ultra-professional death bringer. Every faction in the war-torn 22nd Century issues balaclava to its troops in colors unique to their faction.

Each Combat Balaclava provides the wearer a single Combat feat of the creator's choice as a bonus feat while the mask is worn. The most commonly chosen Combat feats include the following few, which might be used as a random builder chart if this object is placed as treasure. This is far from an exhaustive list, and intentionally ignores setting specific feats.

Construction

Requirements Craft Wondrous Items, creator must have the associated feat, *heroism*

Cost 1,500 gp (DC 19)

Common Combat Feats for Combat Balaclava (d10)

1 – Dodge	6 – Deadly Aim
2 – Critical Focus	7 – Double Tap
3 – Weapon Focus (M-16 or Next Gen SMG or other firearm of choice)	8 – Combat Reflexes
4 – Weapon Focus (short sword/machete)	9 – Defensive Combat Training
5 – Exotic Weapon Proficiency (rocket launcher)	10 – Point Blank Shot

MASK STREETRAZOR

Aura faint illusion CL 4th

Slot face **Price** 4,000 gp (DC 23) **Weight** 2 lbs

This customized and jury-rigged military surplus mask was probably already decades old when the Abortion War first went hot. A thick, ballistic cloth scarf is tied beneath the plastic and rubber mask for a little extra protection. These bulky masks are a favorite of Razor street criminals up to no good in the chaos of a Summer of Rescue riot.

The Streetrazor Mask functions as an ordinary gas mask, as well as providing the wearer with a +2 competence bonus on Bluff and Stealth checks. Once per day, the wearer can activate *machine invisibility*.

Construction

Requirements Craft Wondrous Items, *machine invisibility*, *silence*

Cost 2,000 gp (DC 20)

MOTHER PUMP

Aura moderate conjuration CL 12th

Slot none **Price** 72,000 gp (DC 33) **Weight** 3 lbs

This slim and especially ergonomically-designed breast pump has a pale grey-violet casing covered in glowing floral art. A low-level matter fabrication printer creates self-refrigerating vials for the breast milk the pump collects.

A nursing woman with any Lifer or Evangelical Christian patron deity can use a Mother Pump to produce a number of vials of *Mother's Milk* per day equal to one plus her CON modifier. These vials can be stored indefinitely.

Producing each vial requires one minute.

Construction

Requirements Craft Wondrous Items, creator must female and have a Lifer patron deity, *cure moderate wounds*

Cost 36,000 gp (DC 31)

RING

CHAMPIONSHIP LIGHT

Aura faint transmutation

CL 8th

Slot ring **Price** 4,000 gp (DC

23) **Weight** negligible

High school football is an Enclave obsession. These rings use a high school state football championship ring – gaudy gold and cheap rubies etched with a proud motto – as their base, reinforcing them with minor Philosophies to ramp up

strength and coordination.

While wearing a Championship Lights Ring, the character gains a +2 holy bonus to both attack and damage rolls with any Volley^T and doubles the range increment of the weapon.

Construction

Requirements Craft Magic Arms and Armor, *bull's strength*

Cost 2,000 gp (DC 20)

RING PROMISE OF LIFE RENEWED

Aura strong necromancy CL 12th

Slot ring **Price** 26,000 gp (DC 29) **Weight** negligible

This silver ring is set with a durable synthetic opal carved in the nearly perfect image of a human fetus at nine weeks gestation. On the hand, the scale is eerily accurate.

Once per day, the wearer can cast either *breath of life* or *raise neverborn*. If *raise neverborn* is cast, the opal glows like a burning coal for hours, providing dim illumination to a 5 ft radius. Created Neverborn are always high school aged.

Construction

Requirements Forge Ring, *breath of life*, *raise neverborn*

Cost 13,000 gp (DC 27)

RING PURITY

Aura moderate abjuration CL 10th

Slot ring **Price** 18,000 gp (DC 28) **Weight** negligible

Purity Rings are an especially creepy Lifer tradition that dates back to the late 20th Century, a symbol of female sexual purity. These slender rings are often silver or white gold studded with flakes of diamond, resembling a relatively inexpensive engagement ring. Others are laser etched with cross and scripture.

While wearing a Purity Ring, the character gains Iron Heart and Purity Culture as bonus feats.

Special: Only female characters with an Evangelical Christian or Lifer patron deity gain any benefit from a purity ring.

Construction

Requirements Forge Ring, Iron Heart, Purity Culture, creator must have an Evangelical Christian or Lifer patron deity

Cost 9,000 gp (DC 25)

TECHNICAL TAGS

Aura strong conjuration CL 12th

Slot necklace **Price** 39,000 gp (DC 31) **Weight** negligible
Along with a pair of Abortion War-era AOG dog tags, there is an old-style non-RFID keychain dangling from the beaded aluminum chain.

Technical Tags can be activated up to twice per day, with each activating summoning a *Lifer Technical* (*Closed: Monsters of the AOG*), which remains in existence for up to one hour or until destroyed.

Construction

Requirements Craft Wondrous Items, *conjure horror art*, *ghost chassis^T*, *infinite ammunition*

Cost 19,500 gp (DC 28)

YOUNG EARTH DINO BOOK

Aura strong conjuration CL 13th

Slot none **Price** 36,400 gp (DC 30) **Weight** 1 lb

An entire sub-genre of Christian publishing is dedicated to producing seemingly academic texts that explain all the reasons why if God created the world six thousand years ago, why dinosaur fossils appear to be so much older. Each of these books makes the argument for divine trickery on a legendary scale, with the Christian God creating false fossil records to test His believers' faith.

As a full round action, usable once per day, the reader can cast *summon nature's ally VII* to summon either a *Tyrannosaurus Rex* or 1d4+1 *Stegosaurus* or *Triceratops* (all creatures Bestiary I). The summoned creature gains the Celestial simple template, and is branded by a sun-hot, glowing cross across their breast.

Special: Only characters with an Evangelical Christian or Lifer patron deity can use a Young Earth Dino Book. If the reader has at least twice as many ranks in Knowledge (religion) as he or she does any other Knowledge skill, the Young Earth Dino Book is especially effective, with the summoned dinosaur being enhanced as if by the Augment Summoning feat (+4 STR, +4 CON).

Construction

Requirements Craft Wondrous Items, creator must have an Evangelical Christian or Lifer patron deity, *summon nature's ally VII*

Cost 18,200 gp (DC 28)

CONSUMABLE ITEMS

(Cn) indicates a Consumable item

BREW BLACK DUCK CN

Aura faint enchantment CL 5th

Slot none **Price** 3,000 gp (DC 22)

Weight 2 lbs (per six pack)

Black Duck Beer is produced by a Lifer-run brewing mega-corp that's been furnishing big box beer coolers with cheap, American-made piss since the early 2000s. The ad campaign's been the same almost as long: images of bearded, all-American (white, Christian) men in the woods pounding back cheap booze, the amber dripping down their voluminous grey beards.

Black Duck's occult-tech brews are sold in sixers. Each 12 oz. aluminum can provides the drinker with the benefit of *old man's war* for five rounds. Only male drinkers receive any benefit from Black Duck Brew.

Construction

Requirements Brew Potions, *old man's war*

Cost 1,500 gp (DC 19)

MOTHERS MILK CN

Aura moderate conjuration CL 5th

Slot none **Price** 625 gp (DC 16) **Weight** ½ lb (per vial)

Nursing Lifer mothers often freeze and share their breast milk among other women in their community, building up the immune systems of the newborns who drink the milk. Samples with occult-compatible genetic codes can be enhanced with psi-active medicinals, which can perform pediatric wonders even 22nd Century medicine can't.

Once thawed, a vial of Mother's Milk functions as a *potion of cure moderate wounds*, if consumed by an adult. If given to a child 12 years of age or younger, the potion's effects are maximized, and the potion functions as a *remove disease* effect as well.

Construction

Requirements Brew Potion, creator must be female and must have a Lifer patron deity/philosophy, *cure moderate wounds*

Cost 313 gp (DC 14)

SAN GREAL CN

Common Minor Artifact

Aura strong necromancy CL 15th

Slot none **Weight** negligible

This 'sainted blood' bears all the genetic hallmarks of being mass-cloned from DNA traces on the Shroud of Turin,

but carbon dating analysis puts it at (minimally) several hundred years older. Nobody can conclusively analyze whether this liquid is Lifechained or not. San Greal is carried in thumb-sized air-tight vials, and despite having no storage mechanism built in, is always kept at 98.6^F. Those who drink this sacred liquid claim it tastes both of sweetest wine and coppery blood.

When drunk, the San Greal functions as a *potion of cure serious wounds*. If used by a willing Neverborn or other undead with any Lifer or Christian patron deity, this functions as *inflict serious wounds instead*, to the undead's benefit.

At any time within one hour of drinking the San Greal, the character can choose to cast *stain of preborn blood*, but doing so inflicts 5d6 points of damage upon the character, which cannot be prevented or resisted in any way. This spell will be cast and maintained to its maximum duration even if this damage kills the character.

Destruction

San Greal can simply be poured out, but anywhere the liquid touches is permanently marked with a deep stain resembling a crucifix, which is surprisingly resistant to being removed.

NEW ARMOR QUALITIES

SKULLGRIN

An armor or shield imbued with the *Skullgrin* property is decorated with ghoulish, skeletal motifs. Grimacing skeletal faces are etched into large areas, while smaller 'finger-bone' style decorations are etched into pieces of trim and smaller flat spaces. These items are designed to intimidate and terrorize.

While wearing a Skullgrin item, the wearer receives a +10 profane bonus on Intimidate checks made against good or neutral creatures. Against evil creatures, the bonus is merely +5.

Good or neutral characters who wear Skullgrin armor or carry a Skullgrin shield suffer a negative level, which never results in permanent level loss, but which cannot be removed while the item is equipped.

- Faint Necromancy; CL 3rd; Craft Magic Arms and Armor, *scare*, creator must be evil; Price +1 bonus

SPECIFIC NEW ARMORS

AIR RUDOLPH JUMPSUIT

Aura moderate illusion **CL** 10th

Slot armor Price 116,000 gp (DC 34) **Weight** 2 lbs

Most of these dingy grey, brown or black pilot's jumpsuits have been handed down from father to son, or mother to daughter, for a couple of hard-fighting generations now. The back of this aircrew jumpsuit is covered in a colorful patch of Rudolph the Red Nosed Reindeer, as depicted by the long bankrupt *Rakin-Bass*.

An Air Rudolph Jumpsuit is a **+2 spacer's jumpsuit**.

While wearing the jumpsuit, the character gains a +5 bonus on Pilot checks. Any aircraft piloted by the wearer gains an effectively unlimited fuel supply, giving it effectively unlimited range (though engines and mechanical components might still need to cool or undergo maintenance). Once per day, the character can touch an aircraft he or she is piloting and affect it as per *pirate's registration*; the character can choose to change the aircraft's livery and visual identifiers as well to match the false ECCM information.

Construction

Requirements Craft Magic Arms and Armor, Air Rudolph Pilot Training, *fuel the engine*, *pirate's registration*

Cost 58,000 gp (DC 32)

ARMORWEAVE DRESS

Aura faint transmutation **CL** 5th

Slot armor Price 10,600 gp (DC 26) **Weight** 2 lbs

Common among Block Mother cells, Armorweave Dresses are long, slate grey Kevlar-IV and spidersilk gowns with a modest and traditional cut.

An Armorweave Dress functions as **+2 quilted cloth armor**. While wearing the Armorweave Dress, the character gains a +2 morale bonus on WILL Saves.

Construction

Requirements Craft Magic Arms and Armor, *owl's wisdom*

Cost 5,300 gp (DC 24)

CLOAK GHILE

Aura moderate illusion **CL** 7th basic 12th advanced

Slot shoulders Price 42,000 gp (DC 31) basic 65,000 gp (DC 32) advanced **Weight** 2 lbs

This camouflage cloak, designed for use by snipers, consists of an untidy tangle of electroresponsible cloth strips and shapememory plastic tendrils woven atop a weather-proofed synthetic hooded cloak. In response to

environmental conditions, the cloak's camo-features can adjust their color, pattern, surface texture and shape to a limited degree, making them the perfect stealth accessory.

If the wearer remains immobile for one minute, the cloak attunes to its environment, providing a +2 equipment bonus on Stealth checks in that particular environmental type. If the wearer remains immobile for ten minutes instead, the bonus provided is +4. These are non-magical features. The Ghile Cloak remains attuned to a particular terrain type until the wearer attunes it to a new terrain, or gives a verbal command that returns the cloak to its default state.

Once per day, the wearer can activate the Ghile Cloak's occult-tech circuits as a standard action. The wearer gains a pool of bonus points, which can be exchanged on a one for one basis on any of the following:

- Stealth checks
- Ranged attacks with any two handed weapon
- Ranged damage with any two handed weapon

The wearer can spend points in any combination possible, and may spend points to both enhance the attack and damage rolls on a single shot. Unused bonus points are lost if not expended within one minute of activation.

A Basic Ghile Cloak provides a pool of 20 bonus points. An Advanced Ghile Cloak provides a pool of 40 bonus points.

Construction

Requirements Craft Magic Arms and Armor, *invisibility*, *true strike*

Cost 21,000 gp (DC 28) basic 32,500 gp (DC 31) advanced

CLOAK RATLINE PONCHO

Aura faint abjuration **CL** 5th

Slot shoulders Price 11,000 gp (DC 26) **Weight** 2 lbs

Equal shades of dirt-brown, concrete grey and Lifer purple, this durable, weather-proofed wool and Kevlar poncho hangs in ragged shreds. Despite the obvious damage, this cloak's probably going to last another few decades of hard service. A few Lifer buttons are pinned to the breast and shoulders.

While wearing a Ratline Poncho, the wearer is under a constant *hide from animals* effect. In addition, if the wearer is wearing any armor with *Mil-Surplus* in its name, they can reroll that armor's failure chance once per day.

Construction

Requirements Craft Wondrous Items, *hide from animals*, *mending*

Cost 5,500 gp (DC 24)

DEFENDER OF LIFE HEAVY SUIT

Aura faint enchantment CL 12th

Slot armor **Price** 43,500 gp (DC 31) **Weight** 45 lbs

The Defender of Life Heavy Suit is an exceptionally bulky and uniquely Lifer knockoff of late 21st Century SWAT armor. This bulky Kevlar IV and carbonfiber armor is reinforced with ultra-dense *buckminsterfullerine* slip-in plates protecting the torso and chest. The armor provides comprehensive, full body protection, but at the cost of speed and mobility.

Like most Lifer equipment, the DoL Heavy Suit includes high resolution display screens that display a continual loop of gory Lifer propaganda from the pauldrons, gauntlets, spinal cladding and breastplate. This functions as standard *horror art*.

The DoL Heavy Suit is a **+4 rallying forced entry unit**. The suit's rallying property only benefits allies with a Lifer or Evangelical Christian patron deity or philosophy.

Construction

Requirements Craft Magic Arms and Armor, *remove fear*; creator must have a Lifer or Evangelical Christian patron deity

Cost 21,750 gp (DC 29)

DEFENDER OF LIFE RIOT SHIELD

Aura faint necromancy CL 10th

Slot shield **Price** 14,400 gp (DC 27) **Weight** 10 lbs

This bulky polycarbonate riot shield runs a continual crawl of brutally aggressive Lifer Christian slogans at the shield's top and bottom edges.

The DoL Riot Shield is a **+2 riot shield**. All magic armor and shields with the *bevevolent* or *rallying* properties within 60 ft of the DoL Riot shield have those properties suppressed unless the item's creator has a Lifer or Evangelical Christian patron deity.

Construction

Requirements Craft Magic Arms and Armor, *cause fear*

Cost 7,200 gp (DC 25)

DEFENSIVE GHOST TACVEST

Aura strong abjuration CL 13th

Slot armor **Price** 65,000 gp (DC 32) **Weight** 28 lbs

This armor doesn't look like much – a standard issue tactical vest, humorless black or grey, with the word GHOST spray painted across the breast in some bold Lifer color. Despite it's off the rack appearance, the underside of the armor is molecularly woven with occult-tech circuitry,

designed to keep the wearer alive and fighting at any cost.

The Defensive Ghost Tac-Vest is a **+2 military ballistic vest of determination and light fortification**. If the Defensive Ghost Tac-Vest is worn by a character with a Lifer or Evangelical Christian patron deity, the armor improves to *medium fortification*. For 24 hours after slaying or defeating any character with either the Covenguard or Neo-Witch Midwife cultural template, and when worn by a character who meets the first criteria, this armor improves to **+4 military ballistic vest of determination and medium fortification**.

Construction

Requirements Craft Magic Arms and Armor, *breath of life, miracle*

Cost 32,500 gp (DC 30)

GHOSTWEAR

Aura strong transmutation CL 13th

Slot armor **Price** 60,000 gp (DC 32) **Weight** 2 lbs

This high-tech bodystocking is a rich, dark violet that gradually fades to a purple so pale it is nearly white at the extremities. The tips of the fingers and soles of the feet glow with cold radiance. Ghostwear skinsuits are designed to reinforce and augment the occult energy matrixes that sustain a Neverborn's parody of life.

Ghostwear is a **+2 deathless secondskin of etherealness**.

Special: If worn by a Neverborn, the Ghostwear provides that creature with the Controlled Transfiguration trait, allowing the Neverborn to choose whether or not they transform when their Ghoulish Witness racial trait activates.

Construction

Requirements Craft Magic Arms and Armor, *deathward, etherealness*

Cost 30,000 gp (DC 30)

HARDSUIT BABY JUDGMENT

Aura faint necromancy CL 5th

Slot armor **Price** 13,100 gp (DC 27) **Weight** 25 lbs

The Baby Judgment Hardsuit is a modernized light-infantry version of the fearsome Judgment Hardsuit. The Baby Judgment is a relatively new weapon in the Lifer arsenal, developed in secret after War's End, and it has not yet been widely combat-deployed.

The Baby Judgment is a heavily armored carapace painted in gleaming black and darkest violet, accented with crimson. The armor's helmet is crowned with a



triple-pronged crest of violet-enameled titanium, worn in imitation of Artemis' crest. The mirrored black visor is sculpted into a stylized 'teardrop' design, symbolizing the fact the pilot is 'crying for the murdered unborn,' Holo-screens built into the breast plate and abdomen run an endless loop of red-lit fetal gore.

The Baby Judgment Hardsuit is a set of **+2 skullgrin MP tactical body armor**. Like most suits of Lifer armor, the Baby Judgment Hardsuit functions as *horror art*.

Construction

Requirements Craft Magic Arms and Armor, *scare*, creator must be evil

Cost 6,550 gp (DC 24)

HARDSUIT JUDGMENT

Aura strong abjuration CL 13th

Slot armor **Price** 210,000 gp (DC 36) **Weight** 2.5 tons

The Judgment Hardsuit is a walking tank which blurs the line between heavy powered armor and light mecha. The Judgment epitomizes the Lifer military's basic ethos: victory through overwhelming firepower. The armor's headpiece is designed for intimidation, resembling a horrid, mechanical skull carved from some type of durable grayish-white ceramic. In place of a lower jaw, the skull has something resembling a futuristic gasmask. The cranial dome of the skull is longer and taller than a human's, protected beneath a heavy, triple-pronged purple metal crown carved in imitation of Artemis' own.

The Judgment has almost simian proportions, with long, powerful arms and mammoth hands. The Judgment walks with a slightly hunched over posture, burdened by the weight of the pilot's compartment and weapons load out on its back, contributing to its apelike appearance. The Judgment's lower legs are thick and stocky, ending in elephantine feet, designed to keep the top heavy, multi-ton vehicle stable as it maneuvers.

The pilot enters the suit through a loading hatch in the center of the armor's back. The suit's cockpit is incredibly claustrophobic. The pilot controls the suit from a semi-reclining position, with his lower legs near the armor's groin, and his head at the suit's neckline. The pilot controls the suit through verbal and subvocal commands, nerve impulses read and transmitted by the Judgment's pilot-interface 'skullcap' and ergonomically designed manual controls, which were intentionally designed to mimic the familiar mouse/keyboard interface of first-person-shooters.

Like all Lifer equipment, the Judgment is painted a dark, regal purple, with joints and vulnerable areas protected by thick grayish-black ballistic Kevlar and rubber. Most of

the armor is dominated by integrated LCD display screens, which run a constant loop of gory fetal images and anti-abortion theology. The armor's bulky shoulders, barrel chest, abdominal, groin and knee plating, not to mention its forearms all incorporate high resolution display screens.

The Judgment Hardsuit is a set of **+2 skullgrin, titanic grade III powered armor of heavy fortification**. While wearing the Judgment Hardsuit, the wearer is treated as if possessing the Horror Artist and Horrifying Critical feats. The armor itself is considered a piece of *horror art*.

Weapons

The Judgment's fearsome main gun is stored in a blunt, almost mushroom shaped weapon pod rising from its spinal armor. A forest of small antenna, sensor nodes and sodium-vapor floodlights rise from the pilot's left shoulder. The Judgment's mini-missile launchers are concealed in a bracer like structure built into its left forearm. To fire, the Judgment pilot simply points and shoots.

The Judgment Hardsuit is equipped with a **+2 widebore fusion cannon of infinite ammunition** mounted on a gimballed turret over the right shoulder. A **+4 wrist rocket of infinite ammunition** is mounted in the left forearm.

Construction

Requirements Craft Magic Arms and Armor, *conjured horror art*, *enlarge person*, *infinite ammunition*, *scare* creator must have a Lifer or Evangelical Christian patron deity and must have an evil alignment

Cost 105,000 gp (DC 34)

HARDSUIT TIGERFLY

Aura moderate divination and illusion CL 15th

Slot none **Price** 253,000 gp (DC 37) **Weight** 45 lbs

The Tigerfly Hardsuit is probably the most advanced armor fielded by the War-era Lifer military, a mobile sensor and communication platform blessed with great speed and surprising nimbleness. The Tigerfly has a grace and stripped-down aesthetic more common among Choicer equipment than Lifer, leading many military historians to conclude the Tigerfly is stolen technology. However, the Tigerfly is a purely Lifer design, an innovative electronic warfare platform which allowed the Lifers to control the skies above embattled cities. The heroic reputation of Tigerfly pilots in Lifer culture is only strengthened by the fact that during the War, Lifer commander-in-chief Fairfax Dacoveney piloted one of these nimble hardsuits.

The Tigerfly is a light and agile suit of combat armor, only slightly bulkier than an unarmed human. The armor's sleek hull is reinforced with a tight Kevlar IV vest and padding which provides an additional layer of protection for the

pilot's groin, chest, joints and throat. The Tigerfly has a dark purple and black superstructure, giving it an advantage during night ops. The Tigerfly does include the omnipresent propaganda screens, but due to the role of the suit, they are relatively small, limited to palm-sized LCD 'badges' on the armor's shoulders and pectorals, and are often left deactivated.

The armor flies by means of magnetic levitation arrays built into short triangular 'stegosaur plates' jutting from the armor's spine. When not in use, these small protrusions retract into the armor's backpack. The armor's helmet is distinctly nonhuman, resembling a featureless sphere covered with camera lenses and sensor pods. The Tigerfly's lower jaw, throat and upper breast are a deep, blood red, decorated with the word with the word LIFE painted in stark black letters across the mouthplate.

The Tigerfly Hardsuit is a set of **+1 grade II powered armor**, which is designed to provide the wearer with a greater DEX enhancement than STR enhancement. The Tigerfly Hardsuit provides the wearer with a Flight speed of 120 ft (good).

While wearing the Tigerfly Hardsuit, the pilot can use *comms jamming* at will, and may use *greater machine invisibility* up to three times per day. A wearer with at least 5 ranks in Computer Use receives "Baby's Listening" Hacker as a bonus feat while the armor is worn.

Construction

Requirements Craft Magic Arms and Armor, "Baby's Listening" Hacker, *comms jamming*, *greater machine invisibility*, *military flight*

Cost 126,500 gp (DC 35)

HELMET BABYSKULL

Aura faint necromancy CL 3rd

Slot head and face **Price** 2,200 gp (DC 20) **Weight** 1 lb
Resembling a stylized child's skull, this environmentally sealed battle helmet is sheathed in bone-like armored ceramic composites, farther reinforcing its resemblance to naked bone. The face of the helmet is semi-articulated, allowing the wearer to run his fingers down the mask, changing the skulls expression in disturbingly realistic ways.

When worn with any armor, Babyskull Helmet grants that armor the *skullgrin* magical weapon property, even if the armor is otherwise non-magical. Replacing a space suit's helmet with the Babyskull Helmet does not compromise its life support capabilities or other functionality.

Similar Items

A more advanced version of this helmet has dark grey synthetic muscles crowning the temple, encircling the 'eye sockets' and around the jaw. These artificial muscle fibers pulse and flex as if alive. This version of the helmet provides the wearer with a +2 enhancement bonus to their STR score while the Babyskull Helmet is worn. Add *bull's strength* to the construction requirements and increase the purchase price to 4,200 gp (DC 23).

Farther variants might substitute another ability enhancing spell and modify a different attribute. Usually the color of the synth-muscle fibers provide a clue to the ability enhanced by these variant helms.

Construction

Requirements Craft Magic Arms and Armor, *scare*, creator must be evil

Cost 1,100 gp (DC 18)

HELMET BIRTH EAGLE

Aura moderate transmutation CL 7th

Slot head and face **Price** 56,000 gp (DC 31) **Weight** 2 lbs

This angular, white steel and ceramic battle helmet has the swooping lines and enlarged ovoid eye sockets of a hunting raptor. The helmet's high resolution, low light optics glow a regal purple.

The Birth Eagle Helmet provides the wearer with blindsight 30 ft, lowlight vision and darkvision 60 ft. The Birth Eagle Helmet provides its wearer with the *sky mastery* racial trait. The wearer gains a +1 morale bonus on attack and damage rolls when both he and his opponent are airborne. Replacing a space suit's helmet with the Birth Eagle Helmet does not compromise its life support capabilities or other functionality.

Special: If the Birth Eagle Helmet is worn by a creature that both possesses the Anthro subtype and has any Lifer or Evangelical Christian patron deity, the bonus provided by *sky mastery* is +2 instead.

Construction

Requirements Craft Magic Arms and Armor, *superior anthro adaptation*

Cost 28,000 gp (DC 29)

HELMET CROSSFIRE

Aura strong evocation CL 15th

Slot head and face **Price** 90,000 gp (DC 33) **Weight** 5 lbs

This modern military helmet is fully enclosed, with the wearer viewing the world through high resolution video displays fed into their field of vision by an optical band that



forms a glowing white cross. The luminous cross is intense against the glossy black polymer of the angular battle helmet.

When the Crossfire Helmet's wearer confirms a critical hit, he may choose to inflict *flame strike* upon the target (15d6 damage; R-DC 15 half) as an immediate action. This ability is normally usable once per day; however, if the wearer kills a target with a known Choicer or Neo-Pagan patron deity using the *flame strike*, the daily use of this power is not expended and may be potentially used again. Replacing a space suit's helmet with the Crossfire Helmet does not compromise its life support capabilities or other functionality.

Construction

Requirements Craft Magic Arms and Armor, creator must have a Lifer or Evangelical Christian patron deity, *flamestrike*

Cost 45,000 gp (DC 31)

JACK COMMAND AND PROMISE

Aura moderate conjuration and enchantment CL 12th

Slot armor **Price** 138,000 gp (DC 35) **Weight** 5 lbs

The War-Era Army of God was only able to provide officer's great coats for the best-connected command staff officers, and specially enchanted great coats for even fewer. The gleaming, midnight black finish of this long duster looks and wears like leather but can shrug off small caliber

gunshots and most light energy weapons. The collar is lined with synthetic lamb's wool. Rank insignia in matte black, and service length honors in dull gold are displayed at each cuff.

The Command & Promise Jack is a +4 **martyring buff coat**. Allies who gain healing from the Jack's martyring property also benefit from a *second barrage* spell. Additionally, the wearer can use *terror infantry* up to three times per day.

Construction

Requirements Craft Magic Arms and Armor, *mass cure light wounds*, *second barrage*, *terror infantry*

Cost 69,000 gp (DC 33)

JACK GUNCUT

Aura faint transmutation CL 5th

Slot armor **Price** 6,800 gp (DC 24) **Weight** 2 lbs

The sleeves of this heavy olive leather jacket have been cut away at the shoulders. The front of this hard-used jacket is covered in small ammo pockets and utility pouches.

A Guncut Jack is a +1 **brawling leather jacket**. While wearing the Guncut Jack, the character adds their STR modifier as a damage bonus on successful ranged attack rolls with any firearm, as well as their DEX modifier. A wear with a STR penalty does not apply this penalty to damage with a successful firearm attack.

Construction

Requirements Craft Magic Arms and Armor, *BFG*, *bull's strength*

Cost 3,400 gp (DC 22)

JACK LIME

Aura faint conjuration CL 5th

Slot armor **Price** 14,000 gp (DC 27) **Weight** 2 lbs

"Lime" is an old Lifer codeword for the use of shape-memory meta-materials to smuggle weapons into high security areas in an innocuous guise: a watch, a man's wallet, or maybe a belt buckle. A Lime Jack is a cheap, off the rack leather biker's jacket, usually adorned with old

Lifer unit patches and church riding club colors.

The Lime Jack is a **+2 leather jacket**.

Three times per day, the wearer can stretch out their hand and summon a modified *M1911 Colt Pistol* with a full clip. This weapon has an integral silencer and is completely non-metallic. The weapon disappears when it leaves the wielder's hand or its ammunition is expended.

Construction

Requirements Craft Magic Arms and Armor, *summon firearms*

Cost 7,000 gp (DC 25)

JACK STREET

Aura faint enchantment CL 3rd

Slot armor Price 3,200 gp (DC 22) **Weight** 2-3 lbs

The 22nd Century is a dangerous place, and even ordinary clothing is typically lightly armored to survive a low-intensity riot or clinic defense gone violent. Those with the cash or connections to put their hands on occult tech might wear the minor enchanted armor classified as a "Street Jack". Street Jacks are found in a variety of colors and styles, tailored for different factions and markets, but all are leather or faux-leather hooded riding jackets with additional reinforcement at the elbows and beneath the armpits.

A Street Jack is a **+1 leather jacket**. The wearer gains a +1 enhancement bonus on FORT Saves while wearing the Street Jack.

Construction

Requirements Craft Magic Arms and Armor, *aid*

Cost 1,600 gp (DC 20)

JESSEN SWEATER

Aura faint abjuration CL 7th

Slot armor Price 4,200 gp (DC 23) **Weight** 2 lbs

A few Neverborn crafters handknit these heavy, woolen sweaters, in dark and somber shades, to help the newly created members of their strange, morbid species better blend with breathing humanity. The weave is loose, and strange trinkets (like children's stuffed toys and broken rattles) are knitted into the hem.

A Jessen Sweater is a **+1 school uniform**. Any Neverborn who wears the Gensen Sweater gains Channel Resistance +2, and is treated as possessing the Controlled Transfiguration trait.

Construction

Requirements Craft Magic Arms and Armor, creator must

be a Neverborn, *alter self, death ward*

Cost 2,100 gp (DC 20)

MOURNDRESS

Aura moderate transmutation CL 12th

Slot armor Price 78,500 gp (DC 33) **Weight** 2 lbs

This elegant black, corseted dress is made in the Gothic, dramatic style favored by the Lifer elite. A rich, textured weave of impact and bullet resistant spider-silk is fastened with a long line of obsidian buttons. The dress' lace is woven with skulls and lilies, an almost subliminal pattern. The dress splits at the front, so the wearer can dance – or fight – freely.

The Mourndress is a **+3 school uniform**, but its modest design lacks the *near nudity* property of most school uniforms. While wearing the Mourndress, the character gains a +4 enhancement bonus to CHA, as per a *headband of alluring charisma*. The wearer gains the Expert Liar and Inspire the Children feats as bonus feats while the Mourndress is worn. Three times per day, the wearer can use *profane tears*.

Construction

Requirements Craft Magic Arms and Armor, *eagle's splendor, profane tears*

Cost 39,250 gp (DC 31)

MOURNJACK

Aura strong conjuration CL 12th

Slot armor Price 77,600 gp (DC 33) **Weight** 5 lbs

The Mournjack is a heavy, oil-black leather pilot's coat accented by violet trim. The left lapel is decorated with a silver Lifer pin displaying a pair of tiny fetal feet. When the wearer calls upon its occult powers, violet designs appear, appearing within the slick surface of the leather, forming the animated faces of laughing children.

The Mournjack is a **+3 buff coat**. While wearing the Mournjack, the character gains a +4 competence bonus on Intimidate and Knowledge (religion) checks. Three times per day, the wearer can cast *your body belongs to God*.

Construction

Requirements Craft Magic Arms and Armor, creator must have a Lifer or Evangelical Christian patron deity, *your body belongs to God*

Cost 38,800 gp (DC 31)



OLD AOG ARMOR

Aura faint abjuration **CL** 3rd

Slot armor Price 2,100 gp (DC 20) **Weight** 8-10 lbs

The least funded cells in the Army of God had to make do with repurposed foot-ball pads and paintball armor, moderately reinforced and spray-painted in somber Lifer colors rather than actual military body armor. Quite a few of these crappy (but imaginative) sets of old-school improvised armor are still around, and some of them are enchanted. Very few actually underwent an occult-tech retrofit; instead, these storied armors somehow evolved naturally, from the ambient psychic energy and sheer willpower of their wearers.

Old AOG Armor is a set of +1 “**kitchen sink**” armor. The armor is equipped with a set of non-magical armor spikes as a mundane accessory.

Similar Items

Old AOG Armor once worn by a famous Lifer soldier or direct-action asshole packs a more potent occult charge. This improved version of the item is a set of +2 “**kitchen sink**” armor, and provides a +2 competence bonus on

Diplomacy checks against any character with a Lifer patron deity. This upgraded armor has a purchase price of 8,200 gp (DC 25).

Construction

Requirements Craft Magic Arms and Armor, *mage armor* or *shield of faith*

Cost 1,050 gp (DC 18)

PEDIATRIC VEST

Aura moderate enchantment **CL** 8th

Slot armor Price 17,400 gp (DC 28) **Weight**

12 lbs

What was once a production-line tactical ballistic vest has been painted in bright purples, reds, golds and greens in pretty checked patterns, clashing chevrons and splashes of color. The armor is father customized by dozens of tiny white and gold handprints – an entire Enclave kindergarten class dips their tiny hands in paint and press them to the armor. Lifers issued a Pediatric Vest are heroes, who go into battle carrying the hopes of an entire terrorist nation.

A Pediatric Vest is a +2 **benevolent**, **bolstering tactical ballistic vest**. A wearer with the Defenseless Hands feat gains 1d4-1 (which can be zero) additional uses of this feat per day, with the exact amount rolled when the armor is first donned that day.

Construction

Requirements Craft Magic Arms and Armor, Defenseless Hands, *aid*, *heroism*

Cost 8,700 gp (DC 25)

DESIGN PHILOSOPHY: PREACHING SUITS

The true leaders of the Lifer Nation dress in finely tailored suits designed for protection in a dangerous public sphere, and with subliminal thought-virals and occult-tech wearable computers. Even these custom cut suits and modest (yet alluring) dresses are weapons, and their fabrics are the somber colors of the Lifer battle flag. For men, Preaching Suits are expertly tailored business attire. Female Lifer leaders favor skirts and blouses that only seem lowcut in the right kind of light. Some Lifer women favor tailored blouses that are cut to expose one breast and nipple, as a sign of fertility, especially if they are mothers as well as thought leaders.

Preaching Suits are designed as extremely expensive, custom-made sets of occult-tech armor. They are designed with wealthy, high level wearers in mind. These bespoke items offer dramatic, flashy and often miraculous effects, usable by a believing wearer.

PREACHING SUIT ETERNAL FUNERAL

Aura strong conjuration CL 13th **Slot** armor **Price** 350,000 gp (DC 38) **Weight** 2 lbs
The armored, nano-reinforced Kevlar IV and cotton business suit is black as coal, black as the grave. A dark violet cross of dyed wool is half hidden by the sleek left lapel, and three bands of the same regal material encircle each cuff.

An Eternal Funeral Preaching Suit is a set of +4 **executive armor**. When worn, all Neverborn within 60 ft gain Channel Resistance +4, while all characters with a Choicer or Neo-Pagan patron deity suffer a -2 penalty on all attack rolls, skill checks and saving throws.

Three times per day, the wearer can summon a vast horde of 4d6 Fast Zombies (Bestiary I) that are Small sized; these zombies appear as bloody, mutilated children. Once per month, the wearer of the Eternal Funeral Preaching Suit can cast *in this sign, conquer*. The goliath cross created is a ceremonial “Grave of the Unborn” etched with disturbing fetal or infant images, baby momento mori, or mournful carvings condemning abortion. The Preaching Suit must be owned by a character for at least one month, or worn by a new owner during a January 22nd (Roe Day) protest before this latter spell can be used.

Special: Only a wearer with a Lifer or Evangelical Christian patron deity or philosophy can activate the Prosperity Suit’s advanced features. The armor acts as +4 executive armor with no special powers, nor aura, for other wearers.

Construction

Requirements Craft Magic Arms and Armor, *animate dead*, *bane*, “*in this sign, conquer*”
Cost 175,000 gp (DC 36)

PREACHING SUIT PROSPERITY

Aura strong universal CL 18th

Slot armor **Price** 101,500 gp (DC 34) **Weight** 2 lbs

These light suits – often in brilliant shades of ivory, silver, cream or amber – are cut in a daring and modern style.

Buttons and clasps are precious or semi-precious metal, and the cufflinks usually bear the coat of arms of a prestigious Bible College.



A Prosperity Preaching Suit is a set of +3 **glammered executive armor**. While wearing the Prosperity Preaching Suit, the wearer gains a +4 enhancement bonus to their CHA score, similar to the effect provided by a *headband of alluring charisma* or similar items.

Once per week, a wearer who has chosen either Prosperity Gospel or Signs Following as patron philosophies can use *wish* to benefit another creature. The *wish* can only be used under the following conditions:

- The wish cannot directly benefit the Prosperity Preaching Suit’s wearer, it must benefit a third party.
- The third party must have either a Lifer or Evangelical Christian patron deity.
- The wish must relate to mundane financial matters: gaining a promotion, achieving a sudden windfall, gaining a home, vehicle or similar pricy possession.
- Finally, the wish’s recipient must publicly testify to the wish and its grantee within one week of receiving it. Failure to do so results in the wish unravelling and the financial gain being quickly lost, somehow.

Construction

Requirements Craft Magic Arms and Armor, *disguise self, wish*

Cost 50,750 gp (DC 32)

PREACHING SUIT QUIVERFULL

Aura strong conjuration CL 13th

Slot none **Price** 88,200 gp (DC 33) **Weight** 2 lbs

The Quiverfull Preaching Suit is a Pepto-Bismol pink or canary yellow women's business suit, only ever worn by the women of the movement. They have a feminine, yet chaste cut that reveals less of the breasts and legs than it seems at first glance.

A Quiverfull Preaching Suit functions as **+3 benevolent executive armor**.

If the wearer has 5 or more pre-teen children in their immediate family, the Quiverfull Preaching Suit functions as **+4 benevolent executive armor of determination instead**.

Once per week, but always either on a Wednesday evening or any time on a Sunday, the wearer can conduct an hour-long prayer service. Doing so casts *enough for everyone* for the benefit of a number of participants in the prayer equal to the character's CHA modifier plus the number of pre-teen children in the wearer's family. When the prayer ends, the affected participants have the conjured food and homegoods magically appear in their homes, a variation from the normal touch-range of the spell, so long as their home is within 30 miles of the prayer site.

The wearer can also cast *quiverfull pregnancy* at will.

Special: Only women with an Evangelical Christian or Lifer patron deity gain any benefit from the Quiverfull Preaching Suit. It is treated as masterwork quality executive armor by all other wearers.

Construction

Requirements Craft Magic Arms and Armor, creator must have an Evangelical Christian or Lifer patron deity, *aid, breath of life, enough for everyone, quiverfull pregnancy*

Cost 44,100 gp (DC 31)

PREACHING SUIT SIDEWALK

Aura faint enchantment CL 5th

Slot armor **Price** 6,800 gp (DC 24) **Weight** 2 lbs

Among the least and most common version of Preaching Suits, these mass-market men's suits are found easy enough to find. Though expensive compared to ordinary smartwear, these occult-tech suits are within the reach of local church leaders and Lifer activists, at least if their congregation's

expense account is behind them.

A Sidewalk Preaching Suit functions as **+1 executive armor**. While wearing the Sidewalk Preaching Suit, the character gains a +2 competence bonus on Diplomacy, Sense Motive and Perform (oratory) checks. On the following holidays, this bonus increases to +10: January 22nd (the Roe Anniversary), Easter Sunday, Mother's Day and Father's Day.

A Sidewalk Preaching Suit includes an integrated +2 *palmtop computer* with priority access to the Nuremberg Database, and functions as a **+1 attack barrier**. These are mundane, high-tech accessories that have no occult-tech qualities.

Construction

Requirements Craft Magic Arms and Armor, *glibness*, creator must have a Lifer patron deity

Cost 3,400 gp (DC 22)

PREACHING SUIT SNOW PURE

Aura strong abjuration and evocation CL 12th

Slot armor **Price** 90,000 gp (DC 33) **Weight** 2 lbs

This finely cut and precisely tailored business suit is whitest silk accented by shades of grey and pale gold. When donned by a woman, the suit quickly metamorphoses to become a floor length formal gown accented by Victorian lace in a complex floral pattern. As a gown, the Snow Pure Preaching Suit is as modest as a habit, and even its male incarnation is conservatively designed.

A Snow Pure Preaching Suit is a set of **+3 silken ceremonial armor of improved pleasure resistance**.

While wearing the Snow Pure Preaching Suit, the wearer gains a +2 morale bonus on WILL Saves against mind affecting abilities. Once each per day, the wearer can cast *punish abortion* or *reclaim the rainbow*. However, neither of these spells are usable if the wearer has willingly committed any act forbidden by Lifer sexual ethics within the prior 72 hours.

Construction

Requirements Craft Magic Arms and Armor, *punish abortion, reclaim the rainbow, resist energy*

Cost 45,000 gp (DC 31)

RESCUE LEATHERS

Aura faint enchantment and illusion CL 10th

Slot armor **Price** 25,600 gp (DC 29) **Weight** 5 lbs

This tightly fitted synth-leather riding suit is gleaming ebony, reinforced with matte grey hardpoints over the spine, joints and chest. Cold purple piping reinforces the

seams. Aside from the somber flashiness of the colors, Rescue Leathers show their Lifer allegiance in the millimeter thin holoscreen between the clavicles, which displays a continual loop of bloody Lifer propaganda.

Rescue Leathers are set of **+1 leather armor**. Three times per day, the wearer can *conjure horror art* as illusory carrion encircling their body and any vehicle they are piloting. Conjured horror art is always considered vehicle-mounted for the purpose of the feat, if conjured while the character is piloting any vehicle. While wearing Rescue Leathers, the character receives a +6 competence bonus on Drive checks made to pilot motorcycles (or similar, futuristic versions of the vehicle), and gains Horror Driver as a bonus feat.

Construction

Requirements Craft Magic Arms and Armor, Horror Artist, *cat's grace*, *conjure horror art*

Cost 12,800 gp (DC 27)

SHIRT BLACK DUCK

Aura faint enchantment and illusion **CL** 5th

Slot body **Price** 6,400 gp (DC 24) **Weight** negligible

Popular with hunters, this long-sleeved smartcloth shirt can morph between various shades of grey, brown, black and blue in accordance with the wearer's environment. The black duck corporate logo on the left breast, and the branding on the left sleeve remain solid black no matter what.

A Black Duck Shirt functions as a **+1 school uniform of silence**. While wearing the Black Duck Shirt, the character gains Far Shot as a bonus feat. If the character is Middle Aged or older, they also gain Deadly Aim as a bonus feat.

Special: This tight fitting T-shirt is worn in the body slot, rather than the armor slot. It can be worn beneath other armor. Armor and enhancement bonuses to AC do not stack but special properties do.

Construction

Requirements Craft Magic Arms and Armor, *invisibility*, *old man's war*, *silence*

Cost 3,200 gp (DC 22)

SHIRT CHURCH CAMP

Aura faint enchantment **CL** 3rd

Slot body **Price** 2,500 gp (DC 21) **Weight** negligible

Enclave kids spend their summers at a bewildering assortment of church camps, learning Lifer Christianity by heart at the same time they learn a lot of practical survival skills. These stretchy, durable, smart-cotton tees can be

worn well into adulthood, and often are – cheerful, brightly screen-printed mementoes of better days long past.

A Church Camp Shirt functions as a **+1 school uniform**.

The wearer gains a +1 competence bonus on Swim, Survival and Knowledge (nature) checks as well as ranged attacks made with any two handed firearm in single shot mode. These secondary bonuses only apply if the wearer is in the Young Adult age category or younger, so often these shirts are passed down among the younger children of a family as the elder siblings outgrow its powers.

Special: This tight fitting T-shirt is worn in the body slot, rather than the armor slot. It can be worn beneath other armor. Armor and enhancement bonuses to AC do not stack but special properties do.

Construction

Requirements Craft Magic Arms and Armor, *gallant inspiration*

Cost 1,125 gp (DC 18)

SHIRT LIFESONG

Aura moderate transmutation **CL** 7th

Slot body **Price** 4,000 gp (DC 23) **Weight** negligible

These ratty old concert t-shirts have been washed so often the cotton is as soft and thin as a moth's wing. The insignia is some obscure, local Lifer rock band, or maybe a styling Lifer blues outfit. Sometimes, these shirts are tattered, archaic *Rock for Life* tees, stored in some air-conditioned unit or somebody's garage from the dawn of the 21st century until they were repurposed for war at the dawn of the 22nd.

The Lifesong Shirt functions as a **+1 school uniform**.

While wearing a Lifesong Shirt, the character gains a +2 morale bonus on attack and damage rolls with Musical or Superior Musical weapons against characters with any Choicer or neo-pagan patron deity.

Special: This tight fitting T-shirt is worn in the body slot, rather than the armor slot. It can be worn beneath other armor. Armor and enhancement bonuses to AC do not stack but special properties do.

Construction

Requirements Craft Magic Arms and Armor, creator must have an Lifer or Evangelical Christian patron deity, *musical warrior*

Cost 2,000 gp (DC 20)

SHIRT RESCUEWEAVE

Aura faint abjuration CL 5th

Slot body **Price** 4,200 gp (DC 23) **Weight** negligible

Most versions of this armor-weave tee-shirt are a bright, feminine violet, emblazoned with a gunsight motif that is also a cross and the motto "I'm just a Christian girl who decided to go for it!" Some variants substitute Southern for Christian, but the meaning is pretty much the same.

A Rescueweave Shirt functions as a **+1 champion school uniform**.

Special: This tight fitting T-shirt is worn in the body slot, rather than the armor slot. It can be worn beneath other armor. Armor and enhancement bonuses to AC do not stack but special properties do.

Construction

Requirements Craft Magic Arms and Armor, *protection from evil*

Cost 2,100 gp (DC 20)

SHIRT SHOOTER

Aura faint enchantment CL 5th

Slot body **Price** 6,800 gp (DC 24) **Weight** negligible

These tight fitting black or grey cotton tees are usually promo items from famous, Lifer-owned and operated gun stores, shooting ranges or pro-gun/anti-Treaty PACs. A few are actually old NRA shirts, from back before that organization's spectacular and fiery extermination.

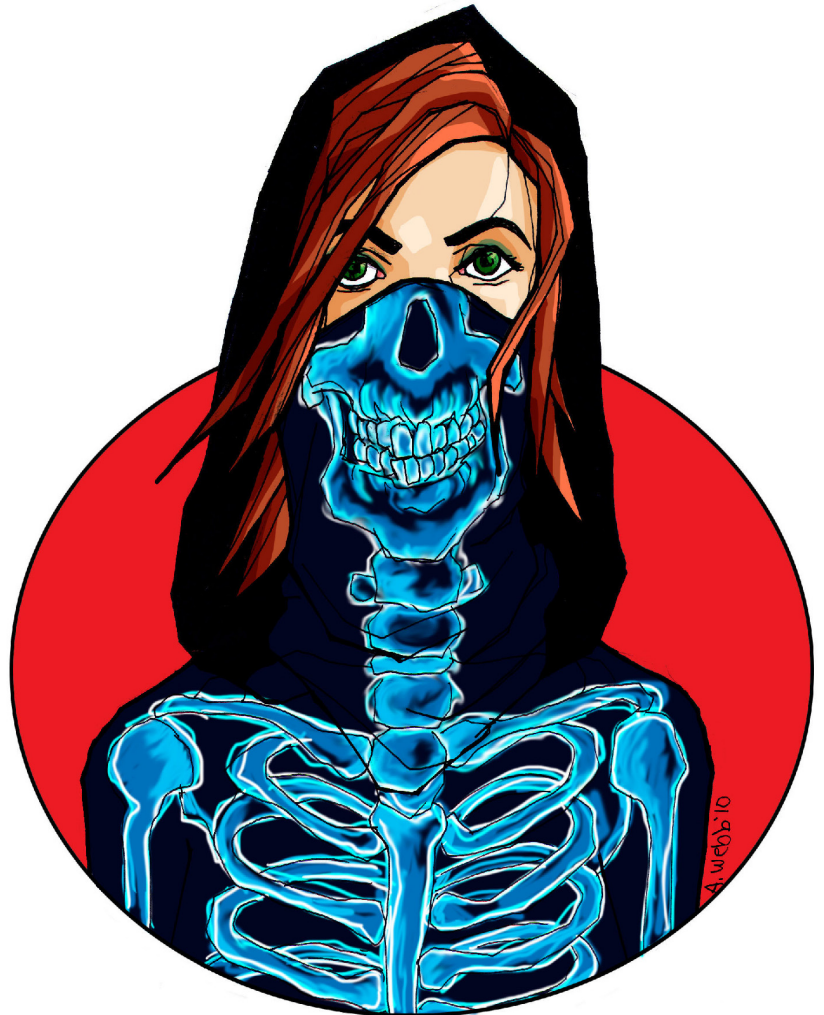
A Shooter Shirt functions as a **+1 school uniform**. While wearing the Shooter Shirt, the character gains Personal and Advanced Firearms Proficiency as bonus feats. The character also gains Weapon Focus with one firearm of the creator's choice, usually the same weapon illustrated on the logo.

Special: This tight fitting T-shirt is worn in the body slot, rather than the armor slot. It can be worn beneath other armor. Armor and enhancement bonuses to AC do not stack but special properties do.

Construction

Requirements Craft Magic Arms and Armor, *heroism*

Cost 3,400 gp (DC 22)



SHIRT SKELETEEN

Aura faint transmutation CL 10th

Slot body **Price** 15,500 gp (DC 27) **Weight** negligible
This inky black nano-fiber armored t-shirt projects a real-time image of the wearer's skeletal system, a ghostly blue and white against and within stark black armored fibers.

The Skeleteen Shirt functions as a **+1 school uniform**. While wearing the Skeleteen Shirt, the wearer gains the Ghoulish Witness racial ability possessed by Neverborn. When within 30 ft of anyone who has ever undergone or performed an abortion, the wearer can choose to transform into a visibly undead shape resembling a Neverborn as per *undead anatomy I*. In this state, the wearer gains lowlight vision and scent, as well as a Flight speed of 30 ft (average). This transformation can be made only once per day.

Special: This tight fitting T-shirt is worn in the body slot, rather than the armor slot. It can be worn beneath other armor. Armor and enhancement bonuses to AC do not stack but special properties do.

Construction

Requirements Craft Magic Arms and Armor, *undead anatomy I*

Cost 7,750 gp (DC 25)

SHIRT WRATHFUL

Aura faint transmutation CL 10th

Slot body **Price** 10,250 gp (DC 26) **Weight** negligible
Normally, the Wrathful Shirt is a simple, tightly fitted t-shirt in a shade of purple so dark it is almost ebony, marked here and there by the kind of stains a workingman might put on his shirt. When its Lifer techno-sorcery activates, the t-shirt is emblazoned with a threatening, violent Lifer slogan that refers to a specific target by name and reveals shameful details of that target's life.

The Wrathful Shirt functions as a **+2 school uniform**. While wearing the shirt, the character is aware if any creature within 30 ft has either undergone or performed an abortion, and which of these applies to that person.

The wearer can activate the shirt's magic as a standard action; doing so emblazons a brutal slogan on the t-shirt featuring the first name of the wearer's opponent. Doing so sheathes the wearer's hands in an aura of negative energy that inflicts +1d6 points of negative energy with each attack made against the named opponent. This negative energy does not apply against attacks made against other characters.

If the wearer has undergone an abortion, the slogan urges the target's repentance before God's inevitable judgement comes and the extra damage is *non-lethal negative energy*. In the case of abortion providers, the slogan is a death threat and the extra damage is *lethal negative energy*.

Special: If the wearer possesses the New Promise Infantry cultural template, the negative energy damage can be applied to melee weapon attacks as well as unarmed strikes.

Special: This tight fitting T-shirt is worn in the body slot, rather than the armor slot. It can be worn beneath other armor. Armor and enhancement bonuses to AC do not stack but special properties do.

Construction

Requirements Craft Magic Arms and Armor, *punish abortion*

Cost 5,125 gp (DC 24)

MAGICAL WEAPONS**BENHAM PLASMA RIFLE**

Aura faint conjuration CL 3rd

Slot weapon **Price** 7,700 gp (DC 25) **Weight** 25 lbs
The heavy, durable Benham MP-2061 Plasma Rifle was the iconic weapon of the Lifer Army of God during the War. Any Lifer soldier worth the weapon prized his Benham above anything else, though due to supply line issues, most Lifer troops had to make do with inferior weapons rather than this occult-tech masterpiece. The Benham Plasma Rifle is a heavy matte black brick, whose barrel and heat-dissipating cowl is covered with a high resolution LCD screen displaying a continual loop of anti-abortion propaganda that is only ever suppressed for stealth night-ops.

The Benham Plasma Rifle is a **+1 military plasma rifle of infinite ammunition**. The Benham Plasma Rifle functions as *horror art*.

Construction

Requirements Craft Magic Arms and Armor, *infinite ammunition*

Cost 3,850 gp (DC 23)

BLOOD SAW

Aura moderate necromancy CL 11th

Slot weapon **Price** 79,400 gp (DC 33) **Weight** 22 lbs
This heavy machine-gun is an old 20th Century design, reliable and trusted, handed down among Lifer families for generations now. The scratched and pitted gunmetal casing looks production line: old stencils are half worn away on the butt and grip, denoting former users. Instead of the endless loop of linked rounds common to non-magical squad-support weapons, a belt of burning, holographic rounds the color of hot blood trails off to nothingness beneath the weapon. When the shooter pulls the trigger, a beating, holographic heart appears aflame in the air around them, enclosing them within crimson.

The Blood SAW is a **+2 M-60 machine gun of infinite ammunition**. The wielder is at the center of a constant *beating heart of victory* effect; all allied Lifer Magus within 60 ft are considered to have the Vindicator Lifepool feat within this area, and all such characters benefit from the spell.

Construction

Requirements Craft Magic Arms and Armor, *beating heart of victory, infinite ammunition*

Cost 39,700 gp (DC 31)

BOW**MOUSELINE****HUNTRESS**

Aura moderate
 conjuration **CL** 9th
Slot weapon **Price** 19,700
 gp (DC 28) **Weight** 2 lbs
 This smoke grey
 crossbow pistol is
 decorated by three
 heavily inked graffiti-
 gothic crosses splashed
 with violet and crimson
 paint.

The Mousline Huntress
 Bow is a **+2 hand
 crossbow of endless
 ammunition**. On a
 critical hit, each *nanite*-
 based cybernetic implants
 possessed by the target
 suffers 5d6 points of fire
 damage.

Construction

Requirements Craft
 Magic Arms and Armor,
burning the Beast's sign, *minor creation*
Cost 9,850 gp (DC 25)

BOW RATLINE APPALACHIA

Aura strong illusion **CL** 10th
Slot weapon **Price** 102,000 gp (DC 34) **Weight** 3 lbs
 Except for the militant Psalms written on the haft with lime
 green, low observability paint, this ultra-modern composite
 longbow looks like any other bow found behind the counter
 of a sporting goods store anywhere in an Enclave. The bow
 is a masterpiece of matte-grey aluminum and composite
 with a whisper-quiet pull and lethal penetration.

The Ratline Appalachia Bow is a **+3 composite longbow of
 distance**.

While the bow is carried or wielded, the owner is under
 a constant *pass without trace* effect which functions in
 natural or rural terrain. Once per day, the wielder can fire
 an arrow into a tree, rock, or other immobile terrain feature
 to create a *secure shelter* just large enough for themselves.
 This shelter appears as a highly camouflaged area, like a
 military tent or hunting blind, requiring a DC 20 Perception
 check to locate at a distance. This shelter is protected by a



machine invisibility effect, and cannot easily be detected by
 high tech means.

Construction

Requirements Craft Magic Arms and Armor, *secure
 shelter*, *machine invisibility*, *pass without trace*
Cost 51,000 gp (DC 31)

BOW STRAIGHT RAZOR

Aura moderate abjuration **CL** 11th
Slot weapon **Price** 52,000 gp (DC 31) **Weight** 3 lbs
 The majority of this fine composite long bow is a matte
 grey, though the extreme edges of the curve, where the
 pulley system attaches, is covered in intricate purple and
 green check. The inner curvature of the bow is painted with
 luminescent green script that reads “Rob from the rich” on
 the upper curve and “Give to the preborn” upon the lower.

A Straight Razor Bow is a **+2 nimble shot composite
 longbow**. While the Straight Razor Bow is carried or
 wielded, the character gains a +4 competence bonus on
 Bluff and Sleight of Hand checks, and may make Sleight
 of Hand skill checks against characters with any Choicer or
 Neo-Pagan patron deity as a swift action at no penalty.

Construction

Requirements Craft Magic Arms and Armor, *bow spirit*, *fox' cunning*

Cost 26,000 gp (DC 29)

DESIGN PHILOSOPHY: BULL HORNS

The Megaphone class of musical weapons (described in *Technology Unleashed*, Otherverse Games, 2016) were designed specifically for use in the Otherverse America campaign setting. In the real world, anti-choice protesters use bull horns as a psychological weapon at their protests, and I wanted to reflect this in the choice of occult-tech weapons available to Lifers in the setting.

BULL HORN MODERN PLAGUE

Aura faint necromancy CL 5th

Slot weapon **Price** 7,400 gp (DC 25) **Weight** 4 lbs

This glossy, futuristic megaphone is a glossy, chitinous violet. The rim of the megaphone is decorated in gleaming pinkish-red text that is the link to a Lifer-run Meshsite trading in pseudo-medical lies about the link between abortion and cancer and other blood-soaked health warnings.

The Modern Plague Bull Horn is a **+1 riot megaphone**. This weapon will only function for characters with a Lifer or Evangelical Christian patron deity or philosophy, and the weapon can be 'played' with Intimidate instead of Perform (oratory), at the wielders option. Once per day, the wielder can use *cancer link* as a spell-like ability. Like all Megaphone musical weapons, the Modern Plague Bull Horn cannot inflict critical hits.

Construction

Requirements Craft Magic Arms and Armor, *cancer link*, creator must have a Lifer or Evangelical Christian patron deity

Cost 3,700 gp (DC 23)

BULL HORN PREACHING

Aura moderate enchantment CL 12th

Slot weapon **Price** 55,000 gp (DC 32) **Weight** 4 lbs

This old black, white and grey bullhorn has been passed around Lifer protests since the late 20th Century, and is held together mostly by a thick scab of duct tape and Lifer bumper-stickers wrapped around the plastic.

The Preaching Bull Horn is a **+3 greater designating riot megaphone**. This weapon will only function for characters with a Lifer or Evangelical Christian patron deity or philosophy, and the weapon can be 'played' with Knowledge (religion) instead Perform (oratory), at the

wielders option. Like all Megaphone musical weapons, the Preaching Bull Horn cannot inflict critical hits. The wielder gains a +4 competence bonus on Knowledge (religion) checks while the Preaching Bullhorn is wielded.

Construction

Requirements Craft Magic Arms and Armor, creator must have a Lifer or Evangelical Christian patron deity, *instant enemy*

Cost 27,500 gp (DC 29)

BULL HORN STREET LEADER

Aura strong conjuration CL 13th

Slot weapon **Price** 105,000 gp (DC 34) **Weight** 2 lbs

This modern, slender megaphone has been laser etched with verses from Judges on the barrel. The long lanyard is a striking, proud Lifer purple, and is often decorated with a hanging golden cross, rosary or similar item.

The Street Leader Bull Horn is a **+2 allying, courageous note megaphone**. This weapon will only function for characters with a Lifer or Evangelical Christian patron deity or philosophy. Like all Megaphone musical weapons, the Street Leader Bull Horn cannot inflict critical hits.

While wielding the Street Leader Bull Horn, the character can use *prayer* at will, and may use *rescue call* once per month.

Construction

Requirements Craft Magic Arms and Armor, creator must have a Lifer or Evangelical Christian patron deity, *aid*, *heroism*, *prayer*, *remove fear*, *rescue call*

Cost 52,500 gp (DC 32)

CONTAINMENT SHARD DAGGERS

Common Minor Artifact

Aura strong divination CL 18th

Slot weapon **Weight** 2 lbs

Roe Athene and Artemis' blood-feud began long before intelligent life evolved on Earth. In one of these ancient battles, Artemis' particle beam cannon was shattered by her mother and rival. Over the aeons, many of the broken pieces have been reforged into incredibly beautiful artifact daggers. Containment Shard Daggers have slender, leaf-shaped blades hewn from a translucent, highly dense orange-amber substance with mingled metallic and crystalline characteristics. Despite the fact the blade is webbed with fracture lines, it is nearly indestructible and keenly sharp. Such daggers might be passed down along a single bloodline for millennia.

A Containment Shard Dagger functions as a **+2 keen, vorpal dagger**.

If wielded by a Lifespawn of either the Genesis or the Mother bloodlines, the Containment Shard Dagger functions as a **+3 keen, throwing, vorpal dagger** instead.

Destruction

If ever used to strike Artemis' armored body or the armor of any other creature evolved into a Lifespawn by her direct involvement, the dagger shatters, and its shards are absorbed into that creature's body. Doing so increases Artemis' (or the other Lifespawn's) current and maximum HP totals by +1d6.

CROSSBOW RESCUE INSURGENT

Aura moderate conjuration **CL** 8th

Slot weapon or wrist (inactive) **Price** 7,600 gp (DC 25)

Weight 2 lbs (active)

This drab brown, grey and green hunter's pistol crossbow can transform itself into one of two additional forms in accordance with a spoken pass-phrase pulled from the Book of Daniel. In one configuration, the crossbow simply becomes a cheap men's watch. In the other, the weapon becomes a military-grade wrist rocket launcher.

By default the Rescue Insurgent Crossbow is a **+1 glammered light crossbow**, which can be commanded to assume a wristwatch form at will. Additionally, once per day, the wearer can command the Rescue Insurgent Crossbow to assume the form of a **+1 flaming wrist rocket**. This transformation lasts for up to five minutes, or until both rockets are expended.

Construction

Requirements Craft Magic Arms and Armor, *disguise self, fireball, magic aura, minor creation*

Cost 3,800 gp (DC 22)

CROSSBOW RESISTANT

Aura moderate evocation **CL** 9th

Slot weapon **Price** 54,000 gp (DC 32) **Weight** 8 lbs

When a bolt is placed in the slot of this forest-camo patterned composite-polymer hunting crossbow, its fletching changes color. The top vane becomes a glossy, metallic purple, like the color of nail polish used in Lifer-run salons, while the bottom fletching becomes red, white and blue in thin stripes of color that call to mind *Aquafresh* as much as the American flag.

A Resistant Crossbow is a **+3 anarchic heavy crossbow**. The Resistant Crossbow treats all members of a Fed-Gov police force or military unit as if they were lawful,

regardless of the creature's actual alignment.

Construction

Requirements Craft Magic Arms and Armor

Cost 27,000 gp (DC 29)

DAGGER BLOOD PURPOSE

Aura faint transmutation **CL** 5th

Slot weapon **Price** 6,690 gp (DC 24) **Weight** 1 lb

This matte black fighting dagger has an airtight glass hollow in the hilt filled with sacred blood mass-cloned from traces on the Shroud of Turin.

The Blood Purpose Dagger is a **+1 advancing combat balanced dagger**. If wielded by a character with the Vindicator Lifepool feat, the wielder's arcane pool maximum is increased by +2. If the wielder is a Jesus Clone, their arcane pool maximum is increased by +4 instead. This increased arcane pool fades 24 hours after the dagger leaves the wielder's possession.

Construction

Requirements Craft Magic Arms and Armor, creator must have an Evangelical Christian or Lifer patron deity, Vindicator Lifepool, *featherstep*

Cost 3,345 gp (DC 22)

DOORKICKER

Aura moderate transmutation **CL** 7th

Slot weapon **Price** 27,000 gp (DC 29) **Weight** 12 lbs

Doorkicker is a squared off infantry shotgun intended for use by Fed-Gov urban assault teams and SWAT units, but also popular with any Lifer cell able to steal one.

Doorkicker is a **+2 combat shotgun of speed**. Due to its extra-long, over the barrel internal feeder magazine, Doorkicker holds 20 rounds internally, not the 10 rounds common to ordinary combat shotguns.

Construction

Requirements Craft Magic Arms and Armor, *haste*

Cost 13,500 gp (DC 27)

GODS ERASER

Aura strong divination and evocation **CL** 12th

Slot weapon **Price** 113,500 gp (DC 34) **Weight**

Though they're the most devout of Christians, the Lifers don't believe God never makes mistakes- after all, look at all the abortion providers running around alive. God's Eraser is a way to correct those mistakes. This brutal, sniper-specced rail cannon fires a round that can shred an engine block or turn an unarmored human into chunky red

mist. The infamous Lifer quote, urging the victim to choose life over death, is gilded into the underside of the barrel, beneath a retractable cover that can conceal the gleaming, graffiti-style letters when stealth is demanded.

God's Eraser is a **+3 seeking sniper rail gun**. The wielder gains an additional +2 bonus on attack rolls against targets who have ever undergone an abortion. Conversely, the weapon inflicts maximum normal damage on a successful ranged attack roll against any target that has ever performed an abortion.

Construction

Requirements Craft Magic Arms and Armor, *punish abortion*

Cost 56,750 gp (DC 32)

MOSES HAMMER

Aura moderate enchantment **CL** 7th

Slot weapon **Price** 27,200 gp (DC 29) **Weight** 8 lbs

The chemically inert stock of this extensively modernized M-16 has been replaced with oak from a hunting lease owned by a Christian church or Enclave for at least a century. Militant Bible verses are hand-burned into the old, polished wood. The barrel and cowl are wrapped in dark camo cloth.

The Moses-Hammer is a **+2 lesser designating M-16A2 Rifle** with an integral **+1 M-79 grenade launcher**. If the wielder confirms a critical hit with the Moses-Hammer against any target known to have any Choicer or pagan patron deity, the M-79 grenade launcher reloads with a *fragmentation grenade* if empty. Once per day, the wielder can fire a 3-round burst from Moses-Hammer wildly into the air. Doing so allows the wielder to cast *old man's war*.

Construction

Requirements Craft Magic Arms and Armor, *infinite ammunition, instant enemy, old man's war*, creator must have any Lifer or Evangelical Christian patron deity

Cost 13,600 gp (DC 27)

NO OTHER GODS

Aura strong evocation **CL** 17th

Slot weapon **Price** 255,000 gp (DC 37) **Weight** 8 lbs

Save for the textured, plumwine leather grips, the entirety of this streamlined halberd is a durable avionic aluminum composite. The maxim "Thou shalt have no gods before Me" is laser cut into the base of the serrated blade. Just beneath, a laser etched QR code links to Lifer-run Mesh sites quoting Biblical verses of the God of Israel deposing foreign gods and laying low their worshippers.

No Other Gods is a **+4 outsider-bane halberd**. An adversary struck by No Other Gods is affected as if by a targeted version of *greater dispel magic* that specifically targets divine spells, effects and spell-like abilities and ignores arcane spells, psionic powers and non-divine sources. A creature that has one or more active spells dispelled by this effect gains an involuntary Spell Resistance 22 against divine spells only for 1d4+1 rounds; this Spell Resistance cannot be willingly lowered during this time. Divine spells cast by characters with an Evangelical Christian or Lifer patron deity or philosophy automatically bypass this spell resistance.

Construction

Requirements Craft Magic Arms and Armor, *summon monster I, miracle*, creator must have a Lifer or Evangelical Christian patron deity

Cost 127,500 gp (DC 35)

RIFLE BLACK DUCK

Aura faint divination and enchantment **CL** 7th

Slot weapon **Price** 5,500 gp (DC 24) **Weight** 8 lbs

Black Duck produces a line of occult-tech hunting rifles, outwardly indistinguishable from the production-line rifles sold in big box stores throughout the Enclave. The Lifer AOG ensures a steady stream of these enchanted rifles make it into the hands of frontline troops, without the Fed-Gov any the wiser.

A Black Duck Rifle is a **+1 Remington 700 of distance**. If the wielder is in the Middle Aged age category or older, the weapon's critical threat range increases to 19-20.

Construction

Requirements Craft Magic Arms and Armor, *clairaudience/clairvoyance, old man's war*

Cost 2,750 gp (DC 21)

RIFLE DEFENDING HANDS

Aura moderate conjuration **CL** 10th

Slot weapon **Price** 34,700 gp (DC 30) **Weight** 8 lbs

The Defending Hands Rifle is a battleworn but well-maintained M-16 rifle with several replaced components designed to modernize it for the 22nd Century battlefield. Tiny white handprints are painted along the barrel.

The Defending Hands Rifle is a **+2 M-16 rifle of infinite ammunition**. On a critical hit with the weapon, the target is affected by *black tentacles*. These 'tentacles' take the form of eerily plump babies' hands, grasping and clutching madly, but aside from the visual effect, function identically to the spell.

Special: A wielder who possesses the Defenseless Hands feat can expend a daily use of that ability as an immediate action to turn a successful attack roll with the Defending Hands Rifle into a confirmed critical hit.

Similar Items

Quite a few variants of the Defending Hands Rifle exist, built on different firearms. The most common variant substitutes an AK-47 or AK-74 for the M-16 as the base weapon. Cost and construction requirements are practically identical. Other variants might substitute a Next Gen SMG, Combat Shotgun, or virtually any mid-21st Century firearm instead. Due to supply-line issues, energy weapons are rarely available for experimentation or enchantment.

Construction

Requirements Craft Magic Arms and Armor, Defenseless Hands, *black tentacles*, *infinite ammunition*
Cost 17,350 gp (DC 28)

RIFLE DIRECT ACTION

Aura strong divination CL 12th

Slot weapon **Price** 58,000 gp (DC 32) **Weight** 10 lbs

When this old but extensively modernized AK-47 is pointed in the direction of an abortion provider with hostile intent, its entire shape changes. The weapon rapidly morphs from retro and reliable to threateningly advanced, with multiple new, high-caliber barrels appearing.

The Direct Action Rifle is a +2 **seeking AK-47**. If the Direct Action Rifle scores a hit on a target that has ever performed an abortion, the weapon's base damage increases to 3D6 rather than 2D6 ballistic damage.

Construction

Requirements Craft Magic Arms and Armor, *punish abortion*, *true seeing*
Cost 29,000 gp (DC 30)

SIGN OF WRATH

Aura strong transmutation CL 16th

Slot weapon **Price** 49,000 gp (DC 31) **Weight** 8 lbs

The Sign of Wrath is a massive, exaggerated sword inspired by a century of anime weapons designs and set to anti-choice purpose. The blade is a flat plane of titanium alloy, nearly as long, and as wide as a small coffee table. The burnished metal of the blade is seamlessly broken by luminous block text – a single word on each side of the blade that glows like violet neon. There is no visible separation between metal and light, as if portions of the blade had sublimated into energy. One side of the sword demands the victims SUBMIT, the opposite face orders them to REPENT.

The Sign of Wrath is a +2 **axiomatic, brilliant energy greatsword**.

Construction Craft Magic Arms and Armor, *continual flame*, *order's wrath*, *righteous might*, creator must be lawful

Cost 24,500 gp (DC 29)

SKULLPOPPER SMG

Aura faint conjuration and divination CL 5th

Slot weapon **Price** 7,700 gp (DC 25) **Weight** 3 lbs

Based on the venerable *Roeder MP-08* machine pistol action, manufactured by Griffin Arms, this highly accurized submachine gun is a favorite weapon of Lifer officers. A handful of Choicer and APEX elites also carry this weapon, taken as a war trophy, also liking the fact the matte grey weapon's only Lifer decoration is the Sigil laser cut into the textured grip.

The Skullpopper SMG is a +1 **military SMG of infinite ammunition**. The highly accurate Skullpopper SMG automatically confirms critical hits, hence the brutal nickname.

Construction

Requirements Craft Magic Arms and Armor, *infinite ammunition*, *true strike*
Cost 3,850 gp (DC 22)

STAFF WIFES

Aura faint divination and necromancy CL 7th

Slot none **Price** 14,800 gp (DC 27) **Weight** 4 lbs

This heavy oak crook is modeled on the herding staffs carried by ancient Hebrew women as they tended their flocks. In an anachronistic touch, when the wielder marries, she often ties her childhood purity rings, promise rings and engagement ring to the staff's crook with strong leather cords.

The Wife's Staff is a +1 **heartseeking, huntsman quarterstaff**. After owning the staff for at least one week, the wielder gains a +2 competence bonus on all domestic or agricultural Profession checks. The wielder can cast *enough for everyone* once per week.

Construction

Requirements Craft Magic Arms and Armor, *death knell*, *detect animals and plants*, *enough for everyone*
Cost 7,400 gp (DC 25)

TEETHING RING

Aura faint transmutation CL 9th

Slot weapon Price 14,000 gp (DC 27) **Weight** 3 lbs
(negligible when transformed)

Teething Ring is a strange close-combat weapon – three flattened diamonds stretched outward from a circular central ring. All matte grey titanium-steel alloy, each double edged fighting tine is laser etched with a symbol of some baby's plaything: a pacifier on one tine, a full bottle on the other, and a heart-shaped rattle on the last.

Teething Ring is a **+2 returning starknife**. Upon a spoken command (usually a short sentence from a particularly trendy Lifer parenting guide), the Teething Ring can transform itself into a set of three plastic baby toys on a primarily colored ring. One toy is a yellow play key, the other is a stubby blue cross, the last is a cartoony red blaster. The Teething Ring has negligible weight in its toy form, and is protected by *undetected aura*.

Construction

Requirements Craft Magic Arms and Armor, *minor creation, telekinesis, undetectable aura*.

Cost 7,000 gp (DC 25)

YE PISTOL

Aura strong evocation CL 11th

Slot weapon Price 166,000 gp (DC 36) **Weight** 4 lbs
If the Earth and the wider Universe are really only 6,000 years old, as Lifer theo-science teaches, than the world would be significantly more radioactive. This specially modified, occult-tech Glock pistol has a unique sealed ammunition clip that cannot be removed from the weapon. Inside this chamber, potent Philosophies mutilate physical laws, twisting space time to create primordial atoms less than six millennia old, and still hotly radioactive, never having reached their half life in a universe billions of years old.

A Y-E Pistol is a **+3 Glock 17 pistol of infinite ammunition**.

A creature struck by a bullet from the Y-E Pistol is considered exposed to an *intensely radioactive* environment for 1d4 rounds. A target damaged by multiple shots from this weapon require a new FORT Save against radiation per shot. Radioactive traces remain in the wound track; after 24 hours elapse, the victim is considered exposed to a *moderately radioactive* environment for one hour unless they have received a DC 15 Heal check, any amount of magical or psionic healing, or have undergone decontamination procedures in the interval. Again, each

bullet requires separate saving throws, though one Heal check, incidence of magical healing or decon removes all radioactive traces.

Construction

Requirements Craft Magic Arms and Armor, *infinite ammunition, nuclear winter*, Knowledge (religion) 10 ranks
Cost 83,000 gp (DC 33)

YE SHEPARD'S CROOK

Aura strong evocation CL 11th

Slot weapon Price 131,000 gp (DC 34) **Weight** 5 lbs
Using the same occult-tech that powers the fearsome Y-E Pistol, this heavy shaft of wood and gold is hollow, concealing powerful occult circuitry and reaction chambers within. The shaft is crowned by a gently curving hook, and is etched with an archaic Hebrew text of the Ten Commandments.

The Y-E Shepard's Crook is a **+3 quarterstaff**. The wielder becomes immune to radiation, and all allies with a Lifer or Evangelical Christian patron deity within 60 ft gain a +4 holy bonus on FORT Saves to resist radiation. An adversary struck by the Y-E Shepard's Crook is exposed to an *intensely radioactive* object for 1 round. A character with any non-Christian deity who merely handles the Y-E Shepard's Crook is exposed to a *moderately radioactive* object for as long as they remain in contact with the staff.

Construction

Requirements Craft Magic Arms and Armor, *nuclear winter*; Knowledge (religion) 10 ranks
Cost 65,500 gp (DC 32)

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“When I or people like me are running the country, you’d better flee because we will find you, we will try you and we’ll execute you. I mean every word of it. I will make it part of my mission to see to it that you are tried and executed.”

-Randall Terry, leader of Operation Rescue, addressing doctors who perform abortions, in a speech to the U.S. Taxpayers Alliance, May 9, 2000

“I’m an abortion survivor; Dad! I survived the abortion, Dad!”

-Charlie Kelly, It’s Always Sunny in Philadelphia