

A character in a purple suit with a white beaded necklace is floating upside down in a dark red, nebula-like space. To the left is a large, green and white computer monitor with multiple ports and a glowing screen. The character has a surprised or screaming expression. The background is a deep red with a large, glowing eye-like structure in the upper right.

FUTURE NPC MATRIX: SPACE MONKEY

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MODERN NPC MATRIK: SPACE MONKEY

While D20 is a very detailed and balanced system, it is also a lot of math. Creating NPCs can absorb a lot of GM preparation time, and creating them on the fly is nearly impossible. The Modern NPC Matrix is designed to help alleviate this often-tedious task. It can be a great time saver for GMs during preparation, allowing them to plug in a NPC of the proper configuration and then customize it for their adventure. It is also ideal for GMs who need an accurate statistical block on the fly, perhaps when his or her players do something unexpected. Either way you utilize it, we hope the Future NPC Matrix helps save you time and enhances the enjoyment of your gaming sessions.

Equipment Notes: The following NPCs have minimal equipment, consisting of only armor and their primary weapons. GMs will want to supplement their possession with other gear including professional kits, personal items, or extra weaponry. Gear is chosen from PL6 so as to remain compatible with the Prometheus setting for Blood and Space.

Creation Methodology: The NPCs in this matrix were created with the following methodology.

- 1) Because the Space Monkey requires an Unbreakable talent from the Tough Hero class, each character will have a starting level of Tough Hero. It will then progress in the other Hero classes as listed.
- 2) Take the quickest path to reach the Space Monkey advanced class.

- 3) Take ten levels of the Space Monkey advanced class and then return to the base class until level twenty.
- 4) Best utilize the base classes' bonus feats while still attempting to make them good adventurers/explorers/soldiers.

If you have a suggestion on how the following NPCs could be more optimized, drop us an email and we will consider it in a future update.

THE STRONG SPACE MONKEY

STRONG SPACE MONKEY 1

Strong Space Monkey 1 (Tough Hero 1):
CR 1; Medium-size humanoid; HD 1d10+2; HP 8; Mas 14; Init +1; Spd 30 ft; Defense 15, touch 12, flatfooted 14 (+1 Dex, +1 class, +3 equipment); BAB +0; Grap +2; Atk +2 melee (2d6+2/19-20, high frequency sword), or +1 ranged (2d8, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +3, Ref +1, Will +0; AP 0; Rep +0; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Astronaut Trainee (Pilot, Survival)

Skills: Craft (structural) +5, Knowledge (Streetwise) +5, Pilot +5, Survival +5

Feats: Aircraft Operation (Heavy), Armor Proficiency (light), Personal Firearms Proficiency

Talents (Tough Hero): Second Wind

Possessions: light combat armor, high frequency sword, laser pistol



All the NPC statistical blocks were created with the assistance of RPGObjects' [Modern Character Generator](#).

STRONG SPACE MONKEY 2

Strong Space Monkey 2 (Tough Hero 1/Strong Hero 1): CR 2; Medium-size humanoid; HD 1d10+2 plus 1d8+2; HP 15; Mas 14; Init +1; Spd 30 ft; Defense 16, touch 13, flatfooted 15 (+1 Dex, +2 class, +3 equipment); BAB +1; Grap +3; Atk +3 melee (2d6+3/19-20, high frequency sword), or +2 ranged (2d8, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +4, Ref +1, Will +0; AP 1; Rep +0; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Astronaut Trainee (Pilot, Survival)

Skills: Craft (structural) +6, Knowledge (Streetwise) +5, Knowledge (Tactics) +3, Pilot +5, Survival +6

Feats: Aircraft Operation (Heavy), Armor Proficiency (light), Personal Firearms Proficiency

Talents (Tough Hero): Second Wind

Talents (Strong Hero): Melee Smash

Possessions: light combat armor, high frequency sword, laser pistol

STRONG SPACE MONKEY 3

Strong Space Monkey 3 (Tough Hero 1/Strong Hero 2): CR 3; Medium-size humanoid; HD 1d10+2 plus 2d8+4; HP 21; Mas 14; Init +1; Spd 30 ft; Defense 17, touch 14, flatfooted 16 (+1 Dex, +3 class, +3 equipment); BAB +2; Grap +4; Atk +4 melee (2d6+3/19-20, high frequency sword), or +5 melee (1d6+3 non-lethal unarmed), or +3 ranged (2d8, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +5, Ref +1, Will +0; AP 1; Rep +0; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Astronaut Trainee (Pilot, Survival)

Skills: Craft (structural) +7, Knowledge (Streetwise) +5, Knowledge (Tactics) +5, Pilot +5, Survival +7

Feats: Aircraft Operation (Heavy), Armor Proficiency (light), Brawl, Personal Firearms Proficiency, Power Attack

Talents (Tough Hero): Second Wind

Talents (Strong Hero): Melee Smash

Possessions: light combat armor, high frequency sword, laser pistol

STRONG SPACE MONKEY 4

Strong Space Monkey 4 (Tough Hero 1/Strong Hero 2/Space Monkey 1): CR 4; Medium-size humanoid; HD 1d10+2 plus 2d8+4 plus 1d10+2; HP 29; Mas 14; Init +1; Spd 30 ft; Defense 18, touch 15, flatfooted 17 (+1 Dex, +4 class, +3 equipment); BAB +2; Grap +5; Atk +5 melee (2d6+4/19-20, high frequency sword), or +6 melee (1d6+3 non-lethal unarmed), or +3 ranged (2d8, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +7, Ref +2, Will +0; AP 2; Rep +0; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Astronaut Trainee (Pilot, Survival)

Skills: Craft (structural) +8, Demolitions +3, Knowledge (Streetwise) +5, Knowledge (Tactics) +5, Knowledge (Technology) +3, Pilot +6, Survival +8

Feats: Aircraft Operation (Heavy), Armor Proficiency (light), Brawl, Personal Firearms Proficiency, Power Attack

Talents (Tough Hero): Second Wind

Talents (Strong Hero): Melee Smash

Talents (Space Monkey): Hibernation Trance

Possessions: light combat armor, high frequency sword, laser pistol

STRONG SPACE MONKEY 5

Strong Space Monkey 5 (Tough Hero 1/Strong Hero 2/Space Monkey 2): CR 5; Medium-size humanoid; HD 1d10+2 plus 2d8+4 plus 2d10+4; HP 36; Mas 14; Init +1; Spd 30 ft; Defense 18, touch

15, flatfooted 17 (+1 Dex, +4 class, +3 equipment); BAB +3; Grap +6; Atk +6 melee (2d6+4/19-20, high frequency sword), or +7 melee (1d6+3 non-lethal unarmed), or +4 ranged (2d8, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +8, Ref +3, Will +0; AP 2; Rep +0; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Astronaut Trainee (Pilot, Survival)

Skills: Craft (structural) +9, Demolitions +5, Knowledge (Streetwise) +5, Knowledge (Tactics) +5, Knowledge (Technology) +5, Pilot +6, Survival +9

Feats: Aircraft Operation (Heavy), Armor Proficiency (light), Brawl, Personal Firearms Proficiency, Power Attack

Talents (Tough Hero): Second Wind

Talents (Strong Hero): Melee Smash

Talents (Space Monkey): Hibernation Trance, Monkey's Wrench

Possessions: light combat armor, high frequency sword, laser pistol

STRONG SPACE MONKEY 6

Strong Space Monkey 6 (Tough Hero 1/Strong Hero 2/Space Monkey 3): CR 6; Medium-size humanoid; HD 1d10+2 plus 2d8+4 plus 3d10+6; HP 44; Mas 14; Init +1; Spd 25 ft; Defense 22, touch 16, flatfooted 21 (+1 Dex, +5 class, +6 equipment); BAB +4; Grap +7; Atk +7 melee (2d6+4/19-20, high frequency sword), or +8 melee (1d6+3 non-lethal unarmed), or +5 ranged (2d8, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +8, Ref +3, Will +1; AP 3; Rep +0; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Astronaut Trainee (Pilot, Survival)

Skills: Craft (structural) +10, Demolitions +7, Knowledge (Streetwise) +5, Knowledge (Tactics) +5, Knowledge (Technology) +7, Pilot +6, Survival +10

Feats: Advanced Firearms Proficiency, Aircraft Operation (Heavy), Armor Proficiency (light), Armor

Proficiency (medium), Brawl, Personal Firearms Proficiency, Power Attack

Talents (Tough Hero): Second Wind

Talents (Strong Hero): Melee Smash

Talents (Space Monkey): Hibernation Trance, Monkey's Wrench

Possessions: tactical vest, high frequency sword, laser pistol

STRONG SPACE MONKEY 7

Strong Space Monkey 7 (Tough Hero 1/Strong Hero 2/Space Monkey 4): CR 7; Medium-size humanoid; HD 1d10+2 plus 2d8+4 plus 4d10+8; HP 51; Mas 14; Init +1; Spd 25 ft; Defense 22, touch 16, flatfooted 21 (+1 Dex, +5 class, +6 equipment); BAB +5; Grap +8; Atk +8 melee (2d6+4/19-20, high frequency sword), or +9 melee (1d6+3 non-lethal unarmed), or +6 ranged (2d8, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +9, Ref +3, Will +1; AP 3; Rep +0; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Astronaut Trainee (Pilot, Survival)

Skills: Craft (structural) +11, Demolitions +9, Knowledge (Streetwise) +5, Knowledge (Tactics) +5, Knowledge (Technology) +9, Pilot +6, Survival +11

Feats: Advanced Firearms Proficiency, Aircraft Operation (Heavy), Armor Proficiency (light), Armor Proficiency (medium), Brawl, Personal Firearms Proficiency, Power Attack

Talents (Tough Hero): Second Wind

Talents (Strong Hero): Melee Smash

Talents (Space Monkey): Hibernation Trance, Monkey's Wrench, Monkeys Unite

Possessions: tactical vest, high frequency sword, laser pistol

STRONG SPACE MONKEY 8

Strong Space Monkey 8 (Tough Hero 1/Strong Hero 2/Space Monkey 5): CR 8; Medium-size humanoid; HD 1d10+2 plus 2d8+4 plus 5d10+10; HP 59; Mas 14; Init +2; Spd 25 ft; Defense 24, touch 18, flatfooted 22 (+2 Dex, +6 class, +6 equipment); BAB +5; Grap +8; Atk +8 melee (2d6+4/19-20, high frequency sword), or +9 melee (1d6+3 non-lethal unarmed), or +7 ranged (2d8, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +9, Ref +5, Will +1; AP 4; Rep +1; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Astronaut Trainee (Pilot, Survival)

Skills: Craft (structural) +12, Demolitions +11, Knowledge (Streetwise) +5, Knowledge (Tactics) +5, Knowledge (Technology) +11, Pilot +7, Survival +12

Feats: Advanced Firearms Proficiency, Aircraft Operation (Heavy), Armor Proficiency (light), Armor Proficiency (medium), Brawl, Personal Firearms Proficiency, Power Attack

Talents (Tough Hero): Second Wind

Talents (Strong Hero): Melee Smash

Talents (Space Monkey): Hibernation Trance, Monkey's Wrench, Monkeys Unite, Know Location +2

Possessions: tactical vest, high frequency sword, laser pistol

STRONG SPACE MONKEY 9

Strong Space Monkey 9 (Tough Hero 1/Strong Hero 2/Space Monkey 6): CR 9; Medium-size humanoid; HD 1d10+2 plus 2d8+4 plus 6d10+12; HP 66; Mas 14; Init +2; Spd 25 ft; Defense 24, touch 18, flatfooted 22 (+2 Dex, +6 class, +6 equipment); BAB +6; Grap +9; Atk +9 melee (2d6+4/19-20, high frequency sword), or +10 melee (1d6+3 non-lethal unarmed), or +9 ranged (2d8, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +10, Ref

+5, Will +2; AP 4; Rep +1; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Astronaut Trainee (Pilot, Survival)

Skills: Craft (structural) +13, Demolitions +13, Knowledge (Streetwise) +5, Knowledge (Tactics) +5, Knowledge (Technology) +13, Pilot +7, Survival +13

Feats: Advanced Firearms Proficiency, Aircraft Operation (Heavy), Armor Proficiency (light), Armor Proficiency (medium), Brawl, Personal Firearms Proficiency, Power Attack, Quick Draw, Weapon Focus (laser pistol)

Talents (Tough Hero): Second Wind

Talents (Strong Hero): Melee Smash

Talents (Space Monkey): Hibernation Trance, Monkey's Wrench, Monkeys Unite, Know Location +2

Possessions: tactical vest, high frequency sword, laser pistol

STRONG SPACE MONKEY 10

Strong Space Monkey 10 (Tough Hero 1/Strong Hero 2/Space Monkey 7): CR 10; Medium-size humanoid; HD 1d10+2 plus 2d8+4 plus 7d10+14; HP 74; Mas 14; Init +2; Spd 25 ft; Defense 25, touch 19, flatfooted 23 (+2 Dex, +7 class, +6 equipment); BAB +7; Grap +10; Atk +10 melee (2d6+4/19-20, high frequency sword), or +11 melee (1d6+3 non-lethal unarmed), or +10 ranged (2d8, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +10, Ref +6, Will +2; AP 5; Rep +1; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Astronaut Trainee (Pilot, Survival)

Skills: Craft (structural) +14, Demolitions +14, Disable Device +3, Knowledge (Streetwise) +5, Knowledge (Tactics) +5, Knowledge (Technology) +14, Pilot +7, Survival +14

Feats: Advanced Firearms Proficiency, Aircraft Operation (Heavy), Armor Proficiency (light), Armor Proficiency (medium), Brawl, Personal Firearms

Proficiency, Power Attack, Quick Draw, Weapon Focus (laser pistol)

Talents (Tough Hero): Second Wind

Talents (Strong Hero): Melee Smash

Talents (Space Monkey): Hibernation Trance, Monkey's Wrench, Monkeys Unite, Know Location +2, Monkey Shines

Possessions: tactical vest, high frequency sword, laser pistol

STRONG SPACE MONKEY 11

Strong Space Monkey 11 (Tough Hero 1/Strong Hero 2/Space Monkey 8): CR 11; Medium-size humanoid; HD 1d10+2 plus 2d8+4 plus 8d10+16; HP 81; Mas 14; Init +2; Spd 25 ft; Defense 25, touch 19, flatfooted 23 (+2 Dex, +7 class, +6 equipment); BAB +8; Grap +11; Atk +11 melee (2d6+4/19-20, high frequency sword), or +12 melee (1d6+3 non-lethal unarmed), or +11 ranged (2d8, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +11, Ref +6, Will +2; AP 5; Rep +1; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Astronaut Trainee (Pilot, Survival)

Skills: Craft (structural) +15, Demolitions +15, Disable Device +5, Knowledge (Streetwise) +5, Knowledge (Tactics) +5, Knowledge (Technology) +15, Pilot +7, Survival +15

Feats: Advanced Firearms Proficiency, Aircraft Operation (Heavy), Armor Proficiency (light), Armor Proficiency (medium), Brawl, Personal Firearms Proficiency, Power Attack, Quick Draw, Weapon Focus (laser pistol)

Talents (Tough Hero): Second Wind

Talents (Strong Hero): Melee Smash

Talents (Space Monkey): Hibernation Trance, Monkey's Wrench, Monkeys Unite, Know Location +2, Monkey Shines, Space Suitable, Know Location +4

Possessions: tactical vest, high frequency sword, laser pistol

STRONG SPACE MONKEY 12

Strong Space Monkey 12 (Tough Hero 1/Strong Hero 2/Space Monkey 9): CR 12; Medium-size humanoid; HD 1d10+2 plus 2d8+4 plus 9d10+18; HP 89; Mas 14; Init +2; Spd 25 ft; Defense 26, touch 20, flatfooted 24 (+2 Dex, +8 class, +6 equipment); BAB +8; Grap +11; Atk +11 melee (2d6+4/19-20, high frequency sword) or +13 melee (1d4+3 lethal unarmed or 1d8+3 non-lethal unarmed), or +11 ranged (2d8, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +11, Ref +6, Will +3; AP 6; Rep +2; Str 17, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Astronaut Trainee (Pilot, Survival)

Skills: Craft (structural) +16, Demolitions +16, Disable Device +7, Knowledge (Streetwise) +5, Knowledge (Tactics) +5, Knowledge (Technology) +16, Pilot +7, Survival +16

Feats: Advanced Firearms Proficiency, Aircraft Operation (Heavy), Armor Proficiency (light), Armor Proficiency (medium), Brawl, Combat Martial Arts, Improved Brawl, Personal Firearms Proficiency, Power Attack, Quick Draw, Weapon Focus (laser pistol)

Talents (Tough Hero): Second Wind

Talents (Strong Hero): Melee Smash

Talents (Space Monkey): Hibernation Trance, Monkey's Wrench, Monkeys Unite, Know Location +2, Monkey Shines, Space Suitable, Know Location +4

Possessions: tactical vest, high frequency sword, laser pistol

STRONG SPACE MONKEY 13

Strong Space Monkey 13 (Tough Hero 1/Strong Hero 2/Space Monkey 10): CR 13; Medium-size humanoid; HD 1d10+2 plus 2d8+4 plus 10d10+20; HP 96; Mas 14; Init +2; Spd 25 ft; Defense 26, touch 20, flatfooted 24 (+2 Dex, +8 class, +6 equipment); BAB +9; Grap +12; Atk +12 melee (2d6+4/19-20, high frequency sword), or +14 melee (1d4+3 lethal unarmed or 1d8+3 non-lethal unarmed), or +12 ranged (2d8, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +12, Ref +7, Will +3; AP 6; Rep +2; Str 17, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Astronaut Trainee (Pilot, Survival)

Skills: Craft (structural) +17, Demolitions +17, Disable Device +9, Knowledge (Streetwise) +5, Knowledge (Tactics) +5, Knowledge (Technology) +17, Pilot +7, Survival +17

Feats: Advanced Firearms Proficiency, Aircraft Operation (Heavy), Armor Proficiency (light), Armor Proficiency (medium), Brawl, Combat Martial Arts, Improved Brawl, Personal Firearms Proficiency, Power Attack, Quick Draw, Weapon Focus (laser pistol)

Talents (Tough Hero): Second Wind

Talents (Strong Hero): Melee Smash

Talents (Space Monkey): Hibernation Trance, Monkey's Wrench, Monkeys Unite, Know Location +2, Monkey Shines, Space Suitable, Know Location +4, Monkey Shot

Possessions: tactical vest, high frequency sword, laser pistol

STRONG SPACE MONKEY 14

Strong Space Monkey 14 (Tough Hero 1/Strong Hero 3/Space Monkey 10): CR 14; Medium-size humanoid; HD 1d10+2 plus 3d8+6 plus 10d10+20; HP 103; Mas 14; Init +2; Spd 25 ft; Defense 26,

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