

OF THE BLACK HAND

Class Mutant Fast Hero 3/Skulk 2/Trader 1

Medium-size humanoid

Init +6; **Senses** Listen +2, Spot +5

Languages Unislang

Defense 19, touch 18, flatfooted 17

hp 33; **Mas** 13

Fort +2, **Ref** +8, **Will** +3

Evasion

Spd 35 ft

Melee pistol whip +3 (1d4)

Ranged Desert Eagle +5 (2d8)

Base Atk +3; **Grp** +5

Atk Options Double Tap, Point Blank Shot, Sneak Attack +1d6, Rip a Clip

Abilities Str 10, Dex 15, Con 13, Int 10, Wis 12, Cha 14

AP 3; **Rep** +2

Occupation: Merchant (Sense Motive)

Background: Visionary Reinventor (Diplomacy)

Mutations and Defects: Abnormal Joint Flexibility, Dyslexia

Skills: Bluff +5, Climb +3, Computer Use -2, Decipher Script -2, Diplomacy +9, Drive +3, Escape Artist +5, Forgery -2, Gather Information +9, Hide +9, Intimidate +4, Listen +2, Move Silently +9, Profession +7, Research -2, Sense Motive +11, Sleight of Hand +5, Spot +5, Tumble +5

Feats: Double Tap, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Rip a Clip, Simple Weapons Proficiency

Talents (Fast Hero): Increased Speed, Evasion

Talents (Skulk): Sweep, Sneak Attack +1d6

Talents (Trader): Ear to the Ground

Possessions: leather, Desert Eagle, 2 boxes ammo; 100cp

SEVERAL YEARS AGO an expedition was planned by the regional powers to explore an area north of Apolis that was rumored to be rich with Ancient technology. Heroes were offered from the various factions of the Fertile Crescent for this great task. You were among them.

The expedition was a horrible disaster. Whether there was a wealth of technology may never be known, but what you did find there was huge abhorrent giants. For a time, the expedition tried to remain on course, battling a handful of giants every few days. However one fateful morning the beasts came in force, smashing the expedition to pieces. Only you and a handful of the members survived the brutal assault and fled back south.

Despite the expedition's failure, the experience forged a deep bond with you and your fellow survivors. Rather than return to your respective cities, you instead elected to remain together as a group. You have since traveled the Fertile Crescent as adventurers, helping the residents where you can in hopes of making up for your past failures.

ABOUT THE BLACK HAND

The Black Hand is a militant trading cartel who's history stretches back well before the fall, even further back than the CrystalTime. They hold a proud series of traditions including their code of honor, Omerta. Members of the cartel do not seek assistance from outsiders, preferring to handle their problems "in house".

OF THE BLESSED LADIES

Class Dedicated Hero 3/Juju Doctor 3
 Medium-size humanoid
Init +5; **Senses** Listen +9, Spot +11
Languages Unislang

Defense 16, touch 15, flatfooted 15
hp 37; **Mas** 14
Fort +7, **Ref** +2, **Will** +6

Spd 30 ft
Melee rifle butt +2 (1d6-1)
Ranged Bushmaster M-17S +4 (2d8)
Base Atk +3; **Grp** +2
Atk Options Burst Fire, Suppressive Fire

Abilities: Str 8, Dex 13, Con 14, Int 12, Wis 15, Cha 10
AP 3; **Rep** +2

Occupation: Doctor (Search, Treat Injury)

Background: Visionary Reinventor (Knowledge [Earth and Life Sciences])

Skills: Craft (pharmaceutical) +7, Decipher Script +4, Diplomacy +3, Knowledge (Earth and Life Sciences) +5, Knowledge (Technology) +4, Listen +9, Research +2, Search +5, Sense Motive +8, Spot +11, Survival +8, Treat Injury +15

Feats: Advanced Firearms Proficiency, Burst Fire, Improved Initiative, Juju Medicine, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency, Suppressive Fire

Talents (Dedicated Hero): Healing Knack, Healing Touch 1

Talents (Juju Doctor): Juju Specialist +1, Brew Potion, Expert Healer

Possessions: leather, Bushmaster M-17S, 2 boxes ammo; 100cp

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ABOUT THE BLESSED LADIES

The Blessed Ladies began as a convent of nuns who witnessed the end of the world. Rather than succumbing to the despair of those days, they sought to spread the worship of Our Blessed Lady, the Virgin Mary who bequeathed virtue and fertility on them in equal measure.

OF THE COILED DRAGONS

Class Strong Hero 3/Martial Artist 3

Medium-size humanoid

Init +1; **Senses** Listen +1, Spot +1

Languages Unislang

Defense 16, touch 15, flatfooted 15

hp 40; **Mas** 14

Fort +5, **Ref** +5, **Will** +3

Defensive Martial Arts

Spd 30 ft

Melee Katana +9 (2d6+4/19-20)

Melee Unarmed Strike +8 (1d6+4/20)

Ranged Colt Python +7 (2d12)

Base Atk +6; **Grp** +8

Atk Options Armed to the Teeth, Power Attack, Two-Weapon Fighting

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 13, Cha 8

AP 3; **Rep** +2

Occupation: Criminal (Hide, Move Silently)

Background: Visionary Reinventor (Drive)

Mutations and Defects: Independent Cerebral Control, Underdeveloped Organ (voice box)

Skills: Climb +5, Drive +4, Hide +8, Intimidate +2, Jump +5, Knowledge (Streetwise) +3, Move Silently +8

Feats: Armed to the Teeth, Combat Martial Arts, Defensive Martial Arts, Exotic Melee Weapon Proficiency, Personal Firearms Proficiency, Post-Apocalyptic Technology, Power Attack, Primitive Technology, Simple Weapons Proficiency, Two-Weapon Fighting (mutation), Weapon Focus (katana).

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Talents (Martial Artist): Living Weapon 1d6, Flying Kick

Possessions: Leather Jacket, Katana, Colt Python, 2 boxes ammo; 100cp

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ABOUT THE COILED DRAGONS

The Coiled Dragon were at one time a force sent to capture the Feeding Grounds during the Fall. When a surge of Ghouls forced them to retreat, they joined with the people of Bastion to defend the city from attack and have been honored residents ever since. They possess a secret method of hand to hand combat taught only to their members that they claim traces its lineage to thousands of years before the Fall.

OF GEEK SQUAD

Class Mutant Fast Hero 3/Tinker 3
 Medium-size humanoid
Init +2; **Senses** Listen +0, Spot +2
Languages Unislang

Defense 19, touch 18, flatfooted 17
hp 31; **Mas** 12
Fort +3, **Ref** +5, **Will** +4
 Evasion

Spd 35 ft
Melee pistol whip +3 (1d4)
Ranged Master Pistol +5 (2d10)
Base Atk +3; **Grp** +3
Atk Options Combat Expertise, Opportunist, Point Blank Shot

Abilities Str 10, Dex 14, Con 12, Int 15, Wis 10, Cha 12
AP 3; **Rep** +2

Occupation: Repairmen (Disable Device, Repair)

Background: Visionary Reinventor (Knowledge [Technology])

Mutations and Defects: Dual Cerebellum, Attention Deficit

Skills: Balance +6, Computer Use +10, Concentration -1, Craft (mechanical) +6, Decipher Script +3, Disable Device +10, Drive +10, Hide +4, Knowledge (Ancient Lore) +4, Knowledge (Physical Sciences) +4, Knowledge (Technology) +11, Navigate +4, Perform -1, Pilot +6, Repair +12, Research +4, Spot +2, Tumble +4

Feats: Advanced Technology, Combat Expertise, Gearhead, Master Mechanic, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency

Talents (Fast Hero): Evasion, Opportunist

Talents (Tinker): Jury-rig +2, Tinkering

Possessions: leather, pistol whip, Master Pistol; 100cp

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ABOUT THE GEEK SQUAD

The Geek Squad takes their name from an ancient word for scientist. They are a trading cartel that specializes in finding and restoring ancient technology or building new devices from scratch to sell. The smallest of the cartels in the region, the Geek Squad is still formidable because of their wealth and technological edge.

A GHOUL

Class Mutant Post-Apocalyptic Hero 4/Barbarian 2

Medium-size humanoid

Init +4; **Senses** Listen +8, Spot +8

Languages Unislang

Defense 22, touch 16, flatfooted 20

hp 43; **Mas** 14

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

Spd 30 ft

Melee Claws +9 (1d10+3)

Base Atk +5; **Grp** +8

Atk Options Cleave, Combat Reflexes, Power Attack, Rage 1/day

Abilities Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8

AP 3; **Rep** +2

Occupation: Predator (Intimidate)

Background: Feral (Hide, Intimidate, Move Silently)

Mutations and Defects: Claws x2, Protective Dermal Development, Cannibalism x2, Albinism

Skills: Climb +5, Hide +12, Intimidate +6, Listen +8, Move Silently +12, Navigate +5, Spot +8, Survival +6

Feats: Alertness, Archaic Weapons Proficiency, Cleave, Combat Reflexes, Power Attack, Simple Weapons Proficiency, Stealthy, Track, Weapon Focus (claws)

Talents (Post-Apocalyptic Hero): Necropoli Lore, Survival Sense

Talents (Barbarian): Rage 1/day, Junk Armor

Possessions: Junk Armor; 10cp

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ABOUT THE GHOULS

The ghouls have largely been confined to the Feeding Grounds through most of the history of the Fertile Crescent. While "wild" ghouls are still encountered in the region, most of their kind seems content to stay in the gigantic dome where their numbers continue to grow.

OF THE GUARDSMEN

Class Strong Hero 3/Guardian 3
 Medium-size humanoid
Init +3; **Senses** Listen +1, Spot +4
Languages Unislang

Defense 20, touch 19, flatfooted 17
hp 43; **Mas** 14
Fort +6, **Ref** +6, **Will** +3

Spd 20 ft
Melee Knife +8 (1d4+3)
Ranged Barrett Light 50 +12 (2d12)
Base Atk +6; **Grp** +7
Atk Options Burst Fire, Dead Aim, Defender +2, Double Tap, Far Shot

Abilities Str 12, Dex 16, Con 14, Int 10, Wis 13, Cha 8
AP 3; **Rep** +2

Occupation: Military (Survival)

Background: Visionary Reinventor (Drive)

Mutations and Defects: Dwarfism, Skeletal Deterioration

Skills: Climb +4, Drive +6, Intimidate +2, Jump +4, Knowledge (Tactics) +6, Spot +4, Survival +5, Swim +4

Feats: Advanced Firearms Proficiency, Burst Fire, Dead Aim, Double Tap, Far Shot, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Talents (Guardian): Defender +2, Weapon Focus

Possessions: Leather Jacket, Knife, Barrett Light 50, 2 boxes ammo; 100cp

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ABOUT THE GUARDSMEN

The main defenders of the city of Bastion for centuries, the Guardsmen are one of the most respected, as well as one of the most powerful factions in the region. A true military organization, this faction prides itself on its unity and its training methods which have been handed down since the time of the fall. A finely-honed training regimen, coupled with numerous books on tactics and strategy maintained since the war give this faction an edge in battle even when outnumbered or outgunned by their opponents.

OF THE HIGHWAYMEN

Class Mutant Tough Hero 3/Road Warrior 3

Medium-size humanoid

Init +2; **Senses** Listen +1, Spot +3

Languages Unislang

Defense 17, touch 16, flatfooted 15

hp 49; **Mas** 14

Fort +6, **Ref** +5, **Will** +3

Spd 30 ft

Melee pistol whip +7 (1d4+2)

Ranged FA Casull +7 (2d8)

Base Atk +5; **Grp** +7

Atk Options Combat Driving, Drive-By Attack, Offensive Driving, Point Blank Shot

Abilities Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 8

AP 3; **Rep** +2

Occupation: Repairmen (Disable Device, Repair)

Background: Visionary Reinventor (Drive)

Mutations and Defects: Sensitive Sight x2, Negative Chemical Reaction x2

Skills: Balance +3, Climb +5, Drive +14, Jump +5, Pilot +4, Repair +7, Spot +3, Survival +3, Tumble +3

Feats: Combat Driving, Drive-By Attack, Heroic Surge, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency, Vehicle Expert

Talents (Tough Hero): Robust, Second Wind

Talents (Road Warrior): Boarding Party, Offensive Driving

Possessions: leather, vehicle, FA Casull, 2 boxes ammo; 100cp

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ABOUT THE HIGHWAYMEN

The Highwaymen were charged with defending the Old 94 and the other, lesser roads of the Fertile Crescent since the time of the Fall. These warriors have always stood side by side with the Guardsmen when Bastion was threatened but have since expanded their range to guard all traffic on the Old 94. They also conduct anti-raider operations, tracking raiders great distances on their motorcycles in order to exterminate the gangs. Lastly this group will hire its members out to protect rich merchant caravans and prides itself on having never lost a protected shipment to raiders.

OF THE HORSEMEN

Class Mutant Post-Apocalyptic Hero 3/Symbiote 3

Medium-size humanoid

Init +1; **Senses** Listen +4, Spot +4

Languages Unislang

Defense 16, touch 15, flatfooted 15

hp 34; **Mas** 12

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

DR 4/- vs. piercing and ballistic

Spd 30 ft

Melee Greataxe +6 (1d12+2/x3)

Ranged Hatchet +5 (1d6)

Base Atk +4; **Grp** +6

Atk Options Power Attack, Ride-By Attack, Spirited Charge, Symbiote Opportunist

Abilities Str 14, Dex 12, Con 12, Int 10, Wis 15, Cha 10

AP 3; **Rep** +2

Occupation: Caravan Guard (Handle Animal, Ride)

Background: Tribal (Survival)

Mutations and Defects: Aberrant Endoskeletal Encasing x2, Phobia x2

Skills: Handle Animal +12, Hide +3, Listen +4, Move Silently +5, Navigate +2, Ride +13, Spot +4, Survival +12

Feats: Animal Affinity, Mounted Combat, Power Attack, Primitive Technology, Ride-By Attack, Simple Weapons Proficiency, Spirited Charge, Track, Weapon Focus (greataxe)

Talents (Post-Apocalyptic Hero): Wasteland Lore, Conserve

Talents (Symbiote): Animal Partner, Symbiote Opportunist

Possessions: leather, desert horse, greataxe, hatchet; 100cp

Desert Horse (Symbiote): CR 1; Large Animal; HD 4d8+9; HP 27; Mas 10; Init +1; Spd 60 ft; Defense 17, touch 17, flatfooted 16 (-1 size, +2 Dex, +4 natural, +2 class); BAB +2; Grap +9; Atk +4 melee (1d4+3, hoof); Full Atk +4 melee (1d4+3, 2 hooves), +2 melee (1d3+3, bite); FS 10 ft by 10 ft; Reach 10 ft; SQ scent, padded feet, stampede, tremorsense; AL none; SV Fort +6, Ref +4, Will +2; AP 0; Rep +0; Str 17, Dex 14, Con 17, Int 6, Wis 13, Cha 6.

Skills: Listen +4, Spot +10.

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ABOUT THE HORSEMEN

The Horse Clans are known for three things: their bond with their hardy mounts, their shrewd (some would say dishonest) method of trading and their skill with the bow (especially from horseback). A truly unique faction, the Horse Clan is a cross between a large band of tribals and a trading cartel. They wander the Fertile Crescent to sell a product only they can provide that has proven extremely valuable to the residents of the region. When provoked to violence the tales of their savagery are quite well known, making even hardened raider gangs afraid to attack them or even get in the way of their large stampeding herds.