

## 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

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### 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.