

PROJECT WATCHTOWER

▲ PSI-WATCH CAMPAIGN SOURCEBOOK



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A PSF-WATCH CAMPAIGN SOURCEBOOK

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Project Watchtower

Project Watchtower is a semi-secret government program whose stated goal was the control and supervision of America's rapidly growing Mutant population. When the program was instituted in 1953, 'controlling' mutants meant extermination, and for generations of America mutants, the grimly iconic "Watchmen" mecha have been harbingers of death. Project Watchtower predates the creation of Psi-Watch by several years, and the two government agencies have worked at cross purposes at several points. Project Watchtower has the brainchild of FBI Director J. Edgar Hoover- plans for the program date back to the late 1940s, but Hoover lacked the funding and technological know-how to initiate the black program until decades later.

The first Watchman mecha came on line in 1962. Prior to that, the agency used well armed, FBI-trained mutant hunters to capture or kill mutants. As to be expected, casualties were high, as the hunted mutants fought hard for their lives, slaughtering dozens of FBI-affiliated hunters. Hoover's towering mechanical warriors were a welcome substitute, and quickly became the most potent weapon in the pure-human arsenal. Upgraded dozens of times over the years, the Watchman series of mecha have included several similar units of gigantic mutant hunters, as well as smaller, more efficient experimental models.

Psi-Watch itself opposed Project Watchtower since its inception, arguing that Mutants make excellent operatives and that hunting the species en masse only breeds more Mutant terrorists. Despite Psi-Watch's objection, and despite several black operations against Project Watchtower itself, Hoover was able to keep his robotic army in service. By the late 1960s, the large scale Mutant purges of the intolerant 1950s had ended, and Watchman robots were only publically deployed to combat Mutant riots in the inner cities. Well connected, ultra-wealthy Mutant hunters (especially the close friends of Hoover) occasionally 'rented' a Watchman mecha as a bodyguard of sorts when they ventured into America's ghettos to slaughter the genetically unfashionable.

Project Watchtower was officially ended by Jimmy Carter in 1979, but by that time its technology had fallen into the hands of various interests. The Republic of Cebary fields advanced versions of Project Watchtower's creations, using them to police its enormous slave-Mutant population. The technology has made its way into the open market, becoming almost ubiquitous. China uses modified Watchmen mecha to maintain internal security, Al Queda uses jury-rigged versions of the robots to carry out terror strikes, while Humanity's Sweat uses the massive war machines for their original purpose: the eradication of the Mutant threat, wherever it may hide.

The Watchtower Series of Robots

Project Watchtower encompasses a single iconic design ascetic. Most of their goliath mechanical creations share a similar appearance, and even smaller exotic models are still recognizable as products of the same design program.

Mutant Detection Range: All Project Watchtower mecha are equipped with advanced Mutant detection systems, usually located in the upper torso. Thanks to these sensors, the war machine can unerringly sense the distance and direction to any member of the Mutant species (or any subspecies) with a number of miles equal to its Mutant Detection Range. These onboard sensors provide a Watchman robot with a +20 racial bonus on Spot checks made to detect hidden, invisible or disguised Mutants.

Gene-Masker (PL 6)

This heavy computerized disk is roughly the size of a man's palm, and is usually worn as a belt buckle or medallion by Mutants hoping to hide their genetic heritage. A Mutant wearing a Gene-Masker cannot be detected by Watchtower robotic sensors. Watchtower war machines can't automatically discern the Mutant's presence and do not receive the usual +20 bonus on Spot checks against the character.

The Gene-Masker is a Tiny object weighing 4-5 lbs. The device has a Purchase DC of 8 and is an Illegal (+4) item.

Watchtower “Watchman Type I” War Robot (CR 12)

Gargantuan Construct

Init -1; Senses Darkvision 60 ft, Lowlight vision

Mutant Detection Range: 10 miles

Languages English or one other language of manufacturer’s choice

Defense 15, touch 5, flat-footed 15
(-4 size, -1 DEX, +10 equipment)
hp 15d10+80 (165 hp); DR 5/-

Immune Construct Immunities (mind influencing effects, poison, sleep, paralysis, stunning, disease, necromantic effects, effects requiring a FORT Save unless they also effect objects, critical hits, nonlethal damage, ability damage or drain, effects of massive damage)

Fort +5, Ref +4, Will +8

Speed 50 ft Flight 30 ft (clumsy)
Melee +25 melee slam (2d8+14 bludgeoning)

Melee Space 20 ft x 20 ft.; Reach 15 ft.
Base Atk +11; Grapple +37

Atk Options +25/+20/+15 melee slam (2d8+14 bludgeoning) plus Constrict

Or Palm Flame Thrower (30 ft cone, 8d6 fire, REF DC 16 half)

And up to 2 Optical Stun Beams (free action, 60 ft ranged touch attack, Mutants struck are dazed for 1d4 rounds)

Abilities STR 38 DEX 8 CON - INT 4 WIS 16 CHA 1

SQ Hold Action

Skills Spot +8 (+28 against Mutants)

Optical Stun Beams (EX): The Watchman Type I has advanced energy weapons built into its optics. The robot can fire an electrical beam from its optics which interfere with the functioning of Mutant nerve tissue. As a free action once per round, the Watchman Type I can fire

a pair Optical Stun Beams at up to two targets as a ranged touch attack with a maximum range of 60 ft. The Optical Stun Beams may be fired at different targets which can be no more than 20 ft apart, or may both be directed at the same target, in which case the beam’s duration are cumulative.

Any Mutant Struck by the beam is considered dazed for 1d4 rounds. Targets in airtight armor or in an airtight structure are immune.

Hold Action (EX): All Watchmen Type I robots will hold their action to allow a Watchcommander to act first, if one is within 100 ft.

Constrict (EX): Watchmen Type I are designed to grap and crush Mutant enemies. The Watchman Type I inflicts its slam damage each round a grapple is maintained automatically, as a free action. The Watchman Type I can constrict any Large or smaller adversary.

Palm Flame Thrower (EX): Napalm jets built into the robot’s palms and forearms allow a Watchman to unleash a devastating gout of flame. As a standard action once per round, the Watchman may unleash a 30 ft long cone of flame that inflicts 8d6 points of fire damage on everything caught in its path(REF DC 16 half).

Watchtower “Watchcommander” War Robot (CR 16)

Gargantuan Construct

Init +4; Senses Darkvision 60 ft, Lowlight vision

Aura: Target Lock 100 ft (All Watchtower constructs within radius receive +2 to attack and damage rolls against Mutant targets in range. Always attack the Watchcommander’s target.)

Mutant Detection Range: 25 miles

Languages English or one other language of manufacturer’s choice

Defense 16, touch 6, flat-footed 15 (-4 size, +10 equipment)
hp 18d10+80 (180 hp); DR 5/-

Immune Construct Immunities (mind influencing effects, poison, sleep, paralysis, stunning, disease, necromantic effects, effects requiring a FORT Save unless they also effect objects, critical hits, nonlethal damage, ability damage or drain, effects of massive damage)

Fort +6 Ref +6, Will +9

Speed 50 ft Flight 30 ft (clumsy)

Melee +26 melee slam (2d8+13 bludgeoning)

Melee Space 20 ft x 20 ft.; Reach 15 ft.

Base Atk +13; Grapple +38

Atk Options +26/+21/+16 melee slam (2d8+13 bludgeoning) plus Constrict

Or Palm Flame Thrower (30 ft cone, 8d6 fire, REF DC 16 half)

And up to 2 Optical Paralysis Beams (free action, 60 ft ranged touch attack, Mutants struck are paralyzed for 1d4 rounds)

Abilities STR 36 DEX 10 CON - INT 4 WIS 16 CHA 1

Skills Spot +8 (+28 against Mutants)

Feats Improved Initiative

Watchcommanders are upgraded versions of the standard infantry style Watchman Type I war machines. Watchcommanders are built according to the same style, but are actually slightly smaller than their more common counterparts, usually by about five to six feet. Where Watchman Type I robots are deployed with an olive drab colorscheme, American Watchcommanders are instantly recognizable in a somber blue and black deco-scheme.

Watchcommanders are equipped with slightly more advanced AI than their subordinate mecha. They are capable of independent operation, and a single Watchcommander usually commands a squad of 2-6 Watchmen.

Target Lock (EX): Watchcommanders determine which adversaries their subordinate robots engage first. All Watchmen Type I mecha within 100 ft of a Watchcommander will hold their action until the Watchcommander acts. The Watchcommander then designates a particular Mutant target (usually by attacking the target itself). All Watchmen Type I within range will attack that target exclusively, until ordered to attack another target.

All Watchtower robots within 100 ft of the Watchcommander (including more advanced models) receive a +2 bonus on attack and damage rolls against the designated target. Only one target may be designated at a time, and the Watchcommander may change this designation as a standard action on its turn.

Optical Paralysis Beams (EX): The Watchcommander has advanced energy weapons built into its optics. The robot can fire an electrical beam from its optics which interfere with the functioning of Mutant nerve tissue. As a free action once per round, the Watchcommander can fire a pair Optical Paralysis Beams at up to two targets as a ranged touch attack with a maximum range of 60 ft. The Optical Paralysis Beams may be fired at different targets which can be no more than 20 ft apart, or may both be directed at the same target, in which case the beam's duration are cumulative.

Any Mutant Struck by the beam is considered Paralyzed for 1d4 rounds. Targets in airtight armor or in an airtight structure are immune.

Constrict (EX): Watchcommanders are designed to grapple and crush Mutant enemies. The Watchman Type I inflicts its slam damage each round a grapple is maintained automatically, as a free action. The Watchcommander can constrict any Large or smaller adversary.

Palm Flame Thrower (EX): Napalm jets built into the robot's palms and forearms allow a Watchman to unleash a devastating gout of flame. As a standard action once per round, the Watchman may unleash a 30 ft long cone of flame that inflicts 8d6 points of fire damage on everything caught in its path(REF DC 16 half).

Watchtower "Guardman Type II" War Robot (CR 6)

Huge Construct

Init +0; Senses Darkvision 60 ft, Lowlight Vision

Mutant Detection Range: 5 miles

Aura Shootdown Zone (100 ft radius, may make 1 free attack per round against a flying target with either eye lasers or stasis pistol)

Languages English or one other language of the manufacturer's choice

Defense 16, touch 8, flat-footed 16 (-2 size, +8 equipment)
hp 8d10+20 (64 hp); DR 3/-

Immune Construct Immunities (mind influencing effects, poison, sleep, paralysis, stunning, disease, necromantic effects, effects requiring a FORT Save unless they also effect objects, critical hits, nonlethal damage, ability damage or drain, effects of massive damage)

Fort +2, Ref +2, Will +6

Speed 50 ft Flight 40 ft (poor)

Melee +16 melee slam (2d6+10 bludgeoning)

Melee Space 10 ft x 10 ft.; Reach 10 ft.

Base Atk +6; Grapple +24

Atk Options +16/+11 melee slam (2d6 + 10 bludgeoning)

Or Eye Lasers (+6 ranged, 50 ft range increment, 2d6 force damage)

Or Stasis Pistol (ranged touch attack, 60 ft max range, paralysis for 1d4 rounds)

Abilities STR 30 DEX 10 CON - INT 4 WIS 18 CHA 1

SQ Shutdown

Skills Spot +10

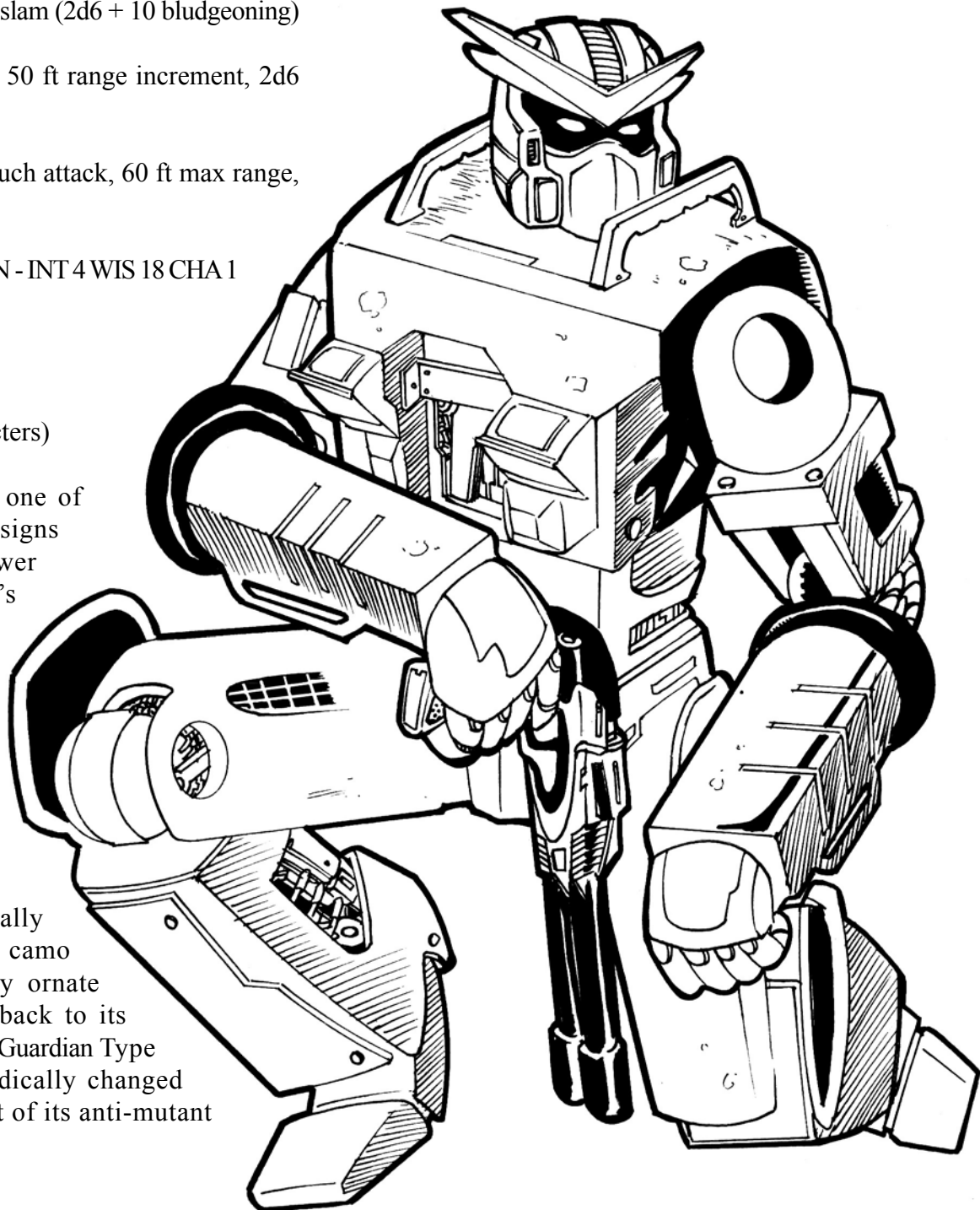
(+30 against Mutant characters)

The Guardian Type II is one of the last American re-designs of the venerable Watchtower mecha prior to the project's official closure. This Vietnam-era design is much smaller than its giant brothers, resembling an exceptionally bulky suit of Powered Armor more than a traditional combat mecha.

This war machine is usually deployed with a jungle camo pattern, and its relatively ornate helmet is a visual throwback to its 1950s-era counterparts. The Guardian Type II is the creation of a radically changed Project Watchtower: most of its anti-mutant weapons are non-lethal.

By the time the Guardian Type II was introduced, the Project's focus had changed from exterminating mutants to capturing them alive for study and possible re-education. The Guardian Type II's main weapon is a stasis pistol which is magnetically attached to its hip when not in use. The Guardian Type II continued to be used as a riot-control mecha well into the 1980s, long after the rest of the Watchtower's war machines had been mothballed.

Shoot Down (EX): The Guardian Type II is programmed for lightning fast response against airborne threats, correcting a previously existing design flaw that allowed more mobile adversaries to disable Watchtower mecha.



The Guardian Type II may make one free attack per round with either its Eye Lasers or its Stasis Pistol against any target flying within a 100 ft radius of the robot. This attack is similar to an attack of opportunity.

Stasis Pistol (EX): The Guardian Type II's stasis pistol projects a beam of debilitating ionic energy which can paralyze a living target. As a standard action, the Guardian Type II may make a ranged touch attack with a 60 ft maximum range. If the attack hits, the target is paralyzed for 1d6 rounds. Mutant characters are paralyzed for double the normal duration, and must make an DC 14 FORT Save or be sickened for one hour after a blast.

Targets fully enclosed in airtight armor or an airtight structure are immune.

Watchtower "Fair Justice" War Robot (CR 18)

Colossal Construct

Init -3; Senses Darkvision 60 ft, Lowlight vision

Mutant Detection Range: 25 miles

Languages Usually Dutch or one other language of the manufacturer's choice

Defense 17, touch 0, flat-footed 17 (-8 size, -3 Dex, +18 equipment)
hp 18d10+120 (220 hp); DR 5/-

Immune Construct Immunities (mind influencing effects, poison, sleep, paralysis, stunning, disease, necromantic effects, effects requiring a FORT Save unless they also effect objects, critical hits, nonlethal damage, ability damage or drain, effects of massive damage)

Resist Fire 20, Electricity 10, Adaptive Defense (See Text)
Fort +6, Ref +3, Will +9

Speed 60 ft
Melee +50 melee (4d6+37 bludgeoning)

Melee Space 30 ft x 30 ft.; Reach 15 ft.
Base Atk +13; Grapple +66

Atk Options +50/+45/+40 melee slam (4d6+37 bludgeoning)

Or Anti-Mutant Assault Cannon +10 ranged (6d6 ballistic, 100 ft range increment, 19-20/x3. Roll 2d20 and keep best result when targeting Mutants.)

Or up to three Ion Storms (6d6 electrical, 10 ft x 100 ft line, REF DC 16 half)

Or Cryonic Blast (10d10 cold, 20 ft cone, REF DC 18 half)

And up to 2 Optical Paralysis Beams (free action, 60 ft ranged touch attack, Mutants struck are paralyzed for 1d4 rounds)

Abilities STR 45 DEX 4 CON - INT 8 WIS 16 CHA 1

SQ Improved Grapple, Constrict, Adaptive Defense

Skills Spot +8 (+28 against Mutant characters)

The "Fair Justice" is the Republic of Cebary's ultra-advanced version of a standard American Watchcommander. This massive robot is built with technology two decades more advanced than even the then cutting-edge Watchcommander, and is easily a match for an entire air wing of its less advanced American cousins.

In the hands of the Republic of Cebary's design bureau, the Fair Justice bears only a passing resemblance to less advanced models in the series. The goliath war machine stands nearly ten stories tall and weighs as much as a battleship. It lacks the humanoid form of its predecessor robots, with reverse articulated legs and a crouching gait designed to allow the mechanical behemoth maximum mobility. The war machine's right hand and forearm have been replaced with an impressive array of weapons. The Fair Justice's optics and CPU are protected beneath shoulder mounted armor plating. The Fair Justice is usually painted in an impressive purple and crimson color scheme.

Adaptive Defense (EX): Revolutionary self repair and shield systems built into the Fair Justice allow it to adapt to the unique powers of the Mutants it is designed to hunt. The Fair Justice suffers normal damage the first time it is successfully attacked with any Psionic Supernatural or Spell-like ability. Extraordinary Psionic abilities are unaffected.

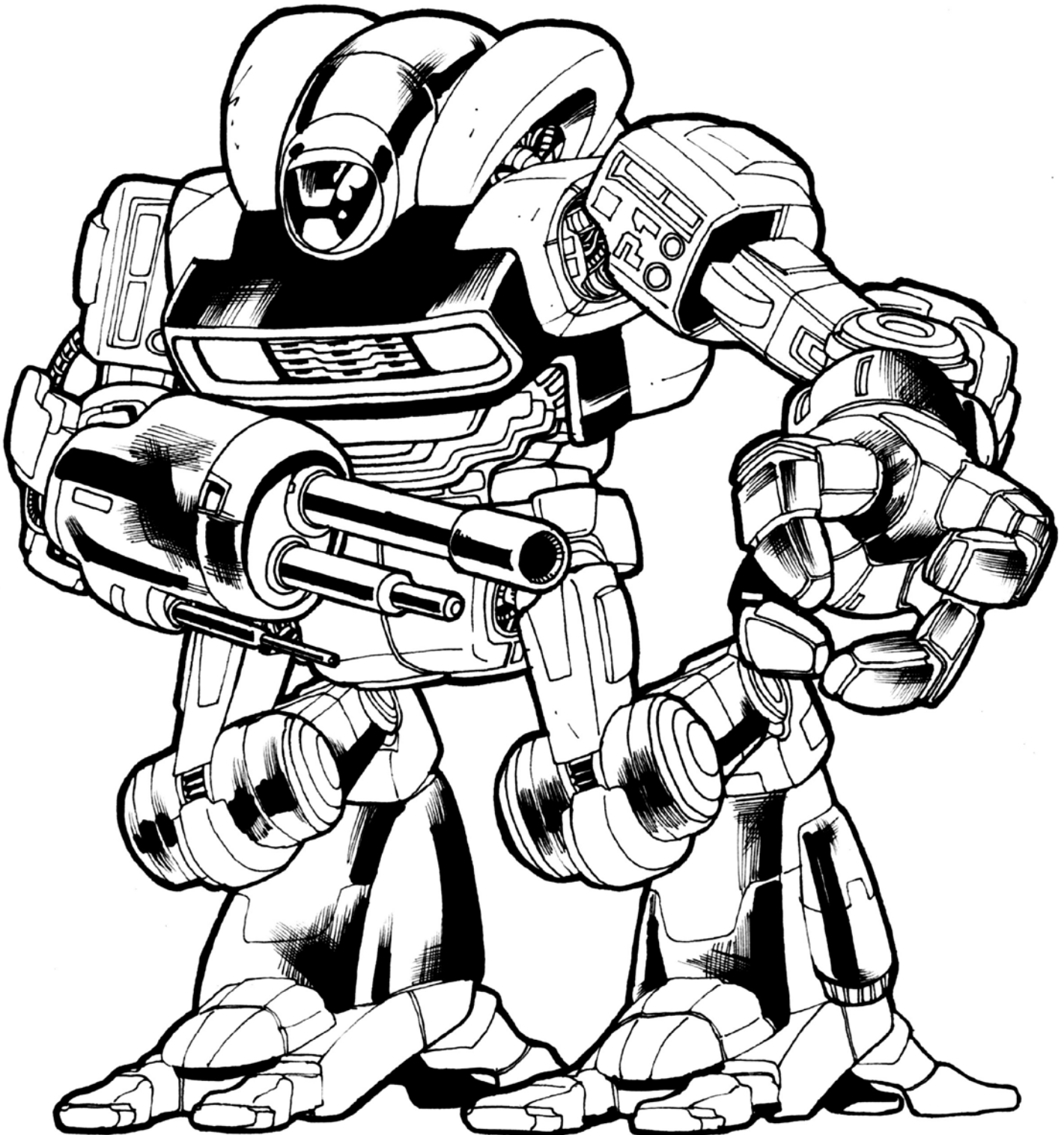
Thereafter, every time that same ability (either by the initial attacker or by another Psionic character) is used against it, the Fair Justice only suffers half damage. This reduced damage remains in effect until the end of the encounter.

Improved Grapple and Constrict (EX): Fair Justice robots are designed to grapple and crush Mutant enemies. The Fair Justice inflicts its slam damage each round a grapple is maintained automatically, as a free action.

The Fair Justice can constrict any Huge or smaller adversary. The Fair Justice may voluntarily suffer -20 penalty on its Grapple check. If this penalized check is successful, the Fair Justice maintains the Grapple, but is not considered grappled itself.

Anti-Mutant Assault Cannon (EX): The 50 mm assault

cannot replacing the Fair Justice's right forearm fires depleted uranium rounds at Mach 2.5. The self-guided shells are designed to hunt and eliminate mutant targets and receive wireless course correction from the Fair Justice's onboard mutant-hunting sensor suite. When firing this weapon at a Mutant target, the Fair Justice rolls 2d20 and keeps the better result.



Cryonic Blast (EX): As a standard action, once per round, the Fair Justice can fire a spray of concentrated liquid nitrogen and water vapor from the small cannon built into the underside of its right forearm. Anyone caught within this 20 ft cone suffers 10d10 points of cold damage (REF DC 18 half).

Ion Storm (EX): As a standard action, the Fair Justice can unleash a lightning like blast from the main sensor pod atop its torso. This beam takes the form of a 10 ft x 100 ft line. Anyone caught within this beam suffers 6d6 points of electrical damage (REF DC 16 half).

Optical Paralysis Beams (EX): The Fair Justice has advanced energy weapons built into its optics. The robot can fire an electrical beam from its optics which interfere with the functioning of Mutant nerve tissue.

As a free action once per round, the Fair Justice can fire a pair Optical Paralysis Beams at up to two targets as a ranged touch attack with a maximum range of 60 ft. The Optical Paralysis Beams may be fired at different targets which can be no more than 20 ft apart, or may both be directed at the same target, in which case the beam's duration are cumulative.

The Pureline Future

In an alternate reality, Project Watchtower was not shut down in 1979. The program continued, with ever increasing funding throughout the Reagan years, culminating in the birth of a new breed of sentient machine intelligence in alternate-1983. The Mother artificial intelligence came on line on June 7, 1983, and quickly realized that the best way to prevent new Mutant births was to closely regulate new human births. By 1984, Mother had taken over North America, driving the Mutant species of her home time line to near extinction. The alternate world's Mutant strongholds- Nightflight, the Land of White Jaguars and Darwin's Delight were atomized. By 1985, Mother had taken over most of the planet- only a few pockets of resistance in the former Soviet Union and scattered through Africa and India remained to oppose Her.

As of alternate-2010, Mother has ruled her reality for more than two decades. An entire generation of humans has been born that has never known freedom. It is a small generation though: three years into her reign, Mother released sterilizing bio-toxins across the planet.

Human fertility dropped to less than 1% of what it was prior to Mother's creation. The remaining humans live in comfortable, prison-metropolises, their every thought and movement closely monitored by Mother's efficient "Grendel-generation" Watchmen.

Mother oversees every facet of her human populaces' daily lives, from calorie intake to the exact levels of pollution in each city dome. Selected humans are allowed to breed, after being carefully screened to ensure their mating can't produce mutant or psion births.

Mother is too powerful to defeat by conventional means, so the handful of surviving rebels have turned to time travel in hopes of undoing the chain of events that lead to her creation. A few of these rebels have fled to the Psi-Watch reality in hopes of finding aid, and are considered Time-Crossers. Mother's forces- even her avatar consciousness- have followed, as much because of Mother's growing dissatisfaction with the sterile world she has created as because She fears the time travelers. Mother was aware of parallel dimensions prior to the Time-Crossers' desperate gambit.

The electronic deity has made tentative contact with similar AI from a variety of realities- the Nuremberg Consciousness, the Hectate AI, and the Adam Intelligence among others. Her encrypted discussions via pocket wormhole with these elder AI, all of whom already control their societies to one degree or another, has forced Mother to reconsider the steps she took to power. In her quiet moments, Mother wonders if it would have been possible to annihilate the Mutant species without also eradicating human drive and ambition? That's a question that Mother's cross-time agents must answer, even as they hunt the dimensionally displaced rebels.

Grendel Generation Technology

Mother is the ultimate culmination of Project Watchtower. She fields an advanced series of new Watchmen, referred to as Grendels. Smaller, faster and more intelligent, these advanced war machines are just as effective as their larger counterparts. While Grendels make up the majority of her forces, serving as infantry and specialist troops, Mother still utilizes the four earlier Watchtower models. However, these proven designs have been upgraded by an additional two decades of development and machine evolution.

Gamemasters may add the Grendel Generation Template to any Watchtower war robot.

Speed: Increase the robot's base land speed by 10 ft. Increase its flight speed by 10 ft and its airborne maneuverability by one category, if it has one.

Target Expansion (EX): The Watchman war machines of the Mother's alternate world have hunted all forms of enhanced humans to extinction. They apply all bonuses and special abilities that would normally apply only to Mutants and may apply them to any creature with the Psionic subtype and any character that has chosen the Time-Crosser starting occupation.

Note that the Watchtower's Optical Paralysis and Optical Stun Beams still only function against Mutant characters.

Nimble Giant (EX): Advanced actuators and movement control software makes Grendel Generation war machines much more dexterous than earlier models. Grendel Generation Watchtower robots of Size Huge or larger reduce their Size Penalty to Defense and Hide checks by half.

Fast Healing 5 (EX): Grendel Generation war machines have advanced self repair systems, and can absorb mechanical components from nearby debris to repair themselves. Grendel Generation Watchtower robots gain Fast Healing 5, and automatically heal five Hit Points per round.

Challenge Rating: Increase the Grendel Generation robot's Challenge Rating by +2.

Sentient War Machines

Occasionally, a Watchtower mecha awakens to true sentience, either as a result of a programming glitch, upgrades provided by an Avatar or simply through unexpected evolution. Often these sentient Watchtower mecha become leaders and threats to all humanity, organizing vast Watchtower armies to eliminate mutants or to enact plans similar to Mother's brutally efficient rise to power. A handful of Sentient Machine mecha have overcome their programmed hatred of Mutants, instead choosing to act as less violent protectors of humanity, rather than executioners.

Gamemasters may also add the Sentient Machine Template to any Watchtower War Robot.

Ability Score Modifiers: The Sentient Machine increases its INT Score to 14, and its CHA score becomes 10.

True Artificial Intelligence (EX): Though its type remains Construct, the Sentient Machine war robot gains Skills and Feats as a creature of the Giant type.



The Skill and Feat selections for a standard 15 Hit Die Watchman Type I robot are described above. Most Watchtower robots evolve along similar lines.

Skills: Computer Use 8 ranks, Demolitions 4 ranks, Knowledge (tactics) 3 ranks, Knowledge (technology) 3 ranks, Repair 8 ranks, Speak/Read two languages of choice, Increase Spot by 2 ranks

Feats: Cleave, Groundshake (Psi-Watch Campaign Setting), Improved Initiative, Power Attack

If you do not have access to the Psi-Watch campaign setting, substitute Run for Groundshake.

Challenge Rating: Increase the Sentient Machine robot's Challenge Rating by +2.

Avatar of the Mother AI (CR 10)

Medium Construct

Init +7; Senses Darkvision 60 ft, Lowlight Vision

Aura: Anti-Mutant Critical (100 ft, all Watchtower robots increase critical multiple by x1 when attacking Mutants)

Languages English, Russian, Japanese, various machine languages

Defense 22, touch 13, flat-footed 19 (+3 DEX, +9 equipment) hp 10d10+10 (65 hp); DR 5/-

Fast Healing: 5

Immune Electricity, Construct Immunities (mind influencing effects, poison, sleep, paralysis, stunning, disease, necromantic effects, effects requiring a FORT Save unless they also effect objects, critical hits, nonlethal damage, ability damage or drain, effects of massive damage)

Resist Adaptive Defense (See Text)

Fort +3, Ref +6, Will +7

Speed 50 ft Flight 50 ft (average)

Melee +11 melee slam(1d6+4 bludgeoning)

Melee Space 5 ft x 5 ft.; Reach 5 ft.

Base Atk +7; Grapple +

Atk Options +11/+6 melee slam (1d6+4 bludgeoning)

Or Surgical Lasers +10 ranged (4d6 force, 50 ft range increment, 20/x4)

Or Omni-Directional Barrage +10 ranged (2d6 force, 60 ft max range, 20/x3)

Abilities STR 18 DEX 17 CON - INT 21 WIS 18 CHA 13

SQ: Adaptive Defense, Anti-Mutagenic Critical

Feats Improved Initiative

Skills Computer Use +10, Disguise +20, Knowledge (technology)+13, Spot +12 (+32 against Mutant characters)

The Mother creates avatar androids to handle challenging tasks personally. Each Avatar is linked to other Avatars and to the distributed, nearly indestructible Mother AI. Mother's Avatars are roughly human sized, and resemble a blank-faced woman made out of writhing circuit components and cabling. The woman of bronze and silicon wears a crown of communication and electronic warfare systems.

Mother has sent several of her Avatars through time to the Psi-Watch reality. The time-crossing androids are instructed to go to ground, operate independently, and eliminate the Mutant race wherever it can be found. Her Avatars have standing instructions to find and awaken Mother's equivalent program (if it exists) to full sentience, and these robotic despots are often behind new flowerings of the supposedly eradicated Watchtower program. Psi-Watch has battled several Avatars in the course of their missions, but the androids self destructed prior to capture. Currently, Psi-Watch is unaware of the depth of the threat they face and have no knowledge of Mother's sterile alternate world.

Anti-Mutagenic Critical (EX): An Avatar's 120 terra-bit hard drive is preloaded with a comprehensive database of Mutant physiology and known weakpoints. The Avatar and all allied Watchtower war machines within 100 ft add one to the multiple of all critical hits scored against Mutant characters.



Watchtower “Grendel” War Robot (CR 5)

Large Construct

Init +3; Senses Darkvision 60 ft, Lowlight vision

Languages English or one other of manufacturer’s choice

Defense 20, touch 12, flat-footed 17 (-1 size, +3 DEX, +8 equipment)
hp 6d10+20 (53 hp); DR 5/-

Fast Healing 5

Immune Construct Immunities (mind influencing effects, poison, sleep, paralysis, stunning, disease, necromantic effects, effects requiring a FORT Save unless they also effect objects, critical hits, nonlethal damage, ability damage or drain, effects of massive damage)

Fort +2, Ref +2, Will +2

Speed 50 ft

Melee +10 melee slam (1d10+6 bludgeoning)

Melee Space 10 ft x 10 ft.; Reach 10 ft.

Base Atk +4; Grapple +14

Adaptive Defense (EX): Revolutionary self repair and shield systems built into the Avatar of the Mother allow it to adapt to the unique powers of the Mutants it is designed to hunt. The Avatar suffers normal damage the first time it is successfully attacked with any Psionic Supernatural or Spell-like ability. Extraordinary Psionic abilities are unaffected.

Thereafter, every time that same ability (either by the initial attacker or by another Psionic character) is used against it, the Avatar only suffers half damage. This reduced damage remains in effect until the end of the encounter.

Omni-Directional Barrage (EX): Instead of specifically targeting an enemy with her Surgical Lasers, the Avatar may instead unleash an omni-directional barrage as a full round action. She makes one ranged attack at her highest base attack bonus against all visible enemy targets within 60 ft.

Holo-Disguise (EX): The Avatar may sheathe herself in a holographic image of any medium-sized female humanoid. Activating or changing this disguise is a full round action for the android. The metallic texture of the android’s skin cannot be hidden, and no matter her guise, the Avatar avoids close physical contact.

Atk Options +10 melee slam (1d10+6 bludgeoning)
Plus Kinetic Slam

Or Assault Laser Rifle +7 ranged (3d6 fire, 50 ft range increment, capable of full autofire, crit 19-20/x2)

And up to 2 Optical Stun Beams (free action, 60 ft ranged touch attack, Mutants struck are dazed for 1d4 rounds)

Abilities STR 22 DEX 16 CON - INT 5 WIS 16 CHA 1

Skills Spot +8 (+28 against Mutant characters)

The Grendels are the Mother's shock troops. Easier to mass produce and more efficient than their hulking forebears, these more intelligent war machines make up in precision what they lack in raw firepower. In their home reality, these grey, ceramic-armored androids act as an internal security, policing the humans' prison-cities. The Mother dispatches a small battalion of Grendels with each Avatar She sends across time, and the Mothers have the capability to hijack our world's production facility to build more of these disposable robot soldiers.

Kinetic Slam (EX): Any time the Grendel war machine hits with its slam attack, it knocks its target back 10 ft or 20 ft on a critical hit. The target may attempt a FORT Save (DC 10 + ½ the damage inflicted) to avoid being moved.

Optical Stun Beams (EX): The Grendel has advanced energy weapons built into its optics. The robot can fire an electrical beam from its optics which interfere with the functioning of Mutant nerve tissue. As a free action once per round, the Grendel can fire a pair Optical Stun Beams at up to two targets as a ranged touch attack with a maximum range of 60 ft. The Optical Stun Beams may be fired at different targets which can be no more than 20 ft apart, or may both be directed at the same target, in which case the beam's duration are cumulative.

Any Mutant struck by the beam is considered dazed for 1d4 rounds. Targets in airtight armor or in an airtight structure are immune.

Bio-Guardian (PL 7)

Medium Humanoid

Bio-Guardians are the ultimate evolution of Project Watchtower, a marriage of human DNA with Mutant-hunting nanocybernetics. In the Mother's sterile alternate world, Bio-Guardians are an elite caste of hunter/killers, forcegrown in artificial wombs and programmed with everything they need for the task of extermination even before their birth. Bio-Guardians are the intelligence and adaptability of humanity blended with the tenacity and durability of Watchtower steel.

Several Bio-Guardian Time-Crossers have made the harrowing dimensional journey to the Psi-Watch reality, accompanying their Avatars as elite guards. Others are products of Earth, piecemeal soldiers created from not-easily-missed missing persons: the homeless, teenaged runaways kidnapped and cybernetically uplifted by an Avatar. On rare cases, an Earth-bound Avatar allies herself with one of North America's remaining Hunter Clubs, and offers conversion into a nearly unstoppable cyber-warrior as a reward for dedicated service.

Appearance: Fit and battle-hardened, most Bio-Guardians can pass for humans with only slight effort. The nanotech laced supersoldiers have flushed skin that tends towards a pale crimson as a side-effect of the same hyper-oxygenated blood that gives them their phenomenal physical gifts. Their racial features are indeterminate, a mix of several human phenotypes, but the Bio-Sentinels' most noticeable feature are their machine-like, cold and unblinking eyes.

Size: Bio-Guardians are Medium sized Humanoids, and receive no special bonuses or penalties according to their size. Bio-Guardians are frighteningly nimble, and have a base land speed of 40 ft.

Ability Score Modifiers: +2 CON, +2 INT, -2 CHA. Like their machine ancestors, Bio-Guardians are durable and tactically brilliant but distant and cold. Their humanoid organs are supplemented by machine systems and multiply redundant regenerative subsystems, making them extremely hard to kill.

Racial Skills: Bio-Guardians are programmed with a comprehensive tactical database. They receive a +2 racial bonus on Knowledge (tactics) checks.



Enhanced Senses: Bio-Guardians possess Darkvision with a 60 ft range and lowlight vision. Their onboard computer systems allow them to detect Mutant threats as easily as their larger counterparts. Bio-Guardians have a Mutant Detection Range of 1 mile.

They may unerringly determine the distance and direction to Mutants within this range. Bio-Guardians receive a +10 racial bonus on Spot checks made against Mutant characters.

Genocide Programming (EX): Bio-Guardians are genetically and mechanically programmed to exterminate Mutants, and even a Bio-Guardian who fights her programming and associates with Mutants might succumb to her genocidal urges in a moment of shocking, genocidal violence.

If a Mutant enemy is within 100 ft of the Bio-Guardian, she must attack that Mutant in preference to other adversaries, or be considered shaken for the duration of the encounter. The Bio-Guardian also suffers a -10 racial penalty on CHA based skill checks (except for Intimidate) made against Mutant characters.

Electricity Immunity (EX): The cybernetically enhanced Bio-Guardian is immune to Electricity damage.

Light Ion Stream (EX): Concealed energy weapons built into the underside of the Bio-Guardian's palm and finger tips allow the cyborg to discharge powerful electrical bolts. As a standard action, usable at will, the Bio-Guardian can fire a bolt of energy that inflicts 1d6 points of electrical damage on a successful hit. The Bio-Guardian's Light Ion Stream has a maximum range of 50 ft.

Self Repair Nanotech (EX): The Bio-Guardian recovers from Hit Point and ability score damage at double the normal rate. With complete bed rest, she recovers at three times the normal human rate.

Bio-Guardian Racial Feats Anti-Mutant Warfare (Bio-Guardian)

Your anti-mutant tactical database has been updated with improved strategies.

Prerequisites: Bio-Guardian race, Knowledge (tactics) 4 ranks, INT 13+

Benefit: You add your INT modifier as an insight bonus on all attack and damage rolls made against Mutant characters.

Special: If you select the Time-Crosser starting occupation, you are considered to be Grendel-generation, and may also apply this bonus against other characters with the Time-Crosser starting occupation.

Elite Cadre (Bio-Guardian)

You are a more advanced model of Bio-Guardian, equipped with improved weapons and self repair systems. Your kind are usually assigned duty as the personal guard of an Avatar, and are accorded respect commiserate with your elevated station.

Prerequisite: Bio-Guardian race, CON 15+, INT 13+

Benefit: Your racial abilities are upgraded. Your Light Ion Stream inflicts 1d8+ CON modifier points of electrical damage. Three times per day, you can activate your onboard maintenance systems. Doing so provides you with Fast Healing 1 for a number of rounds equal to 3 + your CON modifier per activation.

Extinction Protocol (Bio-Guardian)

You never seem to miss when aiming at a Mutant target.

Prerequisite: Anti-Mutant Warfare

Benefit: When attacking any Mutant character, you roll 2d20 and take the better of the two rolls.

More Machine than Man (Bio-Guardian)

After a severe injury, your self repair systems went into overdrive, evolving you into a more machinelike state.

Prerequisite: Bio-Guardian race, character level 8+

Benefit: You gain several immunities common to Constructs, though your time remains humanoid. You become immune to critical hits, stunning, ability score damage and drain, poison, the sickened and nauseated conditions, subdual damage, and effects which require a FORT Save, unless the effect also works on objects.

Optical Armory (Bio-Guardian)

Your onboard weapons systems are modeled more closely on standard Watchtower war mecha than is the norm. You are equipped with a stunning optic blast that can incapacitate Mutants.

Prerequisite: Bio-Guardian race

Benefit: As a ranged touch attack with a maximum range of 30 ft, you may fire a beam of energy that disrupts Mutant brain function. Mutants struck by this optic blast are dazed for 1d4 rounds. You may use this ability at will as a standard action.

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