

ALTERED EARTH

HEROIC TIER THREATS



**Altered Earth Created by
David Caffee**

**Art by
Cerebus and Mike Willis**

chaos_trip_studios@yahoo.com

Chaos Trip Studios

Table of Contents

THREATS

Android.....	4
Armored Trooper.....	6
Chemical Booster.....	8
Clone Soldier.....	9
Cyber Beast.....	11
Cyborg.....	13
Experimental.....	14
Gene Freak.....	15
GEO.....	17
Human.....	19
Infected.....	21
Microbot.....	23
Risen.....	25
Sewer Mutant.....	27
Techno Zombie.....	29
Warbot.....	31



APENDIXES

Threats by Level.....	34
Encounter Groups.....	35



ANDROID

Androids are artificial constructs built to physically resemble human beings. These mechanical creations serve their flesh and blood masters in a number of ways, including functioning as protectors and infiltrators. Androids can be encountered almost anywhere and many of them can easily blend in with the human population. Androids that have become self-aware are unpredictable rogues and refugees who owe allegiance to no one.

ANCIENT GUARDIAN

An android ancient guardian is a highly advanced automaton built during ages long past. Superior to any model of android that can be produced in modern times, ancient guardians are only found in the deepest sub-levels and most antediluvian of prehistoric ruins. Ancient guardians are usually programmed to defend powerful pieces of relic technology and important facilities that were built during forgotten eons.

BODYGUARD

Android bodyguards are tough built robots whose primary function is to safeguard the lives and / or property of their human owners. Bodyguards are often reprogrammed to act as disposable enforcers, assassins, and foot soldiers.

MANIAC

An android maniac is a sentient robot that has survived long enough to go completely insane. Violent and unpredictable, an android maniac will stalk and kill almost anyone it comes across. Some maniacs are wandering drifters while others seek out isolated hiding places in the deep wastes or far beneath the city streets.

SERVANT

The most common type of production androids are standard servant models. Designed for basic domestic work and administrative functions, android servants are programmed to defend their owners in case of attack. People who are on the hunt for a bargain will purchase servant androids as low budget bodyguards.

SPY

The android spy is a marvel of robotic technology. Virtually indistinguishable from a normal human, this type of android can easily blend in with a crowd, changing its appearance when necessary to avoid suspicion. It can even be set to duplicate a specific person. Its stealth program makes an android spy all but invisible when it is on the prowl.

ANDROID LORE

A character knows the following information with a successful skill check.

(Science) DC 15: Androids that are not self-aware do only what they are programmed to do. The synthetic brain that serves as an android's CPU is very advanced and can handle extremely complicated sets of instructions. Androids that achieve self-awareness are doomed to eventually slide first into bouts of erratic behavior and then finally succumb to total dementia.

(History) DC 20: Android ancient guardians rarely become awakened to self-awareness but those that do are not subject to the psychological breakdowns that plague other machine intelligences.

Android Ancient Guardian

Level 10 Elite Soldier

XP 1,000

Medium natural humanoid (construct)

Initiative +10 Senses Perception +10

HP 212; bloodied 106.

AC 26; Fortitude 22, Reflex 22, Will 20

Immune disease, poison.

Saving Throws +2

Speed 7

Action Points 1

⊕ **Ancient Fighting Technique** (standard; at-will)
+17 vs. AC; 3d6 + 7 damage.

⊗ **Eye Laser** (standard; recharge ☐☐☐☐☐☐☐☐) **Fire**
Ranged 20; +15 vs. Reflex; 3d8 + 7 fire damage.

Skill Program (immediate interrupt; when the ancient guardian fails a skill check; encounter)

The android ancient guardian rerolls the skill check.

Self-Repair (standard; encounter)

The android ancient guardian regains 60 hit points.

Alignment Unaligned **Languages** Ancient

Skills Athletics +19, History +17, Science +19.

Str 24 (+12) **Dex** 20 (+10) **Wis** 21 (+10)

Con 18 (+9) **Int** 25 (+12) **Cha** 14 (+7)

ANDROID ANCIENT GUARDIAN TACTICS

An android ancient guardian is normally programmed to protect a specific location or item. It will never stray far from its appointed charge and will fight to the death in the execution of this duty. Ancient guardians begin battle by using *eye laser* and will continue to use this power every time it recharges. If it becomes bloodied, the ancient guardian will use *self-repair* and then spend its action point to attack with *ancient fighting technique* or *eye laser*.

Android Bodyguard

Level 4 Soldier

XP 175

Medium natural humanoid (construct)

Initiative +10 Senses Perception +10

HP 55; bloodied 27.

AC 20; Fortitude 15, Reflex 16, Will 13

Immune disease, poison.

Speed 7

Defensive Program

Any ally adjacent to the bodyguard gains a +2 bonus to AC and Reflex defenses.

⊕ **Hammer Fist** (standard; at-will)
+11 vs. AC; 1d6 + 3.

Skill Program (immediate interrupt; when the bodyguard fails a skill check; encounter)

The bodyguard rerolls the skill check.

Self-Repair (standard; encounter)

The bodyguard regains 17 hit points.

Alignment Unaligned **Languages** Universal

Skills Perception +10, Science +11, Thievery +9.

Str 17 (+5) **Dex** 14 (+4) **Wis** 12 (+3)

Con 16 (+5) **Int** 18 (+6) **Cha** 10 (+2)

ANDROID BODYGUARD TACTICS

An android bodyguard is usually programmed to protect a specific charge, usually a creature but it could also be a location. When danger threatens, the bodyguard will attempt to place itself between the threat and its charge. It will automatically attack the target closest to itself and use *hammer fist* over and over again until it becomes bloodied. An android bodyguard that becomes bloodied will use *self-repair* and then attempt to escort its charge away from danger. A bodyguard that cannot move its charge to safety will fight to the death.

Android Maniac

Level 8 Lurker XP 350

Medium natural humanoid (construct)

Initiative +11 Senses Perception +11

HP 71; bloodied 35.

AC 22; Fortitude 17, Reflex 20, Will 17

Immune disease, poison.

Speed 7

Combat Advantage

The android maniac deals an extra 2d6 damage against any target it has combat advantage against.

⊕ **Rusty Shank** (standard; at-will) **Weapon, Poison**
+13 vs. AC; 2d4 + 3 damage plus 5 ongoing poison damage (save ends).

⊕ **Trip Attack** (standard; at-will)

+11 vs. Reflex; the target is knocked prone.

Stab Happy (standard; at-will)

The android maniac makes two attacks with *rusty shank*.

Skill Program (immediate interrupt; when the maniac fails a skill check; encounter)

The maniac rerolls the skill check.

Self-Repair (standard; encounter)

The maniac regains 23 hit points.

Alignment Evil **Languages** Universal

Skills Bluff +12, Perception +11, Science +17, Stealth +11, Thievery +13.

Str 17 (+7) **Dex** 14 (+6) **Wis** 14 (+6)

Con 16 (+7) **Int** 23 (+10) **Cha** 16 (+7)

ANDROID MANIAC TACTICS

An android maniac patiently stalks its prey before attacking. The maniac may even feel the need to approach its victims in a friendly manner and gain their trust before launching a surprise assault. It will target the weakest creature in range and attempt to inflict maximum damage by combining *stab happy* with *combat advantage*. An android maniac that becomes bloodied may retreat in order to plot its revenge or it might fight to the death. The maniac's insane behavior is rarely consistent and often depends of the whims of the moment.

Android Servant

Level 1 Minion XP 25

Medium natural humanoid (construct)

Initiative +2 Senses Perception +6

HP 1; a missed attack never damages a minion.

AC 15; Fortitude 13, Reflex 14, Will 11

Immune disease, poison.

Speed 7

⊕ **Shove** (standard; at-will)

+6 vs. AC; 4 damage and the target is pushed 1 square.

Skill Program (immediate interrupt; when the servant fails a skill check; encounter)

The servant rerolls the skill check.

Alignment Unaligned **Languages** Universal

Skills Diplomacy +5, Perception +6, Science +9.

Str 16 (+3) **Dex** 15 (+2) **Wis** 13 (+1)

Con 12 (+1) **Int** 15 (+2) **Cha** 10 (+0)

ANDROID SERVANT TACTICS

As they are not programmed for direct combat, android servants only use the most remedial tactics. Generally speaking, all an android servant will do in battle is lurch forward and mindlessly use *shove* over and over again in order to put some distance between the target and its owner.

Android Spy

Level 3 Skirmisher XP 150

Medium natural humanoid (construct)

Initiative +2 Senses Perception +7

HP 46; bloodied 23.

AC 17; Fortitude 14, Reflex 16, Will 13

Immune disease, poison.

Speed 7

Combat Advantage

The android spy deals an extra 1d6 damage against any target it has combat advantage against.

⊕ **Cyber Weapon** (standard; at-will)

+8 vs. AC; 1d6 + 3 damage.

⊖ **Acid Mist** (standard; encounter) **Acid**

Close blast 2; +6 vs. Reflex; 3d4 + 3 acid damage and the android spy makes a secondary attack. *Secondary Attack*: +6 vs. Fortitude; the target is blinded until the end of the android spy's next turn.

Skill Program (immediate interrupt; the first time the spy fails a skill check)

The android spy rerolls the skill check.

Self-Repair (standard; encounter)

The android spy regains 13 hit points.

Change Shape (minor; at-will) **Polymorph**

An android spy can alter its physical features to take on the appearance of any Medium humanoid, including a unique individual (see *Change Shape* in the *D&D 4E Monster Manual*).

Alignment Unaligned **Languages** Universal

Skills Bluff +10, Diplomacy +8, Perception +7, Science +10, Stealth +16.

Str 16 (+4) **Dex** 16 (+4) **Wis** 13 (+2)

Con 13 (+2) **Int** 15 (+3) **Cha** 15 (+3)

ANDROID SPY TACTICS

Android spies avoid combat if possible. If it is discovered and its identity is compromised, an android spy will fight long enough to create a window of opportunity and then escape. The spy will begin combat with *acid mist* and take advantage of any enemies that get blinded by following up with *combat advantage*. If the spy manages to break away from the fight and flee, it will immediately use *change shape* to conceal its identity and throw off pursuers.



ARMORED TROOPER

The ranks of almost every civic defense force, corporate military corps, and warlord's army include large numbers of armored troopers (ATs). These reluctant warriors have been permanently melded with state of the art battle suits that greatly increase their physical capabilities. Armored troopers are often deployed on the battlefield alongside non-augmented soldiers and military robots. High security installations and important people are many times guarded by these deadly cyber-enhanced fighters. ATs are kept in line with the promise that loyal service will win them a chance to be liberated from their mechanical encasement. As a backup control mechanism, the troopers are implanted with neurolinks that allow their handlers to directly stimulate the pleasure and pain centers of their brains.

SAPPER

The low end of the pecking order among armored troopers belongs to the sappers. Conscripted from prisons, slave pens, and refugee camps, the sappers are bonded to mass produced battle suits and sent directly to the front lines. When a sapper dies, his or her battle suit is stripped, repaired, and primed for the next implant victim.

SECURITY UNIT

AT security units are outfitted with stronger, more advanced battle suits than their sapper brethren. These troopers are tasked with assignments that are more complex than the "charge to your death" missions that sappers get. Armored trooper security units are often assigned to body-guard and riot suppression duty.

SKY HUNTER

The elite among the armored troopers are airborne soldiers known as sky hunters. Only the most trusted and accomplished ATs are selected to be refitted with sky hunter battle suits. Sky hunters are used as enforcers, trackers, and fast strike troops. A few sky hunters have managed to escape the control of their superiors and now work as highly paid mercenaries.

STRIKER

Equipped with powerful ranged weapons, AT strikers provide support fire for other units. They are traditionally employed on open battlefields alongside combat troops but they are also joined with other armor troopers for guard duty.

URBAN ENFORCER

Gigantic machine men, AT urban enforcers are intentionally designed to be scary and imposing. Urban enforcers are almost exclusively used to put down riots and uprisings. The appearance of one of these massive battle suits on the streets of a mega city causes panicked hordes to flee in every direction. Armored troopers that display a consistent pattern of sadism and bloodlust are recruited to become urban enforcers.

ARMORED TROOPER LORE

A character knows the following information with a successful skill check.

(Science) DC 18: Armored troopers are controlled through the use of implants that can remotely induce the sensations of pleasure and pain. Receiving a jolt from the pleasure implant is the only form of recreation available to these slave soldiers.

Armored Trooper Sapper

Level 7 Minion

XP 75

Medium experimental humanoid

Initiative +6

Senses Perception +4; darkvision

HP 1; a missed attack never damages a minion.

AC 24; Fortitude 18, Reflex 16, Will 14

Speed 6

⊕ **Wrist Bayonet** (standard; at-will) **Weapon**

+12 vs. AC; 6 damage.

⊕ **Assault Rifle** (standard; at-will) **Weapon**

Ranged 15/30; +10 vs. AC; 9 damage.

Alignment Unaligned

Languages Universal

Str 20 (+8)

Dex 16 (+6)

Wis 12 (+4)

Con 14 (+5)

Int 10 (+3)

Cha 13 (+4)

ARMORED TROOPER SAPPER TACTICS

Armored trooper sappers charge fearlessly at the enemy and blast away with *assault rifle*. They attempt to take up advantageous positions around the battlefield and pin the enemy down with a cross fire. They generally avoid close combat, using *wrist bayonet* before shifting away and resuming ranged attacks.

Armored Trooper Security Unit

Level 6 Soldier

XP 250

Medium experimental humanoid

Initiative +6

Senses Perception +6; darkvision

HP 72; bloodied 36.

AC 25; Fortitude 18, Reflex 16, Will 16

Speed 6

⊕ **Wrist Bayonet** (standard; at-will) **Weapon**

+13 vs. AC; 1d6 + 5 damage.

⊕ **Assault Rifle** (standard; at-will) **Weapon**

Ranged 15/30; +11 vs. AC; 2d8 + 3 damage.

✱ **Open Fire** (standard; recharge Ⓛ Ⓜ Ⓝ) **Weapon**

Burst 1 within 20; +11 vs. AC; 2d8 + 3 damage.

Computer Targeting (immediate interrupt; when the AT security unit misses a ranged attack; encounter)

The AT security unit rerolls the attack.

Alignment Unaligned

Languages Universal

Str 20 (+8)

Dex 16 (+6)

Wis 16 (+6)

Con 18 (+7)

Int 10 (+3)

Cha 15 (+5)

ARMORED TROOPER SECURITY UNIT TACTICS

Armored trooper security units are crafty fighters who keep going until the bitter end. They know that their armored shells will protect them from most weapons so they do not hesitate to plant themselves in the thick of things. Security units like to fight on the front lines and continuously press themselves upon the enemy, even if it means resorting to hand to hand combat.



Armored Trooper Sky Hunter

Level 10 Skirmisher

XP 500

Medium experimental humanoid

Initiative +10 Senses Perception +9; darkvision

HP 106; bloodied 53.

AC 26; Fortitude 22, Reflex 24, Will 19

Speed 6, fly 10 (hover); see also *flyby attack*

⊕ **Razor Whip** (standard; at-will) **Weapon**

Reach 2; +15 vs. AC; 2d6 + 5 damage.

⊕ **Flying Slam** (standard; at-will)

+15 vs. AC; 2d4 + 5 damage, and the target is knocked prone.

⊕ **Mounted Gun** (standard; at-will) **Weapon**

Ranged 15/30; +15 vs. AC; 2d8 + 5 damage.

✱ **Wrist Rocket** (standard; encounter) **Weapon**

Burst 2 within 20; +13 vs. Reflex; 3d8 + 5 damage.

Flyby Attack (standard; at-will)

The AT sky hunter flies up to 10 squares and makes one melee basic attack at any point during that movement. The AT sky hunter does not provoke opportunity attacks during this movement.

Computer Targeting (immediate interrupt; when the AT sky hunter misses a ranged attack; encounter)

The AT sky hunter rerolls the attack.

Alignment Unaligned **Languages** Universal

Skills Nature +14, Science +13, Thievery +15

Str 20 (+10) **Dex** 20 (+10) **Wis** 18 (+9)

Con 18 (+9) **Int** 16 (+8) **Cha** 15 (+7)

ARMORED TROOPER SKY HUNTER TACTICS

Strike fast, strike hard. This is the motto of the armored trooper sky hunters. They like to begin combat by using *flyby attack* in conjunction with either *razor wire* or *flying slam*. They then retreat to a safe distance before unleashing hell with *wrist rocket* and *mounted gun*. Some sky hunters like to circle the periphery of the battlefield and rely solely on ranged attacks while others prefer to zip in and out of melee range.

Armored Trooper Striker

Level 8 Artillery

XP 350

Medium experimental humanoid

Initiative +8 Senses Perception +7; darkvision

HP 71; bloodied 35.

AC 24; Fortitude 19, Reflex 18, Will 17

Speed 6

⊕ **Armored Punch** (standard; at-will)

+12 vs. AC; 1d8 + 5 damage.

⊕ **Shoulder Cannon** (standard; at-will) **Weapon**

Ranged 20/40; +15 vs. AC; 4d4 + 4 damage.

Smoke Screen (minor; encounter)

The AT striker gains a +2 bonus to AC and Reflex defenses until the end of the encounter.

Computer Targeting (immediate interrupt; when the AT striker misses a ranged attack; encounter)

The AT striker rerolls the attack.

Alignment Unaligned **Languages** Universal

Str 20 (+9) **Dex** 18 (+8) **Wis** 17 (+7)

Con 17 (+7) **Int** 13 (+5) **Cha** 15 (+6)

ARMORED TROOPER STRIKER TACTICS

Armored trooper strikers stay as far away from the enemy as possible, relying on their ranged attacks and allied troops to keep themselves safe. Each striker will select a single target and doggedly blast away at it until it either falls or retreats.

Armored Trooper Urban Enforcer

Level 9 Solo Brute

XP 2,000

Large experimental humanoid

Initiative +6 Senses Perception +11; darkvision

HP 388; bloodied 194.

AC 24; Fortitude 21, Reflex 16, Will 16

Resist 10 all

Saving Throws +5

Speed 7

Action Points 2

⊕ **Bash** (standard; at-will)

+13 vs. AC; 1d8 + 7 damage.

⊕ **Charging Bash** (standard; at-will)

The AT urban enforcer moves 4 squares and makes the following attack.

+13 vs. AC; 2d8 + 7 damage.

⤵ **Gun Pod** (standard; recharge ⓧ) **Weapon**

Ranged 10/20; +9 vs. AC; 3d10 + 2 damage.

⤵ **Sonic Disperser** (standard; encounter) **Thunder**

Close burst 5; +10 vs. Fortitude; 2d12 + 6 thunder damage and the target is stunned and deafened (save ends both).

Computer Targeting (immediate interrupt; when the AT urban enforcer misses a ranged attack; encounter)

The AT urban enforcer rerolls the attack.

Alignment Evil **Languages** Universal

Skills Athletics +14, Perception +11.

Str 24 (+11) **Dex** 14 (+6) **Wis** 14 (+6)

Con 22 (+10) **Int** 12 (+5) **Cha** 10 (+4)

ARMORED TROOPER URBAN ENFORCER TACTICS

The urban enforcer rushes headlong into any perceived threat. The first round of combat it spends an action point to use *gun pod* combined with *charging bash*. When it has closed the distance, it uses *sonic disperser*, focusing its subsequent attacks on any target that is not stunned.



CHEMICAL BOOSTER

There are a number of experimental drugs that are known to increase the combat prowess of human warriors. Some scientists have taken advantage of this technology and found ways to push chemical enhancement to its utmost extreme. The results of these experiments are known as chemical boosters, deranged combatants with more than human abilities.

BASHER

This type of chemical booster has been pumped full of hormones and performance enhancing drugs until he or she has become transformed into a grotesque tower of muscle and bone. Some bashers are criminal enforcers and arena fighters who have taken massive doses of drugs in order to gain a fighting edge, while others are hapless victims of the laboratory pens.

DRUG SLAVE

Drug slaves are either failed experimental subjects who can no longer function without regular injections or burnouts who have turned to experimental drugs in order to push the envelope of sensory experience. In either case, drug slaves are totally dependent on the chemists who keep them dosed up. This type of chemical booster is widely used by crime syndicates, mercenary companies, and certain warlords.

STIM FREAK

There are stimulant drugs that are so powerful they push the nervous system right over the edge. Stim freaks imbibe these chemicals to the point of risking overdose. The drugs keep the stim freak on edge and tweaked for anything but at a great cost to their neurological and psychological health.

CHEMICAL BOOSTER LORE

A character knows the following information with a successful skill check.

(Science) DC 15: Chemical booster stim freaks rarely sleep due to their overstimulated nervous systems. The mental strain associated with this lifestyle makes stim freaks an unpredictable and short lived breed of warrior. Chemical booster bashers suffer from reduced cognitive capacity and intellectual difficulties, a side effect of the dangerous performance enhancers they take.

Chemical Booster Basher

Level 6 Brute XP 250

Large experimental humanoid

Initiative +6 Senses Perception +4

HP 86; bloodied 43.

AC 20; Fortitude 19, Reflex 16, Will 14

Speed 6

⊕ **Great Club** (standard; at-will) **Weapon**

+9 vs. AC; 1d10 + 6 damage, and the target is knocked prone.

↶ **Roid Rage** (standard; encounter; recharges when first bloodied)

Weapon

Close burst 1; +9 vs. AC; 1d10 + 6 damage.

⊗ **Throwing Hammer** (standard; at-will) **Weapon**

Ranged 5/10; +9 vs. AC; 1d6 + 6 damage. The CB basher must retrieve the hammer before it can throw it again.

Alignment Unaligned **Languages** Universal, Gutter Speak

Skills Athletics +14, Endurance +11

Str 22 (+9) **Dex** 16 (+6) **Wis** 13 (+4)

Con 16 (+6) **Int** 6 (+1) **Cha** 8 (+2)

Equipment great club, throwing hammer, bodysuit

CHEMICAL BOOSTER BASHER TACTICS

Bashers are far from brilliant strategists. They rely on simple tactics and pure brute strength. A CB basher's greatest fear is taking ranged attacks without being able to hit back, so it will try to close the distance as fast as possible. It will use its *throwing hammer* to attack anyone who stays out of melee.

Chemical Booster Drug Slave

Level 6 Minion XP 63

Medium experimental humanoid

Initiative +6 Senses Perception +4

HP 1; a missed attack never damages a minion.

AC 20; Fortitude 17, Reflex 18, Will 14

Speed 6

⊕ **Club** (standard; at-will) **Weapon**

+10 vs. AC; 5 damage.

⊗ **Heavy Pistol** (standard; at-will) **Weapon**

Ranged 6/12; +11 vs. AC; 6 damage.

Alignment Unaligned **Languages** Universal, Gutter Speak

Skills Streetwise +9, Thievery +10

Str 15 (+5) **Dex** 17 (+6) **Wis** 13 (+4)

Con 14 (+5) **Int** 8 (+2) **Cha** 12 (+4)

Equipment club, P6 thunder combat pistol, bodysuit

CHEMICAL BOOSTER DRUG SLAVE TACTICS

Crazed and desperate, drug slaves rush into battle attacking whichever target happens to be closest to them. While modern chemistry provides these poor souls with a degree of false courage, drug slaves are quick to abandon a fight if the odds turn against them.

Chemical Booster Stim Freak

Level 9 Skirmisher XP 400

Medium experimental humanoid

Initiative +11 Senses Perception +6

HP 97; bloodied 47.

AC 23 (27 against melee attacks); Fortitude 19, Reflex 23, Will 18

Speed 8

⊕ **Long Sword** (standard; at-will) **Weapon**

+12 vs. AC; 1d8 + 3 damage.

⊗ **Pistol** (standard; at-will) **Weapon**

Ranged 15/30; +14 vs. AC; 2d4 + 7 damage.

Dual Wielder (standard; at-will) **Weapon**

The CB stim freak makes two pistol attacks.

Boost (move; encounter)

The CB stim freak shifts 10 squares.

Infinite Dodge (immediate interrupt, when targeted by a melee attack)

The CB stim freak gains a +4 bonus to AC defense against the triggering attack.

Alignment Unaligned **Languages** Universal, Gutter Speak

Skills Acrobatics +15, Athletics +12, Streetwise +9, Thievery +15

Str 16 (+7) **Dex** 25 (+11) **Wis** 15 (+6)

Con 16 (+7) **Int** 10 (+4) **Cha** 11 (+4)

Equipment long sword, x2 defender tactical side arms, combat armor

CHEMICAL BOOSTER STIM FREAK TACTICS

A stim freak moves from target to target, using its natural speed to maneuver into advantageous positions. It relies heavily on *dual wielder* but will not hesitate to enter into melee where it can make good use of both *long sword* and *infinite dodge*.

