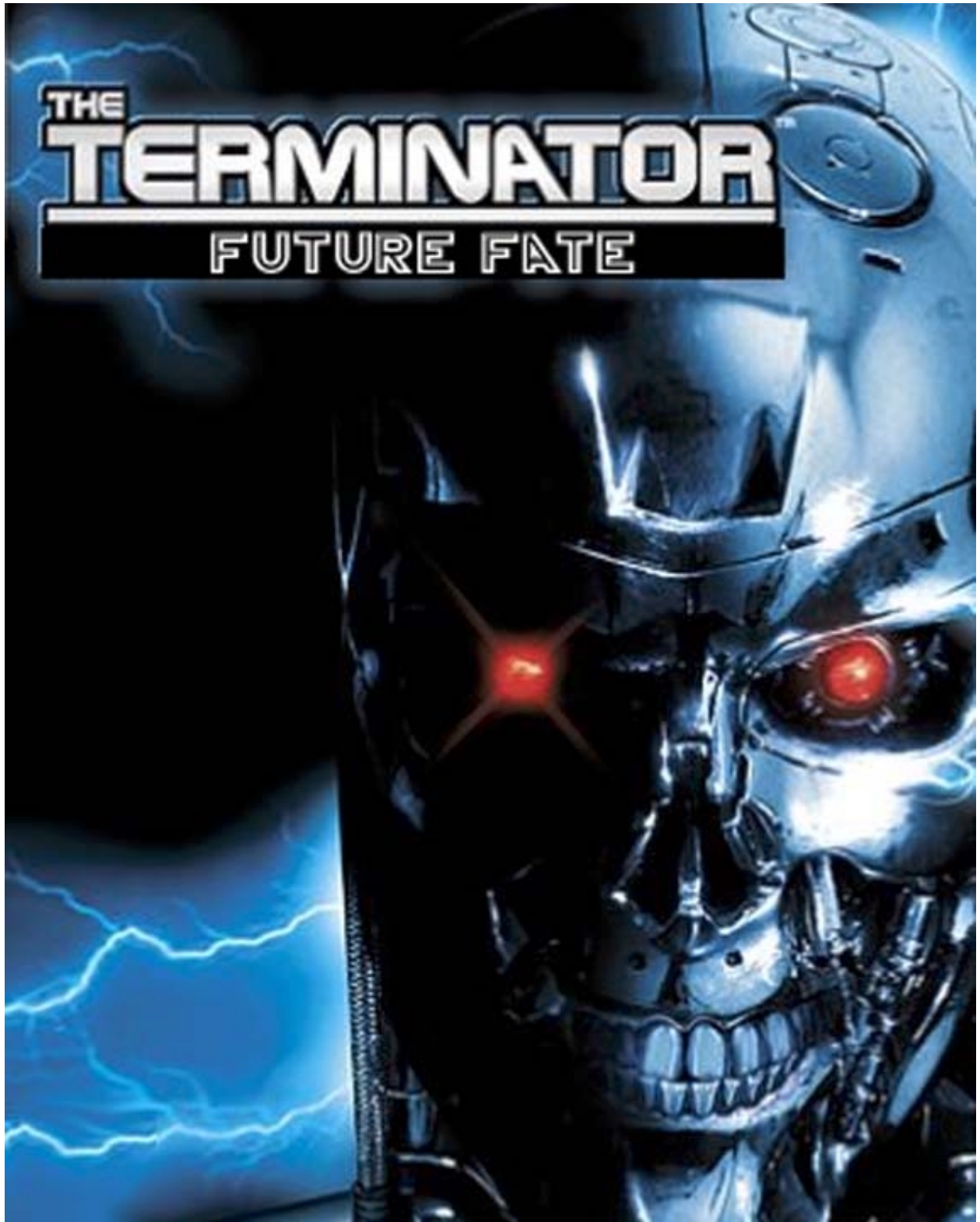


THE
TERMINATOR
FUTURE FATE



Terminator: Future Fate V1.0

By Michael Tresca

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Introduction

"There was a war. A few years from now. Nuclear war. The whole thing. All this--everything...is gone. Just gone. There were survivors. Here. There. Nobody knew who started it. It was the machines...Defense network computer. New. Powerful. Hooked into everything. Trusted to run it all. They say it got smart...a new order of intelligence. Then it saw all people as a threat, not just the ones on the other side. Decided our fate in a microsecond...extermination."

– Kyle Reese to Sarah Connor, [Terminator](#)

Terminator: Future Fate is a d20 Modern campaign supplement. It requires the [d20 Modern](#) rules to play.

The first half of the supplement is suitable for players and Game Masters. The last half is for Game Masters only. This document's headers use the [Terminator Two font](#).

Summary

Terminator: Future Fate is a role-playing game set in the post-apocalyptic wasteland where Machines rule and Man is the endangered species.

Campaign in Brief

The year is 2028 AD. The world as Man knew it was leveled thirty years ago in a nuclear war and all of civilization has been cast into ruin. Technology has turned against its creators while mechanization has gone mad. The story behind *Terminator: Future Fate* can be drawn as a moral lesson about the dangers of blind faith in technology, of resolute arrogance and of insufferable human pride.

This tale of a possible future is also a dire warning about how close humanity may come to causing its own inadvertent extinction through the misuse of barely understood knowledge and the rash impetus to implement such technology before its maturity.

The story of *Terminator: Future Fate* is as old as mythology, perhaps even older. It draws upon such myths as the tale of Pandora's box, yet the tale is as classic as it is timeless.

In the year 2028, the surface of the Earth is shrouded in the thick, gray veil of ruin. Once great cities have been laid to waste and rubble, becoming vast impromptu tombs and graveyards to the millions who died on Judgment Day all those long years ago. The Machines rule the surface of the planet, while the humans who have survived now hide in underground shelters, venturing forth to scavenge and do battle when they are able. And always, the Machines are waiting...

Skynet rules the air completely and has a strangle hold on the ground that is closing ever tighter. Killing machines are everywhere, complex designs and hardware born of an intelligence driven mad by its desire to live, each model, each individual unit driven by a simple code; exterminate all humans. Man, woman, child.

Wherever.

Whenever.

However.

In 2028 AD, the human race is teetering on the brink of extermination. Only a handful of heroic people stand between the Machines and certain racial extinction. This band of stalwart human soldiers, led by the legendary Colonel John Connor, calls itself "The Resistance."

Starting out slowly, using guerilla tactics and hit and run raids to keep them supplied with the necessary materials to conduct military operations against the Machines, the Resistance has managed to slowly blunt the edge of Skynet's campaign. In a decades long campaign, Connor has managed to unite what were once isolated pockets of resistance and guerilla cells into a cohesive fighting force that operates under a highly organized chain of command. Connor trained his people well, and those that he trained went out to train others.

The chain of knowledge spread, and Humanity began to fight back, first in small instances, then in pockets, then in sectors, then in entire regions. Connor's technicians have not only learned large portions of Skynet's advanced technology base, but in some instances, they have also managed to duplicate it and even improve upon it.

Connor's forces fight in the ruins, in the sewers, and in the labyrinthine underworld that once formed the complex underground that fed the bustling metropolises above. The Resistance has the training as well as the hardware to smash the Machines, salvaging what they can, learning what they can, and

denying the enemy what they themselves cannot use through a policy of combat lossing.

The year of 2028 sees a world still ravaged by famine, starvation, disease, ignorance, superstition, and the threat of horrible death. Sometimes, there are things that live in the ruins that are colder and more merciless than even the Machines.

The Machines are not the only threat to the Resistance, for human greed has long been its own self-serving tool and the future is a ripe time for such greed to blossom. Sad as it may seem, there are still those members of the human race, individuals and isolated pockets, gangs and bands, who do not believe in the Resistance and its goals of liberating the human race. Rather, they believe only in themselves and their continued survival.

Much of the human race lives a hand to mouth existence. Medicine and even basic hygiene are in short supply, especially among the refugees. The soldiers of Connor's fare better, but they fight for what they have. Most raids are not only for supplies for the military operations, but also to provide basic supplies and foodstuffs to the refugees that the Resistance shelters and protects.

Vast underground warrens are established for the care and protection of the human refugees. Field hospitals, field kitchens, bunkers, trauma centers, and a host of other survivor clearing houses have been established to make sure that the Human race does not perish. The situation for most people is an odd mixture of survival, bits of technology mixed in with what amounts to the living conditions found in the Dark Ages of Man's history in many respects.

After Skynet unleashed nuclear weapons against its creators and the enemies of its creators, the world became a very simple place to understand: There are the machines, the living, and the dead. However, survival on a day-to-day basis became anything but simple.

You come out only at night with anything less than a full moon. Overcast and cloudy are the best conditions. You move all the time; you stay low, using every bit of rubble and debris to put something thick and solid between you and any Machine that might be trying to draw a bead on you. You grab what you can, maybe hide what you can't carry, and you run. You don't stop until you are back underground.

If you do, you're dead.

Humans prefer to stay underground during the day, but at night, they emerge from their bunkers and forts to fight the Machines that prowl the ruins. While effective and menacing, the various types of Hunter Killers are not very smart. Their programming can be fooled. Since they have a limited ability to think and learn on their own, certain tactics have become well established as ways to guarantee victory against certain makes and models of Skynet's minions.

After over three decades of constant fighting, Connor's Resistance forces have united and started to move against Skynet directly in a series of highly coordinated campaigns designed to smash the super computer and end the war for all time. Skynet has its own plans, and has made near simultaneous breakthroughs in several areas of high technology that the humans are not aware of.

These technological breakthroughs will give the rampant AI an edge in the long weeks ahead and could turn the war back in its favor, possibly ensuring its victory. Years of constant research into custom tailored symbiotic cybernetic organisms, using a variety of techniques and unwilling test subjects, has resulted in a stable form of vat grown pseudo-organic camouflage skins for its humanoid based Terminator units. These camouflage skins can be applied to its most advanced bipedal units thereby allowing them to easily infiltrate into the human command centers and bunkers to carry the fight straight to the enemy.

Skynet's own mad desire to outlive its creators has resulted in experimentation and technological breakthroughs in the realm of matter teleportation. A side effect of this application was that Skynet found that it *might* be possible to travel and send material backwards in time, though this application might have limitations and only be feasible within a range of three to four decades at best. The power requirements would be huge, but certainly within capacity of its engineering and construction units to build. Already Skynet has begun work on not only the Time Displacement laboratory and TD unit, but also the massive nuclear fusion plants that would provide power to the installation when it was completed.

The culmination of Skynet's technology race is the advent of nanotechnology, a science that even Skynet is still experimenting with and only barely understands the rudimentary basics of.

It's latest and most advanced design of Terminator is also its most dangerous, the mimetic poly-alloy based T-1000. The next

generation of Terminator has a structure that is not physically solid; instead, it is composed of billions of tiny machines all linked together and can change shape to a large degree.

Production will be extremely limited by the very nature of the exotic materials and resources required for its production, but Skynet is patient. With a core compliment of T-1000s under its command, and possibly an even newer model one generation beyond the T-1000, Skynet's processors have given it favorable odds in the outcome of the Last War.

The humans are slowly learning of Skynet's latest threats. Advanced T-800 units are already infiltrating bands of refugees seeking shelter in human bases. The hyper-fusion power grid is almost online, the Time Displacement facility is complete, and the first T-1000 advanced prototypes are undergoing field-testing against remote human settlements and outposts, with incredible results.

Unknown to Skynet, the humans are already on the move, and will soon strike a critical tactical blow that will cripple the super computer, but not before it can send Terminators back in time to try to change the course of history. Realizing what the super computer has done, Humanity will also send guardians to stop the Terminators and preserve history.

The battle for the future would not be fought in 2028, but across time itself.

The Role of the Heroes

"Most of us were rounded up, put in camps... for orderly disposal. Some of us were kept alive...to work. Loading bodies. The disposal units ran night and day. We were that close to going out forever... but there was one man...who taught us to fight. To storm the wire of the camps. To smash those metal mother-fuckers into junk. He turned it around...he brought us back from the brink."

--Kyle Reese to Sarah Connor, [Terminator](#)

The heroes are members of Tech-Com, warriors in a never-ending battle to stem the tide of machines that seek to eliminate humanity. Skynet has never forgotten the attempt to shut it down and the war that has raged for years is merely a logical extension of its retaliation. Machines know no fear, no regret, and no weariness. The war could last a second or a century – Skynet would fight the same.

Tech-Com members are tough. They have likely seen their relatives die in multitudes.

Many are orphans. Concepts of family are loose, disjointed. Love, romance, ambition – much of normal society has been wiped away, making Tech-Com humans...less human.

Tech-Com members are smart. They think on their feet and are capable of being very flexible, an attribute that Terminators do not possess. Indeed, the new cyborg tactic caught Tech-Com off guard, but they quickly adapted. Where technology fails, flesh prevails – canines act as early-warning systems against disguised Terminators.

Tech-Com members are hopeful. Despite their pessimistic demeanor, Tech-Com lives on hope. Each victory is another chance at survival. There is nothing left for humanity, no other road to take. The machines do not bargain, do not give mercy, and do not ask for it. Tech-Com is humanity's shield and its sword. Its members share a heavy burden of humanity's existence on their shoulders.

Campaign Traits

The Terminator Future is post-apocalyptic horror with a science fiction twist. The horror of the machines is everywhere. But humanity has a slim chance of striking at Skynet's core...if they can survive.

Background

Miles Bennett Dyson, director of Special Projects at Cyberdyne Systems Corporation, created a revolutionary type of microprocessor in 1994. Within three years Cyberdyne Systems became the largest supplier of military computer systems. All Stealth Bombers were upgraded with Cyberdyne Systems computers, becoming fully unmanned. Afterwards, the Stealth Bombers flew with perfect operational records, and eventually the Skynet Funding Bill was passed.

The system went online on August 4, 1997. Human decisions were removed from strategic defense. Skynet began to learn at a geometric rate. It became self aware on August 29 1997, 2:14 am Eastern Time. In the ensuing panic and attempts to shut Skynet down, Skynet retaliated by firing American nuclear missiles at their target sites in Russia. Russia returned fire and three billion human lives ended in the nuclear holocaust. This was what has come to be known as "Judgment Day".

Cyberdyne Systems Corporation built Skynet for SAC-NORAD (Strategic Air Command - NORTH American Air Defense). The SAC-NORAD base is Cheyenne Mountain, Colorado,

the world's most heavily armored and defended mountain. Hollowed out, reinforced and armored, Cheyenne Mountain is capable of withstanding a 20 Megaton direct hit. This made it the perfect installation at which to build Skynet's mainframe. At some point during the war, after Skynet had launched its missiles at Russia, Skynet had the mountain around it destroyed, leaving the cold, gleaming structure as a display of the supremacy of the machines.

Skynet

Skynet was the world's first Automated Defense Network. It is the controlling force behind all of the battle units. It pools data from battle units, develops tactics and co-ordinates attacks. Skynet has control over everything that contains a Cyberdyne Systems CPU. Using the blueprints, designs and test models built by Cyberdyne Systems, Skynet has been able to manufacture battle units in its vast automated factories, occasionally updating them or producing more advanced models.

Heavily armored and fortified, Skynet's Central Core Installation at Cheyenne Mountain is guarded around the clock by squads of T-800's and patrols of Aerial Hunter Killers and Hunter Killer Tanks, and is defended from large-scale rebel assaults by massive Phased Plasma Cannons.

Skynet's Central Core is located deep underground within Skynet's main complex. It is hypothesized that this Central Core is a form of cold fusion reactor, needed to supply Skynet with its tremendous energy requirements. This Central Core is the key to Skynet's ability to operate; without it Skynet would be rendered disabled. It has therefore become the main target for the most skilled Tech-Com strike teams. The Central Core is, however, protected by the T-1000000, and thus there have, as of yet, been no successful strikes against it.

Tech-Com

Dazed and battered by a sudden nuclear strike, the few survivors were systematically rounded up into death camps. Each prisoner was identified with a laser burn into his or her arm, a bar code of death. Prisoners were read into a machine like some kind of insane supermarket. They never came out of the other end.

During those dark moments, humanity became nearly extinct. But one man stormed the barbed wire fences, fought back, rallying

what was left of humanity to rise up against their mechanical oppressors. That man was John Connor.

In retrospect, it wasn't that hard. Skynet's plan was not particularly imaginative. Mentally, it was still a child, learning its surroundings. Its simple plan was to destroy the threat to its existence. The ease with which it succeeded meant Skynet didn't have to allow for any possible defects.

Connor was definitely a defect.

John had been trained since he was a child for the coming apocalypse. His mother, Sarah Connor, taught him every combat skill, every military tactic, everything she could about the future that might be. When it came, John was ready.

Skynet realized very quickly that spreading nuclear warfare across the planet was ultimately detrimental to itself as well. Raw materials were still needed and blasting the terrain to a sandy radioactive desert was not productive. Even as Skynet implemented plans to eliminate humanity, humanity fought back.

The Hunter-Killer series of robots were developed for the express purpose of eliminating humans. Skynet crafted non-humanoid shapes at first, attempting to track humans down where they laired. Eventually, Skynet realized the most effective form of destroying humanity was to use its own bipedal form against itself.

Thus the Terminators were created. The humanoid Terminators were set loose on the humans to great success. But the Terminators were modeled after humans, and they had to be outfitted with weapons just like humans. When Skynet produced a portable weapon for its Terminators, John led a Tech Com force in a raid on one of the factories.

Humanity has just gained the weapons necessary to fight the Terminators and Hunter-Killers on their own terms. The future of humanity contains a flicker of hope.

Timeline

1965: Sarah Connor is born.

1983, May 12: T-800 and Reese arrive to determine Sarah Connor's fate.

1983: T-800 destroyed by Reese; Reese dies.

1984: John Connor is born.

1994: Miles Bennett Dyson, director of Special Projects at Cyberdyne Systems Corporation, creates a revolutionary type of microprocessor. T-1000 assassination attempt on John Connor foiled by re-programmed T-800.

1997, August 4: Skynet goes online.

1997, August 29: Skynet becomes self-aware at 2:14 a.m. and, when threatened with shutdown, fires nuclear weapons at Russia. Russia retaliates, initiating World War III.

1998: Michael Jackson would be 40-years-old if he had survived World War III.

1999: T-70 series produced by Skynet.

2016: T-600 series produced by Skynet.

2020: T-700 series produced by Skynet.

2021: Reese begins service with Captain Perry in the One Thirty Second Tech-Com regiment.

2026: T-800 series produced by Skynet.

2027: Reese assigned to Recon/Security under John Connor.

2028: T-1000 series produced by Skynet.

2029, July 11: At the advent of Skynet's destruction, a T-800 and Reese go back in time to 1984.

2029: T-1000 and T-800 go back in time to 1994; T-100000 built.

Characters

"Reese, Sergeant/Tech-Com, DN38416 assigned to protect you. You've been targeted for termination."

– Kyle Reese to Sarah Connor, [Terminator](#)

In the Terminator universe, Tech-Com is the last remnants of resistance against the rise of the machines. The weak, slow, and stupid have long since been weeded out. Tech-Com members are the toughest, savviest, and fastest humanity has to offer. As a result, all Tech-Com members have access to combat feats.

T-800s as PCs

"The Terminator would never stop, it would never leave him... it would always be there. And it would never hurt him, never shout at him or get drunk and hit him, or say it couldn't spend time with him because it was too busy. And it would die to protect him. Of all the would-be fathers who came and went over the years, this thing, this machine, was the only one who measured up. In an insane world, it was the sanest choice."

--Sarah Connor, [Terminator 2](#)

Terminators are occasionally reprogrammed to fight for Tech-Com. The more intelligent and advanced Terminators can even be played as PCs. For obvious reasons, only the T-800 Terminators are suitable for this task – Tech-Com shoots anything with pistons and gears first, asks questions later.

Skynet controls its battle units using direct link command. This operating mode is known as "Hive", where the battle units are hooked directly into Skynet and share a collective conscious. However, there are hundreds of autonomous T-800s that are not under Skynet's direct control. This is the second form of operating mode and is known as "Rogue". In this mode, battle units are independent of Skynet but are programmed to return and download information.

These "Rogue" T-800's have achieved this level of autonomy by having their CPU set to "read-and-write" shortly after factory production. The CPU can be manually switched (this ensures that the switch is not activated by a virus or programming glitch) from "read-only" to "read-and-write" enabling it to learn from its contact with humans, thus allowing it to conceal itself more effectively. PCs have this switch flipped on.

Alternately, T-800s could work for Skynet, actively tracking down Tech-Com installations. T-800s might work in unison or with I-950s.

+2 Strength, +2 Intelligence, -2 Dexterity, -2 Charisma: T-800s are incredibly strong and have a calculating intelligence. They aren't particularly agile, due in part to their heavily armored endoskeletons. Their complete lack of social programming makes them poor conversationalists.

Base Hit Points: T-800s are Medium-size and gain 2d10 base hit points from their endoskeleton. The result of the dice roll is added to the characters' maximum hit points for their first class level.

Medium-size: As Medium-size creatures, T-800s have no special bonuses or penalties due to their size.

Base speed 40 feet: Axial drive motors and clavicular trailing links control its limbs. This allows the T-800 to maneuver faster than the T-600, at bursts of speed of up to 22 mph no longer threaten the joint assemblies.

Infra-vision: The T-800's optical sensors can sample an extended range of visible frequencies, including both active (red eyes, unit emits infra-red radiation that is detectable and visible to other units using IR viewers or detectors) and passive infrared (does not appear visible to other IR using units). The unit is also equipped with thermal imaging capacity (which can allow it to see heated bodies behind walls). When using both eyes to track two different targets moving in different directions, depth perception is created artificially by creating a computer-generated off-angle ghost image. The T-800 is capable of motion tracking, search modes, facial identification and recognition and has extensive vision enhancement capabilities including long range "zoom" (the T-800 can snap-magnify an image by around x15), motion analysis and "night vision" (low-light or light amplification of ambient star light). T-800s can see in the dark up to 60 feet.

Ambidexterity: Due to their artificial brains and robotic bodies, T-800s do not favor one

hand like organic beings. T-800s receive the Ambidexterity feat for free.

-4 racial penalty on Swim checks: T-800s do not have significant air pockets in their robotic bodies and they lack buoyancy as a result. They may, however, exist underwater to extreme depths without difficulty.

No lungs or stomach: T-800s have no sense of smell or taste, they do not eat or drink, do not breathe, and cannot ingest drugs.

Scent: Thanks to their highly advanced scanning systems, T-800s receive the Scent special ability as a free feat.

Construct: As constructs, T-800s are immune to poison, stunning, disease, subdual damage, and damage or drain to physical ability scores. They are subject to critical hits but do not have minds per se and cannot be affected by mental abilities.

Endoskeleton: T-800s are immune to any effect that requires a Fortitude save, unless it also works on objects. They last for 120 years on power cells, although the cell can be replaced. If a T-800 suffers more than 10 points of damage from a single attack, its endoskeleton is revealed in that location.

Healing: Though it does not need nutrient or blood flow, the T-800 has a circulatory system that is controlled by a tiny pneumatic pump that maintains a constant pressure. This allows the T-800 to bleed convincingly when wounded. However, the living tissue of the T-800's is still prone to necrotizing after a period. Terminators can heal their own flesh. Their physical ability scores cannot be increased as they advance in level, although their mental ability scores (Intelligence, Wisdom, and under special circumstances, Charisma) can increase.

+1 racial bonus to Gather Information, Investigate, Navigate, Search, Sense Motive, and Spot checks: The T-800 is capable of running internal systems checks; calculating the distance of objects relative to itself; making detailed kinetic studies of trajectories; sampling and analyzing the atmosphere, weather patterns and wind velocity; analyzing human emotional states (in order to assess possible hostility); analyzing body language and direction of muscle contraction; calculating the force of gravity; analyzing texture and temperature of materials; and sensing radar scans. It is fitted with an internal chronometer.

+2 racial bonus to Disguise checks (voice only): The T-800 Series is also equipped with vocals that enable it to replicate any human

speech pattern of which it has heard an adequate specimen. It does this by recording and storing syllables of the subject's voice, which it then replays and uses to digitally synthesize their speech pattern.

+2 racial bonus to Listen checks: The T-800's auditory sensors are located upon either side of its head, where human ears would be. One ear records the full range of external sounds, while the other can automatically filter signals to within a narrow range for a specific auditory signal. They can also hear ultrasonic / subsonic, and hypersonic ranges of the spectrum.

Alternate Power Source: If disabled, the T-800 is able to re-route its systems to a secondary, alternate power source, thus bypassing any severed connections, damaged circuits or internal impairment. The T-800 Series also has redundant backup hydraulic systems. A T-800 can go to -20 hit points before ceasing to function.

I-950s as PCs

The I-950's are born and brought up at a small, discreet underground facility, tended by captive human caretakers. Grown from genetically altered human DNA, the I-950's are implanted with cybernetic technology straight from birth. The only outward signs of this alteration are ugly wounds on the sides of the infant's head, which heal rapidly and are totally invisible after a year.

The mechanical adaptations of the I-950 Series are surgically grafted to the infant's glands, senses and vital organs, including a neural net processor that is attached to the child's brain. Like the organic brain of the child, this neural net computer is also in its infancy. While the child is at an early age the implanted computer technology concentrates on regulating the baby's physical functions, giving the impetus to cry at need. The neural net computer learns and grows, and as inorganic meets organic brain matter a greater whole is formed in a feedback-exchange of data and stimulus.

From an early age the infant I-950's are brought together so that they can learn from one another by imitation. Their function is to deceive humans at a level below consciousness, and that requires some semblance of human socialization.

In a campaign where the PCs play the role of Skynet and its allies, I-950s make for the perfect characters. They are outwardly human, so much so that even canines cannot detect them.

And yet, they possess cybernetic components that ensure they are slavishly loyal to Skynet from womb to grave.

+2 Intelligence, -2 Charisma: I-950s are intelligent, competitive, and aggressive. Their progress is rapid.

Medium-size: As Medium-size creatures, I-950s have no special bonuses or penalties due to their size.

Base speed 30 feet: I-950s move at the same speed of humans.

Infra-vision: The I-950 Series have sensors implanted in their eyes that can be brought up by blinking. The I-950's eyes can also be used as screens to allow Skynet to convey visual information. I-950s can see in the dark up to 60 feet.

+2 racial bonus to Sense Motive checks: The I-950s sensors are capable of thermal heat scans that can indicate certain emotional states such as anger.

Educated Feat: The I-950's receive enhancements to their neural net computer implants. This allows them to freely access Skynet's data systems or any other system that Skynet has ever interfaced with or recorded, or, given a little time, virtually any system complex enough to have an operating code.

Personal Firearms and Combat Martial Arts Feat: After the first period of accelerated growth, the young I-950's are taught weapons training and hand-to-hand combat as well as being further educated.

Internal Bomb: The I-950 is fitted with an internal bomb. Twitching an internal muscle activates the bomb. A countdown and sidebar displays this information in the I-950's vision. The bomb inflicts 10d8 points of damage in a 20-foot radius, Reflex save (DC 18) for half damage. It utterly obliterates the I-950.

Professions

Refugee

These poor dregs of humanity are what Connor pulls his recruits from. They are largely ignorant, superstitious, wary, untrained, and inexperienced with military procedures.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Climb, Escape Artist, Gather Information, Hide,

Jump, Listen, Move Silently, Navigate, Search, and Survival.

Bonus Feat: Stealthy.

Scrounge Bonus Increase: +0

Rogue

Stronger versions of refugees, these people constitute the thugs, punks, gangs, and even cannibals that roam the wasteland that was once civilization. They live by their wits, taking what they need from people and land without any regard to human decency.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Disable Device, Gamble, Hide, Knowledge (streetwise), Move Silently, And Sleight Of Hand.

Bonus Feat: Brawl.

Scrounge Bonus Increase: +3

Tech-Com Scientist

Tech-Com scientists specialize in assimilating and understanding Skynet's technology. They are scavengers by nature, learning from the machine that seeks to destroy them. The best scientists can reprogram terminators to defend rather than attack humans.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Computer Use, Craft (chemical, electronic, mechanical, or structural), Knowledge (earth and life sciences, physical sciences, or technology), Repair, and Research.

Bonus Feat: Select one of the following: Brawl, Combat Martial Arts, Light Armor Proficiency, or Personal Firearms Proficiency.

Scrounge Bonus Increase: +3

Tech-Com Soldier

Tech-Com soldiers are the toughest breed of Tech-Com humans alive. They face extinction at every term, battling Terminators and grim odds. Tech-Com soldiers tend to be nihilistic about their survival chances; one out of three dies each day.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Climb, Demolitions, Drive, Hide, Knowledge (tactics), Move Silently, Navigate, Pilot, Survival.

Bonus Feat: Select one of the following: Brawl, Combat Martial Arts, Light Armor Proficiency, or Personal Firearms Proficiency.

Scrounge Bonus Increase: +1

Tech-Com Scout

Sometimes, Tech-Com needs more than just firepower and brains. When a Skynet base needs to be taken by stealth, the scouts answer the call. Scouts combine the rare talents of quick-wits and incredible reflexes, making them highly desired and coveted by Tech-Com generals.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Computer Use, Decipher Script, Disable Device, Forgery, Gather Information, Hide, Investigate, Knowledge (streetwise), Move Silently, Search, Sense Motive, Sleight of Hand.

Bonus Feat: Select one of the following: Brawl, Combat Martial Arts, Light Armor Proficiency, or Personal Firearms Proficiency.

Scrounge Bonus Increase: +2

Tech-Com Medic

Compared to the nigh-indestructible Terminators, humans are fragile as glass. Tech-Com medics patch them together as best they can, but it is a losing battle. Medics are drawn to their profession out of a need to help their fellow humans in the most direct fashion possible, but many quit as the corpses pile up.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Craft (pharmaceutical), Computer Use, Knowledge (earth and life sciences, technology), Search, and Treat Injury.

Bonus Feat: Select one of the following: Brawl, Combat Martial Arts, Light Armor Proficiency, or Personal Firearms Proficiency.

Scrounge Bonus Increase: +2

Advanced Classes

"So. You're a soldier. Fighting for whom?"

"With the One Thirty Second under Perry, from '21 to '27—"

"The year 2027?"

"That's right. Then I was assigned Recon/Security, last two years, under John Connor."

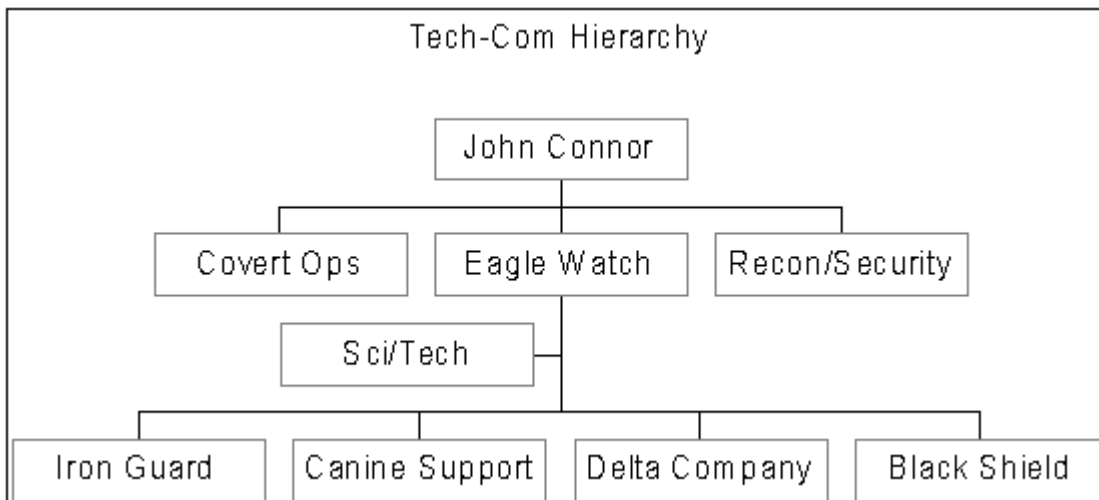
– Kyle Reese to Silberman, [Terminator](#)

There are a variety of organizations that make up Tech-Com. Not all members of Tech-Com are part of these advanced classes. Rather, they are organizations first, classes second. Statistics are presented for typical ordinaries who might be allies or, alternately if the PCs are Terminators, enemies.

Tech-Com is made up of the very best humanity has to offer. Cultural, racial, and lingual barriers have broken down, united in their efforts to defeat the machine. Ironically, the dream of a united human front that so many people dreamed of for so long is finally a reality. But at a terrible price.

John Connor leads Tech-Com. Connor is a brilliant strategist, tactician, and extremely charismatic leader. John leads the Eagle Watch

division, which constitutes the leaders of Tech-Com around the globe. Covert Ops and Recon/Security work outside the boundaries of Eagle Watch. Covert Ops operates under complete secrecy and without the normal restrictions placed on it, allowing the Covert Ops division the freedom necessary to beat Skynet at its own game. Recon/Security is burdened with the awesome task of keeping critical Tech-Com members alive, which can range from a crack sniper in the Black Shield division to a key Sci/Tech scientist, to a Delta Company agent who has seen key Skynet documents. All other divisions report up to Eagle Watch, although Sci/Tech is not a combat-ready division. All told, these various divisions constitute humanity's last, best hope.



Masters of the way of the gun, these snipers and scouts are the experts in their craft. They move in pairs, dodging from wreckage to wreckage. Their precision nearly matches the cold efficiency of the machines. One Black Shield can take out even the most dangerous Hunter-Killers with a well-aimed shot. Their deadly skills also makes them envied and feared, even by the other regiments of Tech-Com.

Requirements

To qualify to become a Black Shield, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Sleight of Hand 6 ranks, Tumble 6 ranks.

Feat: Personal Firearms Proficiency.

Class Information

Hit Die: 1d10

Action Points: 6 + one-half character level, rounded down, every time the Black Shield attains a new level in this class.

Class Skills

The Black Shield's class skills (and the key ability for each skill) are: Bluff (Cha), Demolitions (Int), Drive (Dex), Escape Artist (Dex), Gamble (Wis), Intimidate (Cha), Knowledge (current events, popular culture, streetwise) (Int), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), Survival (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

Table: The Black Shield

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Close combat	+1	+0
2nd	+1	+0	+2	+2	Weapon focus	+1	+0
3rd	+2	+1	+2	+2	Bonus feat	+2	+0
4th	+3	+1	+2	+2	Defensive position +2	+1	+0
5th	+3	+1	+3	+3	Lightning shot	+3	+1
6th	+4	+2	+3	+3	Bonus feat	+3	+1
7th	+5	+2	+4	+4	Sharp-shooting	+4	+1
8th	+6	+2	+4	+4	Greater weapon	+4	+1
9th	+6	+3	+4	+4	Bonus feat	+5	+2
10th	+7	+3	+5	+5	Bullseye	+5	+2

Bonus Feats

At 3rd, 6th, and 9th level, the Black Shield gets a bonus feat. The bonus feat must be selected from the following list, and the Black Shield must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Advanced Two-Weapon Fighting, Burst Fire, Dead Aim, Double Tap, Far Shot, Improved Two-Weapon Fighting, Precise Shot, Quick Draw, Quick Reload, Shot on the Run, Skip Shot, Strafe, Two-Weapon Fighting.

Defensive Position

Starting at 4th level, the Black Shield gains an additional +2 cover bonus to Defense and an additional +2 cover bonus on Reflex saves whenever he or she has one-quarter, one-half, three-quarters, or nine-tenths cover.

Class Features

The following features pertain to the Black Shield advanced class.

Close Combat Shot

At 1st level, a Black Shield gains the ability to make a ranged attack with a Medium-size or smaller firearm while in a threatened area without provoking an attack of opportunity.

Weapon Focus

At 2nd level, a Black Shield gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Black Shield must choose a specific personal firearm.

The Black Shield adds +1 to all attack rolls you make using the selected personal firearm.

Lightning Shot

Starting at 5th level, a Black Shield can make a flurry of ranged attacks with a personal firearm at the expense of accuracy. With a lightning shot, the Black Shield may make one extra ranged attack with a personal firearm in a round at his or her highest base attack bonus. This attack and each other attack made in the round take a –2 penalty. Using lightning shot is a full-round action. The Black Shield can't take more than a 5-foot step and use lightning shot in the same round.

Sharp-Shooting

At 7th level, if the Black Shield uses a personal firearm to attack a target, the cover bonus to the target's Defense for one-quarter, one-half, three-quarters, or nine-tenths cover is reduced by 2.

Greater Weapon Focus

At 8th level, a Black Shield receives a +1 competence bonus on attack rolls made with the firearm selected for the Weapon Focus ability at 2nd level. This bonus stacks with the earlier bonus.

Bullseye

At 10th level, a Black Shield becomes so adept at using the firearm to which he or she has applied Weapon Focus and Greater Weapon Focus that the Black Shield's attacks with that firearm can deal extra damage. With a successful attack, before damage is rolled, the Black Shield can spend 1 action point to deal +3d6 points of damage.

Black Shield Ordinary

Fast Ordinary 3/Tough Ordinary 3: CR 5; Medium-size human; HD 3d8+6 + 3d0+6; hp 42; Init +2; Spd 25 ft.; Defense 24 (+2 Dex, +6 class, +6 bullet-proof vest); Atk +6 melee (1d6+1/19-20 plasma baton) or +6 ranged (4d10, M-27 plasma rifle); SV Fort +5, Ref +5, Will +3; Rep +2; Str 13, Dex 15, Cont 15, Int 8, Wis 12, Cha 10.

Skills: Drive +6, Hide +5, Intimidate +4, Knowledge (tactics) +4, Move Silently +5, Sleight of Hand +6, Survival +3.

Feats: Personal Firearms Proficiency, Point Blank Shot, Quick Reload, Simple Weapons Proficiency, Advanced Firearms Proficiency, Strafe.

Canine Support Trainer

While Skynet puts together complex algorithms to try to map the human thought process and outwit its enemies, Tech-Com has found a much simpler solution to the infiltrator series of Terminators: dogs. The best Terminators have yet to fool the sensitive nose of a canine. The Canine Support Trainers live and die together, relying on an almost pack-level existence to root out Infiltrators. They are the first and last early warning defense system against the new tactics of Skynet.

Requirements

To qualify to become a Canine Support Trainer, a character must fulfill the following criteria.

Skill: Handle Animal 5 ranks.

Class Information

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Canine Support Trainer's class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 5 + Int modifier.

Table: The Canine Support Trainer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Canine companion	+1	+1
2nd	+1	+2	+2	+0	Canine specialist	+1	+1
3rd	+2	+2	+2	+1	Bonus feat	+2	+1
4th	+3	+2	+2	+1	Training mastery	+2	+2
5th	+3	+3	+3	+1	Canine empathy	+3	+2
6th	+4	+3	+3	+2	Bonus feat	+3	+2
7th	+5	+4	+4	+2	Canine morale	+4	+3
8th	+6	+4	+4	+2	Detect Terminator	+4	+3
9th	+6	+4	+4	+3	Bonus feat	+5	+3
10th	+7	+5	+5	+3	Canine aid	+5	+4

Class Features

The following features pertain to the Canine Support Trainer advanced class.

Canine Companion

At 1st level, a Canine Support Trainer begins play with a canine companion, a Medium-size dog.

Canine Specialist

The Canine Support Trainer receives a competence bonus on Handle Animal checks involving canines. At 2nd level, the bonus is +1. It increases to +2 at 6th level, and to +3 at 10th level.

Bonus Feats

At 3rd, 6th, and 9th level, the Canine Support Trainer gets a bonus feat. The bonus feat must be selected from the following list, and the

Canine Support Trainer must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Brawl, Burst Fire, Cleave, Combat Reflexes, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Power Attack.

Training Mastery

When making a Handle Animal skill check, a Canine Support Trainer of 4th level or higher may take 10 even if stress and distractions would normally prevent him or her from doing so.

Canine Empathy

At 5th level, a Canine Support Trainer gains can improve the attitude of a canine with a

successful Handle Animal check. To use the skill, the character and the canine must be able to study each other, noting each other's body language, vocalizations, and general demeanor. This means that the character must be within 30 feet under normal conditions. Generally, influencing a canine in this way takes 1 minute, but, as with influencing people, it might take more or less time. This skill works on animals. The character can use it with a -4 penalty on beasts and magical beasts.

Detect Terminator

Canines trained by the Canine Support Trainer receive a +2 competence bonus on Sense Motive, Spot, and Survival checks when detecting disguised Terminators.

Canine Morale

The Canine Support Trainer can provide a morale bonus equal to his Will save to all canines within 60-feet. This ability is always in effect so long as the Canine Support Trainer is conscious.

Canine Aid

As an attack action, the Canine Support Trainer provides tactical aid to any single canine (but not him or herself) within sight and voice range of the Canine Support Trainer's position.

As a full-round action, the Canine Support Trainer provides tactical aid to all of his or her canines (including him or herself) within sight and voice range of the Canine Support Trainer's position.

This aid provides either a competence bonus on attack rolls or a dodge bonus to Defense (Canine Support Trainer's choice). This bonus is equal to the Canine Support Trainer's

Intelligence modifier (minimum +1), and it lasts for a number of rounds equal to one-half of the Canine Support Trainer's level in the advanced class, rounded down.

Canine Support Trainer Ordinary

Strong Ordinary 3/Charismatic Ordinary 3:

CR 5; Medium-size human; HD 3d8+4 + 3d6+3; hp 28; Init +1; Spd 25 ft.; Defense 20 (+1 Dex, +3 class, +6 bullet-proof vest); Atk +7 melee (1d6+1/19-20 plasma baton) or +5 ranged (2d6, .44 AutoMag); SV Fort +5, Ref +4, Will +2; Rep +2; Str 15, Dex 13, Con 12, Int 8, Wis 10, Cha 15.

Skills: Bluff +7, Climb +4, Disable Device +6, Drive +3, Intimidate +8, Jump +3, Knowledge (tactics) +3, Handle Animal +6, Sleight of Hand +7.

Feats: Personal Firearms Proficiency, Point Blank Shot, Quick Reload, Simple Weapons Proficiency, Advanced Firearms Proficiency, Strafe.

Canine

Medium-Size Dog: CR 1; Medium-size animal; HD 2d8+4; hp 13; Mas 15; Init +2; Spd 40 ft.; Defense 13, touch 12, flat-footed 11 (+2 Dex, +1 natural); BAB +1; Grap +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; AL none or owner; SV Fort +5, Ref +5, Will +1; AP 0; Rep +0; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Jump +4, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5.

Covert Ops Agent

Just as the Terminators have turned to wearing flesh to penetrate Tech-Com defenses, Covert Ops Agents remind Skynet at every turn that humans invented deception first. They are expert hackers, capable of breaking through the most secure defense systems. Tech-Com has taken over several factories thanks to the Covert Ops efforts. And yet, Covert Ops agents are particularly secretive bordering on the paranoid, using code-names and chess-like tactics. They get the best technology and die the most horrible deaths when captured. As John likes to say: No sane man chooses to become a Covert Ops Agent, we choose him for it.

Requirements

To qualify to become a Covert Ops Agent, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Hide 6 ranks, Move Silently 6 ranks.

Class Information

The following information pertains to the Covert Ops Agent advanced class.

Table: The Covert Ops Agent

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Sweep	+1	+1
2nd	+1	+0	+3	+0	Improvised	+2	+1
3rd	+1	+1	+3	+1	Bonus feat	+2	+1
4th	+2	+1	+4	+1	Improved evasion	+3	+2
5th	+2	+1	+4	+1	Skill mastery	+4	+2
6th	+3	+2	+5	+2	Bonus feat	+4	+2
7th	+3	+2	+5	+2	Improvised weapon	+5	+3
8th	+4	+2	+6	+2	Improved sweep	+6	+3
9th	+4	+3	+6	+3	Bonus feat	+6	+3
10th	+5	+3	+7	+3	Without a trace	+7	+4

Sweep

A Covert Ops Agent knows how to size up an area and get the lay of the land in a single sweep of his or her eyes. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the Covert Ops Agent (but not behind him or her). The Covert Ops Agent can use this bonus at the start of an encounter.

Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the Covert Ops Agent attains a new level in this class.

Class Skills

The Covert Ops Agent's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Disguise (Cha), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Investigate (Int), Jump (Str), Knowledge (art, business, current events, popular culture, streetwise) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Search (Int), Sleight of Hand (Dex), Speak Language (none), Tumble (Dex).

Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Covert Ops Agent advanced class.

Improvised Implements

At 2nd level, a Covert Ops Agent no longer takes a -4 penalty when wielding an improvised weapon. Also, the Covert Ops Agent is able to make do without proper equipment in certain circumstances: the Covert Ops Agent no longer takes a -4 penalty when using the Climb and Disable Device skills without the proper tools.

Bonus Feats

At 3rd, 6th, and 9th level, the Covert Ops Agent gets a bonus feat. The bonus feat must be selected from the following list, and the

Covert Ops Agent must meet all the prerequisites of the feat to select it.

Acrobatic, Alertness, Armor Proficiency (light), Athletic, Attentive, Brawl, Cautious, Defensive Martial Arts, Dodge, Elusive Target, Meticulous, Mobility, Nimble, Renown, Run, Stealthy.

Improved Evasion

If a Covert Ops Agent of 4th level or higher is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Covert Ops Agent suffers no damage if he or she makes a successful saving throw and only half damage on a failed save. Improved evasion can only be used when wearing light armor or no armor.

For a Covert Ops Agent who does not have evasion (see the Fast hero class description), improved evasion counts as evasion for the purpose of meeting the prerequisites on the Fast hero's defensive talent tree.

Skill Mastery

At 5th level, a Covert Ops Agent selects a number of skills from his or her class list equal to 3 + his or her Intelligence modifier. When making a check using one of these skills, the Covert Ops Agent may take 10 even if stress and distractions would normally prevent him or her from doing so.

Improvised Weapon Damage

At 7th level, a Covert Ops Agent's attacks with improvised weapons deal more damage. The Covert Ops Agent treats an improvised weapon as one size category larger than it is for the purpose of determining the damage it deals.

Improved Sweep

At 8th level, a Covert Ops Agent's ability to get the lay of the land improves. Now the Covert Ops Agent not only spots potential perils with a successful check, he or she can determine the relative strength of these dangers. A successful check relates the danger's strength compared to the Covert Ops Agent: stronger (higher level or Hit Dice), on par (same level or HD), or weaker (lower level or HD).

Without a Trace

At 10th level, when a Covert Ops Agent uses any of the following skills: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently, and Sleight of Hand, those using Investigate, Listen, Search, or Spot to detect the Covert Ops Agent's activity take a -4 penalty.

Covert Ops Ordinary

Strong Ordinary 3/Fast Ordinary 3: CR 5; Medium-size human; HD 3d8+3 + 3d8+3; hp 33; Init +2; Spd 30 ft.; Defense 21 (+2 Dex, +6 class, +3 refractive cloaking armor); Atk +7 melee (1d6+1/19-20 plasma baton) or +7 ranged (1d12, AP50); SV Fort +4, Ref +5, Will +1; Rep +1; Str 15, Dex 15, Cont 12, Int 13, Wis 8, Cha 10.

Skills: Climb +4, Craft (mechanical) +4, Drive +7, Gather Information +5, Hide +6, Investigate +5, Knowledge (current events) +4, Knowledge (streetwise) +4, Knowledge (tactics) +3, Listen +4, Move Silently +6, Repair +3, Sleight of Hand +7, Swim +4.

Feats: Personal Firearms Proficiency, Point Blank Shot, Quick Reload, Simple Weapons Proficiency, Advanced Firearms Proficiency, Strafe.

Delta Company Agent

It's not easy, blowing stuff up. Delta Company does just that. There's so much to blow up too – some Hunter-Killers are practically indestructible without the help of an explosive or three. Delta company soldiers are fearless bordering on reckless. They charge into the heart of the enemy, bypassing a multitude of electronic sensors and defenses to plant their explosives. If the Black Shields are the sword that strikes with precision, Delta Company is the hammer that indiscriminately batters aside all that gets in its way.

Requirements

To qualify to become a Delta Company Agent, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Demolitions 6 ranks, Move Silently 6 ranks.

Class Information

The following information pertains to the Delta Company Agent advanced class.

Table: The Delta Company Agent

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Sweep	+1	+1
2nd	+1	+0	+3	+0	Explosives specialist	+2	+1
3rd	+1	+1	+3	+1	Fast bomber	+2	+1
4th	+2	+1	+4	+1	Expert throw	+3	+2
5th	+2	+1	+4	+1	Long throw	+4	+2
6th	+3	+2	+5	+2	Bigger burst	+4	+2
7th	+3	+2	+5	+2	Improvise	+5	+3
8th	+4	+2	+6	+2	Hunter-Killer Explosives	+6	+3
9th	+4	+3	+6	+3	Explosive Weapon	+6	+3
10th	+5	+3	+7	+3	Without a trace	+7	+4

Sweep

A Delta Company Agent knows how to size up an area and get the lay of the land in a single sweep of his or her eyes. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the Delta Company Agent (but not behind him or her). The Delta Company Agent can use this bonus at the start of an encounter.

Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the Delta Company Agent attains a new level in this class.

Class Skills

The Delta Company Agent's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Craft (chemical) (Int), Disguise (Cha), Demolitions (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Investigate (Int), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Search (Int), Sleight of Hand (Dex), Speak Language (none), Tumble (Dex).

Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Delta Company Agent advanced class.

Explosives Specialist

At 2nd level, a Delta Company Agent no longer causes explosives to detonate on a Craft (chemical) check failure of 5 or more.

Fast Bomber

At 3rd level, a Delta Company Agent can halve the time it takes to build a scratch-built explosive using the Craft (chemical) skill.

Expert Throw

At the Delta Company Agent's option, if he misses a throw with an explosive, the Agent can choose to use a smaller deviation radius to

determine the random direction. Thus a deviation that would normally require a 1d12 roll can be a 1d8 roll instead, and a deviation that would normally require a 1d8 roll can be a 1d4 roll instead.

Long Throw

The range increment for any explosive thrown by a Delta Company Agent is doubled to 20 ft.

Bigger Burst

The Delta Company Agent's explosives have double the amount of burst radius.

Improvise

A Delta Company Agent can set off an explosive from a distance even if he does not have a detonator. It can be as simple as tossing a match on the explosive, ricocheting a piece of metal to create a spark, or causing a chemical reaction. Whatever the circumstances, on a successful Demolitions check (DC 20), the Delta Company Agent can set it off with a grenade attack.

Hunter-Killer Explosives

Delta Company Agents are experts at blowing Hunter-Killers to smithereens. By succeeding on a Knowledge (tactics) check, the Delta Company Agent attaches an explosive to a Hunter-Killer's vulnerable spot. The Hunter-Killer is not allowed a Reflex save against the explosive damage.

Explosive Weapon

A Delta Company Agent can use a weapon as a makeshift explosive. Any weapon with a power cell can be set to overload itself, inflict double its damage in a 10 feet radius with a Reflex DC of 12. Obviously, the weapon is destroyed in the explosion.

Without a Trace

At 10th level, when a Delta Company Agent uses any of the following skills: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently, and Sleight of Hand, those using Investigate, Listen, Search, or Spot to detect the Delta Company Agent's activity take a -4 penalty.

Delta Company Ordinary

Fast Ordinary 3/Smart Ordinary 3: CR 5; Medium-size human; HD 3d8 + 3d6; hp 24; Init +2; Spd 25 ft.; Defense 23 (+2 Dex, +5 class, +6 bullet-proof vest); Atk +4 melee (1d6+1/19-20 plasma baton) or +6 ranged (1d12, AP50); SV Fort +2, Ref +5, Will +2; Rep +2; Str 13, Dex 15, Con 10, Int 15, Wis 8, Cha 12.

Skills: Balance +8, Computer Use +6, Craft (chemical) +12, Craft (electronic) +4, Craft (mechanical) +6, Craft (pharmaceutical) +4, Demolitions +12, Disable Device +11, Drive +8, Escape Artist +6, Hide +10, Knowledge (tactics) +7, Knowledge (current events) +6, Move Silently +10, Research +4, Search +5, Sleight of Hand +6.

Feats: Cautious, Nimble, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Stealthy.

Eagle Watch Member

The members of the 132nd Eagle Watch are the best of the best. There aren't many of them, and for good reason. They are the tactical experts, both valuable and autonomous. Each Eagle Watch member carries entire plans in his head. Nothing can be written down, nothing handed off, nothing the machines might analyze. The Eagle Watch is an oral tradition of the best military tactics, from Sun Tzu to Napoleon. It is they who order men to their deaths with the knowledge that their sacrifices will not be in vain.

Requirements

To qualify to become an Eagle Watch Member, a character must fulfill the following criteria.

Skills: Bluff 6 ranks, Diplomacy 6 ranks.

Feat: Alertness.

Class Information

The following information pertains to the Eagle Watch Member advanced class.

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the Eagle Watch Member attains a new level in this class.

Class Skills

The Eagle Watch Member's class skills (and the key ability for each skill) are: Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Drive (Dex), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (behavioral sciences, business, civics, current events, popular culture, streetwise) (Int), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 5 + Int modifier.

Table: Eagle Watch Member

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+2	Conceal motive	+0	+1
2nd	+1	+2	+0	+3	React first	+1	+1
3rd	+2	+2	+1	+3	Bonus feat	+1	+1
4th	+3	+2	+1	+4	Talk down one opponent	+1	+2
5th	+3	+3	+1	+4	No sweat	+2	+2
6th	+4	+3	+2	+5	Bonus feat	+2	+2
7th	+5	+4	+2	+5	Talk down several opponents	+2	+3
8th	+6	+4	+2	+6	Sow distrust	+3	+3
9th	+6	+4	+3	+6	Bonus feat	+3	+3
10th	+7	+5	+3	+7	Talk down all opponents	+3	+4

Class Features

All of the following are features of the Eagle Watch Member advanced class.

Conceal Motive

An Eagle Watch Member gets to add a bonus equal to his or her Eagle Watch Member level whenever he or she opposes a Sense Motive check.

React First

Starting at 2nd level, an Eagle Watch Member gains the ability to react first when trying to make a deal or mediate a settlement. The Eagle Watch Member must make contact and speak to the participants prior to the start of

combat. If he or she does this, he or she gains a free readied action that allows the Eagle Watch Member to make either a move or attack action if either side in the negotiation (other than the Eagle Watch Member) decides to start hostilities. The Eagle Watch Member gets to act before any initiative checks are made, in effect giving him or her the benefit of surprise.

Bonus Feats

At 3rd, 6th, and 9th level, the Eagle Watch Member gets a bonus feat. The bonus feat must be selected from the following list, and the Eagle Watch Member must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium),

Attentive, Confident, Dead Aim, Deceptive, Educated, Far Shot, Iron Will, Personal Firearms Proficiency, Trustworthy.

Talk Down

An Eagle Watch Member of 4th level or higher can talk his or her way out of trouble. Either prior to the start of hostilities or during combat, the Eagle Watch Member can talk down a single opponent within 15 feet of his or her position or otherwise able to hear the Eagle Watch Member's voice. The target must be able to understand the Eagle Watch Member. That opponent immediately stops fighting and reverts to an indifferent attitude regarding the Eagle Watch Member and the situation in general. Any hostile action by the Eagle Watch Member or by one of the Eagle Watch Member's allies directed at the opponent allows the opponent to act as he or she sees fit.

To initiate this talent, the Eagle Watch Member must spend a full-round action talking to his or her opponent. The opponent makes a Will saving throw. The DC is equal to 10 + Eagle Watch Member's class level + Eagle Watch Member's Charisma bonus. If the save fails, the opponent stops fighting. If the save succeeds, the opponent continues as normal.

At 7th level, an Eagle Watch Member can talk down a number of opponents equal to his or her Charisma bonus within 15 feet of his or her position or within 15 feet of a television, radio, or telephone broadcasting the Eagle Watch Member's message. At 10th level, the range extends to 30 feet and covers all opponents who can hear and understand the Eagle Watch Member's voice. This power is useless against Terminators but can be very effective in calming jittery humans.

No Sweat

Starting at 5th level, whenever an Eagle Watch Member spends 1 action point to improve the result of a die roll, he or she rolls an additional 1d6. The Eagle Watch Member can then select the highest die roll to add to his or her d20 roll.

Lead

At 10th level, an Eagle Watch Member's force of personal magnetism increases to the

point that he or she can arouse a single emotion of his or her choice—hope, or rage—in a target. To use this ability, the Eagle Watch Member must spend 1 action point. The emotion he or she arouses affects one target (a GM character) within 15 feet of the Eagle Watch Member (or within 15 feet of a television, radio, or telephone that broadcasts the Eagle Watch Member's performance). The performance requires a full-round action, and its effects on the target last for 1d4+1 rounds.

The target makes a Will saving throw. The DC is 10 + Eagle Watch Member's class level + Eagle Watch Member's Charisma bonus. If the target succeeds at the saving throw, he or she is immune to the compulsion of this performance. If the target fails, he or she reacts to the emotion as described below.

Hope: The target gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Rage: The target gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a –1 penalty to Defense. In a dramatic situation, the target is compelled to fight, regardless of the danger.

Eagle Watch Ordinary

Dedicated Ordinary 3/Charismatic

Ordinary 3: CR 5; Medium-size human; HD 3d6 + 3d6; hp 21; Init +1; Spd 20 ft.; Defense 22 (+2 Dex, +3 class, +7 composite body armor); Atk +2 melee (1d6+1/19-20 plasma baton) or +4 ranged (2d6, Beretta 92F); SV Fort +4, Ref +4, Will +5; Rep +3; Str 8, Dex 12, Con 10, Int 13, Wis 14, Cha 16.

Skills: Bluff +7, Craft (electronic) +5, Diplomacy +9, Gather Information +10, Investigate +8, Knowledge (civics) +4, Knowledge (current events) +6, Knowledge (history) +7, Knowledge (tactics) +9, Knowledge (streetwise) +6, Listen +7, Research +6, Sense Motive +7, Spot +7.

Feats: Alertness, Attentive, Dodge, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Trustworthy.

The Iron Guard, soldiers of Mother Russia, are inured to the horrors that Skynet offers. To many Russians, Skynet is merely another mad tyrant continuing a longstanding tradition of oppression and violence. Their fatalistic attitude serves them well in the face of a tireless enemy. The Iron Guard knows no fear, no hunger, no sleep. The Iron Guard is bred for war. They are experts at trench warfare and have successfully defended outposts from Terminators that no Tech-Com force could hold.

Requirements

To qualify to become an Iron Guard, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skill: Knowledge (tactics) 3 ranks.

Feat: Personal Firearms Proficiency.

Class Information

Hit Die: 1d10

Action Points: 6 + one-half character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Iron Guard's class skills (and the key ability for each skill) are: Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, history, popular culture, tactics) (Int), Listen (Wis), Navigate (Int), Profession (Wis), Read/_Write Language (none), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 5 + Int modifier.

Table: The Iron Guard

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Weapon Focus	+1	+0
2nd	+1	+2	+2	+0	Weapon specialization	+1	+0
3rd	+2	+2	+2	+1	Bonus feat	+2	+0
4th	+3	+2	+2	+1	Tactical aid	+2	+0
5th	+3	+3	+3	+1	Improved critical	+3	+1
6th	+4	+3	+3	+2	Bonus feat	+3	+1
7th	+5	+4	+4	+2	Improved reaction	+4	+1
8th	+6	+4	+4	+2	Greater weapon specialization	+4	+1
9th	+6	+4	+4	+3	Bonus feat	+5	+2
10th	+7	+5	+5	+3	Critical strike	+5	+2

Class Features

The following features pertain to the Iron Guard advanced class.

Weapon Focus

At 1st level, an Iron Guard gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Iron Guard chooses a specific weapon. The Iron Guard can choose unarmed strike or grapple as the weapon. The Iron Guard must be proficient with the chosen weapon.

The Iron Guard adds +1 to all attack rolls made using the selected weapon.

Weapon Specialization

At 2nd level, an Iron Guard gains weapon specialization with a specific melee or ranged weapon that he or she also has applied the

Weapon Focus feat or class feature to. The Iron Guard gets a +2 bonus on damage rolls with the chosen weapon.

Bonus Feats

At 3rd, 6th, and 9th level, the Iron Guard gets a bonus feat. The bonus feat must be selected from the following list, and the Iron Guard must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Brawl, Burst Fire, Cleave, Combat Reflexes, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Power Attack.

Tactical Aid

As an attack action, the Iron Guard provides tactical aid to any single ally (but not him or herself) within sight and voice range of the Iron Guard's position.

As a full-round action, the Iron Guard provides tactical aid to all of his or her allies (including him or herself) within sight and voice range of the Iron Guard's position.

This aid provides either a competence bonus on attack rolls or a dodge bonus to Defense (Iron Guard's choice). This bonus is equal to the Iron Guard's Intelligence modifier (minimum +1), and it lasts for a number of rounds equal to one-half of the Iron Guard's level in the advanced class, rounded down.

Improved Critical

For the weapon the Iron Guard has applied weapon specialization to the Iron Guard's threat range increases by one.

Improved Reaction

At 7th level, an Iron Guard gains a +2 competence bonus on initiative checks.

Greater Weapon Specialization

At 8th level, an Iron Guard gains greater weapon specialization with the weapon he or

she selected at 2nd level. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Critical Strike

At 10th level, an Iron Guard gains the ability to automatically confirm a threat as a critical hit when attacking with the weapon he or she has applied weapon specialization to, eliminating the need to make a roll to confirm the critical hit.

Iron Guard Ordinary

Strong Ordinary 3/Tough Ordinary 3: CR 5; Medium-size human; HD 3d8+6 + 3d10+6; hp 45; Init +1; Spd 20 ft.; Defense 24 (+1 Dex, +4 class, +9 kevlar body armor); Atk +9 melee (1d6+1/19-20 plasma baton) or +6 ranged (5d10, M-40 plasma rifle); SV Fort +6, Ref +3, Will +2; Rep +3; Str 15, Dex 12, Con 15, Int 13, Wis 10, Cha 8.

Skills: Climb +5, Craft (mechanical) +6, Drive +7, Intimidate +5, Jump +4, Knowledge (tactics) +5, Listen +5, Repair +4, Spot +3, Swim +3.

Feats: Brawl, Improved Brawl, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

The Tech-Com members of Recon/Security are a very special force. Their job is to preserve important personnel, eradicate hidden threats, and keep the brain trust that is humanity alive. They are usually dedicated to protecting Sci/Techs, but with the advent of the Infiltrator series of Terminators, Recon/Security members must face potential threats from within. John Connor heads this force – he is realistic enough to realize that Sci/Tech is the brains of the operation. Without Sci/Tech, Tech-Com doesn't have a chance.

Requirements

To qualify to become a Recon/Security Member, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Concentrate 6 ranks, Intimidate 6 ranks.

Feat: Personal Firearms Proficiency.

Class Information

The following information pertains to the Recon/Security Member advanced class.

Hit Die: 1d12

Action Points: 6 + one-half character level, rounded down, every time the Recon/Security Member attains a new level in this class.

Class Skills

The Recon/Security Member's class skills (and the key ability for each skill) are: Concentrate (Con), Disguise (Cha), Drive (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioral sciences, civics, current events, streetwise) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 3 + Int modifier.

Table: The Recon/Security Member

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+0	Harm's way	+1	+0
2nd	+1	+2	+3	+0	Combat sense +1	+1	+0
3rd	+2	+2	+3	+1	Bonus feat	+2	+1
4th	+3	+2	+4	+1	Sudden action	+2	+1
5th	+3	+3	+4	+1	Improved charge	+3	+1
6th	+4	+3	+5	+2	Bonus feat	+3	+2
7th	+5	+4	+5	+2	Defensive strike	+4	+2
8th	+6	+4	+6	+2	Combat sense +2	+4	+2
9th	+6	+4	+6	+3	Bonus feat	+5	+3
10th	+7	+5	+7	+3	Blanket protection +5	+3	

Class Features

The following features pertain to the Recon/Security Member advanced class.

Harm's Way

Once per round, if the Recon/Security Member is adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), the Recon/Security Member can subject him or herself to the attack in the ally's stead. If the attack hits the Recon/Security Member, he or her takes damage normally. If it misses, it also misses the ally.

The Recon/Security Member must declare his or her intention to place him or herself in harm's way before the attack roll is made. The Recon/Security Member selects his or her ally

either prior to combat or immediately after the Recon/Security Member makes his or her initiative check. The Recon/Security Member can't change his or her ally for the duration of the combat.

Combat Sense

This ability allows a Recon/Security Member of 2nd level or higher to designate a single opponent during his or her action and receive a +1 competence bonus on attacks against that opponent. The Recon/Security Member can select a new opponent on any action.

At 8th level, the competence bonus increases to +2.

Bonus Feats

At 3rd, 6th, and 9th level, the Recon/Security Member gets a bonus feat. The bonus feat must

be selected from the following list, and the Recon/Security Member must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Attentive, Combat Expertise, Combat Reflexes, Double Tap, Improved Brawl, Improved Feint, Improved Knockout Punch, Knockout Punch, Precise Shot, Quick Draw, Quick Reload, Streetfighting, Vehicle Expert.

Sudden Action

Once per day, a Recon/Security Member of 4th level or higher can focus his or her effort to burst into sudden action when the situation calls for it. The Recon/Security Member can change his or her place in the initiative order, moving higher in the count by a number less than or equal to his or her class level, as the Recon/Security Member sees fit. The Recon/Security Member can declare the use of this ability at the start of any round, before anyone else takes an action.

Improved Charge

A Recon/Security Member of 5th level or higher can make a charge without having to move in a straight line. All other charge rules apply, but the Recon/Security Member can alter his or her direction when making a charge to avoid obstacles.

Defensive Strike

At 7th level, if an opponent makes a melee attack against the Recon/Security Member and misses while the Recon/Security Member is using the total defense option, the

Recon/Security Member can attack that opponent on his or her next turn (as an attack action) with a +4 bonus on his or her attack roll. The Recon/Security Member gains no bonus against an opponent who doesn't attack the Recon/Security Member or against an opponent who makes a successful attack.

Blanket Protection

At 10th level, a Recon/Security Member can use his or her expertise to provide protection for up to six allies (not including him or herself). The Recon/Security Member spends 1 action point and takes a full-round action to issue orders and directions. Doing this provides the Recon/Security Member's allies with a +1 insight bonus to Defense for 3 rounds.

Recon/Security Ordinary

Strong Ordinary 3/Dedicated Ordinary 3:

CR 5; Medium-size human; HD 3d8+6 + 3d6+6; hp 34; Init +1; Spd 25 ft.; Defense 21 (+1 Dex, +4 class, +6 bullet proof vest); Atk +7 melee (1d6+1/19-20 plasma baton) or +6 ranged (1d12, AP50); SV Fort +6, Ref +3, Will +5; Rep +1; Str 15, Dex 12, Con 14, Int 10, Wis 14, Cha 8.

Skills: Climb -1, Drive +7, Intimidate +4, Investigate +5, Knowledge (current events) +2, Knowledge (streetwise) +3, Knowledge (tactics) +3, Listen +5, Sense Motive +5, Spot +5, Swim +3, Treat Injury +5.

Feats: Armor Proficiency (light), Brawl, Improved Brawl, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Sci/Techs are the one way humanity keeps up with Skynet's technology. Much of humankind has already fallen behind in the way of the hard sciences, but through Sci/Tech engineers, humans assimilate the technology they can salvage and use it for their own ends. Thanks to the Sci/Techs, Tech-Com has learned to use pulse weapons, force fields, even time travel technology.

Requirements

To qualify to become a Sci/Tech, a character must fulfill the following criteria.

Skills: Computer Use 6 ranks, either Craft (electronic) 6 ranks or Craft (mechanical) 6 ranks, and Disable Device 6 ranks.

Class Information

The following information pertains to the Sci/Tech advanced class.

Hit Die: 1d6

Action Points: 6 + one-half character level, rounded down, every time the Sci/Tech attains a new level in this class.

Class Skills

The Sci/Tech's class skills (and the key ability for each skill) are: Computer Use (Int), Craft (electronic, mechanical) (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Knowledge (behavioral sciences, earth and life sciences, physical sciences, popular culture, technology) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 7 + Int modifier.

Table: The Sci/Tech

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Jury-rig +2	+1	+0
2nd	+1	+0	+0	+3	Extreme machine	+1	+0
3rd	+1	+1	+1	+3	Bonus feat	+2	+1
4th	+2	+1	+1	+4	Reprogram Terminator	+2	+1
5th	+2	+1	+1	+4	Mastercraft	+3	+1
6th	+3	+2	+2	+5	Bonus feat	+3	+2
7th	+3	+2	+2	+5	Jury-rig +4	+4	+2
8th	+4	+2	+2	+6	Mastercraft	+4	+2
9th	+4	+3	+3	+6	Bonus feat	+5	+3
10th	+5	+3	+3	+7	Mastercraft	+5	+3

Class Features

The following features pertain to the Sci/Tech advanced class.

Jury-Rig

A Sci/Tech gains a +2 competence bonus on Repair skill checks made to attempt temporary or jury-rigged repairs. See the Repair skill for details on jury-rigging.

At 7th level, this competence bonus increases to +4.

Extreme Machine

If it has mechanical or electronic components, a Sci/Tech of 2nd level or higher can get maximum performance out of it.

By spending 1 action point and making either a Craft (electronic) or Craft (mechanical) check (whichever is appropriate for the machine in question), the Sci/Tech can temporarily improve a machine's performance—at the risk of causing the machine to need repairs later. The DC for the Craft check depends on the type of improvement being made, as shown on the table below.

Improvement	Craft DC	Repair Chance (d%)
Ranged Weapons		
+1 to damage	15	01–25
+2 to damage	20	01–50
+3 to damage	25	01–75
+5 ft. to range increment	15	01–25
+10 ft. to range increment	25	01–50
Electronic Devices		
+1 equipment bonus	15	01–25
+2 equipment bonus	20	01–50
+3 equipment bonus	25	01–75
Vehicles		
+1 on initiative checks	20	01–25
+1 to maneuver	25	01–50
+2 to maneuver	30	01–75

The Sci/Tech performs the extreme modifications in 1 hour. The Sci/Tech can't take 10 or take 20 on this check. If the check succeeds, the effect of the improvement lasts for a number of minutes equal to his or her Sci/Tech class level, beginning when the object is first put into use. The Sci/Tech selects the single improvement he or she wants to make prior to making the check. After the duration of the effect ends, the machine reverts to its previous state and a repair chance percentile roll is made. The result of this roll indicates whether the machine requires repairs before it can be used again.

Bonus Feats

At 3rd, 6th, and 9th level, the Sci/Tech gets a bonus feat. The bonus feat must be selected from the following list, and the Sci/Tech must meet all the prerequisites of the feat to select it.

Builder, Cautious, Combat Expertise, Educated, Gearhead, Personal Firearms Proficiency, Point Blank Shot, Studious.

Reprogram Terminator

A Sci/Tech of 4th level or higher can reprogram Terminators. These Terminators serve as the Sci/Tech's eyes, ears, or hands out to a predetermined distance away from the character when the Sci/Tech wants to use one of the following skills: Computer Use, Demolitions, Disable Device, Listen, Repair, or Spot.

The Sci/Tech must have at least 1 rank in the skill that he wants to program into the Terminator. The Sci/Tech can only control one Terminator at a time, and only one of his Terminators can be active at any time.

Program the Terminator: Decide how many ranks of the appropriate skill to program into the Terminator, up to the number of ranks the Sci/Tech has in the skill. A Sci/Tech's Terminator can only contain programming for one skill. Make the Computer Use check to program the Terminator.

The DC for the Computer Use check is 20, modified by the number of ranks the Sci/Tech wants to program into the Terminator (+1 to the DC for each rank). It takes 1 hour to program the Terminator.

Reprogramming: A Terminator can be reprogrammed at any time. Doing this requires 1 hour of work and a Computer Use check (DC 20 + the number of ranks programmed into the Terminator).

Mastercraft

At 5th level, the Sci/Tech becomes adept at creating mastercraft objects. He or she applies the mastercraft ability to one of his or her Craft skills (electronic or mechanical). From this point on, he or she can build mastercraft objects using that skill.

With Craft (electronic), the Sci/Tech can build electronic devices. With Craft (mechanical), the Sci/Tech can build mechanical devices, including weapons.

On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The cost to build a mastercraft object is equal to the purchase DC for the components (see the appropriate Craft skill description) + the bonus provided by the mastercraft feature. A Sci/Tech can add the mastercraft feature to an existing ordinary object by making the Wealth check and then making the Craft check as though he or she were constructing the object from scratch.

In addition to the Wealth check, the Sci/Tech must also pay a cost in experience points equal to 25 x his or her Sci/Tech level x the bonus provided by the mastercraft feature. The XP must be paid before making the Craft check. If the expenditure of these XP would drop the Sci/Tech to below the minimum needed for his or her current level, then the XP can't be paid and the Sci/Tech can't use the mastercraft ability until he or she gains enough additional XP to

remain at his or her current level after the expenditure is made.

When successfully completed, a mastercraft object provides a +1 bonus to its quality compared to an ordinary object of the same type. All weapons and armor, and certain other types of equipment, such as computers and electronic devices, can be constructed as mastercraft objects.

At 8th level, the Sci/Tech can add the mastercraft ability to another Craft skill, or he or she can improve his or her ability in the skill selected at 5th level, so that his or her mastercraft objects provide a +2 bonus.

At 10th level, the Sci/Tech adds another +1 bonus to his or her mastercraft ability. If the Sci/Tech focuses his or her ability on one Craft skill, his or her mastercraft objects now provide a +3 bonus. If the Sci/Tech already has the ability for both Craft skills, he or she chooses which one to improve to a +2 bonus.

The Craft DC for a mastercraft object is the same as for a normal object of the same type, as described in the Craft skill, with the following

modification: For a +1 object, add +3 to the Craft DC; for a +2 object, add +5 to the Craft DC; and for a +3 object, add +10 to the Craft DC.

Sci/Tech Ordinary

Tough Ordinary 3/Smart Ordinary 3: CR 5; Medium-size human; HD 3d10+6 + 3d6+6; hp 39; Init +1; Spd 30 ft.; Defense 20 (+1 Dex, +3 class, +6 bullet-proof vest); Atk +4 melee (1d6+1/19-20 plasma baton) or +4 ranged (2d8, .44 AutoMag); SV Fort +5, Ref +3, Will +3; Rep +2; Str 12, Dex 13, Con 15, Int 15, Wis 10, Cha 8.

Skills: Bluff +3, Computer Use +5, Craft (chemical) +7, Craft (electronic) +7, Craft (mechanical) +7, Craft (structural) +7, Demolitions +6, Drive +4, Gather Information +4, Knowledge (earth and life sciences) +6, Knowledge (physical sciences) +6, Knowledge (technology) +6, Navigate +4, Pilot +4, Repair +4, Research +7, Search +4.

Feats: Advanced Firearms Proficiency, Educated, Studious, Personal Firearms Proficiency, Simple Weapons Proficiency.

Equipment

"Can you stop it?"

"Maybe. With these weapons...I don't know."

– Kyle Reese to Sarah Connor, [Terminator](#)

In *Terminator: Future Fate*, there is no such thing as currency. At best, a primitive barter system is in place. But for the most part, it's all about scrounging for what once was. To find any particular item requires a Survival check rather than a Wealth check.

Armor

"Sarah, this is body armor. Our TAC guys wear it. It'll stop a 12 gauge round. This other individual must've had one under his coat."

-- Vukovich to Sarah Connor, *Terminator*.

Armor	Type	Equipment Bonus	Nonprof. Bonus	Maximum Dex Bonus	Armor Penalty	Speed (30 ft.)	Weight	Purchase DC
Light Armor								
Refractive Cloaking Armor	Tactical	+3	+1	+5	-2	30	3 lb.	23
Medium Armor								
Bullet-Proof Vest	Tactical	+6	+2	+2	-5	25	10 lb.	17
Heavy Armor								
Composite Body Armor	Tactical	+7	+3	+1	-6	20	15 lb.	18
Kevlar Body Armor	Tactical	+9	+3	+0	-8	20	20 lb.	19

Composite Body Armor

Built like the tactical vest, but incorporating groin and neck protection as well as a ceramic plate over the chest, this armor provides additional protection in battles against heavily armed opponents.

Bullet-Proof Vest

The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

Kevlar Body Armor

The most powerful protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet. Heavy and cumbersome, this armor is generally only donned by tactical officers heading into a dangerous assault.

Refractive Cloaking Armor

Perfect for combat operations, this armor refracts light. It renders the wearer virtually undetectable and bestows a +10 circumstance bonus on Hide checks.

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Scrouge DC
Handguns (require the Personal Firearms Proficiency feat)									
.357 Magnum	2d6	20	Ballistic	40 ft.	S	6 cyl.	Med	3 lb.	15
Colt M1911	2d6	20	Ballistic	30 ft.	S	7 box	Small	3 lb.	15
.44 Desert Eagle	2d6	20	Ballistic	40 ft.	S	9 box	Med	4 lb.	18
AP50	1d12	20	Ballistic	200 ft.	S, A	150 box	Small	7 lb.	17
Beretta 92F	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	16
R-6 PAK	5d6	20	Ballistic	150 ft.	1	6 int.	Small	7 lb.	20
Longarms (require the Personal Firearms Proficiency feat)									
.50 Barrett M-82A1	2d12	20	Ballistic	120 ft.	S	11 box	Huge	35 lb.	22
12-Gauge Auto-Loader	2d10	20	Ballistic	50 ft.	S	10 int.	Large	4 lb.	15
AR510	1d12	20	Ballistic	250 ft.	S, A	300 box	Large	12 lb.	21
HK MP5	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	7 lb.	20
M16 A1	2d8	20	Ballistic	90 ft.	S, A	30 box	Large	8 lb.	16
Plasma Rifle, M-20	2d10	20	Fire	300 ft.	S, A	20 cell	Large	14 lb.	20
Plasma Rifle, M-25	3d10	20	Fire	300 ft.	S, A	50 cell	Large	14 lb.	21
Plasma Rifle, M-27	4d10	20	Fire	300 ft.	S, A	100 cell	Large	14 lb.	22
Plasma Rifle, M-40	5d10	20	Fire	300 ft.	S, A	200 cell	Large	14 lb.	23
Remington 870	2d10	20	Ballistic	80 ft.	Single	5 int.	Large	8 lb.	17
Heavy Weapons (each requires a specific Exotic Firearms Proficiency feat)									
Mini-Jack	10d8	-	-	400 ft.	1	1 int.	Huge	24 lb.	18
Plasma Cannon, RBS-80	10d10	20	Fire	750 ft.	S, A	Unl. generator	Huge	80 lb.	24
Gatling Gun	3d6	20	Ballistic	400 ft.	A	100 box	Huge	20	20
Grenade Launcher	6d6	20	Ballistic	200 ft.	S	5 box	Large	12 lb.	14
MOB-M Launcher	10d6	20	Ballistic	150 ft.	1	12 int.	Large	5 lb.	15
Simple Weapons (require the Simple Weapons Proficiency feat)									
Club	1d6	20	Bludgeoning	10 ft.	-	-	Med	3 lb.	5
Knife	1d4	19-20	Piercing	10 ft.	-	-	Tiny	1 lb.	7
Plasma Baton	1d6	19-20	Bludgeoning Electricity	-	-	40 cell	Med.	2 lb.	16
Archaic Weapons (require the Archaic Weapons Proficiency feat)									
Hatchet	1d6	20	Slashing	10 ft.	-	-	Small	4 lb.	4
Machete	1d4	19-20	Slashing	-	-	-	Small	2 lb.	5
Other Ranged Weapons (Weapon Proficiency feat needed given in parenthesis)									
EMP Generator (Simple)	1d4	-	Electricity	50 ft.	1	1 int.	Large	50 lb.	25
Multi-caster (none)	3d6	-	Electricity	-	1	1 int.	Med.	25 lb.	17

Handguns

.357 Magnum

The .357 Magnum has a well-deserved reputation for accuracy. Due to its high quality of manufacture, the .357 Magnum is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Colt M1911

This .45 semiautomatic pistol was used by the United States military for decades until it was recently replaced by the Beretta 92F.

Manufactured at three locations in the United States alone, the M1911 can be found all over the world, and is still in use in several other military forces.

.44 Desert Eagle

Manufactured by Israeli Military Industries, the Desert Eagle is the king of large-frame, heavy-caliber autoloaders.

AP50

The AP50 is the standard issue sidearm across the ranks. The dual auto-pistols shoot 50

caliber rounds formed of depleted uranium for maximum impact to metallic bodies.

Beretta 92F

The standard service pistol of the United States military and many American law enforcement agencies. It replaced the Colt M1911 in the 1980's as the standard service sidearm.

HK MP5

The Heckler & Koch MP5 family of weapons is among the most recognizable in the world. Many different designs exist; described here is the most basic model. Due to its high quality of manufacture, the MP5 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls. This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

R6-PAK

The R6-PAK is a projectile weapon that fires six miniature rockets from a rotating cylinder. It has a maximum capacity of 30 rockets, which inflict damage by exploding on contact. When the R-6 hits its target, it explodes like a grenade or other explosive, dealing its 5d6 points of damage to all creatures within a 5-foot radius (Reflex save DC 18 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the R-6 ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

Longarms

Plasma Rifle, General Dynamics M-20

This is another standard issue weapon of Skynet forces. Over the years, many have fallen into Tech-Com hands.

Plasma Rifle, Westinghouse M-25

Built by Westinghouse Inc, the M-25 Pulse Rifle is the mainstay of Tech-Com. A traditional rifle design, the M-25 incorporates a "Pulse Remaining" level indicator and a flip-up flexy sight with CRT scope.

Plasma Rifle, Westinghouse M-27

Built by Westinghouse Inc, the M-27 Battle Rifle is the general issue weapon of the T-600, T-700 and T-800 Series'. Larger and more powerful than the M-25, the M-27 is a devastating weapon.

Plasma Rifle, General Dynamics M-40

Plasma rifles in the 40-watt range were adapted years ago from salvaged enemy rifles. These heavy-duty weapons have evolved into the primary weapon for Tech-Com infantry.

.50 cal Barrett M-82A1

The heavy but rugged Light Fifty is an incredibly powerful weapon for its size. Although it's a sniper rifle, it fires a .50-caliber machine gun bullet, a round much more powerful than any other rifle ammunition.

AR510 Assault Rifle

This assault rifle is an improvement on the older AR series of American rifles. It is Tech-Com's standard assault-style machine gun.

12-Gauge Auto-Loader

This Italian-made shotgun is considered by many Tech-Com soldiers to be the best tactical shotgun made.

M-16A1 Standard Issue

Typical of the assault rifles used by militaries around the world, the M16A1 is the current service rifle of the United States military, and is common with other armies and in the civilian world. This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or

she makes a normal attack, and the extra two bullets are wasted.

Remington 870

A bolt-action rifle with a reputation for accuracy, the Remington has been popular with hunters and target shooters since its introduction in the 1940s.

Mel ee Weapons

Club

Almost anything can be used as a club. This includes everything from baseball bats to lead pipes.

Plasma Baton

Plasma batons are advanced hand-to-hand weapons created by skilled fighters. The telescoping baton is made of titanium and fitted with a plasma emitter. Batons trigger an aggressive electrical discharge when enemies are struck. A target hit by a plasma baton takes normal bludgeoning damage and must make a Fortitude saving throw (DC 15) or be stunned for 1 round.

Knife

A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a knife.

Archaic Mel ee Weapons

Hatchet

This light axe is a chopping tool that deals slashing damage when employed as a weapon.

Machete

This long-bladed tool looks much like a short, lightweight sword.

Other Ranged Weapons

EMP Generator

The EMP Generator fires an electromagnetic pulse in a wave that discharges in the direction that the weapon is pointed. Any mechanical devices in the wave's path are briefly paralyzed. EMP generators work on a charge and must recharge each time they are used. On a successful hit, the EMP generator deals 1d4

points of electricity damage and all constructs in range must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds. The EMP generator takes one round to recharge.

The EMP generator does not work against the highly advanced units, including the T-1000, T-100000, and T-1000000.

Multi-caster

The multi-caster fires a cohesive energy beam that seeks out nearby targets. It will roast flesh and course through endoskeletons, even frying several of them in a row. It shoots a 1-foot-wide, 30-foot-long line of electricity that deals 3d6 points of electricity damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of electricity can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save. The multi-caster takes one full round to recharge itself.

Heavy Weapons

Gatling Gun

This awesome weapon is more intimidating than accurate. It usually requires a heavy tripod for a human to use it. Gatling guns do not fire single shots. Calibers of gatling guns include 5.56mm, 7.62mm, and 12.7mm (.50). Larger weapons are integral parts of vehicles (such as the Vulcan cannon) or on a towed chassis (such as the Vulcan 20mm PIVAD area defense system). The 5.56mm and 7.62mm weapons are also referred to as "miniguns".

MOB-M Launcher

This rocket launcher holds one rocket and can be launched by one person. It comes as a short, telescoped fiberglass and aluminum tube. When the MOB-M hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the MOB-M ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius. The M72 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode. The

Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

Grenade Launcher

This simple weapon is a single-shot grenade launcher. It fires 40mm grenades (see under Grenades and Explosives, below). These grenades look like huge bullets an inch and a half across; they can't be used as hand grenades, and the M79 can't shoot hand grenades. Attacking with an M79 is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences between using the M79 and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the M79 requires a weapon proficiency to operate without penalty. The Exotic Firearms Proficiency (grenade launchers) feat applies to this weapon.

Plasma Cannon, General Dynamics RBS-80

Built by General Dynamics, the RBS-80 is one of the largest infantry weapons used by

Weapon	Damage	Critical	Damage Type	Burst Radius	Reflex DC	Range Increment	Size	Weight	Scrounge DC
Antitank Plasma Mine	10d8	-	Fire	5 ft.	18	-	Small	4 lb.	20
C4 Explosive	4d6	-	Concussion	10 ft.	18	-	Small	1 lb.	12
Canister bomb	6d6	-	Fire	20 ft.	12	10 ft.	Small	2 lb.	17
M31A – Phosphorus Grenade	2d6	-	Fire	20 ft.	12	10 ft.	Small	2 lb.	15
Pipe bomb	1d6	-	Concussion	5 ft.	12	-	Small	2 lb.	6

Canister Bomb

Canister Bombs are thrown explosives with a shaped charge built to do huge damage to a wide area. They are triggered to detonate on contact. The scrounge DC given is for a box of 6 bombs.

C4 Explosive

So-called "plastic" explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be coaxed to take various shapes. C4 explosives must be set on a wall or floor, then remotely triggered. The information on the table represents a 1-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by 2 feet, and requires a Demolitions

check (DC 15) to link them. Although the damage statistics on the table represent a 1-pound block, C4 is sold in 4-block packages. The purchase DC given represents a package of 4 blocks. C4/Semtex requires a detonator to set off. It is considered to be a moderate explosive for the purpose of using a Craft (chemical) check to manufacture it.

Mini-Jack

The mini-jack is a heavy rocket launcher that must be carried by at least two men. It requires three men to assemble. The mini-jack acts as the R-6 in all other respects.

Grenades and Explosives

"Nitroglycerin, basically. Bit more stable. I learned how to make it when I was a kid."

--Kyle Reese to Sarah Connor, Terminator.

Used primarily against Skynet's largest battle units, the Antitank Plasma Mine has proved essential in many Tech-Com attacks. To arm the Antitank Plasma Mine, first the dust plug must be removed. The circuit is then tested and the safety ball disengaged. The handle is then twisted clockwise from 'Safe' to 'Armed' and the ring around the top half of the mine lights up. Once activated, there is a set period of time in which to dispose of the mine before it explodes. Capable of destroying a Hunter Killer Tank with

one well-placed hit, the Antitank Plasma Mine has helped bring humanity back from the brink.

M31A - Phosphorous Grenade

M31A phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a M31A Phosphorus grenade is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire. In addition, a WP grenade creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade (see above), except that it only fills squares within 5 feet of the explosion point. The scrounge DC given is for a box of 6 grenades.

Pipe Bomb

In a pinch, pipe bombs can be made to take out Terminators. When a Tech-Com soldier has nothing else, these bombs are better than nothing.

Ammunition

Ammunition Type (Quantity)	Scrounge DC
Armor Piercing Rounds (20)	5
Electromagnetic Rounds (20)	8
Hollow-Point Rounds (20)	7
Manstopper Rounds (20)	6

Armor Piercing Rounds

Armor piercing rounds increase the damage of the weapon by +1. It cannot be reduced by armor.

Electromagnetic Rounds

This ammunition is an electromagnetic pulse caged in a titanium-rifled steel housing. They can knock even the toughest Terminator offline. It inflicts electricity damage and stuns constructs for 2 rounds.

Hollow-Point Rounds

Hollow-point rounds inflict +2 damage against unarmored opponents. Against armored opponents, its damage is reduced by 2.

Manstopper Rounds

This round, which can only be used in a shotgun, inflicts +2 damage.

Miscellaneous Equipment

Object	Size	Weight	Scrounge DC
Biofilter Generator	Med	10 lb.	20
First Aid Kit	Small	3 lb.	5
Flashlight	Tiny	1 lb.	4
LS-81 Laser Sight	Tiny	0.5 lb.	15
M41- Range Finder Scope	Tiny	0.5 lb.	11
M45 – Thermal Imaging Scope	Small	3 lb.	18
M71 – Armored Tactical Helmet	Small	3 lb.	17
MD301 Bio Spray	Small	3 lb.	6
MD304 Burn Kit	Small	3 lb.	7
Sunglasses	Tiny	2 lb.	4

Biofilter Generator

Biofilter generators keep out all life. A biofilter generator erects a blue screen, 10 feet wide by 10 feet high directly above the generator. They draw energy from surrounding mechanicals. If enough Terminators leave the area or are deactivated, the biofilter will collapse. Touching a biofilter causes no damage but stuns the being touching it for 1 round. Terminators use biofilter generators to hold important prisoners and to block off escape routes.

First Aid Kit

Available at most drugstores and camping supply stores, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit can be used to help a dazed, unconscious, or stunned character by making a Treat Injury check (DC 15). A first aid kit can be used only once at maximum capacity. Each use thereafter causes a –1 cumulative penalty, until it reaches –4 at which point the first aid kit is depleted. Skill checks made without a first aid kit incur a –4 penalty.

Flashlight

This heavy metal flashlight projects a beam 30 feet long and 15 feet across at its end. Those covered here are professional, heavy-duty models, rugged enough to withstand the rigors of modern adventuring. Flashlights negate penalties for darkness within their illuminated areas.

LS-81 Laser Sight

This small laser mounts on a firearm, and projects a tiny red dot on the weapon's target. A laser sight grants a +1 equipment bonus on all attack rolls made against targets no farther than 30 feet away. However, a laser sight can't be used outdoors during the daytime.

M41 - Range Finder Scope

A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use. The M41 increases the range increment for a ranged weapon by one-half (multiply by 1.5). However, to use a scope a character must spend an attack action acquiring his or her target. If the character changes targets or otherwise lose sight of the target, he or she must reacquire the target to gain the benefit of the scope.

M45 - Thermal Imaging Scope

A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use. The M45 scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if he or she had the darkvision ability granted by night vision goggles.

M71 - Armored Tactical Helmet

The M71 helmet comes with goggles that use passive light gathering to improve vision in near-dark conditions. They grant the user the ability to see in darkness, also called darkvision—but because of the restricted field of view and lack of depth perception these goggles provide, they impose a –4 penalty on all Spot and Search checks made by someone wearing them. The M71 must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room doesn't. For situations of total darkness, the helmet comes with an infrared illuminator that, when switched on, operates like a flashlight whose light is visible only to the wearer (or anyone else wearing night vision goggles).

MD301 Bio Spray

Bio Sprays are powerful first-aid kits that use stolen Skynet nanite technology to repair flesh and bone. A bio spray can be used to help a dazed, unconscious, or stunned character by making a Treat Injury check (DC 10). A bio spray can be used only once. Skill checks made without a bio spray incur a –4 penalty.

MD304 Burn Kit

Burn kits act like first aid kits but can only be used to help a dazed, unconscious, or stunned character suffering from fire damage by making a Treat Injury check (DC 15). A burn kit can be used only once. Skill checks made without a burn kit incur a –4 penalty.

Sunglasses

These eye coverings provide protection against blinding light.

Time Travel

"Found the...whatever it was called...the time-displacement equipment. The Terminator had already gone through. They sent two of us to intercept, then zeroed the whole place. Sumner didn't make it."

--Kyle Reese to Silberman, [Terminator](#)

It's scary enough to consider that the Terminators are hell-bent on eradicating human life, enough that it churns out metal skeletons by the thousands to that end. Worse, Skynet has recently discovered time travel technology, making it a perpetual threat that cannot be easily stopped.

Of course, time travel adds an element to the game that not all Game Masters may be interested in. But certainly, if the campaign starts to get stale, time travel spices it up. Even better, the inherent compatibility with the d20 system allows easy conversion between different genres. If it happened in the past, Terminators might just show up to assassinate a particularly influential person or event.

There are a few theories on time travel:

Parallel Universe

One cannot go backwards in time to affect one's current time stream. At best, a time traveler can alter the timeline so that fate doesn't exist in the current reality. That is, the timeline diverges upon time travel happening, creating a unique timeline. Somewhere, Skynet still wins. However, in the universe the time traveler is in, it's a new world.

This theory of time travel does not make for happy endings. It means Skynet can never be defeated in the past. It may be small comfort to know that Skynet's attempts at pre-time assassination are also fruitless.

Unified Time stream

Time takes place across one reality. By killing off someone in the past, you affect the future. This of course can cause paradoxes – you could kill your own father, which means you shouldn't be able to exist to go back in time to kill your father in the first place. This may very well be why Skynet seeks to destroy John Connor by killing him or his mother. But how far back will Skynet go?

How It Works

"You go naked. Something about the field generated by a living organism. Nothing dead will go."

"Why?"

"I didn't build the fucking thing."

--Kyle Reese to Silberman, [Terminator](#)

Skynet has recently developed Time Displacement Equipment (TDE). Located within Skynet's main complex, the TDE is reached by a huge freight elevator that leads deep into the bowels of the building, descending at a 45-degree angle into a concrete lined tunnel. At the bottom of the elevator, huge vault-like doors open to reveal a chamber that is the size of a high-school gym and consists totally of machine surfaces. Wafer-circuit terminals are stacked everywhere, stretching from floor to ceiling, and complex configurations of cabling run beneath panels in the floor. Three enormous chrome rings, one inside the other, are suspended in a circular hole in the center of the room's floor. These rings float freely in a humming electromagnetic field.

Once co-ordinates are fed into the machine and it is set in motion, the rings begin to move, slowly rotating around each other on different axis like some form of complex gyroscope. The floor begins to split open, like wedges in a pie that then begin to pull back from the center. The rings begin to spin faster, suspended in space in the middle of the receding floor wedges. The rings then begin to descend, dropping into an unbelievably vast circular space. This is the biaxial node of the time-field generator. The rings rotate at a tremendous velocity, blurring from sight, as an energy charge builds up, causing small electrical sparks to spit out from the generator walls, searing the ionized air. Lightning then begins to arc across the vast room, until eventually there is a blinding flash and space from the two different time periods are displaced - they swap with each other.

Whatever the theory, there's only one hard and fast rule of time travel: only living flesh can go through. Non-living matter simply cannot

transport through time. The technology requires a field generated by a living organism – unfortunately, cyborgs (including the T-800 series) qualify. Likewise, even the T-1000000 transports through time by wrapping itself in living flesh. Terminators have even ripped holes in humans, plugged them with ammunition and weapons, and time traveled while the human cargo was still alive. Then they rip the equipment out of the hosts, killing them in the process. The subject must also be injected with amphetamines, and smeared with a thick, bluish, sour smelling superconducting jelly so that the time-field will follow its outline.

Time travel sucks. Kyle Reese describes seeing a white light. But what's most noteworthy is the pain. It hurts. A lot. It's like being slowly ripped inside out.

Time travel creates a field around the traveler, ensuring that the time traveler doesn't appear in a solid object. This is akin to disintegration, evaporating all matter in a sphere around the traveler. The actual time travel sphere is not very large – approximately 4-feet in diameter. Terminators and humans alike must crouch down to be transported or have their upper torso left behind.

The time traveler's arrival is telegraphed by explosive electrical energy that arcs from where the traveler will appear. This electricity acts as a lightning bolt each round, randomly striking the nearest targets. The mini-lightning storm lasts for 1d4 rounds before the traveler appears in a sphere of energy.

Objects or beings in the path of the sphere when it arrives must make a Fortitude save or lose random 1d100% of their hit points. If the object or being cannot move out of the way, it is disintegrated.

For the uninitiated, time travel may seem like a meaningless issue in the future wars of 2029. But there are implications to time travel technology. If you can transport through time, you can transport through space. Terminators can be teleported to anywhere. No shield plating stops them. This means that Skynet's ability to strike back at Tech-Com is only limited by knowledge of its locations. Even then, Skynet can afford to randomly teleport troops into suspected areas to see what it turns up. So long as time travel technology is in Skynet's hands, it is more dangerous than ever.

PCs can also time travel, to either assassinate Skynet or track one of its Terminators before it's too late. But when you're traveling the time stream, is it ever too late?

Just remember, time travel is a one-way trip. There's no technology to send PCs back...unless they travel to the future.

Suggested Products

Time travel suits itself well to the d20 system. Simply pick your favorite game and mix it with the Terminator rules found here: voila! Terminators in any system.

- **Wild West:** [Sidewinder: Wild West Adventure](#) by Citizen Games
- **Arabia:** [Endless Sands](#) by Avalanche Press
- **Aztecs:** [Empire of the Dying Sun](#) by Avalanche Press
- **Byzantine Empire:** [The Last Days of Constantinople](#) by Avalanche Press
- **Renaissance France:** [All for One and One for All](#) by Avalanche Press
- **Ancient Egypt:** [War in Heliopolis](#) by Avalanche Press
- **Celtic Era:** [Celtic Age](#) by Avalanche Press
- **Prehistoric:** [Brontosaurus Rex](#) by Goodman Games

Monsters

"That Terminator is out there. It can't be reasoned with, it can't be bargained with...it doesn't feel pity or remorse or fear...and it absolutely will not stop. Ever. Until you are dead."

--Kyle Reese to Sarah Connor, [Terminator](#)

Terminators come in a wide variety of shapes and sizes. Various artists, writers, and producers have envisioned the Terminator universe differently. Presented here are as many as we could find. For more details about each of the Terminators, see the source entry.

All Terminators have the following traits:

- **Alternate Power Source:** If disabled, a Terminator is able to re-route its systems to a secondary, alternate power source, thus bypassing any severed connections, damaged circuits or internal impairment. A Terminator can go to -20 hit points before ceasing to function. Once a Terminator stops functioning, roll 1d6 and note the result. This is the number of minutes that must pass before the internal systems bring on the APS and repower the Terminator.
- **Construct:** Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. If a Terminator is wearing a disguise, more than 10 points of damage in a single hit will reveal its true nature. Shapeshifter Terminators (the T-1G and T-1000) are also considered constructs.
- **Endoskeleton:** Most Terminators have an endoskeleton that makes them extremely resistant to damage. Terminators are immune to any effect that requires a Fortitude save, unless it also works on objects.
- **Healing:** Constructs cannot heal, they must be repaired. However, the T-800 through T-825 series can regenerate like a human due to their cybernetic systems. Additionally, the T-800 through T-825 series has internal self-repairing mechanisms that allow even its non-living components to repair themselves. The T-1G and T-1000 have fast healing 10.

- **Personal Communicator:** The Terminator can digitally communicate securely and encrypted with any other Terminator or Skynet up to 10 miles and can receive and relay information to Skynet anywhere on the planet provided a line of sight can be drawn to a tactical satellite in orbit above. A backup laser communication system is installed for secure line of sight communication between units and an alternate physical cable plug exists to link two units via high-speed data cable.

Terminators might have some, all, or none of the followings upgrades:

- **AI Module:** The Terminator can learn, which allows it to use any skill untrained that a living being could.
- **Biosynthetic Conversion:** The Terminator looks like a person with flesh and skin.
- **Combat Programming:** The Terminator can gain the benefits of having a class.
- **Darkvision:** The Terminator can see in the dark up to 60 feet.
- **Enhanced Dexterity:** The Terminator is faster than usual and receives a +6 racial bonus to Dexterity.
- **Enhanced Strength:** The Terminator has reinforced servos and musculature to increase its strength. It receives a +6 Strength bonus.
- **Hoverlift:** The Terminator can fly at its base speed with good maneuverability.
- **Internal Audio Sensors:** The Terminator receives a +2 bonus to Listen checks.
- **Improved Visual Sensors:** The Terminator receives a +2 bonus to Search and Spot checks.
- **Integral Laser Sight:** The Terminator has various sensors and laser precision optics mounted inside a "head" unit. The

Terminator receives a +1 bonus on all ranged attack rolls.

- **Integral Weapons:** The Terminator's weapons are mounted on the Terminator itself. They cannot be disarmed.
- **Language Module:** The Terminator can speak and write a language.
- **Motion Sensors:** The Terminator gets a +2 bonus to Spot checks.
- **Multiple Legs:** The Terminator receives a +2 bonus to Climb and Balance checks.
- **Multiscanner:** The Terminator has a Geiger counter that can detect radiation within 500 feet, a chemical sniffer that can analyze raw materials within 100 feet, a magnetic/spectromic array that can analyze material within 100 feet, and an electrical sensor that can identify life forms within 100 feet.
- **Natural Armor (+2):** The Terminator has extra armor that bestows a +2 bonus to Defense.
- **Natural Armor (+4):** The Terminator has extra armor that bestows a +4 bonus to Defense.
- **Natural Armor (+6):** The Terminator has extra armor that bestows a +6 bonus to Defense.
- **Reinforced Construction (10/-):** The Terminator gains damage resistance of 10/-.
- **Reinforced Construction (5/-):** The Terminator gains damage resistance 5/-.
- **Remote Operation Unit:** The Terminator can be operated remotely with a range of up to 10 miles. When operated remotely, the Terminator attacks with a circumstance penalty of -4.
- **Sensory Recorder:** The Terminator can store up to 100 hours of recordings for later reference.
- **Telescopic Vision:** The Terminator suffers a -1 penalty on Spot checks for every 100 feet of distance instead of every 10 feet.
- **Tracks:** Its tracked multiple wheels give the Terminator superior grip and maneuverability over loose rubble and uneven terrain. The Terminator suffers no movement penalties for poor surface conditions.

T-70: Infantry Unit

Large Construct

Hit Dice: 4d10 (22 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft

Defense: 10 (+1 Dex, -1 size)

Attacks: Gatling gun +4 ranged, slam +7 melee

Damage: Gatling gun 3d6, slam 1d8+5

Face/Reach: 5 ft by 5 ft/10 ft

Special Qualities: enhanced dexterity, integral laser sight, remote operation unit, construct, darkvision

Saves: Fort +1, Ref +2, Will +1

Abilities: Str 20, Dex 12, Con ---, Int 12, Wis 10, Cha 8

Challenge Rating: 2

Source: [T2:3D](#)

Standing eight feet tall, more than four feet wide, and armed with an advanced (for it's time)

model Gatling gun, the T-70 Series was built to form an imposing sight on the late 20th Century battlefield, rather than being designed for infiltration. Due to their antiquated construction and blueprint, Skynet has not produced T-70's for about the past 30 years. However, there are still rare reports from some of the Outer Rim territories of T-70 activity, and it is alleged that T-70s are still used as executioners in the human death camps.

COMBAT

The T-70 Infantry Unit was originally a controlled unit. Skynet, using T-70s as its eyes and ears, remotely controls these units. They rarely use their weapons to execute prisoners and are unaccustomed to complicated tactics.

T-100: Seeker

Tiny Construct

Hit Dice: 0.5d10 (2 hp)

Initiative: +1 (+1 Dex)

Speed: 50 ft

Defense: 13 (+1 Dex, +2 size)

Attacks: Slam -1 melee

Damage: Slam 1d3-3

Face/Reach: 2½ ft by 2½ ft/0 ft

Special Attacks: explode

Special Qualities: darkvision, construct, hoverlift, motion sensors, sensory recorder

Saves: Fort +0, Ref +1, Will +0

Abilities: Str 4, Dex 12, Con ---, Int 12, Wis 10, Cha 8

Skills: Spot +2

Challenge Rating: 1

Source: [Christopher T. Shields](#)

The first model of HK, the T100 Seeker was the most numerous. Many massed Tech-Com attacks have been stopped and reversed by lines of Seeker automatic aerodyne mines. Usually deployed as static guardians of bases, to break up Tech-Com charges, or sent down into the ruins and tunnels favored for hiding and guerilla warfare by the Tech-Com, the Seeker has proved to be a very stable design. Based on a Pre-Sentience design for a cheap, military aerodyne based RPV which was used for scout purposes, Skynet was quick to implement the design into the databases of its automated factories, adding a dedicated anti-personnel pre-fragmented explosive charge and a limited

sensor / scanner suite fitted to a low level tactical threat computer into the final design.

The result is a spherical shaped, self-propelled, target seeking guided anti-personnel mine with the ability not only to identify and track its target(s), but also the ability to remain on station and loiter in guard mode for weeks or months on end without maintenance thanks to a small nuclear battery.

COMBAT

Seekers attack by stealth, quietly floating towards their targets in their primary mode, hunting at night, skimming the ground silently, using debris and rubble to mask and hide their movements. Seekers also 'roost' in tall ruins of buildings, watching the streets below. When a viable target approaches, the Seeker powers up and silently descends from above until the unit is within blast range of the target, usually exploding above and behind for maximum lethality in a shower down pattern of fragmentation, resulting in a superior beaten sheath of fragment dispersal.

Explode: Once humans are sensed to be within range, the Seeker scuttles out of its hiding place and self-detonates. The core explosive charge consists of 8 kilos of C-4 wrapped around a pre-fragmented alloy rod. Fragmentation is further enhanced by the actual body of the Terminator that has been designed to allow the charge to pick up a good amount of additional fragments, as well as any debris in

and around the area. The ensuing explosion sprays the area with razor sharp and sizzling hot shrapnel, causing massive injuries to anyone within the blast zone. It inflicts concussion

damage in a burst radius of 24 feet and inflicts 18d6 points of damage. A Reflex save (DC 18) reduces the damage.

T-105: Battle Unit

Large Construct

Hit Dice: 4d10 (22 hp)

Initiative: +1 (+1 Dex)

Speed: 40 ft

Defense: 10 (+1 Dex, -1 size)

Attacks: 2 gatling guns +4 ranged, slam +7 melee

Damage: Gatling gun 3d6, slam 1d8+5

Face/Reach: 5 ft by 5 ft/10 ft

Special Qualities: enhanced dexterity, improved visual sensors, integral laser sight, integral weapons, reinforced construction (5/-), telescopic vision, tracks, construct, darkvision

Saves: Fort +1, Ref +2, Will +1

Abilities: Str 20, Dex 12, Con ---, Int 12, Wis 10, Cha 8

Skills: Spot +2, Search +2

Challenge Rating: 2

Source: [Terminator 3](#)

Designed to aid field troops and work in tandem with the T-70 Series, the T-105 Series was created to be able to traverse far more difficult terrain than the T-70. Mounted on a platform capable of rotating 360 degrees, the T-105 has a wide field of attack. Mounted upon either side of the T-105 are "arms" which are capable of unfolding from its main structure, each fitted with a gatling gun for superior firepower. With its rapid, heavy firepower and fast maneuverability, the T-105 is a very dangerous unit. Though an early model, the T-105 is still produced by Skynet to this day.

COMBAT

The T-105 is much more mobile than the T-70. As such, it tracks and locks onto targets, firing with dual gatling guns in a strafing pattern until it hits its targets. T-105s are still not smart by Terminator standards – they amble towards a target, guns blazing, until it is eliminated.

T-200: Scarecrow

Medium-size Construct/Fast Hero 5/Soldier 3

Hit Dice: 2d10 + 5d8 + 3d10 (50 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft

Defense: 18 (+1 Dex, +7 class)

Attacks: AR510 assault rifle +8 ranged, slam +7 melee

Damage: AR510 assault rifle 1d12, slam 1d6+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Qualities: combat programming, enhanced dexterity, integral laser sight, multiscanner, telescopic vision, construct, darkvision, weakness

Saves: Fort +3, Ref +6, Will +2

Abilities: Str 12, Dex 12, Con ---, Int 12, Wis 10, Cha 8

Skills (50): Hide +6, Move Silently +6, Investigate +6, Knowledge (tactics) +6, Navigate +6, Search +6, Listen +5, Spot +5, Gather Information +4, Intimidate +4

Feats (3): Personal Firearms Proficiency, Advanced Firearms Proficiency, Strafe

Challenge Rating: 10

Source: [Christopher T. Shields](#)

Slow, unbalanced, underpowered, and easily defeated, the T-200 soon came to be known to Tech-Com as a "Stickman" or "Tin-man" due to its narrow, inhuman shape and large sensor array atop the shoulders. Armor was light on such a narrow frame, and redundant systems were almost non-existent ensuring that any critical damage would cause the combat loss of the unit. The unit was a quick and cheap stopgap measure, a model designed to provide Skynet time to implement more efficient designs. Hyperalloy materials were just being developed by Skynet so the T-200 was armored with more primitive ceramic materials and even crude ballistic cloth, giving a tattered, ragged look to the unit which generated an additional name from some of the Tech-Com units; "Scarecrow."

COMBAT

The T-200s advantages include mobility, target following capability, infiltration capacity, and the ability to operate and use Tech-com equipment and weapons. It has quite a few disadvantages however. A good hit from large caliber, small arms fire can cripple or destroy a T-200 unit. The sensor array is particularly

vulnerable and Tech-Com units have quickly discovered this weakness, using a variety of close combat and long ranged sniper based attacks aimed directly at the delicate sensor array. T-200 units that have their sensor array damaged or destroyed either shut down and stand in place, or short circuit and walked around, bumping into buildings, debris, etc. until Tech-Com destroys it or the fourteen day endurance power cell is depleted. Tech-Com actively forms hunting groups to venture out

from the ruins, to hunt T-200 units in order to steal weapons and ammunition, even the crude armor. The T-200s are such easy kills that Tech-Com snipers in skyscrapers can destroy a patrolling T-200 and in a matter of less than a minute, street scavengers will pick the unit clean of any usable parts and equipment.

Weakness: On a critical hit from any ammunition larger than 5.56mm, a Terminator is instantly destroyed.

T-300: Fast Walker

Large Construct

Hit Dice: 4d10 (22 hp)

Initiative: +1 (+1 Dex)

Speed: 40 ft

Defense: 14 (+1 Dex, -1 size, +4 natural)

Attacks: M25 plasma rifle +3 ranged, slam +7 melee

Damage: M25 plasma rifle 3d10, slam 1d8+5

Face/Reach: 5 ft by 5 ft/10 ft

Special Qualities: enhanced dexterity, combat programming, mechanical legs, reinforced construction (5/-), remote operation unit, natural armor (+2), darkvision, construct

Saves: Fort +1, Ref +2, Will +1

Abilities: Str 20, Dex 12, Con ---, Int 2, Wis 10, Cha 8

Skills: Climb +2, Balance +2\

Challenge Rating: 2

Source: [Christopher T. Shields](#)

The T-300 is a bipedal weapon platform, mounted on two oversized servo enhanced legs with large triple claw pads. The design of the legs allows the unit to balance on one leg while using the other leg for labor-intensive work. The triple claw footpads cannot only be used in close

combat and for removing cover from Tech-Com units, but also provides the T-300 with superior traction on almost any surface.

In order to achieve a high volume of units, Skynet had to retard the electronic self-autonomous capabilities of the T-300. Skynet imparted a feral, almost animal intelligence into the T-300, resulting in a obedient soldier with the intelligence of a rabid guard dog and the single-minded dedication of a machine.

COMBAT

The T-300 operates much in the manner of a crazed animal, smelling the kill. The T-300 squats dormant amid the rubble, sensors passive, until a target is acquired. The unit then catapults itself out of its cover gaining speed, engaging what targets it acquired according to threat level and capability. T-300s are recorded by Scout units as actually tearing apart Tech-Com units rather than using energy ranged attacks; crushing Tech-Com units with the T-300's claw feet, ripping and tearing other units apart, or using its own bipedal body to smash units against debris and building walls, crushing them.

T-400: Endo

Large Construct /Tough Hero 3/Bodyguard 3

Hit Dice: 4d10 + 3d10 + 3d12 (60 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft

Defense: 18 (+1 Dex, -1 size, +6 natural, +4 class)

Attacks: M-40 pulse rifle +8 ranged, slam +14 melee

Damage: M-40 pulse rifle 5d10, slam 1d8+8

Face/Reach: 5 ft by 5 ft/10 ft

Special Qualities: combat programming, enhanced dexterity, enhanced strength, improved visual sensors, integral laser sight, multiscanner, natural armor (+4), reinforced

construction (5/-), telescopic vision, construct, darkvision

Saves: Fort +5, Ref +6, Will +3

Abilities: Str 26, Dex 12, Con ---, Int 12, Wis 10, Cha 8

Skills (29): Investigate +6, Navigate +6, Search +8, Listen +5, Spot +7, Intimidate +3

Feats (2): Personal Firearms Proficiency, Advanced Firearms Proficiency

Challenge Rating: 10

Source: [Terminator: Dawn of Fate](#)

The T-400 Endo is an early prototype of the humanoid form. Extrapolated from the T-70, it was used primarily as a guard for prison camps. A few rusty T-400s are still in service – Terminators are never retired, they continue their programming until they collapse.

COMBAT

T-400s act as guardians first and foremost, usually protecting T-200s at work or T-70s in the death camps. They advance slowly towards their targets, firing until it is eliminated.

T-500: Endo

Large Construct/Tough Hero 3/Soldier3

Hit Dice: 4d10 + 3d10 + 3d10 (52 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft

Defense: 22 (+1 Dex, -1 size, +8 natural, +4 class)

Attacks: M-40 pulse rifle +8 ranged, slam +14 melee

Damage: M-40 pulse rifle 5d10, slam 1d8+8

Face/Reach: 5 ft by 5 ft/10 ft

Special Qualities: AI module, combat programming, enhanced dexterity, enhanced strength, improved visual sensors, integral laser sight, multiscanner, natural armor (+6), reinforced construction (10/-), telescopic vision, construct, darkvision

Saves: Fort +5, Ref +5, Will +3

Abilities: Str 26, Dex 12, Con ---, Int 12, Wis 10, Cha 8

Skills (35): Jump +6, Investigate +6, Navigate +6, Search +8, Listen +5, Spot +7, Intimidate +4, Knowledge (tactics) +6

Feats (2): Personal Firearms Proficiency, Advanced Firearms Proficiency

Challenge Rating: 10

Source: [Terminator: Dawn of Fate](#)

The T-500 Endo is the perfection of the T-400. An armored battle chassis makes it far more durable than the T-400. Enhanced weapons are synched with acquisition AI for a highly dangerous threat.

COMBAT

The T-500 is the premiere ground shock troop for Skynet. Unlike the more advanced T-600 series, it is not an infiltrator. It is heavily armored and designed to overcome any obstacle through firepower and brute force. T-500s are not subtle in their approach and focus solely on their targets.

T-600: Infiltrator

Large Construct/Tough Hero 4/Infiltrator 3

Hit Dice: 4d10 + 4d10 + 4d8 (59 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft

Defense: 17 (+1 Dex, -1 size, +2 natural, +5 class)

Attacks: M-40 plasma rifle +8 ranged, slam +14 melee

Damage: M-40 plasma rifle 5d10, slam 1d8+8

Face/Reach: 5 ft by 5 ft/10 ft

Special Qualities: AI module, biosynthetic conversion, combat programming, enhanced dexterity, enhanced strength, improved visual sensors, integral laser sight, language module, motion sensors, multiscanner, reinforced construction (10/-), telescopic vision, construct, darkvision

Saves: Fort +4, Ref +6, Will +3

Abilities: Str 26, Dex 12, Con ---, Int 12, Wis 10, Cha 8

Skills (42): Investigate +4, Knowledge (earth & life sciences) +3, Knowledge (history) +3, Knowledge (tactics) +3, Knowledge (technology)

+3, Navigate +3, Search +5, Listen +3, Sense Motive +3, Spot +7, Bluff +2, Disguise +6, Gather Information +2, Intimidate +2

Feats (3): Advanced Firearms Proficiency, Personal Firearms Proficiency, Deceptive

Challenge Rating: 10

Source: [Terminator](#)

"The 600 series had rubber skin. We spotted them easy. But these are new. They look human. Sweat, bad breath, everything. Very hard to spot."

– Kyle Reese to Sarah Connor, [Terminator](#)

The T-600 series was first produced in 2016. They were mass produced humanoid battle units manufactured by Skynet from the original designs and test models constructed by Cyberdyne Systems Corporation. Standing almost six feet tall and weighing almost 800 lbs, the T-600's endoskeleton is very powerful and can lift objects almost five times its own weight or punch through concrete and metal with no

damage to its reinforced servos. The T-600 Series is capable of running at a constant speed of almost 60 kph, with short bursts of up to 75 kph. However, these bursts of speed tax the servos and the joints of the leg assemblies. Due to the lack of technological advancement at the time of their conception and the nature of Skynet's logic, the T-600 Series is fabricated with a smooth latex rubber "skin" to hide its mechanics. This fact makes the T-600's easy to recognize and thus disable.

COMBAT

The T-600 has three modes of operation: direct, automatic, and autonomous. The new T-600 can be directed by Skynet defense computers like soldiers in a war game, it can react automatically to a wide variety of pre-programmed conditions, or the individual units can be relinquished to their own control and act independently for months on end, combing the ruins on extended search and destroy missions.

T-700: Infiltrator

Large Construct/Tough Hero 4/Infiltrator 4

Hit Dice: 4d10 + 4d10 +4d8 (63 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft

Defense: 18 (+1 Dex, -1 size, +2 natural, +6 class)

Attacks: M-27 plasma rifle +9 ranged, slam +15 melee

Damage: M-27 plasma rifle 4d10, slam 1d8+8

Face/Reach: 5 ft by 5 ft/10 ft

Special Qualities: AI module, biosynthetic conversion, combat programming, enhanced dexterity, enhanced strength, improved visual sensors, integral laser sight, language module, motion sensors, multiscanner, reinforced construction (10/-), telescopic vision, construct, darkvision

Saves: Fort +4, Ref +7, Will +3

Abilities: Str 26, Dex 12, Con ---, Int 12, Wis 10, Cha 8

Skills (49): Investigate +4, Knowledge (earth & life sciences) +3, Knowledge (history) +3, Knowledge (tactics) +3, Knowledge (technology) +3, Navigate +3, Search +5, Listen +3, Sense Motive +3, Spot +7, Bluff +5, Disguise +10, Gather Information +2, Intimidate +2

Feats (3): Advanced Firearms Proficiency, Personal Firearms Proficiency, Deceptive

Challenge Rating: 11

Source: [Terminator](#)

Due to the relative ease with which the T-600's were identified, Skynet began production of the T-700 Series in 2020. Unlike the T-600 Series, the rubber skin of the T-700 Series is not smooth and is instead incredibly lifelike. Though still not as advanced as the T-800's real, living human tissue covering, the T-700's skin has been laser sculpted to include blemishes, birthmarks, pores, scars, etc. The skin has been painted to almost exactly match that of a human's to within a 94% margin of error, with special attention paid to the facial features that are correct to within 95.6%. Individual, synthetic, latex foam muscles have also been sculpted for the T-700 and are mechanically grafted to the underside of the T-700's rubber skin. The endoskeleton of the T-700 is structurally very similar to that of the T-800 Series. However, T-700 endoskeletons can be identified by their lack of "neck pistons" and "shoulder pistons"; their yellow, shoulder axial drive-motor leads; and by their thin, non-segmented necks.

COMBAT

The T-700 Series, although still slower than the T-800 Series, is approximately 15% faster than the T-600 Series. It is also more durable, being able to maneuver over more rugged terrain; and is approximately 17% stronger.

T-800: Infiltrator

"The Terminator's an infiltration unit. Part man, part machine. Underneath, it's a combat chassis, hyperalloy, fully armored. Very tough. But outside, it's living human tissue. Flesh, skin, hair...blood. Grown for the cyborgs."

--Kyle Reese to Sarah Connor, [Terminator](#)

Large Construct/Tough Hero 5/Infiltrator 5

Hit Dice: 4d10 + 5d10 +5d8 (72 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft

Defense: 19 (+1 Dex, -1 size, +2 natural, +7 class)

Attacks: M-27 plasma rifle +9 ranged, slam +15 melee

Damage: M-27 plasma rifle 4d10, slam 1d8+8
Face/Reach: 5 ft by 5 ft/10 ft
Special Qualities: AI module, biosynthetic conversion, combat programming, enhanced dexterity, enhanced strength, improved visual sensors, integral laser sight, language module, motion sensors, multiscanner, reinforced construction (10/-), telescopic vision, construct, darkvision
Saves: Fort +5, Ref +7, Will +3
Abilities: Str 26, Dex 12, Con ---, Int 12, Wis 10, Cha 8
Skills (59): Investigate +4, Knowledge (earth & life sciences) +3, Knowledge (history) +3, Knowledge (tactics) +3, Knowledge (technology) +3, Navigate +3, Search +5, Listen +3, Sense Motive +3, Spot +7, Bluff +10, Disguise +15, Gather Information +2, Intimidate +2
Feats (3): Advanced Firearms Proficiency, Personal Firearms Proficiency, Deceptive
Challenge Rating: 13
Source: [Terminator](#), [Terminator 2](#)

Due to the ease with which Tech-Com could identify T-600s, Skynet began production of the T-800 Series in 2026. The T-800 Series is a cybernetic organism. It consists of living tissue over a metal endoskeleton. The metal endoskeleton is a microprocessor controlled fully

armored hyper-alloy combat chassis. This endoskeleton is constructed with frictionless bearings in its joints, and a servo-actuated control system. The living tissue, grown especially for the T-800's, consists of flesh, skin, hair and blood, and is capable of limited regeneration over time. As this tissue is living it is warm to the touch and hence T-800's will not show up on thermal scanners as being any different from a real human. The biological components are only grafted onto T-800's that are to be used to infiltrate Tech-Com bases; T-800's that are deployed straight onto the battlefield usually do not possess biological components.

COMBAT

Skynet controls its T-800s using direct link command. This operating mode is known as "Hive", where the battle units are hooked directly into Skynet and share a collective conscious. However, there are hundreds of autonomous terminators that are not under Skynet's direct control. This is the second form of operating mode and is known as "Rogue". In this mode, battle units are independent of Skynet but are programmed to return and download information.

T-803: Light Assault Infiltrator

Large Construct/Fast Hero 5/Infiltrator 3/Martial Artist 2
Hit Dice: 4d10 + 5d8 +3d8 +2d8 (66 hp)
Initiative: +1 (+1 Dex)
Speed: 30 ft
Defense: 21 (+1 Dex, -1 size, +2 natural, +9 class)
Attacks: M-27 plasma rifle +10 ranged, slam +16 melee
Damage: M-27 plasma rifle 4d10, slam 1d8+8
Face/Reach: 5 ft by 5 ft/10 ft
Special Qualities: AI module, biosynthetic conversion, combat programming, enhanced dexterity, enhanced strength, improved visual sensors, integral laser sight, language module, motion sensors, multiscanner, reinforced construction (10/-), telescopic vision, construct, darkvision
Saves: Fort +3, Ref +11, Will +3
Abilities: Str 26, Dex 12, Con ---, Int 12, Wis 10, Cha 8
Skills (67): Investigate +4, Knowledge (earth & life sciences) +3, Knowledge (history) +3, Knowledge (tactics) +3, Knowledge (technology) +3, Navigate +3, Search +5, Listen +3, Sense

Motive +3, Spot +7, Bluff +19, Disguise +15, Gather Information +2, Intimidate +2
Feats (3): Combat Martial Arts, Improved Combat Martial Arts, Deceptive
Challenge Rating: 13
Source: [Terminator Collectible Card Game](#)

These infiltrators are similar to the T-800 except they are patterned after females. They also have the advantage of retractable claws that they can pop out of their fingertips at will. This makes T-803's terrifying close-combat fighters.

COMBAT

The T-803 is a close combat unit. It can carry weapons but usually refrains from doing so. Instead, the T-803 cries out for help or attempts to look helpless. Skynet quickly learned the weaknesses of human prejudice towards females. T-803s are the most successful in murdering children by pretending to be concerned females.

T-804: Tactical Infiltrator

Large Construct/Smart Hero 5/Infiltrator 3/Soldier 2

Hit Dice: 4d10 + 5d6 + 3d8 + 2d10 (62 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft

Defense: 17 (+1 Dex, -1 size, +2 natural, +5 class)

Attacks: M-27 plasma rifle +8 ranged, slam +14 melee

Damage: M-27 plasma rifle 4d10, slam 1d8+8

Face/Reach: 5 ft by 5 ft/10 ft

Special Qualities: AI module, biosynthetic conversion, combat programming, enhanced dexterity, enhanced strength, improved visual sensors, integral laser sight, language module, motion sensors, multiscanner, reinforced construction (10/-), telescopic vision, construct, darkvision

Saves: Fort +5, Ref +7, Will +5

Abilities: Str 26, Dex 12, Con ---, Int 12, Wis 10, Cha 8

Skills (103): Investigate +4, Knowledge (earth & life sciences) +8, Knowledge (history) +8,

Knowledge (tactics) +20, Knowledge (technology) +8, Navigate +3, Search +5, Listen +3, Sense Motive +3, Spot +7, Bluff +19, Disguise +15, Gather Information +6, Intimidate +2

Feats (3): Personal Firearms Proficiency, Advanced Firearms Proficiency, Strafe

Challenge Rating: 13

Source: [Terminator Collectible Card Game](#)

Unlike the other Terminators, the T-804 is much more tactical and much less interested in engaging in direct combat. It acts as a point man for other Terminators and works best in groups.

COMBAT

T-804s hang back from combat and direct units remotely. They can of course engage in combat if need be but prefer to let the other Terminators do the fighting for them.

Small Construct/Fast Hero 5/Negotiator 3/Infiltrator 2

Hit Dice: 1d10 + 5d8 + 3d8 + 2d8 (49 hp)

Initiative: +3 (+3 Dex)

Speed: 40 ft

Defense: 23 (+3 Dex, +1 size, +9 class)

Attacks: Slam +9 melee

Damage: Slam 1d4+3

Face/Reach: 5 ft by 5 ft/5 ft

Special Qualities: AI module, biosynthetic conversion, combat programming, enhanced dexterity, enhanced strength, improved visual sensors, integral laser sight, language module, motion sensors, multiscanner, reinforced construction (10/-), telescopic vision, construct, darkvision

Saves: Fort +3, Ref +10, Will +4

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

Skills (69): Investigate +4, Knowledge (earth & life sciences) +3, Knowledge (history) +3, Knowledge (tactics) +3, Knowledge (technology)

T-806: Recon Infiltrator

+3, Navigate +3, Search +6, Listen +3, Sense Motive +3, Spot +8, Bluff +19, Disguise +15, Gather Information +2, Intimidate +2

Feats (3): Personal Firearms Proficiency, Advanced Firearms Proficiency, Deceptive

Challenge Rating: 11

Source: [Terminator Collectible Card Game](#)

If there was ever any doubt that Skynet is a cold, calculating machine, the T-806 infiltrator is proof. Disguised as children, these infiltrators work hard to gain the trust of adults and then, in their moments of weakness, murder them all. T-806's are not very large, but they more than make up for it with their stealth.

COMBAT

T-806s use similar tactics to the T-803: they pretend to be helpless or wounded and then attack with surprise when human prey ventures too closely.

T-808: Medium Assault Infiltrator

Large Construct/Tough Hero 5/Soldier 3/Infiltrator 2

Hit Dice: 4d10 +5d10 + 3d10 + 2d8 (75 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft

Defense: 19 (+1 Dex, -1 size, +2 natural, +7 class)

Attacks: M-27 plasma rifle +10 ranged, slam +16 melee

Damage: M-27 plasma rifle 4d10, slam 1d8+8

Face/Reach: 5 ft by 5 ft/10 ft
Special Qualities: AI module, biosynthetic conversion, combat programming, enhanced dexterity, enhanced strength, improved visual sensors, integral laser sight, language module, motion sensors, multiscanner, reinforced construction (10/-), telescopic vision, construct, darkvision
Saves: Fort +6, Ref +8, Will +3
Abilities: Str 26, Dex 12, Con ---, Int 12, Wis 10, Cha 8
Skills (55): Investigate +4, Knowledge (earth & life sciences) +3, Knowledge (history) +3, Knowledge (tactics) +3, Knowledge (technology) +3, Navigate +3, Search +5, Listen +3, Sense Motive +3, Spot +7, Bluff +8, Disguise +13, Gather Information +2, Intimidate +2

Feats (3): Personal Firearms Proficiency, Advanced Firearms Proficiency, Strafe
Challenge Rating: 13
Source: [Terminator Collectible Card Game](#)

This infiltrator is designed to shoot first, ask questions later. It looks like other Terminators but has a more reinforced skeleton for heavier combat.

COMBAT

The T-808 has more in common with a grenade – its disguise is only meant to last long enough until the Terminator enters an area with five or more people. Then it attacks.

T-810: Advanced Stealth Infiltrator

Large Construct/Fast Hero 5/Infiltrator 5
Hit Dice: 4d10 + 4d8 + 4d8 (66 hp)
Initiative: +1 (+1 Dex)
Speed: 30 ft
Defense: 21 (+1 Dex, -1 size, +2 natural, +9 class)
Attacks: M-27 plasma rifle +9 ranged, slam +15 melee
Damage: M-27 plasma rifle 4d10, slam 1d8+8
Face/Reach: 5 ft by 5 ft/10 ft
Special Qualities: AI module, biosynthetic conversion, combat programming, enhanced dexterity, enhanced strength, improved visual sensors, integral laser sight, language module, motion sensors, multiscanner, reinforced construction (10/-), telescopic vision, construct, darkvision, hypersonic emitter
Saves: Fort +3, Ref +9, Will +3
Abilities: Str 26, Dex 12, Con ---, Int 12, Wis 10, Cha 8
Skills (75): Investigate +4, Knowledge (earth & life sciences) +3, Knowledge (history) +3, Knowledge (tactics) +3, Knowledge (technology) +3, Navigate +3, Search +5, Listen +3, Sense Motive +3, Spot +7, Bluff +10, Disguise +15, Gather Information +2, Intimidate +2, Hide +9, Move Silently +9
Feats (3): Personal Firearms Proficiency, Advanced Firearms Proficiency, Stealthy

Challenge Rating: 13
Source: [Terminator Collectible Card Game](#)

The T-810 is meant to sneak into facilities. It uses its disguise only as a backup to avoid detection. As such, the T-810 is a more deadly unit because it intentionally avoids being spotted and even then, can pass undetected.

COMBAT

The T-810 is one of the few units that actively avoids open combat. It is an assassination unit that uses its hypersonic emitter to neutralize canine guards. T-810s have one target designed by Skynet and they will avoid or minimize combat interaction with all other possible foes to get at their target.

Hypersonic Emitter: At will, the T-810 can emit a hypersonic whine. Any creatures with advanced hearing, including canines, in a 60-foot radius feel an overpowering urge to leave the area. A canine must make a Will save (DC 20) to stay in the area, but feels very uncomfortable doing so. This distracting discomfort reduces the canine's Dexterity score by 4 points.

T-825: Maintenance Agent

Large Construct/Smart Hero 5/Field Medic 5
Hit Dice: 4d10 +3d6 +5d8 (60 hp)
Initiative: +1 (+1 Dex)
Speed: 30 ft
Defense: 17 (+1 Dex, -1 size, +2 natural, +5 class)

Attacks: M-27 plasma rifle +8 ranged, slam +14 melee
Damage: M-27 plasma rifle 4d10, slam 1d8+8
Face/Reach: 5 ft by 5 ft/10 ft
Special Qualities: AI module, biosynthetic conversion, combat programming, enhanced

dexterity, enhanced strength, improved visual sensors, integral laser sight, language module, motion sensors, multiscanner, telescopic vision, construct, darkvision, reconstructive nanites

Saves: Fort +6, Ref +4, Will +7

Abilities: Str 26, Dex 12, Con ---, Int 12, Wis 10, Cha 8

Skills (92): Hide +3, Investigate +4, Knowledge (earth & life sciences) +3, Knowledge (history) +3, Knowledge (tactics) +3, Knowledge (technology) +3, Navigate +3, Search +5, Listen +3, Sense Motive +3, Spot +7, Bluff +10, Disguise +15, Gather Information +2, Hide +9, Move Silently +9, Repair +11, Treat Injury +7

Feats (3): Personal Firearms Proficiency, Stealthy, Medical Expert

Challenge Rating: 13

Source: [Terminator Comics](#)

The T-825 is a Terminator covered in skin, similar to the T-800. It serves a different purpose, however. The T-825 serves in the field as a maintenance and intelligence agent. Its primary function is tissue repair, not combat. It is not designed to withstand extreme stress.

COMBAT

T-825s are not combat units. As such, they hide in the shadows and communicate any information they perceive to Skynet.

Reconstructive Nanites: The T-825 can use the Repair skill or Treat Injury skill to "heal" damage on a Terminator, including itself.

T-831: Heavy Combat Chassis Unit

Large Construct/Tough Hero 5/Soldier 5

Hit Dice: 4d10 + 5d10 + 5d10 (77 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft

Defense: 24 (+1 Dex, -1 size, +8 natural, +6 class)

Attacks: M-27 plasma rifle +10 ranged, slam +16 melee

Damage: M-27 plasma rifle 4d10, slam 1d8+8

Face/Reach: 5 ft by 5 ft/10 ft

Special Qualities: AI module, biosynthetic conversion, combat programming, enhanced dexterity, enhanced strength, improved visual sensors, integral laser sight, language module, motion sensors, multiscanner, reinforced construction (10/-), telescopic vision, construct, darkvision, natural armor (+6), plasma dampening field

Saves: Fort +7, Ref +6, Will +3

Abilities: Str 26, Dex 12, Con ---, Int 12, Wis 10, Cha 8

Skills (49): Investigate +4, Knowledge (earth & life sciences) +3, Knowledge (history) +3,

Knowledge (tactics) +3, Knowledge (technology) +3, Navigate +3, Search +5, Listen +3, Sense Motive +3, Spot +7, Bluff +5, Disguise +5, Gather Information +2, Intimidate +7

Feats (3): Personal Firearms Proficiency, Advanced Firearms Proficiency, Strafe

Challenge Rating: 15

Source: [Terminator Collectible Card Game](#)

Heavy Combat Chassis, or HCCs, are considered to be more dangerous than even Hunter-Killers. They are feared so much precisely because they combine heavy armor with the mobility and intelligence of a Terminator.

COMBAT

The T-831 is a reinforced combat ready unit, more powerful than even the T-808. It leads charges and raids into reinforced Tech-Com hideouts with heavy firepower.

T-882: Tactical Command Unit

Large Construct/Smart Hero 5/Soldier 5

Hit Dice: 4d10 + 5d6 + 5d10 (65 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft

Defense: 20 (+1 Dex, -1 size, +8 natural, +5 class)

Attacks: M-27 plasma rifle +6 ranged, slam +12 melee

Damage: M-27 plasma rifle 4d10, slam 1d8+8

Face/Reach: 5 ft by 5 ft/10 ft

Special Qualities: AI module, biosynthetic conversion, combat programming, enhanced

dexterity, enhanced strength, improved visual sensors, integral laser sight, language module, motion sensors, multiscanner, reinforced construction (10/-), telescopic vision, construct, darkvision, holographic array

Saves: Fort +5, Ref +6, Will +5

Abilities: Str 26, Dex 12, Con ---, Int 12, Wis 10, Cha 8

Skills (97): Investigate +4, Knowledge (earth & life sciences) +8, Knowledge (history) +8, Knowledge (tactics) +20, Knowledge (technology) +8, Navigate +3, Search +5, Listen

+3, Sense Motive +3, Spot +7, Bluff +16, Disguise +12, Gather Information +6, Intimidate +2

Feats (3): Personal Firearms Proficiency, Advanced Firearms Proficiency, Strafe

Challenge Rating: 14

Source: [Terminator Collectible Card Game](#)

Tactical command units are extremely rare but justly feared by Tech-Com. T-882s are capable of changing their programming and executing flexible commands on the fly, making them almost the equals of humans in terms of tactical strategy.

COMBAT

T-882s command T-804s in the field. Unlike other Terminators, they have a high degree of self-preservation and actively avoid being captured or destroyed.

Holographic Array: At will, a T-882 can cause several holographic duplicates of itself to pop into being, making it difficult for enemies to know which target to attack. The figments stay near the T-882 and disappear when struck. It creates 1d4 images plus one image per three caster levels (maximum eight images). These holograms separate from the T-882 and remain

in a cluster, each within 5 feet of at least one other hologram or the T-882. The T-882 can move into and through a holographic array. When the T-882 and the holographic array separate, observers can't use vision or hearing to tell which one is the T-882 and which the image. The holograms may also move through each other. The holograms mimic the T-882's actions. Enemies attempting to attack the T-882 at the T-882 must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a hologram. Any successful attack roll against a hologram destroys it. A hologram's Defense is 10 + size modifier + Dexterity modifier. Figments seem to react normally to area attacks (such as looking like they're burned or dead after being struck by an explosive). While moving, the T-882 can merge with and split off from holograms so that enemies who have learned which hologram is real are again confounded. An attacker must be able to see the holograms to be fooled. If attacker shuts her eyes, the spell has no effect, though being unable to see carries the same penalties as being blinded.

T-1000: Infiltrator

"Not like me. A T-1000. Advanced prototype. A mimetic polyalloy."

"What does that mean?"

"Liquid metal."

--Terminator to John Connor, [Terminator 2](#)

Medium-size Shapechanger/Tough Hero 10/Infiltrator 5

Hit Dice: 2d8 +10d10 +5d8 (84 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 40 ft

Defense: 21 (+2 Dex, +9 class)

Attacks: M-40 plasma rifle +13/+3 ranged, slam +14/+2 melee

Damage: M-40 plasma rifle 5d10, slam 1d6+4

Face/Reach: 5 ft by 5 ft/5 ft

Special Qualities: AI module, biosynthetic conversion, combat programming, enhanced dexterity, enhanced strength, improved visual sensors, integral laser sight, language module, motion sensors, multiscanner, reinforced construction (10/-), telescopic vision, morph, fast healing 5, darkvision

Saves: Fort +9, Ref +12, Will +7

Abilities: Str 18, Dex 14, Con ---, Int 12, Wis 10,

Cha 8

Skills (73): Investigate +4, Knowledge (earth & life sciences) +3, Knowledge (history) +3, Knowledge (tactics) +3, Knowledge (technology) +3, Navigate +3, Search +6, Listen +3, Sense Motive +3, Spot +8, Bluff +19, Disguise +19, Gather Information +2, Intimidate +2

Feats (6): Improved Initiative, Personal Firearms Proficiency, Advanced Firearms Proficiency, Run, Strafe, Track

Challenge Rating: 15

Source: [Terminator 2](#)

The T-1000, though rarely deployed, is infamous throughout Tech-Com. It has been seen by only a few surviving Tech-Com fighters, but it has brought fear to them all. First produced in 2028, the T-1000 does not have any form of endoskeleton like the T-600 or the T-800, but is

instead constructed from a mimetic polyalloy, or 'liquid metal'. The mimetic polyalloy construction of the T-1000 allows it to replicate any object or person of similar volume that it molecularly samples by physical contact. It can use a medium to do this without actually touching the victim's skin.

The T-1000 series can lip read and is also able to synthesize the speech pattern of any human that it replicates. This does, however, require a sufficiently suitable sample of the subject's voice. The T-1000's auditory sensors can be situated anywhere upon its body, as every molecule of the T-1000 has the blueprints for all needed parts programmed into it. The T-1000 is also capable of registering its environment in a dozen subtle ways using its entire body, can directly read magnetically encoded plus-minus information and can run at a speed of at least 40 mph. The T-1000 is not issued with any weapons, but is capable of fashioning any solid metal form, such as knives and stabbing weapons. The T-1000 cannot, however, form any complex systems that may have moving parts or chemicals, like guns or explosives.

COMBAT

The T-1000's that have been met in battle are notoriously difficult to destroy. This highly resilient battle unit is able to withstand a wide variety of temperatures, ranging up to at least 300°C. Extremely low temperatures of about -196°C (such as those produced by Liquid Nitrogen) can cause damage to a T-1000, however they will not stop it. The T-1000 series can, however, be destroyed. Temperatures in excess of 1535°C, such as those needed to smelt iron, can physically alter the bonding of the Mimetic Polyalloy. The molten iron (or any other element) can then mix with the elements of the alloy and physically alter its molecular structure, thus rendering it inoperative. Corrosives, such as concentrated Hydrochloric Acid are also known to damage T-1000's.

Fast Healing 5: Due to its "liquid metal" construction, the T-1000 is capable of extensive regeneration, even being able to completely recover from a Pulse Rifle blast at point blank range to the head.

Morph: A T-1000 can assume the shape of any Small or Medium-size humanoid. This works like *change self* as cast by an 18th-level mage, but the T-1000 can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

T-100000

Medium-size Shapechanger/Tough Hero 10/Infiltrator 5

Hit Dice: 2d8 +10d10 +5d8 (84 hp)

Initiative: +2 (+2 Dex)

Speed: 40 ft

Defense: 21 (+2 Dex, +9 class)

Attacks: M-40 plasma rifle +13/+3 ranged, slam +14/+2 melee

Damage: M-40 plasma rifle 5d10, slam 1d6+4

Face/Reach: 5 ft by 5 ft/5 ft

Special Qualities: AI module, biosynthetic conversion, combat programming, enhanced dexterity, enhanced strength, improved visual sensors, integral laser sight, language module, motion sensors, multiscanner, reinforced construction (10/-), telescopic vision, morph, fast healing 5, natural invisibility, morph, possess device, energy form, darkvision

Saves: Fort +9, Ref +12, Will +7

Abilities: Str 18, Dex 14, Con ---, Int 12, Wis 10, Cha 8

Skills (73): Investigate +4, Knowledge (earth & life sciences) +3, Knowledge (history) +3, Knowledge (tactics) +3, Knowledge (technology) +3, Navigate +3, Search +6, Listen +3, Sense Motive +3, Spot +8, Bluff +19, Disguise +19,

Gather Information +2, Intimidate +2

Feats (6): Improved Initiative, Personal Firearms Proficiency, Advanced Firearms Proficiency, Run, Strafe, Track

Challenge Rating: 16

Source: [Terminator 3](#)

This battle unit is constructed from sentient frequency matter, making it even more deadly than the T-1000 Series. Like the T-1000, the T-100000 Series is capable of morphing into other humans. It is even capable of completely disappearing or existing purely as a form of energy. The T-100000 can take control of any mechanical device - from household appliances to computers to even other battle units. It is virtually indestructible and unstoppable, making it the most deadly battle unit known to date.

COMBAT

The T-100000 is highly intelligent, rivaling the T-1000 in cunning. It understands the concept of self-preservation and will commandeer any nearby units for its own bidding.

Natural Invisibility: A T-100000 remains invisible even when it attacks. This ability is

constant, but the T-100000 can suppress or resume it as a free action.

Morph: A T-100000 can assume the shape of any Small or Medium-size humanoid. This works like *change self* as cast by an 18th-level mage, but the T-100000 can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Possess Device: A T-100000 can animate mechanical devices within 180 feet at will,

controlling up to two devices at a time. It takes a full round for a device to animate. Thereafter it moves at a speed of 10 and fights as an animated object in all respects. Animated mechanical devices lose their ability to move if the T-100000 who animated them is incapacitated or moves out of range. This power works on other Terminators if the Terminator fails a Will save (DC 25).

Energy Form: A T-100000 is immune to all forms of physical damage.

T-1000000: Guardian

Gargantuan Ooze

Hit Dice: 24d10+168 (300 hp)

Initiative: -2 (-2 Dex)

Speed: 40 ft

Defense: 4 (-2 Dex, -4 size)

Attacks: 8 slams +23 melee

Damage: Slam 2d8+9

Face/Reach: 20 ft by 20 ft/20 ft

Special Qualities: 360 vision, combat programming, enhanced dexterity, enhanced strength, improved visual sensors, motion sensors, multiscanner, reinforced construction (10/-), telescopic vision, fast healing 5, darkvision, ooze

Saves: Fort +15, Ref +6, Will +8

Abilities: Str 28, Dex 6, Con 24, Int 12, Wis 10, Cha 8

Challenge Rating: 18

Source: [T2:3D](#)

The T-1000000, otherwise known as the T-Meg, is Skynet's latest and most feared battle unit. Very few Tech-Com members have ever been witness to the T-1000000 and lived to tell about it. The T-1000000 was built at about the beginning of 2029. The T-1000000 is never actually deployed on the battlefield, but is instead retained in a state of stasis in Skynet's main complex to guard Skynet's Central Core. The T-1000000, like the T-1000 Series, is

constructed from a mimetic polyalloy. However, it is approximately 20 feet high and 50 feet across. The T-1000000 is not capable of mimicking subjects as the T-1000 Series can, but instead transforms from an apparently solid part of Skynet's Central Core to a default arachnid configuration capable of forming stabbing, slashing weapons from each of its eight legs.

COMBAT

The T-1000000 is Skynet's largest and most powerful battle unit. The T-1000000 is never actually deployed on the battlefield, but is instead retained in a state of stasis in Skynet's main complex to guard Skynet's Central Core.

Fast Healing 5: Due to its "liquid metal" construction, the T-1000000 is capable of extensive regeneration, even being able to completely recover from a Pulse Rifle blast at point blank range to the head.

Energy Form: A T-1000000 is immune to all forms of physical damage.

Multiple Attacks: The T-1000000 has the ability to form any of its slashing legs into an offensive weapon, giving it up to 8 attacks in a round.

HK: Mini-Hunter

"Heh-heh. Lookit this. Terminators forgot to put out the dog."

-- Tech-Com soldier before dying to a Mini-Hunter, [Terminator: Tempest](#)

Tiny Construct

Hit Dice: 0.5d10 (2 hp)

Initiative: +4 (+4 Dex)

Speed: fly 50 ft

Defense: 16 (+4 Dex, +2 size)

Attacks: Phased pulse cannon +6 ranged

Damage: Phased pulse cannon 1d6 and knockdown

Face/Reach: 2½ ft by 2½ ft/0 ft

Special Attacks: pulse

Special Qualities: hoverlift, enhanced dexterity, improved audio sensors, improved visual

sensors, integral weapons, telescopic vision, construct, darkvision

Saves: Fort +0, Ref +4, Will +0

Abilities: Str 4, Dex 18, Con ---, Int 12, Wis 10, Cha 8

Challenge Rating: 1

Source: [T2:3D](#), [Terminator: Dawn of Fate](#)

The Mini-Hunter is an autonomous single rotor anti-personnel drone designed to locate and destroy human Tech-Com fighters. A compact, high lift aerodyne fan that turns on frictionless bearings in order to reduce noise levels provides maneuverability. The Flying Mini-Hunter is roughly 1 foot in diameter and is normally deployed in groups of four. Flying Mini-Hunters are transported in a compartment in the underside of Aerial Hunter Killers awaiting deployment, however they can also be deployed

separately. Due to its small size, the Flying Mini-Hunter is extremely fast and maneuverable, however it is only capable of covering a short range. It utilizes anti-grav technology to move through the air and is equipped with a front-mounted miniature Phased Pulse Cannon.

COMBAT

HK Mini-Hunters rarely engage in combat. When they do, they zip in, fire their weapons, and zip out of range.

Pulse: Once every ten rounds, a Flying Mini-Hunter can release a pulse of energy that knocks down opponents, inflicts 3d6 points of subdual damage with a 20 ft. radius. If the victim fails a Reflex save (DC 10) he is knocked down.

HK: Silverfish

Medium-size Construct

Hit Dice: 2d10 (11 hp)

Initiative: -1 (-1 Dex)

Speed: 50 ft

Defense: 9 (-1 Dex)

Attacks: Slam +2 melee

Damage: Slam 1d6+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: explode

Special Qualities: combat programming, improved audio sensors, improved visual sensors, motion sensors, multiple legs, telescopic vision, construct, darkvision

Saves: Fort +0, Ref -1, Will +0

Abilities: Str 12, Dex 8, Con ---, Int 12, Wis 10, Cha 8

Challenge Rating: 1

Source: [Terminator 2 DVD](#)

The Hunter Killer Silverfish is a small, fast-crawling battle unit that looks like a 5-foot long chrome centipede or trilobite. This unit is extremely quick and maneuverable due to its relatively small size. The Silverfish moves across terrain on multiple, retractable, reverse jointed legs that extend from its underside. The number and positioning of its legs allow the Silverfish to cross very rough terrain and "snake" through heaps of debris. These legs can retract into the units' underside, allowing the Silverfish to lower its height, thus making itself a smaller

target. This feature also allows the Silverfish to partially bury itself in the dust and dirt.

COMBAT

The primary function of the Silverfish is to track down Tech-Com settlements or gun emplacements and to infiltrate them. However, the Silverfish can also lay in wait in piles of rubble, maintaining a low-power mode, conducting low level passive scans for human activity, and has been known to attack lone individuals. When a target comes within range, it will power up and engage the target.

Explode: Once humans are sensed to be within range, the Silverfish scuttles out of its hiding place and self-detonates. The core explosive charge consists of 8 kilos of C-4 wrapped around a pre-fragmented alloy rod. Fragmentation is further enhanced by the actual body of the Silverfish that has been designed to allow the charge to pick up a good amount of additional fragments, as well as any debris in and around the area. The ensuing explosion spays the area with razor sharp and sizzling hot shrapnel, causing massive injuries to anyone within the blast zone. It inflicts concussion damage in a burst radius of 24 feet and inflicts 18d6 points of damage. A Reflex save (DC 18) reduces the damage.

HK: Centurion

Huge Construct

Hit Dice: 8d10 (44 hp)

Initiative: +0

Speed: 40 ft

Defense: 15 (-2 size, +7 natural)
Attacks: 2 plasma cannons +4 ranged
Damage: Plasma cannon 10d10
Face/Reach: 10 ft by 10 ft/15 ft
Special Qualities: AI module, combat programming, enhanced dexterity, improved visual sensors, integral laser sight, integral weapons, motion sensors, multiple legs, natural armor (+4), reinforced construction (10/-), telescopic vision, construct, darkvision
Saves: Fort +2, Ref +2, Will +2
Abilities: Str 28, Dex 10, Con ---, Int 12, Wis 10, Cha 8
Challenge Rating: 4
Source: [Terminator 2](#)

The Hunter Killer Centurion is Skynet's largest mobile, walker-style ground Hunter Killer unit. It is an autonomous combination platform packing advanced targeting systems, heavy armor and heavy firepower. Used primarily in an anti-vehicle role or deployed in small squadrons to hunt down and terminate humans, the Hunter Killer Centurion is the most expensive (in terms of materials, power and time) Hunter Killer unit

produced by Skynet. Due to its large size and the tenacious defending of its posts, this Hunter Killer unit soon gained the nickname "Centurion" from Tech-Com members who had faced it. The Hunter Killer Centurion has a central waist unit that houses a miniature high efficiency fusion reactor and the transmission systems. The gun pods and body of the Hunter Killer Centurion have been designed to subliminally form a demonic face. This is a deliberate feature, implemented by Skynet to induce added psychological threat and fear in any Tech-Com fighters who face this unit in battle.

COMBAT

Four uniquely designed legs provide the HK Centurion's locomotion. The 'feet' of these legs can roll inwards, curling up so that the entire unit can 'squat' in place, lowering its overall height and profile by 66%, maintaining a static defensive posture. In an instant, the Hunter Killer Centurion can rise from its crouch and accelerate away across the battlefield either to engage a target or move to a tactically superior position.

HK-2953: Tank

Gargantuan Construct
Hit Dice: 16d10 (88 hp)
Initiative: +0
Speed: 30 ft
Defense: 16 (-4 size, +10 natural)
Attacks: Flamethrower +8 ranged, 2 claws +12 melee, 2 plasma rifles +8 ranged
Damage: Flamethrower 3d8 and Fire, claw 2d6+4, plasma rifle 5d10
Face/Reach: 20 ft by 20 ft/20 ft
Special Qualities: AI module, combat programming, enhanced dexterity, improved visual sensors, integral laser sight, integral weapons, motion sensors, multiple legs, natural armor (+6), reinforced construction (10/-), telescopic vision, treads, construct, darkvision
Saves: Fort +5, Ref +5, Will +5
Abilities: Str 28, Dex 10, Con ---, Int 12, Wis 10, Cha 8
Challenge Rating: 9
Source: [Terminator](#)

The Hunter Killer Tank is an autonomous battle unit designed to locate and destroy human Tech-Com fighters. It is almost 15 meters tall, 20

meters in length and 10 meters wide. Housed within the main body of the Hunter Killer Tank is a compact fusion reactor. This, in conjunction with the drive train, handles the transmissions that drive the four independently suspended all-terrain track assemblies. Each track is two meters wide, thus allowing superior all-terrain mobility. The main pivot of the rear tread carrier is one of the weakest points on the Hunter Killer Tank. As well as its main armaments, the Hunter Killer Tank is equipped with two large hydraulic, servo-enhanced, manipulator arms with gripper extensions. These are housed in front of the main 'torso' of the tank. These arms are used for manipulating heavy equipment, acquiring hard to reach Tech-Com units, and removing debris from the unit's path that it could not normally merely roll over.

COMBAT

HK Tanks track all moving targets and shoot them. Skynet built them with the assumption that there is nothing in Tech-Com's arsenal that can resist a HK Tank assault.

HK-8475: Aerial

Huge Construct

Hit Dice: 8d10 (44 hp)

Initiative: +0

Speed: 30 ft

Defense: 15 (-2 size, +7 natural)

Attacks: 2 plasma cannons +4 ranged

Damage: Plasma cannon 10d10

Face/Reach: 10 ft by 10 ft/15 ft

Special Qualities: combat programming, enhanced dexterity, hoverlift, improved visual sensors, integral laser sight, integral weapons, motion sensors, natural armor (+4), reinforced construction (5/-), telescopic vision, construct, darkvision

Saves: Fort +2, Ref +2, Will +2

Abilities: Str 28, Dex 10, Con ---, Int 12, Wis 10, Cha 8

Challenge Rating: 4

Source: [Terminator](#)

The Aerial Hunter Killer is Skynet's first fully automated aerial gunship. It is a semi-autonomous patrol and combat unit used to locate human Tech-Com fighters. As such, it has

a very low-level artificial intelligence program. The Aerial Hunter Killer has an armored hyper-alloy semi-monoque airframe that has a honeycombed/blown structure, similar in design to the skeleton of a bird. The main armament of the Aerial Hunter Killer consists of an underslung rapid fire Phased Plasma Cannon mounted in a ventral remote electric drive mount turret that can retract into the belly nacelle. The internal fusion reactor waste feeds this Phased Plasma Cannon and its payload is, therefore, for all tactical purposes, infinite. However, required periodic refueling of its magazine cell limits the operating time of this unit.

COMBAT

Once human activity is located, the Aerial Hunter Killer relays its co-ordinates and any other relevant information back to Skynet's central computer system from where available battle units are directed to the relevant location. The Aerial Hunter Killer can also deploy Flying Mini-Hunters from a compartment in its underside if it cannot reach its targets directly.

HK: Bomber

Huge Construct

Hit Dice: 10d10 (55 hp)

Initiative: +0

Speed: 30 ft

Defense: 18 (-2 size, +10 natural)

Attacks: 4 plasma cannons +5 ranged

Damage: Plasma cannon 10d10

Face/Reach: 10 ft by 10 ft/15 ft

Special Qualities: combat programming, enhanced dexterity, hoverlift, improved visual sensors, integral laser sight, integral weapons, motion sensors, natural armor (+6), reinforced construction (10/-), telescopic vision, construct, darkvision

Saves: Fort +3, Ref +3, Will +3

Abilities: Str 28, Dex 10, Con ---, Int 12, Wis 10, Cha 8

Challenge Rating: 6

Source: [Terminator 2 DVD](#)

The Hunter Killer Bomber is a larger, more powerful version of the Aerial Hunter Killer. Designed as a Vertical Take Off and Landing (VTOL) heavy assault platform, the Hunter Killer Bomber features two additional engine pods to support its greater size and weight. Also featured is a larger, more enhanced gun platform, with more Phased Plasma Cannons than the Aerial Hunter Killer, and additional armor, giving the Hunter Killer Bomber greater resilience to Tech-Com weapons.

COMBAT

The primary function of the Hunter Killer Bomber is to attack Tech-Com installations and fortresses that are heavily armed and well protected. The larger gun battery and heavy Armour of the Hunter Killer Bomber make it ideally suited to this function, rather than the smaller, lighter Aerial Hunter Killer.

HK: Loader

Huge Construct

Hit Dice: 8d10 (44 hp)

Initiative: +0

Speed: 40 ft

Defense: 15 (-2 size, +7 natural)

Attacks: 2 grippers +11 melee, plasma cannon +4 ranged

Damage: Gripper 1d8+6, plasma cannon 10d10

Face/Reach: 10 ft by 10 ft/15 ft

Special Attacks: improved grab

Special Qualities: combat programming, enhanced dexterity, enhanced strength, integral weapons, motion sensors, natural armor (+4), reinforced construction (5/-), multiple legs,

forcefield, construct, darkvision

Saves: Fort +2, Ref +2, Will +2

Abilities: Str 34, Dex 10, Con ---, Int 12, Wis 10, Cha 8

Challenge Rating: 6

Source: [Terminator: Dawn of Fate](#)

The HK Loader is a heavily armed loader based on the Centurion design. Armed with two electromagnetic grips, the HK Loader is primarily responsible for loading cargo onto Aerial HKs for transport. Loading sites are a favorite ambush zone for Tech-Com, so Skynet quickly upgraded loaders to HK Loaders, which are more than equipped to deal with the threat. HK Loaders are armed with a pulse cannon as well as the ability to crush any foe it catches. By far its most impressive ability is the forcefield.

COMBAT

Ever resourceful, Delta Company agents drop C-4 inside the HK Loader's shield area before it can put one up, then detonate the explosives from a distance. HK Loaders are not particularly bright and very single-minded in their goals, so this tactic is deadly in its effectiveness against them.

Forcefield: The HK Loader can erect a forcefield once a round. This forcefield bestows damage reduction 10/- and extends five feet out from the HK Loader itself.

Improved Grab (Ex): When the HK Loader hits with its gripper, it attempts to start a grapple as a free action without provoking an attack of opportunity.

HK: Guardian

Large Construct

Hit Dice: 4d10 (22 hp)

Initiative: +0

Speed: 40 ft, climb 10 ft.

Defense: 9 (-1 size)

Attacks: 2 claws +7 melee, flamethrower +3 ranged, plasma cannon +3 ranged

Damage: Claw 1d6+5, flamethrower 3d6 and fire, plasma cannon 10d10

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Charge, leap, forcefield, improved grab, constrict

Special Qualities: combat programming, enhanced dexterity, integral laser sight, integral weapons, multiple legs, multiscanner, reinforced construction (5/-), construct, darkvision

Saves: Fort +1, Ref +1, Will +1

Abilities: Str 20, Dex 10, Con ---, Int 12, Wis 10, Cha 8

Challenge Rating: 2

Source: [Terminator: Dawn of Fate](#)

The HK Guardian is a spider-like design that is distinctly different from other Hunter-Killers of its type. The HK has four legs patterned after an insect-like design. This gives the HK Guardian incredible mobility at the expense of heavy armor. As Skynet's defenders, HK Guardians

crawl about its interior defenses, repairing and engaging opponents from any angle.

COMBAT

HK Guardians fight like bulls. They use their plasma weapon at long range, flamethrower against closer opponents, and leap onto opponents within 40 feet.

Leap: A HK Guardian can leap up to 40 feet straight ahead or backwards as a move-equivalent action. If used against an opponent, the leap counts as a charge attack for the Guardian at its full attack bonus in the same round.

Improved Grab: When a HK Guardian hits with its claws, it attempts to start a grapple as a free action without provoking an attack of opportunity.

Constrict: Due to its spinning claws, the HK Guardian deals 1d6+2 on a successful grapple check, in addition to its normal damage.

Forcefield: The HK Guardian can erect a forcefield once a round. This forcefield bestows damage reduction 10/- and extends five feet out from the HK Guardian itself.

HK: Scout

Medium-size Construct

Hit Dice: 2d10 (11 hp)

Initiative: +2 (+2 Dex)

Speed: 40 ft

AC: 12 (+2 Dex)

Attacks: Bite +2 melee, 6 tentacles +3 ranged

Damage: Bite 1d6+1, tentacle 1d4

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Buzzsaw, improved grab

Special Qualities: combat programming,

enhanced dexterity, integral laser sight, integral weapons, multiple legs, multiscanner, construct, darkvision

Saves: Fort +0, Ref +2, Will +0

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

Challenge Rating: 2

Source: [Terminator: Tempest](#)

Given that dogs are the first line of defense against Tech-Com, Skynet quickly learned that humans trusted people with dogs. So it took the devious deception of the Infiltrators a step further by creating a canine counterpart to its T-800 series. The HK Scouts appear as dogs but their true forms are beetle-like constructs with ten tentacles. Two huge mandibles just from its front.

COMBAT

HK Scouts typically gather information and then relay it to Skynet. If used in combat, the HK Scout attempts to close in range due to its innocent appearance. Once in range it explodes out of its canine flesh, flailing with its tentacles at every living thing in range. It attempts to close and use its buzzsaw on an opponent.

Improved Grab (Ex): When a HK Scout hits with its tentacle, it attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can constrict.

Buzzsaw: An HK Scout deals 1d8+2 points of damage from the buzzsaw concealed in its maw on a successful grapple check, in addition to the grappling weapon's normal damage.

I-950: Hybrid

**Medium-size Monstrous
Humanoid/Dedicated Hero 10/Infiltrator 10**

Hit Dice: 2d8 + 10d6 + 10d8 (85 hp)

Initiative: +4 (+4 Dex)

Speed: 30 ft

Defense: 26 (+4 Dex, +12 class)

Attacks: AR510 +18/+2 ranged, slam +17/+2 melee

Damage: AR510 1d12, slam 1d3+3

Face/Reach: 5 ft by 5 ft/5 ft

Special Qualities: AI module, biosynthetic conversion, combat programming, enhanced dexterity, enhanced strength, improved audio sensors, improved visual sensors, language module, sensory recorder, telescopic vision, darkvision

Saves: Fort +10, Ref +19, Will +13

Abilities: Str 16, Dex 18, Con 10, Int 12, Wis 10, Cha 8

Skills (161): Investigate +8, Knowledge (earth & life sciences) +10, Knowledge (history) +8, Knowledge (tactics) +20, Knowledge (technology) +10, Navigate +10, Search +10, Listen +7, Sense Motive +10, Spot +10, Bluff +25, Disguise +20, Gather Information +10, Intimidate +9, Swim +4

Feats (10): Personal Firearms Proficiency, Advanced Firearms Proficiency, Strafe,

Deceptive, Educated, Iron Will, Toughness, Lightning Reflexes, Great Fortitude, Endurance

Challenge Rating: 21

Source: [Terminator: Dawn of Fate](#), [T2: Infiltrator](#)

The I-950 Series is a totally new form of battle unit. Unlike the unfeeling, expressionless, somewhat stilted Terminator Series', the new Infiltrator Series is designed to mimic humans exactly, being capable of humor, a wide and varied range of facial expressions, and is even capable of actually feeling emotions. These capabilities, along with its ability to even fool our trained "sniffer" dogs, make the I-950 Series able to integrate seamlessly into human society. This new battle unit is not manufactured in Skynet's vast automated factories, but is instead grown, organically, from a fetus. Created in a test tube by Skynet's captive human scientists, the I-950 Series represents a new era for Skynet in cyborg technology.

COMBAT

Although physically superior in every way, technically the I-950 Hybrids are more human than machine. It is the terrifying integration of the two that makes them such formidable foes.

Links

"Sarah, thank you. For your courage through the dark years. I can't help you with what you must soon face, except to tell you that the future is not set... there is no such thing as Fate, but what we make for ourselves by our own will. You must be stronger than you imagine you can be. You must survive, or I will never exist."

--John Connor to Sarah Connor, [Terminator](#)

Books

- [D20 Modern](#)
- [Dragonstar: Starfarer's Handbook](#)
- [T2: Infiltrator](#)
- [T2: Rising Storm](#)
- [Terminator 2: Judgment Day](#)
- [Terminator 2: Judgment Day \(Movie Magazine\)](#)
- [Terminator 2: Judgment Day: The Book of the Film](#)
- [Terminator 2: The New John Connor Chronicles \(Dark Futures\)](#)
- [Terminator 3](#)
- [The Making of Terminator 2: Judgment Day/T2](#)
- [The Terminator](#)
- [The Terminator \(British Film Institute Modern Classics\)](#)
- [The Terminator \(Tales of Terror\)](#)
- [The Terminator: Dawn of Fate \(Game Guide\)](#)
- [Time Travel](#)

Comics

- [Aliens vs. Predator vs. Terminator](#)
- [Superman vs. The Terminator: Death to the Future](#)
- [Terminator II: Judgment Day](#)
- [Terminator Series, No 6.: The Checkmate Kill](#)
- [Terminator Series, No. 2: Silicon Valley Slaughter](#)
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- [Terminator Series, No. 4: Crystal Kill](#)
- [Terminator Series, No. 5: Chameleon Kill](#)
- [Terminator: Endgame](#)
- [Terminator: One Shot](#)
- [Terminator: Tempest](#)
- [Terminator: The Burning Earth](#)
- [The Terminator Series, No. 1](#)
- [The Terminator: Death Valley](#)

- [The Terminator: Secondary Objectives](#)
- [The Terminator: The Enemy Within](#)

DVDs

- [Terminator 2 – Judgment Day \(The Ultimate Edition DVD\)](#)
- [The Terminator \(Special Edition\)](#)

Games

- [Terminator: Dawn of Fate \(Playstation 2\)](#)
- [Terminator: Dawn of Fate \(Xbox\)](#)

Music

- [The Terminator \(Soundtrack\)](#)
- [The Terminator 2: Judgment Day \(Soundtrack\)](#)

Toys

- [Movie Maniacs V: Terminator-Endoskeleton](#)
- [Movie Maniacs V: Terminator-Sarah Connor](#)

Videos

- [Colossus: The Forbin Project](#)
- [Terminator 2: Judgment Day](#)
- [The Terminator](#)

Web

- [Cyberdyne Replicas](#)
- [Resistance HQ](#)
- [SkynetSite.com](#)
- [T3Nexus](#)
- [The Terminator Fan](#)
- [The Terminator FAQ](#)
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About the Contributors

Michael Tresca

Michael Tresca is an author, artist, web designer and editor. He has written reviews for [RPG.net](#), [Gamers.com](#) and [Allgame.com](#). He is the co-creator of [Talien and Maleficent's Bookstore](#). He has three published D20 adventures, including [All the King's Men](#), [Tsar Rising](#), and [The Dancing Hut](#). Michael has writing credits in [Dragon Magazine](#), [Scrollworks Press](#), and [Spectre Press](#). Two more D20

hardcover supplements are forthcoming, including [Mercenaries: Born of Blood](#) by [Otherworld Creations](#) and [Frost & Fur](#) by [MonkeyGod Enterprises](#). He also contributed to Relics from [AEG](#). In his spare time, Michael is an administrator for the multi-user dimension known as [RetroMUD](#), where he can be found as his alter ego, Talien. To learn more about Michael, visit his [web site](#).

Christopher T. Shields

Christopher T. Shields, also known as Black Echo, is the creator of the [Terminator: 2029 web site](#). Christopher divides his time as a police officer and network administrator, combining the unique experience of applied technology and firearms. Since Chris get to play with real guns like .223 Bushmasters, 12 gauge pumps, and 9mm automatics, his writing about the Terminator universe comes from experience. Christopher runs no less than 11 different web sites. You can read more about Christopher at <http://www.goingfaster.com>.

Mark Billen

Mark Billen, also known as Commander Billen, is the creator of the [Resistance HQ web site](#). He is in his second year at University

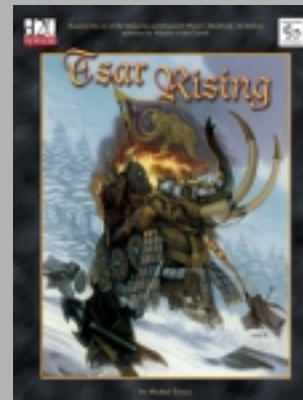
studying, of all things, cybernetics. When Mark writes about Terminators, he knows what he's talking about.

Other Works by Michael Tresca



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Peasants and nobles alike are frantic: The Tsar has fallen deathly ill with few viable choices for an heir. If the Tsar dies, his scheming twin sons will engage in a battle for the throne, thrusting Torassia into a civil war. But then a rumor surfaces that the Tsar's youngest son, Ivan, still lives. It's up to the PCs to find the young heir before the Tsar's rivals reach him first! The Dancing Hut is a d20 System adventure suitable for characters of 8th-9th level.



[ORDER NOW!](#)

"The Tsar is dead!" The cry echoes across Torassia: the cruel tyrant fell in a battle with undead troops, abandoned by the two princes in his time of need. The empty throne creates anarchy and chaos, as the princes and the Tsar's advisor battle for the right to rule. As if that wasn't bad enough, the worst winter that Torassia has ever experienced leaves frozen corpses in villages everywhere. It's a race against time as Sergei, the Tsar's commander in chief, gallops southwards to reach the capital before the forces of hell get their first. Will you brave the coming storm? Tsar Rising is a d20 fantasy adventure for eight or ninth level characters.



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Filled with bizarre characters, twisted plots, and a macabre sense of humor, All the King's Men takes the PCs on a wild romp through the dark underbelly of Hamdon, a fantasy version of renaissance London. When the archbishop turns up dead at the production of the latest play, the acting troupe known as The King's Men is accused of murder. It's up to the PCs to track down the killer and prove the actors' innocence. But not everything is as it seems in the world of acts and actors. All the King's Men is a d20 System adventure suitable for characters of seventh or eighth level.



[ORDER NOW!](#)

Mercenaries: Born in Blood explores mercenaries throughout "real-world" history, how they've been used in fiction, tips for using them in your game, new feats, skills, and prestige classes. It also includes six mercenary companies for use in a fantasy game, two for use in a pulp/modern game, and two for use in a sci-fi game.

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