

# Neverwhen Rulebook

Pathfinder Edition

Updated 09/23/2013

Update Version 1.1

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## Flavor Text [Revision] – Page 7

There are six primary trans-dimensional races Hylathans, Mutant Humans, Orks, Techno-Dwarves, Techno Organic Constructs and Xenofoms. They all have a presence Manzala.

## Squid Racial Skills [Addition] – Page 22

Swim (Class Skill)

## Scholar, Summon Lesser Elemental [Addition, Clarification] – Page 29

The elemental will appear within 5 feet of the Scholar. The elemental must remain within a range of 400 feet + 40 per caster level or be dispelled.

## Spacing Issue [Layout] – Page 45

## Spacing Issue [Layout] – Pages 48-49

## Table 3-27: Tech Familiar [Revision] – Page 50

Changed column headers.

## Table 3-27: Tech Familiar [Revision, Clarification] – Page 50

Changed table name to Tech Familiar Types.

## Table 3-28: Tech Familiar [Revision] – Page 50

Changed column headers.

## Table 3-28: Tech Familiar [Revision, Clarification] – Page 50

Changed table name to Tech Familiar Levels.

## Spacing Issue [Layout] – Page 56

## Hylathan Initiate, Ability Boost (Ex) [Layout] – Page 66

Indented level related abilities

## Spacing Issue [Layout] – Page 69

Centered Ogre Magi image.

## Table 4-12: Mutation Reflection [Layout] – Page 85

Resized Table.

## Table 5-1: Edges, Improved Hearing [Revision] – Page 91

The character gains +3 bonus to all audio Perception tests.

## Table 5-1: Edges, Improved Vision [Revision] – Page 91

The character gains +3 bonus to all visual Perception tests.

## Table 5-1: Edges, Perceptive [Revision] – Page 92

The character gains +4 bonus on Perception and Sense Motive checks.

## Improved Hearing [Revision] – Page 94

The character receives a +3 bonus on audio Perception tests.

## Improved Sight [Revision] – Page 94

The character is gifted with exceptionally sharp sight, which grants him a +3 bonus on visual Perception tests.

## Spacing Issue [Layout] – Page 99

Inserted blank line before Arsonist.

## Table 5-8: Meta Edges [Deletion] – Page 103

Removed redundant text. Enforcers (Trans-Dimensional)

## Table 5-8: Meta Edges [Deletion] – Page 103

Removed redundant text. Unbound

## Computer Hacking Sidebar [Layout] – Page 105

Moved sidebar title to its own line.

## Burst Fire Feat [Revision, Clarification] – Page 117

The character receives a –1 penalty for each round fired in the burst on the attack roll; for each group of 3 that the target is hit by another round strikes the target up to a maximum of 5 rounds.

Firing a burst typically expends five rounds and can only be done if the weapon has five rounds in it.

Some weapons are equipped to fire differing numbers of rounds in a burst see specific weapons description.

## Spacing Issue [Layout] – Page 122

Inserted blank line before Strafe feat.

## Spacing Issue [Layout] – Page 125

Removed blank line before Table 8-1: Starting Funds.

## Table 8-6: Simple Weapons [Revision] – Page 128

Changed cost of Dagger from 3 to 2 credits.

## Table 8-8: Martial Weapons (Small Arms) [Revision] – Page 129

Changed damage of Manzala Arms Gauss Pistol from 1d4/1d6 to 2d4/2d6.

## Table 8-8: Martial Weapons (Small Arms) [Revision] – Page 129

Changed range increment of M-249 SAW from 145 to 80.

## Table 8-12: Simple Weapons [Deletion] – Page 137

## Table 8-13: Simple Weapons [Deletion] – Page 138

## Table 8-14: Simple Weapons [Deletion] – Page 138

## Table 8-15: Simple Weapons [Deletion] – Page 138

Changed column header from Damage Type to Type.

**Energy Stiletto [Move] – Page 139**

Weapons description moved from Simple Melee Weapons to Martial Weapons (Energy).

**Tachyon Sword [Clarification] – Page 141**

To bond with the weapon the user must permanently give up 10 hit points, it may not be used without bonding.

**Table 8-19: Ammunition [Addition] – Page 142**

Added .32 caliber, .38 caliber and 5.45mm rounds to price list.

**Table 8-22: Communications and Sensory Equipment [Addition] – Page 143**

Added Tech designation to Scanner, Computer power level.

**Spacing Issue [Layout] – Page 151**

Centered Gate image.

**Table 8-31: Non-Powered Armors [Revision] – Page 153**

Changed Power Levels on several types of armor.

Changes to Non-Powered Armor Power Levels		
Armor Type	Old PL	New PL
Light Undercover Shirt	7t	6t
Pull-Up Pouch Vest	7t	5t
Undercover Vest	7t	5t
Light-Duty Vest	6t	5t
Concealable Vest	7t	5t
Tactical Vest	7t	6t
Forced Entry Unit	7t	6t
Special Response Vest	7t	6t

**Spacing Issues [Layout] – Page 155**

Changed Standard Equipment and Powered Armor types descriptions to bullet points.

**Table 8-41: Cybernetic Frames [Revision] – Page 166**

The price of several frames has been reduced.

Changes to Cybernetic Frame Costs		
Type	Old Cost	New Cost
Enhanced Arm	750	650
Enhanced Leg	750	650
Enhanced Hand	750	550
Enhanced Ears	750	550
Enhanced Foot	750	550
Enhanced Torso	750	750
Enhanced Skull	750	550
Enhanced Eyes	750	550
Concealable Cybernetic Arm	1,000	900
Concealable Cybernetic Leg	1,000	900
Concealable Cybernetic Hand	1,000	800
Concealable Cybernetic Foot	1,000	800
Concealable Cybernetic Torso	1,000	1,000
Concealable Cybernetic Skull	1,000	800
Concealable Cybernetic Eyes	1,000	800
Concealable Cybernetic Ears	1,000	800
Pure Cybernetic Arm	500	450
Pure Cybernetic Leg	500	450
Pure Cybernetic Hand	500	400

Pure Cybernetic Foot	500	400
Pure Cybernetic Torso	500	500
Pure Cybernetic Skull	500	400
Pure Cybernetic Eyes	500	400
Pure Cybernetic Ears	500	400

**Cybernetic Limbs [Addition, Clarification] – Page 166**

Following text was added to clarify the role of cybernetic limbs. “Cybernetic limbs are an extension of the type of cybernetic frame installed.”

**Burst Fire [Addition, Clarification] – Page 177**

The character receives a –1 penalty for each round fired in the burst on the attack roll.

Firing a burst typically expends five rounds and can only be done if the weapon has five rounds in it.

Some weapons are equipped to fire differing numbers of rounds in a burst see specific weapons description.

**Variants, High Tech Weapons sidebar [Revision] – Page 177**

Moved sidebar titles to their own lines.

**Launched Grenades [Addition] – Page 178**

**Launched Grenades:** An attack with a launched grenade is made against an Armor Class of 10. If the attack succeeds the grenade lands in the targeted space. If the attack failed consult table 9-2 and increase the distance the grenade missed the target by times five.

**Spacing Issue [Layout] – Page 184**

Inserted blank line before Sideswipe.

**Vehicle Weapons Mount Types [Layout] – Page 188**

Changed to bullet points.

**Summon Tool Kit Spell [Revision] – Page 209**

Level: Techno-Mage 2

**Magic Items Tables [Deletion] – Pages 212, 214, 215**

Removed Cr. From cost columns.

**Balil Infiltrator [Revision] – Page 251**

The Wound Points for the Balil Infiltrator were omitted. It should have 40.

**Gargoyle Shock Trooper Armor [Deletion] – Page 255**

Removed Spd and Wt columns.

**Warbot Weapons Systems Table [Revision] – Page 269**

Moved energy type descriptor from Type column to Special column.

**Table 13-9: Drone Power Cost [Layout] – Page 278**

Centered column headers.