

GateWalker

HEROES OF THE WASTES



RT WYNTER



GateWalker: GW001 – Heroes of the Wastes

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ARCHETYPES

Freelancer

Gunslinger Archetype

Mercenaries and bounty hunters, freelancers are both feared and respected. These rugged and battle-tested individuals love technology in all its forms. They always seem to be armed to the teeth and have no issue using cybertech to give themselves an edge. A freelancer has the following class features.

Bonus Feats: A freelancer can select Technologist as a bonus feat, even though it's neither a combat nor a grit feat.

Deeds: Freelancers have access to all gunslinger deeds, except as noted below.

Trusty Tech (Ex): At 1st level, a freelancer can spend 1 grit point as a free action to prevent a timeworn firearm from glitching. This deed replaces quick clear.

Efficient Firepower (Ex): At 3rd level, a freelancer can spend 1 grit point to use 1 charge fewer than normal when firing a technological weapon (minimum 0), as long as the weapon has enough charges remaining to be fired at least once. This deed replaces Pistol-Whip.

Charge Recycling (Ex): At 11th level, by spending 1 grit point, a freelancer can grant 1 temporary charge to a technological firearm, even if the firearm normally can no longer be recharged. This charge must be used within 1 hour or it fades. The freelancer can grant temporary charges to multiple firearms as long as she has enough grit, but temporary charges do not stack with themselves in the same firearm. At 15th level, the freelancer can grant 2 temporary charges when she uses this deed, and at 19th level, she can grant 3 temporary charges. This deed replaces expert loading.

Heavy Weaponry Expert (Ex): At 11th level, as long as the freelancer has at least 1 grit point, she can treat a heavy weapon as a firearm for the purpose of using deeds.

Favored Gun (Ex): Starting at 5th level, a freelancer can select one specific type of advanced technology firearm (such as a laser pistol, mindrender, stun gun, or zero rifle). Thereafter, she gains a bonus equal to her Dexterity modifier on damage rolls when using that firearm. Furthermore, she treats all detrimental glitches of timeworn versions of her selected firearm as a result of no glitch. (She can retain the effects of beneficial glitches if she wishes.)

Every 4 levels thereafter (9th, 13th, and 17th), the freelancer selects another type of advanced technology firearm, gaining these bonuses for those types as well. This ability replaces gun training.

Gate Walker

Arcanist Archetype

Gate Walkers, sometimes called Dimensionalists, specialize in magics that bend the fabric of space and time. They jump from place to place by tearing the dimensional fabric and diving thru. They walk the different planes of existence as the ultimate wanderers, travelers, and nomads. The gate walker has the following class features.

Arcanist Exploits: Gate walkers have access to the following exploits in addition to those that can be chosen by standard arcanists.

Read Portal (Su): When presented with an active portal, rift, vortex, or other dimensional gateway the gate walker can expend 1 point from her arcane reservoir to attempt to gain information about the conditions on the other side. This takes one minute of study and concentration and although contact with the portal is not required the gate walker must

get as close as possible. At the end of the minute the gate walker attempts a knowledge: planes check. This functions much like identifying a magic item with the DC determined by the caster level of the spell or item that created the portal, or otherwise determined by the game master. What information gained is determined by the game master.

Sense Dimensional Breach (Su): The gate walker can feel the opening, closing, and presence of dimensional gateways within 100 feet. However, the gate walker gains no further information unless she expends 1 point from her arcane reservoir. The gate walker can then attempt a tracking check to determine the location of the breach. She uses her knowledge: planes skill instead of survival for this check.

Greater Exploits: Starting at 11th level the gate walker also has access to these greater exploits.

Dimensional Rift (Su): As a standard action the gate walker can tear the fabric of space and create a temporary, two-way portal to a nearby location. The gate walker must expend 5 points from her arcane reservoir and a spell slot of at least 5th level. The other end of the rift can be up to 100 feet away per arcanist level. The gate walker must have some idea of the location and layout of the destination portal and uses the same rules as the teleport spell to determine this. If a “mishap” result occurs only the first person through the portal takes the damage. This temporary rift remains open for 1 round per arcanist level during which time anyone can pass freely through from either end. The gate walker can close the rift early as a full-round action. The gate walker must have the Dimensional slide exploit to select this exploit.

Mystic Sight (Su): This functions exactly as the see magic exploit except it is always active and requires no expenditure from the gate walker’s arcane pool. The gate walker can turn the mystic sight on and off as a free action. The gate walker must have the see magic exploit to select this exploit.

Ghost

Swashbuckler Archetype

No one is sure why they are called ghosts. Sure, some of them are silent, skulking, sneaky types but the great majority are loud, obnoxious, and quite crazy. Ghost have been blessed, some would say cursed, with a very specific type of brain implant; the NeuroMod. This specialized piece of cybertech stimulates certain parts of the user’s brain increasing their own capabilities. It is also believed that this device has an effect on the user’s sanity and more than a few ghosts seem to suffer from one or more mental disorders. Ghosts have the following class features.

NeuroMod: The neuromod is a special type of cybertech. It does not count toward any of the body slots and it does not affect the maximum limit of cybertech one may have installed. Once installed the neuromod can never be removed. The neuromod is what gives a ghost her abilities.

Tech Savvy (Ex): A ghost gets Technologist as a bonus feat at 1st level.

Ghosts prefer tech weapons instead of piercing weapons. Any swashbuckler ability that applies too or requires the use of light or one-handed piercing weapons instead applies too or requires the use of light or one-handed technological weapons (melee or ranged). This includes other class abilities, deeds, etc. This replaces swashbuckler finesse.

Ghost Luck (Ex): Rather than panache a ghost possesses the capability to alter the laws of probability. This is not a supernatural ability. The neuromod merely allows them to “do the math.” This functions as the swashbuckler’s panache except as noted below.

The ghost can regain luck by performing a critical hit or killing blow with any light or one-handed technological weapon.

Deeds: Ghosts have access to all swashbuckler deeds, except as noted below.

Trusty Tech (Ex): At 1st level, a ghost can spend 1 luck point as a free action to prevent a piece of timeworn tech from glitching. This deed replaces opportune parry and riposte.

Like the Wind (Ex): At 3rd level, a ghost can spend 1 luck point to gain a +20-foot bonus to his base speed for 1 minute. Furthermore, while under the effect of this bonus, if he moves more than his normal speed in a round, he gains a +4 bonus to AC until the start of his next turn. This deed replaces menacing swordplay.

Prowler

Hunter Archetype

Stalkers of the supernatural, prowlers specialize in hunting demons, undead, and other unnatural menaces. They almost seem to draw some kind of sustenance from hunting and killing such creatures. Prowlers seem to be born into their lives. From a young age they manifest not only psychic talents but also “feral” traits. It is said that the first prowler appeared from deep in the wilds having been orphaned and then raised among the beasts of the untamed wilderness. Even the most civilized of prowlers appear to be barely containing some inner savagery, a wild beast posed to break free of some unseen cage. Prowlers gain the following class features.

Psychic Spells: A prowler casts psychic spells drawn from the spiritualist spell list and augmented by a select set of additional spells listed below. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a prowler must have a Charisma score equal to at least 10 + the spell's level. The DC for a saving throw against a prowler's spell is 10 + the spell's level + the prowler's Charisma modifier. A prowler can cast only a certain number of

spells of each spell level per day. His base daily spell allotment is the same as a spiritualist of the same level. In addition, he knows and uses 0-level knacks as a spiritualist, and he receives bonus spells per day if he has a high Charisma score.

A prowler's selection of spells is limited. He has the same number of spells known as a spiritualist of the same level, and can choose new spells to replace old ones at 5th level and every 3 class levels after that, just as a spiritualist does. See the spiritualist for more information on swapping spells known.

At 1st level the prowler selects a single spell from the psychic class list. This spell is chosen from up to the highest level the prowler can cast and is added to both his spell list and spells known. He adds an additional spell at levels 4th, 7th, 10th, 13th and 16th level.

This ability replaces the hunter's spells and orisons class features.

Solitary: Unlike most hunters, a prowler does not gain an animal companion. Interesting to note however, is the fact that many prowlers can be found in the company of other prowlers and that they often form “packs.”

Prowler Focus (Su): At 1st level, a prowler gains the ability to infuse her being with animalistic energies. This functions as the animal focus class feature, except that the prowler always applies the animal aspect to herself, and there is no limit to this ability's duration. She can end this ability as a free action.

When a prowler uses this ability, her body takes on some distinct cosmetic aspects; her eyes become a single color, her skin becomes pale and takes on a deathly pallor, and her teeth and nails become sharpened and feral; these changes do not grant her any abilities other than what is stated in the animal focus, and end when she ends the ability. This physical change is a polymorph effect, though the effects of the animal focus are not.

This ability alters animal focus and replaces the hunter tactics and speak with master class abilities.

Sneak Attack (Ex): At 3rd level, a prowler gains sneak attack +1d6. This functions as the rogue sneak

attack ability. If the prowler gets a sneak attack bonus from another source, the bonuses on damage stack. This ability replaces precise companion and the teamwork feat gained at 3rd level.

Slayer Talent: At 4th level and every 2 levels thereafter, a prowler selects a slayer talent. Starting at 12th level, she can select an advanced slayer talent in place of a slayer talent. She uses her hunter level as her slayer level to determine what talents she can select.

This ability replaces the bonus tricks, improved empathic link, greater empathic link, one with the wild, and raise animal companion class abilities.

Studied Target (Ex): At 5th level, a prowler gains the slayer's studied target class feature. At 10th level and every 5 levels thereafter, the prowler's bonus against her studied target increases by 1. Unlike a slayer, a prowler does not gain the ability to maintain more than one studied target at the same time.

This ability replaces the teamwork feats gained at 6th, 9th, 12th, 15th, and 18th levels.

Verdant Mind

Druid Archetype

The wastes have strange effects on folk. Some people are born with an occult link to the land itself. They become druids whose powers come from a psychic source instead of a divine one. They are the verdant mind. Devoted servants of nature they often prefer the company of animals, plants, and wilderness to their fellow sentients. However, they will rarely turn their back on an injured person or someone in need of help.

A verdant mind has the following class features.

Spells: The verdant mind casts psychic spells drawn from the druid spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a verdant mind must have a Wisdom score equal to at least 10 + the spell's level. The DC

for a saving throw against a verdant mind's spell is 10 + the spell's level + the verdant mind's Wisdom modifier. A verdant mind can cast only a certain number of spells of each spell level per day. His base daily spell allotment is the same as an oracle of the same level. In addition, he knows and uses 0-level knacks as an oracle uses orisons, he receives bonus spells per day if he has a high Wisdom score.

A verdant mind's selection of spells is limited. He has the same number of spells known as a oracle of the same level, and can choose new spells to replace old ones at 4th level and every two class levels after that, just as an oracle does. See the oracle for more information on swapping spells known.

This ability replaces the druid's spells and orisons class features.

Nature Bond (Ex): A verdant mind who chooses a domain must choose from the Healing, Knowledge, Liberation, Luck, Sun, or Travel domains or any of their sub-domains.

This alters nature bond.

Seeker of Truth (Ex): At 2nd level, a verdant mind adds 1/2 her druid level to the DC of Sense Motive, Diplomacy, and Linguistics checks.

This ability replaces woodland stride.

Shielded Mind (Ex): At 4th level, a verdant mind gains a +4 bonus on saving throws against mind-affecting effects.

This ability replaces resist nature's lure.

Mind Over Body (Ex): At 9th level, once per day, a verdant mind may reroll a save against a death effect, energy drain, or necromancy effect before the result of the roll is revealed, or reroll a failed stabilization check while dying. She must take the result of the second roll, even if it is worse than the original roll.

This ability replaces venom immunity.

Tongue of the Sun and Moon (Ex): At 15th level, a verdant mind can speak with any living creature.

This ability replaces timeless body.

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GateWalker – In a blink the fabric of existence was cast asunder and a thousand different worlds collided. A mystically-charged cataclysm engulfed the world. Most of the population died or worse, whole continents vanished only to be replaced by alien landscapes, and horrors beyond imagination spewed forth from other worlds.

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