

The Modern Path

Heroes of the Modern World



GR

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D20 **PF SRD**
pathfinder SRD

Pathfinder
ROLEPLAYING GAME COMPATIBLE

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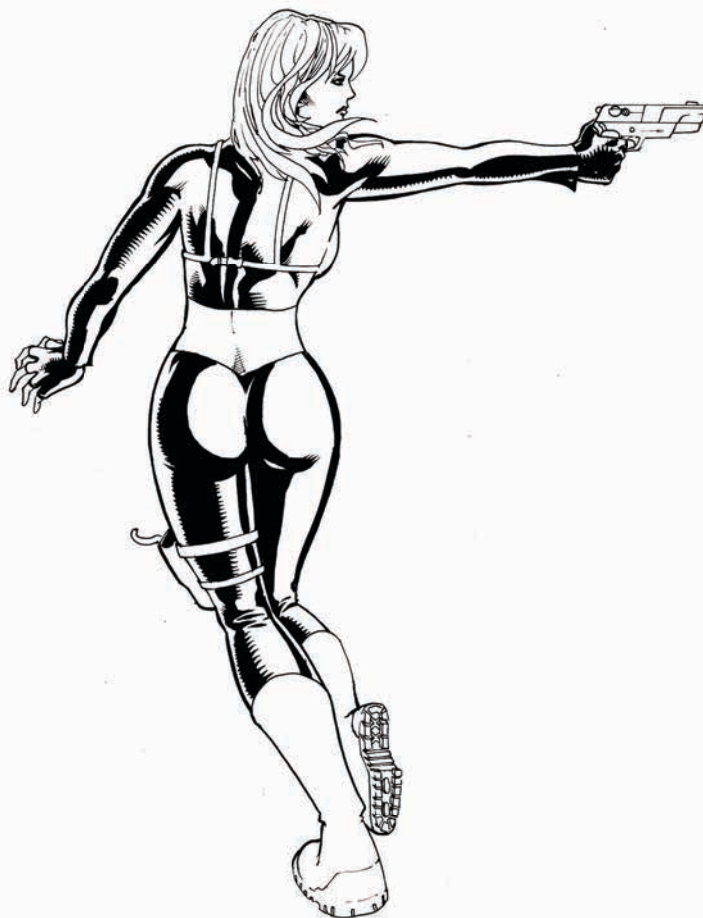
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INTRODUCTION

The flashing red light on the security console snapped me out of a bored daze. Immediately my heart started thumping as I fumbled for the radio transceiver. "Uh...Charlie, come in...over." Wincing at my thorough lack of professionalism and the fact that I practically squeaked the words, I waited for my more experienced partner to respond. When Charlie did answer, it was with his casual drawl, "Go ahead Stevie, what's got your panties all twisted this time?" Ignoring the verbal jab, I quickly mashed the radio's send button, "Charlie, there's a silent alarm going off at the rear entrance to warehouse five!" Charlie responded with a grunted curse and I could hear his duty belt start to jangle as he broke into a run. "Start recording everything Stevie", he huffed out, "And get your butt over there to back me up... Christ! That's the munitions warehouse." Great, I thought to myself as I hurried to set the security controls and rush to join my partner. **Someone is stealing the high tech weapons...this** should not be happening in the first week of my new job!

Welcome to the Modern Path - Heroes of the Modern World!

WHY THE MODERN GENRE?

What is the thing that sets the modern genre of role playing games apart from all others? Is it the technology? Perhaps it is the culture? Wait...**it's the guns**, right? Well, maybe it is all of those aspects, but perhaps that certain something is more intangible. Perhaps it is the personal knowledge and frame of reference that each of us, as players, bring to the game.

Even those of us who snoozed through some of our classes can bring to mind general knowledge of the geography, politics, pop culture and even the military, that are all a part of our modern time. Everyone knows that a Ferrari is faster and way cooler than a Kia and we all know who the latest pop singer in rehab is. Most people can point out New York City on a map and most know the difference between an AK-47 and an M-16. The point is, players don't have to learn about new **cultures, or the geography of new lands. They don't** have to memorize new cultural tendencies or political structures. In the modern setting, these things are already a part of our lives.

Now, with all that general knowledge in place, reinterpret the latest political struggle, or military conflict. Imagine the ruthless underside of organized

crime, or the cut-throat environment of corporate espionage. Let your imagination run wild with some gritty urban vigilantism or an overly dramatic gumshoe detective story. Are you starting to see the potential? The background is already provided; all that is waiting is **your storyline and the player's characters.**

WHAT'S SO GREAT ABOUT THIS SYSTEM?

We did not want to reinvent the wheel; we just wanted to make it roll smoother on the modern highway (maybe with some low-pro bling 22's). The rules system in the Modern Path - Heroes of the Modern World RPG is, we feel, an evolutionary step forward for a system that has already proven to be excellent in another genre. Thanks to the wonderful OGL, we admit that most of the work was already done. What we have focused on is making a system that is versatile, as is fitting for the modern times.

Because of globalization, characters in a modern **setting should not be "pigeon-holed" into classes or** areas of knowledge. We offer only one base class - the Modern Hero, a framework upon which to build. It is then up to the player to build his own unique character and to have the freedom to shape that character as it advances through the levels of experience. So, **versatility and freedom of choice, let's make that our** hallmark.

Now go on, grab those Pathfinder Role Playing Game **rules, get your dice ready & boot up that laptop...quit** wasting time reading intros!

~ GRC TEAM

THE GRC TEAM IS:

Chris Clark, Jason Mangum, Barry Spryng and Kevin Webb.

SPECIAL THANKS TO:

Ruth Webb, for wonderful web page development and page art.
Derek Mason, Vincent Berry and the many other fans for play testing and rule advice.
Michael McNeill for editing, play testing, bug smashing and overall quality assurance of this material.
Scott Crosson for Hero Lab support and play testing.
Josh Leyh for the character sheets and play testing.

CHARACTERS



The heart and soul of any role-playing game is the player-character. Their involvement is the reason a story is being told and the dice are being thrown. Players should always strive to create characters that have personality and depth, not just how well the numbers stack in their favor.

Now, let's get started...

CHARACTERS

RACES

The game world will determine the prominence of non-human races and is ultimately determined by the GM.

In a standard game, the modern world is primarily made up of humans. This is not to say that non-human races no longer exist; they just **aren't as prominent. Most of the non-human** races have remained true to their old ways and traditions. They have learned to live in isolation and avoid modern humans. These elder races have retained the knowledge of the past and are able to play any class they wish. There is one exception; the Modern Hero class cannot be taken as a Favorite class by non-humans. Only humans can take this option.

ALIGNMENT

Player characters are free to choose from any alignment they wish, for these distinctions still hold weight even in the modern world.

RELIGION

Characters may choose (or not choose) any deity they wish. The modern world is predominantly divided by five major organized religions. However, many ancient religious beliefs continue to thrive in isolation.

LANGUAGES

A character may choose any single language as his native tongue, with the exception of an ancient language. You must have a background in history to learn an ancient language. For each rank in Knowledge (history) you gain access to one ancient language group. The following is a list of some known language groups. This list is in no way complete, it simply offers some examples.

Algic: Algonkin, Arapaho, Blackfoot, Cheyenne, and Shawnee

Armenian: Armenian.

Athabaskan: Apache, Chipewyan, Navaho.

Attic: Ancient Greek*, Greek.

Baltic: Latvian, Lithuanian.

Celtic: Gaelic (Irish) Gaelic (Scots) Welsh.

Chinese: Cantonese, Mandarin.

Finno-Lappic: Estonian, Finnish, Lapp.

Germanic: Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish.

Hamo-Semitic: Coptic*, Middle Egyptian*.

Indic: Hindi, Punjabi, Sanskrit*, Urdu.

Iranian: Farsi, Pashto.

Japanese: Japanese.

Korean: Korean.

Romance: French, Italian, Latin*, Portuguese, Romanian, Spanish.

Semitic: Akkadian (aka Babylonian)*, Ancient Hebrew*, Arabic, Aramaic*, Hebrew.

Slavic: Belorussian, Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Ukrainian.

Tibeto-Burman: Burmese, Herpa, Tibetan.

Turkic: Azerbaijani, Turkish, Uzbek.

Ugric: Hungarian (aka Magyar).

*This is an ancient language and must have at least 1 rank in Knowledge (history) to gain access to this language group.

WEALTH

All items are listed in USD (\$) prices. To buy a fantasy item that is listed in gold pieces; count one USD to be equivalent to one silver piece. This **isn't a perfect conversion, but a simple way to** easily convert fantasy to a modern currency system.

Example: If a player wishes to buy a Javelin of Lightning, the fantasy cost is: 1500 gp, the modern cost is \$15,000.

CHARACTERS

Exchange Value	cp	sp	gp	pp
Copper piece (cp)	1	1/10	1/100	1/1,000
Silver piece (sp)	10	1	1/10	1/100
Gold piece (gp)	100	10	1	1/10
Platinum piece (pp)	1,000	100	10	1
USD (\$)	10	1	1/10	1/100

STARTING WEALTH

A character's starting wealth is \$100. In addition, for each rank (including any bonus) in any Profession skill, the character rolls 1d6 x \$100. This is to be used as the character's spending money at character creation.

Example: A character took the trait "Emergency Services" with a +2 bonus to his Profession skill of his choice and the class skill Profession (firefighter). This gives a total Wealth roll bonus of +6 (+1 rank in Profession (firefighter) +3 class skill bonus +2 Emergency Services trait bonus). If Skill Focus (Profession (firefighter)) is also taken, he has a total +9 Wealth Roll bonus. At 5th level he gains a +1 wealth bonus for a total of +10

PROFESSION WEALTH

At the end of each adventure, the character can make one "Day Job" check based on his Profession skill for additional funds. For more information, please see the Pathfinder's Role Playing Game: Guide to Pathfinder Society Organized Play, Chapter 5
<http://paizo.com/pathfinderSociety/scenarios/v5748btpy84k4>

Profession Skill DC	USD Award
5	\$100
10	\$500
15	\$1000
20	\$2000
25	\$5000
30	\$7500
35	\$10000
40	\$15000

Optional: If you wish to use the old MSRD Wealth system, your ranks and bonuses in a Profession skill are equivalent to your MSRD Wealth Bonus.

A quick and rough conversion for a Wealth DC based on gold pieces is: DC is 10 + 1 per 1000 gp (round up). Example: a Javelin of Lightning is 1500 gp, so the DC would be 12.

ORDINARIES

For all modern ordinary people, use the following chart.

Role: Any

Alignment: Any

Hit Dice: D4

Class Skills: Start with any 2 and new class skills at various levels.

Skill Ranks per Level: 2 + Intelligence Modifier

Starting Wealth: 1d6 per each rank in the Profession skill x \$100.



CHARACTERS

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	0	+0	+0	+0	Difficulty and Trait
2	+1	+0	+0	+0	
3	+1	+1	+1	+1	
4	+2	+1	+1	+1	Bonus feat
5	+2	+1	+1	+1	
6	+3	+2	+2	+2	
7	+3	+2	+2	+2	New Class Skill
8	+4	+2	+2	+2	
9	+4	+3	+3	+3	
10	+5	+3	+3	+3	Bonus feat
11	+5	+3	+3	+3	
12	+6/+1	+4	+4	+4	
13	+6/+1	+4	+4	+4	New Class Skill
14	+7/+2	+4	+4	+4	
15	+7/+2	+5	+5	+5	
16	+8/+3	+5	+5	+5	Bonus feat
17	+8/+3	+5	+5	+5	
18	+9/+4	+6	+6	+6	
19	+9/+4	+6	+6	+6	New Class Skill
20	+10/+5	+6	+6	+6	

FACTIONS, FAME AND PRESTIGE POINTS

Factions and Fame replace the MSRD Allegiances and Reputation, but work very similar. For more information on Factions, Fame and Prestige Points see: **The Pathfinder's Role Playing Game: The Pathfinder Society Field Guide or Guide to Pathfinder Society Organized Play, Chapter 5**
<http://paizo.com/pathfinderSociety/scenarios/v5748btpy84k4>

Optional: These are optional and may not work for every GM or campaign.

FACTIONS

A character can belong to only one faction at any given time, but the character is free to change factions as he sees fit. To change a faction it will cost the character 3 Prestige Points per current level. When changing to a new faction the character keeps his Fame score and any faction traits, but loses all Prestige Points in the old faction.

A faction can be any group including: Person, Group, Organization, Nation, Belief System, Ethical Philosophy or a Moral Philosophy.

Each Faction comes with many different benefits including: Gear, Traits, Fame and Prestige Points. Fame and Prestige Points represent the **character's reputation and** the number of favors within the faction.

FAME

Fame is the total number of Prestige Points earned in a faction. Your Fame score remains static, but it can be raised with various traits, feat, talents, class abilities and by the GM.

Anytime you gain a Prestige Point, your Fame score is also raised for the same amount. As well, if you gain a Fame Point, you also gain a Prestige Point.

Typically a GM will reward the character with 1 or 2 Prestige Points after the character has successfully completes an assignment for his faction, this raises your Fame score total.

For every 10 points of Fame, a character gains a cumulative +1 bonus on Diplomacy checks within that faction.

Many modern traits have a Fame bonus associated with it. If taken, the character should choose a faction that is compatible with the chosen trait.

CHARACTERS

PRESTIGE POINTS

Prestige Points can be spent any time during game play, except during combat. They elicit some sort of assistance that comes from within the faction. Some examples of this may be gear, aid, favors or access to information. Once a Prestige Point is spent, it is permanently depleted, but your Fame score remains unchanged.

FAME AND ITEMS PURCHASED

A character can use his fame and prestige to purchase difficult or restricted items that only his faction would be able to acquire. These are training, services and/or gear not normally available for sale to the general public. The character will still need the cash to purchase the item, the minimum Fame score and spend the Prestige Points cost (usually 1 or 2 points).

Fame	Maximum Item USD Cost
5	5,000
9	15,000
13	30,000
18	52,500
22	80,000
27	117,500
31	165,000
36	230,000
40	310,000
45	410,000
49	540,000
54	700,000
58	925,000
63	1,200,000
67	1,575,000
72	2,050,000
76	2,650,000
81	3,425,000
85	4,400,000
90	5,650,000
94	6,800,000
99	8,000,000



THE MODERN HERO BASE CLASS



The Modern Hero base class is the main class used in the Modern Path. The GM is free to incorporate any other classes that are appropriate for the campaign. The Modern Hero will work well mixed with any other class, setting or game style.

Many of the old MSRD classes have been incorporated into archetypes for the various standard fantasy classes. Information on "Classic Heroes" sample setting at the end of this book.

MODERN HERO BASE CLASS

THE MODERN HERO BASE CLASS

The Modern Hero class is a representation of the modern era. With the influx of mass information readily available, traditional classes are no longer boxed into their original framework. The Modern Hero base class is the framework upon which a modern character is built. The Modern Hero comes from many different walks of life.

CLASS FEATURES

The following are class features of the Modern Hero. Each Modern Hero is unique and custom-made. This base class is the foundation and like transparency layers, Difficulties and Archetypes are added to fill the hero with depth and richness. The possible combinations are vast and the player is sure to find just the right build to fit nearly any character concept.

Role: Any

Alignment: Any

Class Skills: Start with any 6

Skill Ranks per Level, Hit Dice, Base Attack Bonus, and Saves: See the "Heroics" class ability.

Starting Wealth: A character's starting wealth is \$100 plus 1d6 per each rank and bonus in any Profession skill x \$100.



Level	Special
1	Archetype, Difficulties, Heroics, Talent, Traits
2	Archetype Training
3	Talent
4	Bonus Feat
5	AC Bonus +1, Fame Bonus +1, Hero Point Bonus +1, Wealth Bonus +1
6	Archetype Training
7	Talent
8	Bonus Feat
9	AC Bonus +2, Fame Bonus +2, Hero Point Bonus +2, Wealth Bonus +2
10	Archetype Training
11	Talent
12	Bonus Feat
13	AC Bonus +3, Fame Bonus +3, Hero Point Bonus +3, Wealth Bonus +3
14	Archetype Training
15	Talent
16	Bonus Feat
17	AC Bonus +4, Fame Bonus +4, Hero Point Bonus +4, Wealth Bonus +4
18	Archetype Training
19	Talent
20	Bonus Feat

ARCHETYPES

This is the hero's primary career. An Archetype must be chosen at 1st level (unless the "No Class" Difficulty is taken) and cannot be changed as higher levels are achieved.

TRAINING

Archetypes also have unique Training abilities, offering further specialization and customization.

ADVANCED TRAINING

Archetypes have access to unique levels of training called "Advanced Training". These are the similar to normal training but are unavailable for use with the "Cross Training" talent.

MODERN HERO BASE CLASS

ARMOR CLASS BONUS

The hero gains a bonus to their base armor class.

DIFFICULTIES

All heroes have their issues. These are similar to flaws but are designed for the Modern Hero and will grant them a bonus feat or talent for each Difficulty that is taken on. These are optional and you may choose up to two Difficulties at first level. The Game Master may allow you to take more if warranted.

FAME BONUS

Fame is the total number of Prestige Points earned in a faction. The character can put this Fame bonus in any faction they wish. This bonus will raise your Fame score and Prestige Points in an equal amount.

For every 10 points of Fame, a character gains a cumulative +1 bonus on Diplomacy checks within that faction.

HEROICS

The Modern Hero picks an advancement path based on the six attributes. His chosen attribute has various effects on class advancement and his Hero Point score.

PATH OF HEROES

The chosen attribute will provide his Hit Dice, Skill Ranks per Level, Base Attack Bonus, and Saving Throws to the Modern Hero class.

Note: If you wish you wish to use the previous version of archetype advancement, the character cannot take Path of Heroes advancement also.

PATH OF STRENGTH

Hit Dice per Level: d10

Skill Ranks per Level: 3 + Int modifier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1	+1	+2	+0	+0
2	+2	+3	+0	+0
3	+3	+3	+1	+1
4	+4	+4	+1	+1
5	+5	+4	+1	+1
6	+6/+1	+5	+2	+2
7	+7/+2	+5	+2	+2
8	+8/+3	+6	+2	+2
9	+9/+4	+6	+3	+3
10	+10/+5	+7	+3	+3
11	+11/+6/+1	+7	+3	+3
12	+12/+7/+2	+8	+4	+4
13	+13/+8/+3	+8	+4	+4
14	+14/+9/+4	+9	+4	+4
15	+15/+10/+5	+9	+5	+5
16	+16/+11/+6/+1	+10	+5	+5
17	+17/+12/+7/+2	+10	+5	+5
18	+18/+13/+8/+3	+11	+6	+6
19	+19/+14/+9/+4	+11	+6	+6
20	+20/+15/+10/+5	+12	+6	+6

PATH OF DEXTERITY

Hit Dice per Level: d8

Skill Ranks per Level: 7 + Int modifier

Level	Base Attack	Fort Save	Ref Save	Will Save
1	+0	+0	+2	+0
2	+1	+0	+3	+0
3	+2	+1	+3	+1
4	+3	+1	+4	+1
5	+3	+1	+4	+1
6	+4	+2	+5	+2
7	+5	+2	+5	+2
8	+6/+1	+2	+6	+2
9	+6/+1	+3	+6	+3
10	+7/+2	+3	+7	+3
11	+8/+3	+3	+7	+3
12	+9/+4	+4	+8	+4
13	+9/+4	+4	+8	+4
14	+10/+5	+4	+9	+4
15	+11/+6/+1	+5	+9	+5
16	+12/+7/+2	+5	+10	+5
17	+12/+7/+2	+5	+10	+5
18	+13/+8/+3	+6	+11	+6
19	+14/+9/+4	+6	+11	+6
20	+15/+10/+5	+6	+12	+6

MODERN HERO BASE CLASS

PATH OF CONSTITUTION

Hit Dice per Level: d12

Skill Ranks per Level: 3 + Int modifier

Level	Base Attack	Fort Save	Ref Save	Will Save
1	+1	+2	+0	+0
2	+2	+3	+0	+0
3	+3	+3	+1	+1
4	+4	+4	+1	+1
5	+5	+4	+1	+1
6	+6/+1	+5	+2	+2
7	+7/+2	+5	+2	+2
8	+8/+3	+6	+2	+2
9	+9/+4	+6	+3	+3
10	+10/+5	+7	+3	+3
11	+11/+6/+1	+7	+3	+3
12	+12/+7/+2	+8	+4	+4
13	+13/+8/+3	+8	+4	+4
14	+14/+9/+4	+9	+4	+4
15	+15/+10/+5	+9	+5	+5
16	+16/+11/+6/+1	+10	+5	+5
17	+17/+12/+7/+2	+10	+5	+5
18	+18/+13/+8/+3	+11	+6	+6
19	+19/+14/+9/+4	+11	+6	+6
20	+20/+15/+10/+5	+12	+6	+6

PATH OF INTELLIGENCE

Hit Dice per Level: d8

Skill Ranks per Level: 7 + Int modifier

Level	Base Attack	Fort Save	Ref Save	Will Save
1	+0	+0	+0	+2
2	+1	+0	+0	+3
3	+2	+1	+1	+3
4	+3	+1	+1	+4
5	+3	+1	+1	+4
6	+4	+2	+2	+5
7	+5	+2	+2	+5
8	+6/+1	+2	+2	+6
9	+6/+1	+3	+3	+6
10	+7/+2	+3	+3	+7
11	+8/+3	+3	+3	+7
12	+9/+4	+4	+4	+8
13	+9/+4	+4	+4	+8
14	+10/+5	+4	+4	+9
15	+11/+6/+1	+5	+5	+9
16	+12/+7/+2	+5	+5	+10
17	+12/+7/+2	+5	+5	+10
18	+13/+8/+3	+6	+6	+11
19	+14/+9/+4	+6	+6	+11
20	+15/+10/+5	+6	+6	+12

PATH OF WISDOM

Hit Dice per Level: d8

Skill Ranks per Level: 5 + Int modifier

Level	Base Attack	Fort Save	Ref Save	Will Save
1	+0	+0	+0	+2
2	+1	+0	+0	+3
3	+2	+1	+1	+3
4	+3	+1	+1	+4
5	+3	+1	+1	+4
6	+4	+2	+2	+5
7	+5	+2	+2	+5
8	+6/+1	+2	+2	+6
9	+6/+1	+3	+3	+6
10	+7/+2	+3	+3	+7
11	+8/+3	+3	+3	+7
12	+9/+4	+4	+4	+8
13	+9/+4	+4	+4	+8
14	+10/+5	+4	+4	+9
15	+11/+6/+1	+5	+5	+9
16	+12/+7/+2	+5	+5	+10
17	+12/+7/+2	+5	+5	+10
18	+13/+8/+3	+6	+6	+11
19	+14/+9/+4	+6	+6	+11
20	+15/+10/+5	+6	+6	+12

PATH OF CHARISMA

Hit Dice per Level: d8

Skill Ranks per Level: 5 + Int modifier

Level	Base Attack	Fort Save	Ref Save	Will Save
1	+0	+0	+0	+2
2	+1	+0	+0	+3
3	+2	+1	+1	+3
4	+3	+1	+1	+4
5	+3	+1	+1	+4
6	+4	+2	+2	+5
7	+5	+2	+2	+5
8	+6/+1	+2	+2	+6
9	+6/+1	+3	+3	+6
10	+7/+2	+3	+3	+7
11	+8/+3	+3	+3	+7
12	+9/+4	+4	+4	+8
13	+9/+4	+4	+4	+8
14	+10/+5	+4	+4	+9
15	+11/+6/+1	+5	+5	+9
16	+12/+7/+2	+5	+5	+10
17	+12/+7/+2	+5	+5	+10
18	+13/+8/+3	+6	+6	+11
19	+14/+9/+4	+6	+6	+11
20	+15/+10/+5	+6	+6	+12

MODERN HERO BASE CLASS

HERO POINTS

The Modern Hero class uses a customized version of the Hero Point optional rules from the Pathfinder Advanced Player's Guide (Chapter 8, New Rules).

<http://www.d20pfsrd.com/gamemastering/hero-points>. Hero Points replace the old MSRD Action Points.

The Modern Hero class begins with 1 Hero Point and gains 1 Hero Point every level. There is no maximum number the Modern Hero can have.

The Modern Hero then chooses any attribute to be associated with his Hero Points and the chosen attribute modifier is added to the total

number of Hero Points. Once chosen, the attribute cannot be later changed.

Hero Points = 1 + (chosen attribute modifier) + level.

The Modern Hero can spend a number of Hero Points each round equal to 1+1/2 level.

Hero Points can be used in a variety ways. For **example if a Talent says "Once per day (or for 1 Hero Point)"**, **this** represents that the Talent can be used once a day and if a Hero Point is spent, the Talent can be activated again.

Hero Points that are spent in the normal fashion (Bonuses, Extra Actions, Cheat Death...etc.) will be permanently lost as per standard rules.

Your Campaign Type will also determine the rate your Hero Points are replenished.

Campaign Type	Example
Low Power	Hero Points are permanently spent. Hero Points are gained at 1 per level + (your chosen ability modifier) and with additional various bonuses. There is no maximum number you can have.
Standard Power	Hero Points are not permanently spent and are replenished after a level is gained. Hero Points are gained at 1 per level + (your chosen ability modifier) and with additional various bonuses. There is no maximum number you can have.
High Power	Hero Points are not permanently spent and are replenished after each adventure. Hero Points are gained at a rate of 1 per level + (your chosen ability modifier) and with additional various bonuses. There is no maximum number you can have.
Epic Power	Hero Points are not permanently spent, but are replenished after 8 hours of complete rest. Hero Points are gained at a rate of 1 per level + (your chosen ability modifier) and with additional various bonuses. There is no maximum number you can have.

TALENTS

Talents are available to the Modern Hero class, even those without an Archetype. Unless otherwise noted, all Talents are extraordinary abilities.

TRAINING

These are special abilities associated with the **hero's Archetype**. It is possible to gain Training abilities from another archetype by taking the **"Cross Training" Talent**. This will open up the Training tree of that Archetype to the hero. If a hero took the **"No Class" Difficulty, Training slots** can be used to gain Talents or Feats instead.

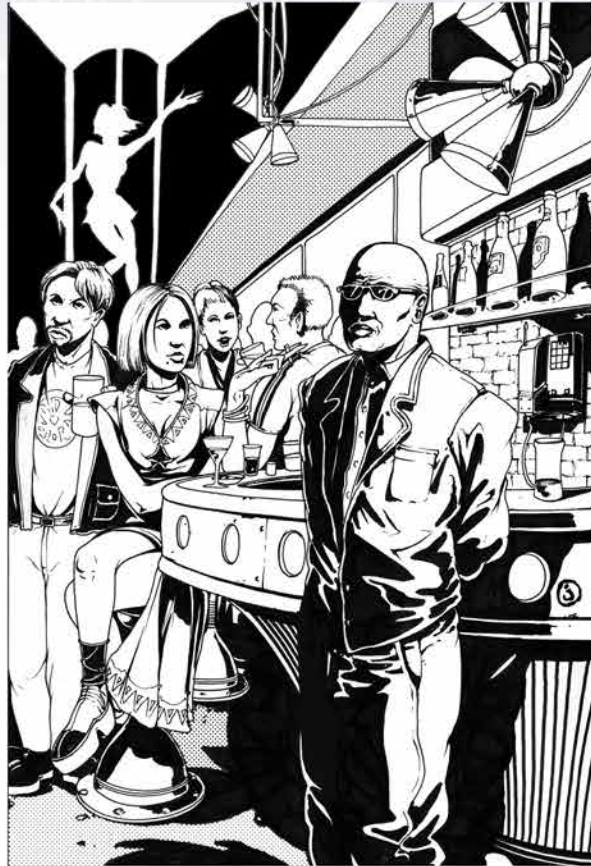
WEALTH BONUS

The Wealth bonus is a skill bonus to any Profession skill. The Profession skill is used to **determine the character's starting money and at the end of each adventure a "Day Job" roll for increased funds.**

WEAPON PROFICIENCY

The Modern Hero is proficient in all Simple Weapons.

TALENTS



**Talents are available to all Modern Heroes,
even those without an Archetype.**

**Unless otherwise noted, all Talents are extraordinary
abilities.**

TALENTS

ACID RESISTANCE

Acid Resistance is equal to your Constitution modifier.

Prerequisite: None

Benefit: The hero ignores an amount of Acid damage equal to his or her Constitution modifier.

ARMOR CLASS BONUS

The hero receives a bonus to his Armor Class.

Prerequisite: None

Benefit: The hero gains +1 to Armor Class. This Talent can be taken again and stacked.

ATTACK BONUS

The hero receives an Attack Bonus.

Prerequisite: None

Benefit: The hero gains a +1 to his Base Attack Bonus.

ATTENTIVE

The hero gains a bonus on all Intelligence based skills.

Prerequisite: None

Benefit: The hero gains +2 to all Intelligence based skills.

This Talent can be taken again and stacked.

AWARE

The hero is intuitively aware of his or her surroundings.

Prerequisite: Skill Emphasis

Benefit: Once per day (or for 1 Hero Point) the hero can roll two dice while making a Perception or Sense Motive check and take the better result. He must choose to use this talent before making the Perception or Sense Motive check.

Special: The hero can use this ability one additional time per day (or for 1 Hero Point) for every 5 levels he possesses.

BONUS CLASS SKILLS

This Talent designates two non-class skills as class skills for the hero.

Prerequisite: None

Benefit: The hero designates two non-class skills to be class skills. Once designated, the skill is considered a permanent class skill.

This Talent can be taken again.

CAPTIVATE

The hero can fascinate a target through the use of words and bearing.

Prerequisite: Charm

Benefit: The hero can (once a day per level and/or for 1 Hero Point) cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the hero and capable of paying attention to him. The hero must also be able to see the creatures affected. The distraction of nearby combat or other dangers prevents the ability from working. For every three levels, a hero can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 level + Cha modifier) to negate the effect. **If a creature's saving throw succeeds, the hero cannot attempt to fascinate that creature again for 24 hours. If it's saving throw fails, the creature sits quietly and observes the hero for as long as the hero continues to maintain it.** While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon or aiming a weapon at the target, automatically breaks the effect.

The bonus lasts for a number of rounds equal to **the hero's Charisma modifier and is a move action to initiate but a free action to maintain.**

TALENTS

Captivate is a mind-affecting ability. Captivate relies on audible and visual components in order to function.

CHARM OF THE ENTERTAINER

The hero has a natural aptitude at Perform skills.

Prerequisite: None

Benefit: The hero adds half his class level (minimum 1) to all Perform skill checks and may make all Perform skill checks untrained.

CHARMING

The hero has an innate talent for being charming and captivating.

Prerequisite: None

Benefit: The hero gets a competence bonus on all Charisma-based skill checks made to influence members of his chosen gender. (Some characters are charming to members of the opposite gender, others to members of the same gender.) The bonus is equal to the character's level.

A hero can only charm non-player characters with attitudes of indifferent or better. The charm bonus can't be used against characters that are unfriendly or hostile.

This ability can be taken more than once (for another gender).

COLD RESISTANCE

The hero gains Cold Resistance.

Prerequisite: None

Benefit: The hero ignores an amount of cold damage equal to his or her Constitution modifier.

CONFUSION

The hero's target becomes confused.

Prerequisite: None

Benefit: The hero can use a Hero Point to cause one or more individuals to become confused with him. Each individual to be Confused must be within 90 feet, able to see and hear the hero and

capable of paying attention to him. The hero must also be able to see the individuals affected. The distraction of nearby combat or other dangers prevents the ability from working. For every Hero Point spent, he can target one additional individual with this ability. Each individual within range receives a Will save (DC 10 + 1/2 level + Cha modifier) to negate the effect. If an individual's saving throw succeeds, the hero cannot attempt to confuse that individual again for 24 hours. If it's saving throw fails, the individual is under the effect "Confused".

This effect lasts for 1 round per level of the hero and is a standard action to initiate but not maintain.

A confused individual is mentally befuddled and cannot act normally. A confused individual cannot tell the difference between ally and foe, treating all individuals as enemies. If a confused individual is attacked, it attacks the individual that last attacked it until that individual is dead or out of sight.

Confusion is a mind-affecting ability.

COOL UNDER PRESSURE

This Talent allows the hero to take 10, even when distracted or under duress.

Prerequisite: Skill Emphasis

Benefit: The hero selects two skills. When making a check with one of these skills, the hero can take 10 even when distracted or under duress.

COORDINATE

The hero has a knack for getting people to work together.

Prerequisite: None

Benefit: The hero can (once a day per level and/or for 1 Hero Point) help his allies succeed at a task. The allies must be within 30 feet and able to see and hear the hero. The ally gets a +2 competence bonus on skill checks with a

TALENTS

particular skill as long as they continue to perceive the hero. This bonus increases by +1 for every four levels.

If an ally is from the same Faction, the bonus increase to +2

For every Hero Point spent, this bonus increases by +2

The bonus lasts for a number of rounds equal to the hero's Charisma modifier and is a move action to initiate but a free action to maintain.

Certain uses of this ability are infeasible, such as Stealth and may be disallowed at the GM's discretion. A hero can't coordinate himself.

CROSS TRAINING

The hero gains access to another Archetype's Training abilities.

Prerequisite: None

Benefit: The hero may use a Training slot to gain access to another Archetype's Training abilities. This excludes Advanced Training.

This may be taken multiple times to access another Archetype's Training abilities.

DAMAGE REDUCTION

The hero gains damage reduction.

Prerequisite: None

Benefit: Subtract 1 from the damage the hero takes each time he is dealt damage from a weapon or a natural attack. Damage reduction can reduce damage to 0 but not below 0.

This Talent can be taken again and stacked.

DAZZLE

The hero is able to dazzle an opponent.

Prerequisite: Fast Talk

Benefit: The hero can (once a day per level and/or for 1 Hero Point) cause one or more creatures to become under the effects of the condition Dazzled. Each creature to be dazzled must be within 90 feet, able to see and hear the hero and capable of paying attention to him. The

hero must also be able to see the creatures affected. The distraction of nearby combat or other dangers prevents the ability from working. For every three levels, a hero can target one additional creature with this ability (one additional creature for each Hero Point spent). Each creature within range receives a Will save (DC 10 + 1/2 level + Cha modifier) to negate the effect. If a creature's saving throw succeeds, the hero cannot attempt to dazzle that creature again for 24 hours. If it's saving throw fails, the creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon or aiming a weapon at the target, automatically breaks the effect.

The bonus lasts for a number of rounds equal to the hero's Charisma modifier and is a move action to initiate but a free action to maintain. Dazzle is a mind-affecting ability. Dazzle relies on audible and visual components in order to function.

DEFENSIVE ROLL

A hero can roll with a potentially lethal blow to take less damage from it than he otherwise would.

Prerequisite: None

Benefit: The hero can once per day per level (or for 1 Hero Point) when he would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability); the hero can attempt to roll with the damage. To use this ability, the hero must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, he takes only half damage from the blow; if it fails, he takes full damage.

He must be aware of the attack and able to react to it in order to execute her defensive roll—if he is denied her Dexterity bonus to AC, he can't use this ability. Since this effect would not normally

TALENTS

allow a character to make a Reflex save for half damage, the evasion ability does not apply to the defensive roll.

ELECTRICITY RESISTANCE

The hero has built up a resistance to electrical damage.

Prerequisite: None

Benefit: The hero ignores an amount of electricity damage equal to his or her Constitution modifier.

EMPATHY

The hero gains a bonus on all Wisdom based skills.

Prerequisite: None

Benefit: The hero gains +2 to all Wisdom based skills.

This Talent can be taken again and stacked.

ENDURANCE

The hero gains a bonus on all Constitution based skills.

Prerequisite: None

Benefit: The hero gains +2 to all Constitution based skills.

This Talent can be taken again and stacked.

ENEMY FACTION

The hero has a hated Faction.

Prerequisite: None

Benefit: A hero selects an enemy Faction. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive and Survival checks against this Faction.

Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A hero may make Knowledge skill checks untrained when attempting to identify this Faction.

EVASION

Succeed a Reflex save for 1/2 damage, you take none.

Prerequisite: None

Benefit: A hero can avoid unusual attacks with great agility.

If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Evasion can be used only if the hero is wearing light armor or no armor. A helpless hero does not gain the benefit of evasion.

EXPLOIT WEAKNESS

The hero adds his Intelligence bonus to his Strength or Dexterity bonus on attack rolls.

Prerequisite: None

Benefit: Once a day per level (or for one Hero Point spent) the hero gets to include his Intelligence bonus with their Strength or Dexterity bonus on attack and damage rolls. This effect lasts for 1 round per level and is a free action to initiate and maintain.

EXTRA FEAT

The hero may select an additional Bonus Feat.

Prerequisite: None

Benefit: The hero can choose a bonus feat in place of a talent.

EXTRA TRAINING

With this Talent, the hero gains an additional Archetype Training ability of his choice.

Prerequisite: None

Benefit: The hero can choose Archetype Training ability in place of a Talent.

TALENTS

EXTREME EFFORT

The hero gains a bonus on all Strength based skills.

Prerequisite: None

Benefit: The hero gains +2 to all Strength based skills. This Talent can be taken again and stacked.

FAITH

The hero has a great deal of faith. It might be faith in oneself, in a higher power, or in an ideal.

Prerequisite: Skill Emphasis

Benefit: Once a day per level (or for one Hero Point) the hero gets to include his Wisdom modifier to any one die roll.

FAST

The hero gains a bonus on all Dexterity based skills.

Prerequisite: None

Benefit: The hero gains +2 to all Dexterity based skills.

This Talent can be taken again and stacked.

FAST-TALK

The hero has a way with words when attempting to con and deceive.

Prerequisite: None

Benefit: The hero gains +2 to all Charisma based skills.

This Talent can be taken again and stacked.

FAVOR

The hero has the ability to acquire minor aid from anyone he or she meets.

Prerequisite: Charm

Benefit: By making a favor check, a hero can gain important information without going through the time and trouble of doing a lot of research.

Favors can also be used to acquire the loan of

equipment or documents, or to receive other minor assistance in the course of an adventure. A hero can once a day per level (or for 1 Hero Point) activate this talent. A hero can add his Fame score + charisma modifier to the roll. The GM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 30 for formidable and highly dangerous, expensive, or illegal favors.

A hero can't take 10 or 20 on this check, nor can the hero retry the check for the same (or virtually the same) favor. Favors should help advance the plot of an adventure. A favor that would enable a character to avoid an adventure altogether should always be unavailable to the character, regardless of the result of a favor check.

The GM should carefully monitor a hero's use of favors to ensure that this ability isn't abused. The success or failure of a mission shouldn't hinge on the use of a favor and getting a favor shouldn't replace good role-playing or the use of other skills. The GM may disallow any favor deemed to be disruptive to the game.

FAVORED NETWORK

The hero may select a type of Faction or social network that he specializes in.

Prerequisite: None

Benefit: The hero gains a +2 bonus on Bluff, Diplomacy, Knowledge (associated with choice) Intimidate, Linguistics, Perception and Sense Motive skill checks when he is dealing with a chosen Faction.

Likewise, he gets a +2 bonus on weapon attack and damage rolls when all of his allies in his immediate group are also within the same faction. A hero may make Knowledge skill checks untrained when attempting to identify this Faction.

TALENTS

FEARLESS

The hero gains a bonus on Will saves.

Prerequisite: None

Benefit: The hero gains a +1 bonus on Will saves against fear. This bonus increases by +1 every four levels.

FIRE RESISTANCE

The hero has built up a resistance to fire damage.

Prerequisite: None

Benefit: The hero ignores an amount of fire damage equal to his or her Constitution modifier.

GREATER INSPIRATION

The hero can inspire his or her allies, bolstering them and improving their chances of success.

Prerequisite: Inspiration

Benefit: The hero can (once a day per level and/or for 1 Hero Point) inspire greater inspiration in himself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels (or for 1 Hero Point) a hero can target one additional ally.

To inspire greatness, all of the targets must be able to see and hear the hero. A creature inspired with greatness gains 2 bonus Hit Dice (d10s) the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice) a +2 competence bonus on attack rolls and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of abilities that are Hit Dice dependent.

If an ally is from the same Faction, the bonus is doubled.

The bonus lasts for a number of rounds equal to the hero's Charisma modifier and is a move action to initiate but a free action to maintain. Greater Inspiration is a mind-affecting ability and it relies on audible and visual components.

HEALING KNACK

The hero has a knack for the healing arts.

Prerequisite: None

Benefit: The hero gains a +2 bonus on all Craft (pharmaceutical) and Heal skill checks and can make checks with those skills untrained.

HEALING TOUCH

The hero has a talent for healing.

Prerequisite: Healing Knack

Benefit: Any ability to heal damage adds half your class levels (minimum 1) to the final result.

HEROIC SURGE

The hero can take an extra move action or standard action.

Prerequisite: None

Benefit: Once a day per level (or for each Hero Point spent) the hero will gain one extra move action or standard action in a round. This can be used either before or after the hero's regular actions that round.

IGNORE HARDNESS

The hero can ignore a portion of an object's hardness.

Prerequisite: None

Benefit: The hero has an innate talent for finding weaknesses in objects. This allows a hero to ignore some of an object's hardness when making a melee attack to break it.

The hero gets ignores 2 points of an object's hardness. This Talent can be taken again and stacked.

Additionally, for each Hero Point spent, the hero can ignore another 2 points of an object's hardness.

TALENTS

IMPROVED AID ANOTHER

Any attempts to aid another increases by +1 on a successful aid another check.

Prerequisite: Empathy

Benefit: The hero's bonus on attempts to any aid another (skills, teamwork feats, or in combat) increases by +1 on a successful aid another check. This talent can be selected multiple times, each time increasing the bonus by +1. Additionally, for each Hero Point spent, the hero can increase the aid by +1.

IMPROVED UNCANNY DODGE

A hero can no longer be flanked.

Prerequisite: Uncanny Dodge

Benefit: This defense denies another character the ability to sneak attack the character by flanking her, unless the attacker has at least four more levels than the target does.

INCREASED SPEED

The hero can increase his or her natural base speed.

Prerequisite: None

Benefit: The hero can increase his or her natural base speed by 10 feet. This Talent can be taken again and stacked.

INSPIRATION

The hero can inspire his or her allies, bolstering them and improving their chances of success.

Prerequisite: Coordinate

Benefit: The hero can (once a day per level and/or for 1 Hero Point) inspire his allies (including himself) bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the hero. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and

weapon damage rolls. At every six levels thereafter, this bonus increases by +1.

If an ally is from the same Faction, the bonus increases to +2.

For every Hero Point spent, this bonus increases by +2.

The bonus lasts for a number of rounds equal to the hero's Charisma modifier and is a move action to initiate but a free action to maintain.

Inspiration is a mind-affecting ability. Inspiration can use audible or visual components. The hero must choose which component to use when starting his performance.

INTUITION

The hero has the ability to sense trouble in the air.

Prerequisite: Empathy

Benefit: The hero can get a hunch that everything is all right, or gets a bad feeling about a specific situation.

The hero can make a Sense Motive check DC 10 + GM modifiers (or for one Hero Point, gain an automatic success) the hero can prevent (including himself and allies) from being surprised.

This is a free action and can be used after a surprise has accrued, but before combat starts.

JACK OF ALL TRADES

The hero has a natural aptitude at craft skills.

Prerequisite: None

Benefit: The hero adds half his class level (minimum 1) to all Craft skill checks and may make all Craft skill checks untrained.

LINGUIST

With this talent, the hero becomes a master linguist.

Prerequisite: Linguistics skill

Benefit: With this talent, the hero adds 1/2 his level to Linguistics skill checks (minimum +1).

TALENTS

LOW PROFILE

This Talent allows the hero to hide a Faction association.

Prerequisite: None

Benefit: The hero can hide the fact that they belong to a certain Faction.

MELEE SMASH

The hero has an innate talent that increases melee damage.

Prerequisite: None

Benefit: The hero receives a +1 bonus to any melee damage. This Talent can be taken again and stacked.

OPPORTUNIST

The hero can make an attack against an opponent who has just been struck.

Prerequisite: Evasion

Benefit: Once per round, the hero can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. This talent can't be used more than once per round.

PERSPICACITY

This Talent allows the hero to use Perception in place of Appraise or Sense Motive.

Prerequisite: None

Benefit: This Talent represents the hero's mastery of studying details and using them to draw conclusions about the bigger picture. The hero may use his Perception bonus in place of his Appraise or Sense Motive bonus whenever making an Appraise or Sense Motive check.

PLAN

The hero can develop a plan of action to handle the situation.

Prerequisite: None

Benefit: Prior to an encounter the hero can develop a plan of action to handle the situation. Using this talent requires preparation; a hero **can't use this talent when surprised or otherwise unprepared** for a particular situation. Creating a plan requires 1 minute. After creating the plan the hero makes a check (DC 10 + 1/2 the Hero's level + Intelligence modifier). The result of the check provides the hero and allies with a circumstance bonus. A hero **can't take 10 or 20 when making this check.**

Check Result	Bonus
9 or lower	+0 (check failed)
10-14	+1
15-24	+2
25 or higher	+3

This bonus can be applied to all skill checks and attack rolls made by the hero and his or her allies, but the bonus only lasts for 1 round per level (+1 extra round per Hero Point) rounds after making the plan. After that time, reduce the bonus by 1 point (to a minimum of +0) for every additional round the situation continues, as the vagaries of circumstance begin to unravel even the best-laid plans.

QUANTUM TALENT

The hero can use another game source ability.

Prerequisite: Special

Benefit: The hero may use a Talent slot to buy any ability from any OGL gaming source, with your GM approval.

The game master has final approval for this talent.

This may be taken multiple times.

RAGE

The hero gains the Rage class feature.

Prerequisite: None

TALENTS

Benefit: A hero can call upon inner reserves of strength and ferocity, granting her additional combat prowess. A hero can rage for a number of rounds per day equal to 4 + her Constitution modifier (+1 round per each Hero Point spent). At each level, the hero can rage for 2 additional rounds.

Temporary increases to Constitution, such as those gained from rage do not increase the total number of rounds that a hero can rage per day. A hero can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a hero gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, he takes a -2 penalty to Armor Class. The increase to Constitution grants the hero 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a hero cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate and Ride) or any ability that requires patience or concentration. A hero can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A hero cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a hero falls unconscious, her rage immediately ends, placing her in peril of death.

REMAIN CONSCIOUS

You are especially hard to kill. Not only do your wounds automatically stabilize when grievously injured, but you can remain conscious and continue to act even at death's door.

Prerequisite: None

Benefit: When your hit point total is below 0, but you are not dead, you automatically stabilize. You do not need to make a Constitution check each round to avoid losing additional hit points.

You may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this talent, you are staggered. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some swift actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If your negative hit points are equal to or greater than your Constitution score, you immediately die.

Note: This Talent counts and works the same as the Diehard feat other than no prerequisite is required.

RENOWN

The hero's Fame is increased.

Prerequisite: None

Benefit: The hero's Fame with a faction increases by +10.

This Talent can be taken again and stacked.

ROBUST

The hero gains 1 Hit Point per level.

Prerequisite: None

Benefit: The hero becomes especially robust, gaining a number of hit points equal to his or her level as soon as he or she selects this talent.

Thereafter, the hero gains +1 hit point with each level gained.

SAVANT

The hero has a natural aptitude for study and fact-finding.

Prerequisite: None

Benefit: The hero adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

TALENTS

SECOND WIND

The hero can recover hit points equal to his or her Constitution modifier.

Prerequisite: None

Benefit: The hero can once a day (or spend 1 Hero Point) to gain a second wind. When the hero does this, he or he recovers a number of hit points equal to his or her Constitution score. This talent does not increase the hero's hit points beyond the character's full normal total.

SHAKEN

The hero's target becomes shaken.

Prerequisite: Confusion

Benefit: The hero can use a Hero Point to cause one or more individuals to become shaken. Each individual to be Shaken must be within 90 feet, able to see and hear the hero and capable of paying attention to him. The hero must also be able to see the individuals affected.

For every Hero Point spent, he can target one additional individual with this ability. Each individual within range receives a Will save (DC 10 + 1/2 level + Cha modifier) to negate the effect. If an individual's saving throw succeeds, the hero cannot attempt to Shaken that individual again for 24 hours. If it's saving throw fails, the individual is under the effect "Shaken". This effect lasts for 1 round per level of the hero and is a standard action to initiate but not maintain.

A shaken individual takes a -2 penalty on attack rolls, saving throws, skill checks and ability checks.

Shaken is a mind-affecting ability.

SKILL EMPHASIS

You add half your level to any one skill.

Prerequisite: None

Benefit: The hero adds half his class level (minimum 1) to any one skill.

SONIC RESISTANCE

The Sonic Resistance is equal to your Constitution modifier.

Prerequisite: None

Benefit: The hero ignores an amount of sonic damage equal to his or her Constitution modifier.

STAMINA

The hero recovers twice as fast as normal.

Prerequisite: Robust

Benefit: The hero recovers hit points or ability score points (lost to ability damage) at twice the normal rate: 2 hit points per level for a full 8 hours of rest in a day, or 4 hit points per level for each full day of complete rest; 2 ability score points for a full 8 hours of rest in a day, or 4 ability score points for each full day of complete rest.

TAUNT

The hero has the ability to temporarily rattle a target through the use of insults and goading.

Prerequisite: Dazzle

Benefit: The hero can (once a day per level and/or for 1 Hero Point) foster a sense of growing dread in his enemies, causing them to take become frightened. To be affected, an enemy must be within 30 feet and able to see and hear the hero. The effect persists for as long as the enemy is within 30 feet and the hero. The taunt cannot cause a creature to become panicked, even if the targets are already frightened from another effect.

The bonus lasts for a number of rounds equal to the hero's Charisma modifier (+1 extra round per Hero Point spent) and is a move action to initiate but a free action to maintain.

Taunt is a mind-affecting fear effect and it relies on audible and visual components.

TALENTS

TRACK

The hero can read and follow tracks.

Prerequisite: None

Benefit: A hero adds half his level (minimum 1) to Survival skill checks made to follow or identify tracks.

TRAP SENSE

You have a knack to avoid traps.

Prerequisite: None

Benefit: The hero gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to Armor Class against attacks made by traps. For every Hero Point spent, this bonus increases by +1.

TRICK

The hero has the ability to temporarily confuse a target through the use of ploy and deception.

Prerequisite: 1 rank in Bluff skill

Benefit: The target must have an Intelligence score of 3 or higher to be susceptible to a trick, must be within 30 feet of the hero and must be able to hear and understand the hero.

To play a trick on a target, the hero must use a full-round action and make a Bluff **vs. the target's** sense motive skill. If the Bluff check succeeds, by 5 or more the target becomes dazed.

A trick can only be played on a particular target once per encounter (or a new target for 1 Hero Point). After the first trick in an encounter, whether the attempt succeeds or not, that target becomes wary and immune to such ploys. This is a mind-affecting ability.

UNCANNY DODGE

A hero can react to danger before her senses would normally allow her to do so.

Prerequisite: Evasion

Benefit: A hero cannot be caught flat-footed, nor does he lose her Dex bonus to AC if the attacker

is invisible. He still loses her Dexterity bonus to AC if immobilized. A hero with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

WEAPON TRAINING

You can select Fighter "Weapon Training" ability as a Talent.

Prerequisite: None

Benefit: Whenever he attacks with a weapon from the chosen group, he gains a +1 bonus on attack and damage rolls.

Every four levels, a hero becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a hero reaches 9th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A hero also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the hero's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

For more information please see: Pathfinder Advanced Player's Guide or <http://www.d20pfsrd.com/classes/core-classes/fighter#TOC-Weapon-Training-Ex>

WILD EMPATHY

A hero can improve the initial attitude of an animal.

Prerequisite: None

Benefit: This ability functions just like a Diplomacy check to improve the attitude of a person (see Using Skills). The hero rolls 1d20

TALENTS

and adds his hero level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the hero and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as

with influencing people, it might take more or less time.

WINDFALL

The hero's wealth increases.

Prerequisite: None

Benefit: The hero adds half his class level (minimum 1) to any one Profession skill.



ARCHETYPES and TRAINING



An Archetype modifies the Modern Hero base class.

An Archetype can be chosen at 1st level, each has its own special Training abilities.

Any Archetype Training slot can also be used to gain a Talent in its place.

Unless otherwise noted, all Archetype Training are extraordinary abilities.

ARCHETYPES & TRAINING

ENGINEER

Engineers can range from craftsmen to scientist.

TRAINING

The following are Training for the Engineer.

ADVANCED TRAINING - ADVANCED ENGINEERING

Prerequisite: Reconfigure

Benefit: An Engineer gains access to Advanced Training. You also gain any one of the Item Creation feats.

ADVANCED TRAINING - STRANGE SCIENCE

Prerequisite: Advanced Training - Advanced Engineering

Benefit: An Engineer knows how to create an item with a special ability the same as you would a magic item. The magic item creation feats are required and the appropriate craft skill is used in place of the Spellcraft skill.

These special abilities are based in technology rather magic, but with the same game modifications. The GM will decide if a certain magical effect can be replicated in a technology version.

For all skill checks, the appropriate craft skill is used instead of the spellcraft skill.

If a certain spell is required to create a special ability, you use any spell, but the spell level is based on the chart below using the **character's** craft skill ranks.

Craft Ranks Spell Level

10	0
12	0
13	1
14	1
15	2
16	2
17	3
18	3
19	4
20	4
21	5
22	5
23	6
24	6
25	7
26	7
27	8
28	8
29	9
30	9

To use the spell to create a special ability, you must make a Craft (skill required) check DC 10 + spell level.

All engineered special abilities items are considered non-magical.

Keep in mind to convert all GP prices to USD: 1 silver piece is to 1 US dollar. Example: 1 gold piece is equal to 10 US dollars

For more information see the Pathfinder Role Playing Game Core Rules: Magic Item Creation.

<http://www.d20pfsrd.com/magic-items#TOC-Magic-Item-Creation>

BREAKTHROUGH

Prerequisite: None

Benefit: An Engineer receives credit for an engineering breakthrough that earns him recognition of his or her peers.

The Engineer gains 10 points in Fame with a Faction. This can be taken again.

ARCHETYPES & TRAINING

ENGINEERING IMPROVISATION

Prerequisite: None

Benefit: An Engineer gains the ability to improvise solutions using common objects and engineering know-how. This ability lets the Engineer create objects in a dramatic situation quickly and cheaply, but that have a limited duration.

By combining common objects with a Craft check that corresponds to the function desired, the Engineer can build a tool or device to deal with any situation.

Electronic devices, special tools, weapons, mechanical devices and more can be built with engineering improvisation.

It takes a full-round action to make an object with engineering improvisation. The object, when put into use, lasts for a number of rounds equal to the Engineer's ranks in the Craft skill (or for each Hero Point used) before it breaks down. It can't be repaired.

IMPROVE KIT

Prerequisite: See below

Benefit: An Engineer can improve any skill tool kit with an extra +2 circumstance bonus. The Engineer will need to the same skill as the tool kit in order to improve the tool kit.

IMPROVED QUICK CRAFT

Prerequisite: Quick Craft

Benefit: An Engineer learns how to craft objects more quickly than normal. When using any Craft skill, the Engineer reduces the time usage by 1/2.

IMPROVISED TOOL MASTER

Prerequisite: None

Benefit: An Engineer does not need a tool kit for any of his Craft skills.

If the Engineer uses a kit he receives an additional +2 bonus to skill checks.

QUICK CRAFT

Prerequisite: None

Benefit: An Engineer learns how to craft objects more quickly than normal.

When using any Craft skill, the Engineer reduces the time usage by 1/4.

RECONFIGURE

Prerequisite: Superior Repair

Benefit: An Engineer knows how to temporarily create an item with an Engineered Special Ability (the item creation feats are not needed).

Engineered Special Abilities are the same as Magic items Special Abilities, but are based in technology rather magic with these modifications (the GM will decide if a magical effect can be replicated in a technology version).

For all skill checks, the appropriate craft skill is used instead of the spellcraft skill.

Engineered Special Abilities items are considered non-magical.

The Engineer must spend 1 hour working with the item to temporary upgrade it. There is no cost, but the Engineered Special Ability only last for 1 round or use, per level or Hero Point spent. For more information see the Pathfinder Role Playing Game Core Rules: Magic Item Creation. <http://www.d20pfsrd.com/magic-items#TOC-Magic-Item-Creation>

RECONFIGURE WEAPON

Prerequisite: None

Benefit: An Engineer can reconfigure a melee or ranged weapon, improving one aspect of it. Reconfiguring a weapon requires 1 hour of work and a successful craft check (DC 20); reconfiguring a mastercraft weapon is slightly harder (DC 20 + the weapon's mastercraft bonus

ARCHETYPES & TRAINING

feature). An Engineer may take 10 or take 20 on this check.

The reconfiguration imposes a -1 penalty on attack rolls made with the weapon but grants one of the following benefits indefinitely:

CHANGED RATE OF FIRE

The reconfiguration changes the weapon's **rate of fire**. A semiautomatic-only weapon switches to an automatic-only weapon, or vice versa. This benefit applies only to a ranged weapon with either a semiautomatic or automatic fire setting.

GREATER AMMO CAPACITY

The reconfigured weapon can hold 50% more ammunition than normal. This benefit applies only to weapons that take ammunition.

GREATER CONCEALMENT

The reconfiguration grants a +2 bonus on Sleight of Hand checks made to conceal the reconfigured weapon.

GREATER RANGE INCREMENT

The reconfigured **weapon's range increment** increases by 1 range increment. This benefit applies only to weapons with range increments.

SIGNATURE SHOOTER

The weapon is reconfigured for a single **individual's use only and is treated as a unique** exotic weapon. Anyone else who uses the weapon takes a -4 non-proficient penalty on attack rolls.

Weapons can be reconfigured multiple times; each time a weapon is reconfigured, it imparts a **new benefit**. Undoing an Engineer's weapon reconfiguration requires 1 hour and a successful Disable Device check (DC 20 + the Engineer's class level).

SABOTAGE

Prerequisite: None

Benefit: The Engineer can sabotage an object so that it operates poorly. The Engineer must succeed on a Disable Device check (DC 20) to accomplish the downgrade and sabotaging a mastercraft object is slightly harder (DC 20 + the **mastercraft object's bonus feature**). **Noticing the Engineer's handiwork without first testing the** sabotaged device requires a successful Perception check (DC = the Engineer's Disable Device check result). Fixing the sabotaged item requires a successful Craft check.

Sabotaging a Device

As a full-round action, the Engineer can reconfigure so that anyone who uses it suffers a **penalty equal to the Engineer's class level on skill** checks made to use the device.

Sabotaging a Weapon

As a full-round action, the Engineer can sabotage a weapon so that it has the broken condition the next time it is used. A sabotaged weapon cannot be used effectively until repaired. This use of sabotage also applies to vehicles.

SUPERIOR REPAIR

Prerequisite: Engineering Improvisation

Benefit: An Engineer can convert a non-masterwork item into its masterwork equivalent. A normal firearm becomes a masterwork firearm, a suit of armor becomes a masterwork suit of armor, a set of tools becomes masterwork tools, etc.

The Engineer must spend 1 hour working with the item to upgrade it.

UNFLUSTERED

Prerequisite: None

Benefit: Engineer can perform complicated tasks without provoking attacks of opportunity from adjacent foes.

ARCHETYPES & TRAINING

During any round in which the Engineer uses a craft skill, he can use the desired skill without provoking attacks of opportunity.

INFILTRATOR

Infiltrators are modern day rouges and spies.

TRAINING

The following are Training for the Infiltrator.

ADVANCED TRAINING - INFILTRATOR

Prerequisite: None

Benefit: The Infiltrator gains access to Advanced Training. You also gain any one of the Combat feats.

ADVANCED TRAINING - ROGUE TRAINING

Prerequisite: Advanced Training Infiltrator

Benefit: The Infiltrator gains access to the Rogue Talents for Advance Training. More information on Rogue Talents can be found in the Pathfinder Role-playing Game Core Rules or at: <http://www.d20pfsrd.com/classes/core-classes/rogue/rogue-talents>

CONTACTS

Prerequisite: None

Benefit: The Infiltrator is well-enough wired into the social system to be able to get the names and numbers of individuals with particular abilities and talents.

The Infiltrator can use Hero Points in place of Prestige Points when dealing with Factions other than his own. The Infiltrator's Fame score will be count as ½ when used with other factions.

COVERT ATTACK

Prerequisite: None

Benefit: The Infiltrator gains the Rogue's Sneak Attack class feature.

If an Infiltrator can catch an opponent when he is unable to defend himself effectively from her attack, he can strike a vital spot for extra damage.

The Infiltrator's attack deals extra damage (called "precision damage") anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not) or when the Infiltrator flanks her target. This extra damage is 1d6 and increases by 1d6 every two levels thereafter. Should the Infiltrator score a critical hit with a covert attack, this extra damage is not multiplied. Ranged attacks can count as covert attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike) an Infiltrator can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a covert attack, not even with the usual -4 penalty.

The Infiltrator must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. An Infiltrator cannot covert attack while striking a creature with concealment.

More information on Sneak Attack can be found in the Pathfinder Roleplaying Game Core Rules.

FALSE ALLEGIANCE

Prerequisite: Contacts

Benefit: The Infiltrator can fits in with whatever group he chooses to be with.

The Infiltrator can successfully emulate another Faction. The enables the Infiltrator to use his Fame and Prestige Points total in the false faction as he would in his faction.

ARCHETYPES & TRAINING

FORTUNE'S FAVOR

Prerequisite: None

Benefit: The Infiltrator cannot be caught flat-footed, even if the attacker is unseen. He still loses his Dexterity bonus to AC if immobilized. The Infiltrator with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

POISON EXPERT

Prerequisite: None

Benefit: The Infiltrator is trained in the use of poison and cannot accidentally poison themselves when preparing a poison.

The Infiltrator gains a +1 saving throw bonus against poisons. This bonus increases by +1 every two levels.

RESOURCES

Prerequisite: None

Benefit: The Infiltrator is considered to have considerable material resources either at hand or easily and cheaply acquired.

The Infiltrator doesn't need to spend Prestige Points to buy Faction restricted items, but will need the required Fame score and the money to buy the items.

THOUSAND FACES

Prerequisite: Covert Attack

Benefit: The Infiltrator can use the Stealth skill even while being observed. As long as he is within 10 feet of some sort of shadow, he can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

UP MY SLEEVE

Prerequisite: None

Benefit: The Infiltrator becomes a master at hiding weapons on his body. He adds ½ his level to all Sleight of Hand skill checks made to prevent others from noticing them.

WORD ON THE STREET

Prerequisite: None

Benefit: You gain a +3 bonus to Diplomacy and Knowledge (streetwise) skill.

If you have 10 or more ranks in one of these skills, the bonus increases to +6 for that skill

INVESTIGATOR

An investigator varies from detectives to journalists.

TRAINING

The following are Training abilities for the Investigator.

ADVANCED TRAINING - INVESTIGATOR

Prerequisite: Analyze Clue

Benefit: The Investigator gains access to Advanced Training. You also gain any one of the General feats.

ADVANCED TRAINING - ROGUE TRAINING

Prerequisite: Advanced Training Investigator

Benefit: The Investigator gains access to the Rogue Talents for Advance Training. More information on Rogue Talents can be found in the Pathfinder Role-playing Game Core Rules or at: <http://www.d20pfsrd.com/classes/core-classes/rogue/rogue-talents>

ARCHETYPES & TRAINING

ANALYZE CLUE

Prerequisite: None

Benefit: The Investigator can use Perception to follow tracks as per the Survival skill. This function allows the Investigator to extract extra information from material he or she has found. The base (DC15) is modified by the time that has elapsed since the clue was left and whether or not the scene was disturbed.

Circumstances	DC Modifier
Every day since event (max modifier +10)	+2
Scene is outdoors	+5
Scene slightly disturbed	+2
Scene moderately disturbed	+4
Scene extremely disturbed	+6

COAX INFORMATION

Prerequisite: Advanced Training - Investigator

Benefit: An Investigator with this talent can use Bluff or Diplomacy in place of Intimidate to force an opponent to act friendly toward her.

COLLECT EVIDENCE

Prerequisite: None

Benefit: The Investigator can collect and prepare evidentiary material for a lab.

To collect a piece of evidence, make a Perception check (DC 15). If the Investigator succeeds, the evidence is usable by a crime lab.

If the Investigator fails, a crime lab analysis still can be done, but the lab takes a -5 penalty on any necessary check.

If the Investigator fails by 5 or more, the lab analysis simply cannot be done.

On the other hand, if the Investigator succeeds by 10 or more, the lab gains a +2 circumstance bonus on its checks to analyze the material.

Collecting evidence generally takes 1d4 minutes per object and to fully examine a topic takes 1d4 hours.

FAST PICKS

Prerequisite: Advanced Training - Investigator

Benefit: An Investigator with this talent can use the Disable Device skill to attempt to open a lock as a standard action instead of a full-round action.

DEDUCTION

Prerequisite: Analyze Clue

Benefit: An Investigator becomes so attuned at solving mysteries that he finds a way to put two and two together and rarely misses a clue. The Investigator can know a specific piece of information from a clue or character, including: alignment, faction, archetype, level etc. The Investigator can add his ranks in a related knowledge skill the clue in any Perception checks.

FOLLOW UP

Prerequisite: None

Benefit: An investigator can roll twice on any Diplomacy check made to gather information, and receives the information for both results. This takes the same amount of time as one check. If the lesser of the two checks reveals false information, the rogue is aware of it.

False information is not revealed in this way if the people she questioned do not know it to be false.

HARD TO FOOL

Prerequisite: Advanced Training - Investigator

Benefit: Once per day, an Investigator can roll two dice while making a Sense Motive check and take the better result. He must choose to use this talent before making the Sense Motive check.

Special: An Investigator can use this ability one additional time per day for every 5 levels he possesses.

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INFORMANTS

Prerequisite: Networking

Benefit: The Investigator may have a number of individuals equal to his Fame score as Informants.

Informants are NPCs that can provide information and help to the Investigator. How much information and help is up to the Game Master.

INTERROGATE

Prerequisite: None

Benefit: The Investigator can know if someone is knowingly lying.

Once a day, per ranks in the Intimidation skill (or for one Hero Point) you question the target, backed up by the threat of pain. You may ask one question per two ranks in the Intimidation skill. The target can either answer the question or take 1d4 points of damage plus your ranks in the Intimidation skill. The target is not compelled to answer truthfully, but the threat of pain gives it a -4 penalty on Bluff checks to convince you when it is lying.

This effect lasts for 1 round per ranks in the Intimidation skill and is a standard action to initiate, but not maintain.

NETWORKING

Prerequisite: None

Benefit: The Investigator is well-enough wired into the social system to be able to get the names and numbers of individuals with particular abilities and talents.

The Investigator doesn't need to spend Prestige Points to buy Faction restricted items, but will need the required Fame score and the money to buy the items.

PURSUE

Prerequisite: None

Benefit: The Investigator adds half his level to Knowledge (streetwise) and Perception skill checks.

SLIPPERY MIND

Prerequisite: Advanced Training - Investigator

Benefit: This ability represents the Investigator's ability to wriggle free from mind affecting abilities that would otherwise control or compel her. If an Investigator with slippery mind is affected by a mind affecting ability and fails her saving throw, he can attempt it again 1 round later at the same DC. He gets only this one extra chance to succeed on her saving throw.

THOUGHTFUL REEXAMINING

Prerequisite: Advanced Training - Investigator

Benefit: Once per day, an Investigator with this talent can reroll a Knowledge, Sense Motive, or Perception skill check to try to gain new or better information from the roll. This reroll can be made any time during the same day as the original check.

TRAP FINDING

Prerequisite: None

Benefit: An Investigator gains the Trap Finding Rouge class ability.

An Investigator adds 1/2 his level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). An Investigator can use Disable Device to disarm any type of traps.

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URBAN TRACKING

Prerequisite: None

Benefit: The Investigator can use the Perception in place of survival to track an individual in an urban setting.

The DC check depends on the community population and the conditions:

Population	DC
Fewer than 2,000	5
2,000-9,999	10
10,000-49,999	15
50,000-99,999	20
100,000-499,999	25
500,000+	30
Condition	DC Mod
Every three persons in the group being sought	-1
Per 24 Hrs. the quarry has been missing or sought	+1
Tracked quarry "lies low"	+5
The individual being sought	-1 for every 10 ranks of Fame

WORD IN THE STREETS

Prerequisite: None

Benefit: You gain a +3 bonus to Diplomacy and Knowledge (streetwise) skill.

If you have 10 or more ranks in one of these skills, the bonus increases to +6 for that skill

MARTIAL ARTIST

The Martial Artist varies from MAA fighters to the classic monk.

TRAINING

The following are Training for the Martial Artist.

ADVANCED TRAINING - MARTIAL ARTIST

Prerequisite: Inner Power

Benefit: The Martial Artist gains access to Advanced Training. You also gain any one of the Style feats.

ADVANCED TRAINING - ANCESTOR TRAINING

Prerequisite: Advanced Training - Martial Artist

Benefit: The Martial Artist gains access to the Monk ki powers. You may use a Training slot for one Monk ki powers.

More information on Monk ki powers can be found in the Pathfinder Role-playing Game Rules

DODGE

Prerequisite: None

Benefit: The Martial Artist can avoid damage from many area-effect attacks.

If a Martial Artist makes a successful Reflex saving throw against an attack that normally deals damage on a successful save, he instead takes no damage.

Dodge can be used with any type of armor. A helpless Martial Artist does not gain the benefit of Dodge.

EXPERT IN YOUR FIELD

Prerequisite: None

Benefit: The Martial Artist is considered to be a master of her particular art, whether this is as a scholar with a detailed knowledge of the art's history, or as a practitioner, such as a professional MMA fighter.

The Martial Artist uses his level in place of his base attack bonus when calculating his Combat Maneuver.

FLURRY OF BLOWS

Prerequisite: None

Benefit: A Martial Artist can make a flurry of blows as a full-standard action. When doing so he may make one additional attack using any combination of unarmed strikes or attacks with a martial arts weapons (same as Monk weapons, see the Pathfinder Role Playing Game Chapter 3 - kama, nunchaku, quarterstaff, sai, shuriken and siangham) as if using the Two-Weapon Fighting

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feat (even if the Martial Artist does not meet the prerequisites for the feat).

For one Hero Point spent, the Martial Artist can make one additional attacks when he uses flurry of blows.

A Martial Artist applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. A Martial Artist may substitute disarm, sunder and trip combat maneuvers for unarmed attacks as part of a flurry of blows. A Martial Artist cannot use any weapon other than an unarmed strike or a special martial arts weapon as part of a flurry of blows.

HIGH JUMP

Prerequisite: None

Benefit: The Martial Artist adds his level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps.

In addition, he always counts as having a running start when making jump checks using Acrobatics. By spending 1 Hero Point as a swift action, a Martial Artist gains a +20 bonus on Acrobatics checks made to jump for 1 round.

IMBUE WEAPON

Prerequisite: Inner Power and Stunning Arm

Benefit: The Martial Artist may use any martial art weapons (same as Monk weapons, see the Pathfinder Role Playing Game Chapter 3 - Kama, nunchaku, quarterstaff, sai, shuriken and siangham) and may channel his Inner Power in a new weapon ability. Choose one of the following powers:

CRUSHING FALL

When you succeed at a trip or disarm combat maneuver, you may spend 1 Hero Point from as a swift action to deal damage to your opponent.

STUNNING MARK

You may spend 1 Hero Point as a swift action to execute your Stunning Arm attack as a free attack rather than a normal melee attack.

WINDS OF CHANGE

You may spend 1 Hero Point as an immediate action to deflect one missile weapon that round.

ZEN COMBAT

You may spend 1 Hero Point as a swift action to substitute your Wisdom score for your Strength or Dexterity for all melee or ranged attacks you make that round.

INNER POWER

Prerequisite: Living Weapon

Benefit: A Martial Artist can use his Hero Points **the same as a Monk's Ki pool class feature.**

More information on Ki can be found in the Pathfinder Roleplaying Game Core Rules

IRON FIST

Prerequisite: Inner Power

Benefit: **Benefit:** The Martial Artist may use an unarmed attack to overcome damage reduction. For one Hero Point spent, the Martial Artist can overcome one point of damage reduction type (Bludgeoning, piercing, or slashing).

LIVING WEAPON

Prerequisite: None

Benefit: The Martial Artist's attacks may be with fist, elbows, knees and feet. This means that a Martial Artist may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a Martial Artist striking unarmed. A Martial Artist may thus apply his full Strength

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bonus on damage rolls for all his unarmed strikes.

A Martial Artist's unarmed attacks can deal lethal or nonlethal damage, with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A Martial Artist's unarmed attack is treated as both a manufactured weapon and a natural weapon for the purpose of effects that enhance or improve either manufactured weapons or natural weapons.

A Martial Artist also can deal more damage with his unarmed strikes than a normal person would.

Level	Damage (Small)	Damage (Large)
1st–3rd	1d4	1d8
4th–7th	1d6	2d6
8th–11th	1d8	2d8
12th–15th	1d10	3d6
16th–19th	2d6	3d8
20th	2d8	4d8

For every Hero Point spent, the Martial Artist can increase his unarmed base damage by 1 dice and lasts for 1 round per level of the Hero and is a move action to initiate but not maintain.

STUNNING ARMS

Prerequisite: Inner Power

Benefit: The Martial Artist can use this Training ability with unarmed strikes or attacks with a special martial art weapons (same as Monk weapons, see the Pathfinder Role Playing Game Chapter 3 - Kama, nunchaku, quarterstaff, sai, shuriken and siangham).

The Martial Artist must declare that you are using this ability before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Arms forces a foe damaged by your attack to make a Fortitude saving throw and the Martial Artist can increase the save difficulty by adding Hero Points to the DC. For one Hero Point spent increase the DC by 1 Point.

DC 10 + 1/2 your character level + Hero Points Spent

This is in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character can't take actions, loses any Dexterity bonus to AC and takes a –2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained and no more than once per round.

PERSONALITY

A Personality varies from celebrities to political leaders.

TRAINING

The following are Training for a Personality.

ADVANCED TRAINING - PERSONALITY

Prerequisite: Compelling Performance

Benefit: The Personality gains access to Advanced Training. You also gain any one of the Performance feats.

ADVANCED TRAINING – CALL OF THE BARD

Prerequisite: Advanced Training - Personality

Benefit: The Personality can use Hero Points the same as a Bard's Performance and gain access to the Bard class features.

You may use a Training slot for one Bard class feature.

More information on Bard class features can be found in the Pathfinder Role-playing Game Rules.

CELEBRITY ACCESS

Prerequisite: None

Benefit: The Personality can use his faction Prestige Points outside of his faction. The Prestige Points can be used when dealing with individuals,

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other factions, events or any other restricted person, place, or thing.

CELEBRITY IMMUNITY

Prerequisite: None

Benefit: If the Personality is arrested for a crime, the hero can make spend one Prestige Point to invoke her celebrity status and not suffer the usual legal penalty or punishment.

If one of the Personality's entourage (see the Entourage training, below) is arrested for a crime and unable to secure her own release, the **Personality may intercede on the entourage's** behalf. This will cost the Personality two Prestige Points.

COMPELLING PERFORMANCE

Prerequisite: Winning Smile

Benefit: A Personality's force of personal magnetism increases to the point that he or he can arouse a single emotion of her choice—despair, hope, or rage—in a target. For one Hero Point spent, the emotion affects one target within sight and/ or sound of the **Personality's performance.**

This effect lasts for 1 round per level of the hero and is a full round action to initiate but not to maintain.

The target makes a Will saving throw.

DC is 10 + ranks in a Perform skill

If the target succeeds at the saving throw, he or he is immune to the compulsion of this performance. If the target fails, he or he reacts to the emotion as described below.

Despair: The target takes a -2 morale penalty on saving throws, attack rolls, ability checks, skill checks and weapon damage rolls.

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 Armor Class. In a

dramatic situation, the target is compelled to fight, regardless of the danger.

ENTOURAGE

Prerequisite: None

Benefit: The Personality may appoint a number of ordinary individuals equal to her Fame score as an entourage. These appointed individuals gain all the benefits of Celebrity Access, Celebrity Immunity and Ultimate Access.

The Personality may revoke these privileges at any time and appoint replacements as he sees fit. It takes 1d4 hours for a Personality to invoke **or revoke an Entourage's privileges.**

If Fame is permanently lost, the Personality will also lose one member of her Entourage.

RESTRICTED ACCESS

Prerequisite: Celebrity Access

Benefit: The Personality gains clearance to access restricted files or classified information from any allied Faction.

The Personality doesn't need to spend Prestige Points to buy restricted items, but will need the required Fame score and the money to buy the items.

ROYALTY

Prerequisite: None

Benefit: A Personality's activities in the public eye generate extra income.

The Personality adds 1/2 his level to Fame score and to any Profession skill (minimum +1).

SOW DISTRUST

Prerequisite: None

Benefit: A Personality can turn one character against another. The Personality must spend a Hero Point per target.

The targets must be able to hear and understand the Personality.

ARCHETYPES & TRAINING

The target makes a Will save.

DC 10 + Personality's ranks in a Charisma based skill.

If the target fails the save, his or her attitude toward the other designated character worsens by one step: helpful turns to friendly, friendly to indifferent, indifferent to unfriendly, unfriendly to hostile.

The target makes a Will save whenever the Personality uses this talent against him. As long as the target continues to fail the Will save, the Personality can continue taking full-round actions **to worsen the target's attitude toward a designated character. When the target's attitude drops to hostile, he or she attacks the designated character.**

A successful Will save doesn't restore previous attitude shifts, but it does render the target immune for 24 hours to further attempts by the Personality to sow distrust.

TALK DOWN

Prerequisite: None

Benefit: A Personality can talk her way out of trouble.

Prior to the start of hostilities or during combat, for one Hero Point spent, the Personality can talk down an opponent. The target must be able to hear her voice.

That opponent immediately stops fighting and reverts to an indifferent attitude regarding the Personality. Any hostile action by the Personality **or by one of the Personality's allies, directed at the opponent** allows the opponent to act as he or she sees fit.

To initiate this talent, the Personality must spend a full-round action. Then the opponent makes a Will saving throw.

DC 10 + Personality's ranks in a Charisma based skill.

If the save fails, the opponent stops fighting. If the save succeeds, the opponent continues as normal.

WINNING SMILE

Prerequisite: None

Benefit: A Personality develops such a force of personal magnetism that he or she can convince a single target to regard him as a trusted friend. The target makes a Will saving throw to avoid **being persuaded by the Personality's words and actions.** The DC is 10 + 1/2 class level + Charisma bonus.

This ability doesn't enable the Personality to control the target, but the target perceives the Personality's words and actions in the most favorable way. A target remains won over for 1 minute per Personality level.

After the duration expires, the GM determines the reaction and attitude of the target based on what the Personality compelled the target to do.

PHYSICIAN

A physician varies from a medic to a doctor.

TRAINING

The following are Training for a Physician.

ADVANCED TRAINING - ADVANCED HEALING

Prerequisite: Healer

Benefit: A Physician gains access to Advanced Training. You also gain the Healing Domain and its granted powers. This is not magical in nature but a representation of modern medical procedures.

Rebuke Death (Cost 1 Hero Point): You can touch a living creature as a standard action, healing it for 1d4 points of damage plus 1 for every two levels you possess. You can only use this ability on a creature that is below 0 hit points.

Healer's Blessing (Cost 6 Hero Points): All of your healing is treated as if they were empowered,

ARCHETYPES & TRAINING

increasing the amount of damage healed by half (+50%).

ADVANCED TRAINING – MEDICAL PROCEDURE

Prerequisite: Advanced Training - Advanced Healing

Benefit: A Physician knows how to “cast” a spell from the Healing Domain. This is not magical but a representation of modern medical procedures. The GM will decide if a certain spell can be replicated in a modern medical adaptation. To cast the healing spell for a medical procedure, the character must use 1 Hero Point per spell level and make a Heal check DC 10 + spell level. The level of spell the Physician can employ is based on his ranks in the Heal skill.

Heal Ranks	Spell Level
10	0
12	0
13	1
14	1
15	2
16	2
17	3
18	3
19	4
20	4
21	5
22	5
23	6
24	6
25	7
26	7
27	8
28	8
29	9
30	9

TREATMENTS (SPELLS)

All medical healing is considered non-magical.

1st—cure light wounds, 2nd—cure moderate wounds, 3rd—cure serious wounds, 4th—cure critical wounds, 5th—breath of life, 6th—heal, 7th—regenerate, 8th—mass cure critical wounds, 9th—mass heal.

CALMING TOUCH

Prerequisite: None

Benefit: For one Hero Point per individual, the Physician can relieve the individual of a condition. Your touch can remove the dazed, fatigued, shaken, or staggered condition.

HEALER

Prerequisite: None

Benefit: If treating a patient with the First Aid ability from the Heal skill, for every 5 points made over DC 15, the Physician can heal 1d4 of damage. This check can be tried again, but the new check will have to be greater than the previous check to heal additional damage.

MEDICAL MIRACLE

Prerequisite: Minor Medical Miracle

Benefit: A Physician can revive a character reduced to -10 hit points or lower. If the Physician is able to administer aid within 10 rounds of the character's death, he or she can make a Heal check.
Heal skill - DC 20 + the negative Hit Points
If the check succeeds, the dead character can make a Fortitude save (DC 10 + the negative Hit Points) to stabilize and be restored to 1d6 hit points.
If the Physician fails the skill check or the patient fails the Fortitude save, the dead character can't be restored.

ARCHETYPES & TRAINING

MEDICAL QUICK FIX

Prerequisite: None

Benefit: For one Hero Point spent, the Physician cures 1d4 points of temporary ability damage to one of the subject's ability scores.

MEDICAL SPECIALIST

Prerequisite: None

Benefit: The Physician adds 1/2 his level to Craft (pharmaceutical) and the Heal skills.

MINOR MEDICAL MIRACLE

Prerequisite: Medical Specialist

Benefit: A Physician can save a character reduced to -10 hit points or lower. If the Physician is able to administer aid within 5 rounds of the character's death, he or she can make a Heal check.

Heal skill - DC 15 + the negative Hit Points

If the check succeeds, the dead character can make a Fortitude save (DC 15 + the negative Hit Points) to stabilize and be restored to 0 hit points.

If the Physician fails the skill check or the patient fails the save, the dead character can't be saved.

REDUCE CONDITION

Prerequisite: Calming Touch

Benefit: For one Hero Point per individual, the Physician can relieve the individual of a condition. Your touch can remove the exhausted, nauseated, sickened, or stunned condition.

REDUCE DISEASE

Prerequisite: Medical Specialist

Benefit: A Physician can cure a disease from which the subject is suffering. The Physician must make a Craft (pharmaceutical) check against the DC of each

disease affecting the target. Success means that the disease is cured.

A cured individual suffers no additional effects from the disease and any temporary effects are ended, but the check does not reverse previous effects, such as hit point damage, ability damage, or effects that don't go away on their own.

REDUCE TOXIN

Prerequisite: Medical Specialist

Benefit: A Physician can detoxify any sort of poison, drug, or toxin in the individual or object touched.

The Physician must make a Craft (pharmaceutical) check against the DC of each poison affecting the target. Success means that the poison is neutralized.

A cured individual suffers no additional effects from the poison and any temporary effects are ended, but the check does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

THERAPY

Prerequisite: Medical Specialist

Benefit: The Physician can try to heal permanent ability damage to any of the patient's ability scores.

This takes one month to heal. At the end of the month a heal check (DC 25) for one point of permanent ability healing. For every 5 points over DC 25, heals an additional permanent ability point.



ARCHETYPES & TRAINING

SOLDIER

A Soldier is a trained military professional.

TRAINING

The following are Training abilities for a Soldier.

ADVANCED TRAINING - SOLDIER

Prerequisite: Training - Leadership

Benefit: The Soldier gains access to Advanced Training. You also gain any one of the Teamwork feats.

ADVANCED TRAINING - ART OF WAR

Prerequisite: Advanced Training - Soldier

Benefit: The Soldier gains access to the Battle Herald class features. You may use a Training slot for one Battle Herald class feature. The Soldier uses his Hero Points instead of the Inspiring Command Bonus. The Soldier can use any amount of Hero Points to employ as his bonus, but will also have to use 1 Hero Point per round of use.

More information on Battle Herald class features can be found in the Pathfinder Advanced Player's Guide or at:

<http://www.d20pfsrd.com/classes/prestige-classes/other-paizo/a-b/battle-herald>

CLOSE COMBAT SHOT

Prerequisite: None

Benefit: A Soldier gains the ability to make a ranged attack with firearm while in a threatened area without provoking an attack of opportunity.

COMMANDING PRESENCE

Prerequisite: None

Benefit: A Soldier can use a Hero Point to enable an ally and weaken a single foe's resolve. Enabling an ally requires one Hero Point.

The Soldier can negate any one of the following harmful conditions affecting a single ally: cowering, dazed, fatigued, nauseated, panicked, shaken, or stunned.

The Soldier cannot use this ability on himself. Weakening a foe's resolve requires one Hero Point and a Knowledge (tactics) roll.

The target gets Willpower save equal to the Knowledge (tactics) roll; if the save fails the target is shaken.

This effect lasts for a number of rounds equal to the Soldier's skill total in Knowledge (tactics).

DEFENSIVE POSITION

Prerequisite: None

Benefit: For one Hero Point spent, the Soldier can increase one individual's cover or concealment.

Partial Cover upgrades to Improved Cover

Improved Cover upgrades to Total Cover

Concealment upgrades to Total Concealment

This effect lasts for a number of rounds equal to the Soldier's skill total in Knowledge (tactics).

FAVORED TERRAIN

The Soldier may select a type of terrain. The Soldier gains a +2 bonus on initiative checks and Knowledge (geography) Perception, Stealth and Survival skill checks when he is in this terrain. A Soldier traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses). This may be taken again to choose a different terrain.



ARCHETYPES & TRAINING

Favored Terrains

Cold (ice, glaciers, snow and tundra)
Desert (sand and wastelands)
Forest (coniferous and deciduous)
Jungle
Mountain (including hills)
Plains
Planes (pick one, other than Material Plane)
Swamp
Underground (caves and dungeons)
Urban (buildings, streets and sewers)
Water (above and below the surface)

LEADERSHIP

Prerequisite: None

Benefit: The Soldier provides Leadership to all of his allies within sight and voice range of his position.

For one Hero Point per individual spent; the Soldier's allies are treated as if they possessed the same teamwork feats as the Soldier, for the purpose of determining whether the Soldier receives a bonus from his teamwork feats. The soldier's allies also receive any bonuses from these feats.

Positioning and actions must still meet the prerequisites listed in the teamwork feat for to receive the listed bonus.

More information on teamwork feats can be found in the Pathfinder Roleplaying Game: Advanced Player's Guide.

SOLDIER'S GRIT

Prerequisite: None

Benefit: A Soldier can use his Hero Points the same as the Gunslinger class feature Grit and can use any Gunslinger ability associate with Grit. More information on the Grit class feature can be found in the Pathfinder Role Playing Game: Advanced Player's Guide.

TACTICAL AID

Prerequisite: None

Benefit: For each Hero Point spent, the Soldier increases one individual's attack bonus by 1. This is a move action to initiate, but not to maintain.

This effect lasts for a number of rounds equal to the Soldier's skill total in Knowledge (tactics).

TACTICAL DEFENSE

Prerequisite: None

Benefit: For each Hero Point spent, the Soldier increases one individual's Armor Class by 1. This is a move action to initiate, but not to maintain.

This effect lasts for a number of rounds equal to the Soldier's skill total in Knowledge (tactics).

TACTICS

Prerequisite: None

Benefit: For each Hero Point spent, the Soldier increases one individual's Stealth and Survival skill checks by 1.

This is a move action to initiate, but not to maintain.

This effect lasts for a number of rounds equal to the Soldier's skill total in Knowledge (tactics).

WEAPONS TRAINING

Prerequisite: None

Benefit: You are proficient with all martial weapons and can make attack rolls normally.



SKILLS



There are many new skills and skill uses that are necessary for the smooth operation of a modern genre.

These skills are in addition to the Pathfinder Role Playing Game core rules and can be used by any class.

SKILLS

CRAFT

The following are new ways to utilize craft skills.

NEW SKILL USES

The following apply to all craft skills.

REPAIR

All Craft skills can repair any item within their specialty. The following applies to all Craft skills on how to repair items.

Check: The DC varies by the complexity of the object being repaired

In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish.

More complex repair work has a DC of 20 or higher and can require an hour or more to complete.

Repair Task (Example)	Repair DC	Time
Simple (tool, simple weapon)	10	1 min.
Moderate (mechanical or electronic component)	15	10 min.
Complex (mechanical or electronic device)	20	1 hr.
Advanced (cutting-edge mechanical or electronic device)	25	10 hr.

Using a Craft skill to attempt a repair requires an appropriate tool kit. Without it, the character takes a -2 penalty on the check.

JURY-RIG

A character can choose to attempt jury-rigged or temporary repairs. Doing this will allow the character to make the checks in as little as a full-round action.

However, a jury-rigged repair can only fix a single problem with a check and the temporary repair only lasts until the end of the current

scene or encounter. The jury-rigged object must be fully repaired thereafter.

The jury-rig application of any craft skill can be used untrained.

NEW CRAFT SKILLS

ELECTRONIC

(Intelligence, Trained Only)

Description: This skill allows a character to build and repair electronic equipment from scratch, such as audio and video equipment, timers and listening devices, or radios and communication devices.

Type of Scratch-Built Electronics (Examples)	Craft DC	Time
Simple (timer or detonator)	15	1 hr.
Moderate (radio direction finder, electronic lock)	20	12 hr.
Complex (cell phone)	25	24 hr.
Advanced (computer)	30	60hr.

EXPLOSIVE

(Intelligence, Trained Only)

Description: This skill allows a character to connect, create and set explosives substances and devices.

Setting a simple explosive to blow up at a certain spot doesn't require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

Check: A successful check produces a product of solid material, about the size of a brick. An explosive compound does not include a fuse or detonator.

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Explosive	Craft DC	Reflex DC	Time
Improvised (1d6/5 feet) ¹	10	10	1 round
Simple (2d6/5 feet)	15	12	10 min.
Moderate (4d6/10 feet)	20	12	1 hr.
Complex (6d6/15 feet)	25	15	3 hr.
Powerful (8d6/20 feet)	30	15	12 hr.
Devastating (10d6/25 feet)	35	18	24 hr.

1 Scratch built explosives deal concussion damage.

Set Detonator: Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Craft (explosives) check (DC 10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

A character can make an explosive difficult to disarm. To do so, the character chooses the disarm DC before making his or her check to set the detonator (it must be higher than 10). The **character's DC to set the detonator is equal** to the disarm DC.

Place Explosive Device: Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt by exploiting vulnerabilities in the **structure's construction**.

The GM makes the check (so that the character **doesn't know exactly how well he or she** has done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.

Disarm Explosive Device: Disarming an explosive that has been set to go off requires a Craft (explosives) check. The DC is usually 10,

unless the person who set the detonator chose a higher disarm DC. If the character fails the check, he does not disarm the explosive. If the character fails by more than 5, the explosive goes off.

Action: Setting a detonator is usually a full-round action. Placing an explosive device takes 1 minute or more, depending on the scope of the job.

Try Again: Building an explosive from scratch is dangerous. If the Craft (explosives) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius.

Special: A character can take 10 when using the **Craft (explosives) skill, but can't take 20**.

MECHANICAL

(Intelligence, Trained Only)

Description: This skill allows a character to build and repair mechanical devices from scratch, including engines and engine parts, weapons, armor and other gadgets.

When building a mechanical device from scratch, the character describes the kind of device he wants to construct; then the Game Master decides if the device is simple, moderate, complex, or advanced compared to current technology.

Type of Scratch-Built Mechanical Device	Craft DC	Time
Simple (tripwire trap)	15	1 hr.
Moderate (light armor)	20	12 hr.
Complex (automobile engine, 9mm autoloader)	25	24 hr.
Advanced (jet engine)	30	60 hr.

SKILLS

PHARMACEUTICAL

(Intelligence, Trained Only)

This skill allows a character to compound medicinal drugs to aid in recovery from treatable illnesses.

A medicinal drug gives a +2 circumstance bonus on Fortitude saves made to resist the effects of a disease, drug, or poison.

The Craft (pharmaceutical) check is based on the severity of the disease, drug or poison to be countered as measured by the DC of the Fortitude save needed to resist it.

Fortitude Save DC	Craft DC	Time
14 or lower	15	1 hr.
15–18	20	3 hr.
19–22	25	6 hr.
23 or higher	30	12 hr.

STRUCTURAL

(Intelligence)

Description: This skill allows a character to build and repair wooden, concrete, or metal structures from scratch, including bookcases, desks, walls, houses and so forth and includes such handyman skills as plumbing, house painting, drywall, laying cement and building cabinets.

Scratch-Built Structure	Craft DC	Time
Simple (bookcase)	15	12 hr.
Moderate (house deck)	20	24 hr.
Complex (bunker)	25	60 hr.
Advanced (house)	30	600 hr.

When building a structure from scratch, the character describes the kind of structure he or she wants to construct; then the Game master decides if the structure is simple, moderate, complex, or advanced in scope and difficulty.

KNOWLEDGE

(Intelligence, Trained Only)

Description: This skill encompasses several categories, each of them treated as a separate skill.

Information: A character makes a Knowledge check to gain any general information associated with the skill.

Check: The DC for answering a question within the character's field of study is 10 for easy questions, 15 for basic questions and 20 to 30 for tough questions.

The Knowledge categories and the topics each one encompasses are as follows.

ART

Fine arts and graphic arts, including art history and artistic techniques
Antiques, modern art, photography and performance art forms, such as music and dance, among others

BEHAVIORAL SCIENCES

Psychology, sociology and criminology.

BUSINESS

Business procedures, investment strategies and corporate structures.
Bureaucratic procedures and how to navigate them.

CIVICS

Law, legislation, litigation, legal rights and obligations.
Political and governmental institutions and processes.

CURRENT EVENTS

Recent happenings in the news, sports, politics, entertainment and foreign affairs.

EARTH AND LIFE SCIENCES

Biology, botany, genetics, geology, paleontology, medicine and forensics.

SKILLS

PHYSICAL SCIENCES

Astronomy, chemistry, mathematics, physics and engineering.

POPULAR CULTURE

Popular music, personalities, genre films, books, comics, science fiction and gaming, among others.

STREETWISE

Street and urban culture, local underworld personalities, events and urban legends.

TACTICS

Techniques and strategies for disposing and maneuvering forces in combat.

TECHNOLOGY

Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices. This also encompasses the use and programming of computers and other technology (See below).

TECHNOLOGY CHECK

Most normal computer operations don't require Knowledge (technology) check. However, searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (better or worse) and breaking through computer security are all relatively difficult and require skill checks.

FIND FILE

This skill can be used for finding files or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which the character is searching.

Finding public information on the Internet does not fall under this category. This application of the Knowledge (technology) skill only pertains to finding files on private systems with which the character is not familiar.

Size of Site	DC	Time
Personal computer	10	1 round
Small office network	15	2 rounds
Large office network	20	1 minute
Massive corporate network	25	10 minutes

DEFEAT COMPUTER SECURITY

This application of Knowledge (technology) can't be used untrained. The DC is determined by the quality of the security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorized entry. An alerted administrator may attempt to identify the character or cut off the **character's access to the system.**

Sometimes, when accessing a difficult site, the character has to defeat security at more than one stage of the operation. If the character beats the DC by 10 or more when attempting to defeat computer security, the character automatically succeeds at all subsequent security checks at **that site until the end of the character's session** (see Computer Hacking below).

Level of Security	DC
Minimum	20
Average	25
Exceptional	35
Maximum	40

COMPUTER HACKING

When a character hacks, he attempts to invade a site. A site is a virtual location containing files, data, or applications.

Some sites can be accessed via the Internet; others are not connected to any outside network and can only be tapped into by a user who

SKILLS

physically accesses a computer connected to the site.

Every site is overseen by a system administrator—the person in charge of the site and who maintains its security.

When a character hacks into a site, the visit is called a session. Once a character stops accessing the site, the session is over. The character can go back to the site in the future; when he or she **does, it's a new session**.

Several steps are required to hack into a site:

COVERING TRACKS

By making a Knowledge (technology) check DC 20, a character can alter his or her identifying information

This imposes a –5 penalty on any attempt made to identify the character if his or her activity is detected.

ACCESS THE SITE

There are two ways to do this: physically or over the Internet.

PHYSICAL ACCESS

A character gains physical access to the computer, or a computer connected to the site.

INTERNET ACCESS

Reaching a site over the net requires two Knowledge (technology) checks. The first check (DC 10) is needed to find the site on the net. The second is a check to defeat computer security. Once a character has succeeded in both checks, the character has accessed the site.

LOCATE DATA

To find the data the character wants, make a Knowledge (technology) check.

DEFEAT FILE SECURITY

Many networks have additional file security. If **that's the case, the character** needs to make another check to defeat computer security.

DO YOUR STUFF

If the character just wants to look at records or download data, no additional check is needed. Altering or deleting records sometimes requires yet another check to defeat computer security.

DEFEND SECURITY

If the site alerts the character to an intruder, the **character can attempt to cut off the intruder's access (end the intruder's session)** or even to identify the intruder.

To cut off access, make an opposed Knowledge (technology) check against the intruder. One surefire way to prevent further access is to simply shut the site down.

To identify the intruder, make an opposed Knowledge (technology) check against the intruder.

DEGRADE PROGRAMMING

A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what the character tries to do.

Scope of Alteration	DC	Time
Crash computer	10	1 minute
Destroy programming	15	10 minutes
Damage programming	20	10 minutes

Fixing the degraded programming requires 1 hour and a Knowledge (technology) check against a DC equal to the DC for degrading it +5.

SKILLS

WRITE PROGRAM

A character can create a program to help with a specific task. Doing so grants the character a +2 circumstance bonus to the task.

A specific task, in this case, is one type of operation with one target.

The DC to write a program is 20; the time required is 1 hour.

OPERATE REMOTE DEVICE

The DC depends on the nature of the operation. If the character fails the check by 5 or more, the system immediately alerts its administrator that there has been an unauthorized use of the equipment.

Type of Operation	DC	Time
Shut down passive remote (including cameras and door locks)	20	1 round per remote
Shut down active remote (including motion detectors and alarms)	25	1 round per remote
Reset parameters	30	1 minute per remote
Change pass codes	25	1 minute
Hide evidence of alteration	+10	1 minute
Minimum security	-5	—
Exceptional security	+10	—
Maximum security	+15	—

PERFORM

(Charisma)

This skill applies to various art forms and their presentation.

STAND-UP

Description: The character is a gifted comedian, capable of performing a stand-up routine before an audience

VISUAL ART

Description: This skill allows a character to create paintings or drawings, take photographs, use a video camera, or in some other way create a work of visual art.

WRITING

Description: This skill allows a character to create short stories, novels, scripts, screenplays, newspaper articles, columns and similar works of writing.

PROFESSION

(Wisdom)

The following are new ways to utilize Profession skills.

NEW SKILL USES

CREDIT

You can gain additional funds based on credit using your Profession skill. This can be done once per each rank. Each time a check is made, one **rank in this skill is put on hold (can't be used)** until the funds are repaid. If a natural roll of 1 is made during a check, the character permanently loses 1 skill rank.

CREDIT REWARDS

Profession Skill DC	USD Award
5	\$100
10	\$1,000
15	\$5,000
20	\$20,000
25	\$25,000
30	\$35,000
35	\$40,000
40	\$50,000

SKILLS

DAY JOB

At the end of each adventure, the character can make one "Day Job" check based on his Profession skill for additional funds. Please see the Pathfinder's Role Playing Game: Guide to Pathfinder Society Organized Play, Chapter 5 <http://paizo.com/pathfinderSociety/scenarios/v5748btpy84k4>

DAY JOB REWARDS

Profession Skill DC	USD Award
5	\$100
10	\$500
15	\$1000
20	\$2000
25	\$5000
30	\$7500
35	\$10000
40	\$15000

VEHICLES

The following Profession skills are needed to operate a vehicle type.
With the Profession skill, you are able to add your skill points to the base stats for the vehicle.

Vehicles are described by a number of statistics, as shown in Equipment - Vehicles

DRIVER

This skill is used for operating a land based vehicle.

Routine tasks, such as ordinary driving, don't require a skill check. Make a check only when some unusual circumstance exists.

SAILOR

This skill is used for operating a water based vehicle.

Routine tasks, such as ordinary sailing, don't require a skill check. Make a check only when some unusual circumstance exists.

PILOT

This skill is used for operating an air based vehicle.

Routine tasks, such as ordinary flying, don't require a skill check. Make a check only when some unusual circumstance exists.



TRAITS



Traits replace the old MSRD "occupations".

These traits are in addition to the Pathfinder Role Playing Game core rules and can be used by any class.

**The following Traits are "Campaign Traits".
For more information on traits see
<http://www.d20pfsrd.com/traits>**

TRAITS

ACADEMIC

Academics include librarians, archaeologists, scholars, professors and teachers.

Class Skills: You gain a +1 trait bonus on Knowledge (any) checks and Knowledge (any) is always a class skill for you.

Wealth Bonus: +3 to one Profession skill.

ADVENTURER

Adventurers include big-game hunters, relic hunters, explorers, field scientists, thrill-seekers and others called to face danger for a variety of reasons.

Class Skills: You gain a +1 trait bonus on Survival checks and Survival is always a class skill for you.

Wealth Bonus: +1 to one Profession skill.

ATHLETE

Athletes include amateur athletes of Olympic quality and professional athletes of all types, including gymnasts, weight trainers, wrestlers, boxers, martial artists, swimmers, skaters and those who engage in any type of competitive sport.

Class Skills: You gain a +1 trait bonus on Acrobatics checks and Acrobatics is always a class skill for you.

Wealth Bonus: +1 to one Profession skill.

BLUE COLLAR

Blue collar occupations include factory work, food service jobs, construction, service industry jobs, taxi drivers, postal workers and other jobs that are usually not considered to be desk jobs.

Class Skills: You gain a +1 trait bonus on Profession (any) checks and Profession (any) is always a class skill for you.

Wealth Bonus: +2 to one Profession skill.

CELEBRITY

A celebrity is anyone who, for whatever reason, has been thrust into the spotlight of the public eye. Actors, entertainers of all types, newscasters, radio and television personalities and more fall under this starting occupation.

Class Skills: You gain a +1 trait bonus on Diplomacy checks and Diplomacy is always a class skill for you.

Wealth Bonus: +4 to one Profession skill.

Fame Bonus: +1 to one Faction

CREATIVE

The creative starting occupation covers artists of all types who fan their creative spark into a career. Illustrators, copywriters, cartoonists, graphic artists, novelists, magazine columnists, actors, sculptors, game designers, musicians, screenwriters, photographers and web designers all fall under this occupation.

Class Skills: You gain a +1 trait bonus on Perform (any) checks and Perform (any) is always a class skill for you.

Wealth Bonus: +2 to one Profession skill.

CRIMINAL

This illicit starting Trait reveals a background from the wrong side of the law. This includes con artists, burglars, thieves, crime family soldiers, gang members, bank robbers and other types of career criminals.

Class Skills: You gain a +1 trait bonus on Knowledge (streetwise) checks and Knowledge (streetwise) is always a class skill for you.

Wealth Bonus: +1 to one Profession skill.

DOCTOR

A doctor can be a physician (general practitioner or specialist) a surgeon, or a psychiatrist.

Class Skills: You gain a +2 trait bonus on Heal checks and Heal is always a class skill for you.

TRAITS

Wealth Bonus: +4 to one Profession skill.

DRIFTER

Drifters are aimless wanderers who move between cities and countryside, working odd jobs until boredom or fate leads them elsewhere. Along the way, they learn strange customs and pick up interesting and diverse skills.

Class Skills: You gain a +1 trait bonus on Craft (any) and Survival checks and Craft (any) and Survival is always a class skill for you.

Wealth Bonus: +2 to one Profession skill.

EMERGENCY SERVICES

Tactical Rescue, Firefighters, EMT, Hazardous Material handlers fall under this category.

Class Skills: You gain a +1 trait bonus on Heal checks and Heal is always a class skill for you.

Wealth Bonus: +2 to one Profession skill.

Fame Bonus: +4 to one Faction.

ENTREPRENEUR

These small to large business owners have a knack for putting together business plans, gathering resources and getting a new venture off the ground.

Class Skills: You gain a +1 trait bonus on Knowledge (business) checks and Knowledge (business) is always a class skill for you.

Wealth Bonus: +4 to any Profession skill.

Fame Bonus: +2 to one Faction.

HEIR

Heirs are the elite sons and daughters of powerful magnates, influential nobles and imperial monarchs.

Class Skills: You gain a +1 trait bonus on Diplomacy checks and Diplomacy is always a class skill for you.

Wealth Bonus: +6 to one Profession skill.

Fame Bonus: +1 to one Faction.

INVESTIGATIVE

There are a number of jobs that fit within this occupation, including investigative reporters, photojournalists, private investigators, police detectives, criminologists, criminal profilers, espionage agents and others who use their skills to gather evidence and analyze clues.

Class Skills: You gain a +1 trait bonus on Perception checks and Perception is always a class skill for you.

Wealth Bonus: +2 to one Profession skill.

LAW ENFORCEMENT

Law enforcement personnel include uniformed police, state troopers, federal police, federal agents, SWAT team members and military police.

Class Skills: You gain a +1 trait bonus on Sense Motive checks and Sense Motive is always a class skill for you.

Wealth Bonus: +1 to one Profession skill.

MEDIC

A medic can be an EMT, Hospital Corpsman, or another medical first responder.

Class Skills: You gain a +1 trait bonus on Heal checks and Heal is always a class skill for you.

Wealth Bonus: +3 to one Profession skill.

Fame Bonus: +3 to one Faction.

MILITARY

Military covers any of the branches of the armed forces, including Army, Navy, Air Force and Marines.

Class Skills: You gain a +1 trait bonus on Knowledge (tactics) checks and Knowledge (tactics) is always a class skill for you.

Wealth Bonus: +1 to one Profession skill.

TRAITS

OUTCAST

Outcast is not so much an occupation as a forced way of life. Persecuted and exiled for being different, outcasts are lone pariahs or shunned members of a culture whose customs or characteristics society finds deviant or abhorrent. Outcasts lurk on the fringes of civilization.

Class Skills: You gain a +1 trait bonus on Stealth checks and Stealth is always a class skill for you.

Wealth Bonus: +1 to one Profession skill.

RELIGIOUS

Ordained clergy of all persuasions, as well as theological scholars and experts on religious studies fall within the scope of this starting occupation.

Class Skills: You gain a +1 trait bonus on Knowledge (religion) checks and Knowledge (religion) is always a class skill for you.

Wealth Bonus: +2 to one Profession skill.

RURAL

Farm workers, hunters and others who make a living in rural communities fall under this category.

Class Skills: You gain a +1 trait bonus on Handle Animal and Survival checks and Handle Animal and Survival is always a class skill for you.

Wealth Bonus: +1 to one Profession skill.

SCAVENGER

Scavengers turn society's wreckage and discarded trash into useful tools or items for trade and if they're lucky, their endeavors might even yield one or two objects of special value. They effortlessly navigate and strip clean the

most treacherous places and their playgrounds are abandoned gutted buildings.

Class Skills: You gain a +1 trait bonus on Disable Device checks and Disable Device is always a class skill for you.

Wealth Bonus: +2 to one Profession skill.

STUDENT

A student can be in high school, college, or graduate school. He or she could be in a seminary, a military school, or a private institution. A college-age student should also pick a major field of study.

Class Skills: You gain a +1 trait bonus on Knowledge (any) checks and Knowledge (any) is always a class skill for you.

Wealth Bonus: +1 to one Profession skill.

Fame Bonus: +3 to one Faction

TECHNICIAN

Scientists and engineers of all types fit within the scope of this starting occupation.

Class Skills: You gain a +1 trait bonus on Craft (any) checks and Craft (any) is always a class skill for you.

Wealth Bonus: +3 to one Profession skill.

WHITE COLLAR

Office workers, desk jockeys, lawyers, accountants, insurance agents, bank personnel, financial advisors, tax preparers, clerks, sales personnel, real estate agents and a variety of mid-level managers fall within the scope of this starting occupation.

Class Skills: You gain a +1 trait bonus on Diplomacy checks and Diplomacy is always a class skill for you.

Wealth Bonus: +3 to one Profession skill.

Fame Bonus: +3 to one Faction.

FEATS



These feats are in addition to the Pathfinder Role Playing Game core rules and can be used by any class.

Modern firearms are considered to be advanced firearms in reference to any other core feats.

FEATS

Feat	Prerequisite	Benefit
Brawl	-	+1 CMB & CMD; 1d6 non-lethal dmg/unarmed strike
Builder	-	+2 bonus on all Craft skill checks and make checks untrained
Business Savvy	-	+2 on Knowledge: Business & Knowledge: Civics
Cautious	-	+2 Craft (Explosives) & Disable Device
Computer Backdoor	Know (technology) 1 rank	Install a hidden computer code
Computer Charm	Know (technology) 1 rank	Add Knowledge (technology) to Charisma Checks
Computer Code Monkey	Know (technology) 1 rank	Read and write computer code
Computer False Trail	Know (technology) 1 rank	Implement a computer false trail
Computer Stealth	Know (technology) 1 rank	Hide from computer security
Confident	-	+2 on all Intimidate and Prof: Gamble
Creative	-	+2 bonus on all Perform skill checks and make checks untrained
Critical Brawl	Brawl	Unarmed strike improves to 19-20
Drive-By Attack	Profession-Driver, Pilot, or Sailor	No vehicle speed penalty when attacking in a moving vehicle
Educated	-	+2 bonus on two Knowledge skill checks
Elusive Target	Dex 13+ required	+2 dodge bonus to AC against ranged attacks.
Fleet of Foot	Run	You can turn corners without losing momentum.
Focused	-	+2 bonus on all Appraise and Perception checks
Force Stop	Profession: Driver 2 ranks	Force another vehicle to a stop
Gear Head	-	+2 bonus on Craft: Electronic & Mechanical
Guide	-	+2 bonus on all Know: Geography & Knowledge: Nature
Improved Brawl	Brawl	+2 CMB; 1d8 non-lethal damage with unarmed strike.
Improved Critical Brawl	Critical Brawl	Unarmed critical strikes deal extra damage
Improved Knockout Punch	Knockout Punch	Non-lethal unarmed strike critical does triple damage
Knockout Punch	Brawl	Non-lethal damage unarmed strike is automatic critical
Medical Expert	-	+2 bonus on all Craft (pharmaceutical) and Heal checks
Nimble	-	+2 bonus on all Escape Artist and Sleight of Hand
Street Fighting	Brawl	+1d4 damage 1 per round with unarmed att or Lt wpn
Studious	-	+2 bonus on all Linguistics and Perception checks
Surgery	Heal 2 ranks	Use the Heal skill to perform surgery
Talented	Modern Hero Class Only	You gain a Talent from the Modern Hero Class
Tracker	-	+2 bonus to Perception and Survival skill
Trustworthy	-	+2 bonus on all Diplomacy checks and Bluff checks
Unbalance Opponent	Brawl	Opponent doesn't get to add Strength modifier to hit
Vehicle Dodge	Profession Driver, Pilot, or Sailor	+2 dodge to Defense against attacks from a vehicle
Vehicle Expert	-	Add Dex modifier to Prof: Driver, Pilot and Sailor
Vehicle Specialization	Dex 12	+3 bonus on Profession: Driver, Pilot or Sailor checks

FEATS

BRAWL

The character knows how to fight unarmed, dealing greater damage with his hands and feet.

Benefit: You gain a +1 bonus on your CMB and CMD. Unarmed attack nonlethal damage increases to 1d6 + Strength modifier.

Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

BUILDER

The character can create useful items and structures with the right tools.

Benefit: You gain a +2 bonus on all Craft skill checks and can make checks with those skills untrained.

BUSINESS SAVVY

The character knows his way around the office, boardroom and sales floor of the business world.

Benefit: You gain a +2 bonus to Knowledge (civics) and Knowledge (business). If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

CAUTIOUS

The character understands that delicate devices require a patient touch.

Benefit: You gain a +2 bonus on Craft (explosives) and Disable Device. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

COMPUTER BACKDOOR

Prerequisite: Knowledge (technology) 1 rank.

Benefit: Install a hidden computer code. After successfully breaking into a specific computer system, the character can install a "backdoor," a piece of code making it easier to break into that particular system in the future.

Writing and installing the program requires a Knowledge (technology) check (see chart below) but once successfully installed it automatically defeats that system's security upon return trips.

Level of Security	DC
Minimum	25
Average	30
Exceptional	40
Maximum	45

It is important to keep backdoors hidden from the system administrator, who is always on the lookout for such invasions. A backdoor automatically allows the character entrance to a particular system, but every time he uses it he must make an opposed Knowledge (technology) check against the administrator. Failure means the backdoor is discovered and will be deleted before the next time the character returns.

System Admin Attitude	Know (tech) Modifier
Lazy/Overconfident	-4
Indifferent	-2
Competent	0
Proactive	+2
Aggressive	+4

COMPUTER CHARM

Prerequisite: Knowledge (technology) 1 rank

Benefit: Add Knowledge (technology) to Charisma checks.

When attempting to use a Charisma based skill such a Bluff, Intimidate, or Diplomacy in an online situation, the character adds his Knowledge (technology) skill ranks as a bonus.

COMPUTER CODE MONKEY

Prerequisite: Knowledge (technology) 1 rank

Benefit: Read and write computer code.

The character can understand both the nature of raw computer code and what the program is intended to accomplish when implemented.

FEATS

On a successful Knowledge (technology) check (DC 10 + Knowledge (technology) skill modifier **of the code's author**) the character can determine both the function of the program and any bugs or potential weak points in the design.

If weak points are found, the character gains a +2 insight bonus on Knowledge (technology) checks attempting to degrade the program

COMPUTER FALSE TRAIL

Prerequisite: Knowledge (technology) 1 rank.

Benefit: Implement a computer false trail.

When covering his electronically tracks through the internet, the character can lay in a false trail. With a successful Knowledge (technology) DC 25 check, the character imposes a -5 penalty on any attempt to trace him (as described in the Defend Security function of the Knowledge (technology) skill).

If the trace fails by 10 or more points, the tracker **follows the character's false trail to an innocent** internet address. If the trace fails by less than 10 points, the tracker immediately realizes the trail is bogus and can make a new check.

COMPUTER STEALTH

Prerequisite: Knowledge (technology) 1 rank.

Benefit: Hide from computer security.

When the character attempts to defeat computer security, the administrator is alerted only if the character fails his Knowledge (technology) check by 10 or more.

CONFIDENT

The character excels at Intimidation and Gambling.

Benefit: You gain a +2 bonus on Intimidate and Profession (gambler)

If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

CREATIVE

The character has an eye for art, an ear for music and a gift to entertain.

Benefit: You gain a +2 bonus on all Perform skill checks and can make checks with those skills untrained.

CRITICAL BRAWL

The character's unarmed strikes have a higher threat range.

Prerequisite: Brawl

Benefit: The character's threat range on an unarmed strike improves to 19-20.

Normal: A character without this feat threatens a critical hit with an unarmed strike only on a 20.

DRIVE-BY ATTACK

While operating a vehicle, you can move, strike at a foe and then continue moving.

Prerequisite: 1 rank in Profession (driver, pilot, or sailor)

Benefit: If the character is the operator of the vehicle, he or she can take a standard action at any point along the vehicle's movement.

EDUCATED

The character has received schooling on a variety of subjects.

Benefit: You gain a +2 bonus on all Knowledge skill checks and can make checks with those skills untrained.

ELUSIVE TARGET

+4 dodge bonus to AC against ranged attacks.

Prerequisite: Dex 13+ required

Benefit: You gain a +4 dodge bonus to AC against ranged attacks.

FEATS

FLEET OF FOOT

The character can turn corners without losing momentum.

Prerequisite: Run

Benefit: When running or charging, you can make a single direction change of 90° or less.

Normal: Without this feat, you can run or charge only in a straight line.

FOCUSED

The character is very perceptive and examines things closely.

Benefit: You gain +2 bonus on Appraise and Perception.

If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

FORCE STOP

When operating a vehicle, the character can force another vehicle to a stop.

Prerequisite: 2 ranks in Profession (driver).

Benefit: When the character attempts a sideswipe stunt with a land based vehicle, you can force the other vehicle to a stop by nudging it into a controlled sideways skid. In addition to the normal requirements for attempting a sideswipe stunt, the character must have sufficient movement remaining to move a number of squares equal to the character's turn number.

After succeeding on the check to attempt the sideswipe, the character makes a Profession (driver) check opposed by the other driver. If the character succeeds, turn the other vehicle 90 degrees across the front of the characters, so that they form a tee.

Move them forward a distance equal to the character's Profession (driver) total ranks. The vehicles end their movement at that location, at stationary speed and take their normal sideswipe damage.

GEAR HEAD

The character excels at working on electronic & mechanical items.

Benefit: You gain a +2 bonus on Craft (electronic & mechanical).

If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

GUIDE

The character knows the lay of the land.

Benefit: You gain +2 bonus on Knowledge (geography & nature)

If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

IMPROVED BRAWL

The character knows how to fight unarmed, dealing greater damage with his hands and feet.

Prerequisite: Brawl

Benefit: You gain a +2 bonus on your CMB and the character deals nonlethal damage equal to 1d8 + the character's Strength modifier.

Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

IMPROVED CRITICAL BRAWL

The character's unarmed critical strikes deal extra damage.

Prerequisite: Critical Brawl

Benefit: When the character scores a critical hit on an opponent with an unarmed strike, the character deals triple damage.

Normal: An unarmed strike critical hit deals double damage

KNOCKOUT PUNCH

The character can deliver a non-lethal, unarmed strike that does some serious damage.

Prerequisite: Brawl

FEATS

Benefit: When making the character's first unarmed attack, treat a successful attack as a critical hit. This damage is nonlethal damage.

Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

MEDICAL EXPERT

The character has been trained in the areas of pharmaceuticals and the medical care of others.

Benefit: You gain a +2 bonus on Craft (pharmaceutical) and Heal

If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

NIMBLE

The character is adept at slipping through bonds and hiding things in plain sight.

Benefit: You gain a +2 bonus on Escape Artist and Sleight of Hand

If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

STREET FIGHTING

The character has picked up a few dirty tricks along the way that make hits hurt just a little more.

Prerequisite: Brawl

Benefit: Once per round, if the character makes a successful melee attack with an unarmed strike or a light weapon, the character deals an extra 1d4 points of damage.

STUDIOUS

The character has spent many hours studying academia and is quick to pick up new information.

Benefit: You gain a +2 bonus on Linguistics and Perception.

If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

SURGERY

Use the Heal skill to perform surgery.

Prerequisite: 2 ranks in the skill Heal

Benefit: With a healer's kit, a character can conduct surgery with a successful Heal skill check.

Surgery requires 1d4 hours; if the patient is at negative hit points, add an additional hour for every point below 0 the patient has fallen. The DC is 10 + 1 per 1d6 of healing.

Surgery can only be used successfully on a character once in a 24-hour period.

A character who undergoes surgery is fatigued for 24 hours, minus 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

If the skill check fails by 5 or more the patient will fall under the condition "Bleed".

TALENTED

You gain a Talent from the Modern Hero Class.

Prerequisite: Modern Hero Class Only

Benefit: You gain a Talent from the Modern Hero Class.

TRACKER

+2 bonus to the Perception and Survival skill.

Benefit: You gain a +2 bonus to Perception and Survival

If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

FEATS

TRUSTWORTHY

+2 bonus on all Diplomacy checks and Bluff checks.

Benefit: You gain a +2 bonus on Diplomacy and Bluff

If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

UNBALANCE OPPONENT

Opponent doesn't add Strength to attack, CMB and CMD.

Prerequisite: Brawl

Benefit: You can, with a successful combat maneuver, deny an opponent his Strength bonus to his attack rolls, CMB and CMD, for one round. This will not function on opponents a size category larger or more than you.

VEHICLE DODGE

+2 dodge to your vehicle's Armor Class.

Prerequisite: 1 rank in skill Profession (driver, pilot, or sailor)

Benefit: When operating a vehicle, the character's vehicle and everyone aboard, receives a +2 dodge bonus to AC.

VEHICLE EXPERT

The character can add his Dexterity modifier to his Profession (driver, pilot, or sailor).

Prerequisite: Dexterity 13

Benefit: You can add your Dexterity modifier to Profession (driver, pilot, or sailor) when making a check involving a vehicle.

VEHICLE SPECIALIZATION

+3 bonus on Profession (driver, pilot, or sailor).

Prerequisite: 1 rank in skill Profession (driver, pilot, or sailor).

Benefit: You gain a +3 bonus to a Profession (driver, pilot, or sailor) in one make/model of vehicle when making a check involving that vehicle.

If you have 10 or more ranks in one of these skills, the bonus increases to +6 for that skill.



DIFFICULTIES



A difficulty is a mental or physical flaw a character may take on.

By selecting a difficulty, the character gains an additional feat or talent.

GMs are suggested to allow characters to begin play with no more than two difficulties, but more maybe allowed.

DIFFICULTIES

ABSENT-MINDED

Penalty: The hero takes a -2 penalty on Intelligence based ability and skill checks.

ADDICTION

Penalty: If the dependent item is unavailable, the hero must make a Willpower save every hour at a DC 10 +1 (per hour) without the dependent item, or become panicked (see conditions). The hero also loses ¼ his starting wealth due to cost of the Addiction.

ALLERGY

Penalty: Choose something the hero is allergic to and treat it as a poison.

Type: Poison; Save: Fortitude DC 12

Onset: 1 minute; Frequency: 1/minute for 6 minutes.

Effect: 1d4 Con damage; Cure: 2 consecutive saves.

AMNESIA

Penalty: The hero cannot remember his personal history. The afflicted hero cannot use any prior contacts and takes a -4 penalty to all social skills.

AMOROUS

Penalty: Heroes with this difficulty suffer a -4 to any mind affecting abilities from members of a chosen gender. (Some characters are amorous to members of the opposite gender, others to members of the same gender or both.)

ANGER MANAGEMENT

Penalty: The hero is aggressive and loses his temper easily. He takes a -4 penalty on Diplomacy skill checks. After any failed social skill, he must make a Willpower save DC 10 + (the difference in the failed check). If the save

fails, the hero acts as if under the influence of the rage and confusion spells for the same number of rounds equal to the difference in the failed check.

BAD LUCK

Penalty: The hero suffers a -1 to all saving throws.

BLIND

Penalty: The hero suffers the effects of the Condition Blinded.

BROKE

Penalty: The hero's starting wealth is decreased by 3/4.

COMBAT PARALYSIS

Penalty: The hero must make a Willpower save (DC 10 + number of opponents) in order to enter combat.

COWARD

Penalty: The hero suffers a -4 to his Intimidate skill. Anytime he is faced with danger, he must make a Will save (fear effect) DC 10 + (the total hit dice of the opponents). If the save fails, the hero become Panicked (see conditions) and last a number of rounds equal to the total hit dice.

CRUDE

Penalty: The hero suffers a -2 penalty on Charisma based ability and skill checks.

CURIOSITY

Penalty: The hero suffers a -4 to any mind affecting abilities. Anytime a failed check is made vs. a mind affecting ability, the character becomes fascinated (see conditions) in addition to any other effects from the mind affecting

DIFFICULTIES

ability. This will also double the duration of the original mind affecting ability with the addition of the Fascinate condition.

DARK SECRET

Penalty: The hero suffers from something detrimental in his past. Every time the hero gains a level, he must make a Fame check (DC 10 + Fame score). If the check fails the Dark Secret is uncovered.

The GM must approve the conditions, effects and cause of the Dark Secret. For examples, a good resource is a quick internet search for "dark secret examples".

DEAF

Penalty: A deafened hero cannot perceive anything with his auditory sense. The hero automatically fails Perception checks based on sound and takes a -4 penalty on Perception checks.

DULL SENSES

Penalty: The hero suffers a -4 penalty to initiative checks.

HUNTED

Penalty: Heroes with this Difficulty have someone (or something) after them, to do them harm. Every time the hero gains a level, he must make a Fame check (DC 10 + Fame) to see if hunter has found him.

ILLITERATE

Penalty: This unfortunate hero cannot read and cannot use any ability that requires the ability to read.

INFAMY

Penalty: The hero's Fame increases by +4, but in a bad way.

Your Faction dislikes you and will not work with you. Your Prestige Points cannot be used or spent.

KLEPTOMANIAC

Penalty: The hero just cannot seem to keep his hands off other people's stuff. You must make a Willpower save (DC 10 + 1 per day of not stealing) each day. If the save fails, the hero must steal something of value that day.

KLUTZ

Penalty: The hero takes a -2 penalty on Dexterity based ability and skill checks.

LAZY

Heroes with this difficulty have a BIG BOOK of EXCUSES, so they are not inclined to do anything productive or contributory, at all.

Penalty: The hero can only use 1 Hero Point each day.

LIAR

Penalty: The hero can't tell the truth about anything. He takes a -1 penalty on Charisma based abilities and skill checks and his Fame decreases by 2.

LIGHTWEIGHT

Penalty: The hero takes a -2 penalty on Strength based ability and skill checks.

LOW PAIN THRESHOLD

Penalty: The hero gains two less Hit Points per level than normal (to a minimum of 1).

DIFFICULTIES

MUTE

Penalty: The afflicted hero cannot speak or use his vocal abilities in any way. He cannot use any ability that requires verbal communication.

NO CLASS

Penalty: The hero cannot take an Archetype or the Cross Training Talent.

OBSESSED

Penalty: The hero cannot stop thinking about something and/or someone. Each day, he must make Will save at 10+ 1 for each day away from the object. If the check fails, the character must stop whatever he is doing and find the object of his desire. Until he has found the object, he suffers the manic condition.

PARANOID

Penalty: The hero believes, irrationally, that something or someone is out to get him. The hero suffers a -2 penalty on Will saves and -1 on Charisma-based skill checks.

PHOBIA

Penalty: Something frightens the hero. If he encounters or experiences the Phobia, he must make a Will check vs. fear at a DC of 15 or become panicked (see conditions). The Panicked condition lasts until the object of the phobia is no longer observed by the character.

SOCIALLY AWKWARD

Penalty: The hero takes a -2 penalty on Charisma based ability and skill checks and his Fame decreases by 1.

UNATTRACTIVE

Penalty: The hero is physically unattractive and has a -8 to all Charisma based checks when someone can see him.

WEAK STOMACH

Penalty: The hero suffers a -2 penalty on Constitution based ability and skill checks.



EQUIPMENT



Outfitting the modern character with the proper equipment is often just as important as the right selection of skills, abilities and training.

Everything from personal protection, to weapons, to survival and electronic gear, can mean the difference between life and death.

EQUIPMENT ARMOR

ARMOR

Modern Armor is made to be used against modern firearms. The GM can decide how to use the **armor's defense value** as an Armor Class bonus or as a Damage Reduction/Slashing. If the Defense value is used for an Armor Class bonus, then this bonus applies to the character's touch AC against firearm attacks. Regardless of how the value is used, the armor still retains the fortification bonus. More information on armor as damage reduction can be found in The Pathfinder Role Playing Game: Ultimate Combat or <http://www.d20pfsrd.com/gamemastering/variant-rules>

ARMOR TABLE

Armor is described by a number of statistics, as shown on Table: Armor.

Defense: The GM decides to use the value for an Armor Class or Damage Reduction/Slashing

Fortification Bonus: Modern armor also includes the special quality of Fortification. When a critical hit is scored on the wearer, there is a percent chance that the critical hit is negated and damage is rolled normally.

Maximum Dex Bonus: This number is the maximum Dexterity bonus to AC that this type of armor allows.

Skill Penalty: This penalty applies to checks involving any Dexterity based skill.

Speed: Medium and heavy armor slows a character down.

Weight: This column gives the armor's weight.

Cost: This is the purchase cost to acquire the armor.

Armor	Defense	Fortification Bonus	Maximum Dex Bonus	Skill Penalty	Speed	Weight	Cost
Leather Jacket	1	-	-	0	30	4 lb.	\$120
Sport Padding	2	-	+6	0	30	15lbs	\$200
Light Undercover Shirt	2	+10%	+7	0	30	2 lb.	\$275
Pull-up Pouch Vest	2	+10%	+6	-1	30	2 lb.	\$275
Undercover Vest	3	+10%	+5	-2	30	3 lb.	\$350
Concealable Vest	4	+15%	+4	-3	20	4 lb.	\$500
Light-Duty Vest	5	+15%	+3	-4	20	8 lb.	\$650
Tactical Vest	6	+20%	+2	-5	20	10 lb.	\$900
Special Response Vest	7	+25%	+1	-6	20	15 lb.	\$1,200
Forced Entry Unit	9	+30%	+0	-8	20	20 lb.	\$1,500

ARMOR TYPES

NO PROFICIENCY REQUIRED

The following do not require a weapon proficiency to use.

LEATHER JACKET

This armor is represented by heavy leather jacket.

LIGHT ARMOR

SPORT PADDING ARMOR

A number of other impromptu armors, such as **football pads and a baseball catcher's pads**, offer similar protection and game statistics.

LIGHT UNDERCOVER SHIRT

Designed for deep undercover work in which it's critical that the wearer not appear to be armed or armored, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso.

PULL-UP POUCH VEST

This garment, consisting of a torso apron of light protective material held up by a loop around the neck, can be stored in an innocuous fanny pack. Deploying the apron is a move action.

UNDERCOVER VEST

Covering a larger area of the torso, this vest provides better protection than the light undercover shirt—but **it's also more easily noticed. It's best used when the armor should remain unseen but the wearer doesn't expect to face much scrutiny**, granting a +2 bonus on Perception checks to notice the armor.

MEDIUM ARMOR

CONCEALABLE VEST

Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing. While it may go unnoticed by a quick glance, it grants a +4 bonus on Perception checks to notice the armor.

LIGHT-DUTY VEST

A lightweight tactical vest designed for extended use by riot police and forces on alert for potential attack, this armor sacrifices a degree of protection for a modicum of comfort—at least compared to other tactical body armors.

TACTICAL VEST

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

HEAVY ARMOR

FORCED ENTRY UNIT

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.

SPECIAL RESPONSE VEST

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.

WEAPONS

FIREARMS

Modern firearms are considered "Advanced Firearms" in regards to any rules involving firearms. Firearms evolve with technology and at different tech levels will have adjustments to their stats. For example; older firearms of the same type might have an increased damage dice, but less critical threat and damage range.

CAPACITY

A firearm's capacity is the number of shots it can hold at one time. When making a full-attack action, you may fire a firearm as many times in a round as you have attacks, up to this limit, unless you can reload the weapon as a swift or free action while making a full-attack action.

LOADING A FIREARM

You need at least one hand free to load one-handed and two-handed firearms. In the case of two-handed firearms, you hold the weapon in one hand and load it with the other—you only need to hold it in two hands to aim and shoot the firearm. The Rapid Reload feat reduces the time required to load one-handed and two-handed firearms. Loading any firearm provokes attacks of opportunity.

Advanced firearms that are chamber (Cylinder or Internal) loaded use a move action to load a one-handed or a two-handed advanced firearm to its full capacity.

Reloading a firearm with an already filled box magazine or speed loader is a swift action.

These reloading actions are move actions: refilling a box magazine or speed-loader, reloading a revolver without a speed-loader, or reloading any internal magazine.

Loading a belt of linked ammunition is an immediate action. Linking two belts together is a swift action.

KICK

Many modern firearms have a powerful kick after being shot. This can interfere with your aim. If a firearm has a damage bonus that is greater than your strength bonus, you subtract the difference from your attack roll.

If a firearm has a tripod, you subtract reduce this penalty by [1] in the attack modifier.

If a firearm is mounted, you subtract reduce this penalty by [2] in the attack modifier.

MISFIRES

All modern firearms misfire on a natural roll of 1 and that shot misses, even if you would have otherwise hit the target. When a firearm misfires, it gains the broken condition, suffering the normal penalties and its misfire value increases by 4.

RANGE AND PENETRATION

Advanced firearms resolve their attacks against touch AC when the target is within the first five range increments, but this type of attack is not considered a touch attack for the purposes of feats such as Deadly Aim. At higher range increments, the attack resolves normally, including taking the normal cumulative -2 penalty for each full-range increment. Advanced firearms have a maximum range of 10 range increments.

Credit: For more information on firearms can be found in The Pathfinder Role Playing Game: Ultimate Combat and Super Genius Games: Anachronistic Adventurers: The Enforcer.

EQUIPMENT WEAPONS

FIREARM AMMUNITION

Ammunition for firearms and other ranged weapons is covered below.

Ammunition Type (Quantity)	Cost	Damage Modifier
5.56mm (20)	\$7.50	+0
7.62mm (20)	\$7.50	+1
7.62mmR (20)	\$7.50	+1
.444 caliber (20)	\$15	+2
.50 caliber (20)	\$15	+3
9mm (50)	\$10	+2
10mm (50)	\$10	+3
.22 caliber (50)	\$7.50	+0
.32 caliber (50)	\$20	+0
.38 special (50)	\$20	+1
.357 caliber (50)	\$20	+1
.44 caliber (50)	\$20	+2
.45 caliber (50)	\$20	+2
.50AE caliber (50)	\$20	+3
10-gauge buckshot (10)	\$20	+3
12-gauge buckshot (10)	\$20	+2

PURCHASE NOTES

5.56mm, 7.62mm, 7.62mmR, .444, .50

These calibers of ammunition are generally used in rifles, assault rifles, or machine guns and are sold in boxes of 20 rounds each.

9mm, 10mm, .22, .32, .38 S, .357, .44, .45, .50AE

These calibers are generally used in pistols or submachine guns and are sold in boxes of 50 rounds each.

10-gauge Buckshot, 12-gauge Buckshot

Shotgun shells are sold in boxes of ten.

SPECIAL AMMUNITION

A special, Magnum, or AE ammunition round will increase the critical threat range by one.

FIREARM TYPES

HANDGUNS

Handguns can be broken down into three smaller groups: autoloaders, revolvers and machine pistols.

Autoloaders (sometimes called "automatics")

feature removable box magazines and some models hold quite a lot of ammunition.

Revolvers are relatively simple firearms that store several rounds (usually six) in a revolving cylinder

Machine pistols are automatic weapons small enough to be fired with one hand.

Handguns can be broken down into two smaller groups - revolvers and autoloaders.

Revolvers are relatively simple firearms that store several rounds (usually six) in a revolving cylinder

Autoloaders (frequently called "automatics")

feature removable box magazines and some models hold quite a lot of ammunition. While most autoloaders are semi-automatic, firing one round for each pull of the trigger, some specialty models exist which are capable of Auto fire. These are referred to as Machine Pistols

LONGARMS

Longarms are personal firearms that require two hands to be fired without penalty. If fired with only one hand, there is a -4 to attack. This group includes hunting and sniping rifles, assault rifles and most submachine guns.

MACHINE GUNS

Machine guns are belt-fed weapons that typically fire rifle cartridges or light cannon rounds.

Lighter guns are frequently carried by dismounted troops and fired from a bipod or occasionally a tripod, while heavier machine guns are found on either a tripod or a vehicle mount. Most are only capable of auto fire, with a few examples (such as the German MG-34, MG-42 and MG-3) being capable of single-shot firing.

SHOTGUNS

Shotguns are large-bore weapons that have the Scatter Weapon Quality, see The Pathfinder Role Playing Game: Ultimate Combat or

<http://www.d20pfsrd.com/equipment---final/firearms>

If a slug is used to attack then increase the critical hit modifier to x4. Slugs can only target one individual.

If pellets are used, the shot gun fires in a cone (15'). All individuals within the cone are targets and each must be rolled separately, with a modifier of -2. In addition, targets are unable to use any concealment abilities. This will affect all targets within the cone, each with a -2 to hit.

FIREARM RATE OF FIRE

SINGLE SHOT

This is a single shot per each attack granted by the PC's Base Attack Bonus.

SEMI-AUTOMATIC

This is a full-attack action, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using semi-automatic.

BURST FIRE

As a standard action, the character fires 3 – 10 rounds. On a successful attack, the first round will hit and for every 5 points above the target's Armor Class, the character gains an additional hit.

AUTOMATIC FIRE

Automatic is a full round action and a character can fire in a cone (see below). All individuals within the cone (30') are targets and each must be rolled separately, with a modifier of -4. In

addition, targets are unable to use any concealment abilities.

Machine guns only have auto fire settings and **can't normally fire single shots. These weapons can fire as cone (60') attack, each with a -4 to hit.**

If there is only one target aimed at, as a full round action on a successful attack, the first round will hit and for every 5 points above the targets Armor Class the character gains an additional hit.

Note: A critical hit or sneak attack damage is only applied to the **first** bullet-strike, regardless of how many rounds end up hitting the target. More information on firearms can be found in The Pathfinder Role Playing Game: Ultimate Combat and for enhanced rules see; Super Genius Games: Anachronistic Adventurers: The Enforcer.

RANGED WEAPONS TABLE

Ranged weapons are described by a number of statistics, as shown on Table: Ranged Weapons.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit.

Damage Type: Ranged weapon damage is classified as Piercing.

Range: Modern firearm attacks are against the **target's touch AC for the first 5 range increments** and have a full 10 range increments.

Rate of Fire: How many rounds the firearm fires per round.

Capacity: The weapon's magazine capacity and type are given in this column.

Box: A box magazine is any type of magazine that can be removed and reloaded separately from the weapon.

Cylinder: A revolver keeps its ammunition in a cylinder.

Internal: Some weapons keep their ammunition in an internal space, which must be loaded by hand.

Belt Feed: Machine guns use linked ammunition.

EQUIPMENT WEAPONS

Size: A Small or smaller weapon is considered a light weapon. A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Huge weapon requires two hands and a bipod or other mount.

Weight: This column gives the weapon's weight when fully loaded.

Cost: This is the purchase cost to acquire the weapon.

NO PROFICIENCY REQUIRED - RANGED

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Cap	Size	Wt.	Cost
Pepper spray	Special	—	Special	5 ft.	1	1 int.	Tiny	0.5 lb.	\$10
Taser	1d4		Electricity	5 ft.	1	1 int.	Small	2 lb.	\$50

SIMPLE WEAPONS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate	Cap	Size	Wt.	Cost
Benelli 121 M1 12-gauge Shotgun	2d8+2	19-20 x2	P	40 ft.	S	7 int.	Large	8 lb.	\$500
Beretta 92F 9mm Autoloader	2d6+2	x4	P	40 ft.	S	15 box	Small	3 lb.	\$450
Beretta M3P 12-gauge Shotgun	2d8+2	19-20 x2	P	30 ft.	S	5 box	Large	9 lb.	\$650
Browning BPS 10-gauge Shotgun	2d10 +3	19-20 x2	P	30 ft.	Single	5 int.	Large	11 lb.	\$700
Colt Double Eagle 10mm Autoloader	2d6+3	x4	P	30 ft.	S	9 box	Small	3 lb.	\$750
Colt M1911 .45 Autoloader	2d6+2	x4	P	30 ft.	S	7 box	Small	3 lb.	\$700
Colt Python .357 Revolver	2d6+1	x4	P	40 ft.	S	6 cyl.	Med	3 lb.	\$700
Compound Bow	2d8	X2	P	40 ft.	1	—	Large	3 lb.	\$150
Derringer .45	2d6+2	x4	P	10 ft.	Single	2 int.	Tiny	1 lb.	\$500
Desert Eagle .50AE Autoloader	2d8+3	x4	P	40 ft.	S	8 box	Med	4 lb.	\$1500
Glock 17 9mm Autoloader	2d6+2	x4	P	30 ft.	S	17 box	Small	2 lb.	\$500
Glock 20 10mm Autoloader	2d6+3	x4	P	40 ft.	S	15 box	Small	3 lb.	\$600
Mossberg 12-gauge Shotgun	2d8+2	x2	P	30 ft.	Single	6 int.	Large	7 lb.	\$350
Pathfinder .22 Revolver	2d4	x4	P	20 ft.	S	6 cyl.	Tiny	1 lb.	\$475
Remington 700 7.62mm Hunting Rifle	2d10+1	x4	P	300 ft.	Single	5 int.	Large	8 lb.	\$900
Ruger Service-Six .38S Revolver	2d6+1	x4	P	30 ft.	S	6 cyl.	Small	2 lbs.	\$500
S&W M29 .44 Magnum Revolver	2d8+2	x4	P	30 ft.	S	6 cyl.	Med	3 lb.	\$850
Sawed-off 12-ga Shotgun	2d8+3	19-20 x2	P	10 ft.	S	2 int.	Med	4 lb.	\$575
SITES M9 9mm Autoloader	2d6+2	x4	P	30 ft.	S	8 box	Tiny	2 lb.	\$500
Walther PPK .32 Autoloader	2d4	x4	P	10 ft.	S	7 box	Small	1 lb.	\$500
Winchester 94	2d10+1	x4	P	300 ft.	Single	6 int.	Large	7 lb.	\$575

EQUIPMENT WEAPONS

MARTIAL RANGED WEAPONS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Cap	Size	Wt.	Cost
AKM/AK-47 7.62x39mm Assault Rifle	2d8+1	19-20 x4	P	70 ft.	S, A	30 box	Large	10 lb.	\$575
Barrett Light Fifty .50 Sniper Rifle	2d12+3	19-20 x4	P	600 ft.	S	11 box	Huge	35 lb.	\$8000
Beretta 93R 9mm Machine Pistol	2d6+2	19-20 x4	P	30 ft.	S,A	20 box	Med	3 lb.	\$825
HK G3 7.62mm Assault Rifle	2d10+1	19-20 x4	P	300 ft.	S, A	20 box	Large	11 lb.	\$925
HK MP5 9mm	2d6+2	19-20 x4	P	50 ft.	S,B, A	30 box	Large	7 lb.	\$1000
HK MP5K 9mm Submachine Gun	2d6+2	19-20 x4	P	40 ft.	S, B,A	15 box	Med	5 lb.	\$925
HK PSG1 7.62mm Sniper Rifle	2d10+1	19-20 x4	P	300 ft.	S	5 box	Large	16 lb.	\$9000
M16 5.56mm Assault Rifle	2d8	19-20 x4	P	100 ft.	S, B or A	30 box	Large	8 lb.	\$650
M4 Carbine 5.56mm Assault Rifle	2d8	19-20 x4	P	100 ft.	S,,B,A	30 box	Large	7 lb.	\$650
M-60 7.62 Machine Gun	2d10+1	19-20 x4	P	300 ft.	A	belt feed	Huge	22 lb.	\$15000
MAC Ingram M10 .45 Machine Pistol	2d6+2	19-20 x4	P	40 ft.	S, A	30 box	Med	6 lb.	\$575
Skorpion .32 Machine Pistol	2d4	19-20 x4	P	40 ft.	S, A	20 box	Med	4 lb.	\$750
Steyr AUG 5.56mm Assault Rifle	2d8	19-20 X4	P	150 ft.	S,B, A	30 box	Large	9 lb.	\$925
TEC-9 9mm Machine Pistol	2d6+2	19-20 x4	P	40 ft.	S, A	32 box	Med	4 lb.	\$475
Uzi 9mm Submachine Gun	2d6+2	19-20 x4	P	40 ft.	S, A	20 box	Large	8 lb.	\$825

EXOTIC RANGED WEAPONS

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Cap	Size	Wt.	Cost
Flamethrower	3d6	x4	Fire	—	1	10 int.	Large	50 lb.	\$750
M2HB Heavy Machine Gun	2d12+3	19-20 x4	P	200 ft.	A	belt feed	Huge	75 lb.	\$17500
M72A3 LAW Rocket Launcher	10d6	19-20 x4	—	150 ft.	1	1 int.	Large	5 lb.	\$575
M79 Grenade Launcher	Varies	—	—	70 ft.	1	1 int.	Large	7 lb.	\$475

WEAPON DESCRIPTIONS

NO PROFICIENCY REQUIRED - RANGED

Ranged weapons that are not firearms, there is no proficiency feat required to use these weapons.

PEPPER SPRAY

A chemical irritant that can temporarily blind a target, pepper spray comes in a single-shot container. To use it, make a ranged touch attack against the target. The target must make a Fortitude saving throw (DC 15) or be blinded for 1d4 rounds. This has a max-range of 20 feet for the small canisters and 50 feet for large canisters.

TASER

On a successful hit, the darts deal 1d4 points of electrical damage and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds.

SIMPLE RANGED WEAPONS

BENELLI 121 M1

The Benelli 121 M1 semiautomatic shotgun is reliable, simple and sturdy.

BERETTA 92F

The standard service pistol of the United States military

BERETTA M3P

Designed for police and security work, the M3P can fire either single shots or on semiautomatic. The 12-gauge shotgun M3P comes equipped with a tubular steel stock that folds over the top of the weapon to form a carrying handle and its

ammunition feeds from a box magazine—an uncommon feature in a shotgun.

BROWNING BPS

This heavy shotgun fires the largest shotgun round available, the 10-gauge hell.

COLT DOUBLE EAGLE

Based on the M1911 mechanism, this pistol is an updated civilian version that fires a 10mm round.

COLT M1911

This .45 semiautomatic pistol was used by the United States military for decades.

COLT PYTHON

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

COMPOUND BOW

Bow hunting remains a popular sport in North **America. A character's strength modifier applies** to damage rolls made when using this weapon.

DERRINGER

This pistol breaks open at the breech like a double-barreled shotgun. The two-shot weapon has one barrel atop the other and is barely 5 inches long, making it easy to conceal. Derringers can also be found in any pistol caliber.

DESERT EAGLE

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

EQUIPMENT WEAPONS

massive .50 Action Express round. The Desert Eagle also comes in .357 Magnum and .44 Magnum models.

GLOCK 17

The Glock is typical of 9mm self-loading pistols carried by many police officers and military personnel. Due to its high quality of manufacture, the Glock 17 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

GLOCK 20

This slightly larger version of the Glock 17 is chambered for the slightly more powerful 10mm round.

Due to its high quality of manufacture, the Glock 20 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

MOSSBERG

The Mossberg Model 500 ATP6C is a pump-action shotgun designed for military and police work.

PATHFINDER

The Pathfinder is a high-quality weapon used as a concealed backup weapon by police officers or for personal defense. The Pathfinder is typical of a number of short-barreled (3 inches) small-caliber revolvers.

REMINGTON 700

A bolt-action rifle with a reputation for accuracy, the Remington 700 has been popular with hunters and target shooters since its introduction in the 1940s.

RUGER SERVICE-SIX

This revolver, designed specifically for police use, fires the .38 Special rounds.

S&W M29

The Smith & Wesson Model 29 .44 Magnum revolver fires one of the most powerful pistol cartridges in the world. The M29 is known for its deafening sound, bright muzzle flash and powerful recoil.

SAWED-OFF SHOTGUN

This is a 12-gauge, double-barreled shotgun with the stock and barrels sawed short. **All that's left** of the stock is a pistol grip and the barrels are roughly 12 inches long. If this weapon is fully-loaded, a character can fire both barrels at once. The character receives a -2 penalty on the attack but deals +1 to damage with a successful hit. Attacking this way uses both shotgun shells.

SITES M9 RESOLVER

The compact SITES weapon is very narrow, making it easy to conceal.

WALTHER PPK

The PPK is a small, simple and reliable autoloader with a design that dates back to the 1930s. It remains in widespread service among European police, military and government agencies.

WINCHESTER 94

The Winchester Model 94 Big Bore is a lever-action rifle typical of big-bore hunting rifles found around the world.

MARTIAL RANGED WEAPONS

AKM/AK-47

This assault rifle of the old Soviet Union is one of the most popular firearms in the world, having found common use in scores of bush wars and insurrections—on all sides of such conflicts. The AKM is a slightly more modern version of the AK-47, but functions essentially the same.

BARRETT LIGHT FIFTY

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 round, a round much more powerful than any other rifle ammunition. Note: Technically classed **as an "anti-material rifle" rather than a "sniper rifle," thus the use of a machine gun round rather** than a standard rifle round.

BERETTA 93R

This close relative of the Beretta 92F looks like a large autoloader but can fire on automatic. It sports a fold-down grip in front of the trigger guard, an extendable steel shoulder stock that is attached to the butt of the pistol and an extended magazine. This weapon features a three-round burst setting.

HK G3

The G3 fires the powerful 7.62mm cartridge, a round used in many light machine guns but increasingly uncommon in assault rifles. At one **time, over sixty of the world's armies used this** rifle.

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.

HK MP5K

A radically shortened version of the MP5, this weapon is optimized to be concealable. The steps **taken to reduce the weapon's size and weight negate the benefits of the parent weapon's** extraordinary quality and as a result the MP5K is not a mastercraft weapon.

Although it comes with a 15-round magazine, the MP5K can also accept the same 30-round magazine as the MP5 (use of the larger magazine **increases the weapon's size to Large, though**). This weapon features a three-round burst setting.

HK PSG1

This high-precision sniper rifle, based on the design of the HK G3, has a fully adjustable trigger and stock for individual users. The PSG1 comes with a standard scope. Due to its high quality of manufacture, the PSG1 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

M16A2

Typical of the assault rifles used by militaries around the world, the Colt M16A2 is the current service rifle of the United States military and is common with other armies and in the civilian world.

The A3 has a three-round burst setting, with a ROF: S, B.

The A4 does not have the three-round burst setting, with a ROF: S, A

M4 CARBINE

This is a cut-down version of the Colt M16A2, shortened by about a third by means of a telescoping stock and a shorter barrel.

M-60

Introduced in the Vietnam War era, this medium machine gun is still in widespread use with the U.S. military and that of several other armies.

MAC INGRAM M10

No longer in production, about 10,000 of these small submachine guns were made and supplied to United States police forces, the U.S. Army, Cuba and Peru. Light pressure on the trigger produces single shots, while increased pressure brings automatic fire.

The M10 accepts a suppressor without modification.

SKORPION

The CZ61 Skorpion is a Czech machine pistol seen increasingly in the West since the collapse of the Soviet Union. Originally intended for **military vehicle crews who don't have space for** an unwieldy longarms, it was widely distributed to Communist countries and in central Africa and can now be found anywhere in the world.

STEYR AUG

An unusual and exotic-looking weapon, the bull pup AUG is the standard rifle of the Austrian and **Australian armies. It's completely ambidextrous** components make it equally convenient for left- and right-handed users. It features a built-in optical sight gaining a +1 to attack rolls. This weapon features a three-round burst setting.

TEC-9

The Intratec TEC-9 is an inexpensive machine pistol popular with Infiltrators because it can be modified with a Craft (mechanical) check DC 15 to fire on automatic. The pistol only works on semiautomatic fire or, if modified, only on automatic. Once modified to fire on automatic, the TEC-9 cannot be changed back to semiautomatic.

UZI

Designed in the 1950s for the Israeli army, the Uzi has become the most popular submachine gun in the world. It features a collapsible stock, making it extremely compact.

EXOTIC RANGED WEAPONS

FLAMETHROWER

A flamethrower consists of a pressurized backpack containing fuel, connected to a tube with a nozzle. It shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all individuals and objects in its path. No attack roll is necessary. Any individual caught in the line of flame can make a Reflex save (DC 15) to take half damage. Individuals with cover get a bonus on their Reflex save.

A flamethrower's backpack has hardness 5 and 5 hit points. When worn, the backpack has an AC **equal to 9 + the wearer's Dexterity modifier + the wearer's class bonus.** A backpack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to individuals and objects in adjacent 5-foot squares (Reflex save, DC 15, for half damage). Any individual or flammable object that takes damage from a flamethrower catches on fire; taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single individual

or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot-by-10-foot area.

A flamethrower can shoot 10 times before the fuel supply is depleted.

M2HB

This heavy-duty .50-caliber machine gun has been in service since World War II and remains a very common vehicle-mounted military weapon around the world.

M72A3 LAW

The LAW (light antitank weapon) is a disposable, one-shot rocket launcher. It comes as a short, telescoped fiberglass and aluminum tube. Before using the weapon, the firer must first arm and extend the tube, which is a move action.

When the LAW hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all individuals within a 10-foot radius (Reflex save DC 18 for half damage). The LAW 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.

M79

This weapon is a single-shot grenade launcher. It fires 40mm grenades (see under Grenades and Explosives). These grenades look like huge rounds 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 individual). 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.

EXPLOSIVES

These weapons explode or burst, dealing damage to individuals or objects within an area. Explosives can be thrown or set off in place, depending on the type of explosive device. Dynamite and hand grenades are examples of these weapons.

All explosives must be detonated. Some, such as grenades, include built-in detonators. (Pulling the pin on a grenade is a free action.) Others require timers or other devices to set them off.

Detonators are covered in Weapon Accessories.

Explosives require no proficiency to use normally.

THROWN EXPLOSIVES

Make a ranged attack against an unoccupied grid intersection (**AC** 5 plus range penalties.)

Hit: Individuals in all adjacent squares are dealt damage.

Miss: First, roll 1d8 to determine the miss direction of the throw.

1 - Falls short (straight line towards the thrower).

2 through 8 - Count around the target individual or grid intersection in a clockwise direction.

Then, count a number of squares in the indicated direction equal to the number of range increments thrown. The thrown object lands that number of spaces away from the target.

Finally, the item deals damage to all individuals in the square it lands in and in all adjacent squares.

PLANTED EXPLOSIVES

A planted explosive is set in place, with a timer or fuse determining when it goes off. No attack

EQUIPMENT WEAPONS

roll is necessary to plant an explosive; the explosive sits where it is placed until it is moved or goes off.

When a planted explosive detonates, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

EXPLOSIVES TABLE

Damage: The damage dealt by the weapon.

Burst Radius/Splash Damage: All individuals or objects within the burst radius take damage from the explosive.

Damage Type: Damage from explosives and splash weapons is classified according to type.

Critical: The threat range for a critical hit.

Reflex DC: Any individual caught within the burst radius of an explosive may make a Reflex save against the DC given in this column for half damage.

Range Increment: If the weapon can be thrown, its range increment is shown in this column. Explosives with no range increment must be set in place before being detonated.

Size: A Small or smaller weapon is considered a light weapon. Medium-size or smaller weapon can be used one-handed or two-handed.

Weight: This column gives the weapon's weight.

Cost: This is the purchase cost to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

Grenades and Explosives

Weapon	Damage	Critical	Damage Type	Burst Radius	Reflex DC	Range Increment	Size	Weight	Cost
40mm Fragmentation Grenade	6d6	19-20 x4	Slashing	10 ft.	15	—	Tiny	1 lb.	\$650
C4/Semtex	4d6	19-20 x4	Bludgeoning	10 ft.	18	—	Small	1 lb.	\$300
Det Cord	2d6	20x4	Fire	See text	12	—	Med	2 lb.	\$100
Dynamite	2d6	19-20 X4	Bludgeoning	5 ft.	15	10 ft.	Tiny	1 lb.	\$300
Fragmentation Grenade	6d6	19-20 X4	Slashing	20 ft.	15	10 ft.	Tiny	1 lb.	\$575
Molotov Cocktail	1d6 1d4 Splash	20	Fire	5 ft.	12	10 ft.	Small	1 lb.	\$10
Smoke Grenade	See text	—	—	See text	—	10 ft.	Small	2 lb.	\$50
Tear gas Grenade	See text	—	—	See text	—	10 ft.	Small	2 lb.	\$300
Thermite Grenade	8d6	19-20 X4	Fire	5 ft.	12	10 ft.	Small	2 lb.	\$850
White Phosphorus Grenade	8d6	19-20 x4	Fire	20 ft.	12	10 ft.	Small	2 lb.	\$625

GRENADERS AND EXPLOSIVES

Many explosives require detonators, which are described in Weapon Accessories.

Simple Weapon proficiency is required to use grenades and explosives correctly.

* The Molotov cocktail is an improvised weapon.

40MM FRAGMENTATION GRENADE

This small explosive device must be fired from a 40mm grenade launcher, such as the M79. It sprays shrapnel in all directions when it explodes. The cost given is for a box of 6 grenades.

C4/SEMTEX

So-called "plastic" explosives resemble slabs of wax and can take various shapes. 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 Craft (explosives) check (DC 15) to link them. The cost given represents a package of 4 blocks. C4/Semtex requires a detonator to set off.

DET CORD

Det cord is an explosive in a ropelike form.

Technically, det cord doesn't explode—but it burns so fast (4,000 yards per second) that it might as well be exploding. Normally used to string multiple explosive charges together for simultaneous detonation (allowing a single detonator to set them all off) det cord can also be looped around a tree or post or other object to cut it neatly in half.

The information on the table represents a 50-foot length. A length of det cord can be spread out to pass through up to ten 5-foot squares. When this is the case, it deals the indicated damage to all individuals in each 5-foot square through which it passes.

It can also be doubled up; for each additional 5 feet of cord within a single 5-foot square, increase the damage by +1d6.

Det cord requires a detonator to set it off.

DYNAMITE

Perhaps one of the most common and straightforward explosives, dynamite is very stable under normal conditions. A stick of dynamite requires a fuse or detonator to set it off. Additional sticks can be set off at the same time if they are within the burst radius of the first stick, increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet).

It's possible to wire together several sticks of dynamite for even greater explosive effect. Doing so requires a Craft (explosives) (DC 10 + 1 per

stick). If the character succeeds on the check, the damage or the burst radius of the explosion **increases by 50% (the character's choice)**.

Dynamite is sold in boxes of 12 sticks.

To set off dynamite using a fuse, the fuse must first be lit, requiring a move action (and a lighter or other source of flame). The amount of time until the dynamite explodes depends on the length of the fuse—a fuse can be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade) or long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action.

FRAGMENTATION GRENADE

The most common military grenade, this is a small explosive device that sprays shrapnel in all directions when it explodes.

The cost given is for a box of 6 grenades.

MOLOTOV COCKTAIL

A Molotov cocktail is a flask containing a flammable liquid, plugged with a rag. A Molotov cocktail is easily made by hand with a Craft (explosives) DC 10 or Intelligence check DC 15. To use it, the rag must first be lit, requiring a move action (and a lighter or other source of flame). The cocktail detonates in 2 rounds or on impact with a solid object, whichever comes first. A target that takes a direct hit is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

SMOKE GRENADE

On the round when it is thrown, a smoke grenade fills the four squares around it with smoke. On the following round, it fills all squares within 10 feet and on the third round it fills all squares within 15 feet. The smoke obscures all sight, including the dark-vision ability granted by night vision goggles. Any individual within the area has

total concealment. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Smoke grenades are available in several colors, including white, red, yellow, green and purple. As such, they can be used as signal devices.

The cost given is for a box of 6 grenades.

TEAR GAS GRENADE

On the round that it is thrown, a tear gas grenade fills a 5-foot radius with a cloud of irritant that causes eyes to fill with tears. On the following round, it fills a 10-foot radius and on the third round it fills a 15-foot radius. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

A character caught in a cloud of tear gas must make a Fortitude save (DC 15) or be nauseated. This effect lasts as long as the character is in the cloud and for 1d6 rounds after he or she leaves the cloud. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose and mouth provides a +2 bonus on the Fortitude save.

The cost given is for a box of 6 grenades.

THERMITE GRENADE

Thermite does not technically explode. Instead, it creates intense heat meant to burn or melt through an object upon which the grenade is set. Military forces use thermite grenades to quickly destroy key pieces of equipment.

The cost given is for a box of 6 grenades.

WHITE PHOSPHORUS GRENADE

White phosphorus grenades use an explosive charge to distribute burning phosphorus across

the burst radius. Any target that takes damage from a White Phosphorus grenade is dealt an additional 2d6 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.

The cost given is for a box of 6 grenades.

MELEE WEAPONS

Melee weapons are used in close combat and they are generally among the simplest types of weapons.

MELEE WEAPONS TABLE

Melee weapons are described by a number of statistics, as shown on Table: Melee Weapons.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit.

Damage Type: Melee weapon damage is classified according to type: bludgeoning, energy, piercing and slashing.

Range Increment: Melee weapons that are designed to be thrown can be used to make ranged attacks.

Size: A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.

A Medium-size or smaller weapon can be used one-handed or two-handed.

A Large weapon requires two hands.

Weight: This column gives the weapon's weight.

Cost: This is the purchase cost to acquire the weapon.

EQUIPMENT WEAPONS

Simple Melee Weapons

Weapon	Damage	Critical	Damage Type	Range Increment	Size	Weight	Cost
Knife	1d4	19-20	Piercing	10 ft.	Tiny	1 lb.	\$15
Metal Baton	1d6	19-20	Bludgeoning	—	Med	2 lb.	\$25

Improvised Melee Weapons

Chainsaw	3d6	18-20 x4	Slashing	—	Large	10 lb.	\$150
Cleaver	1d6	19-20	Slashing	10 ft.	Small	2 lb.	\$10
Straight Razor	1d3	18-20	Slashing	—	Tiny	0.5 lb.	\$5

No Feat Required Melee Weapons

Pistol Whip	1d4	20	Bludgeoning	—	Small	—	—
Rifle Butt	1d6	20	Bludgeoning	—	Large	—	—
Stun Gun	1d3	20	Electricity	—	Tiny	1 lb.	\$40

SIMPLE MELEE WEAPONS

Generally inexpensive and light in weight, simple weapons get the job done nevertheless.

KNIFE

This category of weapon includes hunting knives, butterfly knives and switchblades.

METAL BATON

This weapon can be collapsed to reduce its size and increase its conceal-ability. Extending or collapsing the baton is a free action.

IMPROVISED MELEE WEAPONS

CHAIN SAW

Military and police units use powered saws to cut through fences and open doors rapidly.

CLEAVER

Heavy kitchen knives can be snatched up for use as weapons in homes and restaurants.

STRAIGHT RAZOR

Favored by old-school organized crime **"mechanics,"** this item can still be found in some barbershops and shaving kits.

NO PROFICIENCY REQUIRED MELEE WEAPONS

PISTOL WHIP

Using a pistol as a melee weapon can deal greater damage than attacking unarmed.

RIFLE BUTT

The butt of a rifle can be used as an impromptu club.

STUN GUN

Although the name suggests a ranged weapon, a stun gun requires physical contact to affect its target. The stun gun deals 1d3 points of electricity damage and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds.

EQUIPMENT POISONS

POISONS

The symptoms of poisoning can range from headaches and vomiting, to a painful death. The statistics for the poisons mentioned below are in their pure form, which is very hard to obtain from legal or black market sources. The authenticity of poisons purchased on the black market is also very difficult to determine.

Name	Save	Frequency	Effect	Cure	Cost
Botulinum	Fort DC 35	1 round (25)	20 hp damage immediately then 1 con damage/minute	3 saves	\$150,000
Ricin	Fort DC 30	1 round (10)	10 hp damage immediately then 3 con damage if fail saves	2 saves	\$35,000
Anthrax	Fort DC 28	1 round (8)	3 con damage	2 saves	\$35,000
Sarin	Fort DC 26	1 round (8)	3 con damage	2 save	\$20,000
Tetrodotoxin	Fort DC 25	1 round (7)	3 con damage	1 save	\$15,000
Cyanide	Fort DC 25	1 round (6)	3 con damage	1 save	\$3,500
Strychnine	Fort DC 22	1 round (6)	2 con damage	1 save	\$2,000
Mercury	Fort DC 22	1 round (6)	2 con damage	1 save	\$650
Amatoxin	Fort DC 20	1 round (5)	2 con damage	1 save	\$1,200
Arsenic	Fort DC 18	1 round (5)	1 con damage	1 save	\$900
Amatoxin	Fort DC 17	1 round (4)	1 con damage	1 save	\$900
Coniine	Fort DC 15	1 round (4)	1 con damage	1 save	\$650
Black Adder Venom	Fort DC 13	1 round (6)	1 con damage	1 save	\$500
Heroin	Fort DC 12	1 round (4)	1 con damage	1 save	\$275

It is possible to distill or refine common household products (such as cleaners) plants or over-the-counter and prescription drugs to extract poisonous content that can be administered by various different methods. These extracts are significantly less potent than the pure poisons mentioned in the table above and it requires the craft (pharmaceutical) skill and appropriate equipment to obtain.

The toxicity of the distilled/refined extract and the necessary equipment costs and craft DC's are outlined in the table below:

Fort Save DC	Craft DC	Time to extract	Frequency	Effect	Cure
10	15	1 hr.	1 round (3)	1 con damage	1 save
15	20	3 hr.	1 round (3)	1 con damage	1 save
20	25	6 hr.	1 round (3)	1 con damage	1 save
25	30	12 hr.	1 round (3)	1 con damage	1 save

EQUIPMENT GEAR

GEAR

GENERAL EQUIPMENT

This section covers the wide variety of general gear available to characters of all sorts.

EQUIPMENT TABLES

BAGS AND BOXES

Object	Size	Weight	Cost
Aluminum case 10 lb.	Med	5 lb.	\$50
Aluminum case 40 lb.	Large	10 lb.	\$190
Aluminum case 75 lb.	Large	15 lb.	\$250
Briefcase	Med	2 lb.	\$60
Contractor's Field Bag	Med	2 lb.	\$30
Day Pack	Small	2 lb.	\$20
Handbag	Small	1 lb.	\$40
Range Pack: Standard	Small	2 lb.	\$30
Range Pack: Oversized	Med	3 lb.	\$50
Patrol box	Med	4 lb.	\$80

CLOTHING

Object	Size	Weight	Cost
Business	Med	3 lb.	\$100
Casual	Med	2 lb.	\$80
Formal	Med	3 lb.	\$150
Fatigues	Med	3 lb.	\$60
Uniform	Med	2 lb.	\$90
Ghillie suit	Med	5 lb.	\$125
Fatigue Jacket	Med	2 lb.	\$60
Outerwear Coat	Med	2 lb.	\$45
Parka	Med	3 lb.	\$75
Photojournalist's Vest	Med	1 lb.	\$50
Tool belt	Small	2 lb.	\$25
Windbreaker	Med	1 lb.	\$30

COMPUTERS AND CONSUMER ELECTRONICS

Object	Size	Weight	Cost
Camera, Digital	Tiny	0.5 lb.	\$100
Camera, Film	Tiny	1 lb.	\$100
Cell Phone	Dim	—	\$80
Computer: Desktop	Large	10 lb.	\$300
Computer: Notebook	Med	5 lb.	\$400
Computer: Tablet	Small	3 lbs.	\$500
Computer: Upgrade	—	—	See text
Digital Audio Recorder	Tiny	1 lb.	\$25
Digital Video Recorder	Small	2lbs	\$85

Modem: Broadband	Tiny	1 lb.	\$10
Modem: Cellular	Tiny	1 lb.	\$50
Smart Phone	Tiny	0.5 lb.	\$200
Satellite Phone	Small	2 lb.	\$900
Printer	Med	3 lb.	\$50
Scanner	Med	3 lb.	\$50
Walkie-talkie: Basic	Tiny	1 lb.	\$20
Walkie-talkie: Prof	Tiny	1 lb.	\$50

SURVEILLANCE GEAR

Object	Size	Weight	Cost
Black Box	Tiny	0.5 lb.	\$100
Caller ID Defeater	Tiny	1 lb.	\$60
Cellular Interceptor	Tiny	0.5 lb.	\$500
Lineman's Buttset	Tiny	1 lb.	\$30
Metal Detector	Small	2 lb.	\$30
Night Vision Goggles	Small	3 lb.	\$400
Tap Detector	Tiny	1 lb.	\$20
Phone Line Tap	Tiny	0.5 lb.	\$140
Phone Rcvr Tap	Tiny	0.5 lb.	\$140
Telephone Line Tracer	Med	5 lb.	\$35

PROFESSIONAL EQUIPMENT

Object	Size	Weight	Cost
Bolt Cutter	Med	5 lb.	\$45
Demolitions Kit	Med	5 lb.	\$200
Duct Tape	Tiny	1 lb.	\$5
Electrical Tool Kit	Huge	33 lb.	\$400
Evidence Kit	Med	8 lb.	\$400
Fake ID	Fine	—	See text
Forgery Kit	Small	3 lb.	\$400
Handcuffs: Steel	Tiny	1 lb.	\$25
Handcuffs: Zip-tie	Dim	0.5 lb.	\$25
Lock Release Gun	Tiny	0.5 lb.	\$75
Mechanical Tool Kit	Huge	45 lb.	\$250
Multi Purpose Tool	Tiny	0.5 lb.	\$5
Pharmacist Kit	Med	6 lb.	\$150
Search-and-Rescue Kit	Med	7 lb.	\$350
Spike Strip	Huge	22 lb.	\$450

EQUIPMENT GEAR

SURVIVAL GEAR

Object	Size	Weight	Cost
Binoculars: Standard	Small	2 lb.	\$50
Binoculars: Range-Finding	Small	3 lb.	\$150
Binoculars: Electro-Optical	Small	4 lb.	\$400
Chemical Light Sticks (5)	Tiny	1 lb.	\$15
Compass	Dim	0.5 lb.	\$10
Fire Extinguisher	Med	3 lb.	\$40
Flash Goggles	Tiny	2 lb.	\$20
Flashlight: Penlight	Dim	0.5 lb.	\$5
Flashlight: Standard	Tiny	1 lb.	\$10
Flashlight: Battery Flood	Small	2 lb.	\$30
Gas Mask	Small	5 lb.	\$25
GPS Receiver	Tiny	1 lb.	\$150
Map: Road Atlas	Tiny	1 lb.	\$1
Map: Tactical Map	Tiny	0.5 lb.	\$10
Mesh Vest	Med	7 lb.	\$20
Portable Stove	Tiny	1 lb.	\$25

WEAPON ACCESSORIES

Object	Size	Weight	Cost
Box magazine	Tiny	0.5 lb.	\$5
Detonator, Blasting Cap	Tiny	0.5 lb.	\$20
Detonator, Radio Controlled	Tiny	0.5 lb.	\$40
Detonator, Timed	Tiny	0.5 lb.	\$30
Detonator, Wired	Tiny	1 lb.	\$20
Holster, Hip	Tiny	1 lb.	\$35
Holster, Concealed	Tiny	0.5 lb.	\$40
Illuminator	Tiny	0.5 lb.	\$85
Laser sight	Tiny	0.5 lb.	\$25
Scope, Standard	Tiny	0.5 lb.	\$70
Scope, Electro-Optical	Small	3 lb.	\$110
Speed loader	Tiny	0.5 lb.	\$25
Suppressor, Pistol	Tiny	1 lb.	\$250
Suppressor, Rifle	Small	4 lb.	\$400

BAGS AND BOXES

ALUMINUM TRAVEL CASE

A travel case is a reinforced metal box with foam inserts. Wing-style clamps keep it from opening accidentally.

BRIEFCASE

A briefcase can carry up to 5 pounds worth of gear. A briefcase can be locked, but its cheap

lock is not very secure (Disable Device DC 20; break DC 10).

CONTRACTOR'S FIELD BAG

A combination tool bag and notebook computer case, this has pockets for tools, pens, notepads and cell phones. It even has a clear plastic flap for maps or plans. Made of durable fabric, it holds 10 pounds worth of equipment and comes with a shoulder strap.

DAY PACK

This is a small backpack, the sort often used by students to carry their books around, or by outdoor enthusiasts on short hikes. It holds 8 pounds of gear and fits comfortably over one or both shoulders.

HANDBAG

Handbags provide another way to carry 2 pounds of equipment. The cost shown is for a basic bag; high-fashion purses can increase the cost.

RANGE PACK

This lightweight black bag has a spacious inner compartment capable of holding roughly 8 pounds of gear and can hold an additional 4 pounds in six zippered external compartments. The larger version holds 12 pounds of equipment in the internal compartment and another 6 pounds in the zippered external pouches. A range pack easily holds several pistols and a submachine gun and the larger version can hold disassembled rifles.

PATROL BOX

Originally developed for use by police officers, this portable file cabinet has found favor with traveling salespeople. This hard-sided briefcase takes up the passenger seat of an automobile and provides easy access to files, storage for a laptop computer and a writing surface. It holds 5 pounds worth of equipment and has an average lock (Disable Device DC 25; break DC 15).

CLOTHING

The items described here represent special clothing types or unusual outfits that a character might need to purchase.

Clothes have two effects on game mechanics: one on Disguise checks and one on Sleight of Hand checks.

First, clothing is part of a disguise. See the Disguise skill description for more on how appropriate dress affects Disguise checks. Clothes also help to hide firearms, body armor and small objects. Tightly tailored clothing imposes a penalty on an attempt to conceal an object; clothing purposely tailored to conceal objects provides a bonus.

CLOTHING OUTFIT

An outfit of clothing represents everything a character needs to dress a part: pants or skirt, shirt, undergarments, appropriate shoes or boots, socks or stockings and any necessary belt or suspenders.

BUSINESS

A business outfit generally includes a jacket or blazer and it tends to look sharp and well groomed without being overly formal.

CASUAL

Casual clothes range from cut-off jeans and a T-shirt to neatly pressed khakis and a hand-knit sweater.

FORMAL

From a little black dress to a fully appointed **tuxedo, formal clothes are appropriate for "black tie" occasions. Special designer creations can have a cost much higher than shown on the table.**

FATIGUES

They're rugged, comfortable and provide lots of pockets. They are also printed in numerous solid colors and virtually infinite terrain-specific camouflage patterns.

When worn in an appropriate environment, fatigues grant a +2 bonus on Stealth checks.

UNIFORM

From the cable guy to a senior Air Force officer, people on the job tend to wear uniforms—making such clothing an essential part of some disguises, since a uniform inclines people to trust the wearer.

GHILLIE SUIT

The ultimate in camouflage, a ghillie suit is a loose mesh over garment covered in strips of burlap in terrain-appropriate colors, to which other camouflaging elements can easily be added. A figure under a ghillie suit is nearly impossible to discern.

A character wearing a ghillie suit with appropriate coloration gains a +10 bonus on Stealth checks. However, the bulky suit imposes a penalty of -4 on all Dexterity checks, Dexterity-based skill checks (except Stealth) and melee attack rolls.

OUTERWEAR

In addition to keeping a character warm and dry, coats and jackets provide additional concealment for things a character is carrying (they often qualify as loose or bulky clothing; see Concealed Weapons and Objects).

FATIGUE JACKET

A lightweight outer garment fashioned after the fatigue uniforms worn by military personnel when performing their standard duties.

OUTERWEAR COAT

An outer garment worn on the upper body. Its length and style vary according to fashion and use.

PARKA

This winter coat grants the wearer a +2 equipment bonus on Fortitude saves made to resist the effects of cold weather.

PHOTOJOURNALIST'S VEST

Made of cotton with mesh panels to keep the **wearer cool, the photojournalist's vest has numerous obvious—and hidden—pockets.** It counts as loose and bulky clothing when used to conceal small or smaller weapons and also **grants the "specially modified to conceal object" bonus when used to conceal tiny or smaller objects.**

WINDBREAKER

This is a lightweight jacket made of wind-resistant material.

TOOL BELT

This sturdy leather belt has numerous pockets and loops for tools, nails, pencils and other necessities for repair and construction work, making it easy to keep about 10 pounds of items on hand. The pockets are open and items can easily fall out if the belt is tipped.

COMPUTERS AND CONSUMER ELECTRONICS

Rules for operating computers appear under the Knowledge (technology) skill. Some of the items in this section have monthly subscription costs as well as initial purchase costs. This accounts for both costs; once a character has obtained the item, there is no need to worry about ongoing subscription costs.

CAMERA, DIGITAL

A digital camera uses no film; instead, its pictures are stored to a computer as image files. No film developing is necessary. A digital camera is capable of taking a still picture, video and audio files.

CAMERA, FILM

Hard to find, but still around. Film is still used in high-end professional work due to the ability to enlarge film images better than digital images.

CELL PHONE

A digital communications device that comes in a hand-held model or as a headset, a cell phone uses a battery that lasts for 72 hours before it must be recharged. It works in any area covered by cellular service.

COMPUTER

Whether a desktop, notebook or tablet model, a computer usually includes a keyboard or virtual input interface, a mouse or touchpad, a monitor, speakers, an optical drive or USB storage interface, a broadband or wireless modem and the latest processor. The latest computers can store large amounts of digital information, most often measured in gigabytes or even terabytes. A character needs a computer or smart-phone to make complex Knowledge checks involving the Internet.

DESKTOP

Bulky but powerful, these machines are common on desks everywhere.

NOTEBOOK

Slim, lightweight and portable, notebook computers have most of the functions available on desktop computers. These machines are self-contained "however," combining the processing components with the monitor and minimal peripherals all into a single compact unit.

TABLETS

The latest in portable computing, with interactive touch screens that range from 4 inches to 10 inches. Tablets are entirely wireless and are capable of concealment in much the same way as handguns. Tablets are fast approaching the computing speeds of desktops and notebooks.

UPGRADE

A character can upgrade a desktop, notebook, **tablet's computer's** processor to provide a +1 equipment bonus on Knowledge (technology) checks. Increase the cost by \$100 to purchase an upgrade.

DIGITAL AUDIO RECORDER

These tiny recorders can record up to 48 hours of audio and can be connected to a computer to download the digital recording. Digital audio recorders can pick up sounds within 50 feet.

DIGITAL VIDEO RECORDER

Digital video cameras record audio and video activity in a digital format, much like digital cameras record still images. This may be stored on a memory-card, a DVD, or even directly to a computer hard-drive, depending on the camera model. Some are also capable of taking still photos.

MODEM

A modem allows a character to connect a computer to the Internet. To use a modem, a character must have a computer and an appropriate data line (or a cell phone, in the case of a cellular modem).

BROADBAND

Cable modems and DSL services bring high-speed Internet access into the homes of millions. A broadband modem gives a character on-demand, high-speed access to data, allowing Knowledge (technology) checks involving the Internet to be made in half the normal time.

CELLULAR

A cellular modem allows a character to connect her notebook computer to the Internet anywhere he or she can use a cell phone. However, access speed is slow and any Knowledge (technology) check involving the Internet takes half again the normal time (multiply by 1.5).

PORTABLE SATELLITE TELEPHONE

This object looks much like a bulky cell phone and functions in much the same way as well. However, because it communicates directly via satellite, it can be used anywhere on earth, even in remote areas well beyond the extent of cell phone service.

PRINTER

The color inkjet printer described here is suited for creating hard copies of text and image files from computers.

SCANNER

A color flatbed scanner allows the user to transfer images and documents from hard copy onto a computer in digital form.

SMART PHONE

A Smart Phone is a handy tool for storing data. They can be linked to a notebook or desktop computer to move files back and forth and can make a phone call. Different apps that can provide fun or serious uses can be downloaded.

WALKIE -TALKIE

This hand-held radio transceiver communicates with any similar device operating on the same frequency and within range.

BASIC

This dime-store variety has only a few channels. Anyone else using a similar walkie-talkie within range can listen in on the **character's** conversations. It has a range of 2 miles.

PROFESSIONAL

This high-end civilian model allows a character to program in twenty different frequencies from thousands of choices—making it likely that the **character can find a frequency that's not being** used by anyone else within range. The device can be used with or without a voice-activated headset (included). It has a range of 15 miles.

Note: There are various options available. Some of these options include: various frequency bands (HF/VHF/UHF) licensed or unlicensed options, antenna sizes, voice scramble and frequency-hopping algorithm to minimize the chances of anyone even knowing a radio is in operation.

SURVEILLANCE GEAR

Keeping an eye on suspects or tracking the moves of potential enemies is a crucial part of **the modern adventurer's job.**

BLACK BOX

This device, easily concealed in the palm of one hand, emits digital tones that convince the phone system to make a long-distance connection free **of charge. They also let a user "bounce" a call** through multiple switches, making the call harder to trace.

The DC of any Knowledge (technology) check to trace the call is increased by 5.

CALLER ID DEFEATER

When a phone line contains a caller ID defeater, phones attempting to connect with that line show **up as "anonymous" or "unavailable" on a caller ID unit.** Such a call can still be traced as normal, however.

CELLULAR INTERCEPTOR

About the size of a small briefcase, a cellular interceptor can detect and monitor a cell phone conversation within a 5-mile area by listening in **on the cellular service's own transmitters.**

Intercepting the calls of a particular cell phone requires a Knowledge (technology) check (DC 25); if the user knows the phone number of the phone in question, the DC drops by 10.

Obviously, the phone must be in use for someone to intercept the call. A cellular interceptor cannot be used to intercept regular (ground line) phone connections.

LINEMAN'S BUTTSET

This device resembles an oversized telephone handset with a numeric keypad on the back and wire leads hanging from the bottom. It functions as a portable, reusable telephone line tap. With a Craft (electronic) DC 10, a user can connect to a phone wire and hear any conversation that crosses it. A lineman's buttset is a common tool for telephone repair personnel.

METAL DETECTOR

This handheld device provides a +10 equipment bonus on all Perception checks involving metal objects.

NIGHT VISION GOGGLES

Night vision goggles use passive light gathering to improve vision in near-dark conditions. They grant the user the ability to see in darkness, also called dark-vision (range 120 ft.)—but because of the restricted field of view and lack of depth perception these goggles provide, they impose a -4 penalty on all Perception checks made by someone wearing them.

Night vision goggles 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 goggles come with an infrared illuminator that, when switched on, operates like a standard flashlight whose light is visible only to the wearer (or anyone else wearing night vision goggles).

Note: Some NVGs have a flare filter built in so that a bright normal light has no effect, some temporarily shut down and some are ruined by it.

TAP DETECTOR

Plug this into a telephone line between the phone and the outlet and it helps detect if the line is tapped. To detect a tap, make a Knowledge (technology) check (the DC varies according to the type of telephone tap used; see below). With a success, the tap detector indicates that a tap is present. It does not indicate the type or location **of the tap however. Also, it can't be used to detect a lineman's buttset.**

TELEPHONE TAP

These devices allow a Character to listen to conversations over a particular phone line.

LINE TAP

This tap can be attached to a phone line at any point between a phone and the nearest junction box (usually on the street nearby). Installing it requires a Craft: Electronic check (DC 15). It broadcasts all conversations on the line over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a line tap by using a tap detector requires a Knowledge (technology) check (DC 25).

RECEIVER TAP

This item can be easily slipped into a telephone handset with a Craft (electronic) DC 10. It broadcasts all conversations over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a receiver tap by using a tap detector requires a Knowledge (technology) check (DC 15).

TELEPHONE LINE TRACER

Essentially a highly specialized computer, a line tracer hooked to a phone line can trace phone calls made to that line, even if there's a caller ID defeater hooked up at the other end. All it takes is time.

Operating a line tracer is a full-round action requiring a Knowledge (technology) check DC 15. Success gains one digit of the target phone number, starting with the first number of the area code. If a check fails then you are unable to acquire the number and have to start from the beginning of the number again.

PROFESSIONAL EQUIPMENT

This category covers a wide variety of specialized equipment used by professionals in adventure-related fields.

BOLT CUTTER

An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks or chain-link fences.

CAR OPENING KIT

This set of odd-shaped flat metal bars can be slipped into the window seam of a car door to trip the lock. The DC of a Disable Device check to accomplish this varies with the quality of the lock.

DEMOLITIONS KIT

This kit contains everything needed to set detonators, wire explosive devices and disarm explosive devices. Detonators must be purchased separately.

This provides a +2 circumstance bonus on Craft (explosives).

DUCT TAPE

Duct tape can support up to 200 pounds indefinitely or up to 300 pounds for 1d6 rounds. Characters bound with duct tape must make a Strength or Escape Artist check (DC 20) to free themselves.

A roll provides 70 feet of tape, 2 inches wide.

ELECTRICAL TOOL KIT

This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools and leads and wires.

This provides a +2 circumstance bonus on Craft (electronic) checks.

EVIDENCE KITS

Law enforcement agencies around the world use generally the same tools to gather evidence.

This provides a +2 circumstance bonus on Knowledge checks under appropriate circumstances.

FAKE ID

Purchasing a falsified driver's license from a black market source can produce mixed results, depending on the skill of the forger.

Typically, a forger has the Linguistics skill. When a character purchases a fake ID, the GM secretly makes a Linguistics check for the forger, which serves as the DC for the opposed check when someone inspects the fake ID. The cost of a fake ID is \$100 + \$10 per each rank in the forger's Linguistics skill.

FORGERY KIT

This kit contains everything needed to use the Linguistics skill to prepare forged items.

This provides a +2 circumstance bonus on Linguistics skill.

HANDCUFFS

Handcuffs are restraints designed to lock two limbs—normally the wrists—of a prisoner together. They fit any Medium-size or Small human or other individual that has an appropriate body structure.

STEEL

These heavy-duty cuffs have hardness 10, 10 hit points, a break DC of 30 and require a Disable Device check (DC 25) or Escape Artist check (DC 35) to remove without the key.

ZIP-TIE: (X25)

These are single-use disposable handcuffs, much like heavy-duty cable ties. They have hardness 0, 4 hit points and a break DC of 25. They can only be removed by cutting them off (Disable Device and Escape Artist checks automatically fail).

LOCK RELEASE GUN

This small, pistol-like device automatically disables cheap and average mechanical locks operated by standard keys (no Disable Device check necessary).

MECHANICAL TOOL KIT

This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners and even power tools. It provides a +2 circumstance bonus on Craft (mechanical) or Craft (structural) checks.

MULTIPURPOSE TOOL

This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers and wire cutters. The whole thing unfolds into a handy pair of pliers.

The tool is useful for certain tasks, as determined by the GM, but may not be useful in all situations.

Note: This tool eliminates the penalty for using Craft (electronics/mechanical/structural) without a tool kit, but will not give a bonus.

PHARMACIST KIT

A portable pharmacy provides a +2 circumstance bonus on Craft (pharmaceutical) skill.

SEARCH-AND-RESCUE KIT

This waist pack contains a first aid kit, a compass, waterproof matches, a lightweight **"space" blanket, a standard flashlight and 50 feet** of durable nylon rope, two smoke grenades and one signal flare.

SAR kit provides a +2 circumstance bonus on Survival skill.

SPIKE STRIP

This device is designed to help the police end car chases. The strip comes rolled in a spool about the size of a small suitcase. Deploy it by rolling it across a roadway, where it lies like a flat, segmented belt. (The user can roll it out onto the road without entering the lane of traffic.) Until the strip is activated, the spikes do not protrude and cars can pass safely over it. When the user activates it (via a control device attached to the end of the strip by a 10-foot-long cord) the spikes extend.

Each time a individual moves through a square containing an activated spike strip at any rate greater than half speed, or each round an individual spends fighting in such an area, the spike strip makes a touch attack roll (base attack bonus +0). The strip deals 2 points of damage on a successful hit and the injury reduces foot speed to half normal (a successful Heal check, DC 15, or one **day's rest removes this penalty**).

Wheeled vehicles passing over the strip are automatically hit—although vehicles equipped with puncture-resistant tires are not affected.

SURVIVAL GEAR

Survival gear helps characters keep themselves alive in the great outdoors.

This gear is in addition to the gear in the Pathfinder Role Playing Game Core rules.

BINOCULARS

Binoculars are useful for watching opponents, wild game and sporting events from a long distance.

STANDARD

Standard binoculars reduce the range penalty for Perception checks to -1 for every 50 feet (instead of -1 for every 10 feet).

RANGE FINDING

In addition to the benefit of standard binoculars, range finding binoculars include a digital readout that indicates the exact distance to the object on which they are focused.

ELECTRO-OPTICAL

Electro-optical binoculars functions the same as standard binoculars in normal light. In darkness, however, users looking through them see as if they had the dark-vision ability granted by night vision goggles.

CHEMICAL LIGHT STICK

This disposable plastic stick, when activated, uses a chemical reaction to create light for 6 hours. It illuminates an area only 5 feet in radius. **Once activated, it can't be turned off or reused.** The listed cost is for a pack of 5 sticks.

COMPASS

A compass relies on the Earth's magnetic field to determine the direction of magnetic north. A compass grants its user a +2 equipment bonus on Survival checks.

FIRE EXTINGUISHER

This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area as a move action. It contains enough material for two such uses.

FLASH GOGGLES

These eye coverings provide total protection against blinding light.

FLASHLIGHT

Flashlights come in a wide variety of sizes and quality levels. 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.

PENLIGHT

This small flashlight can be carried on a key ring. It projects a beam of light 10 feet long and 5 feet wide at its end.

STANDARD

This heavy metal flashlight projects a beam 30 feet long and 15 feet across at its end.

BATTERY FLOOD

Practically a handheld spotlight, this item projects a bright beam 100 feet long and 50 feet across at its end.

GAS MASK

This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides total protection from eye and lung irritants. The filter canister lasts for 12 hours of use. Changing a filter is a move action. The cost for one extra filter canister is \$50.

Note: A gas mask DOES NOT supply oxygen in a low-ox environment.

GPS RECEIVER

Global positioning system receivers use signals **from GPS satellites to determine the receiver's** location to within a few dozen feet. A GPS receiver grants its user a +4 equipment bonus on Survival checks, but because the receiver must be able to pick up satellite signals, it only works outdoors.

MAP

While a compass or GPS receiver can help a character find their way through the wilderness, a map can tell a character where he is going and what to expect when he gets there.

ROAD ATLAS

They can be purchased for most major metropolitan areas, detailing every street in the entire region.

TACTICAL MAP

A tactical map covers a small area—usually a few miles on a side—in exacting detail. The map gives a +2 equipment bonus to Survival and Knowledge (tactics) checks, due to the increased detail of information provided.

MESH VEST

This is a lightweight vest with a series of pockets for items such as a compass, spare ammunition magazines, pressure bandages and a radio, along

with loops for attaching grenades, knives, or tools. It can hold up to 40 pounds of equipment. A mesh vest provides a +2 bonus to Strength for the purpose of determining carrying capacity.

PORTABLE STOVE

This small stove works on kerosene or white gasoline and can easily be broken down and carried for backpacking.

WEAPON ACCESSORIES**As if modern weapons weren't dangerous**

enough, a number of accessories can increase their utility or efficiency.

BOX MAGAZINE

For weapons that use box magazines, a character can purchase extras.

DETONATOR

A detonator activates an explosive, causing it to explode. The device consists of an electrically activated blasting cap and some sort of device that delivers the electrical charge to set off the blasting cap. Connecting a detonator to an explosive requires a Craft (explosives) check (DC 15). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

BLASTING CAP

This is a detonator without a built-in controller. It can be wired into any electrical device, such as a **light switch or a car's ignition switch, with a** Craft: Explosives check (DC 10). When the electrical device is activated, the detonator goes off.

RADIO CONTROL

This device consists of two parts: the detonator itself and the activation device. The activation device is an electronic item about the size of a deck of cards, with an antenna, a safety and an activation switch. When the switch is toggled, the activation device sends a signal to the detonator by radio, setting it off. It has a range of 500 feet.

TIMED

This is an electronic timer connected to the detonator. Like an alarm clock, it can be set to go off at a particular time.

WIRED

This is the simplest form of detonator. The blasting cap connects by a wire to an activation device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100 feet of wire, but longer lengths can be spliced in with a Craft: Explosives check (DC 10).

HOLSTER

Holsters are generally available for all Medium-size or smaller firearms.

HIP

This holster holds the weapon in an easily accessed—and easily seen—location.

CONCEALED CARRY

A concealed carry holster is designed to help keep a weapon out of sight (see Concealed Weapons and Objects). In most cases, this is a shoulder holster (the weapon fits under the **wearer's armpit, presumably beneath a jacket**). Small or Tiny weapons can be carried in waistband holsters (often placed inside the **wearer's waistband against his or her back**). Tiny weapons can also be carried in ankle or boot holsters.

ILLUMINATOR

An illuminator is a small flashlight that mounts to **a firearm, freeing up one of the user's hands**. It functions as a standard flashlight.

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.**

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.

STANDARD

A standard scope increases the range increment for a ranged weapon by one-half (multiply by 1.5). However, to use a scope a Character must spend a standard action acquiring his or her target. If the character changes targets or otherwise loses sight of the target, he or she must reacquire the target to gain the benefit of the scope.

ELECTRO-OPTICAL

An electro-optical scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if he had the dark-vision ability granted by night vision goggles.

SPEED LOADER

A speed loader holds a number of rounds in a ring, in a position that mirrors the chambers in a revolver cylinder. Using a speed loader saves time in reloading a revolver, since a character can insert all the rounds at once.

SUPPRESSOR

A suppressor fits on the end of a firearm, capturing the gases traveling at supersonic speed that propel a bullet as it is fired. This eliminates **the noise from the bullet's firing, dramatically** reducing the sound the weapon makes when it is used. For handguns, the only sound is the mechanical action of the weapon (Perception check, DC 15, to notice). For longarms, the supersonic speed of the bullet itself still makes **noise. However, it's difficult to tell where the** sound is coming from, requiring a Perception check (DC 15) to locate the source of the gunfire. Modifying a weapon to accept a suppressor requires a Craft (mechanical) check (DC 15). Once a weapon has been modified in this manner, a suppressor can be attached or removed as a move action. Suppressors cannot be used on revolvers or shotguns. A suppressor purchased for one weapon can be used for any other weapon that fires the same caliber of ammunition.

EQUIPMENT - VEHICLES

VEHICLES

All modern vehicles share similar game traits that are universal for the modern setting.

Modern vehicles use a petroleum based fuel for propulsion.

Modern vehicles use a Profession skill for a driving check.

Land - Profession: Driver

Water - Profession: Sailor

Air - Profession: Pilot

All modern vehicles are considered Facing Forward.

Modern vehicles use some form of a steering wheel as a Driving Device.

Most modern air and land vehicles have a driving space in the most forward squares. Water base vehicles are center/rear.

Most modern vehicles do not have a restriction to buy.

More information on vehicles can be found in The Pathfinder Role Playing Game: Ultimate Combat

VEHICLE TABLE

Name: Make and Model of the vehicle.

Vehicle Type: The following skills will add your skill points to the base stats for the vehicle.

Squares: The number of squares the vehicle takes up on the battle mat. A vehicle's width is always considered to be one square.

Cost: This is the purchase cost to acquire the vehicle. This number reflects the base price and doesn't include any modifier for purchasing the vehicle on the black market.

AC and Hardness: The vehicle's base Armor Class.

All vehicles also have a Hardness rating depending on type.

To calculate a vehicle's actual Armor Class, add the character's Profession (driver, pilot or sailor) modifier to the vehicle's base Armor Class.

Hit Points: The vehicle's full normal hit points. When a vehicle reaches half its hit points, it is disabled.

Base Save: The vehicle's base save modifier. All of a vehicle's saving throws (Fortitude, Reflex and Will) have the same value.

To determine a vehicle's actual saving throw modifiers, add the character's Profession (driver, pilot or sailor) modifier to this base value.

Maximum Speed: This is the fastest the vehicle can move.

CMB and CMD: This is the vehicle's base CMB and CMD.

To calculate a vehicle's actual CMB and CMD, add the character's Profession (driver, pilot or sailor) modifier to the vehicle's base Armor Class.

Acceleration: This is how fast a vehicle can increase or decrease safely in a round.

Crew: The first number lists the minimum crew complement the vehicle needs to function normally.

The second value lists the vehicle's maximum of passengers.

Cargo Capacity: The amount of cargo the vehicle is designed to carry. Many vehicles can carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 200 pounds of unused cargo capacity.



EQUIPMENT VEHICLES

Name	Type	Sq.	Cost	AC	Hard ness	Hit Points	Base Save	Max Speed	CMB CMD	Accel eration	Crew	Cargo Capacity
Audi R8	Land	1	\$114,000	9	5	132	+ 0	325	4/14	32	1/1	100 lbs.
BMW 535i	Land	1	\$50,000	7	5	132	+1	285	4/14	28	1/4	300 lbs.
Cadillac CTS	Land	1	\$40,000	8	5	136	+ 2	280	4/14	28	1/4	400 lbs.
Dodge Charger	Land	1	\$30,000	8	5	134	+ 2	265	4/14	26	1/4	350 lbs.
Ford Mustang	Land	1	\$30,000	8	5	130	+ 1	285	4/14	28	1/3	250 lbs.
Honda Civic	Land	1	\$17,000	8	5	128	+ 2	240	4/14	24	1/3	150 lbs.
Mini Cooper	Land	1	\$21,000	8	5	128	+ 1	250	4/14	25	1/3	100 lbs.
Chevrolet Silverado	Land	1	\$25,000	8	6	136	+ 2	180	4/14	18	1/2	750 lbs.
Dodge Sprinter Cargo Van	Land	2	\$46,000	6	6	144	+ 4	165	4/14	16	1/7	3 tons
Jeep Commander	Land	2	\$38,000	9	6	140	+ 3	175	4/14	17	1/6	500 lbs.
Nissan Xterra 4x4	Land	1	\$28,000	8	6	134	+ 2	185	4/14	18	1/4	400 lbs.
Ford F-350 Dually	Land	1	\$40,000	9	7	140	+ 4	160	4/14	16	1/4	1.5 tons
Volkswagen Routan	Land	1	\$32,000	7	6	135	+ 3	165	4/14	16	1/7	350 lbs.
Ducati 1198SP Superbike	Land	1	\$22,000	10	3	118	+ 1	375	4/14	37	1/0	0
Harley Davidson Road King	Land	1	\$20,000	9	3	122	+1	250	2/14	25	1/1	50 lbs.
Suzuki RM-Z450	Land	1	\$8,000	9	3	115	+ 0	180	2/14	18	1/0	0
Triumph Tiger	Land	1	\$9,000	9	3	116	+ 0	185	2/14	18	1/0	25 lbs.
Polaris Sportsman ATV	Land	1	\$9,000	9	3	118	+ 0	100	2/14	10	1/0	75 lbs.
Kenworth T-370 Moving Truck	Land	1	\$76,000	6	8	150	+ 4	150	6/16	15	1/2	14 tons
Armortek Armored Truck	Land	1	\$1,750,000	8	12	255	+ 5	150	10/20	15	1/3	3 tons
Armortek Armored Limousine	Land	2	\$650,000	8	10	245	+ 4	180	8/18	18	1/8	250 lbs.
Monterey Cabin Cruiser	Water	3	\$20,000	6	7	140	+ 4	80	10/20	8	1/12	1.5 tons
Sport Nautique	Water	3	\$60,000	8	6	126	+ 2	100	8/18	10	1/10	1000 lbs.
Yamaha Waverunner	Water	1	\$9,000	9	3	114	+ 1	110	6/16	11	1/1	0
Sikorsky 76 Helicopter	Air	3	\$750,000	6	3	135	+ 4	225	8/18	22	2/12	2 tons
Bell 212 Jet Ranger	Air	2	\$550,000	6	7	132	+ 4	240	10/20	24	1/6	1000 lbs.
Learjet Model 45 Corporate jet	Air	3	\$2,400,000	6	7	144	+ 4	1100	12/22	110	2/10	500 lbs.
Cessna Caravan Prop Airplane	Air	2	\$1,700,000	6	5	130	+ 4	225	10/20	22	1/8	1.5 tons
Quicksilver GT500 Ultra-light	Air	1	\$27,000	4	3	115	+ 5	80	8/18	8	1/1	50 lbs.

CIVILIAN CARS

Most new civilian cars include such standard features as air conditioning, air bags, antilock brakes, cruise control, keyless entry and an AM/FM radio with CD & MP3 players. Luxury vehicles often also include extras such as heated side mirrors, power seats, leather upholstery, sunroofs and built-in GPS navigation. In general, these luxury amenities can be added to a non-luxury car with an increase of \$1000 to the **vehicle's cost**.

Unless otherwise noted, civilian cars provide three-quarters cover for their occupants (although passengers, who lean out of windows or sunroofs, perhaps to fire weapons, may be reduced to one-half or even one-quarter cover). Driving a land vehicle is covered by the Profession: Driver skill.

AUDI R8

This is a true supercar in every sense, with a lightweight body powered by a V-10 engine. At

around 550 horsepower, the quick and agile R8 is tough to keep up with.

BMW 535i

A luxury sport sedan of the highest quality, this four-door car is built like a tailored suit. Catering to the business elite, this BMW mixes speed and agility with comfort and amenities.

CADILLAC CTS

The CTS is a mid-size luxury sedan that offers great performance at a reasonable price. It offers roomy comfort while boasting superior handling.

DODGE CHARGER

The Charger is a popular remake of an American classic muscle car. This sedan offers an attractive style and gutsy performance.

FORD MUSTANG

Another icon of American horsepower, the Mustang is legendary for its performance and handling. As a two-door coupe it lacks passenger **and cargo space, but that's not why consumers** buy them.

HONDA CIVIC

Few cars have matched the reliability of the Honda Civic. This compact sedan offers an enjoyable ride at a reasonable price

MINI COOPER

Classic British styling combines with German engineering to produce a thrilling little compact coupe. Short on room but long on handling.

CIVILIAN TRUCKS

Trucks include pickups, sport utility vehicles, vans and minivans. They generally have the same features as civilian cars.

Like cars, trucks generally provide three-quarters cover to their occupants. The rear bed of a pickup truck, however, provides only one-half cover.

CHEVROLET SILVERADO

Rugged and reliable, the Silverado stands to be a solid V-8 powered work truck. With added styling and luxury features, this truck is also a popular daily driver.

DODGE SPRINTER VAN

The Sprinter represents the new design of full-size cargo hauling vans. Highly adaptable for a variety of work applications, it can also serve as a passenger or personal-use van.

JEEP COMMANDER

Superb off-road capabilities are the hallmark of this large SUV. The Commander offers full size passenger space at a moderate price.

NISSAN XTERRA

The Xterra is an affordable compact SUV that is built for rugged off-road use. A definite lack of luxury is not missed when most owners only want to play in the mud.

FORD F-350 DUALY

This super duty truck is made to haul heavy loads. The 6.7 liter supercharged diesel engine provides serious towing capacity and the various crew-cab styles offer a range of work-to-luxury options.

VOLKSWAGEN ROUTAN

The Routan is a stylish passenger minivan that offers practical horsepower and stable handling.

CIVILIAN MOTORCYCLES

Unlike getting into a car, mounting a motorcycle is a free action. Motorcycles tend to perform better than automobiles, but they provide no cover to their occupants.

DUCATI 1198SP

This Italian superbike is built for speed and performance. It is loaded with superior suspension, shocks and steering-dampers.

HARLEY DAVIDSON ROAD KING

The Road King is a classically styled cruiser/tour motorcycle. Heavy and stable, with a powerful motor that rumbles like no other, this bike is made for the open highway.

SUZUKI RM-Z450

The RM-Z450 is a high performance motocross dirt bike. Precision steering and handling make this rugged bike a true competitor.

TRIUMPH TIGER

The Tiger is a versatile mid-powered motorcycle that can be adapted for on-road or off-road riding. For those that mix it up between the street and the trail, this reliable bike fits all bills.

OTHER CIVILIAN VEHICLES

A few types of vehicles don't fit neatly into the categories covered above. Many of these (such as the armored truck and the limousine) are **usually custom built, so the model name isn't** specified as it is with most other vehicles in this

section. The description and stats reflect a typical model.

POLARIS SPORTSMAN ATV

This heavy-duty four-wheeled ATV is built for work or play and can be adapted to hauling, towing, trailblazing or hunting.

KENWORTH T-370 MOVING TRUCK

This medium duty truck is all business, offering a solid and reliable cab & chassis coupled with a powerful diesel engine pushing 360 hp and 1050 ft. lbs. **of torque. With a 24' box body attached to** the frame, this Kenworth can haul some respectable loads.

ARMORTEK ARMORED TRUCK

The classic armored vehicle used to transport money and other valuables. All windows, walls and doors are heavily armored, with extra **protection in the operator's location. Hidden gun** ports increase the defensive capabilities of this truck.

ARMORTEK ARMORED LIMOUSINE

A stretched sedan that offers a high level of luxury, along with the solid protection of an armored vehicle.

CIVILIAN WATER VEHICLES

Piloting a water vehicle is covered by the Profession: Sailor skill.

MONTEREY CABIN CRUISER

This large boat is about thirty feet long and is built for running in open waters. Luxury options can reach obscene levels, but each Monterey is built to be comfortable and reliable.

EQUIPMENT - VEHICLES

SPORT NAUTIQUE

This boat is mainly geared toward family water sports and activities. It is adaptable to many uses and luxury options are available.

YAMAHA WAVERUNNER

The Wave runner is a personal watercraft. It allows its operators to get into the tight spots that boats cannot. It can move quickly atop the water and has potential for several uses.

CIVILIAN AIRCRAFT

All aircraft, from one-seat to jumbo jets, are controlled by the use of the Profession: Pilot skill. A few examples are provided here from the variety of air going vehicles that might be available to characters.

SIKORSKY 76 HELICOPTER

This jet-assisted helicopter was made for passenger transport in various levels of luxury. Used mainly by the business-class, there are also government and even military applications applied to the 76.

BELL 212 JET RANGER

This is a popular helicopter used by many different corporate and government agencies. With a good capacity for either passengers or cargo, there's no wonder these helicopters are seen throughout the world.

LEARJET MODEL 45

When you need to fly in reliable luxury, the Lear Jet never fails to provide.

CESSNA CARAVAN

This single-prop plane is reliable and dependable. It is adaptable to work, transport, or recreational uses.

QUICKSILVER GT500 ULTRALIGHT

An ultra-light is a one-seat personal flying wing with a small rear-mounted prop engine. They can be adapted to some work applications, but are mainly used for recreation. They have a limited range and altitude ceiling.



EQUIPMENT – LIFESTYLE AND SERVICES

LIFESTYLE AND SERVICES

LIFESTYLE

Lifestyle items include travel expenses, entertainment and meals beyond the ordinary and housing, for those characters interested in buying a home rather than renting. Lifestyle items are shown on the table below.

Lifestyle Items	
Housing	Cost
Small condo	\$75000
Large condo	\$100000
Small house	\$150000
Medium house	\$200000
Large house	\$400000
Mansion	\$1000000
Entertainment	Cost
Movie ticket	\$10
Theater ticket	\$40
Sporting event ticket	\$40
Meals	Cost
Fast food	\$5
Family restaurant	\$10
Upscale restaurant	\$20
Fancy restaurant	\$40
Transportation	Cost
Airfare	
Domestic, coach	\$140
Domestic, first class	\$300
International, coach	\$500
International, first class	\$1000
Car rental	Cost
Economy car	\$20
Mid-size or truck	\$25
Luxury	\$100
Lodging	Cost
Budget motel	\$50
Average hotel	\$85
Upscale hotel	\$200

SERVICES

The broad spectrum of services available to characters is only represented in overview here. Services are identified on Table: Services.

Services	
Item	Cost
Auto repair	
1 to 10 hp dam	\$50
11 to 20 hp dam	\$100
21 to 30 hp dam	\$200
30+ hp dam	\$400
Towing	\$800
Bail bonds	
Property crime	\$1000
Assault crime	\$5000
Death crime	\$50000
Bribery	
Bouncer	\$50
Bureaucrat	\$1000
Informant	\$1000
Police officer	\$1000
Legal Service \$100 + \$100 per ranks in Know(civics)	



HEROES OF THE HUNT



This is a campaign setting where the characters are hunters of the supernatural.

This is a sample campaign that is stripped down to the basic mechanics to allow the GM to fit it into any setting and game style they wish.

The following sample campaign settings are a few examples how to convert other game system mechanics over to the Modern Path.

SAMPLE CAMPAIGN HEROES OF THE HUNT

LANGUAGES

You must belong to the Hunter's Faction to know Hunter's code.

HUNTER'S CODE

Used by Hunters, mostly made up of symbols.

DIFFICULTLY

HAUNTING

Penalty: You have a spirit attached to you. What the spirit wants is up to the Game master. Each day the spirit will try and drain 1 Hero Point from the hero to manifest itself.

The spirit must make a Willpower save DC (10 + $\frac{1}{2}$ your level + hero's Wisdom Bonus). If the spirit makes the save, it drains 1 Hero Point from the hero and can manifest itself and use its powers.

FEATS

SUPERNATURAL STRIKE

You may score critical hits against creatures that are normally unaffected by critical hits.

Prerequisite: Base attack bonus +2 or better.

Benefit: When you roll a threat against a creature normally unaffected by critical hits (such as a construct, ooze, or undead) you may check for a critical hit and deal the increased damage if the threat is confirmed.

This is a supernatural ability.

FACTION

HUNTER

The Hunter can come from any walk of life, background and/or experience. They serve as a primary bastion against the ever-present threat

of a supernatural incursion. The faction's strength lies in its ability to remain unknown by the general public. Hunters must stand fearless in the face of the supernatural.

GOAL

The primary goal of a Hunter is to eliminate the supernatural. They hunt the supernatural and keep the innocent safe.

Hunters are a loose group of individuals and many work on their own. Groups of Hunters are not unknown, but they generally have their own leader.

TRAITS

HERITAGE

A heritage is someone who comes from a long line of family hunters.

Class Skills: You gain a +1 Trait bonus on Knowledge (arcana) and Survival skill and these skills are always a class skill for you.

Fame Bonus: +5 to the Hunter Faction

SHADOW SCHOLAR

Shadow scholars fall into two categories—learned supernatural and mundane folk who have spent time studying occult culture, magic and other supernatural occurrences.

Skills: You gain a +1 Trait bonus on Knowledge (arcana) and spellcraft skill and these skills are always a class skill for you.

Fame Bonus: +3 to the Hunter Faction

THE CHOSEN

You have the bloodline of the Slayers

Bonus: You gain access to the Advance Training – Slayer in the Shadow Hunter Archetype Training.

Fame Bonus: +5 to the Hunter Faction

ARCHETYPES

SHADOW HUNTER

The Shadow Hunter hunts the supernatural.

TRAINING

The following are Training for the Shadow Hunter.

ADVANCED TRAINING - SLAYER

Prerequisite: Trait - The Chosen

Benefit: The Slayer gains proficiency with one exotic weapon of his choice and the Slayer is also proficient with all martial weapons and can make attack rolls normally.

ADVANCED TRAINING - DETECT SUPERNATURAL

Prerequisite: Advance Training - Slayer

Benefit: A Slayer is uncannily aware of the denizens of the supernatural and the true nature of reality. The Slayer can sense the presence of the supernatural. Anything or anyone with a supernatural description is detectable. Using this talent is a move action that requires concentration. It has a range of 30 feet and lasts as long as the Slayer concentrates, up to a **number of rounds equal to the Slayer's level**.

The amount of information gleaned by this uncanny awareness depends on how long the Slayer focuses his attention.

1st Round: Presence or absence of the supernatural.

2nd Round: Number of supernatural auras (creatures or objects) in the area and the power of the strongest aura present. If the power of the **strongest aura is "overwhelming," and has a CR rating of at least twice the Slayer's level**, the Slayer is stunned for 1 round and the use of this ability ends.

3rd Round: The power of each supernatural aura in the area becomes clear. If an aura is outside **the Slayer's line of sight, then he discerns its direction but not its exact location.**

Supernatural Aura: A creature of the supernatural emanates an aura that links it to the dimension. The power of the supernatural aura depends on the type of creature or object emitting the aura and its Hit Dice or caster level.

Creature/Object	Rating
Outsider	HD
Magic item or spell	Caster level x 1/2
Aberration, construct, dragon, elemental, undead creature	HD x 1/2
All other denizens of the Supernatural	HD x 1/5

Rating	Aura Power
1 or lower	Faint
2-4	Moderate
5-10	Strong
11 or higher	Overwhelming

If an aura falls into more than one strength category (for instance, if a creature and a magic item are in the same place and each emits an aura) the ability indicates the stronger of the two.

Length Aura Lingers: How long a supernatural aura lingers after the creature or object has **vacated the location depends on the aura's original strength.**

Original Aura Power	Duration
Faint	1d6 minutes
Moderate	1d6 x 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round, a Slayer can turn to detect the presence of the supernatural in a new area. The ability can penetrate barriers, but 1 foot of stone, 1 inch of metal, or 3 feet of wood or dirt blocks it.

SAMPLE CAMPAIGN HEROES OF THE HUNT

ADVANCED TRAINING – SLAYER WEAPON

Prerequisite: Advance Training – Slayer and Advance Training – Detect Supernatural

Benefit: A Slayer can imbue one of her weapons with the bane weapon special ability as a swift action.

He must select one creature type when he uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the type can be changed as a swift action. This ability only functions while the Slayer wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to the Slayer before the duration expires. This ability lasts for a number of rounds per day equal to the Slayer's level. These rounds do not need to be consecutive.

Any melee weapon can be empowered by the Slayer, including the Slayer's unarmed strikes.

ADVANCED TRAINING – SUPERNATURAL IMMUNITY

Prerequisite: Advance Training – Slayer

Benefit: A Slayer gains 1 point of damage reduction and spell resistance 10, +1 for every two levels against any object, creature, or ability with the supernatural (Su) special ability type.

Supernatural Immunity doesn't reduce the damage dealt by firearms, melee weapons, or hazardous effects.

ADVANCED TRAINING – WORD OF SLAYING

Prerequisite: Favored Enemy, Advance Training – Slayer and Advance Training – Slayer Weapon

Benefit: A Slayer can use this ability once per day and one additional time per day for every four levels (or for one Hero Point).

A Slayer can utter a word of power that can devastate the Slayer's Favored Enemy. The word of slaying affects any Favored Enemy creatures within 15 feet of the Slayer. The ill effects

depend on the Hit Dice of the creatures, as shown below.

Hit Dice	Effect
12 or more	Dazed
8–11	Stunned
4–7	Paralyzed
3 or less	Killed

FAVORED ENEMY

Prerequisite: None

Benefit: A Shadow Hunter selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A Shadow Hunter may make Knowledge skill checks untrained when attempting to identify these creatures. At every five levels the bonus against any one favored enemy increases by +2.

Any time this training is taken, the Shadow Hunter may select an additional favored enemy. If the Shadow Hunter chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, the Shadow Hunter's bonuses do not stack; he simply uses whichever bonus is higher.

HUNTER'S HUNCH

Prerequisite: Favored Enemy

Benefit: The Shadow Hunter gains a +10 competence bonus on Perception checks against his Favored Enemy. He retains his Dexterity bonus to AC even when flat-footed and can't be flanked.

HUNTER'S TRACKING

Prerequisite: Favored Enemy

Benefit: A Shadow Hunter can follow tracks against his Favored Enemy by making a Survival check to find or follow a track. A Shadow Hunter can attempt to follow tracks using Survival untrained.

The typical DC for a fresh trail is 10. The DC increases or decreases depending on the Hit Dice of the creature, the number of creatures and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill in regards to tracking. Shadow Hunter ignores the effects of surface conditions and poor visibility.

By touching a print or residue left behind, you receive a clear mental image of the Favored Enemy that made it. The image has the exact same appearance as the creature that made the footprint at the moment it made the imprint, including any telling features or expressions, any gear or equipment, or anything else the creature was carrying at the time.

LOCATE TARGET

Prerequisite: None

Benefit: Once a day per level (or for one Hero Point) Locate Target greatly enhances your senses against the target creature. You gain the ability to perceive the target when it is invisible or ethereal as though using the see invisibility spell and receive a +20 competence bonus on Perception checks to locate the target. You ignore concealment provided by fog or mist, blur, displacement, invisibility and similar effects affecting the target, but not concealment provided by darkness. This provides no benefits to your allies and no benefits against creatures other than the target. This effects last for 1 round per level of the Shadow Hunter and is a swift action to initiate but not to maintain.

PENETRATING STRIKE

Prerequisite: Favored Enemy

Benefit: Your attacks are capable of penetrating the defenses of some creatures. Your attacks on your Favored Enemy ignore up to 1 point of damage reduction for every two levels.

SEEN IT

Prerequisite: None

Benefit: Once a day per level (or one Hero Point) the Shadow Hunter can remove a condition from himself. You can remove the dazed, fatigued, shaken, or staggered condition.

SENSITIVE

Prerequisite: None

Benefit: The Shadow Hunter becomes aware of the unseen.

The Shadow Hunter can notice any object, creature, or ability with the supernatural (Su) special ability type.

This training ability lets a Shadow Hunter detect approaching non-human enemies, detect out hidden foes and aid in tracking.

A creature with the Sensitive ability can detect opponents within 30 feet + 5 feet per hit dice of the creature.

The Shadow Hunter detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If the creature moves within 5 feet (1 square) of the source, the Shadow Hunter can pinpoint the area that the source occupies, even if it cannot be seen.

The Shadow Hunter gains a +2 in Perception and Survival when used to track the supernatural.

SAMPLE CAMPAIGN – HEROES OF THE HUNT

SWIFT TRACK

Prerequisite: None

Benefit: The Shadow Hunter can move at his normal speed while using Survival to follow a supernatural creature without taking the normal -5 penalty.

He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

ZOMBIE HUNTING

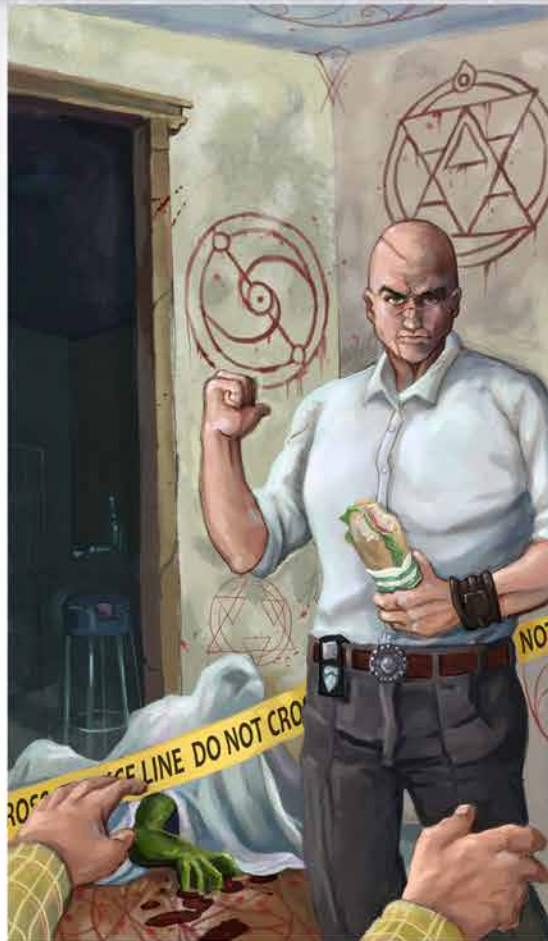
Prerequisite: Favored Enemy (Zombies)

Benefit: The Shadow Hunter specializes in Zombie hunting and gains proficiency in Chainsaw.

In addition, Shadow Hunter receives a +2 insight bonus on attack rolls made against Zombies and all critical threats are automatically confirmed.



HEROES OF THE ARCANES



Heroes of the Arcane is a campaign setting where the characters are spell casters in a modern setting.

This is an optional example of how traditional spell casting can be incorporated into the Modern Path rule system.

This is a sample campaign that is stripped down to the basic mechanics to allow the GM to fit it into any setting and game style they wish.

ARCANES LANGUAGES

You must have a background in arcana to learn an arcane language. For each rank in Knowledge (arcana) you can learn one arcane language.

ENOCHIAN

Language of the angels.

GREEN LANGUAGE

Also known as the "Language of the Birds".

OURANIAN BARBARIC

Invented in the 20th century, it has become a part of mystic rituals.

WITCHES' ALPHABET

The original source is unknown, but it is believed to have originated from an ancient mage. It is also known as the Theban Script

DIFFICULTIES

CURSE

Opening doorways that should remain closed comes with a price to pay. For each Advanced Training chosen, the Mystic must choose a curse. A curse is based on the character level. Each curse comes with a benefit as well as a hindrance. The curse cannot be removed or dispelled.

CLOUDED VISION

Your eyes are obscured, making it difficult for you to see. You cannot see anything beyond 30 feet, but you can see as if you had dark vision. At 5th level, this distance increases to 60 feet. At 10th level, you gain blind sense out to a range of

30 feet. At 15th level, you gain blind sight out to a range of 15 feet.

DEAF

You cannot hear and suffer all of the usual penalties for being deafened. You cast all of your spells as if they were modified by the Silent Spell feat. This does not increase their level or casting time. At 5th level, you receive a +3 competence bonus on Perception checks that do not rely upon hearing and the initiative penalty for being deaf is reduced to -2. At 10th level, you gain scent and you do not suffer any penalty on initiative checks due to being deaf. At 15th level, you gain tremor sense out to a range of 30 feet.

HAUNTED

Malevolent spirits follow you wherever you go, causing minor mishaps and strange occurrences (such as unexpected breezes, small objects moving on their own and faint noises). Retrieving any stored item from your gear requires a standard action, unless it would normally take longer. Any item you drop lands 10 feet away from you in a random direction. Add mage hand and ghost sound to your list of spells known. At 5th level, add levitate and minor image to your list of spells known. At 10th level, add telekinesis to your list of spells known. At 15th level, add reverse gravity to your list of spells known.

LAME

One of your legs is permanently wounded, reducing your base land speed by 10 feet if your base speed is 30 feet or more. If your base speed is less than 30 feet, your speed is reduced by 5 feet. Your speed is never reduced due to encumbrance. At 5th level, you are immune to the fatigued condition (but not exhaustion). At 10th level, your speed is never reduced by armor. At 15th level, you are immune to the exhausted condition.

TONGUES

In times of stress or unease, you speak in tongues. Pick one of the following languages: Ancient Greek, Ancient Hebrew, Aramaic, Babylonian, Coptic, Enochian, Green Language, Latin, Middle Egyptian, Ouranian Barbaric, Sanskrit, or Witches Alphabet. Whenever you are in combat, you can only speak and understand the selected language. This does not interfere with spell casting, but it does apply to spells that are language dependent. You gain the selected language as a bonus language. At 5th level, pick an additional language to speak in combat and add it to your list of known languages. At 10th level, you can understand any spoken language, as if under the effects of tongues, even during combat. At 15th level, you can speak and understand any language, but your speech is still restricted during combat.

WASTING

Your body is slowly rotting away. You take a -4 penalty on Charisma-based skill checks, except for Intimidate. You gain a +4 competence bonus on saves made against disease. At 5th level, you are immune to the sickened condition (but not nauseated). At 10th level, you gain immunity to disease. At 15th level, you are immune to the nauseated condition.

Rules for Oracle's Curses are found in the Pathfinder Role Playing Game – Advanced Player's Guide and at the PRD at:

<http://paizo.com/pathfinderRPG/prd/advanced/baseClasses/oracle.html>

FEATS

INCANTATION

Description: You are able to cast two spells. These spells come from the various Pathfinder Role Playing Game rule books. These spells are

normally found in old tomes and are difficult to come by.

Prerequisites: Knowledge (arcana) 1 rank

Benefit: You choose any two spells to cast, based on the chart below, in ranks of the character's Knowledge (arcana) skill.

Knowledge (arcana) Ranks	Spell Level
1	0
2	0
3	1
4	1
5	2
6	2
7	3
8	3
9	4
10	4
11	5
12	5
13	6
14	6
15	7
16	7
17	8
18	8
19	9
20	9

To cast the spell you must make a Knowledge (arcana) check DC 20 + spell level.

When a caster fails a Knowledge (arcana) check to cast an invocation, the caster (and all involved in the casting) acquires a spell blight. A failed spell of 4th level or lower results in a minor spell blight, while a failed spell of 5th level or higher results in a major spell blight.

An Incantation is a full round action per spell level.

An Incantation's caster level is based on your ranks in Knowledge (arcana).

The skill ability to "Aid another"; can also be used normally.

After casting an Incantation, all individuals that participated in the casting of the incantation, are **affected by the condition "Fatigue" (no save).**

If another Incantation is cast that same day, the conditions increase in severity by one step:

SAMPLE CAMPAIGN – HEROES OF THE ARCANE

- 1st Incantation a day = Fatigue
 2nd Incantation a day = Exhaustion
 3rd Incantation a day = Exhaustion + Sickened
 4th Incantation a day = Exhaustion + Sickened + Stunned
 5th Incantation a day = Unconscious

There is no save to avoid these conditions.

Special: You can gain this feat multiple times. Each time you must choose two different spells. For more information on spell blights, please see the Pathfinder Role Playing Game - Ultimate Magic and also at the PFSRD at:
<http://www.d20pfsrd.com/magic/spellblights>

TURN CREATURE TYPE

Description: Calling upon higher powers, you cause a chosen creature type to flee from the might of your unleashed divine energy.

Prerequisites: Channel energy class feature.

Benefit: You can, as a standard action, use one of your uses of channel energy to cause all the chosen creature type within 30 feet of you to flee, as if panicked. The chosen creature type receive a Will save to negate the effect. The DC for this Will save is equal to 10 + 1/2 your level + your Charisma modifier. The chosen creature types that fail their save flee for 1 minute. Intelligent chosen creature type receive a new saving throw each round to end the effect. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures). The chosen creature type is the same as the Ranger class ability "Favored Enemy".



Table: Chosen Creature Types

Type (Subtype)	Type (Subtype)
Aberration	Magical beast
Animal	Humanoid (other subtype)
Construct	Monstrous humanoid
Dragon	Ooze
Fey	Outsider (air)
Humanoid (aquatic)	Outsider (chaotic)
Humanoid (dwarf)	Outsider (earth)
Humanoid (elf)	Outsider (evil)
Humanoid (giant)	Outsider (fire)
Humanoid (goblinoid)	Outsider (good)
Humanoid (gnoll)	Outsider (lawful)
Humanoid (gnome)	Outsider (native)
Humanoid (halfling)	Outsider (water)
Humanoid (human)	Plant
Humanoid (orc)	Undead
Humanoid (reptilian)	Vermin

FACTION

ORDER OF THE SECRET

Order of the Secret is an ancient and mysterious faction. Its origins are unknown, but there are references found of the order within the earliest of writings and lore.

GOAL

The primary goal of Order of the Secret is to regulate the practice of magic.

TRAITS

APOTHECARY

Apothecaries are people who study the occult science of mixing chemicals, elements and naturally occurring materials together for predictable results. They often go on to be research scientists, inventors, pharmacists, or alchemists.

Class Skills: You gain a +1 Trait bonus on Craft (alchemy) and Knowledge (arcana) skill and these skills are class skill for you.

Fame Bonus: +1 to the Order of the Secret faction

HEDGE WIZARD

A hedge wizard is someone who has spent a great deal of time studying the arcane arts without the benefit of having any formal training or mentoring.

Class Skills: You gain a +1 Trait bonus on Knowledge (arcana) and Use Magical Device skill and these skills are class skill for you.

Fame Bonus: +2 to the Order of the Secret faction

NOVITIATE

Novitiates draw quiet strength from their belief in a greater power. They do not necessarily have ties to a specific religion or denomination—their faith is enough. Some novitiates are lay clergy, counselors, motivational speakers, social workers, or any other position involved with helping people who have lost hope and faith.

Skills: You gain a +1 Trait bonus on Knowledge (arcana) and Knowledge (religion) skill and these skills are class skill for you.

Fame Bonus: +2 to the Order of the Secret faction

MYSTIC

The Mystic understands the arcane and the divine.

TRAINING

The following are Training for the Mystic.

ADVANCED TRAINING - BOOK OF SHADOWS

Prerequisite: Spell Casting Training

Benefit: You gain access to the Witch spell list in addition to any spell school you have acquired.

ADVANCED TRAINING - FORBIDDEN LORE

Prerequisite: Spell Casting Training

Benefit: You gain access to the Oracle spell list in addition to any spell school you have acquired.

ADVANCED TRAINING - HEX

Prerequisite: Difficulty - Curse and Advanced Training - Book of Shadows

Benefit: You gain the Witch class ability Hex. You may choose one Hex.

Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is equal to 10 + 1/2 level + Wisdom modifier.

Rules for Witch's Hex are found in the Pathfinder Role Playing Game – Advanced Player's Guide and at the PRD at:

<http://paizo.com/pathfinderRPG/prd/advanced/b aseClasses/witch.html>

ADVANCED TRAINING - MYSTERY

Prerequisite: Difficulty - Curse and Advanced Training - Forbidden Lore

Benefit: You gain the Oracle class ability Mysteries. You may choose one Mystery.

Unless otherwise noted, the DC to save against these revelations is equal to 10 + 1/2 level + Charisma modifier.

Rules for Oracle's Mysteries are found in the Pathfinder Role Playing Game – Advanced Player's Guide and at the PRD at:

<http://paizo.com/pathfinderRPG/prd/advanced/b aseClasses/oracle.html>

ADVANCED TRAINING - REVELATION

Prerequisite: Difficulty – Curse and Advanced Training - Mystery

Benefit: A Mystic uncovers a new secret about her mystery that grants her powers and abilities. Unless otherwise noted, activating the power of a revelation is a standard action.

Rules for Oracle's Revelations are found in the Pathfinder Role Playing Game – Advanced

Player's Guide and at the PRD at:

<http://paizo.com/pathfinderRPG/prd/advanced/basicClasses/oracle.html>

ARCANE BOND

Description: You gain the wizard class ability Arcane Bond

Prerequisite: Spell Casting

Benefit: The Mystic forms a powerful bond with an object or a creature. This bond can take one of two forms: a familiar or a bonded object. A familiar is a magical pet that enhances the Mystic's skills and senses and can aid him in magic, while a bonded object is an item a Mystic can use to cast additional spells or to serve as a magical item.

Rules for Bonded Items are found in the Pathfinder Role Playing Game Core Rule Book, Chapter 3 – Wizard and on the PRD at: <http://paizo.com/pathfinderRPG/prd/classes/wizard.html#wizard>

ARCANE SCHOOL

Description: You gain access to all the spells within an arcane school.

Prerequisite: Spell Casting

Benefit: A Mystic can choose various schools of magic, gaining access to all the spells based on that school.

When choosing an Arcane School the Mystic is able to learn any spell (arcane or divine) from that school. The Mystic does not gain the special abilities associated with the fantasy based arcane school.

The Mystic is free to learn multiple schools without having to choose an opposition school.

Arcane School List

Abjuration
Conjuration
Divination
Enchantment
Evocation
Illusion
Necromancy
Transmutation

Rules for Arcane Schools are found in the Pathfinder Role Playing Game Core Rule Book, Chapter 3 – Wizard and on the PRD at: <http://paizo.com/pathfinderRPG/prd/classes/wizard.html#wizard>

Special: You can gain this training multiple times. Each time you must choose a different school.

CHANNEL ENERGY

Description: You gain the Cleric class ability Channel Energy

Prerequisite: Spell Casting

Benefit: Regardless of alignment, any Mystic can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good Mystic channels positive energy and can choose to deal damage to undead creatures or to heal living creatures.

An evil Mystic channels negative energy and can choose to deal damage to living creatures or to heal undead creatures.

A neutral Mystic must choose whether he channels positive or negative energy. Once this choice is made; it cannot be reversed.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the Mystic. The amount of damage dealt or healed is equal to

SAMPLE CAMPAIGN – HEROES OF THE ARCANES

1d6 points of damage plus 1d6 points of damage for every two levels.

Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the Mystic's level + the Mystic's chosen spell casting ability modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost.

A Mystic may channel energy a number of times per day equal to 3 + chosen spell casting ability modifier. This is a standard action that does not provoke an attack of opportunity. A Mystic can choose whether or not to include herself in this effect.

Rules for Channel Energy are found in the Pathfinder Role Playing Game Core Rule Book and on the PRD at:

http://paizo.com/pathfinderRPG/prd/classes/cleric.html#_cleric

DOMAINS

You gain the cleric class ability Domains. Each domain counts as a Training.

Prerequisite: Spell Casting

A Mystic chooses any domain to represent her spiritual inclinations and beliefs. A Mystic can select an alignment domain (Chaos, Evil, Good, or Law) only if her alignment matches that domain.

Domains come with granted powers and bonus spells per level.

Unless otherwise noted, activating a domain power is a standard action.

Rules for Domains are found in the Pathfinder Role Playing Game Core Rule Book and on the PRD at:

http://paizo.com/pathfinderRPG/prd/classes/cleric.html#_cleric

Special: You can gain this training multiple times. Each time you must choose a different domain.

SPELL CASTING

The Mystic can use Intelligence, Wisdom, or Charisma ability to cast spells. This should be the same as what ability is chosen for the Modern Hero Heroics class ability.

A Mystic casts spells drawn from either arcane or divine spell types, but you only have access to the Universal spells to learn as Known Spells. The Mystic can increase his scope of spells by taking the archetype training ability: Arcane School.

A Mystic can cast any spell he knows without preparing it ahead of time.

To learn or cast a spell, a Mystic must have a chosen ability score equal to at least 10 + the spell level.



SAMPLE CAMPAIGN – HEROES OF THE ARCADE

SPELLS PER DAY

A Mystic can cast only a certain number of spells, of each spell level, per day. In addition, he receives bonus spells per day if he has a high chosen ability score.

Level	Spells per Day									
	0	1	2	3	4	5	6	7	8	9
1st	1	1	—	—	—	—	—	—	—	—
2nd	2	2	—	—	—	—	—	—	—	—
3rd	2	2	1	—	—	—	—	—	—	—
4th	2	2	2	—	—	—	—	—	—	—
5th	2	2	2	1	—	—	—	—	—	—
6th	2	2	2	2	—	—	—	—	—	—
7th	2	2	2	2	1	—	—	—	—	—
8th	2	2	2	2	2	—	—	—	—	—
9th	2	2	2	2	2	1	—	—	—	—
10th	2	2	2	2	2	2	—	—	—	—
11th	2	2	2	2	2	2	1	—	—	—
12th	2	2	2	2	2	2	2	—	—	—
13th	2	2	2	2	2	2	2	1	—	—
14th	2	2	2	2	2	2	2	2	—	—
15th	2	2	2	2	2	2	2	2	1	—
16th	2	2	2	2	2	2	2	2	2	—
17th	2	2	2	2	2	2	2	2	2	1
18th	2	2	2	2	2	2	2	2	2	2
19th	3	3	3	3	3	3	3	3	3	3
20th	4	4	4	4	4	4	4	4	4	4

SPELLS KNOWN

A Mystic can learn only a certain number of spells per level.

Level	Spells Known									
	0	1	2	3	4	5	6	7	8	9
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

The Difficulty Class for a saving throw against a Mystic's spell is 10 + the spell level + the Mystic's chosen ability modifier.



SHADOW HEROES



The Shadow Heroes sample campaign is just a few simple rules to use when a Modern Hero character acquires a supernatural race or template.

The following rules are easily adjusted and expanded as needed.

The Modern Hero class holds a few unique advantages and disadvantages when certain creature types are acquired by the character. Normally, antiheroes are not allowed the use of Hero Points. This is not the case when these creature types are used in conjunction with the Modern Hero class. The difference is how the points are gained and replenished. These creature types also gain access to various class abilities (including archetypes) of that class to use as Talent or Training slots. The creature must meet the level and any other requirements of the class ability. This cost of one class ability is one Talent or Training slot. The following are a few examples.

ANGEL

Angles are any creature type of a celestial nature. These include the creature subtypes of Angel, Archon, Azatas and any celestial or divine influenced template or race.

GRACE

The Angel has a new ability called Grace. Grace grants a +10 bonus to Hero Points in addition to the normal class bonuses. Additionally, for every Fame point gained in a celestial type Faction, the angel also gains a Hero Point.

Angels regain 1 used Hero Point after invoking a supernatural ability that is divine in nature. A few examples are: Channel Positive Energy, paladin's Divine Grace or Mercy class abilities.

CLASS AND ARCHETYPE

An Angel gains access to the class and archetypes abilities of the Cleric and Paladin. The Angel can buy one of these class abilities as a class Talent or Training. The GM is free to expand or restrict this list.

DISADVANTAGE

The disadvantage for Grace is that if an Angle's "true name" is known and used against him, it drains his entire Hero Points and he is unable to use any supernatural powers.

DEMON

Demons are any creature type of an infernal nature. These include the creature subtypes of daemon, demons, devils and other evil outsider influenced template or race.

BLIGHT

The Demon has a new ability called Blight. Blight grants a +10 bonus to Hero Points in addition to the normal class bonuses. Additionally, for every Fame point gained in an infernal type Faction, the demon also gains a Hero Point.

Demons regain 1 used Hero Point after invoking a supernatural ability that is evil in nature. A few examples are: Channel Negative Energy, anti-paladin's Touch of Corruption or Cruelty class abilities.

CLASS AND ARCHETYPE

A Demon gains access to the class and archetypes of the Cleric and anti-Paladin. The Demon can buy one of these class abilities as a class Talent or Training. The GM is free to expand or restrict this list.

DISADVANTAGE

The disadvantage for Blight is that if a Demon's "true name" is known and used against him, it drains his entire Hero Points and he is unable to use any supernatural powers.

SAMPLE CAMPAIGN SHADOW HEROES

VAMPIRE

Vampires are any creature type of any vampire nature. These include all the vampire templates or races.

BLOOD

The Vampire has a new ability called Blood. Blood grants a +10 bonus to Hero Points in addition to the normal class bonuses. Additionally, for every 25 years of age, the Vampire also gains a Hero Point.

Vampires Hero Points are regained after draining blood from a Bite Attack on a humanoid. A vampire can drain blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire regains one Hero Point for every one point of Constitution drained.

CLASS AND ARCHETYPE

A Vampire gains access to the class and archetypes of the Rouge. The Vampire can buy one of these class abilities as a class Talent or Training. The GM is free to expand or restrict this list.

DISADVANTAGE

The disadvantage for Blood is that Vampires lose 1 Hero Point a night and 1 per round in direct sunlight. If the Vampire's Hero Points reach 0; they fall under the condition disabled.

WEREWOLF

Werewolves are any creature type that is in werewolf nature. These include all the werewolf templates or races.

LUNAR

The Werewolf has a new ability called Lunar. Lunar grants a +10 bonus to Hero Points in addition to the normal class bonuses. Additionally, the phase of the moon also affects **the Werewolf's Hero Points temporally.**

The **Werewolf's Hero Points temporally increase** for the night depending on the phases of the Moon.

New Moon:	2 Point
Crescent Moon:	4 Points
Quarter Moon:	6 Points
Waxing Moon:	8 Points
Full Moon:	10 Points and double the character's total Hero Point pool.

CLASS AND ARCHETYPE

A Werewolf gains access to the class and archetypes of the Barbarian. The werewolf can buy one of these class abilities as a class Talent or Training. The GM is free to expand or restrict this list.

DISADVANTAGE

The disadvantage for Lunar is that each night a werewolf has to make a will save DC 15 + moon phase points. If failed, the Werewolf will go into an uncontrollable Rage (same as Barbarian Rage) until the next morning.

CLASSIC HEROES



Classic Heroes incorporates the MSRD classes into archetypes for the various standard fantasy classes.

Additionally the MSRD class can also become archetypes for the Modern Hero base class.

The GM is free to incorporate any other classes that are appropriate for the campaign.

ALCHEMIST

The following are archetypes for the Alchemist class.

ENGINEER

Archetype Features

The following features pertain to the Engineer archetype. This archetype removes the spellcasting class ability.

BUILDER

At 1st level, the Engineer gains the bonus feat Builder.

This ability replaces brew potion.

IMPROVE KIT (+1)

At 2nd level, an engineer can use his know-how to upgrade an electrical or mechanical tool kit at no additional cost.

Electrical Tool Kit, Basic: For the cost of a basic electrical tool kit, an Engineer can assemble a mastercraft (+1) version of the kit that grants a +1 equipment bonus on all craft checks made to fix electrical devices.

Electrical Tool Kit, Deluxe: For the cost of a deluxe electrical tool kit, an Engineer can assemble a mastercraft (+1) version that grants a +3 equipment bonus (instead of the usual +2 equipment bonus) on all craft checks made to fix electrical devices and a +1 equipment bonus on all Craft (electrical) checks.

Mechanical Tool Kit, Basic: For the cost of a basic mechanical tool kit, an Engineer can assemble a mastercraft (+1) version of the kit that grants a +1 equipment bonus on all craft checks made to fix mechanical devices.

Mechanical Tool Kit, Deluxe: For the cost of a deluxe mechanical kit, an Engineer can assemble a mastercraft (+1) version that grants a +3 equipment bonus (instead of the usual +2 equipment bonus) on all craft checks made to fix

mechanical devices and a +1 equipment bonus on all Craft (mechanical) and Craft (structural) checks.

This ability replaces poison resistance +2

QUICK CRAFT

At 2nd level, an engineer learns how to craft ordinary scratch-built electronic, mechanical, and structural objects more quickly than normal. When using the Craft (electronic), Craft (mechanical), or Craft (structural) skill to build an ordinary scratch-built item, the Engineer reduces the building time by one-quarter.

At 5th level, the Engineer reduces the building time of ordinary objects and mastercraft objects by half.

This ability replaces poison use.

IMPROVE KIT (+2)

At 5th level, the Engineer can assemble mastercraft (+2) electrical and mechanical tool kits. This ability works as the 1st-level improve kit class feature, except the equipment bonuses improve by an additional +1.

This ability replaces poison resistance +4.

IMPROVE KIT (+3)

At 8th level, the Engineer can assemble mastercraft (+3) electrical and mechanical tool kits. This ability works as the 5th-level improve kit class feature, except the equipment bonuses improve by an additional +1.

This ability replaces poison resistance +6.

QUICK FIX

At 10th level, the Engineer can repair a mechanical or electrical device in half the normal time. However, cutting the repair time increases the craft check DC by 5.

This ability replaces poison immunity.

UNFLUSTERED

An 18th-level Engineer can perform complicated tasks without provoking attacks of opportunity from adjacent foes.

During any round the Engineer uses any skill without provoking attacks of opportunity. This ability replaces instant alchemy.

NEW DISCOVERIES

These discoveries only apply to the Engineer archetype.

SUPERIOR REPAIR

An Engineer learns improved ways of repairing items.

An Engineer with a mechanical tool kit and an appropriate facility (a workshop, garage, or hangar) can repair damage to an item. (Without a mechanical tool kit, the Engineer takes a -4 penalty on the craft check.) With 1 hour of work, the engineer can restore a number of hit points based on his craft check result, as shown in Table: Superior Repair. If damage remains, the Engineer may continue to make repairs for as many hours as needed to fully repair the item.

Table: Superior Repair

Craft Check Result	Damage Repaired
Less than 20	None
20-29	2d6 + Engineer class level
30-39	3d6 + Engineer class level
40+	4d6 + Engineer class level

RECONFIGURE WEAPON

An Engineer can reconfigure a melee or ranged weapon, improving one aspect of it. Reconfiguring a weapon requires 1 hour of work and a successful craft check (DC 20); reconfiguring a mastercraft weapon is slightly harder (DC 20 + the weapon's mastercraft bonus feature). An Engineer may take 10 or take 20 on this check.

The reconfiguration imposes a -1 penalty on attack rolls made with the weapon but grants one of the following benefits indefinitely:

Changed Rate of Fire: The reconfiguration changes the weapon's rate of fire. A semiautomatic-only weapon switches to an automatic-only weapon, or vice versa. This benefit applies only to a ranged weapon with either a semiautomatic or automatic fire setting.

Greater Ammo Capacity: The reconfigured weapon can hold 50% more ammunition than normal. This benefit applies only to weapons that take ammunition.

Greater Concealment: The reconfiguration grants a +2 bonus on Sleight of Hand checks made to conceal the reconfigured weapon.

Greater Range Increment: The reconfigured weapon's range increment increases by 10 feet. This benefit applies only to weapons with range increments.

Signature Shooter: The weapon is reconfigured for a single individual's use only and is treated as a unique exotic weapon. Anyone else who uses the weapon takes a -4 non-proficient penalty on attack rolls.

Weapons can be reconfigured multiple times; each time a weapon is reconfigured, it imparts a new benefit. Undoing an Engineer's weapon reconfiguration requires 1 hour and a successful Disable Device check (DC 20 + the Engineer's class level).

SABOTAGE

The Engineer can sabotage an electrical or mechanical object so that it operates poorly. The Engineer must succeed on a Disable Device check (DC 20) to accomplish the downgrade, and sabotaging a mastercraft object is slightly harder (DC 20 + the mastercraft object's bonus feature). Noticing the Engineer's handiwork without first testing the sabotaged device requires a successful Perception check (DC = the Engineer's Disable Device check result). Fixing

the sabotaged item requires a successful craft check.

Sabotage Device: As a full-round action, the Engineer can reconfigure a device with electrical or mechanical components so that anyone who uses it suffers a **penalty equal to the Engineer's class level** on skill checks made to use the device.

Sabotage Weapon: As a full-round action, the Engineer can sabotage a weapon so that it misfires or breaks the next time it is used. A sabotaged weapon cannot be used effectively until repaired.

WEAPON UPGRADE

An Engineer can upgrade weapons, as well as weapon systems aboard vehicles.

Table: Weapon Upgrade

Weapon Upgrade	Craft DC
Weapon also dazes target for 1 round	25
Weapon also knocks target prone	30
Weapon leaves target shaken for 1d4 rounds	35
Weapon also stuns target for 1d4 rounds	40
Vehicle Weapon Upgrade	DC
Weapon deals an extra two dice of damage	25
Weapon ignores 5 points of target's hardness/DR	30
Weapon's critical hit multiplier increases by 1	35
Weapon ignores 10 points of target's hardness/DR	40

The Engineer must spend 1 hour tinkering with the weapon, after which he must succeed at a Craft (mechanical) check. The DC varies depending on how the weapon is modified, as shown in Table: Weapon Upgrade. If the skill check fails, the attempt to modify the weapon also fails, although the Engineer may try again. (The engineer may take 20 on the skill check, but the upgrade takes 20 hours to complete.) An upgraded weapon has a 10% chance of breaking

after each time it is used; it cannot be used again until repaired, and repairing it requires 1 hour and a successful craft check (DC 40).

FIELD SCIENTIST

Archetype Features

The following features pertain to the Field Scientist archetype. This archetype removes the spellcasting class ability.

SMART DEFENSE

At 1st level a Field Scientist applies his or her Intelligence bonus and his or her Dexterity bonus to his or her Armor Class. Any situation that would deny the Field Scientist his or her Dexterity bonus to Armor Class also denies the Intelligence bonus. This ability replaces throw anything.

SCIENTIFIC IMPROVISATION

At 2nd level, a Field Scientist gains the ability to improvise solutions using common objects and scientific know-how. This ability lets the Field Scientist create objects in a dramatic situation quickly and cheaply, but that have a limited duration.

By spending 1 Hero Point and combining common objects with a Craft check that corresponds to the function desired, the Field Scientist can build a tool or device to deal with any situation. The DC for the Craft check is equal to 5 + 1/10 the cost of the object that most closely matches the desired function.

Only objects that can normally be used more than once can be improvised.

Electronic devices, special tools, weapons, mechanical devices, and more can be built with scientific improvisation. It takes a full-round action to make an object with scientific improvisation. The object, when put into use, lasts for a number of rounds equal to the Field Scientist's class level, or until the end of the

current encounter, before it breaks down. It can't be repaired.

This ability replaces poison use.

SKILL MASTERY

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

This ability replaces swift alchemy.

MINOR BREAKTHROUGH

Upon attaining 5th level, a Field Scientist receives credit for a minor scientific breakthrough that earns him the recognition of his peers. The Field Scientist chooses a Knowledge skill and when dealing with others with at least 1 rank in the same Knowledge skill, the Field Scientist gains a +2 bonus on Fame checks.

This minor breakthrough also provides the Field Scientist with a +3 bonus to a profession skill.

This ability replaces poison resistance +4.

SMART SURVIVAL

A Field Scientist of 6th level or higher can spend 1 Hero Point to reduce the damage dealt by a single attack or effect by 5 points.

This ability replaces swift poisoning.

SMART WEAPON

At 8th level, the Field Scientist selects one weapon that he or she is proficient in and can use with one hand. With the selected weapon, the Field Scientist can use his or her Intelligence modifier instead of Strength or Dexterity modifier on attack rolls.

This ability replaces poison resistance +6.

MAJOR BREAKTHROUGH

At 10th level, the Field Scientist gains a +2 bonus on Fame checks when dealing with individuals who have at least 1 rank in any Knowledge skill. This bonus stacks with the bonus provided by the minor breakthrough ability.

This major breakthrough also provides the Field Scientist with a +3 bonus to a profession skill.

This ability replaces poison immunity.

TECHIE

Archetype Features

The following features pertain to the Techie archetype. This archetype removes the spellcasting class ability.

JURY-RIG

A Techie gains a +2 competence bonus on craft skill checks made to attempt temporary or jury-rigged repairs. See the Craft skill for details on jury-rigging.

This ability replaces throw anything.

At 6th level, this competence bonus increases to +4.

This ability replaces swift poisoning.

EXTREME MACHINE

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

By spending 1 Hero Point and making either a Craft (electronic) or Craft (mechanical) check (whichever is appropriate for the machine in question), the Techie 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.

SAMPLE CAMPAIGN CLASSIC HEROES

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 Techie performs the extreme modifications in **1 hour**. The Techie 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 Techie class level, beginning when the object is first put into use. The Techie 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.

This ability replaces poison resistance +2.

BUILD ROBOT

A Techie of 5th level or higher can build remote-controlled robots that are tiny or Diminutive in **size**. These robots serve as the Techie's eyes, ears, or hands out to a predetermined distance away from the character when the Techie wants to use one of the following skills: Craft (any), Disable Device, Knowledge (technology) or Perception.

The Techie must have at least 1 rank in the skill that he wants to program into the robot. The Techie can only control one robot at a time, and only one of his robots can be active at any time. Follow these steps to build a robot.

Cost: The purchase cost for the components needed to construct a robot is based on the robot's size.

Size	Cost
Diminutive	\$18,000
Tiny	\$15,000

The character needs to purchase and gather the necessary components prior to starting construction.

Construct Frame: The robot's body determines its size, shape, locomotion, and hit points. The DC of the Craft (mechanical) check is set by the robot's size and modified by the form of locomotion selected.

Size	Craft DC
Diminutive	15
Tiny	12

Components	DC Modifier
Frame Shape and Locomotion¹	
Bipedal	+4
Quadruped	+3
Treads	+2
Wheels	+1
External Components²	
Manipulators ³	+3
Audio/visual sensor	+2
Remote Range¹	
Remote control link, 100 feet	+1
Remote control link, 200 feet	+3
Remote control link, 300 feet	+5

1. Select only one of the options in this category.
2. Select one or more of the options in this category.
3. Necessary for a robot built to use any skill except Perception.

Select a frame size and form, add manipulators and sensors as necessary, and choose a type of remote control link. Add all the modifiers to **determine the check's DC. Make the Craft (mechanical) check to construct the robot's frame.**

It takes a Techie 30 hours to construct a Diminutive robot frame or 12 hours to construct a tiny robot frame.

A Diminutive robot can be 6 to 12 inches long or tall and weighs about 1 pound. A Tiny robot can be 13 to 24 inches long or tall and weighs up to 3

pounds. Statistics for these robots can be found <http://www.wizards.com/d20/files/msrd/FutureRobots.rtf> and below.

Small Robot: CR 1/2; Small construct; HD 1d10+5; hp 10; Int +0; Speed 30 ft. (treads), 30 ft. (bipedal), 40 ft. (quadruped), or 50 ft. (wheels); Armor Class 11, touch 11, flatfooted 11 (+1 size); BAB +0; CMB -4; CMD 11; Att +1 melee; Full Att +1 melee or +1 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ construct; AL none; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con —, Int —, Wis 10, Cha 10.

Skills: None (unless programmed by a Techie).

Feats: None.

External Components: Audio/visual sensor, manipulator arms.

Construct the Electronics: The next step is to build the internal electronics for the robot and install them in the frame. The DC is based on the size of the robot and modified by the number of components that need to be wired together. For a Diminutive robot, the DC is 20. For a Tiny robot, the DC is 15. Add +1 to the DC for each external component and +2 for the remote link. Make the Craft (electronic) check.

It takes a Techie 12 hours to wire a Diminutive robot or 6 hours to wire a tiny robot.

Program the Robot: The Techie programs the robot as the final step. Decide how many ranks of the appropriate skill to program into the robot, up to the number of ranks the Techie has in the skill. **A Techie's robot can only contain** programming for one skill. Make the Knowledge (technology) check to program the robot.

The DC for the Knowledge (technology) check is 20, modified by the number of ranks the Techie wants to program into the robot (+1 to the DC for each rank). It takes 1 hour to program the robot.

Reprogramming: A robot can be reprogrammed at any time. Doing this requires 1 hour of work and a Knowledge (technology) check (DC 20 + the number of ranks programmed into the robot). This ability replaces poison resistance +4.

MASTERCRAFT

At 8th level, the Techie becomes adept at creating mastercraft objects. He applies the mastercraft ability to one of his or her Craft skills (electronic or mechanical). From this point on, he can build mastercraft objects using that skill. With Craft (electronic), the Techie can build electronic devices. With Craft (mechanical), the Techie 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.

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.

This ability replaces poison resistance +6.

At 10th level, the Techie can add the mastercraft ability to another Craft skill, or he or she can improve his or her ability in the skill selected at 8th level, so that his or her mastercraft objects provide a +2 bonus.

This ability replaces poison immunity.

At 18th level, the Techie adds another +1 bonus to his or her mastercraft ability. If the Techie focuses his or her ability on one Craft skill, his or her mastercraft objects now provide a +3 bonus. If the Techie already has the ability for both Craft skills, he or she chooses which one to improve to a +2 bonus.

This ability replaces instant alchemy.

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.

BARBARIAN

The following are archetypes for the Barbarian class.

BODYGUARD

Archetype Features

The following features pertain to the Bodyguard archetype.

HARM'S WAY

At 1st level, once per round, if the Bodyguard is adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), the Bodyguard can subject him or herself to the **attack in the ally's stead**. If the attack hits the Bodyguard, he or her takes damage normally. If it misses, it also misses the ally.

The Bodyguard must declare his or her intention **to place him or herself in harm's way before the attack roll is made**. The Bodyguard selects his or her ally either prior to combat or immediately after the Bodyguard makes his or her initiative **check**. **The Bodyguard can't change his or her ally for the duration of the combat**.

This ability replaces Fast movement.

COMBAT SENSE

This ability allows a Bodyguard 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 Bodyguard can select a new opponent on any action.

This ability replaces uncanny dodge.

At 9th level, the competence bonus increases to +2.

This ability replaces Trap sense +3.

SUDDEN ACTION

Once per day, a Bodyguard of 3rd level or higher can focus his or her effort to burst into sudden

action when the situation calls for it. The Bodyguard 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 Bodyguard sees fit. The Bodyguard can declare the use of this ability at the start of any round, before anyone else takes an action. This ability replaces Trap sense +1.

IMPROVED CHARGE

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

This ability replaces improved uncanny dodge.

DEFENSIVE STRIKE

At 6th level, if an opponent makes a melee attack against the Bodyguard and misses while the Bodyguard is using the total defense option, the Bodyguard 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 Bodyguard gains no **bonus against an opponent who doesn't attack the Bodyguard or against an opponent who makes a successful attack**.

This ability replaces Trap sense +2.

BLANKET PROTECTION

At 12th level, a Bodyguard can use his expertise to provide protection for up to six allies (not including himself) within sight and voice range of his position.

The Bodyguard spends 1 Hero Point and takes a full-round action to issue orders and directions.

Doing this provides the Bodyguard's allies with a +1 insight bonus to Defense for 3 rounds.

This ability replaces Trap sense +4.

At 15th level this ability is a move action.

This ability replaces Trap sense +5.

At 18th level this ability is a swift action.

This ability replaces Trap sense +6.

STREET WARRIOR

The following features pertain to the Street Warrior archetype.

URBAN SURVIVAL

At 1st level, the Street Warrior gains a +4 competence bonus on Survival checks in urban areas, which includes the ability to follow tracks, hunt feral animals, find (or lose) individuals in urban maze, find safe places to crash, and avoid hazards peculiar to a city environment. This ability replaces Fast movement.

IMPROVISED WEAPONS

At 2nd level, the Street Warrior becomes an expert at using improvised weapons. The Street Warrior does not take a -4 penalty on attack rolls when wielding an improvised weapon. This ability replaces uncanny dodge.

STREET CRED

At 3rd level, the Street Warrior adds +4 to his Fame score. This ability replaces Trap sense +1.

IMPROVED STREETFIGHTING

At 5th level, the Street Warrior gains the Street fighting feat. In addition, the extra damage provided by the Street fighting feat increases to 1d4+2. This ability replaces improved uncanny dodge.

WEAPON SPECIALIZATION

At 6th level, the Street Warrior gains weapon specialization with a specific melee weapon (including unarmed strike). The weapon must be one in which the Street Warrior has a Weapon

Focus feat. He gets a +2 bonus on all damage rolls with the chosen weapon. Should the Street Warrior not have a Weapon Focus, he does not get this ability until such a time that he gains Weapon Focus.

This ability replaces Trap sense +2.

IMPROVISED WEAPON DAMAGE

At 9th level, the Street Warrior's attacks with improvised weapons deal more damage. He treats an improvised weapon as one size category larger than it is for the purpose of determining the damage it deals. This ability replaces Trap sense +3.

ADVANCED STREETFIGHTING

At 12th level, the extra damage provided by the Street fighting feat increases to 1d4+4. This ability replaces Trap sense +4. At 15th level this increases to 1d4+6. This ability replaces Trap sense +5. At 18th level this increases to 1d4+8. This ability replaces Trap sense +6.

BARD

The following are archetypes for the Bard class.

AMBASSADOR

The following class features pertain to the Ambassador archetype. This archetype removes the spellcasting class ability.

DIPLOMATIC IMMUNITY

Starting at 1st level, if the Ambassador is arrested for a crime, she can make a Diplomacy check to invoke her diplomatic credentials and not suffer the usual legal penalty or punishment. The severity of the crime determines the DC of the Diplomacy check, and how authorities react if the Ambassador succeeds. See Table: Diplomatic

Immunity for Diplomacy check DCs based on the severity of the crime.

If one of the Ambassador's consuls (see the select consul class feature, below) is arrested for a crime and unable to secure her own release, the Ambassador may intercede on the consul's behalf. One may aid the other's Diplomacy check.

An Ambassador who routinely invokes the privilege of diplomatic immunity—either on her own behalf or to protect her selected consuls—is likely to be recalled or terminated by those she has sworn to represent.

Table: Diplomatic Immunity

Severity of Crime	Examples	DC	Effect of Successful Diplomacy Check
Class 5	Disturbing the peace, public intoxication, non-injurious traffic violation	15	-2 penalty on subsequent Diplomacy checks in that area
Class 4	Possession of controlled substance, injurious traffic violation, operating business without a license, operating a vehicle without a license, assault without a deadly weapon	20	-5 penalty on subsequent Diplomacy checks in that area
Class 3	Attempted bribery of a public official, robbery or grand theft, aiding and abetting a known felon, assault with a deadly weapon, possession of a concealed weapon	25	-10 penalty on subsequent Diplomacy checks in the area
Class 2	Murder or manslaughter, fraud, smuggling, assault against a public official, trafficking in controlled substances	30	Deportation within 2d6 hours
Class 1	Conspiracy against the government, murder of a public official, sabotage of public utilities	35	Detention pending the diplomatic action by character's affiliated government

This ability replaces Bardic knowledge.

OPEN ARMS

Beginning at 2nd level, the Ambassador is skilled at initiating peaceful negotiations. She may add a competence bonus equal to one-half her Ambassador level on all Diplomacy checks. This ability replaces versatile performance.

INFORMATION ACCESS

Starting at 6th level, the Ambassador can acquire Faction items from factions she is unaffiliated with, provided she is dealing with Factions that are helpful, friendly, indifferent, or unfriendly toward her or those she represents. Prestige points are spent normally as if the Ambassador was part of the Faction. Dealing with Factions that are hostile the Ambassador are still unavailable. This ability replaces versatile performance.

STIPEND

Skilled diplomats are well paid for their loyalty and dedication, and they are accustomed to traveling in style. At 10th level, and again at 15th level, the Ambassador gains a one-time Wealth bonus +4 to a Profession skill. This ability replaces versatile performance.

RESTRICTED ACCESS

At 14th level, the Ambassador gains clearance to access restricted files or classified information from any source that recognizes her faction. She gains a +5 bonus on Knowledge (technology) checks made to defeat computer security and a +5 bonus Fame bonus. This ability replaces versatile performance.

SELECT CONSULS

At 18th level, the Ambassador may appoint a number of individuals equal to her Fame bonus as "consuls" or "attachés." These appointed

individuals gain all the benefits of the diplomatic immunity, information access, and restricted access class features (described above). The Ambassador may revoke these privileges at any time and appoint replacement consuls as she sees fit. It takes 1d4 hours for an Ambassador to **invoke or revoke a consul's or attaché's** privileges.

This ability replaces versatile performance.

ARCANE ARRANGER

The following features pertain to the archetype.

WORD ON THE STREET

At 2nd level, the Arcane Arranger filters information constantly and remembers everything. Through regular contacts, gossip, internet chats, and other situations, he has a deep knowledge of everyday things. The Arcane Arranger can make a Perception check on general or specific information instantaneously. Protected information requires 1d4+1 hours for a check.

This ability replaces versatile performance.

FALSE ALLEGIANCE

At 4th level, the Arcane Arranger fits in with whatever group he chooses to be with. The Arcane Arranger can successfully emulate a Faction he knows about. He gains the +2 circumstance bonus on Charisma-based skills when dealing with an individual of the same Faction. The Faction and its bonus is considered in effect until a check is failed, at which point the false Faction is revealed. Supernatural and spell-like abilities that determine allegiance are not **affected by the Arcane Arranger's false allegiance** ability.

SHADOW RESOURCES

At 6th level, the Arcane Arranger is well-enough wired into the social system to be able to get the names and numbers of individuals with particular abilities and talents. Even if away from his home stomping ground a phone call can produce a contact with the needed resource. Make a level check plus charisma modifier. The difficulty of this task is based on how common the required abilities are:

Common Skill (Ride, Pilot, Treat Injury)	DC 10
Uncommon Skill (subgroups of other skills such as Knowledge or Craft)	DC 15
Rare Skill (skills available for a particular class—Spellcraft, Use Magic Device)	DC 20
Specific Feat	DC 20
Class Feature (spellcasting, turn undead)	DC 20
Specific Combination of Skills, Feats, and Abilities (someone with Knowledge (business) and the ability to cast the augury spell)	DC 25
Finding someone willing to perform activities secretly or illegally	DC +5
Finding someone with a specific level of ability	Add desired ranks to DC

A successful check indicates that the individual is available, and the Arcane Arranger knows about him. It does not guarantee the character contacted will be willing to perform the requested service—the party requesting the service must **still negotiate for that person's services**. An unsuccessful check means that no such individual is immediately known or available to the Arcane Arranger. This does not negate trying again for a different skill, nor from trying to locate a skill resource through more traditional methods. The resource the Arcane Arranger knows about will

have total ranks in the needed skill of at least the Arcane Arranger's level +3.

This ability replaces versatile performance.

PACK RAT

At 10th level, the Arcane Arranger is considered to have considerable material resources either at hand or easily and cheaply acquired. When the Arcane Arranger needs to determine if a particular item is "at hand," he can use any social skill to acquire the item with a DC is 10 + 1 per \$1,000 (round up).

This ability replaces versatile performance.

EXPERT IN YOUR FIELD

At 14th level, the Arcane Arranger is considered a master of connections, such that his reputation precedes him in his dealings with others. The Arcane Arranger gains a circumstance bonus equal to his Fame when making skill checks that are directly involved with social skills.

This ability replaces versatile performance.

UP MY SLEEVE

At 18th level, the Arcane Arranger gains the supernatural ability to pull a specific item out of thin air. As a move action, the Arcane Arranger may cause any item currently in his possession (with a size no greater than Small) to disappear into an extra-dimensional space. The item becomes impossible to detect by any means, however detect magical aura spells will reveal a moderate magical aura around the hand that last held the item. As a move action, the Arcane Arranger can cause the item to reappear in his hand. The Arcane Arranger may only hide one item at a time in this fashion.

At 20th level, the Arcane Arranger may use this ability to hide a single object of up to Large size or up to three objects of up to Small size (each of which may be retrieved individually).

This ability replaces versatile performance.

GLAMOURIST

The following features pertain to the Glamourist archetype.

SELF-CONFIDENCE

The Glamourist treats any talent where Charisma is a factor increasing the variables of the Talent by one level that it modifies.

This ability replaces Bardic knowledge.

HIDDEN MOTIVES

At 2nd level, the Glamourist increases her ability to hide her motives and intentions. She gains a circumstance bonus equal to her Glamourist levels when using Bluff against a Sense Motive skill. In addition, the DC for Bluff checks against her is increased by her levels of Glamourist.

This ability replaces versatile performance.

HIDDEN ALLEGIANCE

At 6th level, the Glamourist gains the supernatural ability to suppress her loyalties, even from spells and abilities. In cases where such divinations are made, the Glamourist gains a Will save (DC 15 + the character level of the individual making the attempt) to negate the attempt. Negated attempts reveal either no allegiance or a lack of the sought-for allegiance, as applicable for the ability or spell.

This ability replaces versatile performance.

AUDIENCE

At 10th level, the Glamourist may extend any charisma based talents to a number of targets equal to her levels. Individual targets are otherwise affected as described under the charisma based talent.

This ability replaces versatile performance.

DAZE

At 14th level, the Glamourist gains the spell-like ability to daze individuals of her choice. This ability may be used once per day, and functions identically to the daze, mass spell. This ability replaces versatile performance.

UTTERLY CONVINCING

At 18th level, the Glamourist is a master at convincing people. Whenever the Glamourist spends a Hero Point to improve Charisma-based skill checks, she adds an additional 1d6 per Hero Point spent to the result. This ability replaces versatile performance.

CHARM PERSON

At 20th level, the Glamourist gains the spell-like ability to charm monster, mass once per day. This ability functions identically to the charm monster, mass spell. This ability replaces Deadly performance.

NEGOTIATOR

All of the following are features of the Negotiator archetype. This archetype removes the spellcasting class ability.

CONCEAL MOTIVE

A Negotiator gets to add a bonus equal to his level whenever he opposes a Sense Motive check. This ability replaces Bardic knowledge.

REACT FIRST

Starting at 2nd level, a Negotiator gains the ability to react first when trying to make a deal or mediate a settlement. The Negotiator must make contact and speak to the participants prior to the start of combat. If he does this, he gains a free readied action that allows the Negotiator to make

either a move or standard action if either side in the negotiation (other than the Negotiator) decides to start hostilities. The Negotiator gets to act before any initiative checks are made, in effect giving him the benefit of surprise. This ability replaces versatile performance.

TALK DOWN

A Negotiator of 6th level or higher can talk his way out of trouble. Either prior to the start of hostilities or during combat, the Negotiator can talk down a single opponent within 15 feet of his position or otherwise able to hear the **Negotiator's voice. The target must be able to understand the Negotiator.** That opponent immediately stops fighting and reverts to an indifferent attitude regarding the Negotiator and the situation in general. Any hostile action by the **Negotiator or by one of the Negotiator's allies** directed at the opponent allows the opponent to act as he sees fit.

To initiate this talent, the Negotiator must spend a full-round action talking to his opponent. The opponent makes a Will saving throw. The DC is **equal to 10 + Negotiator's ½ class level + Negotiator's Charisma bonus. If the save fails,** the opponent stops fighting. If the save succeeds, the opponent continues as normal. This ability replaces versatile performance. At 18th level, a Negotiator 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 Negotiator's** message.

This ability replaces versatile performance. At 20th level, the range extends to 30 feet and covers all opponents who can hear and **understand the Negotiator's voice.** This ability replaces Deadly performance.

NO SWEAT

Starting at 10th level, whenever a Negotiator spends 1 Hero Point that involves a dice roll, he rolls an additional dice of the same type. The Negotiator can then select the highest die roll. This ability replaces versatile performance.

SOW DISTRUST

A Negotiator of 14th level or higher can turn one character against another. The Negotiator must spend a full-round action and know the name of the character he is attempting to persuade as well as the name of the character toward whom **the target's distrust will** be directed. The target must be able to hear and understand the Negotiator.

The target makes a Will save. The DC is equal to **10 + Negotiator's 1/2 class level + Negotiator's Charisma bonus**. If the target fails the save, his attitude toward the other designated character worsens by one step: helpful turns to friendly, friendly to indifferent, indifferent to unfriendly, unfriendly to hostile (see the Diplomacy skill). The target makes a Will save whenever the Negotiator uses this talent against him. As long as the target continues to fail the Will save, the Negotiator can continue taking full-round actions **to worsen the target's attitude toward a designated character. When the target's attitude drops to hostile, he attacks the designated character.**

A successful Will save doesn't restore previous attitude shifts, but it does render the target immune for 24 hours to further attempts by the Negotiator to sow distrust.

This is a Mind-Affecting ability.

This ability replaces versatile performance.

PERSONALITY

The following features pertain to the Personality archetype. This archetype removes the spellcasting class ability.

UNLIMITED ACCESS

When others would normally make a Diplomacy check or Bluff check to smooth-talk or trick their way into a private party or invitation-only event, the Personality adds a bonus equal to his or her Personality level.

When a Personality buys a ticket to a show or for transportation, he or she can make a Diplomacy check to get that ticket upgraded. DCs are given below.

Upgrade	Diplomacy DC
Seat at sporting event to field pass	10
Hotel room to suite	15
Concert or theater ticket to backstage pass	20
Economy transportation to first-class	25

This ability replaces Bardic knowledge.

BONUS CLASS SKILL

At 2nd, 6th, 10th, 14th and again at 18th level, the Personality gains one new class skill.

This ability replaces spell casting.

ROYALTY

At 6th, 10th, 14th and 18th level, a Personality's activities in the public eye generate extra income. This income provides a Wealth bonus increase of +4 to a Profession skill.

This ability replaces versatile performance.

WINNING SMILE

At 10th level, a Personality develops such a force of personal magnetism that he or she can convince a single target to regard him as a trusted friend. (If the target is currently being threatened or attacked by the Personality or his **or her allies, this ability won't work.**)

The target makes a Will saving throw to avoid **being persuaded by the Personality's words and**

actions. The DC is **10 + Personality's ½ class level + Personality's Charisma bonus**. This ability doesn't enable the Personality to control the target, but the target perceives the **Personality's words and actions in the most favorable way**. The Personality can try to give the target orders, but he must win an opposed Charisma check to convince the target to perform **any actions the target wouldn't normally undertake**. The target never obeys suicidal or obviously harmful orders, and any act by the Personality or his allies that threatens the target **breaks the mood and clears the target's head**. Otherwise, a target remains won over for 1 minute per Personality level. After the duration expires, the GM determines the reaction and attitude of the target based on what the Personality compelled the target to do. This is a Mind-Affecting ability. This ability replaces versatile performance.

COMPELLING PERFORMANCE

At 14th level, a Personality's force of personal magnetism increases to the point that he or she can arouse a single emotion of his choice—despair, hope, or rage—in a target. To use this ability, the Personality must spend 1 Hero Point. The emotion he arouses affects one target within 15 feet of the Personality (or within 15 feet of a television, radio, or telephone that broadcasts the **Personality'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 + Personality's ½ class level + Personality'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. Despair: The target takes a -2 morale penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

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 Armor Class. In a dramatic situation, the target is compelled to fight, regardless of the danger. This ability replaces versatile performance.

CAVALIER

The following is an archetype for the Cavalier class.

FIELD OFFICER

The following class features pertain to the Field Officer archetype.

LEADERSHIP

By providing supervision and guidance, a Field Officer can improve an ally's chances of succeeding at a skill check. Instead of making a skill check to aid another, the Field Officer makes a Diplomacy check (DC 10). He cannot take 10 or take 20 on the check. Success grants a **competence bonus on the ally's skill check equal to the Field Officer's Charisma bonus or Fame, whichever is greater**. The ally must be within sight and hearing distance of the Field Officer and must be able to understand him. A Field Officer cannot use this ability on himself. This ability replaces mount.

UNCANNY SURVIVAL

Beginning at 3rd level, a Field Officer can add one-half his class level to his Armor Class for 1 round, once per day. (The bonus applies to the **Field Officer's touch and flat-footed** Armor Class, as well.) He must declare he is doing this at the beginning of his turn, and the Armor Class bonus lasts until his next round of actions.

This ability replaces **Cavalier's charge**.

TACTICAL EXPERTISE

Starting at 4th level, as a full-round action, a Field Officer can use his tactical knowledge to coordinate allies. Allies to be affected must be within sight and hearing distance of the Field Officer and must be able to understand him. The Field Officer must make a Knowledge (tactics) check with a DC equal to 15 + the number of allies affected. He cannot take 10 or take 20 on the check. If the check succeeds, all affected allies gain a competence bonus on attack rolls or a dodge bonus to Armor Class equal to the **Field Officer's Fame**. The Field Officer chooses which of the two benefits to impart and must impart the same benefit to all affected allies. The benefits last for 1 round.

If **the check fails, the Field Officer's allies gain no benefit**, but the action is still spent.

A Field Officer cannot apply the benefits of this ability to himself.

This ability replaces expert trainer.

AUGUST LEADERSHIP

The Field Officer gains this ability at 6th level. It works like the leadership ability (see above), except the Field Officer adds his Charisma bonus and his Fame **to the ally's skill check**.

This ability replaces Bonus feat.

TACTICAL MASTERY

At 11th level, the Field Officer requires less time to direct his allies. This ability is similar to tactical expertise (see Tactical Expertise, above) but requires a standard action instead of a full-round action.

This ability replaces Mighty charge.

COMMANDING PRESENCE

At 12th level and beyond, a Field Officer can use an attack action and his commanding presence to **enable an ally or weaken a single foe's resolve**.

Enabling an ally requires an attack action and a successful Diplomacy check (DC 20). If the check succeeds, the Field Officer can negate any one of the following harmful conditions affecting a single ally: cowering, dazed, fatigued, nauseated, panicked, shaken, or stunned. The ally to be affected must be within sight and hearing distance of the Field Officer and must be able to understand him.

The Field Officer cannot use this ability on himself.

Weakening a foe's resolve requires an attack action and a successful Intimidate check (DC = target's level check). If the check succeeds, the target is shaken for a number of rounds equal to 1d6 + one-half the Field Officer's class level + the Field Officer's Charisma modifier. The target must be within sight and hearing distance of the Field Officer and must be able to understand him.

A target that resists the Field Officer's attempt to weaken its resolve is immune to the Field Officer's use of this ability for 24 hours.

This ability replaces Bonus feat.

ACTION TRUST

At 20th level, the Field Officer's mere presence inspires, safeguards, and motivates his allies. As a free action, a Field Officer may spend one of his Hero Points **to modify an ally's attack roll, skill check, ability check, level check, or saving throw result by +2d6** (applying a bonus of +2 to +12). The ally to be affected must be within sight and hearing distance of the Field Officer to gain the benefits of the **Field Officer's spent Hero Point**. A Field Officer may use this ability once per round, and not on himself (he gains the normal benefits for spending a Hero Point on himself). Any character may transfer some or all of her Hero Points to the Field Officer as a free action.

The Field Officer must consent to the transfer, and these Hero Points become the Field Officer's to spend as he sees fit.
This ability replaces Supreme charge.

CLERIC

The following is an archetype for the Cleric class.

ACOLYTE

The following class features pertain to the Acolyte archetype.

DIVINE SKILLS

The Acolyte at 1st level gains a +2 bonus to Knowledge (Religion) and Spellcraft.
If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.
This ability replaces spontaneous casting.

TURN OR REBUKE UNDEAD

Starting at 2nd level, an Acolyte gains the Turn Undead feat.

SPONTANEOUS CASTING

An Acolyte of 4th level gains the class ability spontaneous casting.

COMBAT CASTING

At 6th level, the Acolyte gains the Combat Casting feat.

TURN OR REBUKE MAGICAL BEAST

At 8th level, the Acolyte gains the supernatural ability to affect magical beasts. This ability works just like turning undead, except the creature type is magical beast. Magical beasts, unlike undead **creatures, can't be destroyed or commanded.** All other rules pertaining to turning apply. The

number of times per day the Acolyte can make a turning attempt does not increase.

TURN OR REBUKE OUTSIDER

At 10th level, the Acolyte gains the supernatural ability to affect outsiders. This ability works just like turning undead and magical beasts, except the creature type is outsider. Outsiders, unlike **undead creatures, can't be destroyed or** commanded. All other rules pertaining to turning apply. The number of times per day the Acolyte can make a turning attempt does not increase.

MAXIMIZE SPELL

At 12th level, an Acolyte gains the Maximize Spell feat.

DRUID

The following is an archetype for the Druid class.

WILD-LORD

The following class features pertain to the Wild-lord archetype.

FAST CLIMB

At 3rd level, the Wild-lord becomes an expert at climbing. A successful Climb check allows her to move her full speed rather than at half speed when climbing.
This ability replaces Trackless step.

RESIST VENOM

At 4th level, the Wild-lord gains +4 resistance bonus on saving throws against natural poisons.
This ability replaces Resist Nature's Lure.

SKILL MASTERY

At 5th level, the Wild-lord designates one skill from her class skills. When making a check with this skill, the Wild-lord may take 10 even if stress and distractions would normally prevent her from doing so. She becomes so certain in the use of this skill that she can use it reliably even under adverse conditions.

EXPERT IN YOUR FIELD

At 7th level, the Wild-lord is considered to be a master of nature lore, animals, and plants. The Wild-lord gains a circumstance bonus equal to her Fame when making skill checks that are directly involved with her knowledge of the natural world. Such skills would include applicable Knowledge skills, as well as such social skills as Intimidate and Bluff when animals are involved.

COMMAND/REBUKE ANIMALS

At 11th level, the Wild-lord may spend a Hero Point (in place of channel positive energy) to turn, command, or rebuke animals. This functions in the same manner as the ability to turn undead feat.

TRANSFORM COMPANION

At 13th level, the Wild-lord gains the supernatural ability to transform her animal companion into a small, inert object, such as a charm, a totem, or a stuffed animal, that may be carried around. While in object form, the transformed companion has the properties of the item.

The Wild-lord may, as a move action or part of a move action, cast the object to the ground and cause it to immediately take its original form. The transformed creature is considered a magical beast as long as it remains the Wild-lord's companion.

This ability replaces A Thousand Faces.

COMMAND/REBUKE MAGICAL BEASTS

At 15th level, the Wild-lord may spend a Hero Point (in place of channel positive energy) to turn magical beasts. This functions in the same manner as the ability to turn undead feat. This ability replaces Timeless body.

FIGHTER

The following are archetypes for the Fighter class.

ARCHAIC WEAPONS-MASTER

The following class features pertain to the Archaic Weapons-master archetype.

WEAPON FOCUS

At 1st level, the Archaic Weapons-master gains the Weapon Focus feat.
This ability replaces Bonus feat.

WEAPON SPECIALIZATION

At 2nd level, the Archaic Weapons-master gains the Weapon Specialization feat.
This ability replaces Bonus feat.

IMBUE WEAPON

At 4th level, the Archaic Weapons-master may treat any archaic weapon she wields and has Weapon Focus with as a +1 magic weapon for purposes of striking creatures with damage reduction. This does not grant the weapon a +1 bonus, but only allows it to circumvent damage reduction.

At 8th level, the Archaic Weapons-master may treat any archaic weapon she wields and has Weapon Specialization with as a +2 magic weapon for purposes of striking creatures with

damage reduction. This does not grant the weapon a +2 bonus, but only allows it to circumvent damage reduction.
This ability replaces Bonus feat.

QUICK WEAPON DRAW

At 6th level, the Archaic Weapons-master gains the Quick Draw feat.
This ability replaces Bonus feat.

EXPERT IN YOUR FIELD

At 10th level, the Archaic Weapons-master is considered to be a master of her particular weapon, whether this is as a scholar with a **detailed knowledge of the weapon's history, or as** a practitioner, such as a professional archer. Starting with 10th level, the Archaic Weapons-master gains a circumstance bonus equal to her Fame on skill checks that are directly involved with her knowledge and her Performance Combat with the weapon. Such skills would include applicable Knowledge skills, as well as such social skills as Intimidate, Bluff and all her Performance Combat rolls.
This ability replaces Bonus feat.

WEAPON STUN

At 12th level, the Archaic Weapons-master can use his weapon to deal nonlethal damage, without taking the -4 penalty on attack rolls. The Archaic Weapons-master must have Weapon Specialization in the weapon to use it in this fashion.
This ability replaces Bonus feat.

INCREASED WEAPON CRITICAL

At 14th level, the Archaic Weapons-master gains the Impaling Critical feat.
This ability replaces Bonus feat.

FIELD MEDIC

The following class features pertain to the Field Medic archetype.

MEDIC SPECIALIST

At 1st level, the Field Medic gains Heal as a class skill and receives a competence bonus on Heal checks. At 1st level, the bonus is +1. It increases to +2 at 5th level, a +3 at 8th level, a +4 at 13th level, and a +5 at 18th level.
This ability replaces Bonus feat.

EXPERT HEALER

At 2nd level and higher, the Field Medic's ability to restore hit points with a healer's kit and a successful use of the Heal skill improves. In addition to the normal hit point recovery rate, the Field Medic restores 1 extra hit point for every level he has.
This ability replaces Bonus feat.

MEDIC MASTERY

When making a Heal skill check, a Field Medic of 4th level or higher, provokes no attacks of opportunity, and can take 10 on the check.
This ability replaces Bonus feat.

MINOR MEDIC MIRACLE

At 6th level or higher, a Field Medic can save a character reduced to -10 hit points or lower. If the Field Medic is able to administer aid within 3 **rounds of the character's death, he or she can make a Heal check. The DC for this check is 30, and the Field Medic can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 15) to stabilize and be restored to 0 hit points.**
If the Field Medic fails the skill check or the **patient fails the save, the dead character can't be saved.**

This ability replaces Bonus feat.

MEDIC MIRACLE

At 8th level, a Field Medic can revive a character reduced to –10 hit points or lower. If the Field Medic is able to administer aid within 3 minutes **of the character's death**, he or she can make a Heal check. The DC for this check is 40, and the **Field Medic can't take 10 or take 20. If the check succeeds**, the dead character can make a Fortitude save (DC 20) to stabilize and be restored to 1d6 hit points.

If the Field Medic fails the skill check or the patient fails the Fortitude save, the dead **character can't be restored**.

This ability replaces Bonus feat.

SOLDIER

The following class features pertain to the Soldier archetype.

WEAPON FOCUS

At 1st level, a Soldier gains the Weapon Focus feat.

This ability replaces Bonus feat.

WEAPON SPECIALIZATION

At 2nd level, a Soldier gains the Weapon Specialization feat.

This ability replaces Bonus feat.

TACTICAL AID

At 4th level, as a full-round action, the Soldier provides tactical aid to all of his allies (including himself) within sight and voice range of his position. This use of tactical aid requires a Hero Point. This aid provides a +1 competence bonus on attack rolls. The bonus lasts for a number of rounds equal to one-half of the **Soldier's level**, rounded down.

IMPROVED CRITICAL

At 6th level, the Soldier gains the Impaling Critical feat.

This ability replaces Bonus feat.

IMPROVED REACTION

At 8th level, a Soldier gains the Improved Initiative feat.

This ability replaces Bonus feat.

GREATER WEAPON SPECIALIZATION

At 8th level, a Soldier gains the Weapon Specialization, Greater feat.

CRITICAL STRIKE

At 10th level, a Soldier 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.

This ability replaces Bonus feat.

GUNSLINGER

The following are new Deeds for the Gunslinger class.

CLOSE COMBAT SHOT

At first level, the Gunslinger 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.

DEFENSIVE POSITION

At 3rd level, as long as the Gunslinger has at least 1 grit point, gains an additional +2 cover bonus to Armor Class and an additional +2 cover bonus on Reflex saves whenever he has any form cover.

LIGHTNING SHOT

At 3rd level, as long as the Gunslinger has at least 1 grit point, a Gunslinger can make a flurry of ranged attacks with a firearm at the expense of accuracy. With a lightning shot, the Gunslinger may make one extra ranged attack with a firearm in a round at his highest base attack bonus. This attack and each other attack made in the round take a -2 penalty. This ability can only be used when taking the full attack action. The penalty applies to all attacks for one full round, including attacks of opportunity.

SHARP SHOOTING

At 7th level, as long as the gunslinger has at least 1 grit point, if the Gunslinger uses a firearm to attack a target; the **cover bonus to the target's** Armor Class is reduced by 2.

BULLSEYE

At 11th level, as long as the gunslinger has at least 1 grit point, a Gunslinger becomes so adept at using firearms that **the gunslinger's attacks** with firearms can deal extra damage. With a successful attack, before damage is rolled, the gunslinger can spend 1 Hero Point to deal +3d6 points of damage.

MONK

The following is an archetype for the Monk class.

MARTIAL ARTIST

The following features pertain to the Martial Artist archetype.

FLYING KICK

Starting at 2nd level, a Martial Artist can use a charge to deliver a devastating flying kick to an opponent. At the end of this charge, the martial

artist adds his or her class level as a bonus to the damage he or she deals with an unarmed strike. This ability replaces Bonus feat.

IRON FIST

At 6th level, a Martial Artist gains the ability to spend 1 Ki Point to increase the level damage category he deals with a single unarmed strike by one category higher. The martial artist declares the use of the Ki point after making a successful unarmed strike.

At 10th level, this ability improves. The Martial Artist now adds increase the level damage category to all successful attacks he or she makes in a round.

This ability replaces Bonus feat.

PALADIN

The following is an archetype for the Paladin class.

SHADOW SLAYER

The following features pertain to the Shadow Slayer archetype. This archetype removes the spellcasting class ability.

DETECT SHADOW

A Shadow Slayer is uncannily aware of the denizens of Shadow and the true nature of reality. Once per day per level, the Shadow Slayer can sense the presence of a denizen of Shadow. In most campaigns any creatures other than humans, animals, and vermin are considered denizens of Shadow. Using this talent is a standard action that requires concentration. It has a range of 30 feet and lasts as long as the Slayer concentrates, up to a number of rounds **equal to the Slayer's level.**

The amount of information gleaned by this uncanny awareness depends on how long the Slayer focuses his attention.

1st Round: Presence or absence of Shadow creatures.

2nd Round: Number of Shadow auras (creatures or objects of Shadow) in the area and the power of the strongest Shadow aura present. If the power of the strongest Shadow aura is "overwhelming," and has a rating of at least twice the Shadow Slayer's level, the Slayer is stunned for 1 round and the use of this ability ends. While stunned, the Slayer can't act, he loses any Dexterity bonus to Armor Class, and attackers gain a +2 bonus on attacks made against him.

3rd Round: The power of each Shadow aura in the area becomes clear. If an aura is outside the Slayer's line of sight, then he discerns its direction but not its exact location.

Shadow Aura: A creature of Shadow emanates an aura that links it to the supernatural dimension. The power of a Shadow aura depends on the type of creature or object emitting the aura and its Hit Dice or caster level.

Creature/Object	Rating
Outsider	HD
Magic item or spell	Caster level x 1/2
Aberration, construct, dragon, elemental, undead creature	HD x 1/2
All other denizens of Shadow	HD x 1/5

Rating	Aura Power
1 or lower	Faint
2-4	Moderate
5-10	Strong
11 or higher	Overwhelming

If an aura falls into more than one strength category (for instance, if a creature and a magic item are in the same place and each emits an aura), the ability indicates the stronger of the two.

Length Aura Lingers: How long a Shadow aura lingers after the creature or object has vacated the location depends on the aura's original strength.

Original Aura Power	Duration
Faint	1d6 minutes
Moderate	1d6 x 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round, a Shadow Slayer can turn to detect the presence of Shadow in a new area. The ability can penetrate barriers, but 1 foot of stone, 1 inch of metal, or 3 feet of wood or dirt blocks it.

This ability replaces detect evil.

SHADOW IMMUNITY

At 2nd level, a Shadow Slayer gains damage reduction against the natural weapons of the denizens of Shadow (claws, bite, and so on).

Shadow immunity doesn't reduce the damage dealt by firearms, melee weapons, or hazardous effects. The damage reduction is equal to one-half of the Slayer's level, rounded down.

This ability replaces Divine grace.

SHADOW ENEMY

At 8th and 14th level, a Shadow Slayer selects a type of Shadow creature as a favored enemy. Due to his extensive study of these foes and training in the proper techniques for combating them, the Shadow Slayer gains a +1 bonus to any skills used against creatures of this type. He also gets a +1 bonus on weapon damage rolls against creatures of this type.

At each level after 8th, the Shadow Slayer may add +1 to the value of the bonus against each of his favored enemy types.

Shadow Enemy Type
Aberration
Construct
Dragon
Elemental
Fey
Giant
Humanoid
Lycanthrope
Magical beast
Monstrous humanoid
Outsider
Undead

At 8th level this ability replaces Aura of resolve.

At 14th level this ability replaces Aura of faith.

FAST HEALING

Starting at 11th level, a Shadow Slayer gains the ability of fast healing. Every round, the Shadow Slayer recovers a number of hit points equal to one-half his level.

This ability replaces Aura of justice.

WORD OF SLAYING

At 17th level, a Shadow Slayer comes into his full power. By spending 1 Hero Point and using a standard action, the Shadow Slayer can utter a word of power that can devastate creatures of Shadow. The word of slaying affects any denizens of Shadow within 15 feet of the Slayer. The ill effects depend on the Hit Dice of the creatures, as shown below.

HD	Effect
12 or more	Dazed
8–11	Stunned
4–7	Paralyzed
3 or less	Killed

A dazed creature can't act for 1d4 rounds. A stunned creature is stunned for 2d4 rounds. A paralyzed creature can't move or act for 1d10 minutes. A killed creature dies (if it is living) or is destroyed (if it is a construct or an undead). This ability replaces Aura of righteousness.

RANGER

The following are archetypes for the Ranger class.

EXPLORER

The following class features pertain to the Explorer archetype. This archetype removes the spellcasting class ability.

EXPLORER LORE

At 1st level, an Explorer picks up stray and obscure facts during her adventures. She may

make a special Explorer lore check with a bonus equal to her level + her Intelligence modifier to see whether or not she knows some relevant knowledge about notable people, legendary items, or noteworthy places. If the Explorer has 5 or more ranks in Knowledge (history), she gains a +2 bonus on this check. She may take 10 but cannot take 20 on this check.

An Explorer lore check does not reveal the powers of a magic item but may give some hint as to its general function; an Explorer may not take 10 or take 20 on this check.

Table: Explorer Lore

DC	Type of Knowledge	Examples
10	Common, known by at least a substantial minority of the local population.	A local official's hobbies and interests; common legends or rumors about a powerful place of mystery.
20	Uncommon but available, known by only a few people in the area.	The coordinates of a known but uncharted world; legends or rumors about a powerful magic artifact.
25	Obscure, known by few, hard to come by.	The customs of a documented unknown species; the true homeland of an ancient royal dynasty.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the knowledge's significance.	The most likely location of a long-lost pharaoh's tomb; the history of a powerful artifact and its creator.

This ability replaces wild empathy.

SURVIVALIST

At 1st level, the Explorer gains the bonus feats Guide and Tracker.

This ability replaces track.

RESOLVE

Beginning at 3rd level, an Explorer gains a morale bonus equal to one-half her level (rounded down) on saving throws to resist fear effects and Intimidate checks.

This ability replaces Endurance.

SKILLED SEARCHER

When actively searching for secret doors or traps, an Explorer of 4th level or higher gains a bonus on her Perception checks equal to one-half her level (rounded down).

This ability replaces Hunter's bond.

TRAP SENSE

At 7th level, an Explorer gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to Armor Class against attacks made by traps.

These bonuses rise to +2 at 11th level, +3 at 15th level, and +4 at 19th level.

This ability replaces Woodland stride.

EXTRA STEP

An Explorer of 8th level or higher can spend a Hero Point to take an extra 5-foot step during her turn, as a free action. This extra 5-foot step does not provoke attacks of opportunity.

At 10th level, the Explorer can take the extra 5-foot step without spending a Hero Point.

This ability replaces Swift tracker.

SHADOW HUNTER

The following features pertain to the Shadow Hunter archetype. This archetype removes the spellcasting class ability.

TARGET BONUS

At 1st level, the Shadow Hunter, as a full-round action, may designate an individual as a target. He spends one Hero Point to select a target, and thereafter gains a competence bonus on certain actions involving that particular target. The Shadow Hunter does not need to know the target

personally and may know her only through her actions or description. The Shadow Hunter may not select a target while he or the target is in combat, and once he chooses a target he must wait 24 hours before choosing another. The Shadow Hunter gains the target bonus as a competence bonus on attacks against that particular target, as well as when using any skills directly against the target, or in tracking a target. The target bonus applies to a single individual and lasts until the Shadow Hunter chooses a new target. The bonus increases by +1 points equal to one-half his level.

SWIFT TRACK

At 1st level, the Shadow Hunter may move at normal speed while using Track without taking the -5 penalty.

This ability replaces wild empathy.

NO TRACE

At 3rd level, the Shadow Hunter knows how to hide his own tracks and may, at his choice, move **into "No Trace" mode**. All attempts to track the Shadow Hunter (though not allies) treat the **ground as "firm" for purposes of success**. In addition, the DC of any attempts to use Knowledge (technology) and Perception skills on matters involving the Shadow Hunter are increased by the Shadow Hunter's **level**.

PLAY A HUNCH

At 4th level, the Shadow Hunter gains the supernatural ability to make a guess and be assured that it is correct. The Shadow Hunter may, as a full-round action, spend a Hero Point to determine whether an assumption, hunch, or guess is correct. The player states the assertion and pays a Hero Point. The GM secretly rolls percentile dice; there is a 70% +1% per character level chance of getting a response on

the hunch (failure indicates merely that you are unsure if this is true or not).

If the roll is a success, the player knows if the **hunch is true, false, both or neither**. A "both" response is possible for vague assumptions. An **"unknown" response is for questions with no immediate answer**.

It may be determined that a hunch is so obvious that it does not require a roll, or that it is so vague that there is no chance for success. In these cases, the Hero Point is not spent (though the attempt still counts as a full-round action). A hunch does not translate as a legal truth, and will not stand up in a court of law. Rather it is an obvious fact to the Shadow Hunter alone. Finding proof of an assumption would require additional work.

DETECT MAGICAL AURA

At 8th level, the Shadow Hunter gains the spell-like ability to detect magical aura. The Shadow Hunter may use this effect up to three times per day, and each use lasts for 20 minutes. This ability replaces Swift tracker.

LOCATE TARGET

At 11th level, the Shadow Hunter gains the supernatural ability to know where his target is, if in the target is in the general vicinity (1,000 feet of the Shadow Hunter). This ability applies only to the target, and does not reveal attitude, status, or the presence of others around the target.

TRACER

The following class features pertain to the Tracer archetype. This archetype removes the spellcasting class ability.

URBAN TRACKING

At 1st level, a Tracer can track down the location of missing persons or wanted individuals. To find the trail of an individual or to follow it for 1 hour requires a Perception check. You must make another Perception check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

The DC of the check, and the number of checks required to track down your quarry, depends on the community population and the conditions:

Population	DC	Checks Required
Fewer than 2,000	5	1d4
2,000–9,999	10	1d4+1
10,000–49,999	15	2d4
50,000–99,999	20	2d4+1
100,000–499,999	25	3d4
500,000+	30	3d4+1

Condition	DC Modifier
Every three creatures in the group being sought	–1
Every 24 hours the quarry has been missing or sought	+1
Tracked quarry "lies low"	+5

If you fail a Perception check, you can retry after 1 hour of questioning. The GM rolls the number of checks required secretly, so the player doesn't know exactly how long the task requires.

You can cut the time per Perception check in half (to 30 minutes per check rather than 1 hour per check), but you suffer a –5 penalty on the check. This ability replaces wild empathy.

COMBAT STYLE

SWIFT STRIKE

The Tracer becomes skilled at taking down unwary targets quickly. He gains the Rouge Sneak Attack class ability. The extra damage increases every two levels.

UNCANNY STEALTH

Tracers learn to move quickly yet quietly.
At 4th level, a Tracer no longer suffers move penalties on Stealth checks while moving at full speed.
At 7th level, a Tracer suffers only a -10 penalty on Stealth checks while running or charging.

ROUGE

The following are archetypes for the Rouge class.

DAREDEVIL

The following features pertain to the Daredevil archetype.

FEARLESS

At 1st level, a Daredevil gains a +4 morale bonus on Will saves to resist fear effects and on level checks to oppose Intimidate checks.
This ability replaces trap finding.

NIP-UP

A Daredevil of 3rd level or higher can stand up from a prone position as a free action that does not provoke an attack of opportunity.
This ability replaces trap sense +1.

ACTION BOOST

This ability, gained at 6th level, allows a Daredevil to spend 2 Hero Points on a single action in a round. A Daredevil can spend 1 Hero Point, see the result of the roll, and then decide to spend a second point, as long as he or she does so before the GM reveals the result of the action.
This ability replaces trap sense +2.

ADRENALINE RUSH

At 9th level, a Daredevil can temporarily increase one of his or her physical ability scores (Strength, Dexterity, or Constitution). The Daredevil spends 1 Hero Point and gets to increase the selected ability score by 1d4+1 points. The increase lasts for a number of rounds equal to his class level. At the end of the duration, the Daredevil is fatigued for 1d4+1 rounds.

This ability replaces trap sense +3.

At 12th level, a Daredevil can temporarily increase two physical ability scores. At the end of the duration, the Daredevil is fatigued for 1d6+2 rounds.

This ability replaces trap sense +4.

DELAY DAMAGE

Once per day, a Daredevil of 15th level or higher can delay the damage dealt by a single attack or effect for a number of rounds equal to his or her class level.

This ability replaces trap sense +5.

DAMAGE THRESHOLD

An 18th level Daredevil is immune to massive damage effects.

Massive Damage (Optional Rule): If you ever sustain a single attack that deals an amount of damage equal to half your total hit points (minimum 50 points of damage) or more and it doesn't kill you outright, you must make a DC 15 Fortitude save. If this saving throw fails, you die regardless of your current hit points. If you take half your total hit points or more in damage from multiple attacks, no one of which dealt more than half your total hit points (minimum 50), the massive damage rule does not apply.

This ability replaces trap sense +6.

INFILTRATOR

The following features pertain to the Infiltrator archetype.

SWEEP

At 3rd level, an Infiltrator 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 Perception checks and covers an area out to 30 feet away from the Infiltrator. The Infiltrator 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 Stealth check result.

This ability replaces trap sense +1.

IMPROVISED IMPLEMENTS

At 6th level, an Infiltrator no longer takes a -4 penalty when wielding an improvised weapon. Also, the Infiltrator is able to make do without proper equipment in certain circumstances: the Infiltrator no longer takes a penalty when using skills without the proper tools.

This ability replaces trap sense +2.

SKILL MASTERY

At 9th level, an Infiltrator selects a number of skills from skill list equal to 3 + his or her Intelligence modifier. When making a check using one of these skills, the Infiltrator may take 10 even if stress and distractions would normally prevent him or her from doing so.

This ability replaces trap sense +3.

IMPROVISED WEAPON DAMAGE

At 12th level, an Infiltrator's attacks with improvised weapons deal more damage. The Infiltrator treats an improvised weapon as one

size category larger than it is for the purpose of determining the damage it deals.

This ability replaces trap sense +4.

IMPROVED SWEEP

At 15th level, an Infiltrator's ability to get the lay of the land improves. Now the Infiltrator 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 Infiltrator: stronger (higher level or Hit Dice), on par (same level or HD), or weaker (lower level or HD).

This ability replaces trap sense +5.

WITHOUT A TRACE

At 18th level, an Infiltrator gains a +4 bonus on all opposed skill checks.

This ability replaces trap sense +6.

INVESTIGATOR

The following features pertain to the Investigator archetype.

PROFILE

At 1st level, by making a Perception check (DC 15) when talking to witnesses of a crime, the Investigator compiles a rough mental picture of the suspect. This mental picture provides a physical description, including distinguishing markings and visible mannerisms. Success makes the profile accurate, at least concerning a particular suspect as seen by witnesses. The Investigator can expand the profile by making another Perception check (DC 15) involving the crime scene or other evidence linked to the suspect. If successful, the Investigator combines eyewitness accounts with forensic evidence to develop a profile of the **suspect's method of operation. This provides a +2 circumstance bonus on any skill checks made**

to uncover additional evidence or otherwise locate and capture the suspect.

This ability replaces trap finding.

CONTACT

An Investigator of 3rd level or higher cultivates associates and informants. Each time the Investigator gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his or her character wants to gain, but the contact must be an ordinary character, not a heroic character.

A contact will not accompany an Investigator on missions or risk his or her life. A contact can, however, provide information or render a service (**make a specific skill check on the Investigator's behalf**).

At 3rd level, the Investigator gains a low-level contact.

This ability replaces trap sense +1.

At 9th level a mid-level contact.

This ability replaces trap sense +3.

At 15th level a high-level contact.

This ability replaces trap sense +5.

The Investigator can't call on the same contact more than once in a week, and when he or she does call on a contact, compensation may be required for the assistance the contact renders. In general, **a professional associate won't be** compensated monetarily, but instead will consider that the Investigator owes a favor. Contacts with underworld or street connections usually demand monetary compensation for the services they render, and experts in the use of skills normally want to be paid for the services they provide.

For underworld or street contacts, this expense is \$100 for the low-level contact, \$500 for the mid-level contact, or \$1000 for the high-level contact. For skilled experts, the cost is \$100 x the ranks the expert has in the appropriate skill.

NONLETHAL FORCE

At 6th level, an Investigator becomes adept at using nonlethal force to subdue an opponent. From this point on, he can deal nonlethal damage with a weapon that normally deals lethal damage (if he or she so chooses) without taking the normal -4 penalty on the attack roll.

This ability replaces trap sense +2.

DISCERN LIE

At 12th level, an Investigator develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Investigator must be able to see and hear (but not necessarily understand) the individual under scrutiny. With a successful Sense Motive check opposed by **the subject's Bluff check result or against DC 10** (whichever is greater), the Investigator can tell whether the subject is deliberately and knowingly **speaking a lie**. **This ability doesn't** reveal the truth, uncover unintentional inaccuracies, or necessarily reveal omissions in information. This ability replaces trap sense +4.

SIXTH SENSE

At 18th level, an Investigator becomes so attuned at solving mysteries that he finds a way to put two and two together and rarely misses a clue. Whenever the Investigator spends 1 Hero Point he gains a +20 bonus to a Perception check.

This ability replaces trap sense +6.

SPEED DEMON

The following features pertain to the Speed Demon archetype.

HIT THE WEAK SPOT

At 1st level, the Speed Demon knows enough about vehicles to know the best way to damage and disable them. Whether using a weapon or another vehicle, the Speed Demon ignores the first 5 points of hardness when attacking a vehicle.

This ability replaces trap finding.

VEHICLE EMPATHY

At 3rd level, the Speed Demon gains an extraordinary ability with vehicles. This is a move action, but she must be touching the vehicle in question in order for the ability to function. This may include popping the locks without tools, starting the engine without keys, or cracking the engine block by touching the hood.

This ability replaces trap sense +1.

COMMANDEER

At 6th Level, the Speed Demon gains the ability to help control a vehicle even if she is not behind the wheel. For 1 Hero Point per round, the Speed Demon makes all Profession (driver) checks for the vehicle's **operator**.

The Speed Demon must be in contact with the vehicle's **operator**, and loses control of it if she no longer maintains contact.

This ability replaces trap sense +2.

LEADFOOT

At 9th level, the Speed Demon gains a +4 competence bonus on initiative checks when controlling a vehicle.

This ability replaces trap sense +3.

REDLINING THE NEEDLE

At 12th level, the Speed Demon treats Check/Roll Modifiers based on speed at a +4.

This ability replaces trap sense +4.

RESTORE VEHICLE

At 15th level, the Speed Demon gains the ability to, as a full action; restore a vehicle to temporary working condition. The Speed Demon spends a Hero Point and restores 10 points of damage per Hero Point, to a vehicle. The restoration is temporary in nature, but may be performed while the vehicle is in motion. The Speed Demon may restore damaged portions of the vehicle, such as tires, in the same manner. This last for 1 min per level.

This ability replaces trap sense +5.

ONE WITH THE VEHICLE

At 18th level, the Speed Demon develops extraordinary reflexes behind the wheel, effectively reacting as if vehicle and body were one. When the Speed Demon is in control of a vehicle, she can add her Armor Class bonus to that of the vehicle. The Armor Class bonus applies to all parts of the vehicle, including windshields, tires, and passengers.

This ability replaces trap sense +6.

ROUGE TALENTS

NEED FOR SPEED

The Speed Demon can improve the top speed of **a vehicle that she controls**. The vehicle's top speed is increased by 25%.

NURSING THE TURNS

The Speed Demon can get better performance out of a vehicle, reducing some of its penalties. The Speed Demon may spend a Hero Point to negate the Maneuver or Initiative penalty of a vehicle she controls until the beginning of the **Speed Demon's next turn**.

SWINDLER

The following rouge talents pertain to the Swindler archetype.

ROUGE TALENTS

CHEAT FATE

Fortune favors the Swindler. Once per day, he may reroll one roll that he has just made before the success or failure of the result is announced. The Swindler must take the result of the reroll, **even if it's worse than the original roll.**

FORTUNE'S FAVOR

The Swindler learns to subtly manipulate the fortunes of his adversaries, making him harder to strike in combat. For each Hero Point spent, the Swindler gains a +2 luck bonus to Armor Class against all attacks for 1 round.

THOUSAND FACES

A **Swindler's ability to manipulate probability** makes him unpopular in certain circles, increasing the need for a ready number of disguises. The Swindler becomes a master of the quick disguise. He can don a convincing disguise in one-tenth the normal time (1d4 minutes).

WARP PROBABILITY

The Swindler can affect another creature's attack roll, skill check, ability check, level check, or saving throw. As a free action during another creature's turn, the Swindler can spend a Hero Point to alter the target's d20 roll result. The Swindler must be within 30 feet of the target, must be able to see the target, and must declare that he's spending the Hero Point before the result of the target's roll is revealed. The Swindler's rolls a d20 and the result counts either

as a bonus or penalty to the target's roll, at the Swindler's discretion.

For each Hero Point spent, the range of this ability increases to an additional 30 feet.

SORCERER

The following are archetypes for the Sorcerer class.

SHADOWJACK

The following features pertain to the Shadowjack archetype.

READ/WRITE CODE

Beginning at 1st level, the Shadowjack can understand both the nature of raw computer code and what the program is intended to accomplish when implemented. On a successful Linguistics check (DC 10 + Knowledge **(technology) skill modifier of the code's author**), the Shadowjack can determine both the function of the program and any bugs or potential weak points in the design. If weak points are found, the Shadowjack gains a +2 insight bonus on Knowledge (technology) checks attempting to degrade the program.

ONLINE PRESENCE

Beginning at 1st level, when attempting to use a Charisma based skills such a Bluff, Intimidate, or Diplomacy in an online situation, the Shadowjack adds any Shadowjack levels as a circumstance bonus.

This ability replaces her Eschew Materials bonus feat.

SHADOWJACK ABILITIES

Beginning at 2nd level, the Shadowjack gains the following abilities:

Electronic Empathy: The Shadowjack gains a +2 competence bonus when repairing or disabling electronic devices. This is in addition to any other bonuses for related skills.

Careful Progress: When the Shadowjack attempts to defeat computer security, the administrator is alerted only if the Shadowjack fails his Knowledge (technology) check by 10 or more.

False Trail: When covering his electronically tracks through the internet, the Shadowjack can lay in a false trail. With a successful DC 25 Knowledge (technology) check, the Shadowjack imposes a -5 penalty on any attempt to trace him. If the trace fails by 10 or more points, the **tracker follows the Shadowjack's false trail to an innocent internet address.** If the trace fails by less than 10 points, the tracker realizes the trail is bogus and gives up.

Install Backdoor: After successfully breaking into a specific computer system, the Shadowjack can **install a "backdoor" to the system. A backdoor is a piece of code that makes it easier for the Shadowjack to break into that particular system in the future.** Writing and installing the program requires a Knowledge (technology) check (see chart below), but once successfully installed it **automatically defeats that systems' security upon return trips—the Shadowjack no longer needs to make Knowledge (technology) checks to enter that system.**

Level of Security	DC
Minimum	25
Average	30
Exceptional	40
Maximum	45

It is important to keep backdoors hidden from the system administrator, who will always be on the lookout for such invasions. A backdoor automatically allows the Shadowjack entrance to a particular system, but every time he uses it he must make an opposed Knowledge (technology) check against the administrator. Failure means

the backdoor is discovered and will be deleted before the next time the Shadowjack returns. At 4th level, the Shadowjack gains the following abilities:

Online Spell Resistance: The Shadowjack becomes harder to hurt by spells and spell-like abilities sent through email and electronic **devices, including the Techno Mage's online spellcasting ability as well as magical items which use electronic components.** The Shadowjack gains Spell Resistance equal to 10 + his Shadowjack levels. This is a supernatural ability.

Improved Degradation: The character's attempts to alter and degrade existing programming get more insidious. The degradation is installed as normal. However, unless the Knowledge (technology) check to fix the degraded program exceeds the DC by 5, the degradation returns within 6 hours, this happens automatically, the character doesn't have to make a second check. At 6th level, the Shadowjack gains the following abilities:

Pass firewall: When the Shadowjack attempts to defeat computer security, the administrator is alerted only if the Shadowjack rolls a 1 on his Knowledge (technology) check.

Walking Database: The Shadowjack gains the supernatural ability to recall vast amounts of information gleaned while traveling through cyberspace. He may substitute his Knowledge (technology) score instead of another Knowledge score for the purposes of a check.

VIRTUAL INCANTATIONS

At 7th level, the Shadowjack gains the spell-like ability to use a computer to cast spells, if he is successful at a Knowledge (technology) check with a DC equal to a DC of 15 + spell level. All other requirements for the spell (components, saving throw and so forth) remain the same. This ability replaces her bonus feat.

WIZARD

The following are archetypes for the Wizard class.

MAGE

BREW POTION

At 3rd level, a Mage gains the Brew Potion feat.

SCRIBE SCROLL

At 4th level, a Mage gains the Scribe Magical Scroll feat.

SPELL MASTERY

At 5th and 10th level, a Mage gains the spell mastery ability. Each time, the Mage chooses a number of spells that he already knows equal to his Intelligence modifier. From that point on, the Mage can prepare these spells without referring to a spell book. The Mage is so intimately familiar **with these spells that he doesn't need a** spell book to prepare them anymore. This ability replaces Bonus feat.

COMBAT CASTING

At 7th level, a Mage gains the Combat Casting feat.

MAXIMIZE SPELL

At 12th level, a Mage gains the Maximize Spell feat. This ability replaces Bonus feat.

OCCULTIST

The following features pertain to the Occultist archetype.

SPELL RESISTANCE

An Occultist has spell resistance equal to 5 + her Occultist level. It never interferes with her own spells, and she can voluntarily lower her spell resistance at any time.

ARCANE RESEARCH

At 1st level the Occultist gains the Scribe Scroll feat.

SHADOW CONTACT

At 5th level, an Occultist gains a denizen of Shadow as a contact. The Shadow creature can have HD equal to one-half the **Occultist's class** level or less. This Shadow creature may or may not be overtly hostile toward humans, but it tolerates the Occultist. The Shadow creature will provide information or other minor assistance as though its attitude toward the Occultist were friendly. It might still omit important details, depending on its relationship with the Occultist. **The Shadow creature doesn't accompany** the Occultist on adventures, and it may not always be available when the Occultist wants it. In most cases, the Shadow contact can be called upon once per week, and the creature requires some form of compensation for each favor. Compensation can be a favor in return or something appropriate to the creature in question. If the Shadow creature dies, a new creature replaces it when the Occultist attains her next level in this class.

BIND SHADOW CREATURE

At 7th level, an Occultist can select a type of Shadow creature (any creature type other than animal or vermin) and bind one such creature into service. A Shadow creature of the **appropriate type and Hit Dice (GM's choice)** appears at the Occultist's side in 1d6+1 days.

Thereafter, it serves the Occultist, with an outward attitude of helpful (though it might inwardly hate the Occultist who has trapped it into service). It obeys the Occultist, providing protection, fighting at her side, and performing other services. It always seeks to obey the letter of the Occultist's command, and can sometimes use this behavior to harm the Occultist or otherwise hinder as much as it helps.

At 7th level, the Occultist can bind a Shadow creature with 2 HD or less.

At 11th level, the Occultist can bind a Shadow creature with 4 HD or less.

ARCANE RESEARCH (ITEMS)

Starting at 9th level, an Occultist can perform research to find magic items. The method and process is unique to the Occultist. There is no purchase cost for the magic items the Occultist gains with each new level attained in this class.

When the Occultist attains 9th level, and upon attaining each new level thereafter, she uncovers one magic item through arcane research and study. The GM randomly selects the item, though the Occultist can make a Knowledge (arcana) check (DC 25) to specify the type of item gained. The item must be a wondrous item, a wand, a magic weapon, or a set of magic armor.

BANISH

At 13th level, an Occultist comes into her full power. By spending 1 Hero Point and a standard action, the Occultist can utter a word of power that forces a denizen of Shadow to return to the Shadow dimension. The Shadow creature gets a Will save (DC 10 + 1/2 Occultist's level + Cha modifier). If the save succeeds, the Shadow creature doesn't disappear but is instead stunned for 1d4+1 rounds.

TECHNO MAGE

The following features pertain to the Techno Mage archetype.

ARCANE SPELLS AND ARMOR

The Techno Mage gains the Arcane Armor Training feat.

This ability replaces Scribe Scroll.

SPELLFILES

The Techno Mage spells are can only be stored digitally.

This ability replaces the traditional Wizards spell book.

MACHINE EMPATHY

At 2nd Level, the Techno Mage is so comfortable with technology that she gains a +2 competence bonus with any electronic or mechanical device, and in addition may use any skill that involves technology untrained.

PROGRAM SPELL

At 3rd level, the Techno Mage may spend a Hero Point to insert a spell within a particular analog or digital device, such that by touching a key (or flicking a switch), the spell activates. All variables of the spell are set at the time of casting. Casting a spell takes the normal amount of time; discharging a programmed spell is a Standard action.

CREATE HOMUNCULUS

At 4th level, the Techno Mage can create a homunculus. The homunculus may be flesh, digital, chemical, or biochemical in nature. Creating a homunculus requires a \$25,000 to acquire the appropriate equipment. The materials used are consumed in the creation of the

homunculus. In addition, the creation of a **homunculus requires a pint of the Techno Mage's blood.**

It takes a week to create a homunculus. During this time the Techno Mage must labor for 8 hours a day. A character not actively working on the ritual must perform no other activities except eating, sleeping, or talking. If she misses a day, the process fails, and the ritual must begin anew. At the end of the period, the Techno Mage makes an appropriate skill check for the Craft skill connected with the particular subtype of homunculus (DC 20). A failure indicates loss of the subject (requiring the Techno Mage to begin again) but no other penalty.

The Techno Mage may create any number of homunculi. However, when a homunculi perishes, its death deals 2d10 points of damage to the Techno Mage, so caution is usually the by-word in homunculus creation.

ARCANE SPONTANEOUS CASTING

At 5th level, the Techno Mage chooses a number of spells she already knows equal to her Intelligence modifier. From that point on, the Techno Mage can cast those spells in place of already-chosen spells of the same level. The **Techno Mage "loses" a prepared spell to cast** another spell of the same level or lower. This ability replaces Bonus feat.

SPELL FOCUS

At 5th level, the Techno Mage gains the Focused Spell feat.

ONLINE CASTING

At 8th level, the Techno Mage can cast spells through electronic devices, including cameras, cell phones, and modems. If the spell requires the caster to be seen, then the target must see the caster, if it requires the caster to be heard, then the target must be able

to hear the caster. Range is determined from the caster to the pick-up device (camera, keyboard, etc.) and then from the device to its target. The space between keyboard and monitor, or camera and screen, is not considered. The Techno Mage must be able to see or otherwise be able to **determine the location of her target ("person at the keyboard" is a suitable target)**. Spells cast online are less effective, such that the target gets a +4 circumstance bonus on saving throws.

QUICKEN SPELL

At 10th level, the Techno Mage gains the Quicken Spell feat.

This ability replaces Bonus feat.

WITCH

The following are archetypes for the Witch class.

MYSTIC

The following information pertains to the Mystic archetype.

TURN OR REBUKE UNDEAD

Starting at 3rd level, a Mystic gains the Turn Undead feat. The Mystic must spend a Hero Point to turn or rebuke undead.

COMBAT CASTING

At 5th level, a Mystic gains the Combat Casting feat.

BREW POTION

At 7th level, the Mystic gains the Brew Potion feat.

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DISCERN LIE

At 9th level, the Mystic develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Mystic must be able to see and hear (but not necessarily understand) the individual under scrutiny. The Mystic can determine whether a spoken statement is true or false with a successful Sense Motive check opposed by the subject's Bluff check or DC 10, whichever is greater.

TURN OR REBUKE HUMANS

Starting at 11th level, the Mystic gains the supernatural ability to affect humans, allowing

her to command them or drive them off in the fashion of the Turn Undead feat. The Mystic's alignment does not affect the type of effects she has on humans. The ability does not affect humanoids or other creatures. The Mystic must spend a Hero Point to turn or rebuke humans. A Mystic may turn, rebuke, command or bolster humans. She cannot destroy the targeted humans with this ability, nor can she dispel the turning of another individual.

EMPOWER SPELL

At 13th level, the Mystic gains the Empower Spell feat.



CONVERSION NOTES

To maintain compatibility with The Pathfinder Role Playing Game, many rules from the MSRD were converted.

CHARACTERS

MSRD Allegiances rolled into Alignment.
MSRD Organizations rolled into Factions.
MSRD Reputation rolled into Fame Points.
MSRD Action Points rolled into Hero Points.
MSRD Wealth rolled into Profession skill.

SKILLS

MSRD Computer Use rolled in Knowledge: Technology.
MSRD Craft Chemical rolled into Craft Alchemy.
MSRD Demolitions rolled into Craft Explosives.
MSRD Drive and Pilot rolled into Profession: Driver and Pilot.
MSRD Gamble rolled into Profession Gambler.
MSRD Investigate and Research rolled into Knowledge.
MSRD Knowledge Arcane lore rolled into Knowledge Arcana.
MSDR Knowledge Theology and Philosophy rolled into Knowledge Religion.
MSRD Repair rolled into Craft skills.
MSRD Treat Injury rolled into Heal.

FEATS

MSRD All Firearm Feats rolled into Simple, Martial and Exotic Weapon Feats.
MSRD Combat Martial Arts rolled into Improved Unarmed Strike.
MSRD Defensive Martial Arts rolled into Defensive Combat Training.
MSRD Combat Throw rolled into Ki Throw from the Pathfinder Advanced Player's Guide.

OCCUPATIONS

MSRD Occupations rolled into Traits.

CLASSES

MSRD Base classes rolled in to Modern Hero class.
Archetypes, Advanced and Prestige classes rolled into Archetypes and Advance Training.

CLASS ABILITIES

MSRD Base Class's Talents rolled into Modern Hero Talents.
MSRD Advanced and Prestige Class's Abilities rolled into Archetype Training and Advanced Training.



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ISBN #: 978-1-257-97243

We did not want to reinvent the wheel; we just wanted to make it roll smoother on the modern highway (maybe with some low-pro bling 22's). The rules system in the Modern Path – Heroes of the Modern World RPG is, we feel, an evolutionary step forward for a system that has already proven to be excellent in another genre. Thanks to the wonderful OGL, we admit that most of the work was already done. What we have focused on is making a system that is versatile, as is fitting for the modern times.

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