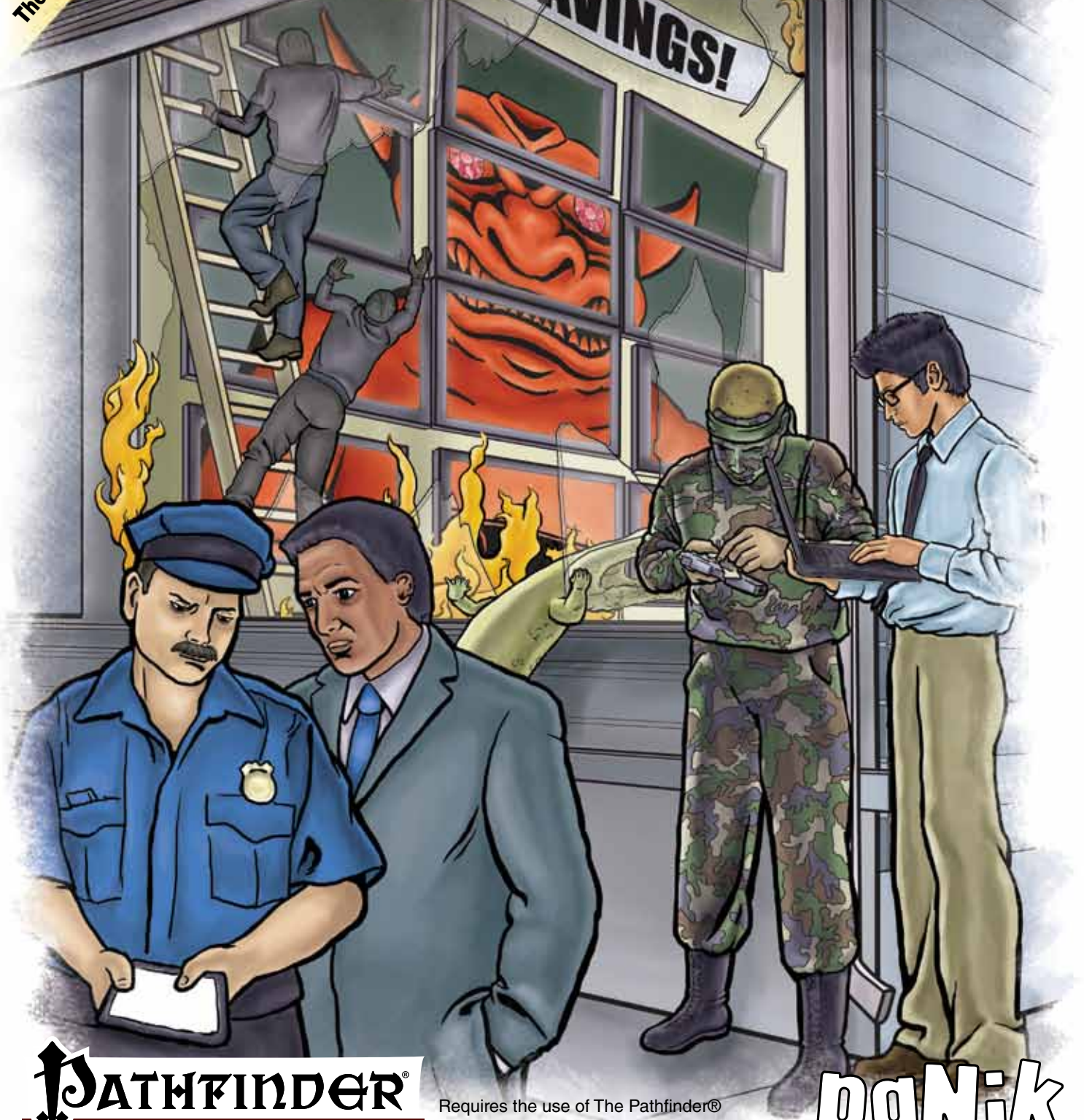


21st Century Expansion
Rules and Settings for
The Pathfinder® Roleplaying Game™

MODERN ADVENTURES



PATHFINDER®
ROLEPLAYING GAME COMPATIBLE

Requires the use of The Pathfinder®
Roleplaying Game Core Rulebook™
by Paizo Inc.

paNik
productions

Table of Contents

Files included
in this Product:

Modern_Adventures.pdf

ModAdv_vTablet.pdf

Modern Adventures	1
Magic	3
History	6
Races	9
Classes	24
Class Availability	24
Base and Core Classes	25
Modern Classes	35
Charmer	35
Entertainer	45
Gadgeteer	55
Investigator	68
Scholar	78
Stranger	92
NPC Classes	99
Skills	101
Feats	116
Modern Feats Clarification	118
Starting Cash	120
Equipment	121
Ranged Weapons	121
Melee Weapons	139
Armor	140
General Equipment	143
Vehicles	158
Cost of Living	165
Combat	167
Spells	169
Modern Spells Clarification	174
Futuretech	176
Gizmos	177
Afflictions	199
Diseases	199
Poisons	200
Campaign World:Fifth Realm	206
Sample Fifth Realm Adventure	219
Campaign World: Silicon Gothic	225
Sample Silicon Gothic Adventure	227

e-mail any questions
to: [customerservice@
panikproductions.com](mailto:customerservice@panikproductions.com)

panikproductions.com



Modern Adventures

Welcome to Modern Adventures! To play, you'll need the Pathfinder® Roleplaying Game Core Rulebook™ published by Paizo Inc. To repeat: This is not a stand-alone game system. You will need a copy of the Pathfinder® Roleplaying Game Core Rulebook™ to play. We strongly recommend also having the Pathfinder® Roleplaying Game Bestiary™, Pathfinder® Roleplaying Game: GameMastery Guide™, and the Pathfinder® Roleplaying Game: Advanced Player's Guide™ (in that order, if your budget is tight). Along with those tomes, this document contains all the information you'll need to run or play in a modern-era campaign.

Why Modern?

Role Playing Games are about fantasy and imagination, neither of which needs be limited to a specific era or setting. While it is fun to assume the role of an orcish warrior or gnomish sorcerer, it is equally entertaining to play hackers, scientists, and rock stars from time to time. While a medieval setting includes many cool elements, it does not readily accommodate the latter types of characters. Also, some stories just work better in the current era and many gamemasters find the setting easier to run in, having direct experience to draw on.

We do not have to extol the virtues of the 21st century. We're all living in it right now.

Why not just play d20 Modern or one of the spin-offs?

We like Pathfinder. We like it better than D&D 3.5. We wanted to bring the improvements Pathfinder made to the 3.5 system into a contemporary setting.

Why not use the d20 Modern classes?

We do not think that simply retrofitting the Strong, Fast, Tough, Smart, Dedicated, and Charismatic Hero classes is in the Pathfinder spirit, and would do justice to Paizo's work. It is easy to see that Dungeons and Dragons v3.5 is not Pathfinder. This is because Paizo has taken the 3.5 classes and added their own touches to create a distinctly new and different version.

Also, the d20 classes are only designed to advance up to 10 levels, which then forces limitations on the player as every character must multi-class or take levels in a prestige class after the 10th level. Not every character concept can be made to work within these constraints. It seems a better choice to have a system which gives players the option of playing a single class through the 20th level.

Additionally, a common criticism of the d20 Modern classes is that they're too generic and not sufficiently customizable. While we at paNik have debated this viewpoint (at great length - believe me), we all agreed that Pathfinder's archetype system ultimately allows for more versatility in character building.

MODERN ADVENTURES

Primary Author:

M. Andrew Payne

Contributors:

Jason Bean

Andrew Boggs

Nik Palmer

Antoinette Rings

Editor:

Grafton Swickard

Graphic Design & Illustrations:

M. Andrew Payne

Play-testers:

Jason Bean

Andrew Boggs

Philip Corbett

Nik Palmer

Antoinette Rings

What is different about play?

Several things. some minor, some highly significant.

GMs note:

If using monsters from the Pathfinder Bestiary, it is advisable to reduce any natural armor class bonus they may have by 1-3 points to maintain the same CR.

Why not just give all the classes an automatic Armor Class progression as they did in d20 Modern?

We didn't think it was realistic. Yes, it keeps the classes mathematically balanced with each other, but when it comes down to it, the fastest Fast hero will never be fast enough to dodge a bullet. If that makes modern combat more dangerous, that's fine with us. Guns *are* dangerous.

Likewise, we didn't like the d20 Modern concept of needing armor proficiencies to receive the full protective value of armor, so we kept Armor Proficiencies working like Pathfinder armor proficiencies.

Armor

Unlike medieval settings where wearing armor through a town is merely questionable, modern citizens will absolutely react negatively to anyone openly displaying armor. As a result, most players with any interest in role-playing will favor the lighter, concealable armors. Additionally, modern armor tends to only cover the torso, leaving the limbs and head vulnerable so even the characters who insist on wearing trench coats in the summer to cover their layers of Kevlar will be less protected than their medieval counterparts.

Overall, unless the GM hands out a lot of defensive magical items, Armor Classes will be 2-3 points lower than in a medieval setting, which makes combat more dangerous for the players. Things like concealment, cover, and fighting defensively become more important than ever.

Guns

Mentioning guns seems like a no-brainer, but they have several significant and unexpected effects on play. Guns make it easy for every first level character to do 2d6 or more points of damage per attack, which is significantly higher than the average medieval character. This makes low-level combat more lethal despite a high strength not affecting gun damage.

On the other hand, gun-damage does not tend to increase significantly as characters advance. While higher level characters typically have more money, which can be used to buy bigger guns, the difference between a 2d8 shotgun and a 2d6 handgun (i.e. +2 average damage) does not compare to the difference between a Strength 13 power-attacking 1st level Fighter and a Strength 16 power-attacking 12th level fighter.

Guns also increase the chances of combat happening at range, which reduces the benefits of abilities like flying.

Conversely, one gunshot is as loud as, or louder than, a half-dozen people sword fighting, making it difficult to have a prolonged gun battle without being detained for questioning by the police, which means that you can expect to get involved in more fist-fights than in a medieval setting. It's a good idea to re-familiarize yourself with the grappling rules, as well as the many combat maneuvers. Play testing has shown that players are more willing to risk the attacks of opportunity from a trip attack when the consequence is a punch in face rather than a sword through the belly.





Magic

The strength and availability of magic is perhaps the most important factor to decide when building a modern campaign. Besides determining whether dragons prowl the skies or police are armed with fireball wands, the level of available magic also factors into the history of your world, the overall technology level, what races are available for player characters and countless other aspects.

Bear in mind that magic levels don't have to be equal across the board. Your campaign world may have standard divine magic, but fading or limited arcane magic. Conversely, divine magic could be entirely dead and only arcane magic is present in your world. The following are some suggested guidelines to use.

Standard Magic

This is the level of magic most familiar to players of The Pathfinder Roleplaying Game™, where spell casters are relatively commonplace. All classes are available for player characters and all spells and supernatural abilities work as written.

This level of magic has the greatest effect on modern society as ready access to spells would have a dramatic effect on culture and technology. Is perjury still a crime when clerics are readily available to cast **zone of truth** in a courtroom? And what about the separation of church and state, if divine magic is permitted in courtrooms? Does **continual flame** eliminate the need for electric lights, or just make it more expensive. Might there not be some regions where electricity was never installed (and therefore no telephones or internet) because of reliance on magic? Even if electricity is common, would there still be coal or nuclear power plants when the electricity-producing corporations can replace tons of coal with flame-generating sorcerers and wizards – or captive elementals? What effect does the resulting unemployment in the mining industry have? Do the now jobless miners turn to evil cults to feed their families?

The permutations are endless. Exploring just a few of the possibilities that magic creates can result in a fascinating campaign, but also requires the most development ahead of time. Unless you're willing to devote an enormous amount of time to world building, we recommend using standard magic levels with either alternate secret histories or divergent histories (ideally the point of divergence should be relatively recently).

Fading Magic

Fading magic worlds once had the standard amount of magic, but strength of arcane and/or divine power has declined over time. Perhaps this is due to lack of belief, the rise of technology, or some other factor such as various stars falling out of alignment. Alternately, fading magic levels can

MODERN ADVENTURES

None of these magic models are mutually exclusive. You can mix and match them all to create a complex matrix of conditions, locations, and other qualifiers that produce various degrees of magical efficacy.

For instance: A world of weak fading magic where some locales are completely drained, becoming zones of dead magic. However, in this world, divination magic requires less raw power than other aspects (such as transformation or evocation). Therefore all divination spells function as strong fading magic.

Additionally, within 10 miles of ancient temples dedicated to Krom the dream god, divine enchantment-aspect magic works as standard. On the high seas spontaneous magic works as standard, but prepared spells always fail. On the other hand, in cities with populations above 400,000 prepared arcane spells operate according to strong fading magic rules and spontaneous arcane spells don't work.

You should only attempt a campaign with a magic system this elaborate if all players are experienced gamers **and** they know the magic rules in advance (or are willing to be surprised when their abilities unexpectedly fail).

be encountered in a world of formerly dead magic (or localized magic) that is now experiencing resurgence of magic for the first time in recorded history. It's possible that your campaign world goes through cycles wherein magic waxes and wanes in strength over time.

Fading magic can be found in 2 general levels: strong fading magic and weak fading magic.

Where the magic is strong but fading, spell casters must make a concentration check (with the DC equal to 20 + the level of the spell) to cast spells. If they fail, the spell does not function and the spell slot or prepared spell is lost. Creating magic items is possible, but takes twice as long. Supernatural abilities are unaffected.

On worlds where magic is weak, it takes not only additional effort but more time to gather the necessary energy to form into spells. Spells effectively become small rituals that take a minimum number of rounds equal to their spell level to cast (preparing alchemical extracts suffers a similar increase in preparation time). Thus *blur* requires 2 full rounds to cast and *fire shield* takes 4 full rounds. For spells with a normal casting time of 1 round or longer (such as summoning spells), multiply the casting time by three times the spell's level. If the spell casting attempt is interrupted at any point before completion the spell slot or prepared spell is lost. It is possible to create minor magical items such as potions, and scrolls, minor wondrous items, and magic arms and armor with a +3 or lower bonus, but they cost three times as much in ingredients. More powerful items may still exist in the world, but they should be treated as minor artifacts, remnants of a time when magic was more plentiful.

Supernatural abilities typically take a full-round action to activate. If they instead operate continuously, they either have a -2 penalty to their resistance DC or their effects are halved.

Aspected Magic

In a world of specialized magic, only certain manifestations of magic are available. This could be a world with psionics instead of magic where divination, enchantment and illusions spells are used to simulate mental powers to cloud the minds of the others. Your campaign could take place in a realm completely sealed off from other dimensions, making conjuring and necromantic magic impossible. On the other hand, a "zombies take over" world may *only* allow necromantic magic.

If "magic is the art of change" is a theme in your game, you may want to only allow transmutation magic. Conversely, if the metaphysics revolve around "magic equals truth" you may permit only divination and evocation spells. Alternately, if "nature vs. science" is a theme you want to explore, you may only allow druid or elemental-themed spells (such as *beast shape* or *burning hands*).

Other possible aspects to consider are alignment and spontaneous vs. prepared spells. Your world may require all divine casters to be lawful and all arcane casters to be chaotic, or the opposite. Or, if arcane magic is innately corrupting in your world, you could require all arcane casters to be of non-good alignment (possibly requiring them to become evil to advance past 10th level). Likewise you might allow only spontaneous spell casting classes or allow only prepared spell casting classes. Or allow spontaneous divine spell casters (Oracles) and prepared arcane spell casters (Wizards) but not prepared divine spell casters (Clerics) or spontaneous arcane casting (Sorcerers).

Spell-like abilities and supernatural abilities only function if they fall within one of the approved aspects of magic. (You may need to lower the CR of some opponents accordingly or be prepared to make exceptions in the case of "monsters"). Typically magic items can only be created in magically aspected worlds by taking the Master Craftsman feat.

Localized Magic

Localized magic is not so much a model of its own as it is a modifier of one of the other models. Magic exists in the world, but is not evenly distributed. As a result one model applies in some areas and a different model in others. This works most naturally in worlds where magic is diminished overall, but you want small pockets of high magic in specific regions. In a world of strong fading magic, you might allow divine magic to operate as standard within temples. Or, you could have a world of primarily dead magic, but where weak fading magic (i.e. ritual magic) is possible at certain places and times, such as at Stonehenge (or other monuments), during eclipses, or during the equinox.

Alternately, if magic is derived from natural forces in your world, magic may function as standard in the wilderness, as strong fading magic in small towns and weak fading magic in major cities. On the other hand, if magic is instead produced by a surplus of psychic energy, the reverse might be true.

Most supernatural abilities operate as if the highest level of magic in the world were continuously present. In a dead magic world with small regions of high fading magic, vampire powers always operate at full strength, but you may decide that new vampires can only be created in a region of high fading magic through a special ritual. Elsewhere, vampire bite victims simply expire.

Permanent magic items may be crafted in any locale with standard or high fading magic levels. In low fading magic levels, magical items can still be created, but all magical effects or bonuses vanish if the item is ever taken into a region of dead magic.

Supernatural Magic

A supernatural magic world is technically a specific type of aspected magic world, one where supernatural abilities and innate spell-like abilities are the only form of available magic. Players cannot choose any spell casting classes. Either spell casting doesn't exist or is so extremely rare that only a few NPCs know anything about it.

Magical items exist, but are extremely rare and should be treated as special and unique items, each with its own history. Typically new magical items cannot be manufactured, although the players may be able to buy potions from an NPC herbalist or alchemist; such NPCs should be rare, hard to find and difficult to deal with.

This level of magic works best for horror or survivalist games that pit mankind against the supernatural and the characters are supernatural investigators, werewolf hunters, or survivors in a zombie apocalypse.

Dead Magic

In a dead magic world there is no magic. No character may have levels in a spell casting class (unless they choose a spell-less archetype), supernatural and spell-like abilities do not function at all and innately magical creatures (such as dragons or griffons) simply do not exist.

In a dead magic world players may only take levels in the following classes: Barbarian, Charmer, Entertainer, Fighter, Gadgeteer, Investigator, Monk, Rogue, Scholar, and Stranger

Note: Certain monsters and/or magical "hybrid" creatures could exist as a result of genetic engineering or science run amok. Ogres could be a form of genetically altered human and Owlbears could have been created by a mad scientist instead of a crazed wizard.



History

After setting the level and types of magic available in your campaign world, the next step is to determine how magic has (or has not) affected the course of history.

Normal

History has proceeded identically to the real world. Columbus “discovered” North America in 1492, the USA was founded in 1776, World War I lasted from 1914 to 1918, and everything else since then has happened in precisely the same way in the game world.

Normal history is really only plausible in a world that largely has dead magic.

Covert History

In a campaign world with a covert history, magic is real, but is a closely guarded secret. *Major* historical events happened more-or-less as they did in the real world, but the details may vary due to magic-users acting behind the scenes. In a covert history world magic is real, but also relatively rare and practiced in secret. Otherwise it would be nearly impossible to conceal.

You must determine who controls the magic in your campaign world and why (and how) it's kept a secret. Does the government hide evidence of magic to protect citizens or to control them? Is there a top secret Bureau of Sorcery that secretly works with the C.I.A. or is there a secret cabal of wizard-industrialists who use their powers to shape the economy? There might even be both, acting in opposition to each other.

Secret History

Secret History campaign worlds differ from covert history worlds only in that magical activity is hidden from the eyes of most of the world by a spiritual force called the Shroud. The Shroud affects perception and memory, cloaking the supernatural as the merely unusual or unmemorable. It doesn't force individuals to ignore what they see or to react inappropriately to what their senses report while interacting with a supernatural element, but it certainly warps their memories of events after the fact.



Thanks to the Shroud, elves, gnomes, and other magical creatures live among us on earth and most humans simply treat them as unusual specimens of humanity. The Shroud causes them to overlook an elf's pointed ears and a gnome's stature – to a degree. They may rationalize away the differences between elves and humans as resulting from national or ethnic origins (instead of racial), but on some level they still perceive that something is “different” about elves. Likewise, while most humans might consciously estimate that a gnome is about 5 foot tall (i.e. short for a human), many still instinctively bend over or squat while talking to them.



Still, the Shroud isn't 100% foolproof, nor does it ensure that everyone will remember things the same way. Supernatural events tend to be affected by the personal paradigms of individual viewers.

On extremely rare occasions and individual may unconsciously resist the Shroud's attempt to re-write their experience, remembering accurately what they experienced. Repeated exposure to supernatural events may reinforce their ability to resist the Shroud, if only for specific events or creatures. Such individuals, without support or corroborating evidence, most often go mad with the knowledge of a world no-one else believes in; many end up in asylums for the mentally ill, others become crackpots ranting about the end of the world on street corners. Such people can become a nuisance for supernatural creatures trying to co-exist with “natural” humans. A few, exceedingly rare individuals are able to completely lift the shroud from their eyes and see everything clearly. Player characters are assumed to belong to this latter group.

As an extremely potent magical force, the Shroud is really only appropriate for campaigns with Standard or Strong Fading magic.

Divergent History

A world with a divergent history has a history identical to that of the real world – up until a certain point, after which events took a different turn. Because it diverges from normal history, such a world can have most or all of our familiar modern trappings, while still allowing for high levels of magic in the game.

The point of divergence could be a highly specific event, such as the 1969 moon landing, or it could be more vaguely defined as “things started to slowly change in the 1980s”. Perhaps the televised moon landing triggered such a powerful flood of wonder and imagination that it allowed magic to return to earth. Maybe the astronauts encountered an alien race up there instead of just dead rock.

MODERN ADVENTURES

Shroud Example: A troll could walk down the middle of the street at high noon and thanks to the Shroud, 99.9% of onlookers would believe (and report) that they've just seen an unusually large and menacing man.

Shroud Example: A police officer, a homeless person, and a hotdog vendor all see the player characters fire a blast at a dragon with a wand of lightning bolts and the dragon return fire with its icy breath weapon.

The police officer radios for immediate backup, reporting the wand to be some kind of high-powered taser and the dragon as a firefighting helicopter spraying cooling chemicals from above. Unable to do much about the chopper/dragon until it lands, she focuses on arresting the player characters.

The hobo is more afraid of the dragon than anything and runs away. Afterward, he'll report that some hang gliding maniac was spraying a fire extinguisher before being struck by lightning.

The hotdog vendor also flees but, believing the player characters to be terrorists, reports that they were trying to cut down power lines when an enormous ice sculpture fell from the sky.

In all three cases, the people responded exactly as they would have if the Shroud never existed. It's only when they try to remember or communicate their experience to others that the Shroud kicks in.

Divergent History

The divergent history can be combined with a covert history, for instance, to create a world where magic was always practiced in top secret but became public knowledge when the arcane cabal called the Manhattan Project destroyed two Japanese cities with magic, simultaneously ending WWII and ushering in the Thaumatic Age.

Your divergent history could begin with an anthropologist discovering a working incantation from ancient texts and reverse-engineering the underlying principles. Once published, their work inspired thousands of other researchers around the globe to experiment with other forms of magic.

The divergence could instead be triggered by the arrival of extra-terrestrial (or extra-dimensional) aliens, bringing with them strange new technology.

Alternately, the point of divergence could have had nothing to do with magic whatsoever. “What if the South won the American Civil War?” is a common theme among divergent historians, as is “What if the Nazis negotiated an end to WWII?”



Alternate History

In an alternate history, magic has always been present, along with dwarves, elves, and other fantastic races who may have nations of their own or are integrated into human society.

If magic and technology have an antagonistic relationship (and inventors favor magic over science) your world could be full of elaborate clockwork computers, steam-powered airships, and wind-up cars powered by windmills. Alternately, if magic and science are compatible, you could develop fantastic magi-tech devices such as electronic spell detectors, illusion-generating smartphone apps, and environmentally friendly magic-fueled power plants.

Along with standard magic worlds, alternate history campaigns require the most development.

Appropriate Magic — History Combinations

	Standard	Strong Fading	Weak Fading	Dead	Aspected
Normal	–	–	–	yes	–
Covert	–	yes	yes	–	some
Secret	yes	yes	–	–	some
Divergent	yes	yes	yes	yes	yes
Alternate	yes	yes	yes	yes	yes



Races

As in the standard Pathfinder Roleplaying Game™, race is one of the most important decisions to make when creating a character. However, the selection may be limited by the ambient levels of magic in your campaign world. Races with innate magical abilities are more common in realms with high levels of magic and increasingly rare in lower magical levels.

The following chart shows the frequency a given race appears based on the ambient magic levels of your campaign.

Race and Magic Level Combinations

	Standard	Strong Fading	Weak Fading	Supernatural	Dead
Dwarves	common	common	uncommon	rare	extremely rare
Elves	common	common	uncommon	rare	none
Gnomes	common	uncommon	rare	extremely rare	none
Half-elf	common	uncommon	rare	extremely rare	none
Half-orc	common	common	uncommon	rare	extremely rare
Halfling	common	common	uncommon	rare	extremely rare
Humans	common	common	common	common	common

Common races are readily available for player characters and are frequently encountered as NPCs.

Uncommon races are also available as player characters, but are seldom encountered as NPCs. The race typically has lower population levels than usual and tends to be more reclusive.

Rare races are approaching extinction. If the game master allows these races as player characters, these characters will likely be the only member of their race living in the region. The race is typically only encountered as travelers passing through human lands.

Extremely Rare races have only a few members left on the planet. If the game master permits the race for player characters it's highly likely that they are the last of their race.

Racial Characteristics

The genetic characteristics of each race remain unchanged in the 21st century; the forces of evolution don't work that quickly. However, many races have had to change culturally to survive in the modern world. In many worlds humans are the dominant race and non-humans have had to carve out their own niche within human society, often adopting the mannerisms and trappings of modern human culture or more often those of a specific sub-culture.

Dwarves

Dwarves remain stoic and taciturn even in the modern era; dwarven culture has hardly changed at all. While human kingdoms have risen and fallen, dwarves have maintained cultural and political stability in the face of chaos and turmoil in the world around them.

Dwarvish industriousness and greed serve them well in the modern era. Their high Constitutions allow them to work longer hours than other races, making them more likely to collect overtime pay. Alas, their relatively low Charisma means that dwarves are less often promoted to management. The few who do rise through the ranks tend to have the most efficient departments. Indeed, through pooling resources and careful money management, dwarves have collectively acquired a controlling share in many of the corporations for which they work. It's not uncommon to encounter a major shareholder still working their old job on the production line while spouting disdain for "empty-headed executives afraid of a good day's work".

In other cases, dwarves have formed their own corporations or bought human companies outright. In nearly all cases, they've focused on trade goods or manufacturing, avoiding abstract income streams like investing or banking. While they appreciate the importance of good accounting, they still value the feel of gold in their hands more than the sight of numbers on a screen.

Geographically, dwarves almost exclusively inhabit two places: cities and mountain ranges, which has started to fracture the once more-or-less homogenous culture. City dwarves tend to be either wealthy corporation owners or blue collar workers, lured out of their caves by the prospect of steady work (sometimes both). As manufacturing jobs have moved elsewhere, blue collar dwarves have branched out into the repair industry where they hold a virtual monopoly in the areas of plumbing, auto mechanics, electrical repair, and of course, masonry. Older dwarves have been slow to adopt computer technology, but the most recent generation has embraced it. It's becoming increasingly common for young dwarves to find careers in information technology, have social media pages, and carry smartphones.

Mountain dwarves, on the other hand, live as their ancestors always have: in underground caverns, albeit with 21st century tools and conveniences. Alas, while technology brings prosperity to their city-dwelling cousins, it delivers ruin to many mountain clans. Modern mining techniques and equipment have allowed many mountain dwarves to strip the land of useful minerals in record time. Although most still manage to somehow eke out a living, every year brings most families closer to poverty and the most recent generation of mountain dwarves is faced with the choice of staying in a crumbling land with dwindling prospects or facing the indignity of asking their city-dwelling kin for help.

Dwarven Adventurers

Modern dwarves who become adventurers are often looking for new revenue streams, whether to start their own business or open new markets for their mercantile kinfolk. Gruff and bristly, they never hesitate to throw down for a fight if their honor is besmirched. In life and in business, nothing is more valuable than one's reputation.



Charmer: Dwarven charmers are wheeling and dealing businesspeople, always ready to make a deal. Everything is negotiable. With a hearty handshake and broad smile they work their hardest to ensure that every transaction is a win-win for all parties involved.

Entertainer: Grim and dour, most dwarves have little time for entertainment, which they consider largely frivolous. On the other hand, the practice of reciting traditional ballads and historical epics has survived into the 21st century and those who embrace the class find that the ability to manipulate emotions goes a long way in a repressed society.

Gadgeteer: Dwarves love building things and becoming a gadgeteer is perhaps the most common class for modern dwarves. What their inventions lack in imagination they make up for in precision craftsmanship and reliability.

Investigator: Despite their greed, dwarves hate cheaters. Many regard taking the investigator class as a sacred mission to ensure fairness and honesty. While the other races may be more insightful no investigator is as thorough as a dwarf.

Scholar: While dwarves recognize the value of education they don't see much point in acquiring knowledge for knowledge's sake. Dwarven scholars tend to be historians, or military tacticians.

Stranger: With an incredibly strong and close-knit community, few dwarves become strangers except those who've suffered a disgrace or have been convicted of a crime and sentenced to exile from dwarven lands.

Alternate Racial Traits

In addition to the traits listed in the Pathfinder® Roleplaying Game Core Rulebook™, modern dwarves have the following traits:

Avarice: Modern dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of mechanical or electronic goods. This ability replaces greed.

Firearm Familiarity: Modern dwarves are proficient in the use of all rifles and shotguns and treat any weapon with the word "dwarven" in its name as a martial weapon.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, a dwarf has the option of choosing from a number of other bonuses, depending upon their favored class. The following options are available to all dwarves having the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Charmer: Increase the amount of money earned via short con and Profession, and Performance skill checks by +10%.

Gadgeteer: The dwarven gadgeteer adds a +1/4 bonus to malfunction checks when activating a gizmo.

Investigator: The dwarven investigator receives a +1/3 bonus when using their size-up and forensic reconstruction class abilities or select a class ability that is normally usable 3 + a stat modifier times per day. The investigator adds +1/2 to the number of uses per day of that ability.

Scholar: Dwarven scholars gain a +1/3 bonus when using their advance strategy and find weakness class abilities.

Stranger: +1/4 on Fortitude saves against fatigue or disease.

Elves

Unlike dwarves, elves have not integrated well into the modern world. The rapid pace of technological advancement has left most elves far behind, and the majority have no desire to catch up. To elves, the words “technology” and “machine” only conjure up images of the noisy, bulky, and smelly steam-powered devices from the dawn of the industrial revolution – and the concurrent massive deforestation. Only the few born within the past few decades have come to accept that “green” technology exists, but they are mere teenagers by elven standards.

Most elves are reclusive and have retreated into whatever remaining wilderness they can find or dwell in isolated rural regions in crumbling old farmhouses filled with the relics of yesteryear. The few that choose to live among humans find that their longevity and high intelligence makes them natural historians. These elves excel in the antiques trade and academia. Who better to teach the events of the American Civil war than someone who lived through it?

Still, elves are emotional creatures and the ever-changing times and parade of mortality that is living near humans makes them morose and despondent. Although their sorrow is easily mistaken for aloofness, they do, in fact, care deeply for those around them and merely seek to protect themselves from the pain of their inevitable deaths. A common technique for avoiding this chronic despair is self-reinvention, adopting new identities and careers every 30-40 years. Others seem to embrace (or are unable to escape from) the melancholy, finding a place for themselves within the goth subculture.

Elves are scattered sparsely throughout the world in small communities isolated from the modern world but there are rumored to be the remnants of elven kingdoms deep within the Amazon rainforest and migrating through the Sahara desert.

Elven Adventurers

Reclusive and aloof, Elves who decide to go adventuring are usually crusading for a cause or some specific goal, such as to defend the natural environment or recover a magical artifact. Although they prefer guile and stealth, elves don't shy from open conflict.

Charmer: Despite their graceful and appealing appearance, few elves adopt the charmer class. The rare few usually do so out of necessity; elf tribes need someone to negotiate with the outside world.

Entertainer: Elves are patrons of the arts in all forms. Their graceful and nuanced performances are envied the world over, whether an elegant dance, mournful song, or heart-wrenching monolog.

Gadgeteer: Elven gadgeteers study engineering not for love of the craft, as gadgeteers of other races, but in an effort to develop cleaner, more efficient, and “greener” technology to protect their forests.



Investigator: Keen senses and a resistance to enchantment makes elven investigators hard to fool. Whether finding clues through magic or scientific means, their high intelligence helps them to solve most puzzles faster than their non-elven counterparts.



Scholar: Coming from a magical tradition of Wizardry, elven culture celebrates knowledge and study. Although they understand the world through a mystical, rather than a scientific paradigm, their research still yields powerful results.

Stranger: Elves who fit in well with elven society can still be outsiders to human culture. Elves thrive in natural environments and many elven strangers find it only a small adjustment to survive in the urban wilderness.

Alternate Racial Traits

Elves have the same racial traits as their medieval counterparts.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, an elf has the option of choosing from a number of other bonuses, depending upon their favored class. The following options are available to all elves having the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Charmer: Add +1 point to the elven charmer's mesmerism pool.

Entertainer: The elven entertainer gains +1/4 additional daily uses of their compelling performance ability.

Investigator: Add a +1/2 bonus to informants.

Scholar: Select a thesis ability that is normally usable 3 + a stat modifier times per day. The elven scholar adds +1/2 to the number of uses per day of that ability.

Stranger: The elven stranger gains a +1/4 bonus to Charisma based skill checks while in their favored terrain.



Gnomes

Gnomes are every bit as alien and mysterious in the modern world as they were in the medieval period. Most are incurable wanderers, traveling the world, playing pranks, and generally keeping things interesting for those taller than themselves. They are delighted by new technology and thrill to every new innovation and gadget.

Lacking the patience for most 9-to-5 jobs, gnomes tend to be self-employed, allowing them to set their own hours and work as zealously or languidly as they like. A recent trend is for gnomes to create their own business selling hand-crafted goods and collectables via the internet.

When gnomes do work for someone else, it's typically short-term employment or as a consultant, although their unwillingness to comply with things like non-disclosure agreements makes many corporations reluctant to hire them. Those willing to tolerate a gnome's odd behavior quickly find out that a gnome's obsessive tendencies make them excellent, if frequently perverse, workers.

Gnomes are scattered throughout the world seemingly randomly; their travels lead them to both exotic and mundane locales. You're as likely to encounter a gnome in Duluth, Iowa as you are in the rainforests of Bangladesh or in downtown London. They are also found exploring the frontier of cyberspace with increasing frequency. The digital world is tailor-made for gnomes. Online, their size is no impediment and they can interact with people from all over the world. In social networks and message boards, their obsessive qualities are the norm rather than the exception and it's easier than ever to find others who share their eclectic interests.

Gnomes and Magic: As innately magical creatures, gnomes' very existence is linked inexorably to the level of magic in a campaign world. While gnomes could survive a visit to a dead magic world, without magic they'd be unable to reproduce. This accounts for their low numbers in fading magical worlds. As magic dwindles, fewer gnomes are born until none are left and the race vanishes into legend.

Gnome Adventurers

Ever on the move, virtually all gnomes become adventurers at some point in their journey through life. Although naturally merry and carefree, their pranks can turn lethal if they feel they've been wronged.

Charmer: Gnomish charmers have some of the widest networks of allies, often spanning the entire globe. While their relationships with members of other races may be casual and somewhat shallow, they make up for it in volume.



Entertainer: Although many gnomes consider themselves comedians, the other races tend not to get their jokes, so most *successful* gnome entertainers tend to be musicians. Their flamboyant mode of dress and unusual behavior result in spectacular stage performances. Many also aspire to be actors, but have difficulty avoiding being typecast.

Gadgeteer: Born tinkerers, modern gnomes enthusiastically embrace gadgets of all kind. Although they work with cutting edge technology, many of their devices have a retro design sensibility and often feature elaborate clockwork styling elements.

Investigator: Gnomish curiosity makes them excellent investigators and their obsessive qualities mean they tenaciously follow any leads until they solve their case. Additionally, their illusion resistance and keen senses make them especially hard to fool.

Scholar: Throughout their travels, gnomes acquire an eclectic mix of knowledge and skills. While most lack the discipline or patience complete advanced degrees, those who persevere find their diverse life experiences allow them to make inspired connections between seemingly unrelated fields of study.

Stranger: Always on the move, most gnomes are effectively homeless; asocial or antisocial gnomes often become strangers. Self-sufficiency and a lack of societal constraints appeal to many gnomes.

Alternate Racial Traits

In addition to the traits listed in the Pathfinder® Roleplaying Game Core Rulebook™, modern gnomes have the following trait:

Overgrip: Gnomes are accustomed to living in an oversized world full of things too large for them. Gnomes with this trait can use M-sized weapons, tools, and equipment with only a -1 penalty (instead of the usual -2). Overgrip replaces Weapon Familiarity.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, a gnome has the option of choosing from a number of other bonuses, depending upon their favored class. The following options are available to all gnomes who have the listed favored class, and unless otherwise state, the bonus applies each time you select the listed favored class reward.

Charmer: Add +1 point to the gnomish charmer's mesmerism pool.

Entertainer: The gnomish entertainer gains +1/4 additional daily uses of their compelling performance ability.

Gadgeteer: The gnomish gadgeteer adds a +1/4 bonus to malfunction checks when activating a gizmo.

Investigator: Select a class ability that is normally usable 3 + a stat modifier times per day. The gnomish investigator adds +1/2 to the number of uses per day of that ability.

Scholar: The gnomish scholar receives a +1/4 level bonus to the DC of their ruse class ability or +1 minute duration to beneficial concoctions.

Stranger: +1/4 on Fortitude saves against fatigue or disease.

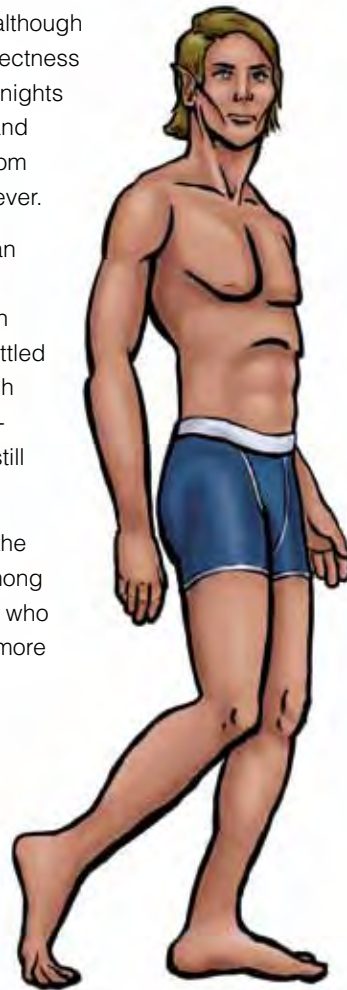
Half-elves

21st century half-elves are the troubled children of two worlds, although they're more likely to find acceptance in the age of political correctness –at least from their human parent – than they did in the time of knights and castles. Amid the rising number of divorces, remarriages, and blended families, half-elves find that their experiences are far from unusual and they integrate into human society better now than ever.

Still, many “true” elves continue to regard them as little more than embarrassing mistakes and cast them out from elven society, resulting in a high percentage of half-elves growing up in human foster care. While some are formally adopted, many end up shuttled from home to home until they reach the legal age of 18 (by which point they've barely reached physical adolescence). These half-elves tend to grow up suspicious and mistrustful of others, but still tend to fare better than their medieval counterparts.

Half-elves are typically found in rural regions relatively close to the wilds frequented by their elven parents. There, they grow up among their human kin, more-or-less fully integrated into society. Those who end up in the child welfare system tend to be shuffled along to more urban regions and end up living in larger cities.

Longer-lived than their human parents, half-elves often develop a melancholic outlooks later in life. As they advance in years, they tend to find it increasingly difficult to embrace new trends and innovations, despite their youthful appearance, causing some to observe that they seem more elf-like and less human the older they get.



Half-Elven Adventurers

Half-elves tend to dabble, experimenting with multiple roles and classes in their quest to establish an identity independent of their half-heritage. They tend to gravitate toward the social classes where their skills at blending in are most applicable.



Charmer: Half-elves gravitate toward the charmer class where they find that their unique social position gives them valuable insight into others. Most half-elven charmers genuinely enjoy conversing with others and socially interact merely for the pleasure of it. Some, however, view other people as pawns to be manipulated and discarded and use their charisma to pave their personal path to power.

Entertainer: Half-elves are drawn to the entertainer class where they can use their social adaptability and natural allure to best advantage. They simultaneously bask in the spotlight and crave privacy, a dichotomy that suits their dual natures well.

Gadgeteer: Half-elves sometimes rebel against their elven heritage by embracing machinery and engineering. They benefit both from having the wild imagination to conceive new ideas and the persistence necessary to bring them to life.

Investigator: Half-elves' conflicted nature gives them a keen psychological insight when assessing suspects and their acute senses are invaluable in collecting evidence.

Scholar: Instead of trying to understand themselves or their place in society, half-elven scholars try to understand the universe. Their keen senses make them excellent observers and their adaptability ensures they have a wide body of knowledge to draw from.

Stranger: Embittered half-elves that have rejected or been rejected by both human and elven society often strike out on their own to live in the urban wilds. Their slight builds belie their tenacity and determination to survive.

Alternate Racial Traits

Modern half-elves have the same racial traits and racial trait options as their medieval counterparts.



Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, a half-elf has the option of choosing from a number of other bonuses, depending upon their favored class. The following options are available to all half-elves having the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Charmer: Add +1 point to the half-elven charmer's mesmerism pool.

Entertainer: The half-elven entertainer gains +1/4 additional daily uses of their compelling performance ability.

Gadgeteer: Add +1 hit point or +1 skill point to the half-elven gadgeteer's construct companion.

Investigator: Add a +1/2 bonus to informants or a +1/3 bonus to the size-up and forensic reconstruction class abilities.

Scholar: The half-elven scholar receives a +1/4 level bonus to the DC of their ruse class ability.

Stranger: The half-elven stranger gains a +1/4 bonus to Charisma based skill checks while in their favored terrain.

Half-Orcs

Like half-elves, half-orcs are more accepted in the modern era than in medieval times, but not by much. Although racial wars between orcs and humans are largely a thing of the past, even now few half-orcs are the result of a loving union. Rejected by one or both parents, almost all half-orcs draw the attention of Child Services before they turn three and most end up in foster care, usually because one parent abandoned them and the other – not always the orc parent – is deemed to be unfit. Lacking the charm and good looks of a half-elf, extremely few of the brutish half-orc children are ever adopted and many turn to bullying and violence as a means of getting the respect they crave. This tendency is exacerbated by the rapid growth of half-orcs. By the age of 14, most half-orcs have grown large enough that they're easily mistaken for 18 year olds. This fosters the expectation that they should behave with the maturity of an adult and most human adults are surprised to see a 6' half-orc have an emotional outburst appropriate for their actual ages.

These inappropriate expectations have given half-orcs a somewhat undeserved reputation for immaturity and emotional volatility. This reputation is only "somewhat" undeserved because not many are ever really given a chance to grow up and most have experienced trauma in one form or another. Because of their early development, many half-orcs find themselves in situations they aren't emotionally prepared to deal with, leading them to frequently acquire reputations for promiscuity, deserved or not.

Still, some take advantage of their size in constructive ways and excel in sports. Athletic accomplishment is a frequent path to acceptance and even popularity for half-orc teens. Alas, a significant percentage drop out before graduating and find their options are limited to menial jobs, careers in food service, or lives of crime.

Half-orcs seem drawn to violence and lifestyles in which violence is, if not accepted, at least the norm. In America, Europe and Australia, many adopt a punk rock type of ethos or style themselves as "gangsta"s. Many wind up in gangs, which are often the only place they can find acceptance. In Central America, and Africa they are almost always accepted (and frequently conscripted) into militias and military forces. There they are especially valued not only for their physical prowess but also because their relative youth and alienation makes them more susceptible to propaganda.

Half-Orc Adventurers

Half-orcs naturally turn to adventuring as an outlet for their natural aggression. Most still favor the martial classes, but with ready access to information in the modern world, it's easier for them to embrace the other classes. Even so, violence inevitably seems to creep into their lives.

Charmer: Many half-orcs have a hard time making friends or gaining trust – so they overcompensate and become charmers. Always eager-to-please, half-orc charmers work extra-hard to combat the perception of half-orcs as mindless brutes. Some go so far as to adopt foppish or effete mannerisms for just that reason.



Entertainer: Half-orc entertainers tend to favor the darker side of entertainment as stunt men, punk or heavy metal rockers, gangsta rappers, shock jocks or comedians specializing in vulgar humor. Others reject this sort of typecasting and strive to become orchestral performers or Shakespearean actors.

Gadgeteer: To function in human society, half-orcs need to suppress their anger. Half-orc gadgeteers frequently sublimate it into their work by building harmful and destructive machines. The few raised by orcs are often the only thing keeping orc equipment running, earning them respect they'd never otherwise be able to attain.

Investigator: Some scoff at the idea of a half-orc enforcing instead of breaking the laws, but lawful half-orcs are among the most scrupulous investigators – if only to combat that expectation. That said, half-orc investigators still tend to rely heavily on terrifying interrogations and threats to gain clues and confessions.

Scholar: Orc-raised half-orcs aren't raised to have an appreciation of books or knowledge and so seldom become scholars. Those who do usually grew up in human society and embraced knowledge as a source of stability. Knowing that the rules of math never change and that science will never abandon or betray them makes scholarly half-orcs extremely dedicated.

Stranger: Dispossessed and rejected, many half-orcs give up hope of ever gaining social acceptance and become strangers. Some are purely self-interested and only look after their own interests but a few half-orc strangers have taken responsibility for protecting the weak and become folk heroes.

Alternate Racial Traits

In addition to the traits listed in the Pathfinder® Roleplaying Game Core Rulebook™, modern half-orcs have the one of the following traits:

Human Weapon Familiarity: Modern half-orcs raised primarily by humans are proficient with pistols and machine pistols. This ability replaces weapon familiarity.

Orc Weapon Familiarity: Modern half-orcs raised primarily with orcs are proficient with assault rifles and treat any weapon with the word “orc” in its name as a martial weapon. This ability replaces weapon familiarity.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, a half-orc has the option of choosing from a number of other bonuses, depending upon their favored class. The following options are available to all half-orcs having the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Charmer: The half-orc charmer receives +1 contact or +1/2 favor.

Entertainer: Increase the duration of the half-orc entertainer's compelling performances by +1 round when used to inspire despair, fear or rage.

Gadgeteer: Add +1 hit point to the half-orc gadgeteer's construct companion.

Investigator: Add a +1/2 bonus to Intimidate skill checks made to force an individual to act friendly and to the size-up and profile class abilities.

Scholar: +1 round to the duration of detrimental concoctions.

Stranger: +1/4 on Fortitude save against fatigue or disease.

Halflings

Halflings thrive in the 21st century. With machines doing most of the heavy labor these days, their small size is barely a hindrance at all. For many tasks, halflings are even preferred since their high degree of manual dexterity makes them experts at operating controls. They make dedicated workers and their optimism and innate good cheer ensure that they get along well with others. Those who are able to channel their natural curiosity into skill-building are highly sought after. Those that aren't tend to become incurable gossips, exposing the secrets of everyone around them and exacerbating conflict around them.

Still, most halflings have to work twice as hard to be noticed and many find it difficult to advance in their careers as a result. This tendency causes some to become scornful and resentful of humans and cling ever-tighter to their own communities which they believe are the only places they can get a fair deal.

There are no halfling nations. Halflings tend to live near or in human settlements and are full-fledged citizens of whatever human country they geographically occupy. That said, they invariably gather into almost exclusively halfling-only neighborhoods, suburbs, and villages. This is only partially due to xenophobia and is mostly a matter of practicality. Halflings feel the most secure in dwellings built to their scale and find human-sized buildings to be cavernous and uncomfortable.

The primary difference between modern halflings and their medieval counterparts is the diminished wanderlust. A few in every generation still get the itch to travel, but most have become enamored of their creature comforts and prefer a good comfy chair to the myriad inconveniences of endless roaming.

Halfling Adventurers

Modern halfling adventurers still prefer light weapons and light armor that afford them optimal use of their natural dexterity. With low-caliber guns nearly as lethal as the heaviest firearm, a high strength is no longer essential to being an effective combatant and halflings certainly benefit from presenting a smaller target. Despite these advantages, few halflings go looking for fights, preferring to accomplish their goals through stealth and trickery wherever possible.

Charmer: Halfling optimism and positive attitudes make them natural charmers. Their child-like appearance and feigned innocence make them especially easy to trust and their insatiable curiosity and propensity to gossip gives them a natural advantage when it comes to networking and making contacts.

Entertainer: Halflings love to laugh and halfling stand-up comedians are some of the most popular in the world. Eager to escape being overlooked, halfling entertainers tend to be flamboyant and boisterous, rivaling gnomes for their quirkiness.



Gadgeteer: Halflings who channel their curiosity into engineering often become gadgeteers. Ever eager to devise their next invention, they nonetheless work with amazing precision and accuracy and excelling in miniaturizing existing technology.

Investigator: Small and often-overlooked, halfling investigators find that their stature gives them a unique vantage point from which to make observations that elude others. Equally adept at gathering forensic evidence and questioning suspects, they get the job done quietly and quickly.

Scholar: Size has no bearing on intellect and halfling scholars are no exception. Driven by their innate curiosity to never stop learning, they work to make the next research breakthrough in hopes that their fame and contributions to science will overshadow their stature.

Stranger: With perhaps the strongest community ties of any race, halfling society produces extremely few strangers. Halfling strangers are almost always orphaned and raised by other races or those with a wanderlust so strong they're unable to stay in any one community for more than a few days.

Alternate Racial Traits

In addition to the traits listed in the Pathfinder® Roleplaying Game Core Rulebook™, modern halflings have the following trait:

Gossip Maven: Modern halflings are more sedentary than their medieval counterparts and to survive living and working among humans they cultivate a keen social awareness. They gain a +4 bonus on Diplomacy checks to gather information and Knowledge (local) and Knowledge (pop culture) are always class skills for them. If they choose a class that has either of these knowledge skills as class skills, they gain a +2 racial bonus on those skills instead. This trait replaces Sure-Footed.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, a halflings has the option of choosing from a number of other bonuses, depending upon their favored class. The following options are available to all halflings having the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Charmer: The halfling receives +1 contact or +1/2 favors.

Entertainer: Increase the duration of the halfling entertainer's compelling performances by +1 round when used to inspire confusion, hope, or laughter.

Gadgeteer: The duration of jury-rigged and souped-up equipment increases by +1 (minute or use, as appropriate) for the halfling gadgeteer.

Investigator: Select a class ability that is normally usable a limited number of times per day. The halfling investigator adds +1/2 to the number of uses per day of that ability.

Scholar: Halfling scholars gain a +1/3 bonus when using their advance strategy and find weakness class abilities.

Stranger: +1/4 on Fortitude saves against fatigue or disease.

Humans

Humans are the undisputed masters of the modern world. Easily the most numerous race, their adaptability and innovation are responsible for creating nearly all of the technological marvels that define the current age.

Ever eager to expand, humans have climbed every mountain, plumbed the depths of the ocean floor, and are the only race to have set foot on the moon.

Humans are also the most diverse race. While some countries bask in modern comforts and luxury, the citizens of others fare only slightly better than they did in the medieval period. There are even a few dwindling tribal societies that are effectively stone-age cultures, although these are increasingly scarce.

Human Adventurers

Humans are nothing if not diverse and adaptable, embracing all classes and occupations.

Charmer: Human charmers run the gamut from dashing gentlemen to sleazy schemers. With every deal brokered, every contract negotiated, and every transaction arranged they always may sure they get their cut first.

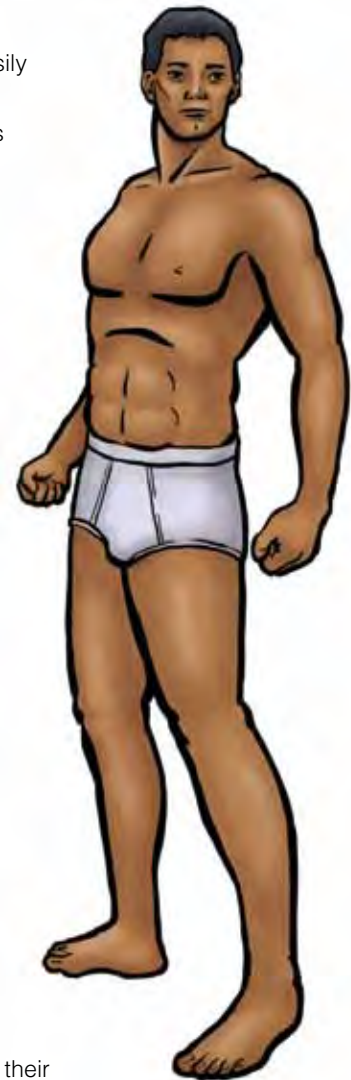
Entertainer: Human entertainers have great range, ranging from street performers to multinational superstars. Humans excel in every type of performance.

Gadgeteer: Human gadgeteers are seemingly motivated by equal parts profiteering greed and a desire to improve the world. They tend to create personalized devices, customizing their inventions to suit the individual user.

Investigator: Humans aspire to greatness, but are also capable of atrocities. Human investigators seek to protect the innocent from the latter, exposing themselves to the worst horrors so that others won't have to.

Scholar: Humans crave power and for the scholar knowledge *is* power. Although competition in academia is fierce, human scholars draw strength from struggle and strive to use information to benefit all of mankind.

Stranger: Humans are highly competitive and there are many who'd prefer to drop out of the cutthroat struggle to one-up their neighbors. These lost souls sometimes band together to form mini-communities of their own but others mistrust everyone and avoid interacting with nearly everyone.



Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, a human has the option of choosing from a number of other bonuses, depending upon their favored class. The following options are available to all humans having the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Charmer: Add +1 point to the charmer's mesmerism pool.

Entertainer: The human gains +1/6 of a new shtick.

Gadgeteer: Add +1 hit point or +1 skill point to the gadgeteer's construct companion.

Investigator: Add a +1/2 bonus to informants or a +1/3 bonus to the size-up and forensic reconstruction class abilities.

Scholar: The human scholar gains +1/6 of a new thesis or +1/4 of a new concoction formula.

Stranger: The human stranger gains a +1/4 bonus to Charisma based skill checks while in their favored terrain.





Classes

Class Availability

The majority of the standard core and base classes need only minor modifications to remain viable choices in the contemporary era.

Much like races, the biggest determiner of which classes are available is the level of magic available in your campaign.

Ambient Magic Levels

	Standard	Strong Fading	Weak Fading	Supernatural Aspects	Dead
Alchemist	Yes	Yes	Yes	NPC	No
Barbarian	Yes	Yes	Yes ¹	Yes ¹	Yes ¹
Bard	Yes	Yes	No	No	No
Cavalier	Yes ¹	Yes ¹	Yes ¹	Yes ¹	Yes ¹
Charmer	Yes	Yes	Yes	Yes	Yes
Cleric	Yes	Yes	Yes	No	No
Druid	Yes	Yes	No	No	No
Fighter	Yes	Yes	Yes	Yes	Yes
Gadgeteer	Yes	Yes	Yes	Yes	Yes
Inquisitor	Yes	Yes	Yes ¹	No	No
Investigator	Yes	Yes	Yes	Yes	Yes
Monk	Yes	Yes	Yes	Yes	Yes
Oracle	Yes	Yes	Yes	No	No
Paladin	Yes	Yes	Yes ¹	No	No
Ranger	Yes	Yes	Yes ¹	Some ²	Some ²
Rogue	Yes	Yes	Yes	Yes	Yes
Scholar	Yes	Yes	Yes	Yes	Yes
Sorcerer	Yes	Yes	Yes ³	NPC ³	No
Stranger	Yes	Yes	Yes	Yes	Yes
Summoner	Yes	Yes	No	No	No
Witch	Yes	Yes	Yes	NPC	No
Wizard	Yes	Yes	Yes ¹	No	No

NPC: Available as an NPC class only.

¹ Some class abilities are restricted or changed to reflect the modern era. See details by class below.

² Spell-less archetypes or variants only.

³ Psychic archetypes or bloodlines only.

Base and Core Classes

Alchemist

Although the invention of grenades makes the alchemist's bomb ability significantly less unique, especially at lower levels, the alchemist is a viable class choice in the modern era. Whether they are mad scientists making reckless new discoveries or historians rigorously following ancient formulas, the alchemist is at the forefront of cutting-edge science mixed with mysticism.

Class Skills: Add Computers (Int), Knowledge (physical sciences) (Int), and Pilot (any ground vehicle) (Dex) to the list of alchemist class skills.

Barbarian

While a fixture of medieval fantasy stories, the berserk raging barbarian is nearly unheard of in the contemporary era. The class is still useful for creating some character concepts, specifically those subject to psychotic rages.

Class Skills: Add Pilot (cars/pickups) (Dex) and Pilot (motorcycles) (Dex) to the list of barbarian class skills.

Weapon and Armor Proficiencies: Modern Barbarians are proficient with all simple weapons, all martial weapons, handguns, long-arms and light armors.

Barbarians in Weak Fading Magic Supernatural Magic Only and Dead Magic Worlds In worlds with low levels of magic, barbarians cannot create overtly magical effects when they rage. In this type of campaign world the following rage powers are not available: beast totem (any), chaos totem (any), elemental rage, energy absorption, energy eruption, fiend totem (any), ground breaker, spirit totem (any).



Bard

The modern era is one of increasing specialization leaving little room for the jack-of-all-trades. Bard class characters are exceptionally rare in the 21st century, even in worlds with an abundance of magic.

Class Skills: Add Knowledge (pop culture) (Int), and Pilot (any) (Dex) to the list of bard class skills.

Weapon and Armor Proficiencies: Modern bards are proficient with simple weapons, handguns and light armor

Cavalier

Taking the role of crusading activists, cavaliers are a valid player class in the modern era, although their reliance on horses means that some of their class abilities do not optimally translate to the 21st century. However by substituting a protest sign for their banner and translating the various cavalier orders into activist groups or fraternal organizations, the spirit of the class can be preserved. The modern cavalier is as much of a social activist as they are a warrior, using the political process as much as physical combat to fight for their cause.

Class Skills: Add Knowledge (bureaucracy) (Int), Knowledge (pop culture) (Int), and Pilot (any) (Dex) to the list of cavalier class skills.

Weapon and Armor Proficiencies: Modern cavaliers are proficient with all simple weapons, all firearms and all armors, but not shields.

Vehicular Companion (Ex): Instead of gaining an exceptional mount, a modern cavalier may choose to have a construct companion, using the cavalier's level -2 as their effective gadgeteer level (minimum 1). The construct companion must have a car or motorcycle chassis. This ability replaces Mount.

Cavalier's Drive-by (Ex): At 3rd level, a cavalier learns to make effective drive-by attacks. When piloting or riding in their construct companion, the cavalier effectively has the Spring Attack feat, even if they do not meet the necessary prerequisites. This replaces Cavalier's Charge.

Improved Overrun (Ex): At 4th level, the cavalier gains the benefits of the Improved Overrun feat while piloting or riding in their construct companion. They do not have to meet the prerequisites of Improved Overrun. This replaces Expert Trainer.

Greater Overrun (Ex): At 11th level, the cavalier gains the benefits of the Greater Overrun feat while piloting or riding in their construct companion. They do not have to meet the necessary prerequisites for Greater Overrun. This replaces Mighty Charge.

Supreme Charge (Ex): As the standard class ability except it applies when the cavalier is piloting or riding in their construct companion.

Cleric

The modern age of skepticism and cynicism leaves little room for faith. Genuine believers are increasingly scarce and a direct connection to the divine is incredibly rare. Most priestly NPCs should be built using the expert class.

Still, player characters are exceptional, not ordinary and may have the necessary devotion to have levels in the cleric class. Whether an official pastor or just an especially devoted layperson, modern clerics work against mounting odds to spread the faith.

Most modern faiths tend to emphasize peace and cooperation and attach less value to fighting and conflict. As a result the cleric of the twenty first century is considerably more cerebral and less hands-on than their medieval counterparts.

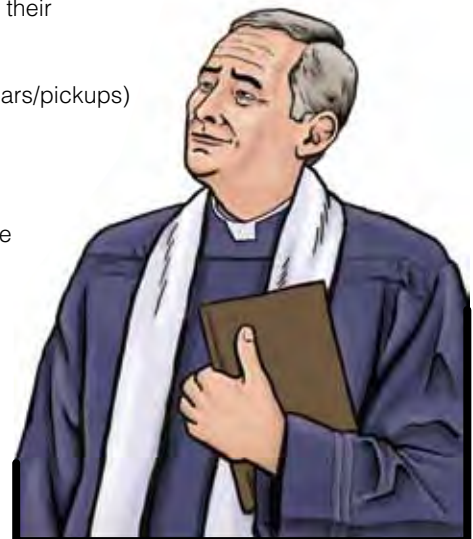
Class Skills: Add Knowledge (local) (Int), and Pilot (cars/pickups) (Dex) to the list of cleric class skills.

Skill Ranks per Level: 4 + Int modifier

Weapon and Armor Proficiencies: Modern clerics are proficient only with simple weapons, shields, and the favored weapon of their deity (if any)

Monotheism

Ask a dozen people how they define God and you'll get at least 14 answers. Lawful, chaotic, good, or neutral, opinions are highly divided, even among those who profess to worship the same deity. Thus,



it's simplistic, unfair, and potentially insulting to arbitrarily state that, for instance, the Christian God is Chaotic Good, the Jewish God is Neutral Good, and the Muslim God is Lawful Good – and that's not even considering the various opposing denominations just as Shiite vs. Sunni, Orthodox vs. Reformed, or Catholic vs. Protestant. The only constant among all the faiths is that their god has a non-evil alignment.

There are two principle strategies for resolving the issue of religion in a modern campaign. The first is to simply disallow all divine magic in your campaign. The second is to allow a Cleric of any major monotheistic religion to be of any alignment as long as it's just one step away from their interpretation of their deity's alignment. Thus, a Chaotic Good cleric may be devoted to a God which they understand to be Chaotic Neutral, Neutral Good, or Chaotic Good.

Monotheistic priests may choose any two of the following domains: Air, Animal, Chaos, Community, Glory, Good, Healing, Knowledge, Law, Liberation, Plant, Protection, or Repose.

Druid

As global industrialization leaves fewer and fewer acres of wilderness every year, druids become increasingly uncommon in the 21st century. However, in worlds with ample magic a few still cling to the old ways and live to defend the natural world. The druid class is completely unchanged in the modern world.

Fighter

The fighter class continues on into the modern era with only a few changes. The fundamentals of combat haven't changed throughout the centuries, but the march of technology, especially the advent of firearms and electronic warfare, has radically altered the form of warfare and conflict.

Soldiers, mercenaries, bouncers, stunt men, martial artists and even beat cops are all good examples of the modern Fighter class.

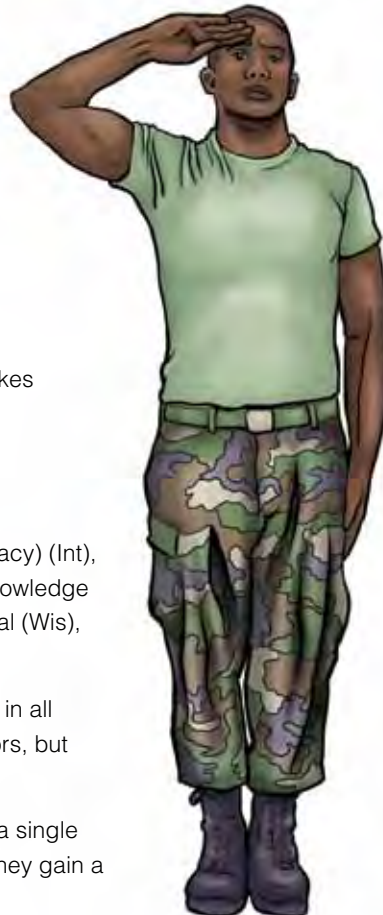
Primary Attribute: Strength, although modern combat makes Dexterity a close second.

Hit Dice: d10

Class Skills: Climb (Str), Craft (electronics) (Int), Craft (mechanical) (Int), Intimidate (Cha), Knowledge (bureaucracy) (Int), Knowledge (Local) (Int), Knowledge (pop culture) (Int), Knowledge (technology) (Int), Pilot (Any) (Int), Profession (Wis), Survival (Wis), Swim (Str)

Weapon and Armor Proficiencies: Fighters are proficient in all simple weapons, all handguns, all long-arms, and all armors, but not shields.

Specialized Training (Ex): At 3rd level, a fighter chooses a single combat maneuver (such as Bull Rush or Trip). Thereafter they gain a



MODERN ADVENTURES

Viewed in a gaming perspective, Martin Luther's "Ninety-Five Theses" might be seen as a chaotic good interpretation of God vs. the church's stance of God being highly lawful – in the context of that time.

+1 bonus on all attempts to perform or defend against that particular action in combat. Every four levels thereafter, they may choose a different maneuver or the same maneuver multiple times. The effects stack.

This ability replaces armor training 1, 2, 3, and 4. Modern armors are lighter and impede movement less than archaic armors and consequently don't require the same level of training to move effectively in them.

Weapon Training: Add the following weapon groups to those listed in the Pathfinder® Roleplaying Game Core Rulebook™ under Fighter.

Pistol
Machine Pistols
Rifles, Semiautomatic
Assault Rifles
SMG/Machine Pistols
Heavy Machine Guns
Grenade Launchers
Rocket Launchers
Cannons

Inquisitor

Inquisitors are extremely rare in the modern world. Most modern faiths emphasize tolerance and cooperation rather than the adversarial zealotry that fuels inquisitors. Still, there are certain remote fringe religions and cults capable of producing the rigorous dedication necessary to create an inquisitor. Alternately, a modern inquisitor might be a member of a more conventional church who is driven by tragedy to hunt, not enemies of the faith, but supernatural monsters instead.

Class Skills: Add Pilot (cars/pickups) (Dex) to the list of inquisitor class skills.

Weapon and Armor Proficiencies: Modern inquisitors are proficient with all simple weapons, all pistols and long-arms and the favored weapon of their deity. They are proficient with light and medium armors, but not shields.

Monk

Whether dwelling in remote Shaolin temples or just zealously practicing martial arts for hours every day, monks are still around in the contemporary era and make for valid, if uncommon character class choice. Their dedication leaves little time for recreational pursuits or familiarity with modern contrivances. The monk class is completely unchanged from the standard version.

Oracle

Regardless of the century, the gods still sometimes grant powers to select individuals – whether they want them or not. The oracle class is unchanged since ancient times.

Paladin

Evil is still plentiful in the 21st century and there are still those who are called to battle it. Even so, most contemporary religions advocate peaceful conflict resolution, making the warrior saints that are paladins increasingly rare. Whether a member of a heretical sect or modern day secret society, paladins fight the good fight.

Weapon and Armor Proficiencies: Modern paladins follow the old ways and are proficient in all simple and archaic weapons, all long-arms, light armors, medium armors, and shields (but not tower shields).

Paladins on Weak Fading Magical Worlds The life of a paladin is harsh and requires discipline. This is even truer on worlds with weak fading magic where a true connection to divine energies is difficult to establish and even harder to maintain. To reflect this difficulty, Paladins must alternate every other level with Fighter. Treat fighter levels as if they were paladin levels for the purpose of determining any favored class bonuses. Levels in faux-fighter stack with paladin levels for determining the strength of paladin abilities, but the character gains paladin abilities half as fast (and are limited to 10th level Paladin powers).

Ranger

Scouts and trackers are still valid occupations in the 21st century and the outdoors has changed little (except having shrunk in size) over the past thousand years. Whether representing a member of Army Special Forces or tribal warrior culture, the Ranger class is largely unchanged since medieval times.

Class Skills: Add Pilot (any ground vehicle) to the list of Ranger class skills.

Weapon and Armor Proficiencies: Modern Rangers are proficient in all simple weapons, all handguns, and all long-arms. They are proficient in light and medium armors, but not shields.

Combat Style (Ex): In addition to the standard combat styles, the Ranger may also choose a "Firearms style" which makes the following Feats available: Deadly Aim^{APG}, Far Shot, Point Blank Shot, Precise Shot and Rapid Shot.

Rangers on Weak Fading Magical Worlds In campaigns with diminished magic, Ranger spells represent special abilities derived from training and experience rather than manipulation of magical forces. As a result, Rangers cannot "cast" spells with overt magical effects – only the following:

1st level) *alarm, calm animals, charm animals, delay poison, detect animals or plants, detect poison, detect snares and pits, endure elements, longstrider, magic fang, pass without trace*

2nd level) *bear's endurance, cat's grace, cure light Wounds, owl's wisdom, snare*

3rd level) *cure moderate wounds, greater magic fang, neutralize poison, remove disease, repel vermin*

4th level) *commune with nature, cure serious wounds, freedom of movement, nondetection*

Rangers on Dead Magic and Supernatural-only Magic Worlds Rangers still have a place in worlds where the player characters lack access to magic. However, players are limited to spell-less class variants and archetypes.

MODERN ADVENTURES

Instead of alternating levels, you could allow paladins to progress normally, but require ultra-strict adherence to their moral code where they lose their powers for the slightest infraction. While this might sound like a better deal, in practice we found it to be not only less fun to play, but also resulted in a weaker character. Considering the number of times modern characters need to break-and-enter (a lawful infraction) or deceive other characters (a good infraction), paladin characters lost access to their powers at least half of the time. Also, they spent a significant portion of game time atoning for their misdeeds, which was only fun the first time.

^{APG} This is a feat described in the Pathfinder® Roleplaying Game: Advanced Player's Guide™

Rogue

Wherever there's human society, there will be crime. Accordingly, the Rogue class is completely viable in the modern world with only a few updates to account for changes in culture and technology.

Class Skills: Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (any) (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (pop culture) (Int), Knowledge (technology) (Int), Linguistics (Int), Perception (Wis), Perform (any) (Cha), Pilot (any ground vehicles or small boats) (Dex), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), Use Magic Device (Cha)

Weapon and Armor Proficiencies: Rogues are proficient in all simple weapons, the sap, all pistols (including machine pistols) and light armors.



Sorcerers

Worlds with any degree of magic will always have sorcerers (unless the world only permits prepared spell-casting), although they may not necessarily be recognized as practitioners of magic. In many campaign worlds spontaneous casting is indistinguishable from psychic ability and the sorcerer fills the same role that a psychic class would.

Class Skills: Add Knowledge (Pop Culture) (Int), Pilot (car) (Dex), and Pilot (motorcycle) (Dex)

Weapon and Armor Proficiencies: Sorcerers are proficient in simple weapons only.

Build psychic characters using the Sorcerer class and bloodlines listed below.

Pyrokinetic Bloodline

The classic fire starter, pyrokinetics excel in generating heat and causing flammable materials to ignite. They're often emotionally volatile and quick-tempered.

Class Skill: Diplomacy

Bonus Spells: *burning hands* (3rd), *scorching ray* (5th), *protection from energy* (7th), *elemental body I* (9th), *elemental body II* (11th), *elemental body III* (13th), *elemental body IV* (15th), *summon monster VIII* (fire elementals only) (17th), *elemental swarm* (19th)

Bonus Feats: Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Finesse

Bloodline Arcana: Whenever the character casts a spell that deals energy damage, automatically change the type of damage to fire/heat. This also changes the spell's type to fire/heat.

Bloodline Powers:

Fire Ray (Sp): Starting at 1st level, you can unleash a ray of fire as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of fire damage +1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Fire Resistance (Ex): At 3rd level you gain energy resistance 10 against fire. At 9th level, your energy resistance increases to 20.

Fire Blast (Sp): At 9th level, you can unleash a blast of elemental power once per day. This 20-foot-radius burst does 1d6 points of fire damage per sorcerer level. Those caught in the area of your blast must succeed on a Reflex save for half damage. Creatures that fail their saves gain vulnerability to fire until the end of your next turn. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. At 17th level, you can use this ability twice per day. At 20th level you can use this ability three times per day. This power has a range of 60 feet.



Radiating Heat (Sp): At 15th level, you can emit radiating waves of heat in a 60' radius that weaken and dehydrate creatures in the area. You can sustain this effect for a number of rounds per day equal to your Charisma modifier, although the rounds need not be consecutive. Each round, the head evaporates one 5' cube of water per sorcerer level (or the equivalent thereof) within the area of effect. Living creatures within the area of effect suffer 4d6 points of damage and must save each round or be fatigued. The DC for this save is 10 + 1/2 your Sorcerer level + your Charisma Modifier. Plants and Water Elementals are especially vulnerable to the heat and suffer 5d8 points of damage.

Firey Body: (Su): At 20th level, elemental power surges through your body. You gain immunity to sneak attacks, critical hits, and fire damage.

Spiritualist Bloodline

The spiritualist lives in a world teeming with invisible spirits, be they ghosts, animistic spirits, or extra-planar entities. These spirits are drawn to the Sorcerer and surround them constantly. The Spiritualist can communicate with these spirits and receives guidance and advice from them. Most are benevolent and helpful, but some may require favors or act with hostility against the Spiritualist.

Class Skill: Knowledge (Religion)

Bonus Spells: *Unseen Servant* (3rd), *Locate Object* (5th), *Clairaudience/Clairvoyance* (7th), *Scrying* (9th), *Contact Other Plane* (11th), *Planar Binding* (13th), *Greater Scrying* (15th), *Discern Location* (17th), *Foresight* (19th).

Bonus Feats: Blind Fight, Combat Expertise, Extend Spell, Skill Focus (knowledge [arcana]), Skill Focus (knowledge[religion]), Iron Will, Spell Penetration

Bloodline Arcana: Various spirits can guide the spiritualist sorcerers hand in combat, giving them the Arcane Strike feat.

Bloodline Power:

Accident (Sp): Starting at 1st level you can command natural spirits to create small misfortune for the Spiritualists foes as a standard action. Treat this as ranged trip, disarm, or dirty trick attack against any foe within 30'. This attack has a CMD bonus equal to the Sorcerer levels + your Charisma Modifier + 1d6. You can use this ability a number of times per day equal to 3+ your Charisma modifier.

Spiritspeak (Sp): At 3rd level you automatically communicate with any incorporeal, extra-dimensional, or conjured being as if using the Tongues spell. You also receive a +2 bonus on Diplomacy and Bluff rolls made against these creatures. At 9th level the bonus increases to +4 and a successful roll raises the beings attitude by 2 steps instead of one.

Catastrophe (Sp): At 9th level, you can cause dozens of local spirits to partially manifest, clawing and biting everything within a 20' radius once per day. Those caught in the area can make a Reflex save for half damage. The save DC is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. The attack does 1d6 points of slashing damage.

Premonition (Sp): At 15th level you receive warnings when disaster is about to strike. Once per day you can re-roll any one ability check, skill check, attack roll, or saving throw you just made. You must decide to use this ability after the die is rolled but before the GM reveals the results of the roll and you must abide by the results of the second roll.

Knowledge From Beyond (Sp): At 20th level, your senses begin to extend into the spirit world giving you partial glimpses of the past and future. Additionally, the spirits are constantly whispering information to you. While frequently annoying, it does mean that you automatically take 20 on any Knowledge skill (even ones you aren't trained in). Additionally, the spirits are aware of any attacks made against you and use whatever abilities they have to turn weapons aside, rendering you immune to sneak attacks. You may always act normally during a surprise round. The spirits also guide you in darkness giving you the equivalent of 60' blind sight.

Telekinetic Bloodline

Telekinetics generate pure force with their minds, using it to levitate or move objects at a distance without touching them.

Class Skill: Sleight of Hand

Bonus Spells: *Feather Fall* (3rd), *Levitate* (5th), *Fly* (7th), *Resilient Sphere* (9th), *Telekinesis* (11th), *Forceful Hand* (13th), *Forcecage* (15th), *Telekinetic Sphere* (17th), *Crushing Hand* (19th)

Bonus Feats: Arcane Shield, Cleave, Empower Spell, Great Fortitude, Improved Bull Rush, Improved Sunder, Power Attack, Skill Focus (Sleight of Hand)

Bloodline Arcana: Whenever you cast a spell that deals force damage or employs invisible force (such as Wind Wall or Gust of Wind), increase the DC by +2.

Bloodline Power:

Telekinetic Fist: Starting at 1st level you can strike with a telekinetic fist as a standard action, targeting any foe within 30 feet as a ranged touch attack. The telekinetic fist deals 1d4 points of bludgeoning damage +1 for every 2 Sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma Modifier.

Telekinetic Parry: Starting at 3rd level, you instinctively attempt to parry the first attack made against you each round. If you succeed in a Reflex save with a DC equal to the attacker's roll, you gain DR 5 against the attack. This ability only applies to physical attacks you are aware of; energy attacks are not affected.

Telekinetic Shove: Beginning at 9th level, you may use your telekinesis to make a ranged Bull Rush attack against any foe within 30'. The attack has a CMD equal to 4 + your Sorcerer level + your Charisma modifier.

Poltergeist Storm: At 15th level once per day, you can cause all loose objects under 100 pounds to swirl around as if caught in a miniature tornado. Treat this as the equivalent of the Blade Barrier spell only usable in areas with an abundance of loose items.

Telekinetic Flight: At 20th level you can fly at will at will with a speed of 120' per round.

Telepathic Bloodline

Telepaths are capable of mind reading, thought projection, and mind control.

Class Skill: Sense Motive

Bonus Spells: *Charm Person* (3rd), *Detect Thoughts* (5th), *Suggestion* (7th), *Lesser Geas* (9th), *Sending* (11th), *Mass Suggestion* (13th), *Insanity* (15th), *Mind Blank* (17th), *Dominate Monster* (19th)

Bonus Feats: Combat Casting, Extend Spell, Improved Initiative, Iron Will, Leadership, Skill Focus (Sense Motive), Skill Focus (Knowledge[Psychology]), Still Spell

Bloodline Arcana: Whenever you cast a Divination spell, increase the range by 50%. This ability does not stack with the Enlarge Spell feat.

Bloodline Power:

Telepathic Insight: Starting at 1st level, you gain a +2 bonus on Bluff, Diplomacy, and Intimidate skill checks. This bonus increases by +1 for every 5 levels of Sorcerer you have, up to +6 at level 20.

Precognitive Awareness: Starting at 3rd level, you gain a +1 insight bonus to your armor class. Any condition that makes you lose your Dexterity bonus to AC also negates this bonus. At 9th level the bonus increases to +2 and at 15 it increases to +3.

Psychic Reversal: Starting at 9th level, whenever you are the target of a divination spell, you may make a Willpower saving throw to make the spell work bi-directionally, gaining information about the caster.

Telepathic Sight: At 15th level you gain the ability to continually detect the presence of thoughts (as if using the Detect Thoughts spell for 2 rounds). This gives you Blindsight 30' and Improved Uncanny Dodge, but against sentient beings only; you cannot perceive inanimate obstacles or mindless creatures with this ability and thus receive no additional doge abilities from these threats. Furthermore, the Detect Thoughts ability only requires 2 rounds to perceive surface thoughts instead of the usual 3.

Summoner

Wherever people study arcane magic, some will choose to specialize in summoning. The summoner class is available in any campaign world that allows for conjuration magic and extra-dimensional contact. Without those two aspects of magic, summoners cannot reach their eilodon to perform magic.

The summoner class is unchanged in the modern era.

Witch

Much like the summoner, arcane practitioners are just as likely to make pacts with otherworldly entities in the modern era as they were in the past, perhaps more likely. Whether following in the traditions of the old village wise woman, a spiritual New Age-er, or devoted neo-pagan reconstructionist, modern witches are infrequent, but may well be the most common arcane spell casting class in the modern world.

As with summoners, the witch is only available if conjuration magic and extra-dimensional contact is permitted. In campaign worlds without these aspects of magic, witches cannot contact or be contacted by their patron to negotiate a pact.

Class Skills: Add Pilot (cars/pickups) (Dex) to the list of witch class skills.

Wizard

If there's any degree of arcane magic available in a world, some will inevitably find ways to harness arcane energies and become Wizards.

Class Skills Add Computers (Int), Pilot (car/pickup) (Dex), and Pilot (motorcycle) (Dex) to the list of wizard class skills.

Weapon and Armor Proficiencies Wizards are proficient with clubs, daggers, and light pistols.

Wizards on Low-Fading Magic Worlds In a world where casting anything more advanced than a cantrip is a full-round action, meta-magic feats that increase a spells level slot (and therefore casting time) become less practical and therefore less desirable. Add Combat Casting and Hasty School to the list of possible bonus Wizard feats.



Modern Classes

The following new classes are available in all modern campaign worlds.

Charmer

In many ways life is a complex web of information exchange and social interaction. Those best able to navigate the web frequently become charmers. Whether due to innate charisma, genuine interest in other people, or simply being a master manipulator, charmers weave intricate social tapestries out of favors and shared information,

Innately compelling, charmers have an allure that few others can match. Many build careers as salespersons, recruiters, or negotiators, while others rely on their looks as models or seductive companions. Some are cultured dilettantes, having inherited wealth, but many still are forced by circumstance to make a living on the other side of the law as grifters, scam artists, fixers, and favor brokers.

Primary Attribute: Charisma is the quintessential charmer attribute. The extra hit points and increased stamina from a high constitution are useful and a high dexterity is also beneficial to help them avoid being hit and make optimal use of skills.

Role: Charmers excel as leaders, negotiators, and information gatherers. While capable of demoralizing and distracting enemy combatants, the charmer's greatest strength lies not in fighting, but in brokering deals, ferreting out difficult-to-find equipment, and discovering secrets.

Alignment: Any, although charmers tend to favor chaotic alignments.

Hit Dice: d6

Skills Points per Level: 4+ Intelligence modifier

Skills: Bluff, Craft (artwork), Craft (mechanical), Craft (writing), Diplomacy, Disguise, Handle Animal, Intimidate, Knowledge (bureaucracy), Knowledge (local), Knowledge (pop culture), Knowledge (religion), Linguistics, Perception, Perform (all), Pilot (all ground vehicles or small boats), Profession, Sense Motive, Sleight of Hand



Of all the classes, the charmer changed the most since the beta version. We had to keep asking the question: since charmer and sorcerer share the same base attack bonus progression – is the charmer as useful as the sorcerer. And the answer was “yes” – until around level 6 at which point charmers fell way behind. Enter the hypnotic powers, which rapidly took over and became the class's core ability.

We debated about whether the hypnotic powers had changed the class to the extent that it should be renamed “Hypnotist” but in the end, we decided to try to stick with the original concept of a class based in social skills, even if it meant shoehorning in extra abilities.

Weapons and Armor Proficiency: Charmers are proficient in all simple weapons, sword canes, and all handguns. They are also proficient in light armors, but not shields.

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+2	+2	Combat Expertise, Mesmerism, Short Con, Wheel & Deal
2nd	+1	+0	+3	+3	Bob and Weave +1, Contacts, Danger Sense, Hypnotic Charm: Getting Sleepy
3rd	+1	+1	+3	+3	Charming Demeanor, Charmer Feat, Hypnotic Focus
4th	+2	+1	+4	+4	Black Market Connections (wholesale), Hypnotic Fatigue Suppression, Hypnotic Fever, Friend of a Friend
5th	+2	+1	+4	+4	Alternate Identity, Favors, Hypnotic Suggestion, What's That Over There?
6th	+3	+2	+5	+5	Black Market (license), Bob and Weave +2, Hypnotic Perseverance
7th	+3	+2	+5	+5	Charmer Feat, Hypnotic Blindness, Hypnotic Focus +2
8th	+4	+2	+6	+6	Black Market (military), Hypnotic Heavy Limbs, Hypnotic Memory Manipulation, Monstrously Charming
9th	+4	+3	+6	+6	Hypnotic Confusion; Hypnotic Pain Suppression, Social Chameleon
10th	+5	+3	+7	+7	Alternate Identity II, Bob and Weave +3, Hypnotic Illness, Redirect Attack
11th	+5	+3	+7	+7	Charmer Feat, Hypnotic Affliction Suppression; Hypnotic Focus +3, Pathological Liar
12th	+6	+4	+8	+8	Hypnotic Paralysis, Independent Income
13th	+6	+4	+8	+8	Layered Disguise, Hypnotic Tenacity, Psychosomatic Affliction
14th	+7	+4	+9	+9	Bob and Weave +4, Instill Delusion
15th	+7	+5	+9	+9	Alternate Identity III, Charmer Feat, Hypnotic Numbing; Hypnotic Focus +4
16th	+8	+5	+10	+10	Instill Mania or Phobia
17th	+8	+5	+10	+10	Lap of Luxury
18th	+9	+6	+11	+11	Erase Memories
19th	+9	+6	+11	+11	Bob and Weave +5, Charmer Feat; Hypnotic Focus +5
20th	+10	+6	+12	+12	Alternate Identity IV, Instill Psychosis

Combat Expertise (Ex): Charmers are lovers, not fighters, and enter combat reluctantly. If unable to avoid a confrontation, they tend to fight defensively, frequently shouting "Not in the face!" in the process. They begin first level with the Combat Expertise feat, even if they do not meet the necessary prerequisites.

Mesmerism (Su): Charmers begin play with a pool of mesmerism points, representing their high-supernatural capacity to win others to their will. The number of points in a charmer's mesmerism pool is equal to 2 x their level + their Charisma modifier.

By spending a mesmerism point and taking a standard action to talk rhythmically and make soothing gestures, the charmer can *fascinate* a target. The charmer must thereafter spend a move action each round to continue making calming motions and noises to keep the target fascinated, but can otherwise keep them fascinated indefinitely as long as they avoid taking aggressive actions.

The target must be within 60 feet and must be able to see and hear (but not necessarily understand) the charmer. A charmer may only fascinate one target at a time. Unlike normal fascination the trance is not automatically broken if combat occurs near the target or their allies, although it does entitle them to a new saving throw each round. If any attacks or aggressive actions are directed **at** the target, the fascination automatically ends.

At 10th level, charmers can silently fascinate a target merely by catching their eye. Charmers must still speak soothingly to creatures unable to make eye contact (whether due to lack of eyes or from wearing dark sunglasses).

The target is entitled to a Will save to resist all effects with a DC equal to 10 + the charmer's Charisma modifier + 1/2 the charmer's levels. If the target successfully resists the fascination attempt they are immune to this ability for 24 hours. This is mind-affecting ability.

The mesmerism pool is replenished after 8 hours of rest, which do not need to be consecutive.

Short Con (Ex): At first level, the charmer is able to quickly run short-term scams on non-player characters. Treat this as if earning money using a Performance skill, except using the charmer's Bluff skill modifier.

Wheel & Deal (Ex): The charmer receives a bonus equal to half their charmer levels (round up) on all Diplomacy skill checks.

Bob and Weave (Ex): Every so often someone gets wise to the charmers fast talk and comes looking for payback. As a result charmers receive a +1 insight bonus to their Armor Class starting at second level. This bonus increases by +1 every four levels (maximum +5 at 19th level). Anything that causes the charmer to lose their dexterity bonus to AC also causes them to lose this benefit.

Contacts (Ex): Starting at 2nd level, the charmer begins to develop a network of NPC contacts in potentially useful fields. Each contact initially starts out with a Friendly attitude to the charmer which can be raised or lowered over the course of play. As with most friendly NPCs, the contacts are willing to assist the players as long as there is little risk to themselves; putting the contact in danger is a quick and easy way to reduce their attitude to Unfriendly or Hostile. Use the Boons section of the Pathfinder® Roleplaying Game: GameMastery Guide™ as a guideline for the type of assistance available from contacts.

Unlike standard NPCs, contacts retain their attitude toward the charmer, rather than resetting to indifferent between encounters.

The charmer begins play with a number of contacts equal to their Charisma modifier. With each subsequent level of charmer, they gain another contact. The player can suggest the type of contact they want to gain, but the GM has final say as to what the contact's game statistics are. (As a rule of thumb, each contact should be no more than two thirds of the PC's level and about half of their class levels should be in NPC classes).

Danger Sense (Ex): The charmer is so attuned to social nuances that they've developed an almost preternatural ability to sense hostility. Starting at 2nd level, the charmer make a second roll to avoid being surprised, but must take the second result even if it is lower.

Hypnotic Charm (Su): Starting at 2nd level charmers can begin to hypnotically manipulate a single target. The charmer must spend one or more mesmerism points and speak to the target who must be able to hear and understand the charmer's language (except where noted).

Contacts Example: Dangerous Dan is a 2nd level charmer with a 16 charisma, giving him 5 contacts. He chooses a police detective, an underworld doctor, a chop shop operator, a reporter, and a teenage hacker as his contacts. After the hacker recovers some photos from a damaged memory stick, Dan and the detective investigate an arms warehouse, get into a fight with the guards and are patched up by the doctor. Afterward, the detective becomes Indifferent because she was shot, the hacker remains Friendly, and the doctor may even be Helpful the next time around (if she got paid).

The target is entitled to a Will save to resist all effects with a DC equal to 10 + the charmer's Charisma modifier + 1/2 the charmer's levels. If the target successfully resists a mesmerism effect, they are automatically immune to that effect for 24 hours (although the charmer may attempt to hypnotize the same target with a different effect).

This is mind-affecting, language-dependent ability.

The mesmerism pool is replenished after 8 hours of rest, which do not need to be consecutive.

Getting Sleepy (Ex): Starting at 2nd level Charmers may hypnotize their target into believing they are fatigued. The target suffers all the usual penalties of fatigue, but does not become exhausted if they encounter another source of fatigue; they instead become genuinely fatigued. A target can recover from hypnotic fatigue by resting for as little as 10 minutes.

Hypnotic Focus (Ex): At 3rd level, a charmer may hypnotize an ally to boost their motivation and enthusiasm for combat. By spending a mesmerism point and speaking a few choice words of encouragement they can grant an ally within 60' a +1 morale bonus on to hit and damage rolls. This bonus increases by +1 every four levels so. These benefits last for 1 minute per level.

Hypnotic Fever (Ex): At 4th level, a charmer can hypnotically cause a target to become sickened instead of fatigued.

Hypnotic Fatigue Suppression (Ex): At 4th level, the charmer can hypnotically suppress fatigue in an ally by spending a mesmerism point and speaking briefly to their ally. The ally will be unaffected by fatigue for a number of hours equal to the charmer's Charisma modifier (minimum of one). Alternately an exhausted subject targeted by this ability can reduce their status to fatigued for a number of hours equal to the charmer's charisma modifier instead (minimum 1). After the effect expires the target's original condition resumes.

Hypnotic Suggestion (Ex): Starting at 5th level, a charmer may make a *suggestion* (as the spell) instead of inducing fatigue or sickness.

Hypnotic Perseverance (Ex): At 6th level a charmer may spend a mesmerism point and bolster an ally's willpower by giving them a quick pep talk. This grants the ally a +2 morale bonus to Will saving throws for 1 minute per level of the charmer.

Hypnotic Sickness Suppression (Ex): At 6th level, a charmer may suppress the sickened condition in an ally for a number of minutes equal to their Charisma modifier. If the subject is already at nauseated, they may reduce their status to sickened for the same duration. The subject's original condition resumes when this ability expires if the subject has not removed themselves from the sickening agent.

Hypnotic Blindness (Ex): At 7th level, the charmer can induce hysterical blindness in a target. If the target fails their saving throw, they become blind for 1 minute per level of the charmer. If they succeed they are merely dazzled for 1 round. This ability costs 2 mesmerism points to invoke.

Hypnotic Heavy Limbs (Ex): At 8th level, the charmer can cause a target to become staggered for 1 round per charmer level. Each round the target is entitled to a new saving throw to throw off the effects. Using this ability costs 2 mesmerism points to invoke.

Hypnotic Memory Manipulation (Ex): Starting at 8th level a charmer can hypnotically modify a subject's memory (as the spell: *modify memory*). Both must be in a relatively quiet area with minimal distractions. The charmer must fascinate a subject and, if the subject fails their saving throw, the charmer can begin changing memories. This requires at least 1 full minute of soft talking to change or erase memories of the past 24 hours ("You have no recollection of anyone

sneaking past your post tonight"). The older the memory, the longer it takes to modify. Events that happened within the past year take 10 minutes, and anything beyond a year requires at least an hour. At the end of this period, the target is entitled to a second saving throw. If they succeed, their memories are unaltered and they immediately snap out of their fascinated trance. Using this ability costs 2 mesmerism points (in addition to the initial point to *fascinate* the target).

Hypnotic Confusion (Ex): At 9th level, the charmer may cause *confusion* in an enemy for 1 round per charmer level. Using this ability costs 2 mesmerism points to invoke.

Hypnotic Pain Suppression (Ex): At 9th level, the charmer can hypnotize an ally to overcome pain, giving them either a +2 bonus on Fortitude saving throws or +1 temporary hit point for each hit die the target has. Either effect lasts for 1 minute per charmer level.

Hypnotic Illness (Ex): At 10th level, charmers can cause a target to become nauseated if they fail their Will saving throw. If they succeed, they become sickened instead. This use of hypnotism requires 2 mesmerism points to activate.

Hypnotic Affliction Suppression (Ex): At 11th level, charmers can completely suppress the effects of the fatigued, exhausted, sickened, and nauseated conditions in an ally. Fatigue and exhaustion may be suppressed for up to 1 hour per point of the charmer's Charisma modifier (minimum 1). Sickness and nausea may be suppressed for up to 1 minute per point of the charmer's Charisma modifier (minimum 1). The subject can still become sickened or nauseated again from the same source while this ability is in effect.



For 2 mesmerism points, the charmer can also suppress the effects of diseases (including mental illness) and poisoning afflictions for 1 minute per point of Charisma bonus they have (minimum 1). Only the effects suffered at the time this ability is used are suppressed. The target continues to suffer additional effects (ability damage from poisoning, for instance) after the initial effects are temporarily neutralized by this power.

Hypnotic Paralysis (Ex): At 12th level the charmer can cause an opponent to become paralyzed for 1 round per charmer level if they fail their Will save to resist. If they succeed they are instead staggered for one round. If the target fails their initial save they are entitled to a saving throw each following round to throw off the paralysis. If they succeed, they are staggered for that round. This use requires the charmer to spend 3 mesmerism points.

Hypnotic Tenacity (Ex): Also at 13th level the Will save bonus from the perseverance ability can be increased to +5 by paying two mesmerism points instead of one.

Hypnotic Numbing (Ex): At 15th level charmers can eliminate pain altogether in a subject giving an extra 3 temporary hit points for each hit die they have. This use of hypnotism requires 2 mesmerism points to activate.

Black Market Connections (Ex): Starting at 4th level, the charmer's social network enables them to become an expert bargain-hunter. When purchasing multiple units of the same item, they can negotiate a better price by making a Diplomacy skill check. The DC of this check is 10. If they succeed reduce the price by 5%. Lower it by an additional 5% for every 5 points by which the charmer exceeds the initial DC.

Black Market Connections

Example: Dangerous Dan rolls a 27. This is 4 steps of success above the initial DC so they only pay 80% of the listed price.

Black Market (license)

Example: Dangerous Dan needs to leave town in a hurry but the Dangermobile is too easily recognizable. Luckily he has a "Chop Shop Operator" as a contact who is able to supply him with a \$20,000 car in just under 2 hours. Dan leaves town a poorer man, but he leaves in style.

Note: It is still a crime to use these items without a license (or in some cases to have them in your possession) but if they get left behind at a crime scene, they can't be traced back to the charmer (unless they leave fingerprints).

¹ This is a feat described in this document.

APG This a feat described in the Pathfinder® Roleplaying Game: Advanced Player's Guide™.

Friend of a Friend Example:

Dangerous Dan wants to follow the money trail to determine who is funding a particular terrorist cell, but doesn't have a head for numbers. This is a DC 25 Knowledge (bureaucracy) skill check. If Dan can afford to wait an entire workday for the information, the skill check is made with a +12 modifier (+5 initial bonus, +7 additional hours). If he needs to know within an hour, the roll is made with only a +5 bonus.

The final cost cannot be reduced below 50% in this manner and only ordinary, mass-produced equipment is affected by this ability. The price of masterwork, unique, experimental, restricted, or magical items is unaffected by this ability.

Black Market (license): At 6th level the charmer's connections extend into the criminal underworld allowing them to purchase equipment that normally requires a license or is restricted. The charmer pays only the standard list price for license-only or restricted gear.

As a rule-of-thumb, it should take about an hour for every \$1000 of equipment being purchased to track down the black market gear, although this time can be reduced to a tenth if the charmer has an appropriate contact.

Black Market (military): At 8th level, the charmer's connections extend even into the military. They may purchase military equipment for the standard list price. The same 1 hour per \$1000 guideline applies.

Charmer Feat (Ex): Starting at 3rd level and every 4 levels thereafter the charmer receives a bonus feat chosen from the following list: Coordinated Defense^{APG}, Coordinated Maneuvers^{APG}, Cosmopolitan^{APG}, Deceitful, Dodge, Duck and Cover^{APG}, Extra Mesmerism¹, Greater Dirty Trick^{APG}, Greater Feint, Greater Steal^{APG}, Improved Dirty Trick^{APG}, Improved Feint, Improved Lightning Reflexes, Improved Sidestep^{APG}, Improved Steal^{APG}, Lightning Reflexes, Lookout^{APG}, Mobility, Paired Opportunists^{APG}, Persuasive, Precise Strike^{APG}, Quick Draw, Self-Hypnosis¹, Sidestep^{APG}, Skill Focus, Swap Places^{APG}, Weapon Finesse, Wind Stance

They must meet all the usual prerequisites to qualify.

Charming Demeanor (Ex): Starting at 3rd level a charmer can instantly befriend an individual. By taking engage a single target in conversation for one or more minutes the charmer can entrance them as the *charm person* spell. The target must be within 30 feet and able to see, hear, and understand the charmer. They are entitled to resist by making either a Will saving throw or Sense Motive skill check, whichever is higher. The DC for this test is 10 + the charmer's Charisma modifier + 1/2 the charmer's levels. Success renders the character immune to charming demeanor for 1 day. Charmers can use this ability 3 + their Charisma modifier times per day. This is a language-dependent, non-magical ability and cannot be magically countered or dispelled.

Monstrously Charming (Su): Starting at 8th level, the charmer's force of personality becomes strong enough to dazzle anything capable of understanding their words. Their Charming Demeanor ability may be used to *charm monster* instead of only affecting humanoids. Additionally, the charmer may use this ability over the telephone, video chat, or other two-way medium although in such circumstances, the target receives +5 to their saving throw to resist.

Friend of a Friend (Ex): By making a few phone calls or emails to members of their pool of contacts, the charmer can "outsource" knowledge checks starting at 4th level. It takes at least an hour to use this ability to locate and communicate with a contact that has 5 ranks in the relevant skill. For each additional hour they take to research the information, they receive a +1 bonus to their roll. The character can never take 10 or take 20 on the skill check.

When using this ability, the charmer does not need to specify which contact is doing the research and their contacts' attitudes are not affected by asking for the research. Using this ability does not prevent the charmer from attempting knowledge skill checks of their own.

Alternate Identity: Starting at 5th level, the charmer acquires a second identity, complete with all the necessary paperwork, identification cards, licenses and even a few years' worth of credit

history. At 10th level and every 5 levels thereafter, the character develops another identity. It's up to the player to decide if they split time between all of their identities or hold them in reserve in case they need to go into hiding one day.

Favors (Ex): Beginning at 5th level, the charmer can ask favors from their network of contacts. Favors can take the form of access to restricted information, transportation, or the loan of equipment. Although no roll is required, the GM has final say on what favors a contact will grant. 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.

The GM should carefully monitor a charmer'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 roleplaying or the use of other skills. The GM may disallow any favor deemed to be disruptive to the game.

If you use Hero Points, players must spend 1 Hero point to activate this ability. Otherwise, they may use it once per level without repercussions. Each use in excess of once per level means that the charmer has incurred a debt and now owes an NPC a favor (as determined by the GM). They cannot use this ability until the debt is settled (or until they've advanced a level).

What's That Over There: Charmers tend to become experts at distracting opponents. Starting at 5th level, they receive a +4 bonus on melee Feint checks. They may also attempt to feint during ranged combat. The target of a ranged feint must be within 30' of the Charmer able to see and clearly hear the charmer. This is a language-dependent mind-affecting ability.

Social Chameleon (Ex): At 9th Level, a charmer can disappear into crowds. The charmer can substitute their Bluff skill for Stealth whenever trying to hide within a group of people.

Redirect Attack (Ex): At level 10 the charmer can trick an attacker into striking at the nearest available target instead of the charmer. The charmer must make a level check with a bonus equal to their Charisma modifier against a DC equal to 10 + the attacker's CMB. The attacker is allowed a Will save if the only available targets are allied to the attacker. The DC is 10 + half the charmer's level + the charmers Charisma modifier. This ability may only be used once per attacker per combat.

Pathological Liar (Ex): Starting at 11th level, the charmer is able to lie so convincingly that they can beat polygraph tests and even magical falsehood detection. Whenever the charmer is targeted by a detection spell such as *Discern Lies* or *Zone of Truth* they may make 2 saving throws to resist and take the higher result. This ability also negates any equipment bonus granted by polygraph machines or similar devices.

Independent Income (Ex): At 12th level, the character acquires a source of income that requires minimal attention from the character to provide them with weekly dividends. The money could come from a trust fund, investments, benefactor, patron, a variety of small-time scams, or combination of all of the above. The character can completely neglect their "day job" and still draw a salary. Additionally, when calculating their weekly income, assume they took 20 on the roll.

Layered Disguise (Ex): At 13th level, a charmer is able to layer multiple disguises in such a way that when the top-most disguise is removed the disguise underneath is unaffected. Each disguise skill check after the first suffers a cumulative -10 penalty.

Psychosomatic Affliction (Ex): At 13th level the charmer can convince the target to so thoroughly believe that they are sick that they actually begin to suffer physical symptoms. The charmer must spend 3 mesmerism points and a full round action talking to the target who must be able to hear

Psychosomatic Affliction

Example: Johnny Five-fingers, a notorious bookie, and Knuckles, his goon, try to confront Dangerous Dan about his alleged involvement in race fixing. Before things get out of hand and violence occurs, Dan convinces Knuckles that his habit of cracking his knuckles has made them arthritic (-4 penalty on attack rolls, saves, ability checks, and skill checks). Knuckles fails his save and initiative is rolled.

Dan goes first and convinces Johnny that he's come down with African sleeping sickness. Johnny fails his save as well and suffers 1d4 points of Wisdom damage. On his action he staggers off to find coffee to keep him awake long enough to get to the hospital, leaving the now-significantly impaired Knuckles to deal with Dan.

Instill Delusion Example:

Dangerous Dan tries to convince Acrimony and Smokey Joe that "The President vetoed proposition 58 because he's being controlled by aliens" as a prank. Acrimony automatically succeeds on her saving throw because she doesn't believe that aliens exist. Joe fails his saving throw starts making a foil hat to ward off alien mind control rays.

Later, the trio uncovers evidence that the President was actually being blackmailed to invoke the veto by spies. This contradicts Smokey Joe's delusion, giving him another saving throw.

and understand the charmer's language. The target must either know the disease symptoms they're about to be afflicted with or the charmer must hastily explain them. In either case, the target begins to suffer the effects of the disease affliction as if they'd contracted an actual disease. The symptoms, penalties, progression, and recovery are the same as for the actual affliction, although the onset time is immediate. The only other significant difference is that the subject is never contagious.

The target is permitted a Will saving throw with a DC equal to 10 + the charmer's charisma modifier + ½ their charmer levels to resist acquiring the affliction. Characters may optionally substitute a Knowledge (biology) skill for their Will save to reflect their knowledge of diseases. ("I don't have smallpox. It was eliminated in 1979"). If they fail, they begin showing symptoms immediately. The DC to recover from the disease is the same as the actual affliction except that all recovery saving throws are made using Will not Fortitude.

Antibiotics and spells such as *remove disease* have their usual effectiveness *if the target believes they will*. A skeptic receives no benefit from a course of treatment they have no faith in. On the other hand a character with an established strong belief in the efficacy of magic could grant a +2 bonus to the caster's level check to *remove disease*. Likewise, an established faith in medicine could increase the bonus from antibiotics by an additional +2. This is a mind-affecting language-dependent ability.

Alternately, the charmer could cause the target to suffer the same effects as a *bestow curse* spell. Every day the target is entitled to make an additional Will save (with the same DC as to initially resist). Success reduces the "curse's" penalty modifiers by 1 (or the likelihood of taking no action by -10%). When all penalties are equal to zero, the target is effectively cured.

Instill Delusion (Ex): At 14th level, the charmer can cause a target to accept a potentially false belief as absolute truth. The target must find the belief at least somewhat plausible and it cannot directly contradict a currently held belief.

The charmer must converse with the target uninterrupted for an hour and spend 4 mesmerism points to use this ability.

The target can make a Will save with a DC equal to 10 + the charmer's charisma modifier + ½ their charmer levels to resist acquiring the belief. Especially odd or implausible beliefs merit a +2 bonus to saving throws. If they fail they adopt the new belief wholeheartedly as a minor form of insanity. If they succeed, they become immune to this power for 24 hours and permanently immune to that particular delusion.

The target of this power is entitled to a new saving throw each time they encounter evidence that contradicts their delusional belief or receive psychological treatment.

Instill Mania or Phobia (Ex): At 16th level charmers can inflict an obsessive mania or phobia on a target. They must spend 4 mesmerism points and at least half an hour in conversation with the target, who must be able to clearly hear and understand the charmer's language. The charmer chooses the subject to the target's mania or phobia.

The target must make a Will save with a DC of 10 + the charmer's charisma modifier + ½ their charmer levels or suffer the effects of mania as described in the Sanity and Madness section of the Pathfinder® Roleplaying Game: GameMastery Guide™. If they succeed they are immune to this power for 24 hours.

Erase Memories (Su): At 18th level charmers can inflict the amnesia form of insanity in addition to mania and phobias.

Instill Psychosis (Su): At 20th level, charmers can also inflict the paranoia and psychosis forms of insanity.

Lap of Luxury (Ex): At 17th level the charmer permanently acquires a "Wealthy with Vehicle" lifestyle without having to pay for it. This could be the result of investments paying off, a gift from an appreciative contact, or simply couch surfing between the homes of wealthy friends.

Charmer Archetypes

Gambler

Lucky at cards, unlucky in love; the gambler courts the favor of destiny rather than that of their fellows. Seemingly able to charm the ace of diamonds to the top of the deck, they effortlessly make and lose the kind of fortunes that others work their whole lives to earn, often in the course of a single night. Or course, more than luck guides their hands. Their attunement to social nuance gives them a considerable edge when reading their opponents' faces and reactions. Remaining unflappable under stress is a cornerstone of this ability. Some gamblers make a show of dashing gallantry while others prefer to maintain a lower profile; at heart all gamblers maintain a stoic conviction that, win or lose, their luck will see them through. Gamblers have the following class abilities.

Poker Face (Ex): At 1st level, the character receives a bonus equal to half their charmer levels (rounded up) on Sense Motive checks and Bluff checks opposed by Sense Motive. This ability replaces wheel & deal.

Devil's Luck (Ex): Starting at 2nd level, once per day the gambler can choose to receive a +3 luck bonus to any single skill check, attack roll, or saving throw. At 4th level the bonus increases to +5 and at 8th level to +4. This ability replaces black market connections.

Lucky Accident (Ex): At 12th level, once per day the gambler can avoid taking damage from a single source. They must be under cover, benefit from concealment, fall prone, or have some other justification for how they just "happened" to stumble at just the right moment. This ability replaces independent income.



Romancer

Following in the tradition of the legendary Casanova, Don Juan, Romeo, Juliet, Cleopatra and any number of *femme fatales* through the ages, the romancer is innately captivating and seductive. Masters of attraction and temptation, no one is safe from their charms. Whether genuinely infatuated with their target or just cynically manipulating them, the romancer can woo almost anyone they choose, leaving a trail of broken hearts and shattered relationships behind them wherever they go. A romancer has the following class abilities.

Animal Magnetism (Ex): At 1st level, the romancer receives a bonus equal to half their charmer levels (rounded up) on Bluff and Diplomacy skill checks made against NPCs of their chosen gender. This ability replaces wheel & deal.

Perfect Body (Ex): At 2nd level the romancer's physical fitness and physical attractiveness allow them to add their Constitution modifier (if positive) to all Diplomacy skill checks. This ability replaces danger sense.

Donate Here/Wish List (Ex): At 4th level, the romancer acquires a patron or patrons who pay their bills and supply them with a generous allowance. When calculating the character's weekly income, treat it as if the character had rolled 20 + their charmer level on their Profession skill check. This ability replaces black market connections.

Jilted Marks (Ex): By the time the romancer reaches 12th they've left a trail of broken hearts leading all the way to the ocean. They become accustomed to looking over their shoulders and as a result they may make 2 rolls to avoid being surprised and take the higher result. This ability replaces independent income.

Undercover Spy

Masters of Espionage and covert information gathering, the undercover spy is dashing when the spotlight is on them and completely unobtrusive when it's not. Equally comfortable as the center of attention and at the periphery of the crowd, the undercover spy can assume the identity of nearly everyone at any time with minimal preparation. Undercover spies have the following class abilities.

Q Division (Ex): The undercover spy is outfitted with the highest quality equipment. All their starting equipment is automatically masterwork quality. They do not have to pay any additional costs for the masterwork items. This replaces short con.

Master of Disguise (Ex): At first level, the character receives a bonus equal to half their charmer levels (rounded up) on Disguise checks and Bluff checks made while disguised. This ability replaces wheel & deal.

License to Kill (Ex): The undercover spy has been specially trained to treat everything as a weapon. At third level, they gain Catch-Off Guard as a bonus feat instead of choosing from the list of charmer feats.

Signature Weapon (Ex): At 7th level the undercover spy receives Weapon Focus as a bonus feat instead of choosing from the list of charmer feats. They deal an extra +1 damage on all attacks made with this weapon.



Entertainer

"All the world's a stage" may be clichéd, but for the entertainer it becomes more true with every passing day. Entertainers live for the thrill of the spotlight and the acclaim of crowds. Highly social, entertainers thrive on attention. As adventurers, their performance skills make them natural manipulators and emotions their currency.

While the classical entertainer is an actor or musician, the class also includes comedians, street performers and media personalities. Some entertainers are more physically oriented and become professional athletes or stuntmen while the less active discover that their presentation and oratory abilities lend themselves toward careers in politics, broadcast news, or as corporate spokespeople.

Primary Attribute: Charisma

Role: Entertainers are often the heart of the party using their performance abilities to motivate and inspire their allies and to confound and divide their enemies.

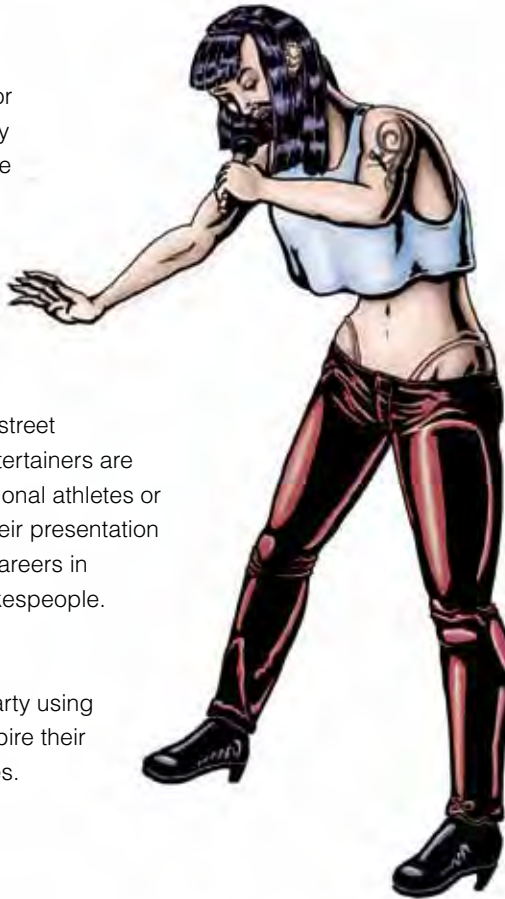
Alignment: Any.

Hit Dice: d8

Skills Points per Level: 6+ Intelligence modifier

Skills: Acrobatics, Bluff, Climb, Craft (all), Diplomacy, Disguise, Escape Artist, Intimidate, Knowledge (local), Knowledge (pop culture), Linguistics, Perform (all), Pilot (all), Profession, Sense Motive, Sleight of Hand, Swim

Weapons and Armor Proficiency: Entertainers are proficient with all simple weapons, pistols and light armors but no shields.



Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+2	+0	Compelling Performance I, Distraction, Fascinate, Not in the Face,
2nd	+1	+0	+3	+0	Celebrity Gossip, Fake it 1/day, Shtick
3rd	+2	+1	+3	+1	Fame
4th	+3	+1	+4	+1	Compelling Performance II, Fortune, Shtick
5th	+3	+1	+4	+1	Harmless Guise
6th	+4	+2	+5	+2	Extra Performance, Fake it 2/day, Shtick
7th	+5	+2	+5	+2	Entourage, Expert Choreography
8th	+6/+1	+2	+6	+2	Compelling Performance III, Shtick
9th	+6/+1	+3	+6	+3	Backstage Pass, Method Acting
10th	+7/+2	+3	+7	+3	Fake-it 3/day, Shtick
11th	+8/+3	+3	+7	+3	Extra Performance, Media Buy
12th	+9/+4	+4	+8	+4	Compelling Performance IV, Shtick
13th	+9/+4	+4	+8	+4	Excellent Choreography, Royalties

Level	BAB	Fort	Ref	Will	Special
14th	+10/+5	+4	+9	+4	Fake it 4/day, Shtick
15th	+11/+6/+1	+5	+9	+5	Arbiter of Cool
16th	+12/+7/+2	+5	+10	+5	Compelling Performance V, Extra Performance, Shtick
17th	+12/+7/+2	+5	+10	+5	Inspid Judgment
18th	+13/+8/+3	+6	+11	+6	Fake-it 5/day, Shtick
19th	+14/+9/+4	+6	+11	+6	Exquisite Choreography
20th	+15/+10/+5	+6	+12	+6	Compelling Performance VI, Shtick

Compelling Performance (Ex): Starting at first level, an entertainer's performances are able to sway the emotions of their audience. The entertainer directs their performance at a single individual within 30' who must be able to see or hear the entertainer (depending on the nature of the perform skill used). The emotion triggered in the target depends on the type of performance.

Drama:	Fear, Rage
Comedy:	Laughter, Rage
Dance:	Confusion, Hope
Instrumental:	Despair, Hope
Oratory:	Confusion, Hope
Sing:	Despair, Laughter

The target must have an intelligence of 3 or greater but, except for comedy and oratory, does not need to understand the entertainer's language.

The target is entitled to make a Will saving throw to resist with a DC of 10 + 1/2 the entertainer's levels + the entertainer's charisma bonus. If the target succeeds at the saving throw, he or she is immune to the effects further attempts to inspire that emotion for the remainder of the encounter but they remain potentially vulnerable to a different emotional effect. If the target fails, he or she reacts to the emotion as described below.

Confusion: The target gains the **confused** condition for a number of rounds equal to the entertainer's ranks in the performance skill used. Each round they gain a new saving throw to resist the effect.

Despair: The target takes a -2 morale penalty on saving throws, attack rolls, ability checks, skill checks and weapon damage rolls. Additionally, spell casters suffer a 10% spell failure chance. These effects last for a number of rounds equal to the entertainer's ranks in the performance skill used. This effect counters and negates the effects of Hope.

Fear: The target is **shaken** for a number of rounds equal to the entertainer's ranks in the performance skill used. This effect stacks with other fear effects.

Hope: The target gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls for a number of rounds equal to the entertainer's ranks in the performance skill used. This effect counters and negates the effects of Despair.

Laughter: The target is staggered for 1 round per rank that the entertainer has in the performance skill used. Each round, they gain a new saving throw to resist the effect.

Rage: The target gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a –1 penalty to AC for a number of rounds equal to the entertainer's ranks in the performance skill used. Targets with the **rage** class ability enjoy the same bonuses and penalties as their class ability and are fatigued as usual after the effect ends unless they choose to extend their rage by using their daily allotment of rage rounds.

Targets do not have to remain within range of the entertainer to be affected once an emotion is triggered. The entertainer can use this ability a number of times per day equal to 3 plus their charisma modifier.

At 4th level, the entertainer can choose to have their performance affect all targets within 15 feet of themselves or a single target up to 60 feet away. They are also able to use their Performance skill to produce a third emotional effect as follows:

Drama:	Despair
Comedy:	Confusion
Dance:	Laughter
Instrumental:	Fear
Oratory:	Fear
Sing:	Rage

At 8th level the entertainer's performance range extends to a 30 foot radius and they may selectively choose to exempt their allies from any effects of their performance. They are also able to use their Performance skill to produce a fourth emotional effect as follows:

Drama:	Soothe
Comedy:	Soothe
Dance:	Confidence
Instrumental:	Confidence
Oratory:	Confidence
Sing:	Soothe

Soothe: The target(s) becomes calm and tranquil. This negates any other emotion-based effects, penalties, or bonuses the target may be currently experiencing and grants a +4 bonus to Will saving throws for the duration of the effect. Barbarians who fail their saving throw against this ability are unable to rage for the duration. Soothed characters who rest at least 1 minute (10 rounds) recover from fatigue (or become fatigued if exhausted).

Confidence: The target becomes filled with confidence and optimism. This reduces any negative emotion-based effects by one step (Panicked becomes frightened, frightened becomes shaken, shaken becomes normal) and grants a +4 bonus to ability checks, saving throws, and skill checks.

At 12th level the entertainer's performance affects all who can see and hear him or her, although those farther away than 30 feet or are experiencing the performance through radio, television, or telephone gain a +2 on their saving throw to resist the effect.

16th level Compelling

Performance Example:

Acrimony and Dangerous Dan are ambushed by a trio of gang members. Rolling the highest initiative, Acrimony jumps into an interpretive dance, hoping to *confuse* the menacing thugs while simultaneously inspiring *hope* in herself and Dan.

At 16th level the entertainer's performance can provoke 2 different emotional states with one performance and choose which targets are affected by which effect. (Targets still cannot experience more than one emotional state at a time.

At 20th level the entertainer can sway public opinion with their performance(s). If they succeed in a DC 30 Performance they can alter the overall opinion of a specific class of individuals such as all firemen in the county or, all residents of a given medium-sized city. If successful they change that group's overall attitude by one step in any direction (i.e. friendly to helpful or indifferent to unfriendly).

This takes a minimum of 1 day's effort by the performer to record public service announcements, advertising, and/or making public appearances and it generally takes about a week for the effect to be seen. Particularly large or widespread audiences may take even longer. Once altered, the change remains in effect until events transpire that would further affect the public's opinion.

Distraction (Ex): As the bard ability, except it may be performed at will and does not require a use of the entertainer's Compelling Performance ability.

Fascinate (Ex): As the bard ability. Treat this as a use of the entertainer's Compelling Performance ability. Targets may only be fascinated for a maximum number of rounds equal to the entertainer's skill bonus (including all modifiers).

Not in the Face (Ex): At 1st level entertainers begin to learn the craft of stage-fighting and learn how to avoid being hit. Whenever the entertainer fights defensively or takes the total defense action in combat they receive an additional +2 bonus to AC (in addition to any gained from having ranks in the Acrobatics skill).

Celebrity Gossip (Ex): Starting at 2nd level, an entertainer adds half their level to all Knowledge (pop culture) skill checks.

Fake It Example: Pipewrench Sally is bleeding out and will die unless stabilized. Acrimony, having once recorded a medical-themed novelty song, springs into action. She employs her first use of Fake it to gain 4 temporary ranks in the Heal skill and simultaneously employs a second use to replicate the Self Sufficient feat to receive a +2 bonus on Heal skill checks.

Fake it (Ex): There's always a chance that an entertainer picked up a useful tidbit of information while researching a role, book, speech or other type of performance. Once per day, the entertainer can access four temporary ranks in any skill in which they currently have zero ranks. The skill bonus lasts for a number of rounds equal to the character's Wisdom modifier (minimum 1).

Starting at 6th level and every 4 levels thereafter, the Entertainer gains an additional daily use of Fake it to a maximum of 5 times at 18th level.

Starting at 10th level, the entertainer may also use it to replicate any one feat for which they meet the prerequisites. A character can employ both uses of this ability simultaneously.

Shticks

As entertainers gain experience, they learn a number of techniques that enhance their stagecraft and performance abilities. Starting at 2nd level and every even level thereafter, an entertainer learns one shtick. They may not choose the same shtick more than once.

Baffling Bewilderment (Ex): The entertainer's ability to induce confusion in their target grows stronger. Characters suffering from confusion add +10 when they roll to determine their action that round.

Prerequisite: 10th level.

Case of the Giggles (Ex): The entertainer's jokes become even more hilarious and are able to create especially long-lasting merriment. Targets who make their saving throw to overcome the effects of a laughter-inducing compelling performance are sickened for the next 1d6 rounds.

Prerequisite: 10th level.

Counter Melody (Ex): Two or more entertainers may work together to produce two different emotional effects in the same target(s) at the same time. Targets are entitled to make separate saving throws against both effects. All entertainers cooperating in the counter melody must possess this ability. Otherwise only the most recent state applies.

Prerequisite: 6th level.

Cross Training (Ex): The entertainer may choose any 3 skills to be added to the list of class skills. They receive the usual +3 training bonus to skill checks.

Defensive Combat Training (Ex): The entertainer gains Defensive Combat Training as a bonus feat.

Emotional Stamina (Ex): Rigorous practice has given the entertainer increased endurance while performing. They gain one additional daily use of their performance ability. Unlike other shticks, this may be taken multiple times.

Furious Rampage (Ex): The entertainer's rage-inducing ability becomes overwhelmingly powerful and reduces the target(s) to unreasoning violence. Those who fail their Willpower saving throw against this ability are compelled to make full-round attacks on the nearest available foe for the duration of the effect. They may make ranged attacks, but lack the presence of mind to reload ammunition or to draw a weapon if not already armed. If unable to make a full-round action, they must move toward the nearest available foes. If no foes are visible, they move to (or attack) the nearest available creature). Characters forced to attack friends or allies are entitled to an additional saving throw.

Prerequisite: 12th level.

Harmonize (Ex): The entertainer is able to use their Compelling Performance ability to complement and enhance the performance of another entertainer. Both entertainers must be attempting to inspire the same emotion, but they do not need to use the same performance skill. Use the base range, greatest area of effect and the saving throw DC of the highest level participating entertainer. Increase the saving throw DC by +2 for the first harmonizing entertainer and by +1 for each additional entertainer with this ability. Any number of performers can harmonize together as long as all of them or all but one have this ability.

Historical Accuracy (Ex): As part of doing research for a period piece, the entertainer masters the use of historical arms and weapons. They become proficient in all medium armors and a single archaic martial weapon (such as a battle ax, musket, or rapier).

Historical Authenticity (Ex): The entertainer's knowledge of antiquity becomes more in-depth. They gain proficiency with all heavy armors and a single archaic martial weapon (such as a throwing ax, flail, or long sword).

Prerequisite: either the Historical Accuracy shtick or Medium Armor Proficiency feat

Historical Immersion (Ex): The entertainer practically lives in the past and gains proficiency in all archaic martial weapons.

Prerequisite: either the Historical Accuracy shtick or Medium Armor Proficiency feat and either the Historical Accuracy shtick or the Heavy Armor Proficiency feat.

Infuriating Abandon (Ex): The entertainer's ability to provoke rage in a target grows even stronger, compelling them to fight completely recklessly. While the target(s) enjoy the usual benefits from being enraged, they are even less concerned with their own safety and suffer a -4 penalty to AC instead of the usual -2.

Example: Trapped inside a warehouse with a murderous assassin Bryna Kohr and Acrimony know it's only a matter of time before they're discovered so they don't bother hiding. Instead Bryna launches into a depressing breakup song while Acrimony recites a serial killer's monolog from her favorite horror movie. The assassin must make a DC 21 saving throw against Bryna's despair effect and a DC 17 saving throw against Acrimony's fear. Luckily for the girls, he fails both rolls and suffers both sets of penalties. The despair lasts 12 rounds because Bryna has 12 ranks in Perform (sing), while the fear only lasts 5 rounds due to Acrimony's 5 ranks in Perform (orate).

If the entertainer has both Infuriating Abandon and Furious Rampage, they must choose which effect (if any) to apply to their rage-inducing performance.

Prerequisite: 10th level.

Inspirational Sanguinity (Ex): The entertainer's ability to produce hope in a target grows even stronger, granting them a +3 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Prerequisite: 8th level.

FX Magic (Ex): This ability is identical to the Minor Magic rogue talent. This shtick is not available in a zero-magic campaign.

Kip Up (Ex): The character can stand up from a prone position as a swift action. This provokes attacks of opportunity as usual.

Pratfall (Ex): The entertainer can appear to be more injured than they actually are. By choosing to fall prone after being struck, they suffer only half damage from the attack. The damage must be physical in nature and potentially able to be dodged. This ability is usable 3 + the entertainer's Constitution modifier times per day (minimum of 3).



Quick Change (Ex): An entertainer may make disguise checks in one tenth the normal time (i.e. 1d3 minutes). Additionally, they may apply a disguise as a full-round action by taking a -5 penalty to their skill check roll.

Rapid Memorization (Ex): The constant need to memorize lines, lyrics, and/or jokes has given the entertainer a lightning-fast memory. Once per day they may re-roll a single knowledge or performance skill check. They must take the second roll, even if it's lower than the first.

Safety First (Ex): Working with special effects, mock combatants, and dangerous stunts have taught the entertainer that when in doubt, hit the dirt. They gain Dodge as a bonus feat.

Sleaze Acclimatization (Ex): Constant exposure to scheming agents and wheedling hangers-on have made the entertainer blasé when presented with promises and "one-time offers." Once per day, they may substitute their Sense Motive skill bonus for their Willpower saving throw bonus.

Stage Fighting (Ex): Practicing with light-weight dummy weapons and learning to strike precise areas of a target's body have given the entertainer the Weapon Finesse feat.

Stay In Character (Ex): Familiarity with costuming and special effects have inured the character to strange sights and fantastic experiences. The entertainer receives a +2 bonus to Bluff checks and saving throws versus fear.

Instill Terror (Ex): The entertainer's ability to create fear greatly improves. Instead of becoming *shaken* from the fear-aspect of compelling performance, targets become *frightened* on a failed saving throw. An entertainer must be at least 12th level to select this shtick.

Tuck and Roll (Ex): The entertainer has learned fall in a controlled manner and to use the momentum to roll a short distance. Whenever the entertainer is knocked prone, they may choose to take a 5-foot step as a swift action.

Typecast (Ex): The entertainer becomes associated with and is especially skilled in a particular performance effect (such as Rage or Laughter). Add the entertainer's charisma bonus to the maximum duration of that particular emotional effect.

Wretched Anguish (Ex): The entertainer's ability to create despair improves significantly. Targets that experience despair from the entertainer's compelling performance ability suffer a -3 morale penalty to saving throws, attack rolls, ability checks, skill checks and weapon damage rolls. Spell casters suffer a 15% spell failure chance.
Prerequisite: 8th level.

Fame (Ex): Starting at 3rd level, the entertainer receives a recognition bonus equal to half their level (round down). This bonus stacks with any from the Celebrity class. Subtract this bonus from the DC to be recognized by either a Knowledge (Pop Culture) or Knowledge (Local) skill check. If the check succeeds increase the recognizing NPC's initial attitude to the character by one step. At the GMs discretion, NPCs with alignments similar to the entertainer (or who are simply fans) may increase their attitude by an additional step. Alternately, NPCs with alignments diametrically opposed to the entertainers will reduce their attitude by one step.

The effects of fame only affect an NPC's *initial* attitude. The entertainer's subsequent behavior still raises or lowers the NPC's attitude normally.

Characters can suppress this ability by making successful use of the disguise skill.

Fortune (Ex): Starting at 4th level, an entertainer adds their recognition bonus from the fame ability to all Profession skill checks.

Harmless Guise (Ex): At 5th level, entertainers with 5 ranks in any perform skill can use their Compelling Performance ability to pretend to be completely harmless and defenseless. Attackers must succeed on a Will save with a DC of 10 + 1/2 the character's entertainer levels + the entertainer's charisma modifier to willfully strike at the entertainer. If they succeed, they attack normally, but if they fail, their attack action is lost. The entertainer cannot attack or take aggressive action (such as inducing Rage or Fear with a subsequent performance) without immediately ending the effect. Otherwise it lasts 1 round per entertainer level.

Extra Performance (Ex): At 6th, 11th, and 16th levels, the entertainer gains an additional daily use of their performance ability.

Entourage (Ex): The entertainer automatically gains the Leadership feat at 7th level.

Expert Choreography (Ex): Starting at 7th level, treat the entertainer as if they have the same teamwork feats as their allies for the purposes of determining if their allies gain the benefit of their teamwork feats. The entertainer does not gain any benefits if they do have the necessary teamwork themselves.

Backstage Pass (Ex): When others normally have to smooth-talk or trick their way into a private party or invitation-only event, the Entertainer easily walks in through the front door. When trying to gain access to such places, the entertainer adds their class level to their Diplomacy or Bluff skill check starting at 9th level. If the entertainer is recognized by a ticket agent, concierge, or similar agent they're automatically offered the best accommodations, or upgraded to first class as appropriate.

Method Acting (Ex): Through exhaustive research and thorough study, an entertainer can immerse themselves in a role or character, thereby reaching new extremes of authenticity and believability. Starting at 9th level, the entertainer can assume the role of another character so convincingly that they gain a limited ability to duplicate the special abilities of another class.

Fame Note: Although the GM is encouraged to allow fans of an entertainer character have a more positive reaction, they should seldom, if ever, decrease the effectiveness of this ability – with the sole exception of characters with diametrically opposed alignments.

Fame Example: A lawful neutral county sheriff would typically despise chaotic neutral Acrimony and all she stands for so his attitude would be reduced from indifferent to unfriendly. The GM can override this to reset his attitude back to indifferent – or even to friendly – if they deem it appropriate (maybe the sheriff's kid is a fan, or he just likes the way she looks in leather pants) but should never reduce the sheriff's attitude to hostile due to the fame ability.

The sheriff's neutral good and lawful good deputies, on the other hand, can't help being affected by Acrimony's fame. Their attitude will always rise from indifferent to friendly, assuming they recognize her.

Method Acting Note: If you are playing with Action Points, method acting requires 1 action point to activate, but only takes a full-round action to initiate and does not count as an instance of the entertainer's daily performances.

Method Acting Class

Stacking Example: Gary Gaffer is an 18th level Entertainer and a 2nd level gadgeteer. While method acting as a gadgeteer he can make use of up to 11th level gadgeteer abilities. With any other class Gary is limited to 9th level abilities.

Method Acting Class Ability

Example: Bryna Kohr (a 17th level Entertainer with 14 for her Wisdom) wakes up after a riotous party and, rather than contend with the resulting hangover, assumes the guise of Inspector Knieder, an 8th level Investigator with the Forensic Accountant and Perceptive Tracker suspicions. She wants to use the investigator class ability of Forensic Reconstruction to try to figure out why her townhouse is trashed, but lacks ranks in Knowledge (physical sciences). She could make the roll untrained, but because the DC is 15, she uses Fake It to gain 4 temporary ranks in Knowledge (physical sciences). Her Intelligence modifier and Forensic Accounting abilities give +5 for a total bonus of +9.

Media Buy Example: Bryna Kohr (a 17th level Entertainer) is preparing to infiltrate a party at the Corrobian embassy Friday night. She wants to maximize her effectiveness as a distraction so Dangerous Dan can sneak in through the service entrance. Desiring +3 bonus levels, she pays $3 \times 3 \times \$1000 = \$9,000$ in publicity-related fees and spends most of Thursday making appearances in the public eye. She rolls a 2 for the bonus's duration, so for Friday and Saturday she is effectively a 20th level entertainer.

She decides she likes the attention and extends the duration to Monday by spending an extra \$18,000, for \$27,000 total ($\$9,000 \times 3$ days + 1 day from the die roll)

It takes 1 full minute of mental preparation to assume a new role. Activating this ability is considered a use of the character's Performance ability. The character may use shticks while method acting, but cannot make use of any other entertainer class abilities (except Fake It) until they drop out of character as a free action. Instead, they can use the special abilities of another, standard character class at half their levels in entertainer (round down). This includes the ability to use class-specific magic items, to activate gizmos without making a skill roll (if portraying a gadgeteer), but not to cast spells, craft magic items, build gizmos, or create concoctions.

Any levels the character may have in the actual class stack on a 1-for-1 basis.

This ability does not automatically grant the entertainer any new class skills, feats, skill bonuses, although the entertainer can temporarily use the enacted class's skills untrained or simulate training through their Fake-it ability. The entertainer can simulate a maximum number of investigator suspicions, Rogue talents or scholarly theses, equal to their Wisdom modifier (minimum 1).

Media Buy (Ex): Beginning at 11th level, entertainers are able to temporarily increase their fame and popularity through public appearances and media manipulation. Use of this ability increases their effective level for the purposes of calculating the DC and daily uses of existing class abilities for 1d4 days beginning 24 hours after the end of the performance(s). They do not gain any additional hit points, base attack bonuses, saving throw bonuses, skill points, feats, or new class abilities. The additional exposure isn't cheap, the necessary publicity costs the desired bonus squared x \$1000. Once established, the duration can be extended by spending the initial cost of the media buy for every additional day.

Excellent Choreography (Ex): The entertainer receives any one teamwork feat as a bonus feat at 13th level.

Royalties (Ex): Starting at 13th level, an entertainer begins to receive royalty payments from the sale of recordings of their various prior performances. As long as they make any effort to work, they may automatically take 20 on their weekly Profession skill checks to earn money. They do not suffer any penalties from taking 20. Moreover, they earn money even if they aren't able to work at all. Treat these circumstances as if they'd rolled a 0 on their Profession skill check for the purposes of calculating income.

Arbiter of Cool (Ex): At 15th level, an entertainer's popularity and fame begins to give them a degree of influence over what the public considers to be "cool", "hip", or "in". Once per week, they may publicly recommend a particular location, organization, individual or small group of individuals (equal to or less than the entertainer's Charisma modifier in number), giving the subject(s) a temporary boost in popularity.

If the entertainer advocates for a location or organization, their endorsement encourages a specific demographic to become attracted to the location, similar to a **sympathy** spell. Once there, visitors have less of a compulsion to stay and will flee normally if endangered. At any given time, 2d6 people will be present above and beyond any who might normally be there. If the location is a business, the employees



gain a fame bonus to Profession skill checks made to earn money equal to the entertainer's Charisma bonus. Also, the perceived value of the company (or company stock) increases by 5%. A successful Appraise skill check reveals the actual value.

Alternately, the entertainer's endorsement gives individuals a +2 fame bonus to Diplomacy and Profession checks to earn money. Additionally, they become publicly recognizable with a DC 18 Knowledge (pop culture) skill check, as if they were a 4th level entertainer.

All benefits last for 1 week. Effects do not stack if multiple entertainers endorse the same subject.

Inspid Judgment (Ex): Starting at 17th level, the entertainer not only helps to decide what's popular, they also can proclaim a subject's unpopularity, similar to the **antipathy** spell. Once per week, they may denounce a particular business, organization, or number of individuals equal to or less than their Charisma modifier.

Employees of a denounced business suffer a -2 penalty to Profession checks to earn money. Denounced individuals suffer a -1 penalty to Diplomacy and Profession skill checks. These effects last for 1 month. Effects stack (to a maximum penalty of -5) if multiple entertainers denounce the same target.

If the Inspid Judgment's target has a fame or reputation bonus from class abilities (such as from having levels in entertainer or celebrity or the scholarly thesis: Published), they may resist this ability by making an opposed level check against the entertainer. Each side receives a bonus to the roll equal to their Charisma modifier. If the defender succeeds, there is no effect.

Alternately, an Entertainer can call in a favor from an entertainer or celebrity contact to combat the judgment.

Exquisite Choreography (Ex): At 19th level, an entertainer is able to gain the benefits from teamwork feats possessed by their allies even if they do not have the feats themselves.

Entertainer Archetypes

Stand-up Comic

Living for laughter, the stand-up comic has an endless array of funny stories and one-liners. Often fueled by an unrelenting awareness of the brevity of life, the comic sees absurdity everywhere, even in their own mockery. Still, they seldom fall to despair and no matter how high the odds may stack against them comics smirk in the face of danger and laugh in the face of death. A stand-up comic has the following class features.

Hilarious Performance (Ex): This replaces and functions identically to compelling performance I, except that any emotional effects provoked by the Perform (comedy) skill have a +1 higher saving throw DC and all others have a -1 penalty to the saving throw DC.

Shticks: The following shticks are appropriate for the stand-up comic: **FX Magic, Emotional Stamina, Quick Change, Rapid Memorization, Sleaze Acclimatization.**

Professional Athlete

The professional athlete embraces competition in every aspect of life. They strive to be their personal best whether competing alone or as part of a team. Recognizing the value of discipline and practice, they hone their bodies to the peak of physical perfection. A professional athlete has the following class features.

MODERN ADVENTURES

Arbiter of Cool Example:

Acrimony, an up-and-coming goth rocker learns that drugs are being smuggled through a local funeral home, but can't prove it to the police. Instead she starts spreading ghost stories about the nearby cemetery, ensuring that at least 2d6 amateur ghost hunters are there with night-vision cameras at all times.

Royalties Example:

Acrimony has 9 ranks in Profession (singer) and a total Profession modifier of +21. Once she reaches 13th level, she begins earning $\$75 \times (20 + 21) = \$3,075$ a week as long as she does at least one set in one nightclub per week. However, she spends 2 weeks as a captive of the evil Dr. Warren Thog and a week afterward recovering in the hospital. During that three week period her residuals and royalties still bring in $\$75 \times (0 + 21) = \$1,575$ a week, giving her (at least) \$4,625 to put toward that hospital bill.

Arbiter of Cool Example:

Bryna Kohr praises the clam chowder at Dan's Truck Stop during an interview with a prominent blogger. As a result, people flock to the restaurant to try out the new *haute* cuisine. Bryna's Charisma modifier is +4 so the staff earns an extra \$200 in tips.

Athletic Training (Ex): Athletes receive Medium Armor Proficiency as a bonus feat. They are automatically proficient in any thrown weapon. Additionally, an athlete may choose a fighter or teamwork feat instead of a shtick every two levels. This ability replaces not in the face.

Physical Fitness (Ex): Athletes receive Endurance and Run as bonus feats at first level. This ability replaces distraction.

Rousing Performance (Ex): Athletes have a limited performance repertoire. They are only able to use Performance (dance) to inspire hope and confusion and Performance (oratory) to inspire fear and rage. This ability is otherwise identical to and replaces compelling performance.

Throwing Mastery (Ex): Athletes receive a +1 bonus to hit with any thrown item or weapon. This bonus increases by +1 every 4 levels. This ability replaces fascinate.

Athletic Prowess (Ex): Starting at 2nd level, an athlete adds half their level to all Acrobatics, Climb, and Swim skill checks. This ability replaces celebrity gossip.

Instinctive Evasion (Ex): At 5th level, any time an opponent takes a 5 foot step toward an athlete, they can instinctively take a 5 foot step away as an immediate action. This ability replaces harmless guise.

Shticks: The following shticks are appropriate for the Professional Athlete: **Defensive Combat Training**, **Kip-up**, **Pratfall**, **Tuck-and-Roll**.

Stuntman

As an essential element of action movies, the stuntman combines athleticism and showmanship. Often called upon to impersonate a known celebrity while performing dangerous stunts on camera, they mix genuine risk and martial arts mastery with artifice and special effects. A stuntman has the following class abilities.

Split-Second Timing (Ex): At 1st level, stuntmen receive a +1 dodge bonus to their Armor Class. This ability *replaces* not in the face.

Make it Look Real (Ex): Stuntmen frequently engage in mock battles, exchanging flurries of realistic, but non-damaging blows at rapid speed. At 2nd level, stuntmen receive a +4 bonus on all feint maneuvers. They may also use lethal weapons to inflict non-lethal damage without suffering the usual -4 penalty to hit. This ability replaces fake it.

Evasion (Ex): Stuntmen who work around explosives and other area-effect dangers find ways to better protect themselves from risk. At 4th level, Stuntmen receive the evasion ability (as a rogue). This replaces fortune.

Thrilling Stunts (Ex): When the stuntman uses Acrobatics to move at full speed through a threatened square without provoking an attack of opportunity they do not suffer the usual -10 penalty. This ability replaces *arbiter of cool*.

Daring Stunts (Ex): Stuntmen retain their Dexterity bonus to AC when moving across narrow or uneven surfaces and are not considered flat-footed. Additionally, on a successful skill check they may move at full speed through difficult terrain. This ability replaces insipid judgement.

Shticks: The following Shticks are appropriate for the stuntman archetype: **Cross Training**, **Defensive Combat Training**, **FX Magic**, **Kip-up**, **Pratfall**, **Stage Fighting**, and **Stay In Character**.

Gadgeteer

From garage mechanic to hacker to test pilot to crazed inventor, gadgeteers are masters of technology. Although they are highly skilled individuals, they lean heavily on their tools. The gadgeteer takes a love of technology and an intrinsic understanding of what makes things tick to an entirely different level. Whether they toil endlessly in homemade workshops or operate vast computer networks for large corporations, a gadgeteer finds her delight in the comprehension of complex systems and their manipulation. A gadgeteer thrives where she can apply their knowledge and skills to prove long-held theories, prepare resources, or simply for her own entertainment.

Primary Attribute: Dexterity and Intelligence are both important to the gadgeteer class. The more action oriented tend to favor Dexterity, while the more inventive rank Intelligence as more important.

Role: Highly versatile, the gadgeteer can excel in a variety of roles. Some specialize in front-line fighting, while others are better suited to support roles in combat, research and problem solving.

Alignment: Any

Hit Dice: d8

Skill Points per Level: 8+ Intelligence modifier

Skills: Acrobatics, Appraise, Climb, Computers, Craft (all), Disable Device, Knowledge (geography), Knowledge (history), Knowledge (local), Knowledge (physical sciences), Knowledge (pop culture), Knowledge (technology), Linguistics, Perception, Pilot (all), Profession, Sleight of Hand, Swim

Weapons and Armor Proficiency: Gadgeteers are proficient in all simple weapons, all handguns and machine pistols, and light armors, but not shields.



Gizmos Level

Level	BAB	Fort	Ref	Will	1	2	3	4	Special
1st	+0	+0	+2	+0	0	0	0	0	Build Gizmos, Custom Gear, Eureka Gizmo I, Exotic Weapon Proficiency, Invention Breakthrough
2nd	+1	+0	+3	+0	1	0	0	0	Jury-Rig, Improvised Tools, Tech Expertise
3rd	+2	+1	+3	+1	2	0	0	0	Apprenticecraft, Innovative Design, Offensive Piloting +1
4th	+3	+1	+4	+1	2	0	0	0	Eureka Gizmo II , Traps 2
5th	+3	+1	+4	+1	2	1	0	0	Equipment Training 1
6th	+4	+2	+5	+2	3	1	0	0	Manufacturing Expertise, Soup Up
7th	+5	+2	+5	+2	3	2	0	0	Eureka Gizmo III, Offensive Piloting +2, Traps 3
8th	+6/+1	+2	+6	+2	3	2	1	0	Innovative Design, Push Performance

Gizmos Level									
Level	BAB	Fort	Ref	Will	1	2	3	4	Special
9th	+6/+1	+3	+6	+3	4	2	1	0	
10th	+7/+2	+3	+7	+3	4	3	2	0	Equipment Training II, Eureka Gizmo IV, Traps 4
11th	+8/+3	+3	+7	+3	4	3	2	1	Masterwork Guarantee, Offensive Piloting +3
12th	+9/+4	+4	+8	+4	5	3	2	1	Craft Wondrous Items, Traps 6
13th	+9/+4	+4	+8	+4	5	4	3	2	Craft Magic Arms & Armor, Innovative Design, Traps 5
14th	+10/+5	+4	+9	+4	5	4	3	2	Eureka Gizmo V
15th	+11/+6/+1	+5	+9	+5	5	4	3	2	Equipment Training III
16th	+12/+7/+2	+5	+10	+5	5	5	4	3	Offensive Piloting +4, Traps 6
17th	+12/+7/+2	+5	+10	+5	5	5	4	3	Innate Ejector Seat,
18th	+13/+8/+3	+6	+11	+6	5	5	4	3	Innovative Design
19th	+14/+9/+4	+6	+11	+6	5	5	5	4	Traps 7
20th	+15/+10/+5	+6	+12	+6	5	5	5	4	Equipment Training IV, Offensive Piloting +5

Build Gizmos

The gadgeteer invents devices so advanced that they border on being science fiction. Additionally, they can construct a test-prototype of the device that they can use while adventuring. Most gizmos duplicate the effect of spells, but are non-magical and cannot be dispelled or counter-spelled. Whenever necessary, substitute the character's gadgeteer levels for caster level. If the spell effect requires a saving throw, calculate the DC as: 10 + the gizmo's level + the gadgeteer's Intelligence modifier.

This degree of cutting edge development is not without danger. These advanced prototypes are unstable and unreliable. All gizmos begin with a malfunction DC of 1. Each attempt to activate the device increases the malfunction DC by 1.

Activating a gizmo requires a standard action and an unmodified d20 roll against the gizmo's malfunction DC. Success means that the device operates as per the equivalent spell description.

Failure means that the device still operates but has malfunctioned and acquired the broken condition (-2 on all attempts to use, -2 damage, and -2 on the save DC).

A gadgeteer can remove the broken condition from a gizmo by working on it for a number of hours equal to the current malfunction DC. Each additional hour beyond that reduces the malfunction DC by one (to a minimum of 1).

If a gizmo malfunctions while broken, it is destroyed and cannot be repaired. Instead the character must rebuild it.

Designing Gizmos: The gadgeteer must spend 1 week of development time, per level of the gizmo, to design and prototype a new gizmo. Since developing gizmos is a class feature, there is no financial cost; assume the cost of development is absorbed by the character's lifestyle payments.

Rebuilding Gizmos: The gadgeteer can re-build a destroyed gizmo much faster than designing a new one, after all the character can just follow their old blueprints. However, the character must cover the cost of construction. It takes 1 day per level of the gizmo and costs \$1000 x the gizmo level squared.

Using this process, the gadgeteer can create as many backup copies of his or her gizmos as they can financially afford and may even outfit their entire party with gizmos, if they so choose.

However, for reasons unknown, the close proximity of identical gizmos makes them more prone to malfunctioning. For each copy of a given gizmo a character carries, increase the malfunction DC by the total number of that type of gizmo carried.

Non-Gadgeteers and Gizmos: Anyone can attempt to use a gizmo, but other classes are generally not as skilled with them as their inventor. Non-gadgeteers are not proficient with gizmos and suffer a -4 to hit with any gizmo that requires an attack roll. Furthermore, each time they attempt to activate a gizmo they must make a Knowledge (technology) skill check with a DC equal to 20 + the level of the gizmo before making the activation check. Success means they can attempt to activate the gizmo as usual. Failure increases the malfunction DC by one *before* they make the usual activation roll. Furthermore, any attempt by a non-gadgeteer to activate a broken gizmo automatically destroys it, regardless of the results of the malfunction roll.

Eureka Gizmos (Ex): At 1st level, the gadgeteer begins play with their first super-scientific invention, their primary “breakthrough,” called their Eureka Gizmo. Eureka gizmos work just like standard gizmos, except that they tend to be slightly more stable. The gadgeteer can add their intelligence bonus to all malfunction rolls made to use their Eureka Gizmo. Additionally, while standard gizmos have a single function, the Eureka Gizmo becomes capable of more effects as the gadgeteer advances. All eureka gizmos have effects relating to a particular theme. Once the theme is chosen at 1st level, it cannot be altered.

At 4th, 7th, and 10th levels the gadgeteer’s eureka gizmo gains an additional ability (see [eureka gizmos p.196](#)).

Eureka gizmos do not develop malfunction points when the gadgeteer activates its less-than-highest level effect. In the hands of a non-gadgeteer, eureka gizmos accumulate malfunction points normally.

At 14th level, the gadgeteer is finally able to perfect their Eureka Gizmo. No skill checks are ever needed to activate the Eureka Gizmo and they no longer acquire malfunction points. These “level 5” eureka gizmos effectively become futuretech items.

Rebuilding Eureka Gizmos: If a gadgeteer’s eureka gizmo is ever destroyed (or they want to construct a second instance) use the following chart to determine the necessary time and cost.

	Build Time	Cost
Level 1 Eureka Gizmo	1 day	\$1,000.00
Level 2 Eureka Gizmo	3 days	\$12,500.00
Level 3 Eureka Gizmo	6 days	\$100,000.00
Level 4 Eureka Gizmo	10 days	\$212,500.00
“Level 5” Eureka Gizmo	10 days	\$700,000.00

Custom Gear (Ex): The gadgeteer’s constant tinkering and modifications to their personal equipment enables her to get the best performance from them. All of the gadgeteer’s starting equipment at 1st level is automatically considered to be masterwork quality when used by the gadgeteer.

Exotic Weapon Proficiency (Ex): A gadgeteer chooses a free Exotic Weapon Proficiency at 1st level.

Invention Breakthrough (Ex): Although gadgeteers devise numerous futuristic devices throughout their careers they also begin play with one of two types of breakthrough invention.

Rebuilding Gizmos Example:

Pipewrench Sally worries that her environmental shielding gizmo will break at an inopportune moment so she carries 3 copies around at all times, inadvertently increasing the base malfunction DC on all of them from by +3. Her lone holographic projector gizmo is unaffected.

Eureka Gizmo Example: At 1st level, Pipewrench Sally chooses to build a masking-themed eureka gizmo – a hologram projecting belt. For activating the Disguise Self feature, the gizmo has a malfunction DC of 5. When Sally advances to 4th level, she adds the Mirror Image effect to the gizmo. Thereafter Sally can use the belt to Disguise Self at will with no risk of malfunction. Later, she lends it to Dangerous Dan to disguise himself. Lacking much by way of technical skills, Dan activates the belt, but raises the malfunction DC to 7.

Construct Companion (Ex): A gadgeteer with a construct companion as their invention breakthrough begins play with a robotic assistant or ally. See the construct companion section below.

Second Eureka Gizmo (Ex): A gadgeteer with this invention breakthrough may begin play with a second eureka gizmo. See the eureka gizmo section above.

Jury-Rig (Ex): By spending a full-round action, the gadgeteer can make quick temporary repairs on a damaged item or vehicle. This requires a DC 20 Skill check of the appropriate Craft skill and suppresses the broken condition for 2d6 minutes or 2d6 uses, as appropriate. This ability is not applicable to gizmos.

Improvised Tools (Ex): The character has no penalties when making Craft and Disable Device skill checks with improvised tools (such as a hairpin, paperclip, and pocket knife).

Tech Expertise (Ex): Starting at 2nd level, the Gadgeteer receives an insight bonus equal to half their level (rounded up) to all Appraise and Knowledge (technology) rolls, as well as Craft checks made to repair items.

Apprenticeship (Ex): Starting at 3rd level, the gadgeteer receives a +5 bonus on Craft checks to create the masterwork component of a masterwork item. Additionally, the gadgeteer can create the masterwork component of an item in an amount of time equal to the time necessary to create the basic item (assuming the initial cost was under 300gp/\$3,000).

Innovative Design (Ex): At 3rd, 8th, 13th, and 18th level, the gadgeteer receives a +2 bonus to a single Craft or Profession skill. Each time they must apply the bonus to a new Craft or Profession skill.

Offensive Piloting (Ex): At 3rd level the gadgeteer receives a +1 on attack rolls using a vehicle or vehicle-mounted weapons. The bonus increases by +1 every four subsequent levels to a maximum of +5 at 20th level.

Traps (Ex): Starting at 4th level, the gadgeteer can lay traps as the ranger ability from the Pathfinder® Roleplaying Game: Advanced Player's Guide™. They initially know how to craft the snare trap and one other, but master a new form of trap every three subsequent levels. Gadgeteers may only create extraordinary traps, never supernatural, although their traps do not suffer the -2 penalty.

Equipment Training (Ex): At 5th level, the gadgeteer's familiarity with all manner of gizmos and devices gives them an intuitive understanding of how best to use equipment. When using anything that grants an equipment bonus to a skill check, armor bonus to AC or enhancement bonus, the gadgeteer also receives a +1 insight bonus. The bonus increases by +1 every 5 levels to a maximum of +4 at level 20.

Manufacturing Expertise (Ex): At 6th level, except when using their Soup-Up ability, a gadgeteer can always take 10 on any Craft skill in which they are trained, even while under duress.

Soup Up (Ex): If it has mechanical or electronic components, a Gadgeteer of 6th level or higher can get maximum performance out of it.

By spending 1 hour tinkering and making either a Craft (electronic) or Craft (mechanical) check (whichever is appropriate for the machine in question), the gadgeteer can temporarily improve a machine's performance. The DC for the Craft check depends on the type of improvement being made, as shown on the table below.

Improvement	Craft DC
Ranged Weapons	
+1 to damage	15
+2 to damage	20
+3 to damage	25
+5 ft. to range increment	15
+10 ft. to range increment	25
Electronic Devices	
+1 equipment bonus	15
+2 equipment bonus	20
+3 equipment bonus	25
Vehicles	
+1 on initiative checks	20
+1 to maneuver	25
+2 to maneuver	30

The gadgeteer cannot take 10 or take 20 on this check. This ability may not be used on the gadgeteer's construct companion.

The modification effects last for a number of uses (or hours of use as appropriate) equal to the gadgeteer's level + 2d6. Once these uses are exhausted, the device returns to normal and any subsequent attempts to soup it up are at +5 difficulty.

Starting at 10th level the gadgeteer may design devices and vehicles with one of the above bonuses as a permanent feature. This requires a Craft skill check as above with +5 to the DC.

Push Performance (Ex): Starting at 8th level, the gadgeteer can coax additional speed from a vehicle by accepting a -2 penalty on their Pilot skill checks. A ground or water vehicle's acceleration increases by 25% or 10 m.p.h. whichever is less. An air vehicle acceleration increase by 25% or 30 m.p.h., whichever is less.

Masterwork Guarantee (Ex): Starting at 11th level all items constructed by the gadgeteer are masterwork-quality. They no longer need to invest any additional time or money.

Craft Futuretech Item (Ex): At 12th level, the gadgeteer receives Craft Futuretech Item as a bonus feat, which they can use to construct non-magical futuretech gizmos using the standard rules for creating magic items. For the purposes of calculating the craft DC, assume that the gadgeteer can cast any spell(s) which have effects duplicated by the gadgeteer's gizmos.

Craft Futuretech Arms and Armor (Ex): At 13th level, the gadgeteer receives Craft Futuretech Arms & Armor as a bonus feat. For the purposes of calculating the craft DC, assume that the gadgeteer can cast any spell(s) which have effects duplicated by the gadgeteer's gizmos.

Innate Ejector Seat (Ex): At 17th level the gadgeteer's quick reflexes allow them to safely extract themselves from a vehicle, even if the vehicle is damaged or about to be destroyed. If they succeed on a DC 20 Reflex saving throw, they can safely bail out of a vehicle before the vehicle takes damage.

Standard Gizmos

Any spell can be converted to a gizmo as long as there's a high-tech (or technobabble) explanation for how it works. See the Futuretech and Gizmos chapter (p. 176) for some sample gizmos.

Traps; If you do not have access to the SRD or the Pathfinder® Roleplaying Game: Advanced Player's Guide™, treat this ability as a delayed-action use of the *entangle spell*. The gadgeteer must spend 1 full round action per 5' square to be trapped. Once a target enters the affected square, the "spell" is triggered and they may make a reflex save to avoid the effects. The save DC is 10 + 1/2 the gadgeteer's level + their Intelligence modifier. Traps stop working after 24 hours have passed whether they are triggered or not.

Construct Companions

Gadgeteers begin play with a robotic companion. Although the robot is non-sentient, it can be programmed with simulated responses including the ability to automatically respond to various stimuli. The specific statistics of each type of construct companion are detailed below.

Construct companions are mindless and incapable of initiating actions on their own, but are capable of reacting to their environment, much like an animal would. They automatically move out of the way of obstacles, avoid attackers, and generally act to passively preserve their own existence.

Gadgeteers are constantly tinkering and adding small upgrades to their construct companions so they continue to advance, gaining improvements and even new capabilities as the gadgeteer advances in level. If the construct companion is ever lost or destroyed, the gadgeteer can download the construct's most recent backup files into a new body. It takes 24 hours (which need not be consecutive) to construct a new body, install the construct's programming, and make any necessary fine-tuning. Be aware that while the construct retains the necessary programming to do all of its old tricks, its new body may not have the necessary hardware (hands, for instance) to actually perform the old tricks.

Macros

Construct companions can be preprogrammed to perform a set number of tasks or macros, much like an animal can be trained to do tricks. Some macros give construct companions a degree of autonomy and responsiveness in certain situations, while others are more like shorthand for a complex string of commands.

Macros can be configured to trigger once certain criteria are met. For instance, the Seek Repair macro is typically triggered when the construct has taken a certain amount of damage (although the gadgeteer can also order it to seek repairs as a swift action). The Attack and/or Defensive Mode macros can likewise be set to activate automatically if the construct is attacked.

Commanding a Construct Companion

Commanding a construct companion to perform one of its tricks (such as come, heel, or fetch) is a swift action. Issuing more complex commands or pushing the construct to perform a trick it does not have pre-programmed requires a move action. Alternately, the gadgeteer can operate the construct directly via a remote control device as a full-round action. When piloting the construct in this manner, use the gadgeteer's base attack bonus and skill ranks.

For instance, a construct with the "attack" macro can be ordered to attack a specific foe by saying "sic 'em," as a swift action. The construct will continue attacking each round until the foe is defeated, it receives new orders, or some other predetermined criteria is met. If the construct does not have the attack macro, the gadgeteer must issue more elaborate and specific commands such as "attack biological entity at coordinates 20.12.13", which requires a move action.

Construct companions are not limited to macro actions. As long as the gadgeteer takes the requisite time to program the necessary commands, a construct can be ordered to do anything it's physically capable of. A vehicular construct could be commanded to drive to the airport, pick up a waiting ally, and return home with them, for instance.

If a construct encounters a situation that its instructions have not accounted for (such as the ally isn't at the airport, it is attacked *en route*, or "home" has been blown up) it will attempt to contact the gadgeteer for new orders.

Modes of Commanding a Construct Companion

Gadgeteers can use any, all, or just one of the following methods to issue orders to their construct companion, each with their own advantages and potential dangers.

Remote Control

The gadgeteer has a specialized hand-held device for issuing commands via encrypted radio signal. The effective range is typically about 1 mile, making it impossible to issue commands if the construct passes beyond this distance. The signal can be jammed with another radio transceiver by making a successful Knowledge (technology) skill roll with a DC equal to 20 + half the gadgeteer's level. The encryption can be duplicated (and false commands issued) by using a duplicate controller and making a Knowledge (technology) skill check with a DC equal to 25 + the gadgeteer's level, or simply stealing the controller.

Text message

The gadgeteer can incorporate a cellular telephone into their construct allowing them to issue commands via text message as a standard action. Range is effectively unlimited, although the construct can only receive texts in areas with adequate wireless reception.

Vocal

The gadgeteer can issue verbal commands to their construct, which is usually programmed only to respond to the gadgeteer's voice. In noisy areas the construct may need to make Perception skill checks to hear the commands. Others can impersonate the gadgeteer's voice by making a DC 30 Disguise check.

If the construct companion also incorporates a cellular telephone, the gadgeteer can call the construct and issue commands anywhere there is adequate cellular coverage. It takes a full round for the call to connect, after which commands take the usual amount of time to issue.



Repairing a Construct Companion

Repairing a construct companion requires a DC 15 Craft (mechanical) or Craft (electronic) skill check to restore 1d6 hit points to the construct. The gadgeteer may make multiple skill checks; each requires an hour of game time. However, if another character assists via the aid another maneuver, the construct recovers an additional hit point per repair check (in addition to the usual bonus to the skill check).

Skills: Each construct companion can be programmed to simulate skills. The construct has the number of skill points listed below in addition to any skill points implicit in the construct's model of chassis (see below). The following skills are considered class skills for constructs: Climb, Craft (electronic or mechanical), Computers, Disable Device, Fly, Knowledge(all except arcana, planes & religion), Perception, Stealth, Swim

Feats: Construct companions can also be programmed to simulate the effects of most feats as long as they have the necessary equipment. A limbless construct won't benefit from the Throw Anything feat, for instance. Constructs receive bonus feats as listed below.

Macros: Constructs never act on their own, but can be preprogrammed with up to 5 macros at 1st level. Commanding a construct companion to execute a macro is always a swift action. The list of possible macros includes the list of animal tricks (except for combat training which is unnecessary) as well as the following:

Seek Repair: Whenever the construct dips below a certain hit point threshold (determined by the gadgeteer at the time of programming), they automatically take a predetermined action such as: fleeing the scene, returning to the gadgeteer's base or home, exploding for 4d6 points of damage in a 10' radius, or shutting down and "playing dead" until reactivated.

Seek Medical Aid: The construct has been programmed to monitor the character's health. If the character ever loses consciousness (or meets some other predefined condition detectable by a robot), the construct automatically rushes to their side and attempts to move the character to safety, a hospital, or other pre-designated location. It can also be programmed to call 911 and request an ambulance via a recorded message. Alternately, if the construct has the "Defend" macro, it can defend the gadgeteer instead.

Self-Repair: This macro requires that the construct have manipulating limbs, the "Seek Repair" macro, and ranks in Craft (electronic) or Craft (mechanical). If all these requirements are met, the construct can attempt to repair itself when damaged. Once per hour, it may make a Craft skill check to restore 1d3 of its lost hit points. Assume that half the damage is mechanical in nature, requiring the Craft (mechanical) skill to repair, and half is electronic, requiring the Craft (electronic) skill. If the construct has one but not both of the craft skills, it is only able to recover half of any lost hit points. Constructs with this macro automatically use the aid another maneuver when being repaired by a gadgeteer.

Defensive Mode: This macro allows the construct to use the Full Defense maneuver and to fight defensively (if they also have the "Attack" macro).

Activate Gizmo: The construct may be programmed to use gizmos. This does not require a skill check by the construct but the malfunction DC increases normally.

All construct companions automatically have the "Down" macro included in their core programming.



Construct Advancement

Gadgeteer Level	HD	BAB	Fort	Ref	Will	Skills	Feats	Natural Armor Class	Macros	Special
1st	2	+2	+0	+0	+0	2	1	+0	5	Share Gizmos
2nd	3	+3	+1	+1	+1	3	2	+1	5	
3rd	3	+3	+1	+1	+1	3	2	+1	6	Damage Reduction 5
4th	4	+4	+1	+1	+1	4	2	+2	6	Upgrade
5th	5	+5	+1	+1	+1	5	3	+2	6	
6th	6	+6	+2	+2	+2	6	3	+2	7	
7th	6	+6	+2	+2	+2	6	3	+3	7	
8th	7	+7	+2	+2	+2	7	4	+3	7	Upgrade
9th	8	+8	+3	+3	+3	8	4	+3	8	
10th	9	+9	+3	+3	+3	9	5	+4	8	
11th	9	+9	+3	+3	+3	9	5	+4	8	
12th	10	+10	+4	+4	+4	10	5	+4	9	Upgrade
13th	11	+11	+4	+4	+4	11	6	+5	9	
14th	12	+12	+4	+4	+4	12	6	+5	9	
15th	12	+12	+4	+4	+4	12	6	+5	10	Damage Reduction 10
16th	13	+13	+4	+4	+4	13	7	+6	10	Upgrade
17th	14	+14	+4	+4	+4	14	7	+6	10	
18th	15	+15	+5	+5	+5	15	8	+6	11	
19th	15	+15	+5	+5	+5	15	8	+7	11	
20th	16	+16	+5	+5	+5	16	8	+12	11	Upgrade

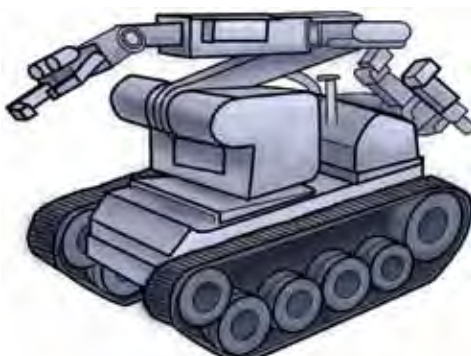
Construct Models

The following is a starter list of the basic types of chassis available for gadgeteers to choose from. In addition to the standard upgrades (listed after this section), each model has specific upgrades available to it alone.

Android/Humanoid

Starting Statistics: **Size** Medium; **Speed:** 30 ft., **AC** +0 natural armor; **Attack** slam (1d4); **Ability Scores** Str 13, Dex 17, Con -, Int -, Wis 12, Cha -; **Special Qualities** Construct traits, manipulating limbs, +1 rank in any skill

Strength Upgrade: **Size** Medium; **Attack** slam (1d6), **Ability Scores** Str +4, Dex -2



Bomb Disposal Robot

Starting Statistics: **Size** Small; **Speed:** 40 ft., **AC** +1 natural armor; **Attack** slam (1d4); **Ability Scores** Str 12, Dex 21, Con -, Int -, Wis 12, Cha -; **Special Qualities** Construct traits, manipulating limbs, 2 ranks in Disable Device

Strength Upgrade: **Size** Small; **Attack** slam (1d6), **Ability Scores** Str +2

Fixed-Wing Flying Drone

Starting Statistics: **Size** Medium; **Speed:** 50 ft. fly 80ft, **AC** +0; **Attack** ram (1d8); **Ability Scores** Str 10, Dex 15, Con -, Int -, Wis 14, -; **Special Qualities** Construct traits, no hands, +2 Fly skill (average maneuverability)

Size Upgrade: **Size** Large; **Attack** rotor (1d8), **Ability Scores** Str +2, Can carry 2 passengers



VTOL Upgrade: The drone becomes capable of vertical take-off and landing, much like a miniature Harrier jump-jet. It also receives a +5 on all Fly skill checks to stay aloft while moving less than half speed and to hover.

Exo-skeleton

Starting Statistics: **Size** Large; **Speed:** 20 ft., **AC** +2 natural armor (+2); **Attack** slam (1d6); **Ability Scores** Str 15 (+4), Dex 13 (-2), Con -, Int -, Wis 8, Cha -; **Special Qualities** Construct traits, manipulating limbs, wearable (parenthetical stats modify the wearer's stats)

Strength Upgrade: **Attack** slam (1d6), **Ability Scores** Str +4 (+4)

Armor Upgrade: **AC** +2 natural armor (+4 equipment bonus)



Can the exo-skeleton walk around and do stuff on its own without someone inside it?

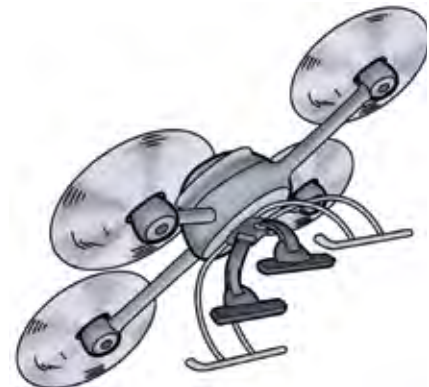
Absolutely. Without a "pilot" the Exo-skeleton is essentially a larger, clunkier version of an android chassis construct companion.

Flying Rotor Drone

Starting Statistics: **Size** Small; **Speed:** fly 60ft, **AC** +0 natural armor; **Attack** rotor (1d8); **Ability Scores** Str 7, Dex 16, Con -, Int -, Wis 14, Cha -; **Special Qualities** Construct traits, grasping limbs (undercarriage pincer), 1 rank in Fly skill (good maneuverability)

Size Upgrade: **Size** Tiny; **Attack** rotor (1d6), **Ability Scores** Str -2, Dex +4

Razor Rotor Upgrade: Increase damage by one die type and add an extra die. (Ex: 1d8 becomes 2d10).



Mini-Tank

Starting Statistics: **Size** Small; **Speed:** 40 ft., **AC** +6 natural armor; **Attack** machine gun (2d10) 100 range increment; **Ability Scores** Str 13, Dex 10, Con -, Int -, Wis 13, Cha -; **Special Qualities** Construct traits, no hands

Size Upgrade: **Size** Medium; **Attack** slam (1d6), **Ability Scores** Str +4, Dex -2

Tread Upgrade: The tank can climb inclines of 60 degrees or less as if it had ranks in the Climb skill. It may also ignore up to 5' of difficult terrain per round.



Serpentine, Tentacle-bot

Starting Statistics: **Size** Small; **Speed:** 20 ft. climb 20', swim 20', **AC** +1 natural armor; **Attack** slam (1d4); **Ability Scores** Str 8, Dex 17, Con -, Int -, Wis 12, Cha -; **Special Qualities** Construct traits, grasping limbs

Size Upgrade: **Size** Medium; **Attack** slam (1d6), **Ability Scores** Str +4, Dex -2

Spider Drone

Starting Statistics: **Size** Small; **Speed:** 20 ft. climb 20 ft., **AC** +0 natural armor; **Attack** slam (1d4); **Ability Scores** Str 11, Dex 17, Con -, Int -, Wis 10, Cha -; **Special Qualities** Construct traits, grasping limbs

Size Upgrade: **Size** Medium; **Attack** slam (1d6), **Ability Scores** Str +4, Dex -2



Spider Drone: Chainsaw not included.

Submarine

Starting Statistics: **Size** Small; **Speed:** swim 60 ft., **AC** +4 natural armor; **Attack** slam (1d4); **Ability Scores** Str 13, Dex 15, Con -, Int -, Wis 12, Cha -; **Special Qualities** Construct traits, aquatic, grasping limb (pincer)

Size upgrade: **Size** Medium; **Attack** slam (1d6), **Ability Scores** Str +4, Dex -2

Swarm

Starting Statistics: **Size** 10' x 10' Swarm of miniscule constructs; **Speed:** fly 30 ft., **AC** +1 natural armor; **Attack** distraction; **Ability Scores** Str 1, Dex 13, Con -, Int -, Wis 15, Cha -; **Special Qualities** Construct traits, swarm traits, 1 rank in Stealth skill

Swarm Note: Without the Offensive Upgrade, construct swarms cannot deal damage.

Instead of a single construct, the gadgeteer can have a mass of tiny flying constructs that function as a unit. Individual drones can be easily mistaken for large insects from a distance.

With distributed processing, the swarm shares the same operating program. As long as a single drone remains intact, any information gathered by the collective remains intact. Likewise, repairing a swarm consists mostly of replacing the damaged drone bodies.

Offensive upgrade: Damaging attack (1d3) swarm

New Macro: *Disperse* Instead of functioning as a single unit, the individual drones within a construct swarm can be ordered to scatter, moving as far away from each other as possible. Attackers cannot target a dispersed swarm and must instead attack the individual units one by one – if they can find them. Any attack against a dispersed swarm does a maximum of 1 point of damage.

Vehicle (car)

Starting Statistics: **Size** Huge; **Speed:** as vehicle¹, **AC** +2 natural armor; **Attack** ram (2d8); **Ability Scores** Str 16, Dex 12, Con -, Int -, Wis 12, Cha -; **Special Qualities** Construct traits, no hands, +4 hit points per hit die, up to 4 passengers¹

Engine Upgrade: **Acceleration** +20%; **Attack** ram (3d6), **Ability Scores** Str +2

¹ Choose a particular model of car from the Pilot (cars/pickups) section of the vehicles section to determine speed, acceleration, and passenger and cargo capacity.

² Choose a particular model of motorcycle from the Pilot (motorcycles) section of the vehicles chapter to determine speed, acceleration, and passenger capacity.

Limbs Example: A spider drone has pincers at the end of each limb. With them, it can drag, pick up, or reorient (i.e. aim) but not fire a gun found lying on the ground.

Vehicle (motorcycle)

Starting Statistics: **Size** Medium; **Speed:** as vehicle² **AC** +0 natural armor; **Attack** slam (1d8); **Ability Scores** Str 10, Dex 18, Con -, Int -, Wis 12, Cha -; **Special Qualities** Construct traits, no hands, 1 passenger²

Engine Upgrade: Acceleration +20%; **Attack** slam (2d6), **Ability Scores** Str +4, Dex -2

Types of Limbs

Each different type of chassis comes equipped with a different capacity for manipulating other objects.

No Hands: The construct does not have hands or the capacity to move objects other than by pushing them.

Grasping Limbs: The construct has a crude set of “hands” capable of picking up objects and moving them around, but it cannot perform fine manipulations. The “hands” could be pincers, grippers, tentacles, trunk like an elephant or a “mouth” that the construct moves items with.

Many actions and skills (such as Sleight of Hand) are not possible with grasping limbs.

Manipulator Limbs: The construct has a set of fully-functioning hands capable of the same degree of finesse as a human being with the same Dexterity score.

Share Gizmos (Ex): Construct companions are automatically programmed to use gizmos as if they were the inventing gadgeteer (i.e. they do not need to roll Knowledge (technology) to activate the gizmo. They also receive the gadgeteer’s intelligence bonus on eureka gizmo malfunction rolls).

Additionally, a gadgeteer can incorporate appropriate gizmos into the construction of their construct companion, although they both are tracked as separate items for the purposes of repairing. (A stealth-car still drives even though the invisibility gizmo within has malfunctioned.)

Damage Reduction (Ex): Superior construction gives the construct Damage Reduction 5 at 3rd level.

Upgrades (Ex): At every four levels, the gadgeteer can apply either one of the following upgrades to their construct companion or one of the model-specific upgrades listed under each model.

Note: A construct is not proficient in any weapon without the appropriate feats.

Weapons Mount (prerequisite: S+ for handgun or melee weapon, M+ size for longarms, L+ for exotic ranged weaponry) May be taken multiple times. The construct does not need manipulating hands to use the weapon; it’s considered an integral part of the construct. However, without at least grasping limbs it will not be able to reload any ammunition.

Improved Processor: The construct gains an additional 2 macros and 4 extra skill points.

Armor Plating: Increase the construct’s natural armor class by +2.

Limb Upgrade: This upgrade replaces a construct’s grasping limbs with manipulating limbs or, if the base model doesn’t have limbs, installs grasping limbs.

Multi-attack: Can attack with all onboard weapons simultaneously as the Multi-attack feat.

Gadgeteer Archetypes

Racer

Speed demons and stunt-drivers, racers have a need for speed and are more interested in operating advanced vehicles than inventing new technologies. Whether drag racing in back alleys, competing in stock car races, or tearing across the countryside the racer is only happy when pressed into their seats by G-force. Racers have the following class abilities.

Crack Driver (Ex): Starting at 1st level, Racers can use any Pilot (ground vehicle) skill to operate any other ground vehicle as a move action without taking a -4 penalty. This replaces exotic weapon proficiency.

Runflat (Ex): At 2nd level, Racers can ignore the effects of the broken condition on any ground vehicle by driving... creatively, seeming to hold the vehicle together through sheer force of will. This is particularly taxing on both vehicle and driver. Each hour (or fraction thereof) of operation causes the vehicle to take 1d6 additional points of damage. Additionally, the racer must make a Constitution check each hour as if making a forced march. This ability replaces jury rig.

Performance Driving (Ex): At 3rd, 8th, 13th, and 18th level, the gadgeteer receives a +2 bonus to a single Pilot or Profession skill. Each time they must apply the bonus to a new Craft or Profession skill. This ability replaces innovative design.

Hacker

The digital world holds an allure for the hacker that can't be matched by any amount of real-world experience. Hackers know that the future is online and they are determined to be the first to meet it. Hackers have the following class abilities.

Online Expertise (Ex): Starting at 2nd level, the hacker adds half their gadgeteer level to all Computer and Craft (software) skill checks and as Diplomacy checks made on-line. This replaces tech expertise.

Looks Totally Fake (Ex): At 3rd level, the hacker's expertise at digital manipulation gives them a +1 competence bonus on all skill checks to identify all forgeries, photo-manipulations, and saving throws vs. illusions or illusion-like effects. The bonus increases by +1 every four subsequent levels to a maximum of +5 at 20th level. This ability replaces offensive driving.

Optimize Performance (Ex): At 8th level the hacker can use the Computers skill to find files or operate a remote device in half the usual time. This ability replaces push performance.

Saboteur

Where most gadgeteers live to create and take pride in crafting new devices and inventions, the saboteur thirsts primarily for destruction. Whether blowing things up in service to a noble cause or simply setting things on fire out of psychotic need, the saboteur is a master at using technology for destructive ends. Saboteurs have the following class abilities.

Disassembly Expertise (Ex): Starting at 2nd level, the saboteur adds half their gadgeteer level to all Disable Device and Escape Artist skill checks. This ability replaces *Tech Expertise*.

Sapper (Ex): Starting at 3rd level, the saboteur receives a +1 competence bonus on sunder attacks and strength checks to break objects. The bonus increases by +1 every four subsequent levels to a maximum of +5 at 20th level. This ability replaces offensive driving.

Midnight Bomber (Ex): Starting at 3rd level, the saboteur receives a +3 competence bonus to all skill checks involving explosives and any explosive prepared by the saboteur does +1 damage. This ability replaces apprenticeship.

Weakest Link (Ex): At 6th level saboteurs can bypass up to 5 points of an object's hardness or a construct's damage reduction. This ability replaces manufacturing expertise.

Investigator

Solving mysteries is an addictive thrill and no other class is as hooked as the investigator. Naturally inquisitive, they can't help but involve themselves whenever there's a secret to expose or a puzzle to solve. Wherever there is an enigma, you'll find an investigator dogging its heels and delving for the truth.

Despite their insatiable curiosity, most investigators are deeply pragmatic and care little for theory. They typically prefer to use their brains to solve practical problems that have real-world application instead of abstract intellectual pursuits.

Some investigators take a scholastic approach to investigation and find work as police detectives, surveillance experts, psychological profilers, investigative reporters, forensic technicians, or intelligence analysts while others adopt a more hands-on approach and become beat cops, spies, or private investigators.



Primary Attribute: Wisdom

Role: Investigators are capable of holding their own on the front lines but their primary value is in their tenacity and perceptual and information gathering skills.

Alignment: Any, although investigators tend to favor lawful alignments.

Hit Dice: d8

Skill Points per Level: 8+ Intelligence modifier

Skills: Bluff, Computers, Craft (writing), Diplomacy, Disable Device, Intimidate, Knowledge (bureaucracy), Knowledge (local), Knowledge (physical sciences), Knowledge (pop culture), Knowledge (psychology), Knowledge (technology), Perception, Pilot (any ground vehicle), Profession, Sense Motive, Stealth

Weapons and Armor Proficiency: Investigators are proficient in all simple weapons, handguns, light and medium armors, but not shields.

Level	BAB	Fort	Ref	Will	Special
1st	+0	+2	+0	+2	Observant, Size Up +1, Well-Informed
2nd	+1	+3	+0	+3	Favored Enemy I, Informants +1, Suspicion
3rd	+2	+3	+1	+3	Forensic Reconstruction, Investigator Feat
4th	+3	+4	+1	+4	Expert Hunch, Rapid Research, Suspicion
5th	+3	+4	+1	+4	Profile, Size Up +2
6th	+4	+5	+2	+5	Informants +2, Investigator Feat, Suspicion
7th	+5	+5	+2	+5	Internal Polygraph
8th	+6/+1	+6	+2	+6	Favored Enemy II, Suspicion
9th	+6/+1	+6	+3	+6	Investigator Feat, Size Up +3
10th	+7/+2	+7	+3	+7	Forced Confession, Informants +3, Suspicion

Level	BAB	Fort	Ref	Will	Special
11th	+8/+3	+7	+3	+7	Improved Profile
12th	+9/+4	+8	+4	+8	Investigator Feat, Suspicion
13th	+9/+4	+8	+4	+8	Size Up +4
14th	+10/+5	+9	+4	+9	Favored Enemy III, Informants +4, Suspicion
15th	+11/+6/+1	+9	+5	+9	Accurate Perception, Investigator Feat
16th	+12/+7/+2	+10	+5	+10	Suspicion, Unflappable
17th	+12/+7/+2	+10	+5	+10	Size Up +5
18th	+13/+8/+3	+11	+6	+11	Informants +5, Investigator Feat, Suspicion
19th	+14/+9/+4	+11	+6	+11	Perpetual Polygraph
20th	+15/+10/+5	+12	+6	+12	Favored Enemy IV, Suspicion, Ultimate Insight

Observant (Ex): Investigators rely on being able to detect falsehood. Investigators add half their level to all Sense Motive rolls and Perception skill checks to search areas.

Size-up (Ex): Investigators are experts at rapidly evaluating opponents. By taking a standard action to observe a specific foe in combat and making a Knowledge (psychology) skill check with a DC equal to 10 + 1/2 the target's hit dice + the target's wisdom modifier they can gain insight into their individual combat tactics and receive a +1 dodge bonus to their AC, CMB, CMD, and saving throws against that particular foe. This bonus increases by +1 at 5th level and every four levels thereafter. If the investigator has previously profiled the target (see Profile below) the bonus increases by 50% (round down).

Starting at 5th level, the investigator can size-up multiple opponents as long as they share the same stat block.

At 9th level, the investigator can size-up as a move action instead of a standard action.

Well Informed (Ex): Investigators are tapped into the local rumor mill. Immediately upon encountering a new character or organization they can make a gather information Diplomacy skill check (or appropriate Knowledge skill check if the character has the Fame ability) to determine what they may have already heard about that character. Use the gather information application of the Diplomacy skill as a guideline for the type of information available.

Favored Enemy (Ex): At 2nd level, an investigator acquires a favored enemy, as the ranger ability. In a campaign with heavy supernatural elements, investigators can choose from the standard list of choices: Aberration, Animal, Construct, etc. In campaigns where non-human races are absent or rare, the investigator must name a specific cultural group such as aristocrats, academia, bureaucrats, military, or underworld, as their enemy.

At 8th, 14th, and 20th level they receive an additional favored enemy and increased favored enemy bonus as a ranger.

Informants (Ex): At 2nd level, an investigator begins to cultivate a network of associates and contacts capable of providing them with useful information and the occasional favor. You can create informants as non-player characters or leave them as an abstract pool of talent to draw from. Informants might include, but are not limited to: black marketers, crime lab workers, reporters, street people, store clerks, and taxi drivers. Informants grant a +1 bonus to Knowledge (local) skill checks and Diplomacy skill checks made to gather information. On every four subsequent levels, the bonus increases by an additional +1.

Size-Up Example: Johnny Trenchcoat is jumped by 3 goblins: Waku, Marf, and Hrungrarb, their leader. By sizing up either Waku or Marf, he can gain a bonus both of them because they're both using the standard stat block. (Even though they have different hit points, their other stats are identical). Because Hrungrarb has 2 levels of Warrior, he will have to be sized-up separately.

Why Cultural Groups as Favored Enemies?

In a world with no magic or supernatural elements (such as the Silicon Gothic campaign world) choosing humans as your favored enemy gives you a disproportionate advantage over someone who chooses animal or constructs. Restricting enemy status is a way to even this out.

The cultural groups should still be fairly broad. For instance, an NPC doesn't necessarily have to be a member of the European Nobility to be an "aristocrat." Any character who is or aspires to be a part of that culture – (such as wealthy Americans, museum curators or even longstanding butlers – can be included. Likewise "underworld" would include street gangs, organized crime, cat burglars, muggers, and anyone involved in criminal endeavors.

An NPC can fall into multiple cultural groups. The museum curator could be an aristocrat, and academic at the same time. A military NPC can marry into an underworld family. The combinations are endless.

So I have favored enemy +2 (aristocrats) and favored enemy +4 (academics)... does that make me +6 against museum curators? I hate those guys.

No. You get only the highest (+4) bonus.

Suspicions (Ex): At 2nd level and every even numbered level thereafter, investigators develop their first suspicion, a special talent or knack that sets them apart from others. Choose one of the following:

Acute Senses (Ex): Attuned to danger, the investigator ignores penalties to Perception checks made while sleeping or while distracted. Additionally the DC to hear sounds increases by +1 per 15 feet between the investigator and the source (instead of the usual +1 per 10').

Bad Cop (Ex): The investigator receives a +1 bonus on Intimidate rolls to force another character to act friendly to them. Additionally, the save DC for their Forced Confession class ability increases by +2. If the investigator is working with another investigator who has the Good Cop suspicion, increase the save DC by +3 instead.

Case Files (Ex): The investigator has developed, inherited, or otherwise acquired a vast library of criminal case files.

This information gives the investigator a +3 bonus when using their well-informed class ability.

Prerequisite: well-informed class ability

Charming Detective (Ex): The charming detective relies on personal charisma to a much greater degree than other investigators. Levels in charmer and investigator stack for the purposes of calculating the save DC of class abilities. Also, both classes are treated as the character's favored class.

Counter-Surveillance Mastery (Su): Thorough experience with surveillance techniques – or possibly just paranoia – has given the investigator a “sixth sense” that alerts them when they're being watched. They always get a saving throw against scrying or surveillance effects, even if one is not normally permitted. If the investigator succeeds on the saving throw, they know that an attempt to spy on them is underway and can take steps to counteract it (or possibly just supply false information to the spies).

Prerequisite: 10th level.

Dead or Alive (Ex): The investigator never suffers a penalty for inflicting lethal damage with non-lethal weapons of all kinds (including rubber bullets).

Debunker (Ex): The investigator is especially good at exposing supernatural scam artists, fraudulent magicians, and false mediums. They receive a +3 bonus on Perception skill checks that oppose Sleight of Hand or Stealth rolls. Their scrutiny also gives them a +2 bonus on saving throws against illusions.

Eclectic Fact Collector (Ex): The investigator has amassed a tremendous body of seemingly trivial knowledge that nonetheless is occasionally useful. Once per day the investigator can substitute their total bonus in Knowledge (Popular Culture) while attempting any other Knowledge skill check.

Elementary (Ex): By carefully studying an individual, the investigator can make Sherlock Holmes like deductions about an individual based on their appearance. By succeeding in a DC 20 Perception skill check, the investigator can learn one of the following facts about an individual: Their current profession, their two highest skills (but not the skill ranks), recent locations they've been, or their place of birth. For every 5 points by which they beat the initial DC, they can deduce another fact.

Not all of the above are necessarily available for every character. If, for instance, a character has no trace of accent or regional physical characteristics, it probably won't be possible to detect their place of birth.

Filter Distractions (Ex): Choose 3 + the investigator's Wisdom modifier number of skills. The investigator's disciplined mind allows them to always take 10 using those skills even if stress or distraction would normally prevent them from doing so.

Forensic Accountant (Ex): The investigator has spent many a long night studying documents and has learned to sift evidence from piles of useless data. They receive a +4 bonus to Knowledge (bureaucracy) checks and skill checks involving sorting through large amounts of information (such as sifting through garbage for clues).

Good Cop (Ex): The investigator receives a +1 bonus on all Diplomacy rolls. Additionally, they may substitute their Bluff or Diplomacy skill for Intimidation when using their Forced Confession class ability.

Hard Boiled (Ex): The investigator gains Improved Unarmed Strike as a bonus feat, and their hand to hand strikes do 1d4 points of damage. (Small size investigators only do 1d3 points of damage with their hand strikes.)

Holy Seeker (Ex): The investigator strives not just to solve mysteries but acts as a champion as well. They rely on mystical insight as much as forensic science to gather information. Levels of Investigator and Paladin stack for determining the effects of spells, class abilities, and the save DC of class abilities. Additionally treat both classes as the character's favored class.

Investigative Reporter (Ex): The investigator doesn't just uncover the truth, they tell others about them as well. Levels in entertainer and investigator stack for the purposes of determining the save DC of class abilities and both classes are treated as the characters favored class.

Kick the Habit (Ex): The investigator has frequently gone undercover and posed as a drug abuser. They receive a +2 bonus on Fortitude saves against toxins or poisons and a +4 bonus on saves to overcome addiction-based afflictions.

Make My Day (Su): Once per day, the investigator somehow manages to have one extra round of ammunition in their firearm, even if they have no other source of ammunition or means of loading it.

Master of Disguise (Ex): Donning a disguise always takes one tenth of the time (1d3 minutes). If the investigator uses the same disguise repeatedly or has an alternate identity they regularly adopt, they can reduce the time to 1d3 rounds.

Medical Examiner (Ex): The investigator has worked as a coroner or forensic pathologist and has a degree of medical training. Add Craft (chemicals), Heal and Knowledge (biology) to the list of class skills.

Mud in Your Eye (Ex): The investigator has such an extraordinarily high tolerance for alcohol that they find it revitalizing as well as intoxicating. Up to 3 + their Con modifier (minimum 1) times per day, the investigator can recover a number of hit points equal to their Fortitude saving throw bonus by imbibing a glass of hard liquor. They also suffer the usual effects of alcohol.

Nose for Trouble (Ex): Investigators are always looking over their shoulders for danger. They may always act during a surprise round, even if they are caught unaware. However, if they would normally be caught unaware, they automatically go last in the surprise round. Roll initiative normally on subsequent (non-surprise) rounds.

Penetrating Insight (Ex): By briefly observing or interacting with an individual, the investigator gain insight into their character and deduce their alignment by making a Sense Motive skill

check. The DC for this test is 10 + half the target's total hit dice + the target's wisdom modifier. If the player beats the minimum DC by 10 they can also determine the strength of their convictions and learn how closely they adhere to the ideals of their alignment

Perceptive Tracker (Ex): Attuned to details, perceptive trackers can use their Perception skill instead of Survival to follow tracks.

Psychic Detective (Ex): The psychic detective relies on intuition and insight gained through supernatural means as much as they do on forensics and the scientific method. Levels in Investigator and Sorcerer stack with each other for the purposes of determining spell effects and abilities with a save DC based on level. They do not stack for the purposes of determining number of spells per day, number of spells known, or access to class abilities. Additionally, if Investigator or Sorcerer is the character's favored class, they gain the favored class benefits if they take a level in either class.

Riot Training (Ex): The investigator was once (and possibly still is) a police officer and has received training on how to deal with unruly crowds. They gain Shield proficiency as a bonus feat. Additionally, they may choose to apply their shield bonus to either their armor class or to their CMD each round.

Surveillance Expert (Ex): Long nights on stake outs have honed the investigator's patience and ability to remain immobile for long periods. Add 1/2 the investigator's level to Stealth skill checks while remaining stationary and Fortitude saves to resist sleep.

Swift Tracker (Ex): As the Ranger ability.

Teen Adventurer (Ex): The investigator is or was something of a prodigy and began solving mysteries at a young age, giving them a wealth of experience to draw upon. Once per day, they can re-roll any skill check of a class skill, but must take the second result, even if it is less than the original.

The Easy Way (Ex): The investigator is practiced in the use of non-lethal force. They do not suffer any penalties for dealing non-lethal damage with melee weapons.

The Hard Way (Ex): When using a lethal weapon to do non-lethal damage, increase the damage multiplier for critical hits by +1 (i.e. 2x damage becomes 3x damage). Also increase the threat range of the weapon by +1. This does not stack with any other effect that increases the threat range.

Prerequisite: The Easy Way

They've All Got It Coming (Ex): The investigator has an equal-opportunity attitude towards defining enemies. Up to 3 + their Wisdom modifier times a day they can gain the benefits of the *instant enemy* ranger spell as a standard action. This is a non-magical ability and cannot be dispelled or suppressed.

Prerequisite: 10th level.

Tough as Nails (Ex): Investigators aren't necessarily just detectives; sometimes they're called upon to subdue and detain people. As a result they learn to take a lot of punishment and keep on going. Once per day an Investigator can make a Fortitude save to reduce the damage from a single attack. The DC is 5 + the damage sustained. If they succeed, damage from the attack is halved (rounded down).



Wayward Youth (Ex): Not every investigator has always been a paragon of virtue. Some spent their formative years as juvenile offenders and have retained the skills honed through years of mischief. These characters receive a +3 competence bonus on Disable Device skill check rolls to pick locks and Sleight of Hand skill checks to pick pockets. Also, they can substitute their ranks in Disable Device for Craft (mechanical) when trying to hotwire a car or other vehicle.

Investigator Feats (Ex): At 3rd level and every 3 levels following, the investigator gains one of the following bonus feats: Agile Maneuvers, Alertness, Athletic, Bodyguard^{APG}, Combat Expertise, Combat Reflexes, Critical Focus, Deadly Aim, Deceitful, Defensive Combat Training, Deft Hands, Empathetic¹, Enforcer^{APG}, Favored Defense^{APG}, Greater Disarm, Greater Feint, Greater Trip, Improved Disarm, Improved Feint, Greater Trip, Stand Still, Lightning Reflexes, Iron Will, Intimidating Prowess, Persuasive, Point Blank Shot, Precise Shot, Quick Draw, Skill Focus(Perception), Stealthy, Toughness, Vehicular Expert¹

Investigators must meet any necessary prerequisites before selecting an Investigator feat.

Forensic Reconstruction (Ex): Starting at 3rd level, the Investigator can use trace evidence found at a scene to piece together recent events. Roll Knowledge (physical science) to collect clues. The DC is 15 modified as follows:

Every 24 hours between the event and the start of reconstruction	+1
Every hour of rain between the event and the start of reconstruction	+2
Snowfall	+10
Dim Lighting	+5
Scene has been quickly cleaned	+10
Scene thoroughly scrubbed clean of evidence	+15
Each previous successfully analyzed scene (same perpetrator)	-2
Hasty Analysis (1 minute or less)	+5
Hurried Analysis (1 hour or less)	+2
Thorough Analysis (1 full day or more)	-2
Meticulous Analysis (3 + days)	-5

If the check succeeds, the investigator is able to piece together more or less what events have recently transpired on the scene, including but not limited to: Number of individuals present, who attacked whom and with what, and the direction any parties went when they left.

Forensic reconstruction typically takes between 3-4 hours depending on the nature and complexity of the event, but it's possible to take a longer or shorter amount of time as shown in the above chart.

Expert Hunch (Ex): At 4th level, an investigator's subconscious mind begins to gather information and puts together clues without the character consciously realizing it. This insight manifests as vague feelings and is the equivalent of the *Augury* spell but is non-magical and cannot be countered or dispelled. Expert hunch is usable a number of times per day equal to the character's Wisdom modifier (minimum of 1).

Rapid Research (Ex): At 4th level, the investigator learns to gather information with increasing efficiency. When making a Diplomacy check to gather information, they reduce the final time by 30 minutes per +1 of their Informant bonus (minimum 30 minutes).

Profile (Ex): Starting at 5th level an investigator can compile psychological profiles by examining a scene of a crime or an individual's dwelling place. They must make a successful Knowledge (psychology) skill check with a DC of 15, modified as Forensic Reconstruction above.

Penetrating Insight Example:

Johnny Trenchcoat is taken in for questioning by Detectives Smith and West, each a level 3 investigator and level 3 expert with 14 Wisdom. He makes a DC 10 +3 +2 Sense Motive skill check for each. Against Smith, he rolls a 19 and learns that Smith is Neutral Good. Against West, Dan scores a 27, enough to not only know that West is Lawful Evil, but he is highly Lawful, but only mildly Evil, almost bordering on neutrality. Based on this, Johnny decides that probably neither of the detectives planted the evidence in his car. (Smith is too moral, West too by-the-book).

Reduce the DC by 5 if the investigator is examining the target's residence. Increase the base DC to 20 if the investigator isn't able to personally visit the site and is working from photographs, a case file, or witness statement.

If the profiling attempt succeeds, the investigator learns enough about the subject's personality to deduce their alignment and any mental disorders, disabilities or afflictions. At the GM's discretion, they may also determine any unusual physical characteristics the subject has such as excessive height or shortness, unusual gait, or handedness preferences. For every 5 points by which they beat the basic DC they can make a (mostly) accurate prediction as to the subject's behavior and/or the location they most likely went to after leaving the scene.

An investigator may develop a profile and conduct a forensic reconstruction simultaneously.

Improved Profile (Ex): At 11th level, the investigator has gained so much insight into a profiled target that they learn to think like them and can anticipate how they would (or did) react in a given situation. Treat this as a casting of the *commune* spell with a caster level equal to the investigator's level; all questions must pertain to the profiled target.

Internal Polygraph (Ex): Starting at 7th level, the investigator learns to spot lies and falsehood. Using this ability requires a standard action to activate and is the equivalent of casting the Discern Lies spell with a caster level equal to their investigator level. The save DC is 10 + ½ the investigator's level + the investigator's Wisdom modifier. The investigator can use this ability a number of times per day equal to 3 + their Wisdom modifier.

Perpetual Polygraph (Ex): At 19th level, the investigator's Internal Polygraph ability operates continually against their favored enemies. Applying the ability to non-favored targets still requires one of the daily uses.

Force Confession (Ex): At 10th level, an investigator can force an individual to reveal their secrets. Using this ability requires the investigator to make an Intimidation skill check to demoralize the target. The target can make a Will save with a DC equal to 10 + 1/2 the investigator's level + their Charisma modifier. If they succeed they are immune to this power for the next 24 hours. If they fail, a liar inadvertently reveals the truth.

Targets who are under some form of enchantment, hypnotism, or compulsion to conceal the truth will reveal the nature of their compulsion (as they understand it) and gain a new saving throw to break free from their enforcement, but won't necessarily reveal the truth.

Accurate Perception (Ex): Starting at 15th level an investigator's drive to uncover the truth makes them more difficult to deceive. They may use either their total Perception skill bonus or their Will save bonus to resist illusions and disguises. Additionally, they are entitled to a saving throw against any deceptive or obstructing force (such as a *blur* or *invisibility* spells) even if one ordinarily wouldn't apply.

Unflappable (Ex): By the time the investigator reaches 16th level they've encountered enough grisly scenes and unusual circumstances that absolutely nothing phases them. Once per day they may re-roll a saving throw against any mind-affecting power, spell, ability, or effect and take the higher of the two results.

Ultimate Insight (Ex): At 20th level, the investigator's profile ability becomes so accurate that it becomes the equivalent of a Discern Location spell if they succeed on their Knowledge (psychology) skill roll. Additionally, they automatically receive the bonuses from the Size-Up ability against any favored enemy or any opponent that they've previously sized up or profiled.

Investigator Archetypes

Bounty Hunter

The bounty hunter pursues, detains, and returns fugitives from justice for pay. Operating independently, they are not an official member of any law-enforcement agency, but are frequently indispensable to such agencies. Bounty Hunters are often portrayed as hulking thugs in movies, but the vast majority research their targets thoroughly and conduct detailed investigations before cautiously making their move. Bounty hunters have the following class abilities.

Rapid Subdual (Ex): Bounty Hunters frequently need to capture opponents alive without harming them. They deal an additional +2 damage when armed with any innately non-lethal attack. Alternately, they may apply the bonus to the save DC of a stunning weapon (such as a taser or stun gun). This bonus increases by +2 at fifth level and every four levels thereafter. This ability replaces well-informed, and profile.

Cautious Study (Ex): Starting at 3rd level a bounty hunter automatically receives the bonuses from their size-up ability against their favored enemies. This ability replaces forensic reconstruction.

Ultimate Takedown (Ex): At 20th level, the bounty hunter automatically confirms any critical hit made with an attack that does non-lethal damage.

Suspensions: The following Suspensions complement the bounty hunter archetype: Acute Senses, Hard Boiled, Nose for Trouble, Perceptive Tracker, Surveillance Expert, Swift Tracker, The Easy Way, The Hard Way, Tough as Nails, Wayward Youth

Gentleman Detective

Erudite and effete, the gentleman detective avoids physical confrontation whenever possible and focuses purely on deduction and clue-gathering. Fond of quips and wordplay, the gentleman detective views everything as a puzzle to be solved and seeks to prove their intellectual superiority over those they investigate.

The gentleman detective is frequently an aristocrat or at least the highest upper class, but isn't necessarily male. Many idly rich women also fight ennui by solving mysteries. Gentleman Detectives have the following class abilities.

Classical Education (Ex): Add all Knowledge and Pilot skills to the list of Investigator class skills. Additionally, gentlemen detectives receive a +1 bonus to all Perception skill checks equal to half their level. This ability replaces observant.

Annuity (Ex): Gentleman detectives typically have some sort of independent income, be it from investments, a trust fund, or simply collecting interest. Starting at 2nd level, they receive Wealthy as a bonus feat. Additionally they may always take 20 when calculating their weekly income, even if they've done no work whatsoever. This ability replaces favored enemy I.

Composure (Ex): Above all else, the gentleman detective always carries themselves with dignity. They receive a +2 bonus on all skill checks opposed by Sense Motive and +2 on saving throws against unwelcome emotional effects such as fear. If they ever acquire the panicked condition, they may flee in a controlled rather than an uncontrolled manner. This ability replaces expert hunch.

Right Place, Right Time (Ex): While gentleman detectives seldom lower themselves by engaging in physical combat, they frequently find themselves in a position to decisively end conflict with a

¹ This is a feat described in this document.

APG This is a feat described in the Pathfinder® Roleplaying Game: Advanced Player's Guide™

few subtle moves. They use their full level when calculating their CMB. They may add their Wisdom modifier (if positive) to their CMB when attempting disarm, reposition, and trip attacks and may choose one of the following as a bonus feat:

Greater Disarm, Greater Feint, Greater Reposition, Greater Trip, Improved Disarm, Improved Feint, Improved Reposition, Improved Trip and Tripping Strike. The gentleman detective does not have to meet the prerequisites for these feats. This ability replaces favored enemy II.

Process of Elimination (Ex): At 10th level, the gentleman detective is able to sift relevant information from countless superfluous facts through phenomenal concentration and mental discipline. Use of this ability requires them to enter an auto-hypnotic trance and communicate directly with their subconscious. This operates identically to the *commune* spell except that it is a non-magical effect and cannot be suppressed or dispelled. Asking open-ended questions such as "Who is the killer?" will instantly end the trance but "Did McMurty kill Tom Williams?" is acceptable. This ability may be used a number of times per day equal to the gentleman detective's Wisdom modifier (minimum 1). This ability replaces Forced Confession.



Dividends (Ex): At 14th level the gentleman detective's finances become even more abundant. They receive Wealthy as a second bonus feat (giving them at least 4x the usual result from their weekly Profession skill check). This ability replaces favored enemy III.

Precision Targeting (Ex): Second best just isn't good enough for the gentleman detective. They must hit the bulls-eye every time. At 20th level, they increase the threatened range of any attack by +1 and automatically confirm all critical hits. Additionally increase the damage multiplier by +1 (x2 damage becomes x3). This ability replaces favored enemy IV.

Suspensions: The following Suspensions complement the gentleman detective archetype: acute senses, charming detective, eclectic fact collector, elementary, filter distractions, kick the habit, master of disguise, medical examiner, mud in your eye, penetrating insight, perceptive tracker

Muckraker

Ever seeking the truth, the muckraker works tirelessly to expose injustice, oppression, and abuses of power – or at least a good scandal. Most work as an investigative journalist but could also be involved in almost any media as novelists, filmmakers, TV producers, or even amateur bloggers. Muckrakers simultaneously embrace the tedium of combing through piles of documentation and the undeniable thrill of daring undercover missions in their quest to bring down corrupt public figures and institutions. Muckrakers have the following class abilities.

Reputation (Ex): Starting at 3rd level the character receives a recognition bonus equal to half their level (rounded down). This bonus stacks with any from the celebrity or entertainer classes. Subtract this bonus from the DC to be recognized by either a Knowledge (pop culture) or Knowledge (local) skill check. If the check succeeds increase the recognizing NPC's initial attitude to the character by one step if the NPC has a non-evil alignment and lower it by a step if they have an evil alignment. Muckrakers can also add their reputation bonus on Diplomacy skill checks to gather information. Muckrakers can suppress the effects of their reputation by making successful use of the Disguise skill. This ability replaces forensic reconstruction.

Contacts (Ex): At 4th level the muckraker begins accumulating contacts, as the charmer class ability. They are able to maintain a number of contacts equal to half their level plus their Charisma bonus. This ability replaces expert hunch.

Suspicious: The following Suspicious complement the muckraker archetype: Case Files, Charming Detective, Forensic Accountant, Good Cop, Investigating Reporter, Penetrating Insight, Surveillance Expert, Teen Adventurer

Superfan

Instead of investigating various events and individuals, the superfan chooses to focus exclusively on one singular topic or person. Be they collectors, stalkers, or merely extremely zealous fans they are determined to know everything they can know about the object of their obsession. Superfans have the following class abilities.

Unbridled Enthusiasm (Ex): Superfans are easily excitable. Double the effects of any morale-based bonuses they may receive. This ability replace well-informed.

Dumpster Diving (Ex): Superfans can patiently sift through a building's refuse to construct a profile of the people dwelling or working within. The base DC for this task is 15 for residences or 20 for small workplaces, and 30 for large complexes or garbage dumps. If successful, the superfan learns enough to gain a +5 insight bonus on Diplomacy rolls to gather information about the profiled individual(s), Intimidation rolls to demoralize them, Survival skill checks to track them, Stealth rolls to hide from them, and any Perception rolls pertaining to the them. This bonus lasts for 1 day per 2 investigator levels (maximum 1 week).

Dumpster diving takes a minimum of 1 hour per garbage-producing individual in the building and only produces useful results when the garbage is less than 1 week old. This ability replaces forensic reconstruction.

Dauntless (Ex): Superfans not only have boundless enthusiasm but they also rebound quickly from setbacks. Starting at 7th level, once per day a superfan may re-roll a failed saving throw against any effect that causes a morale- or fear-based penalty. This ability replaces internal polygraph.

Protective (Ex): Starting at 15th level, the superfan can apply their highest favored enemy bonus against any individual who threatens or directly endangers the object of their obsession. If the foe is also one of the superfan's favored enemies, increase the amount of the bonus by 50%. They may also intercept any attack meant for the object of their obsession as long as they are in a direct line between it and the attacker or are within 5' of their obsession. This ability replaces accurate perception.

Un-deterrable (Ex): Nothing can come between a superfan and their obsession. At 19th level, once per day, superfans can suppress the effects of any mind-affecting ability for a number of rounds equal to their Wisdom modifier. These rounds do not need to be consecutive. The mind-affecting effect's duration is not affected; if it expires while being suppressed there is no effect. This ability replaces perpetual polygraph.

Suspicious: The following Suspicious complement the superfan archetype: Counter-Surveillance Mastery, Eclectic Fact Collector, Forensic Accountant, Master of Disguise, Nose for Trouble, Perceptive Tracker, Surveillance Expert, Wayward Youth

Scholar

Some spend a lifetime doggedly pursuing knowledge. The scholar catches it and makes it their own. While modern scholars have broad knowledge bases, most tend to specialize in a particular area becoming surgeons, scientists, historians, or researchers. Alternately, some take to field research and specialize in ethno-botany, anthropology, or trap-dodging archaeologists.

Primary Attribute: Intelligence

Role: The scholar is a problem solver.

Alignment: Any, but many scholars believe in an ultimately knowable universe, which tends to appeal to lawful alignments.

Hit Dice: d6

Skills Points per Level: 6+ Intelligence modifier

Skills: Appraise, Computers, Craft (all), Diplomacy, Disable Device, Heal, Knowledge (all), Linguistics, Profession, Use Magic Device

Weapons and Armor Proficiency: Scholars are proficient in all simple weapons but no armor or shields.



Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+0	+2	Canny Defense, Concoctions, Mnemonic Recall
2nd	+1	+0	+0	+3	Applicable Knowledge I, Ruse, Scholar Thesis,
3rd	+1	+1	+1	+3	Concoction, Scholar Feat
4th	+2	+1	+1	+4	Broad Knowledge Base, Information Mastery I, Scholar Thesis,
5th	+2	+1	+1	+4	Advance Strategy, Artful Ruse, Concoction
6th	+3	+2	+2	+5	Scholar Feat, Scholar Thesis
7th	+3	+2	+2	+5	Concoction , Devious Ruse, Find Weakness 1
8th	+4	+2	+2	+6	Applicable Knowledge II, Information Mastery II, Scholar Thesis,
9th	+4	+3	+3	+6	Concoction , Scientific Objectivity, Scholar Feat
10th	+5	+3	+3	+7	Insidious Ruse, Scholar Thesis,
11th	+5	+3	+3	+7	Concoction , Find Weakness II
12th	+6	+4	+4	+8	Information Mastery III, Scholar Feat, Scholar Thesis
13th	+6	+4	+4	+8	Adaptive Strategy, Concoction , Perfidious Ruse
14th	+7	+4	+4	+9	Applicable Knowledge III, Scholar Thesis
15th	+7	+5	+5	+9	Concoction, Scholar Feat, Vast Knowledge Base
16th	+8	+5	+5	+10	Diabolical Ruse, Information Mastery IV, Scholar Thesis,
17th	+8	+6	+5	+10	Concoction, Find Weakness III
18th	+9	+6	+6	+11	Scholar Feat, Scholar Thesis
19th	+9	+6	+6	+11	Concoction, Master Thesis
20th	+10	+6	+6	+12	Applicable Knowledge IV, Information Mastery V, Scholar Thesis, Ultimate Argument of Logic

Canny Defense (Ex): While not skilled fighters, scholars have a knack for avoiding being hit. Scholars receive a dodge bonus to their armor class equal to their Intelligence bonus or their level, whichever is lower.

Concoctions (Ex): Starting at 1st level, the scholar learns how to prepare advanced chemical formulas, called concoctions, which work similarly to potions. At 1st level, the scholar knows the formula to craft 1 concoction. At every odd numbered level, the scholar learns the formula for a new concoction.

Administering a concoction is a standard action which usually consists of drinking or injecting the concoction and provokes attacks of opportunity. Preparing a concoction takes 15 minutes and requires a chemical or medical laboratory. Once created, concoctions remain potent for 24 hours, after which they rapidly dissolve into inert compounds and have no effect.

Concoctions/spells which allow a saving throw have DC of $10 + \frac{1}{2}$ the scholar's level + the scholar's intelligence modifier. Unless noted otherwise, a successful save means the target only suffers half the effect.

Unless noted otherwise, the effects of beneficial concoctions have endure for 1 minute per scholar level, curative concoctions have an instant duration, and detrimental concoctions last 1 round per scholar level.

Extended Shelf Life (Ex): Starting at 8th level, a scholar's concoctions remain potent for a number of days equal to their Intelligence modifier (minimum 1).

Efficiency of Scale (Ex): At 12th level, when the scholar prepares a concoction they can produce 1d3 doses of the same concoction in 15 minutes.

Mass Production (Ex): At 16th level the scholar can prepare 1d4+2 doses of the same concoction in 15 minutes.

Beneficial Concoctions

Athletic Amplification (Ex): The subject gains a +4 enhancement bonus on Acrobatics, Climb, Fly and Swim skill checks.

Awareness Acceleration (Ex): The subject gains a +4 enhancement bonus to Wisdom.
Prerequisite: 5th level.

Cognitive Boost (Ex): The subject gains a +4 enhancement bonus to Intelligence.
Prerequisite: 5th level.

Dermal Density (Su): The subject gains a +2 increase to their natural Armor Class.
Prerequisite: 5th level.

Fatigue Forbiddance (Ex): The subject is unaffected by normal fatigue and gains a +4 bonus on saving throws against magical fatigue effects.
Prerequisite: 5th level.

Manual Dexterity Magnification (Ex): The subject gains a +4 enhancement bonus on Disable Device, Escape Artist, and Sleight of Hand skill checks.

Muscular Magnification (Ex): The subject gains a +4 enhancement bonus to Strength.
Prerequisite: 5th level.

Neurostimulant (Ex): The subject gains a +4 enhancement bonus to Dexterity.
Prerequisite: 5th level.

Ocular Enhancement (Ex): The subject gains Darkvision.

Olfactory Expansion (Ex): The subject gains the Scent ability for 1 hour per every 2 levels.

Pheromone Promotion (Ex): The subject gains a +4 enhancement bonus to Charisma.

Prerequisite: 5th level.

Puncture Protection (Su): The target gains Damage Reduction 5/bashing for 1 round per level.

Prerequisite: 9th level.

Pupillary Dilatant (Ex): The subject gains Low-Light Vision and a +2 enhancement bonus to Perception.

Reflex Reinforcement (Ex): The subject gains a +6 enhancement bonus to initiative.

Sinew Strengthening (Su): The target gains Damage Reduction 5/slashing for 1 round per level.

Prerequisite: 9th level.

Vitality Augmentation (Ex): The subject gains a +4 enhancement bonus to Constitution.

Prerequisite: 5th level.

Curative Concoctions

Heartiness Enhancement (Su): The subject immediately heals 2d6 hit points of damage plus 1 hit point per level (maximum +5).

Hyper Heartiness (Su): The subject immediately heals 3d8 hit points plus 1 hit point per level (maximum +10)

Prerequisite: 7th level.

Immunity Inoculation (Ex): As the spell Remove Disease.

Prerequisite: 5th level.

Regeneration (Ex): As the spell.

Prerequisite: 13th level.

Revitalize (Ex): The subject instantly heals 1d4+1 ability damage or 1 negative level.

Prerequisite: 5th level

Sensory Restoration (Ex): As the spell Remove Blindness/Deafness.

Prerequisite: 5th level.

Toxin Termination (Ex): As the spell Neutralize Poison

Prerequisite: 5th level

Detrimental Concoctions

Depressant (Ex): The target suffers a -4 penalty to Charisma for 1 round per level. A Fortitude save halves the penalty. Subsequent doses of depressant do not stack effects.

Dis-inhibitor (Ex): The target suffers a -4 penalty to Wisdom for 1 round per level. A Fortitude save halves the penalty. Subsequent doses of dis-inhibitor do not stack effects.

Immune Suppressor (Ex): The target suffers a -4 penalty to Constitution for 1 round per level. A Fortitude save halves the penalty. Subsequent doses of immune suppressors do not stack effects.

Muscle Relaxant (Ex): The target suffers a -4 penalty to Strength for 1 round per level. A Fortitude save halves the penalty. Subsequent doses of muscle relaxant do not stack effects.

Neurotoxin (Ex): The target suffers a -4 penalty to Intelligence for 1 round per level. A Fortitude save halves the penalty. Subsequent doses of neurotoxin do not stack effects.

Numbing Agent (Ex): The target suffers a -4 penalty to Dexterity for 1 round per level. A Fortitude save halves the penalty. Subsequent doses of numbing agent do not stack effects.

Curare Concoction (Ex): The target must succeed on a Fortitude save or be Paralyzed.
Prerequisite: 11th Level

Disorientation (Ex): The target suffers from Confusion for 1 round per level. A Will save prevents.
Prerequisite: 7th level

Illness Induction (Ex): The target becomes Sickened. A Fortitude save prevents.

Montezuma's Revenge (Ex): The target becomes Nauseated for 1 round per 2 levels. A Fortitude save reduces this to Sickened.
Prerequisite: 9th level

Sensory Suppression (Ex): The target suffers from either Blindness or Deafness (chosen at the time the concoction is created) for 1 round per level. A Fortitude save prevents.

Terminal Tiredness (Ex): The target suffers from Exhaustion. If they succeed on a Fortitude save, they are only Fatigued instead.
Prerequisite: 5th level

Mystery Concoction (Ex): This concoction has a different detrimental effect each time it is created. When you administer the concoction, roll on the following chart to see what effect it will have. You cannot predetermine what effect the concoction will produce.

d8	Effect
1	Depressant
2	Dis-inhibitor
3	Immune Suppressor
4	Muscle Relaxant
5	Neurotoxin
6	Numbing Agent
7	Sensory Suppression
8	Illness Induction

Mnemonic Recall (Ex): Scholars study intensely and may opt to re-roll any knowledge skill checks in which they are trained but must accept the second result if they do so.

Applicable Knowledge (Ex): At second level, a scholar chooses one Knowledge skill. They can use their bonus in that skill in place of their bonus in a single related skill. When substituting in this way, the scholar uses their total Knowledge skill bonus, including class skill bonus, in place of the associated skill's bonus whether or not they have ranks in that skill or if it is a class skill. Additionally, whenever they use the aid another maneuver to assist with a related skill roll, the bonus increases to +3. At 11th level, the bonus increases to +4.

The type of Knowledge and possible associated skills (choose one) are:

Arcana (Spellcraft or Use Magic Device), Biology (Handle Animal or Heal), Bureaucracy (Profession [any]), Dungeoneering (Climb or Survival [underground only]), Geography (Climb or Survival), History (Appraise or Linguistics), Local (Diplomacy or Perform [orate]), Physical Sciences (Craft [chemical], Craft [mechanical], or Disable Device), Planes (Spellcraft or Use Magic Device), Pop Culture (Diplomacy or Perform [comedy]), Psychology (Bluff or Sense Motive), Religion (Spellcraft or Use Magic Device), Technology (Computers, Craft [electronics], Craft [web page], or Disable Device)

When rolling for the substituted skill the scholar does not gain the benefit of the mnemonic recall class ability.

At 8th, 14th, and 20th level the scholar may choose an additional Knowledge skill and related skill with which to substitute their skill bonus.

Scholarly Thesis

Scholar's mastery of knowledge allows them to develop theses: practical applications of the information they've acquired through research and study. On every even-numbered level the scholar gains one of the following Theses:

Agonizing Formula (Ex): The scholar is an expert at formulating concoctions that not only debilitate their foes but cause agonizing suffering while doing so. Choose any debilitating concoction. In addition to the standard effect, it also inflicts 2d8 + the scholar's Intelligence modifier in lethal damage. This thesis may be taken multiple times. Each time it applies to a new concoction.

Prerequisite: 6th level

A.I. Expert (Ex): The scholar is at the forefront of artificial intelligence research. While they haven't yet created true intelligence, they have become especially adept at creating expert systems. The scholar receives a +4 bonus on all Craft (software) rolls to create an expert system and can also complete the programming in half the usual time.

Anachronist (Ex): The scholar's historical research has given them a working knowledge of ancient technology and equipment. The scholar is proficient in all forms of ancient armor.

Prerequisite: 1 or more ranks in Knowledge (history)

Ancient Formula (Ex): Rather than being the result of cutting-edge science, the scholar's concoctions have their origins in ancient techniques that were either recently rediscovered or have been passed down through the eons. The character's scholar levels stack with any levels they may have in alchemist for the purposes of calculating the effects of infusions and duration of mutagens. Additionally, levels in alchemist are treated as if they were the character's favored class.

Prerequisite: 1 or more ranks in Knowledge (history)

Arcane Scholar (Ex): Extensive study in esoteric fields has given the scholar an in-depth understanding of magic and the supernatural. Their scholar levels stack with any arcane spell-casting class levels they may have for the purposes of determining spell effects (range, duration, *et cetera*). Additionally, levels in a single arcane spell-casting class are treated as if they were the character's favored class.

Prerequisite: 1 or more ranks in Knowledge (arcana)

Blind-Fighting (Ex): Extensive time spent underground has taught the scholar to get by without light. They receive blind-fighting as a bonus feat.

Prerequisite: 1 or more ranks in Knowledge (dungeoneering)

Chemical Potency (Ex): The scholar has learned how to brew up especially strong concoctions. Choose a beneficial or curative concoction. Increase the bonuses or amount healed of that concoction by 50%. This thesis may be taken multiple times. Each time it applies to a new concoction.

Chemical Prowess (Ex): The scholar has learned how to brew up especially long-lasting concoctions. The scholar may choose 1 of their beneficial or detrimental concoction formulas and double its duration. This thesis may be taken multiple times. Each time it applies to a new concoction.

Computer Simulation (Ex): By first running a strategy through a computerized simulation, you can identify flaws and come up with a better strategy. It takes a minimum of 1 hour to generate and run the simulation and grants a +5 circumstantial bonus to the scholar's Advance Strategy rolls. By creating a more intricate and accurate simulation, you can increase the bonus even more. Each time you double the amount of time spent refining the simulation the bonus increases by +1 (to a maximum of +10 after spending 32 hours working on the simulation).

Prerequisite: Advance Strategy class ability.

Copyright (Ex): The scholar's published works are frequently reprinted giving them a small but steady stream of income. The scholar takes **Wealthy** as a bonus feat.

Cumulative Debility (Ex): Choose one of your detrimental concoction formulas that gives a penalty to an ability score. You may choose to formulate that concoction so that it does 1d4+1 points of ability damage instead.

Prerequisite: Detrimental concoction that penalizes an ability score, Scholar Level 8

Demolitions Mastery (Ex): The scholar receives a +2 bonus on Craft (chemicals) skill checks and never accidentally sets off explosives, regardless of how poorly they may fail a given skill check. The raw materials are still consumed on a failed roll, however.



Detect Poison (Ex): As the spell, except this is a non-magical ability that cannot be countered or dispelled. This is usable a number of times per day equal to 3 plus the scholar's Intelligence modifier.

Prerequisite: 1 or more ranks in Craft (chemicals), Heal, or Knowledge (biology)

Detect Secret Doors (Ex): As the spell, except this is a non-magical ability that cannot be countered or dispelled. This is usable a number of times per day equal to 3 plus the scholar's Intelligence modifier.

Prerequisite: 1 or more ranks in either Disable Device or Knowledge (technology).

Diagnostic Eye (Ex): As the spell Deathwatch except this is a non-magical ability and cannot be countered or dispelled. The scholar can identify the relative health of any individual, usable 3 + their Intelligence modifier times per day.

Prerequisite: 1 or more ranks in Knowledge (biology) or Heal

Disbelief (Ex): The scholar is exceptionally skeptical, granting them even more exceptional resistance to mind-manipulation. Add the scholar's Intelligence modifier to their "Spell Resistance" against mind- and emotion-affecting effects from their Scientific Objectivity class ability.

Prerequisite: Scientific Objectivity class ability

Expense Report Example:

Dr. Bogworth thinks he's being followed by a shadowy figure and buys a \$420 handgun – just in case. He expenses it as a “high velocity conical metal dispenser” rolls and rolls a 21 on his Knowledge (bureaucracy) skill check – enough to be reimbursed up to \$500. Alas, the gun didn't cost that much and the doctor only gets his initial \$420 back.

The next week, he decides to invest in a pair of night-vision goggles, some shovels, and various other items totaling \$1250. This time he rolls a 23 and is only partially reimbursed for \$600. The other \$650 is forever gone, but at least Dr. Bogworth is set up for night-time digging.

Divine Scholar (Ex): Extensive theological study has given the scholar an in-depth understanding of faith and religious belief. Their scholar levels stack with any divine spell-casting class levels they may have for the purposes of determining spell effects (range, duration, *et cetera*). Additionally, levels in a single divine spell-casting class are treated as if they were the character's favored class.
Prerequisite: 1 or more ranks in Knowledge (religion)

Enduring Faith (Ex): The scholar has a sincere dedication to a particular religious faith and can draw up on their knowledge as a source of strength. Once per day, the scholar may substitute their Knowledge (religion) skill bonus for their usual Fortitude or Willpower bonus while making a saving throw.

Prerequisite: 1 or more ranks in Knowledge (religion)

Expense Report (Ex): The scholar has either a knack for writing misleading documents or has a buddy in who approves their paperwork. Either way, they're a master of charging things to their employer and other institutions. Once per week, the scholar can make a DC 10 Knowledge (bureaucracy) skill check to be reimbursed for various expenses they've incurred throughout the week. For each point by which their roll exceeds the difficulty they may immediately recover \$50, up to a maximum of the total money spent during that week.

Prerequisite: 1 or more ranks in Knowledge (bureaucracy)

Extreme Archeology (Ex): The scholar's experience with ancient ruins and booby-trapped tombs give them an edge when avoiding traps. Once per day, they may substitute their Knowledge (history) skill bonus for their usual saving throw bonus when trying to avoid a trap.

Prerequisite: 1 or more ranks in Knowledge (history)

Extreme Paleontology (Ex): The scholar's experience with paleontological excavation gives them an edge when avoiding natural hazards. Once per day, they may substitute their Knowledge (dungeoneering) skill bonus for their usual saving throw bonus when avoiding cave-ins, avalanches, slimes, molds, and stone-based traps.

Prerequisite: 1 or more ranks in Knowledge (dungeoneering)



Field Medicine (Ex): The scholar adds half their scholar level to the total hit points restored through the “Restore Hit Points” application of the Heal skill. Additionally, they receive a +2 bonus on rolls to resuscitate deceased characters.

Hacker Extraordinaire (Ex): The scholar is an expert at getting into places where they shouldn't be – at least digitally. They receive a +5 bonus on all Computers skill checks to defeat computer security.

Hemorrhagic Formula (Ex): In addition to causing debilitating pain, the scholar's debilitating formula now also creates internal hemorrhaging. In addition to the standard effects of a concoction and damage from the agonizing formula thesis, 3 points of that damage now becomes bleed damage. This thesis may be taken multiple times. Each time it must be applied to a concoction that already has had the agonizing formula thesis applied.

Prerequisite: Agonizing Formula, 11th Level

Herbal Concoctions (Ex): Some or all of the scholar's concoctions are comprised of "natural" ingredients instead of industrial chemicals. Whenever the scholar learns to formulate a new concoction, they can declare it to be herbal in nature. The scholar does not need to be in a laboratory to create an herbal concoction but they do need access to a natural environment or specialized herb garden from which to harvest ingredients.

Only concoctions with a minimum level prerequisite of 6th level or lower can be herbal.

Internal Compass (Ex): The scholar has an innate sense of direction, equivalent to the *know direction* spell. This is a non-magical ability and cannot be countered or dispelled. This also grants them a +2 bonus to Survival skill checks to avoid getting lost.

Prerequisite: 1 or more ranks in Knowledge (geography).

Legal Eagle (Ex): The scholar has achieved mastery of the courts and legal system. If good aligned, they receive a +2 reputation bonus when dealing with legislators, police, prosecutors, judges, legal clerks, courtroom staff, and law enforcement types. If they have an evil alignment, they receive a +2 reputation bonus with all types of criminals. If neutral, the scholar must choose one group to receive the bonus.

Prerequisite: 1 or more ranks in Knowledge (bureaucracy)

Leverage (Ex): By making a successful DC 20 Knowledge (physical sciences) skill check, the scholar can determine the optimal leverage to lift or move a stationary object. The scholar receives a +4 on Strength checks to lift or move that object. Using this ability is a move-equivalent action.

Liquid Formulation (Ex): The character has altered the formula for one of their concoctions in such a way that it can be administered through an air pistol or air rifle (see *weapons* p.123) as a ranged attack. This thesis may be taken multiple times. Each time it applies to a new concoction.

New Formula (Ex): The scholar masters the formula for a new Concoction.

Master Surgeon (Ex): Whenever the scholar uses the Heal skill to perform surgery, they restore 4 hit points per creature hit die instead of the usual 3. Additionally they can perform advanced surgery in half the usual time.

Mix-Master (Ex): The scholar can choose any 2 known concoctions that are either beneficial or curative and combine these two concoctions so that they can be administered simultaneously as a single action. The effects of the individual concoctions and the time to create are unaffected.

Preparatory Lecture (Ex): The scholar can coach another character to prepare them for a challenge in advance. The scholar must spend 10 minutes instructing the target and succeed in a DC 15 check of the skill in question (or related knowledge skill as appropriate). If they succeed, the target gains a +2 bonus to their first roll using that particular skill within 24 hours, even if the scholar is no longer present.

Polyglot (Ex): The scholar is a master communicator. They can speak two languages for every rank they have in Linguistics instead of the usual 1.

Published (Ex): The scholar gains a reputation bonus equal to half their scholar level. This functions identically to (and stacks with) the entertainer Fame ability.

Rapid Administration (Ex): Through extensive practice and drilling, the scholar has trained themselves to self-medicate in record time. The scholar may choose a single formulation of concoction, and administer that concoction as a move action; this only works for self-administration. This thesis may be taken multiple times; each time it applies to a new concoction formula.

Slippery Mind (Ex): As the Rogue Advanced Talent.

Prerequisite: 10th level

Structural Integrity (Ex): By succeeding at a DC 20 Knowledge (technology) skill check, the scholar can identify an object or structure's weakest point. This gives them +4 on attempts to sunder or break that particular object. Using this ability is a standard action.

Things Man Was Not Meant To Know (Ex):

The scholar knows terrifying forbidden knowledge and can use it to frighten others. Once per day, the scholar may substitute their Knowledge (planes) skill bonus when attempting an Intimidation skill check to demoralize another character.



Toxin Mastery (Ex): The scholar is highly adept at identifying, administering, and handling poisons as well as treating victims of poisoning. They never accidentally poison themselves (when applying poison to a weapon, for instance). Additionally, they grant a +6 bonus instead of the usual +4 when using the Heal skill to treat poison.

Trapfinding (Ex): As the rogue ability.

Ruse (Ex): At 2nd level the scholar gains the ability to temporarily confuse a target through the use of wiles and deception. The target must have an Intelligence score of 3 or higher to be susceptible to a ruse, must be within 30 feet, and must be able to hear and understand the scholar.

The target resists the ruse by making a Will saving throw against a DC 10 + 1/2 the scholar's level + the scholar's Intelligence bonus). If the saving throw fails, the target acquires the dazed condition for 1 round.

A ruse can only be played on a particular target once per encounter. After the first ruse in an encounter, whether the attempt succeeds or not, that target becomes wary and immune to such ploys. This is a mind-affecting, language dependent ability. Attempting a ruse does not provoke attacks of opportunity.

Artful Ruse (Ex): At 5th level the scholar may attempt to mislead an opponent who does not understand the scholar's language. This requires that the scholar be within melee range of the target (typically in an adjacent square).

Devious Ruse (Ex): At 8th level, a scholar can attempt a ruse on individuals up to 60 feet away.

Insidious Ruse (Ex): At 10th level, the scholar can attempt multiple ruses on the same target. The target must understand the scholar's language and receives a +2 bonus on their saving throw to resist for every time they've successfully been tricked before.

Perfidious Ruse (Ex): At 13th level, the scholar can also choose to cause the target to gain the staggered condition for 1d4 rounds instead of becoming dazed for 1 round.

Diabolical Ruse (Ex): At 16th level the ruse ability can affect any one creature who can hear the scholar, regardless of range.

Scholar Feats (Ex): At 3rd level and every three levels following, choose one of the following: Agile Maneuvers, Alertness, Antiquarian¹, Brew Potion², College Education¹, Combat Expertise, Deceitful, Defensive Combat Training, Deft Hands, Empathetic¹, Focused Shot^{APG}, Greater

¹ This is a feat described in this document.

^{APG} This is a feat described in the Pathfinder® Roleplaying Game: Advanced Player's Guide™.

² The Brew Potion feat allows Scholars to create "permanent" concoctions. Treat concoctions with no prerequisites as a 1st level spell, concoctions with a 5th level prerequisite as a 2nd level spell and concoctions with a 9th level prerequisite as a 3rd level spell for the purposes of calculating the financial cost of the potion. Concoctions with a prerequisite higher than 9th level may not be made into potions.

Scholars with concoction-affecting theses may choose to apply the thesis effects to the potion or not. Doing so doubles the cost of the potion.

Improved Trick^{APG}, Improved Dirty Trick^{APG}, Improved Disarm, Improved Feint, Improved Initiative, Improved Iron Will, Improved Trip, Iron Will, Master Craftsman, Math Whiz¹, Medic¹, Persuasive, Precise Shot^{APG}, Skill Focus, Theologian¹, Veterinary Expert¹, Weapon Finesse.

The scholar must meet all prerequisites before selecting a scholar feat.

Broad Knowledge Base (Ex): At 4th level, the scholar can choose any four additional skills to be class skills.

Information Mastery (Ex): Starting at 4th level, the scholar can take 10 on any Knowledge skill that they have ranks in or choose to roll normally. Additionally, once per day, the scholar can take 20 on a single Knowledge skill that they have ranks in as a standard action. They can use this ability an additional time per day for every 4 levels in scholar beyond 4th up to a maximum of 5 times per day at 20th level.

Advance Strategy (Ex): At 5th level, the scholar can ensure success through planning. Prior to an encounter the scholar can develop a plan of action to handle a specific situation or encounter. Using this ability requires preparation; a scholar can't use this ability when surprised or otherwise unprepared for a particular situation. Creating a plan requires a minimum of 1 minute. The plan must consist of specific actions and skill checks. You don't need to map out every action of every round but on the other hand "get 'im" is not an adequate plan.

After creating the plan, the scholar makes an Intelligence check with a bonus equal to their scholar levels. Everyone who participates in the plan receives a bonus once per round that can be applied to a skill check, saving throw, or attack roll as defined in the plan. The amount of the bonus depends on the result of the Intelligence check.

Up to 10	-1 (Yes, you can create a bad plan)
11-15	+0
16-20	+1
21-25	+2
26-30	+3
30-35	+4
36+	+5

Every participant in the plan who fails a planned attack roll, skill check, or saving throw is considered to have deviated from the plan. This reduces the planning bonus for everyone by 1 until it reaches zero.

Adaptive Strategy (Ex): At 13th level the scholar's plans become more flexible, allowing for versatility and improvisation. As long as the scholar is aware of the changing circumstances they can alter the plan on the fly so that it applies to the situation at hand. Typically this means that the scholar must either be able to see all the participants in the plan or be in constant communication with them via radio but supernatural means of contact are also possible.

As a full-round action the scholar can alter the plan to include an additional action, attack, or type of skill roll.

As a standard action the scholar can make minute tweaks to the plan to restore planning bonuses that have diminished due to failed rolls. This action must be taken before the rolling character's next action.

Find Weakness (Ex): Starting at 7th level the scholar can identify and exploit a target's weak spots. They must first make a Knowledge skill check based on the creature's type to identify it.

MODERN ADVENTURES

Advance Strategy Example:

Dr. Bogworth, Pipewrench Sally, and Smokey Joe need to break into a warehouse to rescue Dangerous Dan. Bogworth comes up with the following plan: Bogworth will disable the security cameras with a Craft (electronics) skill roll while Joe and Sally sneak in through the back using Stealth. Sally will disable any guards they encounter with her pipe wrench while Joe continues on inside to untie Dan and Dr. Bogworth creates a distraction outside with his Bluff skill.

The doctor rolls a 27, giving everyone a +3 bonus.

With +3 to his Craft (electronics) skill check, Bogworth easily disables the cameras and Joe's Stealth roll beats the guard's Perception roll of 10. Sally, on the other hand, only rolled a 9 for her Stealth check and is spotted. The planning bonus is now +2. Sally whacks the guard in the head with her pipe wrench but doesn't do enough damage to knock him out and he draws his gun. Joe decides to try to disarm the guard instead of continuing on according to the plan. Because he is violating the plan, he does not receive any planning bonus while fighting the guard. The guard is eventually subdued but in the process Sally missed once, reducing the bonus to +1.

With only a +1 bonus left, Dr. Bogworth fails on his Bluff check, and the plan has officially failed. The trio might still succeed at rescuing Dan but they won't get any further planning bonuses.

Adaptive Strategy Example

(full-round): In the above example Dr. Bogworth could have amended the plan so that Smokey Joe would have gotten the planning bonus while fighting the guard (assuming both were wearing radio headsets or the good doctor had some other available communications channel).

The DC for this is 15 + the creature's hit dice. If successful, they may ignore up to 5 points of the creature's damage reduction and receive a +2 bonus on rolls to confirm critical hits against that target.

At level 11, they may bypass up to 10 points of the target creature's damage reduction and receive a +5 bonus on rolls to confirm critical hits against the target creature.

At level 17, they may bypass up to 15 points to the target creature's damage reduction and automatically confirm any critical hits scored on that particular creature.

Scientific Objectivity (Ex): Beginning at 9th level, the scholar's advanced scientific and/or theological knowledge gives them an edge when confronted with charlatans and manipulators. The scholar gains the equivalent of Spell Resistance against mind-affecting or emotion-affecting effects equal to 10 + their scholar level. Non-magical class abilities (such as mesmerism) require a level check to overcome this resistance, but basic skill rolls (such as Intimidation skill checks to demoralize) are bypass this ability.

This ability does not stack with actual Spell Resistance. Use whichever value is highest.

Vast Knowledge Base (Ex): At 15th level, all skills become class skills for the scholar.

Master Thesis (Su): At 19th level, the scholar may roll any knowledge skill in which are trained twice and take whichever result is higher. Also, they may choose an additional thesis.

Ultimate Argument of Logic (Ex): At 20th level, the scholar can perform ruses as a move action. After the dazed or staggered condition wears off, the target is confused for a number of rounds equal to the scholar's intelligence modifier.

Scholar Archetypes

Engineer

Architects of tomorrow's technology, engineers are designers of all things mechanical and electronic. From steam engines to microchips, nothing is ever built that an engineer did not first conceptualize and draft blueprints for.

Gizmos (Ex): Instead of concoctions, an engineer creates gadgeteer gizmos. They know how to make a number of gadgets equal to a gadgeteer of the same level. Engineer and gadgeteer levels stack for the purposes of calculating the effects of gizmos such as range, duration, or area. Any thesis which would modify a concoction does not apply to gizmos.

Visualization (Ex): Engineers are expert designers capable of envisioning elaborate designs in their mind's eye. As a result they may opt to re-roll any Computers, Craft, or Knowledge (technology) skill checks but must accept the second result if they do so. This ability replaces **Mnemonic Recall**.

Masterwork Guarantee (Ex): Beginning at 15th level any non-gizmo device the engineer crafts is automatically masterwork quality. The crafting time and cost of manufacture are not unchanged. This ability replaces vast knowledge base.

Inspired Design (Ex): At 19th level, the scholar may roll any of the following skills twice and take whichever result is higher: Computers, Craft, and Knowledge (technology). This ability replaces master thesis.

Appropriate Theses: The following theses are appropriate for the engineer archetype: A.I. expert, computer simulation, copyright, demolitions mastery, detect secret doors, leverage, structural integrity, trapfinding

Geneticist

Specializing in genes and heredity, the Geneticist uses their scholarly expertise to splice genes, engineer new species, and modify existing creatures. They compose strands of D.N.A. code like a hacker writes JavaScript. Although capable of manipulating complex organisms, they typically find working with viruses and bacteria to be simpler and more reliable.

Biological Production (Ex): This ability modifies and the geneticist's concoctions ability. The geneticist cannot directly produce concoctions. Instead of chemically formulating concoctions in a laboratory, geneticists genetically engineer organisms that then produce chemical concoctions. The nature of the organisms is up to the player. They could be bacteria that dwell in vials of nutrient solution and excrete the concoction compounds, a plant whose leaves contain the concoction compound or a modified version of a domesticated animal, such as a goat which secretes the concoction compound in their milk. Each concoction must be produced by a different organism, although those organisms can all be derived from the same original species.

These organisms produce 1 dose of each concoction per day per 2 points of the geneticist's Intelligence bonus (round up) regardless of how much or how little time the geneticist spends working on concoctions that day. The only way the geneticist can produce greater quantities of their concoctions is to choose the same concoction twice.

Harvesting the concoction-compound is automatic for the geneticist but any character can successfully harvest 1 dose by succeeding on a DC 15 Knowledge (biology) skill check if the geneticist is incapacitated or absent.

Viral Concoction (Ex): At 12th level the geneticist can engineer beneficial concoctions to be produced by a non-transmittable virus. Once administered, the virus acts as an affliction, providing the concoction benefits until cured. The affliction has an onset time of 1d4 hours, a frequency of 1/day. The geneticist may set the Fortitude save DC from 1 to 10 + 1/2 their level + their Intelligence modifier. It requires 2 successful saves to be cured of the affliction.

If the affliction remains for 3 or more days, the subject acquires the sickened condition until cured. Under no circumstances can the affliction be passed on to another subject. This ability replaces efficiency of scale.

Advanced Viral Concoction (Ex): Starting at 16th level the geneticist can engineer viral concoctions that require anywhere from 1 to 4 successful Fortitude saves to be cured. They may also choose to have the virus cause the sickened condition from 1 to 5 days after infection. This ability replaces mass production.

Theses: The following theses complement the geneticist archetype: agonizing formula, chemical potency, chemical power, cumulative debility, detect poison, hemorrhagic formula, liquid formulation, rapid administration, and toxin mastery

Psychologist

Devoted to the understanding human consciousness, the psychologist is an expert in the human mind. Psychologists are most often healers, helping their patients establish or maintain their mental health. Some however, conduct clinical research into how the mind functions. Psychologists have the following class abilities.

Viral Concoction Example:

Dr. Pellinore prepares a viral version of the pheromone promotion concoction with a save DC 15 of and injects it into Dangerous Dan, a reluctant test-subject. After 2 hours, the +4 Charisma effect kicks in and Dan goes looking for some companionship. The first day Dan rolls a 17 on his Fortitude save. The second day he only rolls a 13. The third day, he wakes up with chills, fever, and various other symptoms – but he still receives the +4 Charisma bonus, which is good because his new friend is a nurse. Well, she's wearing a nurse costume. That night he succeeds on his Fortitude save and finds that his fever and additional pheromones have subsided.

Adaptive Strategy Example

(standard action): In the first example Dr. Bogworth could have restored the planning bonus back to +3 after Sally's failed Stealth – assuming he acted before her turn on the following round.

He could have also restored the bonus back to +3 after Sally misses the guard but once the bonus drops due to his failed Bluff roll, it will be too late for him to change it after his next turn comes around.

Scientific Objectivity Example:

Dr. Bogworth, a 12th level scholar, is confronted by Acrimony and Dangerous Dan. Both must roll against a DC of 17 to use their Compelling Performance and Hypnotic Charm abilities. Acrimony rolls an 18 and Dan rolls a 15. Dr. Bogworth finds Dan's hypnotic suggestion unappealing. Luckily for the good doctor, he also succeeds on his Will save against the Compelling Performance and is equally unmoved by Acrimony's histrionics as well.

Mind-Games (Ex): At 2nd level, the psychologist is capable of discerning an opponent's fears and can call forth their latent phobias. The target must have an Intelligence score of 3 or higher, must be within 30 feet of the hero, and must be able to hear and understand the psychologist.

The target may resist mind-games by making a Will saving throw (DC 10 + scholar levels + scholar's Intelligence bonus). If the saving throw fails, the target becomes shaken for 1d4 rounds. Targets with a phobia affliction must also save vs. their affliction as if exposed to the source of their phobia.

Mind-games can only be played on a particular target once per encounter. After the first mind-game in an encounter, whether the attempt succeeds or not, that target becomes wary and immune to such ploys. This is a mind-affecting, language dependent ability. This ability replaces ruse.



Frightening Mind-Games (Ex): At 5th level the psychologist may choose for the target of a mind-game to be frightened for 1 round rather than shaken for 1d4 rounds if they fail their saving throw. This ability replaces artful ruse.

Devious Mind-Games (Ex): At 8th level the psychologist can attempt mind-games on individuals up to 60 feet away. This ability replaces devious ruse.

Insidious Mind-Games (Ex): The psychologist may attempt multiple mind-games on the same subject, building on their success and deepening the subject's fears. For each failed save, the subject suffers a cumulative -2 penalty on saves against subsequent mind-games. A single successful save, still renders the subject immune to mind-games for the next 24 hours.

Perfidious Mind-Games (Ex): At 13th level, the psychologist may choose to have the subject of their mind-games be panicked for 1 round or frightened for 1d4 rounds or shaken for 2d4 rounds on a failed save.

Diabolical Mind-Games (Ex): At 16th level the psychologist may choose to have the subject of their mind-games be panicked for 1d4 rounds instead of frightened for 2d4 rounds or shaken for 2d6 rounds on a failed save.

Rationalization (Ex): At 4th level, add the psychologist's Intelligence bonus (if any) to the scholar's saving throws against mind-affecting supernatural powers. This ability replaces broad knowledge base.

Profile (Ex): At 7th level, a psychologist gains the profile ability from the Investigator class.

At 11th level a psychologist's insight allows them to use their full level rather than their base attack bonus to calculate their CMB against profiled targets. Additionally, they increase the DC of their Mind-Games ability by +1 against profiled subjects.

At 17th level a psychologist gains a +4 dodge bonus to AC when fighting a profiled subject and a +4 bonus on saving throws against spells, abilities, and effects from the profiled subject.

This ability replaces find weakness.

Ultimate Manipulation (Ex): At 20th level, the scholar can perform mind-games as a move action and can increase the duration of any mind-game effect by a number of rounds equal to their Intelligence modifier. This ability replaces ultimate argument of logic.

Appropriate Theses: The following theses complement the psychologist archetype: arcane scholar, diagnostic eye, disbelief, preparatory lecture, polyglot, published, slippery mind, and things man was not meant to know.

Skeptic

Everything has a rational explanation, or so the skeptic believes. They live in a universe that is ultimately understandable; there are no great mysteries and the supernatural is just a superstitious waste of time. It's all just smoke and mirrors... and the skeptic is out to prove it.

Class Skills: Add Perception, Sense Motive and Sleight of Hand to the list of skeptics class skills but remove Diplomacy, Heal and Use Magic Device

Reverse Engineering (Ex): Skeptics are able to deconstruct magical effects create ways to simulate the same results using technology and misdirection. Starting at 2nd level, the skeptic can construct single-use devices that duplicate the effects of any 1st level spell (or 1st level-equivalent spell-like ability) with a physical effect that the skeptic has previously witnessed. The "spell" effects are determined by the minimum level necessary to cast it plus half the skeptic's level.

Reverse Engineering Example:

A 6th level skeptic duplicating an *obscuring mist* is treated as a 4th level caster ($6/2 + 1$). The mist will endure for 4 minutes.

The skeptic must have access to a laboratory or workshop and succeed on a DC 20 Craft skill check. The GM decides which Craft skill applies (chemical, electronics, mechanical or software) applies. Each Craft check takes 8 hours of work, although the hours need not be consecutive. The skeptic cannot labor on the construction or any device for more than 8 hours in a given day.

At 8th level the skeptic can construct a single-use device that replicates any 2nd level spell (or 2nd-level equivalent spell-like ability) with a physical effect that they have previously witnessed. Construction requires a total of 12 hours of labor.

At 14th level the skeptic can construct a single-use device that replicates any 3rd or 4th level spell (or level 3-4 equivalent spell-like ability) with a physical effect that they have previously witnessed. Construction requires 24 hours (3 days) of labor.

At 20th level the skeptic can construct a single-use device that replicates any 5th or 6th level spell with a physical effect that they have previously witnessed. Construction requires a minimum of 56 hours (1 week).

This ability replaces applicable knowledge I, applicable knowledge II, applicable knowledge III, and applicable knowledge IV.

Debunking (Ex): Starting at 5th level, the skeptic's experience in exposing hoaxes and frauds gives them a +2 bonus on Sense Motive skill checks and Perception skill checks that are opposed by Sleight of Hand. This ability replaces advance strategy.

Advanced Debunking (Ex): Starting at 13th level the skeptic's insistence in the lack of a supernatural allows them to duplicate the effects of a dispel magic spell with an effective caster level equal to their scholar level. They may use this ability a number of times per day equal to their Intelligence modifier (minimum 1). This ability replaces adaptive strategy.

Spell Resistance (Su): Starting at 9th level, a skeptic's disbelief in the supernatural is so potent that it provides them with a degree of protection from magical effects. The skeptic gains spell resistance equal $10 +$ their level. This ability replaces scientific objectivity.

Appropriate Theses: The following theses are appropriate for the skeptic archetype: computer simulation, copyright, demolitions mastery, disbelief, enduring faith, new formula, and slippery mind.

Stranger

Every culture produces individuals who ultimately end up living outside that culture. Whether voluntary or due to social ostracism, these people are collectively known as strangers. Those who have voluntarily cast off the trappings of “normalcy” tend to be wilderness enthusiasts, survivalists, or woodsmen. Those expelled, on the other hand, are frequently political dissidents, non-conformists, beggars, street performers, or homeless persons.

The class also applies to characters originating from other more “natural” societies who may have trouble adjusting to contemporary western mores.

Primary Attribute: Constitution

Role: While strangers have a number of abilities that aid them in avoiding being detected and stealthily accessing restricted areas, their greatest strength is in their ruggedness, capacity to withstand damage and survive when all the odds are against them. Life is hard for a stranger. They’ve learned to be harder.

Alignment: Any, although strangers tend toward non-lawful alignments.

Hit Dice: d12

Skills Points per Level: 4+ Intelligence modifier

Skills: Bluff, Climb, Craft (chemicals), Craft (mechanical), Disable Device, Escape Artist, Handle Animal, Intimidate, Knowledge (biology), Knowledge (local), Knowledge (religion), Perception, Sense Motive, Sleight of Hand, Stealth, Survival, Swim

Weapons and Armor Proficiency: Strangers are proficient in all simple weapons, all archaic weapons, light armors and shields (but not tower shields).



Level	BAB	Fort	Ref	Will	Special
1st	+1	+2	+0	+0	Affliction Tolerance, Makeshift Armor, Sleep Through Anything, Vigor
2nd	+2	+3	+0	+0	Endurance, 1st Favored Terrain,
3rd	+3	+3	+1	+1	Makeshift Armor II, Shoddy Gear, Uncanny Dodge
4th	+4	+4	+1	+1	Natural Cover, Stranger Feat, Word on the Street
5th	+5	+4	+1	+1	Cold Resistance, Light Feet, Makeshift Armor III, Scavenger
6th	+6/+1	+5	+2	+2	Bravery, Indefatigable
7th	+7/+2	+5	+2	+2	2nd Favored Terrain, Improved Uncanny Dodge, Makeshift Armor IV
8th	+8/+3	+6	+2	+2	Stranger Feat

Level	BAB	Fort	Ref	Will	Special
9th	+9/+4	+6	+3	+3	Quick Recovery, Quick Release Makeshift Armor
10th	+10/+5	+7	+3	+3	Nimble Stride
11th	+11/+6/+1	+7	+3	+3	Ablative Makeshift Armor, Damage Reduction 1
12th	+12/+7/+2	+8	+4	+4	3rd Favored Terrain, Adrenal Spike, Stranger Feat
13th	+13/+8/+3	+8	+4	+4	Just Resting My Eyes, Obscurity
14th	+14/+9/+4	+9	+4	+4	Disease Resistance, Stranger Feat
15th	+15/+10/+5	+9	+5	+5	Damage Reduction 2
16th	+16/+11/+6/+1	+10	+5	+5	Stranger Feat, Will to Live
17th	+17/+12/+7/+2	+10	+5	+5	4th Favored Terrain
18th	+18/+13/+8/+3	+11	+6	+6	Adrenal Burst
19th	+19/+14/+9/+4	+11	+6	+6	Damage Reduction 3
20th	+20/+15/+10/+5	+12	+6	+6	Enigmatic, Stranger Feat

Affliction Tolerance (Ex): Strangers spend more time exposed to the elements and develop a greater tolerance to diseases and toxins of all kinds, rendering them better able to tolerate the effects for a time. Double the onset period for any affliction the stranger experiences.

Vigor (Ex): Strangers receive a bonus equal to half their level in stranger on Survival skill checks.

Sleep Through Anything (Ex): Often lacking shelter, an stranger must frequently check for danger through the night. As a result they become accustomed to interruptions during their sleep. As long as an stranger sleeps for 8 hours a night, they count as rested for the purposes of calculating healing regardless of whether the sleep was interrupted or not.

Makeshift Armor (Ex): A stranger can construct crude but effective armor out of garbage can lids, scrap material, multiple layers of magazines and junk. Assuming that enough raw materials are available to the character, they can construct makeshift light armor that grants a +1 armor bonus to AC and has an armor penalty of -2. The armor lasts until removed, at which point it crumbles back into junk.

At 3rd level, the armor bonus increases to +2 and provides 25% Fortification. The armor penalty increases to -3.

At 5th level, the armor bonus increases to +3 and provides 25% Fortification. The armor penalty remains at -3. They may also use improvised objects as a temporary shield with a +1 AC bonus against melee attacks. Improvised shields are destroyed after being used to defend after 3 melee attacks.

At 7th level, the armor bonus increases to +4 and provides 50% Fortification. The armor penalty increases to -4.

Quick Release Makeshift Armor (Ex): At 9th level, the stranger can quickly shed part of their armor to escape from a grapple or entangled condition. The remaining pieces of makeshift armor provide only half their usual armor class bonus (round down), half the usual armor penalty to skills (round up), and no fortification.

Ablative Makeshift Armor (Ex): At 11th level, the stranger can build their makeshift armor to ablate. This armor can absorb up to 5 points of damage from any attack but doing so reduces the armor's AC bonus (and skill check penalty) by 1 each time this ability is used. The player decides which attacks to apply the ablative property to.

The AC bonus from makeshift armor applies against standard attacks and ballistic attacks equally. A stranger may always choose to build less effective armor to avoid the higher armor penalty.

This armor can be stacked on top of light modern armors. Armor penalties also stack but Fortification bonuses do not.

Endurance (Ex): At second level, the Stranger gains the Endurance feat.

Favored Terrain (Ex): At 2nd level Strangers may choose a favored terrain as the ranger ability, including the ability to leave no trail while within their favored terrain. At 7th, 12th, and 17th level, they may choose an additional favored terrain.

Shoddy Gear (Ex): Accustomed to using second-hand and damaged equipment, Strangers can ignore penalties from using items with the broken condition starting at 3rd level.

Uncanny Dodge (Ex): Strangers gain the Uncanny Dodge ability at 3rd level. If they already have Uncanny Dodge from another class (or later acquire it) it becomes Improved Uncanny Dodge instead.

Natural Cover (Ex): Starting at 4th level, while within their favored terrain, the stranger receives a +6 AC bonus for having cover (instead of the usual +4).

APG This feat is described in the Pathfinder® Roleplaying Game: Advanced Player's Guide™.

Stranger Feats (Ex): At 4th level and every 4 levels thereafter, the stranger receives a bonus feat chosen from the following list: Additional Traits^{APG}, Alertness, Animal Affinity, Athletic, Blind-Fighting, Catch Off-Guard, Coordinated Defense^{APG}, Deceitful, Dodge, Eclectic^{APG}, Enforcer^{APG}, Fleet, Great Fortitude, Go Unnoticed^{APG}, Greater Blind Fight^{APG}, Greater Dirty Trick^{APG}, Improved Blind-Fight^{APG}, Improved Dirty Trick^{APG}, Light Step^{APG}, Nimble Moves, Run, Self-Sufficient, Swap Places^{APG}, Stealthy, Throw Anything, Toughness. They must meet all the usual prerequisites to qualify.

A stranger must meet all prerequisites before selecting a feat.

Word on the Street (Ex): Starting at 4th level, the stranger can make gather information checks as if they had ranks in the Diplomacy skill equal to their level in Stranger while within their favored terrain.

Cold Resistance (Ex): Beginning at 5th level, an Stranger gains Cold Resistance equal to their Constitution Modifier (minimum 1).

Light Feet (Ex): Strangers are used to being ignored and overlooked by society, giving them a form of natural stealth. Starting at 3rd level, Strangers suffer only a -2 penalty on Stealth rolls while moving at more than half speed and they have only a -5 penalty to hide after using Bluff to make a distraction while in their favored environment.

Nimble Stride (Ex): At 10th level, the Stranger can move through their favored terrain as if they had the Ranger Woodland Stride ability. If their favored terrain is Urban they may move unimpeded through crowds.

They can also hide with no penalty after using Bluff to create a distraction while in their favored environment and can use the Stealth skill while moving at full speed with no penalty to their skill check roll.

Scavenger (Ex): Strangers receive a +4 to resist disease, ingested poisons, or to resist becoming nauseated or sickened beginning at 5th level.

Bravery (Ex): Strangers live in high-constant fear. As a result they're accustomed to constantly being menaced and may suppress certain fear-based effects for a number of rounds per day equal to their Constitution modifier. At 6th level they may suppress the negative effects of the Shaken condition.

Adrenal Spike (Ex): At 12th level, Strangers are so accustomed to fear that the added adrenaline sharpens their senses and enhances their reflexes. Whenever the character suppresses the Shaken condition they receive a +2 bonus to Armor Class, Perception skill checks, and Reflex saves.

Additionally, Strangers can suppress the effects of the Frightened condition but do not gain any additional benefit.

Adrenal Burst (Ex): At 18th level, the Stranger is practically a friend to fear. Whenever they suppress the effects of the Frightened condition they receive a +2 bonus to Armor Class, Perception skill checks, and Reflex saves. Whenever they suppress the Shaken condition they gain the above benefits *and gain an extra move action each round*.

The Stranger may partially suppress the panicked condition, allowing them to flee in a controlled, rather than random manner.

Indefatigable (Ex): When Strangers manage to find work it's frequently grueling day labor. Starting at 7th level, once per day they can throw off the effects of being fatigued as a swift action. They may later become fatigued from the same source.

Improved Uncanny Dodge (Ex): At 7th level, the Stranger gains Improved Uncanny Dodge.

Quick Recovery (Ex): At 9th level, the Stranger needs one fewer successful save to overcome any affliction (minimum of 1).

Damage Reduction (Ex): At 11th level, the Stranger gains damage reduction 1/-. At 15th and 19th level the damage reduction increases by 1 point. This stacks with the damage reduction from the cold resistance power the barbarian class ability but not from any other source.

Just Resting My Eyes (Ex): Starting at 13th level, the stranger's physical stamina reaches superhuman levels and they can revitalize from extremely short intervals of rest. When a stranger is paralyzed, held, or knocked unconscious for 1 or more rounds, they instantly recover from being fatigued. If exhausted, they become fatigued instead. They may use this ability a number of times per day equal to their Constitution modifier.

Obscurity (Ex): Starting at 13th level, the strangers "off the grid" lifestyle grants them permanent *non-detection* (as the spell) as long as they remain apart from mainstream culture. Maintaining a permanent address, registering for a driver's license, holding down a full time job or otherwise leaves a paper trail temporarily suppresses this ability until the license expires or quit. This effect is non-magical in nature and cannot be dispelled.

Disease Resistance (Ex): At 14th level, the stranger develops partial immunity against all diseases. Although they may become infected with a disease they show only minor, cosmetic

symptoms. The stranger never suffers ability damage or any other ill-effects from diseases, but may still potentially infect others until they accumulate enough successful saves to throw off the affliction.

Will To Live (Ex): At 16th level, the stranger's is able to stave off the grave through sheer will power. They may re-roll any saving throw against negative levels, negative energy channeling, level drain or other life-draining ability.

Enigmatic (Ex): At 20th level, the stranger benefits from permanent, non-magical Non-detection and Mind Blank (as the spells). Both effects also apply to electronic surveillance as the stranger instinctively avoids cameras. At best, they only capture blurred images or nondescript forms that could be anyone.

Stranger Archetypes

Drunken Bum

Some don't reject society as much as they're rejected *by* society. The drunken bum has fallen through the cracks and adopted the bottle as their lone source of solace. Although occasionally drinking to excess, many drunken bums prefer to consume just enough to numb the pain that separates them from their fellow man. A drunken bum has the following class abilities.

Favored State (Ex): At 2nd level the drunken bum has a favored state-- intoxication. They receive the benefits of being in a "favored environment" for one hour after consuming an alcoholic beverage. Subsequent drinks extend the duration (to one hour from *that* drink being imbibed) but offer no additional benefits. The drunken bum suffers the usual effects of alcohol consumption. This ability replaces favored terrain. At 7th, 12th, and 17th level, they may choose a favored terrain as usual.

Limber (Ex): Constant inebriation keeps the drunken bum's joints loose, enabling them to roll with impacts and survive falls that would kill less supple individuals. When falling, they take damage as if the fall were 30 feet than it actually is. This ability replaces light feet.

Unexpected Stagger (Ex): While in their favored state, the drunken bum's lurching movements and unanticipated staggering give them a +2 dodge bonus to their AC starting at 10th level. This ability replaces nimble stride.

Clouded Thinking (Ex): By the time a drunken bum reaches 14th level, their mind is so addled from chronic substance abuse that they spend most of their time in a veritable state of confusion. Any time they acquire the confused condition they may ignore any result that would require them to harm themselves or an ally. Should they ever fall under the mental influence of another character through a charm, suggestion, or the like, roll 1d4 each round; on a 1, they act as they would if mentally influenced. On a 2-3 they wander aimlessly and on a 4 they may act normally. This ability replaces disease resistance.

Parolee

Newly released into society, the parolee has been imprisoned for long enough that they have trouble adjusting to life "outside". Preferring the structure and simplicity of life in the big house, the paroled stranger is often confused and overwhelmed by the chaos of modern society. Parolees have the following class abilities.

Improvised Equipment (Ex): Prisoners quickly learn to improvise tools and weapons from innocuous items. By spending a full-round action, a parolee can craft an effective weapon

from an otherwise harmless object such as a toothbrush or pocket comb by making a DC 12 Craft (mechanical) skill check. A knife created in this manner has 0 hardness and only 2 hit points, but is not considered to be an improvised weapon for the purposes of determining necessary proficiencies or penalties. Tools created in this manner function for only 2-3 uses before becoming useless. This ability replaces *Shoddy Gear*.

Intimidating Reputation (Ex): Parolees know that the easiest way to win a fight is to have avoided it by cowing an opponent into submission beforehand. Starting at third level they receive a +2 bonus to Intimidation skill checks to demoralize. This ability replaces light feet.

Crazy Eyes (Ex): At 10th level Parolees have cultivated the ability to cow a potential opponent with a simple glance. Once per day they can make an Intimidate skill check to demoralize a foe as a move action instead of a standard action. This ability replaces nimble stride.

Street Preacher

The street preacher has a message and is compelled to deliver it through any means necessary. Unfortunately, as someone who has rejected society, their means are typically limited to carrying signs and shouting at passers-by. Still, if just one person hears and acts upon their portents of doom, it will all have been worth it. Street preachers have the following class abilities.

Class Skills (Ex): Street preachers add Knowledge (arcana) and Perform (orate) to their list of class skills but lose Acrobatics and Climb.

Excessive Shouting (Ex): The street preacher receives a bonus on Intimidation skill checks equal to half their level (minimum 1). This ability replaces vigor.

Fascinating Ranting (Su): Street preachers know how to draw a crowd. At 3rd level they gain the fascinate ability as a bard two levels lower than their actual level. This ability replaces light feet.

Melodramatic Rambling (Ex): Street preachers learn to deal with those who ignore their ranting by shouting even louder. Starting at 10th level they may, as a standard action, begin spewing forth a series of stream-of-consciousness ramblings to distract their foes. The street preacher must make a Perform (orate) skill check. If the result is greater than 10 + an opponent's hit dice + the opponent's Wisdom modifier and the opponent is within 30' of the street preacher they receive a -2 penalty on attacks against anyone *other* than the street preacher. This ability replaces nimble stride.

Survivalist

Sometimes encountered as member of a militia, sometimes as loners, the survivalist eschews city life to live in the wilderness. Survivalists are occasionally motivated by love of nature and the outdoors, but most frequently they avoid large cities because of paranoid anxiety about some cataclysmic disaster that will make cities unable to sustain life. The threats of nuclear war, massive earthquakes, global flooding or even a zombie apocalypse keep survivalists ever vigilant and ever prepared for the worst case scenario. Survivalists have the following class abilities.

Rifle Training: Survivalists are proficient in the use of rifles and assault rifles, but lose proficiency in archaic weapons.

Duck Blind (Ex): Survivalists can hastily construct a small camouflage blind to hide behind. It typically takes 10 minutes to construct a blind large enough to conceal 1 person, although within

their favored terrain one can be built in just 1 minute. While hidden behind the blind, the survivalist receives a +2 equipment bonus to Stealth skill checks and has the benefit of partial cover even if spotted.

Starting at 3rd level, the duck blind grants a +4 equipment bonus to Stealth skill checks for hiding behind it and grants full cover, even if the survivalist is spotted.

At 5th level, the duck blind allows the survivalist to make a sniping attack followed by a Stealth check to maintain their obscured position with only a -10 penalty instead of the usual -20.

At 7th level, the survivalist can create a duck blind large enough to conceal an additional number of characters equal to their Wisdom modifier. The characters must be the same size category as the survivalist or smaller to gain the +4 Stealth bonus and cover.

This ability replaces makeshift armor I, makeshift armor II, makeshift armor III, makeshift armor IV, quick release armor, and ablative makeshift armor.

Cautious Aim (Ex): When civilization inevitably crumbles, ammunition will be scarce so the survivalist trains to conserve ammo and aim carefully. Starting at 4th level, a survivalist may, as a full-round action make a single attack with a 50% greater range increment. This ability replaces Natural Cover.

Camouflaged Traps (Ex): Survivalists frequently booby-trap their home territory and become expert at concealing traps. Starting at 9th level increase the DC of the Perception skill check to notice any trap crafted and placed by the survivalist by +2. The increased DC does not affect the construction cost of the trap. This ability replaces quick release armor.

Improvised Traps (Ex): Survivalists anticipate materials shortages and train themselves to work with found objects and natural materials. Starting at 11th level survivalists may construct traps for 75% of the normal cost. This ability replaces ablative makeshift armor.

Traditional Tribal Warrior

Not everyone rejects contemporary society. Some were never a part of it to begin with. The traditional tribal warrior is a member of a culture that has never fully integrated with the modern world and believes that the old ways are best.

Class Skills (Ex): The traditional tribal warrior adds Heal, Knowledge (geography), Knowledge (history), and Ride to their list of class skills but loses Craft (chemicals), Disable Device, and Sleight of Hand.

Natural Vitality (Ex): Avoiding preservative laden food and living where the air is full of chemicals has given the traditional tribal warrior an extremely potent life force. Traditional tribal warriors receive a +2 bonus on all saving throws against energy drain and death effects. Additionally, they are able to delay the effects of any energy drain effect for a number of rounds equal to their Constitution modifier. This ability replaces affliction tolerance.

Evasion (Ex): At 2nd level, the traditional tribal warrior gains the evasion ability. At 6th level, they gain uncanny dodge. At 10th level, they gain improved evasion and at 14th level they gain improved uncanny dodge. This replaces makeshift armor I, makeshift armor II, makeshift armor III, makeshift armor IV, quick release makeshift armor, and ablative makeshift armor.



NPC Classes

As with the base and core classes, the NPC classes need only minor modifications to be adapted for the modern age.

Celebrity

In the 21st century, membership in the upper echelon of society is determined by wealth and fame instead of hereditary titles. The celebrity class modifies and replaces the aristocrat NPC class.

Class Skills: Add Pilot (all) (Dex) to the list of class skills.

Weapon and Armor Proficiencies: Remove martial weapon proficiencies and armor proficiencies.

Fame (Ex): Subtract the character's total Celebrity levels from attempts the DC to recognize them using Knowledge(Pop Culture). This stacks with similar abilities from other classes.

Fortune (Ex): Add the character's total Celebrity levels as a bonus to Profession checks made to earn money.



Commoner

The commoner class is used to represent unskilled and minimally skilled laborers. While medieval economics dictated that the majority of manual laborers work in agriculture, the class can now be found performing custodial work, data entry, factory jobs, food service, and retail sales, among others.

Class Skills: Add Knowledge (pop culture) (Int) and Pilot (ground vehicles only) (Dex) to the commoner skill list.

Expert

The expert class hasn't changed since the middle-ages, only the available areas of expertise are different.

Warrior

The warrior class represents those individuals who are no stranger to violence but have had little to no formal training. Mall security, under-trained bodyguards, and street thugs are examples of warriors while police and soldiers are better built using the fighter class.

Class Skills: Add Knowledge (pop culture) (Int) and pilot (ground vehicles only) (Dex) to the list of warrior class skills.

Weapon and Armor Proficiencies: Warriors are trained in all simple weapons, handguns and light armor.





Skills

Updated Skills

Craft

The Craft skill has expanded dramatically in the modern era. Although many of the original Craft skills (such as blacksmithing or candle-making) have been made irrelevant by modern manufacturing processes, they still remain available for player characters, anyway. Modern technology makes many other craft skills possible, including but not limited to: chemical, electronics, mechanical, software, websites, and writing.

Craft (alchemy)

Alchemy is rare in the modern era but is still practiced by the occasional herbalist healer, tribal shaman, or burgeoning mad scientist. All of the original alchemical items and formulas still work but many are no longer cost-effective. There's little point in spending a week building tinder twigs and sunrods when you can pick up a box of matches and a flashlight at the corner store for under 10 bucks.

Craft (chemicals)

Trained Only

This skill allows the character to mix chemicals and formulate acids, bases, drugs, explosives, and poisons. Although there's some degree of overlap between Craft (alchemy) and Craft (chemical), both are separate skills. Although they both utilize formulas and some of the same equipment, alchemy relies on mystical principles to operate, while chemistry is pure science and can only be used to make conventional, mundane compounds.

Chemical Complexity	Craft DC	Cost	Time
Synthesizing mild acid (1d6 splash damage) from household chemicals	10	\$10.00	1 hour
Medicinal drugs (specific) ¹	10 + Disease Fort DC/2	\$120.00	Craft DC/4 hours
Medicinal drugs (broad-spectrum antibiotics/antivirals) ²	25	\$150.00	12 hours
Street drugs ³	15-20	\$20.00	60 hours

¹ Gives a +5 medicinal bonus on Fortitude saves to resist the effects of the disease it was constructed to treat.

² Gives a +4 medicinal bonus on Fortitude saves against all diseases.

³ Produces variable, but usually incapacitating effects.

	Charmer	Entertainer	Gadgeteer	Investigator	Scholar	Stranger	Untrained	Ability
Acrobatics	-	C	C	-	-	-	Yes	Dex*
Appraise	-	-	C	-	C	-	Yes	Int
Bluff	C	C	-	C	-	C	Yes	Cha
Climb	-	C	C	-	-	C	Yes	Str*
Computers	-	-	C	C	C	-	No	Int
Craft (chemical)	-	C	C	-	C	C	No	Int
Craft (electronics)	-	C	C	-	C	-	No	Int
Craft (mechanical)	C	C	C	-	C	C	Yes	Int
Craft (software)	-	C	C	-	C	-	No	Int
Craft (writing)	C	C	C	C	C	-	Yes	Int
Diplomacy	C	C	-	C	C	-	Yes	Cha
Disable Device	-	-	C	C	C	C	No	Dex
Disguise	C	C	-	-	-	-	Yes	Cha
Escape Artist	-	C	-	-	-	C	Yes	Dex*
Fly	-	-	-	-	-	-	Yes	Dex*
Handle Animal	C	-	-	-	-	C	No	Cha
Heal	-	-	-	-	C	-	Yes	Wis
Intimidate	C	C	-	C	-	C	Yes	Cha
Knowledge (arcana)	-	-	-	-	C	-	No	Int
Knowledge (biology)	-	-	-	-	C	C	No	Int
Knowledge (bureaucracy)	C	-	-	C	C	-	No	Int
Knowledge (dungeoneering)	-	-	-	-	C	-	No	Int
Knowledge (geography)	-	-	C	-	C	-	No	Int
Knowledge (history)	-	-	C	-	C	-	No	Int
Knowledge (local)	C	C	-	C	C	C	No	Int
Knowledge (physical sciences)	-	-	C	C	C	-	No	Int
Knowledge (planes)	-	-	-	-	C	-	No	Int
Knowledge (pop culture)	C	C	C	C	C	-	No	Int
Knowledge (psychology)	-	-	-	C	C	-	No	Int
Knowledge (religion)	C	-	-	-	C	C	No	Int
Knowledge (technology)	-	-	C	C	C	-	No	Int
Linguistics	C	C	C		C	-	No	Int
Perception	C	-	C	C	-	C	Yes	Wis
Perform	C	C	-	-	-	-	Yes	Cha
Pilot (ground vehicles)	C	C	C	C	-	-	No ¹	Dex
Pilot (any)	-	C	C	-	-	-	No ¹	Dex
Profession	C	C	C	C	C	-	No	Wis
Ride	-	-	-	-	-	-	Yes	Dex*
Sense Motive	C	C	-	C	-	C	Yes	Wis
Sleight of Hand	C	C	C	-	-	C	No	Dex*
Spellcraft	-	-	-	-	-	-	No	Int
Stealth	-	-	-	C	-	C	Yes	Dex*
Survival	-	-	-	-	-	C	Yes	Wis
Swim	-	C	C	-	-	C	Yes	Str*
Use Magic Device	-	-	-	-	C	-	No	Cha

C = class skill.

* Armor check penalty applies

¹ See skill description for specifics.

Explosives: Building an explosive from scratch is dangerous. If the Craft (chemical) 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.

If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Building a fuse requires a DC 10 Craft (chemical) skill check. Constructing a detonator from scratch requires a DC 12 Craft (electronics) skill check. Connecting a home-made fuse or detonator requires a DC 15 Knowledge (technology) skill check.



Type of Scratch-Built Explosive	Materials Cost	Craft DC	Reflex DC (save for half damage)	Time
Improvised (1d6/5 feet) ¹	-- ²	10	10	1 round
Simple (2d6/5 feet)	\$200.00	15	12	10 min.
Moderate (4d6/10 feet)	\$500.00	20	12	1 hr.
Complex (6d6/15 feet)	\$2,000.00	25	15	3 hr.
Powerful (8d6/20 feet)	\$10,000.00	30	15	12 hr.
Devastating (10d6/25 feet)	\$30,000.00	35	18	24 hr.

¹ The figures in parentheses are typical damage/burst radius for each type of explosive.

² Assumes that sufficient raw materials are already available for the character to use.

Scratch built explosives deal bashing damage.

Craft (chemical) may also be used to create poisons (see modern poisons section).

Special: A character without a chemical laboratory suffers a -4 penalty on Craft (chemicals) skill checks. Additionally, it is impossible to craft any chemical with a DC over 20 if the character does not have access to a chemical laboratory.

Craft (electronics)

Trained Only

This skill allows a character to construct, repair and modify electronic equipment such as remote-controls, radios, audio and video recording equipment, listening devices, and communication devices. With the right equipment, the character can create intricate circuit boards from scratch, but not microchips. So while a character could construct the casing, keyboard, and internal mechanisms for a smart phone in their garage, they'd still have to purchase the processor chip to run it.

Likewise this skill allows a character to repair broken computer hardware if they have access to the necessary spare parts.

Special: A character without an electronic toolkit suffers a -4 penalty on Craft (electronics) skill checks.

Craft (mechanical)

Trained Only

This skill allows a character to build, repair, and modify mechanical devices including engines, engine parts, weapons, and vehicles. When building a mechanical device from scratch, the player should describe the device he or she wants to construct. The GM then decides if the device is simple, moderate, complex, or advanced when compared to current technology.

Device Complexity	Craft DC	Time
Simple (fixing leaky pipes)	15	1 hour
Moderate (engine component, complex trap)	20	12 hours
Complex (complete engine)	25	24 hours
Advanced (jet engine, rocket car)	30	60 hours

Helper Application Examples:

An app that uses a smartphone's camera to count a subject's blink rate (and thereby determine stress level). Such an app would grant a +2 bonus to Sense Motive checks to detect lies and require Knowledge (psychology) to construct.

Special: A character without a mechanical toolkit suffers a -4 penalty on Craft (mechanics) skill checks. Certain tasks (such as vehicle construction or extensive repairs) may also require a machinist shop to avoid the -4 penalty.

Craft (software)

Trained Only

This skill allows a character to write, compile, and produce computer programs.

Expert System Examples: An expert system that conducts medical diagnoses based on a menu of symptoms could simulate 3 ranks in the Heal skill. A global positioning application that constantly monitors your position could simulate Knowledge (geography) checks at 6 ranks. A vocal analyzer that translates spoken English into Spanish words on-screen could perform a Linguistics skill check at 1 rank.

Helper Applications: The character can create a small program to help them with a specific task, such as defeating computer security, searching for files, or analyzing information. When applicable the program grants a +2 circumstance bonus to skill checks.

Applications aren't limited to granting bonuses to Computers skill rolls as long as the creator has the appropriate Knowledge skill (or is partnering with someone who does).

The Craft DC is 20. Time varies from 1 hour for a single-use program to 1 day for full-fledged general-purpose programs.

Expert Systems: The character can create a program capable of simulating a specific application or single skill. Typically only Knowledge skills can be simulated using a standard computer. Specialized hardware (such as a camera or robotic arms) is required to simulate most non-Knowledge skills.

Each expert system has a rating that is equivalent to having ranks in a skill, but can only make checks for the specific circumstances it was designed for.

The GM makes all rolls for expert systems. Unless the user has the relevant skill, they have no way of knowing if it functioned properly (i.e. if it's misdiagnosed, gotten Indiana confused with India, or mistranslated that comment about "tu mama").

Where applicable, an expert system can be used to "aid another" and grants a +2 bonus to player skill checks. Alternately, a skilled character can use "aid another" to give the expert system a +2 bonus by inputting superior information.

The Craft DC is 20, +2 for every simulated rank the expert system has. (i.e. a +5 app has a DC of 30). The construction time is 1 day for each simulated rank.

Modify Programming: The character can alter existing applications, usually to render them ineffective or more difficult to use. The character can also add additional functions to a program.

Viruses: The character can make any program self-replicating by adding +5 to the construction DC, effectively turning it into a virus. Although real-world viruses are harmful to the computer (typically constructed as expert systems set to enact the “modify programming” use of this skill), in-game viruses do not necessarily have to be. Altruistic (but unethical) characters could write a useful program that uses viral techniques to distribute itself, for instance.

For game purposes, treat viruses as afflictions for computers. Instead of making a Fortitude saving throw, use the higher of the computer's anti-virus software rating or the user's Computer skill to resist infection.

The base Save DC for a virus is 15. Increase the Craft DC +1 for each point the save DC is above 15.

Onset, Frequency, and Effect are set by the character at the time of creation.

The Cure for computer viruses is always to be uninstalled by making a successful DC 20 Computers check. Increase the Craft DC by +1 for every +1 to the uninstall DC check.

Corporations selling anti-virus software are increasingly quick to discover and eliminate viruses and most anti-virus software is constantly upgrading. To reflect this, reduce the Save DC by 1 per month since the virus was released unless the targeted system is somehow isolated and unable to upgrade.



Special: A character needs a computer to utilize the Craft (software) skill. They face a -4 penalty if they attempt to create software using any other electronic device (such as an unlocked smart phone). Increase the penalty to -6 if using only pen and paper (such a program still needs to be keyed into a computer to operate).

Apart from a computer, there are no materials necessary to Craft software and so no associated costs.

Craft (writing)

This skill allows a character to write compelling documents such as novels, novellas, short stories, scripts, screenplays, newspaper columns, online articles, blogs and other works of writing.

Any literate character is capable of writing things down — but without the Craft (writing) skill, any text they produce is dry, uninteresting, and has no commercial value.

Special: There are no materials cost required to Craft writing.

Heal

With the advent of modern medicine, antibiotics, and first aid techniques, the following uses of the Heal skill become available:

Revive Incapacitated Character (DC 15): With a first aid kit, one character can remove the dazed, stunned, or unconscious condition from another character. This check takes a standard action to complete. A successful check removes the dazed, stunned, or unconscious condition from an affected character. An unconscious character who is at negative hit points cannot be revived without first being stabilized. Revived characters with 0 or fewer hit points have the staggered condition until they reach a positive hit point total.

Resuscitate Deceased Character (DC 25): The character can attempt to restore life to a character whose current hit points are at a negative value greater than their Constitution score, but less than twice their Constitution. If successful, the character is brought up to a negative number equal to their Constitution score. The wounded character must succeed in a Constitution check to stabilize (or have immediate first aid performed) or else they begin losing 1 hit point each round. This action typically requires a surgery kit, but may be attempted with a first aid kit with a -2 penalty.

Surgery (DC 20): With a surgery kit, a character can conduct surgery on another character. If the patient has zero or more hit points, routine surgery will restore 3 hit points for each of the patient's hit dice (up to the patient's normal hit points total) with a successful skill check. (This is in addition to any hit points healed from extended care; undergoing surgery is considered light activity).



Routine surgery takes 1d4 hours to perform.

If the patient has fallen below zero hit points, they require major surgery. Major surgery takes 1 hour per each negative hit point of the patient. Physicians must begin making saving throws against fatigue after 8 hours of surgery. Apply all penalties before making the Heal skill check. If the major surgery heal check is successful, the patient is restored to zero hit points. Alternately major surgery can be used to reattach severed limbs if initiated within 8 hours of the amputation and the limb is relatively intact.

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

Characters undergoing routine surgery are fatigued for 24 hours. Reduce this duration by one hour for every two points above the DC that the surgeon rolls. The period of fatigue can never be reduced below 6 hours in this fashion.

A character who undergoes major surgery is exhausted for 24 hours following the surgery. This time cannot be reduced.

Treat Minor Wounds (DC 15): Modern drugs and medical equipment are capable of quickly getting a wounded character back on their feet. A successful skill check restores 1d4+1 hit points as a full-round action. If the skill check exceeds the DC by 5 or more, add the healer's Wisdom modifier (if positive) to this amount. This requires the use of a medical kit. The number of hit points can never exceed the character's normal hit point total. This application of the Heal skill can only be used on a character once per day.

Action: Reviving an incapacitated character is a standard action. Resuscitating a deceased character is a full-round action. Surgery typically takes 1d4 hours, except where noted in the description above. Treating deadly wounds still takes 1 hour of work.

Try Again: A character may make repeated attempts to revive an incapacitated character or resuscitate a deceased character, but each additional attempt increases the DC by +2. Surgery may be attempted again after 24 hours have elapsed.

Knowledge

Knowledge (arcana)

Knowledge (arcana) expands to include aliens, alien abduction, conspiracy theories, folklore, UFOlogy, and urban legends.

Knowledge (biology)

An expanded version of Knowledge (nature), Knowledge (biology) includes all biological sciences such as botany, pharmacology, medicine, genetics, virology, and zoology. It also includes the necessary information to classify and understand previously undiscovered or alien species (xenobiology) such as monstrous humanoids, giants, and beasts.

Knowledge (biology) Note:
The seasons and weather (i.e. meteorology) are now covered by Knowledge (physical sciences).

Knowledge (bureaucracy)

Knowledge (bureaucracy) gives the player an understanding of complex systems of organization, as well as how to navigate and exploit said systems. This skill includes business and governmental institutions, business strategies and procedures, corporate and government structure, law, legislation, and litigation. If it involves significant amounts of paperwork, it's probably covered by Knowledge (bureaucracy).

Knowledge (dungeoneering)

Knowledge (dungeoneering) expands to include the geological sciences: geology, mineralogy, and paleontology.

Knowledge (engineering)

Engineering has been replaced with Knowledge (technology).

Knowledge (geography)

Although the tools of mapping have changed, Knowledge (geography) is unchanged in the modern era.

Knowledge (history)

Knowledge (history) is unchanged in the modern era.

Knowledge (local)

The definition of what constitutes “local” has evolved considerably since the medieval period. The advent of cheap, affordable newspapers throughout the 1830s began the continuing trend of making the knowledge of world events readily available. The spread of telecommunications and globalization have expanded upon this until, in the 21st century, headline news from around the world can now be considered “local” information.

Knowledge (nature)

Most aspects of Knowledge (nature) have been replaced by Knowledge (biology), except for the seasons and weather (i.e. meteorology) which is now covered by Knowledge (physical sciences).

Knowledge (nobility)

The “royal” aspects of Knowledge (nobility) have lost a lot of relevance since the rise of alternate forms of government and the spread of mass media. As a result, Knowledge (nobility) expands to include public figures and celebrities of all kind and is replaced by Knowledge (pop culture).

Knowledge (physical Sciences)

Knowledge (physical sciences) gives the character an understanding of the “hard” sciences such as: astronomy, chemistry, mathematics, meteorology, planetary science, and physics.

Knowledge (planes)

Knowledge (planes) is unchanged in the modern era.

Knowledge (pop culture)

Knowledge (pop culture) is the inheritor of Knowledge (nobility). Since 1921 the spread of broadcast radio stations have necessitated the expansion of the skill to include knowledge of celebrities and public figures of any kind, including, but not limited to, celebrities, actors, musicians, politicians, and leaders of all kinds. Celebrity trivia, catch phrases, movies, music, television, internet and other media are also included.



Unlike standard knowledge skill checks to identify a subject where the difficulty increases the more powerful a subject is, identifying a celebrity gets easier the higher level they are. The DC is 20 minus the character's levels in the Celebrity NPC class (or half their levels of Entertainer).

Knowledge (psychology)

Knowledge (psychology) gives the character an understanding of anthropology, criminology, psychology, and sociology. The skill becomes available in 1880, but due to the prevalence of scientifically unproven practices and wildly inaccurate theories it doesn't become available as a class skill until 1936 when systematic research into psychology becomes more common.

Therapy: Knowledge (psychology) can be used to assist in recovery from insanity. After spending at least an hour conversing with the subject, you may make a Knowledge (psychology) skill check with a DC equal the save DC of the insanity +5. If they succeed they reduce the affliction save DC by 1. For every 5 points by which they exceed the DC you can reduce the DC by an additional point. This use of the skill can only be attempted once per week per subject.

Knowledge (religion)

Knowledge (religion) is unchanged in the modern era.

Knowledge (technology)

Knowledge (technology) expands upon and replaces Knowledge (engineering). It includes all technology, current developments in cutting edge devices, and the background necessary to identify and operate various technological devices.

Profession

Like Craft skills, the list of possible Profession skills expands to include the myriad of jobs available in the modern world.

Unlike Craft skills, the way Profession functions needs to change to keep up with the times. The rules listed in the Pathfinder core book reflect the way pre-industrial economies worked. Anyone plying a trade was basically an owner-operator of their own business; the more effort they put into a profession, the more money they earned.

In the modern era, most skilled trades are salaried positions where the tradesman gets the same amount of pay regardless of how much or how little they work. Accordingly, any character with a salaried job must always take 10 on Profession skill checks each week to reflect their consistent pay level.

Characters that own a business, have professions that are paid largely by commission (such as Profession [salesman]), work as consultants, or have a contractor-type job, should roll per the standard rules.

Players and GMs should discuss and agree upon whether a given character's job is salaried or not during character creation.

Regardless of whether the player rolls or takes 10 on their weekly Profession skill check, they earn \$50.00 times the result. For every 5 ranks in the Profession skill, increase this multiplier by +\$25.

Assume all income generated is "after taxes" and the player has the full amount to spend.

Taking 20

Some players will inevitably attempt to increase their available spending money by having their character work overtime or by stating that their character purposefully lives in an inexpensive studio apartment and eats dry dog food to save money. Treat this as if they were taking 20 on their Profession skill rolls. However, the extra work and/or substandard conditions impose a cumulative -1 penalty for each week spent scrimping. If the character returns to a normal workload and/or complement of amenities, the penalties fade at a rate of -2 per week.

Quick Reference

Ranks	Multiplier
1-4	x \$50
5-9	x \$75
10-14	x \$100
15-19	x \$125
20	x\$150

Taking 20 Example: Dangerous Dan has 4 weeks of downtime between adventures. To distract himself from his personal issues, he dedicates himself exclusively to his P.I. business and works a series of grueling divorce cases, effectively taking 20 on his next 4 Profession skill checks. However, when his next adventure starts, he suffers a -4 penalty on all saving throws from having spent 80 hours a week maintaining cramped surveillance and eating cold soup from a can. A week later, he suffers only a -2 penalty and is back to his old self on the third week.

New Skills

Computers

The character is skilled at using and manipulating, computers and computer networks.

Check:

Most normal computer operations, internet searches, and software applications do not require a Computers skill check. However, searching an unfamiliar network for a particular file, defeating computer security, and battling viruses 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; usually, such a task requires a Research check. This application of the Computers 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 Computers cannot 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.

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

Defensive Security:

If the character is the system administrator for a system or network (which may be as simple as being the owner of a laptop), he or she can defend the system against intruders. If the system 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 Computers skill check against the intruder. If the character succeeds, the intruder's session is ended. The intruder might be able to defeat the character's security and access his or her system again, but the intruder will have to start the hacking process all over. Attempting to cut off access takes a full round.

One surefire way to prevent further access is to simply shut the system down or cut it off from outside networks. With a single computer, that's often no big deal—but on a large network with many computers (or computers controlling functions that can't be interrupted), it may be time-consuming or even impossible.

To identify the intruder, make an opposed Computers skill check against the intruder. If the character succeeds, the character learns the IP from which the intruder is operating (if it's a single computer, the character learns the name of the computer's owner) which in turn gives a physical location. Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the character's system for the entire length of the check—if the intruder's session ends before the character finishes the check, the ID check automatically fails.

Operate Remote Device:

Many devices can be computer-operated via remote links. If the character has access to the computer that controls such systems, the character can either shut them off or change their operating parameters. 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. An alerted administrator, as before, may attempt to identify the character or cut off his or her access to the system.



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	—

Try Again?

Yes.

Take 10

A character can take 10 using the Computers skill. A character can take 20 for some skill checks that don't involve penalties for failure. (You can't take 20 on hacking rolls or checks to defend security).

Time

Use of the Computers skill requires at least a full-round action. The GM is free to declare that some tasks take much longer.

Pilot

Like Craft and Profession skills, Pilot is actually a group of several related skills. You can have several different Pilot skills each with their own ranks. Each Pilot skill gives the character the ability to operate a different category of vehicles. Common categories include Cars/Pickups, Large Trucks, Locomotives, Motorcycles, Tanks, Helicopters, Sailboats, Battleships, Motorboats, Single-engine Airplanes, and Jet Airplanes.

Routine tasks, such as ordinary driving, flying, or sailing under normal weather conditions don't require a skill check. Make a check only when some unusual circumstance exists or during dramatic situations such as being chased or fired upon. Aircraft are more complex and require a skill check upon every takeoff or landing, but only during non-routine operation during flight.

Action

Pilot checks happen as part of a movement action.

Try Again

Most failed Pilot checks result in crashes or other similar consequence that make trying again impossible.

Special

Characters may attempt to pilot vehicles without having the necessary skill *if* they have skill ranks in a related type of vehicle that travels through the same medium (i.e. ground vehicle, watercraft, or aircraft). In such a case the character suffers a -4 penalty to all rolls and they *do* have to make a skill check for basic operation of the vehicle. Piloting skill checks also become full-round actions due to unfamiliarity with the controls.

The Game Master is always free to declare that two vehicle types (such as Nuclear Submarines and Sailboats) are too dissimilar to for this rule to apply.

Special Example: Dangerous Dan has Pilot (motorcycle) at +5 and Pilot (helicopter) at +2. Alas, his bike got shot up on the way to the airport and he had to "borrow" a taxi cab, which he drives with a net modifier of +1. When his pursuers continue to shoot at him, Dan is unable to shoot back because driving is now a full-round action for him — it takes too much of his concentration to keep the taxi from crashing.

When he gets to the airport, none of the choppers have been fueled so Dan attempts to make off with a Cessna. He substitutes his Pilot (helicopter) skill with the -4 penalty (for a net modifier of -2 to the roll) and rolls a 4 on his basic operation check — failure. Dan can't figure out how to get the small plane to start. Good thing he didn't use up all his ammo during the car chase.





FEATS

The Pathfinder system already has an extensive list of character feats, almost all of which are readily adaptable to the contemporary era. Any feat that specifically modifies a distance attack also applies to firearms wherever plausible. However, feats involving deflecting and catching arrows are not applicable to bullets.

Skill-Related Feats

Antiquarian

You are especially knowledgeable about the past.

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

College Education

You have attained a 4-year bachelor's degree from a liberal arts university, with an emphasis on a broad base of knowledge.

Benefit: You gain a +2 bonus on skill checks for any two knowledge skills. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new set of skills.



Empathetic

You have a knack for identifying emotion and are especially skilled at reading the moods of others..

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

Math Whiz

You have a savant-like ability to solve complex mathematical problems in your head.

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

Medic

You are especially skilled in the practice of medical science.

Benefit: You gain a +2 bonus on Heal and Knowledge (biology) skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill. If you have 5 ranks in Profession (medical doctor) you also have a license to practice medicine and prescribe drugs.

Theologian

You are especially knowledgeable about the religions of the world, both traditionally recognized faiths and occult organizations.

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

Trade School Education

You have graduated from a vocational training course designed to teach the specific skills necessary for a particular career. Typical emphasis is on the traditional blue-collar professions, but this feat may also represent a 2-year associate's degree, information technology certification, or stint at a community college.

Benefit: You gain a +2 bonus on skill checks for two of the following skills: Computers, Craft (any), Profession. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new set of skills.

Vehicular Expert

You are an expert driver and/or pilot.

Benefit: Choose two Pilot or Profession skills that relate to vehicles. You gain a +2 bonus on those skills. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new set of skills.

Combat Feats

As a general rule of thumb any feats which apply to bows and crossbows also apply to all types of guns. Feats which only apply to crossbows also apply to single shot weapons such as pump shotguns. Feats which only apply to pull-string bows also apply to semiautomatic and automatic weapons.

Archaic Weapon Proficiency

Benefit: You can use archaic weapons without penalty. Any martial weapon listed in the Pathfinder® Roleplaying Game Core Rulebook™ as well as crossbows and slings.

Normal: There is a -4 penalty on attack rolls made with archaic weapons.

Automatic Firearms Proficiency

Prerequisite: Long-arm Proficiency, +4 or greater Base attack bonus

Benefit: The reflex save DC to avoid your automatic-fire attack increases by +2.

Normal: The DC to avoid automatic fire is usually 15.

Burst Mastery

Your experience with a type of fire arm has made you especially skilled with burst fire

Prerequisite: Handgun Proficiency or Long-arm Proficiency.

Benefit: Your burst attacks only consume 3 rounds of ammunition and impose only a -2 penalty to hit. This only applies if you are proficient with the weapon in question.

Normal: There is a -4 penalty to hit using burst fire and use 5 bullets to employ burst fire.

Close Quarters Firing

You have developed great skill at using a pistol while fighting adjacent foes.

Prerequisite: Handgun Proficiency, +3 or more base attack bonus

Benefit: When armed with a handgun or machine pistol you threaten adjacent squares as if armed with a melee weapon. You may make attacks of opportunity with your handgun or machine pistol.

Normal: You can make attacks of opportunity only when armed with a melee weapon.

Exotic Firearms Proficiency

Choose a weapon type from the following list: cannons, heavy machine guns, grenade launchers, and rocket launchers.

Prerequisites: Long-arm Proficiency, Automatic Firearms Proficiency.

Benefit: You make attack rolls with the weapon normally.

Normal: There is a -4 penalty on attack rolls when using a weapon with which you are not proficient.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different weapon group.

Handgun Proficiency

Benefit: You are able to use all handguns and machine pistols without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Long-arm Proficiency

Benefit: You are able to use all long-arms, such as rifles and shotguns, without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Simple Weapons Proficiency

Benefit: You are able to use all simple weapons such as brass knuckles, clubs, daggers, maces, pepper spray, spears, and tasers without penalty. This does not apply to crossbows or slings.

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

Walking Fire

Prerequisites: Long-arm Proficiency, Automatic Firearms Proficiency, +8 Base attack bonus or greater.

Benefit: When using a firearm on auto-fire, you can affect any number of contiguous 5-foot squares as long as you have sufficient ammunition. Each square so targeted consumes 3 rounds of ammunition. Additionally the DC to avoid your auto-fire attacks increases by +2.

Normal: A firearm on auto-fire normally affects a 10-foot-by-10-foot area and has a reflex save DC of 15.



Item Creation Feats

Craft Futuretech Arms and Armor

You can create magic armor, shields, and weapons.

Prerequisite: Master Craftsman, 5 ranks in a Craft skill

Benefit: You can create futuretech weapons, armor or shields. Enhancing a weapon, armor, or shield takes 1 day for each \$10,000 in the price of its futuretech features. To enhance a weapon, armor, or shield, you must use up raw materials costing half of the total price. Use the rules for creating magic arms and armor to determine the cost of futuretech arms and armor.

The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken magic weapon, suit of armor, or shield if it is one you could make. Doing so costs half the raw materials and half the time it would take to craft that item in the first place.

Craft Futuretech Item

You can create futuretech items.

Prerequisite: Master Craftsman, 5 ranks in a Craft skill

Benefit: You can create a wide variety of futuretech items. Crafting a futuretech item takes 1 day for each \$10,000 in its price. To create a wondrous item, you must use up raw materials costing half of its base price. Use the rules for creating magical items to determine the cost of futuretech items.

Don't forget to convert the cost in gold pieces to dollars by multiplying by 10.

Don't forget to convert the cost in gold pieces to dollars by multiplying by 10.

You can also mend a futuretech item if its is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item.

Futuretech items with instant effects must have a finite (between 1 and 5) number of uses per day.

Craft Stable Gizmo

You can create more stable gizmos.

Prerequisite: Craft Gizmo class ability

Benefit: You can create a more reliable gizmo with a finite number of uses. Crafting a stable gizmo takes 1 day for each \$10,000 in its price. To craft a stable gizmo, you must use up raw materials costing half of this base price. A newly created stable gizmo has 50 charges. The cost of a stable gizmo is \$3,750 x the builder's level x the level of the gizmo.

Meta-magic Feats

Hasty School

You can cast some spells faster than usual.

Prerequisites: Dex 13*, Int 13, weak fading magic campaign world

Benefit: Choose one school of magic. When determining the casting time for spells of that school, treat the spell as if it were one level lower. First level spells may be cast as a standard action, second level spells may be cast as a full-round action, third level spells may be cast as in 2 full rounds, *et cetera*. The casting time cannot be reduced to less than 1 standard action through use of this feat. The saving throw DC, range, and other factors are not affected. This feat may be taken multiple times. Each time it applies to a new school of magic.

Normal: In a weak fading magic campaign spell-casting takes a number of rounds equal to the spell level.

*Dexterity is only a prerequisite for spells with a somatic component. Hasty School may be used with spells that have only verbal and material components regardless of the caster's dexterity.

Miscellaneous Feats

Animal Companion

You have a close bond with a trained animal, as a companion, pet, or helper animal.

Prerequisite: At least 1 skill rank in Handle Animal

Benefit: You have an animal companion identical to the druid Animal Companion ability, except your effective druid level is equal to your total levels minus 3 (minimum 1). You may choose one of the following animals as an animal companion: Cat, Dog, Ferret, Hawk, Monkey, Lizard, Owl, Parrot, Raccoon, Rat, or Raven.



Extra Mesmerism

You can use your mesmerism pool more times per day than most.

Prerequisite: Mesmerism class feature.

Benefit: Your mesmerism pool increases by 4.

Special: You can gain Extra Mesmerism multiple times. Its effects stack.

Self-Hypnosis

You can hypnotize yourself to enter a trance state and manipulate the inner workings of your own mind.

Prerequisite: Mesmerism class feature.

Benefit: You can hypnotize yourself to gain the benefits of your mesmerism and hypnotic charm class abilities.

Normal: You can't normally use mesmerism and hypnotic charms on yourself.

Technical Knack

You have an innate gift for working with machines.

Prerequisite: At least 1 skill rank in Knowledge (technology)

Benefit: You gain a +5 bonus on Knowledge (technology) checks to activate a gizmo without without raising the malfunction DC by more than one.

Wealthy

You are unusually wealthy, either due to investments, a trust fund, wealthy relatives, or simply from having a high-paying job.

Benefit: The amount of money you earn from your weekly Profession skill check is doubled.

Special: This feat may be taken multiple times. Each time it doubles the result of weekly Profession checks.

Feat Clarifications

For Example: Medium Armor Proficiency makes one equally proficient in both chain mail and tactical vests.

Armor Proficiency (any) Armor Proficiency applies equally to modern and archaic armors of the same weight class.

Brew Potion Characters with the Concoctions class ability and the Brew Potion feat can create concoctions with an indefinite shelf-life. For the purposes of calculating costs treat concoctions with no prerequisites as a 1st level spell, concoctions with a 5th level prerequisite as a 2nd level spell and concoctions with a 9th level prerequisite as a 3rd level spell. Concoctions with a prerequisite higher than 9th level may not be made into potions.

Scholars with concoction-affecting theses may choose to apply the thesis effects to the potion or not. Doing so doubles the cost of the potion.

Deflect Arrows This feat may not be used to deflect bullets or any projectile that inflicts ballistic damage.

Improved Two-Weapon Fighting You may make a second attack with an off-hand firearm only if the weapon is capable of semi-automatic fire or better.

Manyslot You may only gain the benefits of this feat with semi-automatic firearms.

Mobility This feat also grants a +2 bonus on saving throws vs. auto-fire during any round in which you move more than 5 feet.

Mounted Archery This feat also applies when shooting from a vehicle with either a bow or a firearm as long as you have at least 1 rank the Pilot skill appropriate for that vehicle. You may substitute a Pilot skill for Ride to meet the prerequisite.

Mounted Combat This feat also applies to any vehicle for which you have ranks in the appropriate Pilot skill to operate. You may substitute a Pilot skill for Ride to meet the prerequisite.

Precise Shot This feat does not apply to auto-fire. To selectively target individuals see the Walking Fire feat.

Rapid Reload This feat may be applied to a class of firearms as well as crossbows. Weapons which normally take a full-round action to reload take only a standard action with this feat. Weapons that normally require a standard action to reload may be reloaded as a move action with this feat.

Rapid Shot This feat may only be applied to semi-automatic firearms.

Ride-By Attack This feat also applied when making attacks from a vehicle for which you have ranks in the appropriate Pilot skill. You may substitute a Pilot skill for Ride to meet the prerequisite.

Snatch Arrows This feat may not be applied to bullets or any projectile that deals ballistic damage.

Stabbing Shot This feat may not be applied when making a full-round attack with firearms. You cannot stab someone with a bullet. You can however club someone with the butt of a rifle, stab them with a bayonet or use the Close Quarters Fighting feat to shoot someone in melee.

Trample This feat also applies to overrun and ramming attacks made with a vehicle as long as you have at least 1 rank in the Pilot skill appropriate for that vehicle. You may substitute a Pilot skill for Ride to meet the prerequisite.

Two-Weapon Defense This feat does not apply when using a firearm as either of the two weapons.

Two-Weapon Fighting This feat may be applied to any firearm that can be fired one-handed.

Unseat This feat also applies when making an attack from a motorcycle on another motorcycle rider. You may substitute Pilot (motorcycles) for Ride to meet the prerequisite.





Starting Cash

Each character begins play with a certain amount of money which they can spend on weapons, armor, and other equipment as indicated on the following table.

Class	Starting Wealth	Average
Barbarian	3d6 x \$100	\$1,050.00
Cleric	4d6 x \$100	\$1,050.00
Charmer	4d6 x \$100	\$1,050.00
Entertainer	3d6 x \$100	\$1,050.00
Druid	2d6 x \$100	\$700.00
Fighter	5d6 x \$100	\$1,750.00
Gadgeteer	5d6 x \$100	\$1,750.00
Investigator	4d6 x \$100	\$1,050.00
Monk	1d6 x \$100	\$350.00
Rogue	4d6 x \$100	\$1,400.00
Scholar	2d6 x \$100	\$700.00
Sorcerer	2d6 x \$100	\$700.00
Stranger	1d6 x \$100	\$350.00
Wizard	2d6 x \$100	\$700.00

Converting Gold to Dollars

As a quick rule of thumb, you can convert the cost of an item in gold pieces to dollars by multiplying by 10. Thus a Handy Haversack costs \$20,000.00.



Equipment

All equipment listed is deliberately intended to be generic and simple. If you wish to use supplemental rules for exotic martial weaponry, advanced rules for vehicle types and functions, or use an online shopping to equip your players and NPCs with equipment, then feel free to do so. Expanding the equipment and providing more detail or variations of items is a great way to enhance a sense of realism.

If guns are your thing, dig in with the differences in ammunition grain and barrel length of .357 models. If you are a gearhead, work the differences between the BMW, Harley, and Honda cycles. If you enjoy it and have more fun, there is nothing stopping you from customizing your gear further so long as your group and Game Master agree. Details can help define a character. A Ural riding, Makarov wielding character has a different flavor than a Walther wielding Blitzen rider and they are both separate from the Harley driver with the Smith & Wesson snub nose.

For NPCs, we still recommend generic equipment. The most important thing to remember is that equipment minutia should not slow down character generation or the pace of game play, nor should it negatively affect your groups fun.

Weapons

The weapons covered here are grouped into three categories based on their general utility: ranged weapons, explosives and splash weapons, and melee weapons.)

Ranged Weapons

Ranged weapons fall into four general groups: handguns, long-arms, archaic ranged weapons such as crossbows, and exotic weapons such as rocket launchers or heavy machine guns.

When using a ranged weapon, the wielder applies his or her Dexterity modifier to the attack roll.

Handguns and long-arms are personal firearms. A personal firearm is any firearm designed to be carried and used by a single person.

Ranged weapons are described by a number of statistics, as shown on the following table.

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

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Damage Type: Ranged weapon damage is classified according to type: ballistic (all firearms), energy (of a specific type), piercing (some simple ranged weapons), or slashing (a whip). Some creatures or characters may be resistant or immune to some forms of damage.

**Why Generic Weapons
and Vehicles?**

For new players.

If guns and cars aren't really your thing, it's easy to get overwhelmed by a list of brand name items with minimal distinctions. Analysis paralysis sets in and before you know it an entire session is spent shopping. It's more important to quickly get your character geared up and playing than it is to document minor differences that have only minor effect on game play.

For Game Masters.

Rolling up enemies goes a lot faster if you don't have to look up weapon and vehicle stats. This is not to say that every GM should learn the stats of the generic weapons, but if they choose to, it's a heck of a lot easier than memorizing the whole list. Also, guns and cars might not be a given GM's thing either.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. Ranged weapons have a maximum range of ten range increments, except for thrown weapons, which have a maximum range of five range increments.

Rate of Fire: Some ranged weapons have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for handguns, long-arms, and heavy weapons are single shot, semiautomatic, and automatic.

Single Shot: A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapon) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per round, even if the user has a feat or other ability that would normally allow more than one shot per attack.

Semiautomatic (S): Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack, effectively acting as a single shot weapon. There are feats, however, which allow characters armed with semiautomatic weapons to fire shots in rapid succession, thereby getting in more than one shot per attack.

Automatic (A): Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on auto-fire or be used with feats that take advantage of automatic fire.

Magazine: The weapon's magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity.

Box: A box magazine is any type of magazine that can be removed and reloaded separately from the weapon. Exchanging a clip or box magazine is a move-equivalent action.

Cylinder: A revolver keeps its ammunition in a cylinder, which is part of the weapon, and serves as the firing chamber for each round as well. Unlike box magazines, cylinders cannot be removed; they must be reloaded by hand as a standard action. However, most revolvers can be used with a speed loader, which is much like inserting a box magazine into a weapon as a move-equivalent action.

Internal: Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns and some rifles. Reloading a weapon with internal ammunition is a full-round action.

Linked: Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units an assistant clips new ammunition belts together as the gunner fires which can keep the weapon fed indefinitely.

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

Ammo: Ammunition is typically sold in boxes of 20 or 50. For the sake of convenience, the prices listed here are for a full load of ammunition for the weapon.

Cost: This is the retail price to acquire the weapon. This is the base price and doesn't include any modifier for purchasing the weapon on the black market.

Restriction: The restriction rating for the weapon, if any, and the appropriate black market cost.

Unless otherwise noted, assume all firearms are designed for use by Medium sized individuals. For weapons designed to be used by a Small sized individual, reduce the damage die type by one (i.e. 2d10 becomes 2d8).

Weapon	DMG	Crit	Damage Type	Range Increment	Rate of Fire	Magazine	Weight	Ammo	Cost	Restriction
Handguns (require the Handgun Proficiency feat)										
Air Pistol	1d2	20	Piercing	20 ft.	Single	1 int.	2 lb.	\$4.00	\$55	–
Heavy Handgun	2d10	19-20	Ballistic	30 ft.	S	6 cyl.	3 lb.	\$4.00	\$500	License \$650
Desert Eagle				40 ft.		9 box	4 lb.	\$6.00	\$1,200	License \$1,500
Dwarven Thunder				40 ft.				\$5.00	\$1,500	License \$2,000
Mallet*										
Holdout Pistol	2d6	20	Ballistic	20 ft.	S	6 cyl.	1 lb.	\$2.50	\$350	License \$500
Beretta 9000S	2d8			30 ft.	S		2 lb.		\$500	License \$650
Derringer	2d8			10 ft.	Single	2 int.		\$1.20	\$350	License \$500
H&K GS9s	2d6	19-20		10 ft.	Single	1 int.		\$2.25	\$400	License \$550
Light Handgun	2d8	19-20	Ballistic	30 ft.	S	9 box	2 lb.	\$10.00	\$420	License \$600
Beretta 92F				40 ft.		15 box	3 lb.	\$16.65	\$650	License \$900
Glock 17*						17 box		\$19.00	\$650	License \$900
Ruger Service Six						6 cyl.		\$6.50	\$350	License \$500
Walther PPK										
Machine Pistol	2d6	19-20	Ballistic	40 ft.	S or A	20 box	4 lb.	\$19.20	\$350	Restricted \$500
Beretta 93F	2d8			30 ft.	S or A				\$1,200	Restricted \$2,000
TEC-9	2d8				S or A ²	32 box		\$30.72		
Long-arms (require the Long-arm Proficiency feat)										
Air Rifle	1d2	20	Piercing	50 ft.	Single	1 int.	5 lb.	\$4.00	\$75	
Assault Rifle	2d10	19-20	Ballistic	80 ft.	S, A	30 box	8 lb.	\$18.00	\$650	Restricted \$1,200
AK-47	2d10			70 ft.			10 lb.		\$500	Restricted \$900
HK G3	3d8			90 ft.		20 box	11 lb.	\$40.00	\$1,500	Restricted \$2,500
Hunting Rifle	2d12	19-20	Ballistic	90 ft.	S	6 int.	7 lb.	\$3.75	\$500	License \$650
Remington 700				80 ft.	Single	5 int.	8 lb.		\$900	License \$1,100
Machine gun	2d12	19-20	Ballistic	100 ft.	A	Linked	22 lb.	\$100.00	\$2,750	Military \$5500
Shotgun	2d10	19-20	Ballistic	30 ft.	S	5 box	9 lb.	\$4.00	\$650	License \$900
Browning BPS	4d6						11 lb.			
Hearthfang P6s	2d8			25 ft.			5 lb.	\$4.25	\$550	License \$700
Mossburg						6 int.	7 lb.	\$4.50	\$500	License \$660
Shotgun, Sawed Off	3d8	20	Ballistic	10 ft.	S	2 int.	4 lb.	\$1.50	\$500	Illegal \$1500
SMG	2d8	19-20	Ballistic	40 ft.	S, A	15 box	5 lb.	\$15.00	\$1,500	Restricted \$2750
HK MP5 ¹				50 ft.		30 box	7 lb.	\$30.00	\$2,000	Restricted \$3,500
Uzi						20 box	8 lb.	\$20.00	\$1,200	Restricted \$2000

Sniper Rifle	3d10	18-20	Ballistic	120 ft.	S	11 box	35 lb.	\$22.00	\$3,500	Military \$5000
HK PSG ¹	2d12			90 ft.		5 box	16 lb.	\$10.00	\$2,000	Military \$ 4,000
Heavy Weapons (each requires a specific Exotic Firearms Proficiency feat)										
Heavy Machine Gun	3d10	—	Ballistic	110 ft.	A	Linked	75 lb.	\$100.00	\$3,500	Military \$7000
Rocket Launcher	7d10¹	—	—	150 ft.	Single	1 int.	5 lb.	—	\$500	Military \$1000
Grenade Launcher	Varies¹	—	—	70 ft.	Single	1 int.	7 lb.	\$108.00	\$275	Military \$550
Mini-gun	3d10	—	—	100 ft.	A	Linked	36 lb.	\$150.00	\$6,500	Military \$15,000
Dwarven Volcano*	3d10+2	—	—	100 ft.	A	Linked	30 lb.	\$200.00	\$8,000	Military \$20,000
Other Ranged Weapons (Weapons Proficiency feat needed given in parentheses)										
Flare gun (Exotic Firearms [flare gun])	1d8¹	20	Fire	10 ft.	Single	1 int.	2 lb.	\$5.00	\$150	—
Firehose (simple)	1d10	—	Bludgeoning	10 ft.	1	—	10 lb.	—	—	—
	nonlethal¹									
Flamethrower (no feat needed) ²	3d6	—	Fire	—	Single	10 int.	50 lb.	\$125.00	\$900	Military \$1,800
Pepper spray (simple)	Special¹	—	Special¹	5 ft.	Single	1 int.	0.5 lb.	—	\$30	—
Slingshot (simple)	1d3	20	1d3	50 ft.	Single	—	1 lb.	\$1.00	\$20	—
Super Watergun (no feat needed)	—	—	—	10 ft.	Single	5 int.	2 lb.	—	\$20	—
Speargun (simple)	2d6¹	20	Piercing	10 ft.	Single	1 int.	5 lb.	\$15.00	\$120.00	—
Taser (simple)	1d4²	—	Electricity¹	5 ft.	Single	1 int.	2 lb.	—	\$55.00	—

* Due to the quality of manufacture, this is a masterwork weapon.

¹ This weapon does special damage. See the weapon description.

² See the description of this weapon for special rules.

⁵ This weapon is designed for S-sized users.

Handguns

A handgun is a personal firearm that can be used one-handed without penalty. All handguns require the Personal Firearms Proficiency feat. Using a handgun without this feat imposes a –4 penalty on attack rolls.

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

Automatic pistols (also called “autoloaders”) work by using the energy of a fired shot to throw back a slide, eject the shot’s shell casing, and scoop the next round into the chamber. Automatics are more mechanically complex than revolvers and can occasionally jam but are nonetheless increasingly popular in the modern age. Automatics store their ammunition in removable box magazines and some models have considerable capacity. Loading a new clip into an automatic pistol is a move-equivalent action.

Despite using the term “automatic”, most auto-loading handguns are only capable of semiautomatic fire.

Machine Pistols are automatic firearms small enough to be fired with one hand. Some are automatic pistol designs modified to fire bursts while others are based on submachine guns with reduced size and weight. Loading a new clip into a machine pistol is a move-equivalent action.

Revolvers, like the classic “six shooter”, are relatively simple firearms that store several rounds in a revolving cylinder. As the trigger is pulled, the cylinder revolves to bring the next bullet in line with the barrel. Reloading a revolver is a standard action.

Air Pistols

Sometimes referred to as dart guns, air pistols are low-powered handguns that fire darts (or small pellets), usually to deliver a dose of drugs or poison. They are extremely quiet when fired and require a DC 16 Notice skill check to hear. The listed cost for ammunition is for each dart and does not include the cost of any chemical payload. Air pistols also require a \$12.00 CO cartridge which allows the gun to fire 10 times before needing to be replaced.

Reloading an air pistol is a standard action.



Heavy Handgun

Heavy Handguns are typically revolvers, such as the Ruger Super Redhawk or Smith & Wesson M29. Designed to fire large caliber ammunition, they have a reputation for having exceptionally bright muzzle flares and making excessive noise while firing. Heavy handguns can cause temporary deafness if fired too close to an unprotected ear. To attempt this deliberately, make a ranged touch attack against an adjacent target. If you "hit" you have gotten the barrel close enough to your target's ear to potentially deafen them. They must make a DC 13 Fortitude saving throw or be deafened for 1d4 rounds.



Desert Eagle A massive pistol, the Desert Eagle was the first automatic handgun that fired .50 caliber cartridges. Too huge for all but the largest holsters, most of the Desert Eagle's bulk is devoted towards absorbing recoil. Although manufactured by Israeli Military Industries, it is too bulky and cumbersome to be a practical military weapon but its fearsome reputation makes it popular with big game hunters and collectors.

Dwarven Thunder Mallet Manufactured by dwarves for dwarves, the Thunder Mallet has not gained popularity among other races because of its vicious recoil, which has been known to knock poorly prepared shooters off their feet. Dwarves, due to their racial stability, do not experience this problem and seem to relish the excessively loud discharge of the weapon. The DC to save against deafness is 15 for this weapon. The Dwarven Thunder Mallet is automatically considered a masterwork weapon due to the quality of manufacture.

Holdout Pistols

Typically small, snub-nosed revolvers, such as the Pathfinder, holdout pistols are short-range, low caliber guns carried more for their ease of concealment than their stopping power. Holdout pistols are small in size, allowing them to easily fit in an ankle holster and which gives them a +2 equipment bonus on skill checks to conceal them. Holdout pistols typically take a standard action to reload.

Derringer This small pistol breaks open at the breech like a double-barreled shotgun. A two-shot weapon with one barrel atop the other, most derringers are barely 5 inches long, giving a +4 equipment bonus to skill checks to conceal them. Reloading a derringer is a standard action.

H&K GS9 Nick-named the "giant stopper" this highly concealable holdout pistol is little more than a metal tube chambered for a single large bore bullet and a trigger. Designed for use by S-sized individuals, it has a +4 equipment bonus on skill checks to be concealed.

MODERN ADVENTURES

Magic Guns

Whether magical modern weapons are allowed depends on the nature of your campaign world. In some campaign paradigms, magic is diametrically opposed to any technology more advanced than the steam engine; in other paradigms, the two are perfectly compatible. Campaigns that do permit modern equipment to be enchanted use the standard rules for creating magical items.

For instance, in the Fifth Realm sample campaign magical firearms and electronics are rare but permissible. All magic items are scarce due to magic having only recently re-emerged, but it's only a matter of time before someone figures out how to make +3 Thundering Heavy Handguns.

In contrast, the Silicon Gothic sample campaign has no magic and thus no magical items.

Futuretech Guns

Almost all campaign worlds should allow futuretech weapons and equipment – items that use the same game mechanics as magical items but are constructed through scientific instead of sorcerous means. Any to-hit and damage bonus is a result of advanced targeting systems and armor-piercing ammunition instead of being magical in nature. Unlike magic items, futuretech weapons and gear cannot have their effects suppressed or dispelled. On the other hand, futuretech items can be damaged or even destroyed by an EMP pulse.

As a rule of thumb futuretech should avoid effects that are explicitly mystical or spiritual in nature such as the *anarchic*, *axiomatic*, *holy*, or *unholy* properties.

Can I add a +1 enchantment to my +2 futuretech handgun and have a +3 bonus to hit and damage?

No. You can add magic to futuretech devices, but only the highest bonus applies. Additionally, no weapon can have more than the equivalent of +10 in bonuses and special abilities combined.

What about adding magic to futuretech items?

That's permissible, although only the highest bonus or damage applies. Additionally, it costs 50% more than the usual amount to add a magical effect to a futuretech item.

Futuretech or Magic Weapons

The following weapons can be constructed using either futuretech or magic.

Farshot 350

Aura strong divination;

CL 12

Slot none

Price \$400,000

Weight 35 lb.

A highly sought-after weapon, the Farshot 350 is a +2 *distance seeking sniper rifle*. Additionally its innate sound baffles and glare-resistant construction halve the penalty to Stealth skill checks for sniping.

Requirements Craft Magic Arms and Armor, *clairaudience/clairvoyance, true seeing*, and *blur, vanish, or invisibility*; or Craft Futuretech Arms and Armor, at least 5 ranks in Craft (electronic) and Craft (mechanical) **Cost** \$200,000

Light Handgun

Light handguns are most often automatics such as the Colt Double Eagle, Colt M1911, or Glock 20. Most police and militaries are armed with light handguns as they provide a good balance between light weight and stopping power.

Ruger Service Six Firing .38 Special ammunition, the Ruger Service Six was commonly used by police forces, especially in the United States, but has been losing popularity due to the increasing spread of reliable automatic pistols.

Beretta 92F The Beretta 92F is currently the standard service pistol of the United States military and several law-enforcement agencies. Known for its durability and reliability, it's also a popular civilian weapon and is frequently seen in TV and the movies.

Glock 17 Made famous by pop culture performers, the Glock 17 is a masterwork weapon. The first handgun to be manufactured using synthetic materials, its reputation as a "plastic gun" has led many to falsely believe that it can pass through a metal detector, which may partially account for its popularity among criminals. (It is actually as detectable as any handgun). The Glock 17 is the sidearm of choice with the Austrian police and military and has become increasingly popular with American law enforcement.



Machine Pistols

Machine pistols such as the Glock 18C, Norinco Type 80, or Skorpion are an inexpensive and lightweight weapons designed to fire short bursts (or occasionally fully automatically) one handedly.

Beretta 93F The Beretta 93F can be fired in semiautomatic, burst, or full automatic mode and comes with a fold-down grip, and extendable steel shoulder stock and extended magazine.



TEC-9 The Intratec TEC-9 is an inexpensive machine pistol that only works on semiautomatic fire. It is popular with criminals because it can be modified to fire on full automatic (with a DC 15 Craft [mechanical] skill check). Once so modified it cannot be changed back to fire in semiautomatic mode.



Long-arms

Long-arms are personal firearms that require two hands to be fired effectively. Characters attempting to fire a longarm one-handed suffer a -4 penalty (in addition to any from range, cover, or non-proficiency). Long-arms are not well suited to close combat. An M-sized character takes a -4 penalty on the attack roll when firing at an adjacent target. Long-arms typically cannot be concealed on one's person.

All long-arms are covered by the Long-arm Proficiency feat. This group includes hunting and sniping rifles, assault rifles, shotguns, and most submachine guns. The basic long-arm is the rifle, a group that includes both hunting rifles and sniper rifles. Most rifles are automatic, and function similarly to automatic pistols.

Air Rifle

2

Like air pistols, air rifles are powered by CO cartridges and fire darts. Air rifles are favored by municipal animal control departments and forestry agents who load them with tranquilizer darts for the purpose of pacifying animals. As with the air pistol, the listed price for ammunition is for each dart and does not include the cost of drugs or the \$15.00 CO cartridge that powers it.

Reloading an air rifle is a standard action.

Assault Rifle

Assault rifles are automatic rifles designed for military use such as the M4 Carbine, or Steyr AUG. Assault rifles are capable of firing single rounds, 5-round bursts, or fully automatic fire. Ammunition is stored in external clips, allowing the weapon to be reloaded as a move-equivalent action.

AK-47: One of the most popular firearms in the world, the AK-47 is known for its extreme reliability and durability and has been used around the world in countless conflicts – by both sides.

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.

Hunting Rifle

Designed for stalking game at long range, hunting rifles such as the Winchester 94 store large-caliber ammunition in an internal chamber. Fully reloading a hunting rifle is a full-round action, although anyone with the Longarms Proficiency feat can thumb in a single round as a move-equivalent action.



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. Because bolt action rifles have a low rate of fire, the Remington 700 can only be fired once per round regardless of the number of attacks a character may have.

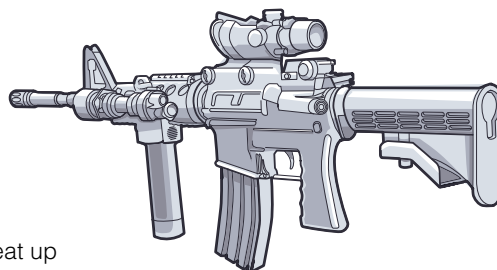


Machine Gun

Firing extremely large caliber rounds, machine guns such as the FN MAG, M-60 are only capable of fully-automatic fire. Ammunition is fed to the weapon by a belt. Although one man can fire a machine gun effectively, they're most often operated by teams of two: one to fire, the other to ensure that the belt feeds smoothly and to connect multiple belts together so that the weapon can be fired continuously. If only a single individual is operating a machine gun, changing out the belt is a full-round action.

Machine guns include a bipod and are designed to be fired from a stationary braced position. Firing a machine gun without first bracing it imposes an additional -2 penalty on to hit rolls unless the shooter is size L or larger.

Due to the high rate of fire, machine gun barrels heat up very quickly. If a machine gun is ever fired continuously for



MODERN ADVENTURES

Mac-20

Aura faint transmutation;

CL 5

Slot none

Price \$85,000

Weight 35 lb.

This +2 machine pistol only fires three-round bursts. When wielded by someone with the Burst Fire Proficiency feat it is capable of firing in full-auto mode. A full-auto burst consumes only 5 rounds of ammunition when used in this manner.

Requirements Craft Magic Arms and Armor, *haste*; or Craft Futuretech Arms and Armor and at least 5 ranks in Craft (mechanical)

Cost \$42,500

Plastic Derringer

Aura faint illusion;

CL 5

Slot none

Price \$181,500

Weight 1 lb.

The ultimate in concealable weaponry, this +2 Derringer gives a +6 equipment bonus to skill checks made to conceal them. Additionally, it cannot be detected by metal detectors, X-ray machines, chemical sniffers, or other mundane devices.

Requirements Craft Magic Arms and Armor, *mask metal*; or Craft Futuretech Arms and Armor, at least 5 ranks in Craft (mechanical);

Cost \$90,750

Scattergun

Aura moderate transmutation;

CL 5

Slot none

Price \$83,500

Weight 35 lb.

Resembling a classic tommy-gun from the 1930s, this +1 sub-machine gun features a prominent 50-round drum of ammunition. When fired in full auto mode, the bonus increases to +3 and it does an extra die of damage (i.e. targets must save against a DC of 18 or suffer 3d8+3 points of damage).

Requirements Craft Magic Arms and Armor, *magic weapon*; or Craft Futuretech Arms and Armor, at least 5 ranks in Craft (mechanical)

Cost \$41,750

5 rounds it temporarily gains the broken condition until it has cooled for at least 1 minute (10 rounds). For this reason, most models are designed so that fresh barrels can be swapped in as a full-round action.

Shotguns

Shotguns are large-bore weapons that primarily fire shells full of small projectiles. They tend to be powerful, but only deadly at short range. Reduce shotgun damage by 1 point for every range increment of the attack. The stats provided are for a modern shotgun with an external clip which can be loaded as a move-equivalent action.

Browning BPS: This weapon fires 10-gauge shells, the largest shotgun ammunition available.



Hearthfang P6: An undersized shotgun designed to be used by an S-sized individual, the Hearthfang P6 is marketed almost exclusively to halflings for home defense. The weapon is also popular among gnomes who frequently saw off the barrel, which causes it to do 3d6 damage -2 points of damage per range increment of the attack. Unlike the standard sawed-off shotgun, Hearthfangs have only 1 barrel.

Mossberg: The Mossberg Model 500 ATP6C is a pump-action shotgun designed for military and police work.

Shotgun, Sawed-Off

This is a double-barreled shotgun with the stock and barrels sawed short, leaving only a pistol grip. The barrels are roughly 12 inches long making them potentially concealable. Sawed-off shotguns are generally illegal; most are homemade by cutting down a standard shotgun. Reduce sawed-off shotgun damage by -2 points for every range increment of the attack.

If this weapon is fully-loaded, a character can fire both barrels at once. The character receives a -2 penalty on the attack roll but deals 4d10 damage on a successful hit. Attacking this way uses both shells. Reloading a sawed-off shotgun is a full-round action.

SMG

Submachine guns are relatively compact long-arms that generally fire pistol ammunition. Lighter than full-size machine guns, they can fire single-shots, in short bursts of 3-5 rounds, or fully automatically. Ammunition is in a large external clip, which takes a move-equivalent action to change or a full round action to re-load plus a move-equivalent action to insert.

Sniper Rifles

Extremely powerful, sniper rifles are designed to be highly accurate at extreme range. As a result, they have long and unwieldy barrels and are best fired from a stationary position. In the hands of M-sized individuals, Sniper rifles impose a -6 penalty to hit foes in adjacent squares. Changing clips is a move-equivalent action.



HK PSG: This high-precision sniper rifle has a fully adjustable trigger and stock for individual users. It comes with a standard scope. Due to its high quality of manufacture, the PSG is always considered a masterwork weapon.

Heavy Weapons

The weapons covered in this section fall under the Exotic Firearms Proficiency feat. Someone who wields a heavy weapon without the appropriate proficiency takes a –4 penalty on all attack rolls with the weapon.

Heavy Machine Gun

The 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. The Exotic Firearms Proficiency (heavy machine guns) feat applies to this weapon. Like its lighter cousins, heavy machine guns are typically belt fed, although some variants have 100-round drums that can be swapped out as a standard action.

Due to the high rate of fire, machine gun barrels heat up very quickly. If a machine gun is ever fired continuously for 5 rounds it temporarily gains the broken condition until it has cooled for at least 1 minute (10 rounds). For this reason, most models are designed so that fresh barrels can be swapped in as a full-round action.

Rocket Launcher

The rocket launcher, or LAW (light antitank weapon), is a disposable, single-use weapon. 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 7d10 points of damage to all creatures within a 10-foot radius. The target may make a DC 18 Reflex save for half damage. Because the explosive features a shaped charge designed to penetrate the armor of military vehicles, 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.

Rocket Launchers have a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

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

Grenade Launcher

A single-shot weapon, the grenade launcher fires 40mm grenades (see Grenades and Explosives, below). These grenades look like huge bullets an inch and a half across; they can't be used as hand grenades and a launcher cannot shoot hand grenades.

Attacking with a grenade launcher is identical to throwing an explosive, in that you must make a ranged attack against a specific 5-foot square, instead of targeting a person or creature. The grenade launcher differs from thrown explosives in the range of the weapon, which far exceeds the distance a hand grenade can be thrown, and that the grenade launcher requires a weapon proficiency to operate without penalty.

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

Mini-gun

A modern version of the Gatling gun, mini-guns have multiple rotating barrels enabling incredible rates of fire. Unlike machine guns, the barrels have time to cool between firings and can be fired continuously with no ill-effects for up to 20 rounds. While most automatic guns use the force of

MODERN ADVENTURES

Magic Weapons

The following are examples of magical modern weapons.

Sacred Eagle

Aura moderate evocation
[good];

CL 7th

Slot none

Price \$760,000

Weight 4 lb.

A +2 Desert Eagle handgun, this blessed weapon becomes a +4 *holy* weapon in the hands of a paladin. Additionally Sacred Eagles have a critical threat range of 18-20 when wielded by a paladin.

Requirements Craft Magic Arms and Armor, *holy smite*, *magic weapon*; **Cost** \$380,000

Ranger One

Aura moderate transmutation;

CL 9th

Slot none

Price \$81,500

Weight 4 lb.

A +1 heavy pistol, the Ranger One is a classic six-shooter revolver, with the capacity to chamber ammunition of any caliber. Any bullet fired from the gun is instantly transformed into a .45 caliber silvered bullet. Damage inflicted is always 2d8+1 regardless of what the original bullet was.

Requirements Craft Magic Arms and Armor, *greater magic weapon, fabricate*; **Cost** \$40,750

Soul Shocker

Aura moderate necromancy;

CL 7th

Slot none

Price \$80,000

Weight 2 lb.

According to countless rumors, these unassuming +1 tasers are actually prison cells for demons and firing them allows the demons to feed. In addition to the usual effects from being hit by a taser subjects who fail their saving throw gain 1 negative level. In addition to shocking their targets, these weapons also impart a thrilling sensation to their wielders, which can become addictive. All who fire a soul shocker must make a DC 12 Will save or become obsessed with the weapon and will automatically choose it over any available alternatives.

As a masterwork weapon, soul shockers can be reloaded as a move-equivalent action.

Requirements Craft Magic Arms and Armor, *enervation*;

Cost \$40,000

the firing bullet to load the next round into place, mini-guns are too mechanically complex for this to work and are instead powered by an electric motor, which produces a distinctive whine while in operation.

Mini-guns are only capable of firing fully automatically. However, unlike machine guns which fire 10 bullets per round, mini-guns fire 100 or more bullets per round enabling shooters to saturate a target area with bullets. Because mini-guns use up ammunition exceptionally quickly they're only practical when integrated into a large vehicle or installation. Mini-guns cannot be effectively fired without a tripod or similar fixed mount.

The base Reflex DC for avoiding mini-gun automatic fire is 20 (this includes the bonus for using a tripod but not from feats like Automatic Firearms Proficiency).

Dwarven Volcano Used almost exclusively to defend dwarven mines in the Appalachian Mountains, the Volcano spews high-caliber ammunition at a truly astonishing rate. Due to the quality of manufacture, the Volcano is automatically considered a masterwork weapon.

Other Ranged Weapons

Ranged weapons that are not firearms include such diverse objects as crossbows, tasers, and pepper spray. The feat that provides proficiency with these weapons varies from weapon to weapon, as indicated on Table: Ranged Weapons.

Firehose If used for their intended purpose, firehoses extinguish all non-magical flames in a 5' square as a full-round action. Firehoses have also been used for crowd control and riot dispersion in the past. Targets struck by a firehose suffer 1d10 points of nonlethal damage and must make a DC 15 Reflex save or be knocked prone by the force of the blast.

Because firehoses can be difficult to control they have a -2 penalty on attacks. However, the character can apply their Strength modifier on all rolls to hit but not damage.

Some riot control vehicles have "water cannons" mounted on them that function identically to firehoses. Most have tanks capable of firing for 2 minutes (20 rounds) before needing to be refilled. Water cannons cannot be removed from the vehicle, do not have a to-hit penalty and the strength of the operator does not apply.

Flare gun Designed to be fired in the air, flare guns fire a brightly colored pyrotechnic flare which can be visible for miles, depending on the terrain. Flares are designed to burn out before reaching the ground but automatically ignite flammable items (such as clothing) on a direct hit for an additional 1d6 points of fire damage per round until extinguished. Flare guns use a target's touch attack AC.

Flare guns are for signaling rather than as a weapon and are extremely inaccurate. The -4 non-proficiency penalty is intended to reflect this inaccuracy. Reloading a flare gun is a standard action.

Flamethrower A flamethrower consists of a pressurized canister backpack containing fuel connected by a tube to a gun-shaped nozzle, which sprays and ignites the fuel at the same time. It shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a DC 15 Reflex save to take half damage. Creatures with cover get a +2 bonus on their Reflex save.

A flamethrower's backpack has hardness 5 and 5 hit points. When worn, the backpack has an effective armor class equal to the wearer's touch AC. 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 creatures and objects in adjacent 5-foot squares (DC 15 Reflex save for half damage).

Any creature or flammable object that takes damage from a flamethrower automatically catches fire taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature 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. Replacing a fuel pack requires a move action to remove the backpack, a full-round to install the replacement pack and a move action to don the backpack again. Replacement fuel packs cost \$125.

Pepper Spray Pepper spray is a chemical irritant that can temporarily blind a target, and 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. Pepper spray is limited to 5 range increments.

Slingshot While not quite as powerful as a regular sling, a slingshot is considerably easier to fire and consists of a pair of strong rubber bands attached to a V-shaped handle. Many models also incorporate wrist bracing for added stability.

The damage listed is for lead sling bullets but can also hurl small objects like darts (1d3 piercing damage), fire-crackers, paintballs, rocks (1d2 damage), and even small explosive charges.

Super Watergun The super watergun is a toy squirt gun capable of shooting a thin stream of water up to 10' (1 range increment). The typical tank holds enough fluid for 5 shots before needing to be refilled. Regular water deals no damage, but super waterguns can be filled with holy water to combat the undead.

Conventional waterguns are made of plastic and will dissolve instantly if the shooter attempts to load it with acid (or most other toxic chemicals). Inventive players may be able to construct waterguns with otherwise identical stats out of sturdier materials through use of the Craft (mechanical) skill.

Speargun Designed to be fired underwater, spearguns use a powerful set of bands to propel a shaft (i.e. the "spear") at the target. Most speargun shafts are tied to a thin, strong line (DC 20 Strength to break) allowing the shaft to act as a harpoon (or to be easily retrieved in the event of a miss). Most lines are 30' long limiting the speargun to a maximum of 3 range increments unless you specifically choose a longer line or the line is disengaged. A disengaged line provides a +1 miscellaneous bonus to hit.

The target must make Reflex saving throw with a DC of 10 + the damage dealt to avoid the shaft becoming lodged in their flesh. Failure means that the creature can only move at half-speed and cannot charge while the spear remains embedded in their body. If a speared target attempts to cast a spell, they must first succeed at a DC 15 Concentration check or the spell fails. If the target did not suffer any damage from the attack, the shaft cannot become lodged.

The speared creature can pull the shaft from its wound as a full-round action but inflicts 2d6 points of damage to itself in the process. The listed price for ammunition is for each spear and line. Reloading a speargun is a full-round action.

Taser A taser uses springs or compressed air to fire a pair of darts at a target. On impact, the darts release a powerful electrical current. On a successful hit, the darts deal 1d4 points of electricity

**Futuretech or Magic
Alternate Ammunition
Incendiary Ammunition**

Aura moderate evocation;

CL 5

Slot none

Price \$520 each

Weight -

This enhanced version of +1 white phosphorous ammunition, these bullets burn even hotter and inflict an *additional* die of fire damage above and beyond the additional die from using white phosphorous bullets. Additionally, it requires a DC 20 Heal check to remove the bullet.

Requirements Craft Magic Arms and Armor, *flame arrow*, *flame strike*, or *fireball*; or Craft Futuretech Arms and Armor, at least 5 ranks in Craft (chemicals)

Cost \$260 each

damage and the target must make a DC 15 Fortitude saving throw or be paralyzed for 1d6 rounds. Reloading a standard taser is a full-round action that provokes attacks of opportunity. Masterwork tasers have a cartridge that can be reloaded as a move equivalent action, similar to a magazine.

Alternate Ammunition

The above information assumes that each weapon is firing standard ammunition. Alternate ammunition types can be substituted to produce different types of damage.

Cost Multiplier: Multiply this number by the cost of the standard ammunition to find the cost of the alternate ammunition.

Restriction: The restriction rating of the item and the cost multiplier from buying it on the black market. When purchasing alternate ammunition for a restricted, military, or illegal weapon, use whichever restriction is greater.

	Cost Multiplier	Restriction	
Armor Piercing	2x	Restricted (x3)	All firearms
Beanbag	1.5x	Restricted (x2)	Shotguns and grenade launchers only
Birdshot	.7x	License (x1)	Shotguns only
Flechette	2.5x	Military (4x)	All firearms
Frangible	1.5x	Restricted (2.5x)	All firearms
Hollow Point	1x	License (x1)	All firearms
Rubber Round	1.25x	Restricted (2x)	Hold-out, light, and heavy handguns; All rifles and shotguns
Silver	4x	–	All firearms
Subsonic	2.5x	Military (5x)	All handguns and long-arms (except shotguns)
Tracer	1.25x	Military (2.5x)	Fully-automatic firearms only
White Phosphorous	3.5x	Military (6.5x)	Rifles, machine guns, and mini-guns only.

Armor Piercing Armor Piercing ammunition is designed to penetrate modern Kevlar™ armor and bypasses any fortification properties from modern armors. Additionally, attacks made with armor piercing ammunition use the target's standard armor class rather than their ballistic AC. However, armor piercers tend to pass straight through flesh and are less damaging. Reduce the damage die type by one (i.e. 2d8 becomes 2d6).

Beanbag As the name suggests, beanbag ammunition is a small bag of pellets propelled by a significantly smaller load of gunpowder than conventional ammunition. Riot police and some bounty hunters use this type of ammunition for crowd control. It does the same amount of damage as a normal load but the damage is non-lethal. Beanbag ammunition is only available for shotguns and some grenade launchers.

Birdshot This is a lighter shotgun ammunition designed to spread as it travels. Used only in shotguns it does 1 die less damage than standard ammunition. However, it allows the shooter to ignore up to 2 levels of size difference between themselves and the target (i.e. Small and Tiny targets do not receive their size bonuses to AC and Diminutive sized targets receive only a +2 to AC when fired upon by an M-sized individual).

Flechette Flechette rounds are fine bundles of razor-sharp shrapnel or darts. Flechette ammunition has the *keen* characteristic, but is more difficult to target and imposes a -2 penalty on attack rolls.

Frangible Also commonly referred to as “glaser” ammunition (which is actually a manufacturer brand name rather than a category), this ammunition scatters through a target producing large but shallow wounds rather than passing through and potentially damaging a second target. Frangible ammunition increases the damage done by +1 per die. Glaser ammunition can be stopped by material as thin as drywall or sheet metal. Double the effective hardness of materials against all frangible ammunition damage.

Frangible rounds been approved for use on board airplanes and US Air Marshals are typically armed with frangible rounds.

Hollow-point Hollow point ammunition is a less extreme form of frangible ammunition and is favored by law-enforcement personnel around the world based on the reduced likelihood of collateral damage. However, international law prohibits the use of hollow-point ammunition during wartime, making it extremely rare in the hands of the military.

Hollow-points inflict +1 point of damage per damage die against unarmored opponents (i.e. 2d8 becomes 2d8+2) but are less effective against armored foes. Against foes with a ballistic AC bonus of +2 or greater, a natural armor bonus, or any degree of physical damage reduction, hollow-points inflict -1 point of damage per die (i.e. 2d8 becomes 2d8-2).

Rubber Rounds Composed of soft rubber rather than metal, rubber rounds do the same amount of damage as their standard counterparts but the damage is non-lethal.

Silver Silver ammunition is used almost exclusively by hunters of the supernatural (as well as certain masked lawmen). It is never mass-produced and must be made by hand (hence the high cost and the lack of restriction). It requires a DC 12 Craft (mechanical) to craft a single silvered round.

Subsonic Also known as “cowboy shooting” or “cold loaded ammunition,” subsonic ammunition is prepared with a reduced load of propellant so the bullet never breaks the sound barrier and is considerably quieter with less kick. Subsonic ammunition increases the DC of Notice skill checks to hear the gunshot by +10. However, the reduced speed means that the bullet strikes with less impact. Reduce the die type of damage done by 1 (i.e. 2d12 becomes 2d10) and reduce the range increment by 20 feet.

Commercially, these rounds are sold for Cowboy action shooting competitions. For combat, subsonic rounds are almost exclusively used by assassins and snipers, who inevitably pair them with silencers.

Tracer Tracer rounds are phosphorous-coated rounds that glow in flight, allowing the shooter to better control auto-fire attacks. Tracer rounds increase the Reflex save DC for auto-fire by +1 but give a +5 circumstance bonus to Notice skill checks to locate the shooter. They have no effect on single shots or burst fire other than to make them more noticeable.

White Phosphorous White phosphorous bullets inflict an extra d6 points of fire damage upon impact and may set the target on fire. The bullet itself continues to burn for an additional 1d6 rounds after impact inflicting 1 point of damage per round. Smothering or submerging the wound in water will put out any secondary fires started by the bullet but will not stop the white phosphorous itself as it does not require oxygen to burn. Removing a white phosphorus bullet requires a DC 15 Heal check and inflicts 1d3 points of damage on the target whether or not the check is successful or not.

Magical Firearm Accessories Endless Clip

Aura moderate conjuration;

CL 15th

Slot none

Price \$10,000

Weight -

This enchanted clip magically changes size to fit any firearm that uses clips or magazines. While it can be loaded with up to 30 rounds of any type of ammunition (including special ammunition), it will always contain at least 1 standard round appropriate for that particular firearm. If the clip is empty at the end of a round, it will automatically create a new round at the start of a following round.

Requirements Craft Magic Arms and Armor, *major creation*;

Cost \$5,000

Magazine of Holding

Aura moderate conjuration;

CL 9th

Slot none

Price \$13,000

Weight -

Essentially a bag of holding in clip form, the magazine of holding always weighs 5 pounds but is capable of holding up to 5,000 rounds of ammunition. Although the magazine will resize itself to fit any firearm that accepts a clip or magazine, ammunition stored within is not affected and will jam if used inside the wrong caliber of weapon. Additionally, ammunition is used in the reverse order it was inserted into the clip; the most recently added round is the first used.

Requirements Craft Magic Arms and Armor, *secret chest*;

Cost \$6,500

Weapon Accessories

Item	Weight	Price	Restriction
Box magazine	0.5 lb.	\$20.00	—
Detonator			
Blasting cap	0.5 lb.	\$20.00	License \$30
Radio controlled	0.5 lb.	\$120.00	License \$175
Timed	0.5 lb.	\$55.00	License \$75
Wired	1 lb.	\$40.00	License \$60
Holster, Concealed Carry	.5 lb.	\$30.00	—
Holster, Hip	1 lb.	\$30.00	—
Illuminator	0.5 lb.	\$55.00	—
Laser sight	0.5 lb.	\$500.00	—
Scope, Electrical	3 lb.	\$1,200.00	—
Scope, Standard	0.5 lb.	\$150.00	—
Speed loader	0.5 lb.	\$12.00	—
Suppressor, Pistol	1 lb.	\$200.00	Military \$500
Suppressor, Rifle	4 lb.	\$350.00	Military \$650
Tripod	20 lb.	\$950.00	Military \$2000

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. Loading these extra magazines ahead of time and keeping them in a handy place makes it easy to reload a weapon in combat.

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 DC 15 Craft (electronics) skill check. 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 DC 10 Craft (electronics). 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.

Holster Holsters are available for all pistols. Some holsters for heavy handguns can be modified to accommodate a sawed-off shotgun.

Concealed Carry: A concealed carry holster is designed to help keep a weapon out of sight. In most cases, this is a shoulder holster (the weapon fits under the wearer's armpit, presumably beneath a jacket). Light handguns and holdout pistols can be carried in waistband holsters (often placed inside the wearer's waistband against his or her back). Pistols of 2 pounds or under may also be carried in ankle or boot holsters.

Hip: This holster holds the weapon in an easily accessed — and easily seen — location.

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 because the dot doesn't sufficiently stand out against the ambient light.

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.

Electrical: An electrical scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if he or she had the darkvision ability granted by night vision goggles.

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 move action acquiring his or her target. If the character changes targets or otherwise lose sight of the target, he or she must reacquire the target to gain the benefit of the scope.

Speed Loader A speed loader holds a number of bullets (usually six) 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 bullets at once as a move-equivalent action.

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 (DC 15 Perception check to notice). For long-

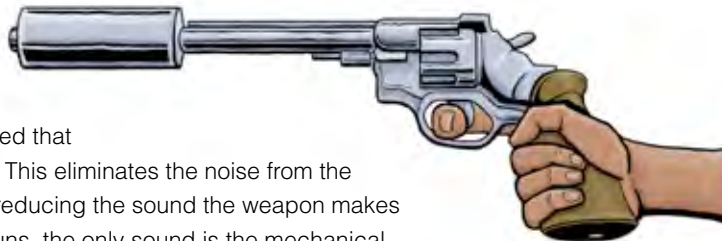
arms, the supersonic speed of the bullet itself still makes noise. However, it's difficult to tell where

the sound is coming from, requiring a DC Perception check to locate the source of the gunfire.

Modifying a weapon to accept a suppressor requires a DC 15 Craft (mechanical) skill check.

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.



Explosives and Splash Weapons

These weapons explode or burst, dealing damage to creatures 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.

A splash weapon is a projectile that bursts on impact, spewing its contents over an area and damaging any creature or object within that area. Generally, creatures directly hit by splash weapons take the most damage, while those nearby take less damage. Splash weapons usually must be thrown to have effect.

Explosives and splash weapons require no feat to use with proficiency, unless they are fired or propelled from some sort of launcher or other device, in which case the appropriate Weapon Proficiency feat for the launcher is necessary to avoid the –4 penalty.

Explosives and splash weapons are described by a number of statistics, as shown on the table on the following page.

Damage/Direct Hit Damage: The primary damage dealt by the weapon. For explosives, the Damage column shows the damage dealt to all creatures within the explosive's burst radius. For splash weapons, the Direct Hit Damage column is used for a target directly struck by the weapon.

Burst Radius/Splash Damage: For explosives, the burst radius is the area affected by the explosive. All creatures or objects within the burst radius take damage from the explosive.

For splash weapons, all creatures within 5 feet of the weapon's impact point take splash damage equal to the amount shown in this column.

Reflex DC: Any creature caught within the burst radius of an explosive may make a Reflex save against the DC given in this column for half damage.

Restriction: The restriction rating for the weapon, if any, and the appropriate black market purchase price.

Explosives and Grenades

Explosives require detonators, which are described in Weapon Accessories. Grenades come with integral detonators.

40mm Fragmentation Grenade This small explosive device must be fired from a grenade launcher. It sprays shrapnel in all directions when it explodes.

The 40mm fragmentation grenade has a minimum range of 40 feet. If fired against a target closer than 40 feet away, it does not arm and will not explode.

The purchase price given is for a box of 6 grenades.

C4/Semtex™ So-called "plastic" explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up and soften when kneaded, and then can be coaxed to take various shapes. The information on the table represents a 1-pound block. Additional blocks can

Explosives and Grenades

Weapon	Damage	Critical	Damage Type	Burst Radius	Reflex DC	Range Increment	Weight	Cost	Restriction
40mm fragmentation grenade	4d6	—	Slashing	10 ft.	15	—	1 lb.	\$650.00	Military \$1300
C4/Semtex™	5d6	—	Bludgeoning	10 ft.	18	—	1 lb.	\$200.00	Military \$400
Det cord	3d6	—	Fire	See text	12	—	2 lb.	\$70.00	Restricted \$120
Dynamite	3d6	—	Bludgeoning	5 ft.	15	10 ft.	1 lb.	\$200.00	License \$275
Fragmentation grenade	4d6	—	Slashing	20 ft.	15	10 ft.	1 lb.	\$500.00	Military \$1000
Smoke grenade	—	—	—	See text	—	10 ft.	2 lb.	\$120.00	—
Tear gas grenade	See text	—	—	See text	—	10 ft.	2 lb.	\$200.00	Restricted \$300
Thermite grenade	7d6	—	Fire	5 ft.	12	10 ft.	2 lb.	\$900.00	Military \$2000
White phosphorus grenade	3d6	—	Fire	20 ft.	12	10 ft.	2 lb.	\$500.00	Military \$1200

Splash Weapons

Weapon	Direct Hit Damage	Splash Damage	Critical ²	Damage Type	Reflex DC	Range Increment	Weight	Cost	Restriction
Molotov cocktail ¹	1d6	1	20	Fire	--	10 ft.	1 lb.	\$12.00	Illegal

be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by 2 feet. It requires a DC 15 Knowledge (technology) skill check to link them.

Although the damage statistics on the table represent a 1-pound block, C4 is sold in 4-block packages. The cost given represents a package of 4 blocks.

C4/Semtex™ requires a detonator to set off. It is considered to be a moderate explosive for the purpose of using a Craft (chemical) check to manufacture it.

Det Cord Det (short for “detonation”) 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 creatures 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 to a maximum increase of +4d6.

Det cord requires a detonator to set it off. It is considered to be a simple explosive for the purpose of using a Craft (chemical) check to manufacture it.

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 will detonate 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

* Due to the quality of manufacture, this is a masterwork weapon.

¹ This weapon does special damage. See the weapon description.

² See the description of this weapon for special rules.

³ This weapon is designed for S-sized users.

Dynamite Greater Effect

Example: Dangerous Dan Twists has 5 sticks of dynamite that he is trying to booby-trap a car with. If his DC 15 skill check fails, the dynamite does 6d6 points of damage with a blast radius of 20 feet. If it succeeds, it could do up to 9d6 points of damage. Dan opts for an increased blast radius of 30 feet since he wants lots of collateral damage.

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 Knowledge (technology) skill check with a DC of 10 + 1 per stick. If the character succeeds on the check, either the damage or the burst radius of the explosion increases by an additional 50%, character's choice.

Dynamite is sold in boxes of 12 sticks. It is considered to be a simple explosive for the purpose of using a Craft (chemical) check to manufacture it.



To set off dynamite using a fuse, the fuse must first be lit, requiring a move action and a 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). The fuse could also be left long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action and a DC 12 Wisdom check or DC 10 Knowledge (physical sciences) skill check to determine the appropriate length.

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.

Smoke Grenade Military and police forces use these weapons to create temporary concealment. 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 darkvision ability granted by night vision goggles. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target). 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 Military and police forces use these weapons to disperse crowds and smoke out hostage takers. 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 DC 15 Fortitude save 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. Those who succeed at their saves but remain in the cloud must continue to save each round. 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 1d6 points of fire damage and risks catching on fire in the following round.

The phosphorus itself continues to burn for an additional 1d6 rounds after impact, inflicting 1 point of damage per round. Smothering or submerging the wound in water will put out any secondary fires but will not stop the white phosphorous itself as it does not require oxygen to burn. Instead the white phosphorus must be scraped off the skin as a standard action. No skill check is required but the scraping inflicts 1d4 points of damage on the target.

In addition, a WP grenade creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade (see above), except that it only fills squares within 5 feet of the explosion point.

The cost given is for a box of 6 grenades.



Splash Weapons

Many splash weapons, such as Molotov cocktails, are essentially homemade devices, or improvised explosives. The purchase DC given in Table: Explosives and Splash Weapons reflects the typical cost of the necessary components. See the Craft (chemical) skill for details on making improvised explosives.

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 DC 10 Craft (chemical) check, or DC 15 Intelligence check. The cost given is for the components. To use it, the rag must first be lit, requiring a move action and a 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.

Melee Weapons

Weapon	Damage	Critical	Damage Type	Range Increment	Cost	Restriction
Light Simple Weapons						
Brass knuckles	1d3	20	Bludgeoning	—	\$30.00	—
Cleaver	1d6	19–20	Slashing	—	\$25.00	—
Pistol whip	1d4	20	Bludgeoning	—	—	—
Stun gun ¹	1d3	20	Electricity	—	\$35.00	—
One-handed Simple Weapons						
Metal baton	1d6	19–20	Bludgeoning	—	\$75.00	—
Tonfa ¹	1d4	20	Bludgeoning	—	\$40.00	—
Two-handed Simple Weapons						
Rifle butt	1d6	20	Bludgeoning	—	—	—
Archaic Martial Weapons (require the Archaic Weapons Proficiency feat)						
Bayonet (fixed) ¹	1d4/1d6	20	Piercing	—	\$55.00	—
Hatchet	1d6	20	Slashing	10 ft.	\$20.00	—
Machete	1d6	19–20	Slashing	—	\$30.00	—
Straight razor	1d4	19–20	Slashing	—	\$20.00	—
Sword cane	1d6	18–20	Piercing	—	\$100.00	—
Exotic Melee Weapons (each requires a specific Exotic Melee Weapon Proficiency feat)						
Chainsaw	3d6	20	Slashing	—	\$90.00	—

¹ This weapon does special damage. See the weapon description.

Simple Melee Weapons

Generally inexpensive and light in weight, simple weapons get the job done nevertheless.



Brass Knuckles These pieces of molded metal fit over the outside of a character's fingers and allow them to deal lethal damage with an unarmed strike, instead of nonlethal damage. A strike with brass knuckles is otherwise considered an unarmed attack.

The cost and weight given are for a single item.

Cleaver Heavy kitchen knives can be snatched up for use as weapons in homes and restaurants. These weapons are essentially similar to the twin butterfly swords used in some kung fu styles.

Metal Baton This weapon can be collapsed to reduce its size and making it easy to conceal. A collapsed baton can't be used as a weapon. Extending or collapsing the baton is a free action.

Pistol Whip Using a pistol as a melee weapon can deal greater damage than attacking unarmed. No weight or purchase DC is given for this weapon, as both vary depending on the pistol used.

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 the target. (The taser is a ranged weapon with a similar



effect.) On a successful hit, the stun gun deals 1d3 points of electricity damage, but do not add the character's Strength bonus. When hit, the target must make a DC 15 Fortitude saving throw or be paralyzed for 1d6 rounds.

Tonfa This is the melee weapon carried by most police forces, used to subdue and restrain criminals. A character can deal nonlethal damage with a tonfa without taking the usual –4 penalty.

Archaic Melee Weapons

Most of these weapons deal damage by means of a blade or a sharp point. Some of them are moderately expensive, reflecting their archaic nature in modern-day society.

Bayonet (Fixed) The statistics given describe a bayonet fixed at the end of a long-arm with an appropriate mount. With the bayonet fixed, the long-arm becomes a double weapon—club-like at one end and spear-like at the other. A character can fight with it as if fighting with two weapons, but if the character does so, he or she incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.

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

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

Straight Razor Favored by old-school organized crime “mechanics,” this item can still be found in some barbershops and shaving kits.

Sword Cane This is a lightweight, concealed sword that hides its blade in the shaft of a walking stick or umbrella. Because of this special construction, a sword cane is always considered to be concealed; it can be noticed as a concealed sword instead of a mundane cane or umbrella with a DC 18 Perception check.

Exotic Melee Weapons

Most exotic weapons are either atypical in form or improved variations of other melee weapons. Because each exotic weapon is unique in how it is manipulated and employed, a separate Exotic Melee Weapon Proficiency feat is required for each to avoid the –4 non-proficient penalty.

Chainsaw Although an icon of cinematic mayhem, chainsaws are less practical in combat than is usually depicted, and require two hands to use effectively in melee. Military and police units use chainsaws to cut through fences and open doors rapidly.

Armor

Body armor comes in a variety of shapes and sizes, providing varying degrees of coverage and varying heaviness of materials.

Modern armor proficiencies are covered by the same three feats as archaic armor: Light Armor Proficiency, Medium Armor Proficiency, and Heavy Armor Proficiency.

Armor Bonus: This is the protective value of the armor. The number before the slash is the armor bonus to the character's standard armor class. The number after the slash is the ballistic armor class bonus.

Fortification: Modern armor provides fortification against critical hits. The percentage listed is the chance that any critical hit or sneak attack made with a firearm is negated and the damage is rolled normally.

Armor Table

Armor	Armor Bonus	Max Dex Bonus	Armor Penalty	Fortification	Arcane Spell Failure Chance	Speed (30 ft.)	Weight	Cost	Restriction
Light Armor									
Leather jacket	+1/+0	+8	-0	--	--	30	4 lbs.	\$130.00	—
Athletic Pads	+2/+1	+6	-1	--	10%	30	20 lbs.	\$150.00	--
Light undercover shirt	+1/+2	+7	-0	25%	5%	30	2 lbs.	\$270.00	License \$325.00
Pull-up pouch vest	+0/+2*	+6	-0	--	5%*	30	2 lbs.	\$280.00	License \$375
Undercover vest	+2/+3	+5	-1	25%	5%	30	3 lbs.	\$350.00	License \$500
Concealable vest	+2/+4	+4	-2	25%	10%	30	4 lbs.	\$500.00	License \$650
Archaic Light Armor									
Leather	+2/+1	+6	0	--	10%	30	15 lbs.	\$200	--
Studded Leather	+3/+2	+5	-1	--	15%	30	20 lbs.	\$300	--
Chainmail Shirt	+4/+3	+4	-2	--	20%	30	25 lbs	\$400	--
Medium Armor									
Light-duty vest	+3/+6	+3	-3	50%	15%	25	8 lbs.	\$650.00	License \$900
Tactical vest	+4/+7	+2	-3	50%	20%	25	10 lbs.	\$900.00	License \$1200
Special response vest	+5/+7	+2	-4	50%	25%	25	15 lbs.	\$1,200.00	License \$1500
Fire-Fighter's Suit	--	+2	-4	--	40%	25	10 lbs.	\$275	--
Containment Suit	--	+2	-4	--	40%	25	10 lbs.	\$500	Restricted \$900
Archaic Medium Armor									
Full Chainmail Suit	+6/+4	+2	-5	--	30%	20	40 lbs.	\$1200	--
Breastplate	+7/+5	+3	-4	--	25%	20	30 lbs.	\$1500	--
Heavy Armor									
Forced entry unit	+5/+10	+1	-5	75%	25%	20	20 lbs.	\$1,500.00	License \$2000
Archaic Heavy Armor									
Half-Plate	+8/+6	+0	-7	--	40%	20	50 lbs.	\$2500	--
Full plate	+9/+6	+1	-6	--	35%	20	50 lbs.	\$3000	--

*only when deployed.

For descriptions of the archaic armor types see the Pathfinder® Roleplaying Game Core Rulebook™.

Light Armor

For the character who doesn't want to be bogged down by more cumbersome armor types, a leather garment or some sort of concealable armor is just the ticket.

Leather Jacket This armor is represented by a heavy leather biker's jacket.

Athletic Padding A catch-all category for a protective sporting gear such as football pads, hockey pads or a baseball catcher's pads. All offer similar protection and game statistics, although the weight and bulk may vary considerably.

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. This garment provides no equipment bonus and has no armor penalty or maximum Dexterity bonus when not deployed.

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.

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 is usually visible to anyone

looking closely for it, granting a +4 bonus on Perception checks to notice the armor.

Medium Armor

Most medium armor is not terribly heavy, but nonetheless provides a significant amount of protection — at the expense of some speed. Medium armors fit over clothing and can't easily be concealed. Its weight and bulk make it impractical to wear all the time, and it's generally only donned when a specific dangerous confrontation is likely. Because it's worn over clothing in tactical situations, medium armors usually have pockets, clips, and Velcro™ attachment points for carrying weapons, grenades, ammunition, flashlights, first aid kits, and other items.

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.

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.

Fire-Fighter's Suit This bulky, silver-coated suit provides fire resistance 10, but does not protect against any other type of damage.

Containment Suit Also known as a Nuclear/Biological Contamination suit, or NBC suit, this bulky garment protects the wearer from radioactive, biological, and chemical hazards. When worn and completely sealed, it grants a +10 equipment bonus on Fortitude saves against radiation, disease, airborne poisons, and contact poisons.

A containment suit comes with an internal air supply that lasts for one hour. The suit takes 5 minutes to don with someone's aid or 10 minutes without. If an NBC suit takes 4 points from ballistic, slashing, or piercing weapons, it has been pierced and ceases to provide any benefit to the wearer.

MODERN ADVENTURES

D.U.C. Vest

Aura strong divination and illusion;

CL 10

Slot none

Price \$250,000

Weight 3 lbs.

The Deep Under Cover vest looks just like a typical white tank-top undershirt but is actually a +3 glammered light undercover vest that imbues the wearer with a "danger sense". The wearer cannot be flanked and may always act during a surprise round.

Requirements Craft Magic Arms and Armor, *disguise self*, *true seeing*; or Craft Futuretech Arms and Armor, at least 5 ranks in Craft (electronics) and Craft (mechanical)

Cost \$125,000

Powered Armor

Aura strong transmutation;

CL 16

Slot none

Price \$1,161,500

Weight 120 lb.

This heavy armor looks like a cross between archaic plate mail and S.W.A.T. forced entry and has a base AC bonus of +9/+9, a maximum Dexterity bonus of +1, a skill penalty of -5, and a 40% chance of spell failure. Additionally, it has gives a +5 enhancement bonus to A.C. (for a total of +14/+14) and 75% fortification. Most of the armor's weight comes from the embedded exoskeleton, which reduces the armors effective weight to 35 pounds for the purpose of calculating encumbrance and gives a +4 enhancement bonus to strength.

Requirements Craft Magic Arms and Armor, *bear's strength*, *longstrider* or *expeditious retreat*, *limited wish* or *miracle*; or Craft Futuretech Arms and Armor, at least 10 ranks in Craft (electronics), at least 10 ranks in Craft (mechanical)

Cost \$508,750

Heavy Armor

Heavy armor provides excellent protection, but comes at a cost of a high armor penalty. Heavy armor, like medium armor cannot be concealed, is worn over clothing, and has attachments for additional equipment.

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.

Converting Armors

The ballistic armor class bonus of archaic armors depends largely on the materials used in their construction. Armor crafted using standard medieval materials and technique has a ballistic armor bonus equal to half usual armor bonus. Magical armor and armor crafted from modern steel alloys, mithril, or other special material has a ballistic armor bonus equal to 75% of its usual armor bonus. The armor stats listed above are assumed to be modern-alloy armors.

General Equipment

This section covers the wide variety of general gear available to adventurers of all sorts.

Many of the objects in this section are battery-operated. Any device that uses batteries comes with them. As a general rule, ignore battery life — assume that heroes (and their antagonists) are smart enough to recharge or replace their batteries between adventures, and that the batteries last as long as needed during adventures.

If battery life does become important during the course of a game, roll 1d20 every time a battery-operated item is used. On a result of 1, the batteries are dead and the object is useless until fresh batteries are installed. It takes a standard action to swap out batteries for most hand-held items, although larger items may require a full-round action or longer to change.

Equipment Tables

Size: The size category of a piece of equipment helps to determine how easy that object is to conceal, and it also indicates whether using the object requires one hand or two. In general, a character needs only one hand to use any object that is of his or her size category or smaller.

Weight: This column gives the item's weight.

Price: This is the base cost in US Dollars. This number reflects the base price to legally purchase (or build) the item.

Restriction: The restriction rating for the object, if any, and the black market price.

The restriction levels are as follows:

License: The item requires a license to own or operate. The license is kept on file at state or federal agencies allowing law enforcement agencies to link the item back to the owner if the item is ever encountered as part of an investigation. Items purchased through the black market are not registered and cannot be tracked back to the owner (although possessing an unlicensed item is a misdemeanor or worse crime in most cases).

Restricted: This restriction is the same as License, except that the character must undergo specialized training and be certified in a particular area before they can obtain a license to own or use the restricted item.

Military: The item is illegal for the general population to own or use, but is available to military and law-enforcement personnel while on duty. (Possession of the item off duty is still a crime.) Player characters are typically only able to acquire military-restricted items through the black market or through contacts at GM's discretion.

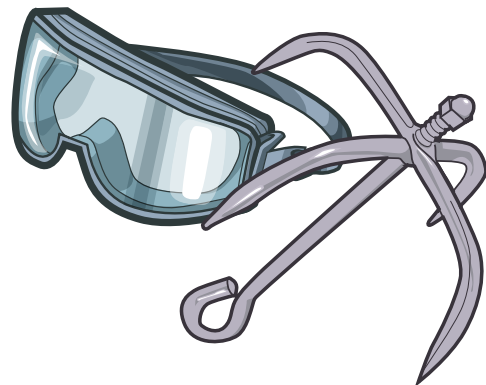
Illegal: The item has no legal use and simple possession is a crime. Illegal items must be either home-made or purchased through the black market.

Object	Size	Weight	Price	Restriction
Bags and Boxes				
Aluminum travel case				
10 lb. Capacity	Med	5 lb.	\$120.00	—
40 lb. Capacity	Large	10 lb.	\$150.00	—
75 lb. capacity	Large	15 lb.	\$200.00	—
Briefcase	Med	2 lb.	\$55.00	—
Contractor's field bag	Med	2 lb.	\$40.00	—
Day pack	Small	2 lb.	\$30.00	—
Handbag	Small	1 lb.	\$20.00	—
Range pack				
Standard	Small	2 lb.	\$55.00	—
Oversized	Med	3 lb.	\$90.00	—
Patrol box	Med	4 lb.	\$90.00	—
Clothing				
Clothing outfit				
Business	Med	3 lb.	\$200.00	—
Casual	Med	2 lb.	\$70.00	—
Formal	Med	3 lb.	\$500.00	—
Fatigues	Med	3 lb.	\$90.00	—
Uniform	Med	2 lb.	\$90.00	—
Ghillie suit	Med	5 lb.	\$40.00	—
Outerwear				
Coat	Med	2 lb.	\$70.00	—
Fatigue jacket	Med	2 lb.	\$55.00	—
Overcoat	Med	3 lb.	\$90.00	—
Parka	Med	3 lb.	\$90.00	—
Photojournalist's vest	Med	1 lb.	\$90.00	—
Windbreaker	Med	1 lb.	\$40.00	—
Tool belt	Small	2 lb.	\$90.00	—

Object	Size	Weight	Price	Restriction
Computers and Consumer Electronics				
Camera				
35mm	Small	2 lb.	\$500.00	—
Digital	Tiny	0.5 lb.	\$800.00	—
Disposable	Tiny	0.5 lb.	\$20.00	—
Film	Dim	—	\$12.00	—
Darkroom	—	—	\$300.00	—
Cell phone	Dim	—	\$90.00	—
Smartphone	Dim	—	\$200.00	—
Computer				
Desktop	Large	10 lb.	\$1,000.00	—
Laptop	Med	5 lb.	\$1,200.00	—
Tablet	Small	2 lb.	\$500.00	—
Upgrade	—	—	50.00%	—
Digital audio recorder	Tiny	1 lb.	\$120.00	—
Portable satellite phone	Small	2 lb.	\$900.00	—
Portable video camera	Small	2 lb.	\$650.00	—
Printer	Med	3 lb.	\$200.00	—
Scanner	Med	3 lb.	\$200.00	—
Walkie-talkie				
Basic	Tiny	1 lb.	\$55.00	—
Professional	Tiny	1 lb.	\$500.00	—
Surveillance Gear				
Black box	Tiny	0.5 lb.	\$20.00	Illegal \$60
Caller ID defeater	Tiny	1 lb.	\$30.00	—
Cellular interceptor	Tiny	0.5 lb.	\$5,000.00	—
Lineman's butt-set	Tiny	1 lb.	\$275.00	License \$350
Metal detector	Small	2 lb.	\$150.00	—
Night vision goggles	Small	3 lb.	\$900.00	—
Tap detector	Tiny	1 lb.	\$55.00	—
Telephone tap				
Line tap	Tiny	0.5 lb.	\$275.00	License \$325
Receiver tap	Tiny	0.5 lb.	\$12.00	Restricted \$25
Telephone line tracer	Med	5 lb.	\$5,000.00	—

Object	Size	Weight	Price	Restriction
Professional Equipment				
Bolt cutter	Med	5 lb.	\$40.00	—
Caltrops (25)	Small	2 lb.	\$30.00	—
Chemical kit	Med	6 lb.	\$650.00	—
Demolitions kit	Med	5 lb.	\$275.00	License \$375
Disguise kit	Med	5 lb.	\$200.00	—
Duct tape	Tiny	1 lb.	\$12.00	—
Electrical tool kit				
Basic	Large	12 lb.	\$350.00	—
Deluxe	Huge	33 lb.	\$2,750.00	—
Evidence kit				
Basic	Med	6 lb.	\$55.00	—
Deluxe	Med	8 lb.	\$500.00	—
Fake ID	Fine	—	—	Illegal, See Text
First aid kit	Small	3 lb.	\$30.00	—
Forgery kit	Small	3 lb.	\$1,200.00	—
Handcuffs				
Steel	Tiny	1 lb.	\$55.00	—
Zip-tie (25)	Dim	0.5 lb.	\$40.00	—
Instrument, keyboard	Large	12 lb.	\$200.00	—
Instrument, percussion	Huge	50 lb.	\$350.00	—
Instrument, stringed	Large	7 lb.	\$275.00	—
Instrument, wind	Tiny	1 lb.	\$70.00	—
Lock-picks				
Car opening kit	Tiny	1 lb.	\$40.00	License \$65
Lock-pick set	Tiny	1 lb.	\$90.00	License \$130
Lock release gun	Tiny	0.5 lb.	\$200.00	Restricted \$300
Mechanical tool kit				
Basic	Large	22 lb.	\$275.00	—
Deluxe	Huge	45 lb.	\$2,000.00	—
Medical kit	Med	5 lb.	\$500.00	—
Multipurpose tool	Tiny	0.5 lb.	\$90.00	—
Pharmacist kit	Med	6 lb.	\$900.00	Restricted \$1800
Search-and-rescue kit	Med	7 lb.	\$200.00	—
Spike strip	Huge	22 lb.	\$275.00	—
Surgery kit	Med	5 lb.	\$600.00	License \$900

Object	Size	Weight	Price	Restriction
Survival Gear				
Backpack	Med	3 lb.	\$120.00	—
Binoculars				
Standard	Small	2 lb.	\$55.00	—
Range-finding	Small	3 lb.	\$500.00	—
Electro-optical	Small	4 lb.	\$650.00	—
Chemical light sticks (5)	Tiny	1 lb.	\$5.00	—
Climbing gear	Large	10 lb.	\$150.00	—
Compass	Dim	0.5 lb.	\$30.00	—
Fire extinguisher	Med	3 lb.	\$70.00	—
Flash goggles	Tiny	2 lb.	\$500.00	—
Flashlight				
Penlight	Dim	0.5 lb.	\$12.00	—
Standard	Tiny	1 lb.	\$20.00	—
Battery flood	Small	2 lb.	\$40.00	—
Gas mask	Small	5 lb.	\$275.00	—
GPS receiver	Tiny	1 lb.	\$500.00	—
Map				
Road atlas	Tiny	1 lb.	\$20.00	—
Tactical map	Tiny	0.5 lb.	\$12.00	—
Mesh vest	Med	7 lb.	\$70.00	—
Portable stove	Tiny	1 lb.	\$90.00	—
Rope (150 ft.)	Large	12 lb.	\$30.00	—
Sleeping bag	Med	4 lb.	\$90.00	—
Tent				
2-person dome	Med	4 lb.	\$150.00	—
4-person dome	Med	7 lb.	\$200.00	—
8-person dome	Large	10 lb.	\$275.00	—
Trail rations (12)	Tiny	1 lb.	\$30.00	—



Bags and Boxes

With the wide variety of equipment available to modern adventurers, it's often critical to have something to store the equipment in or carry it around in.

Aluminum Travel Case A travel case is a reinforced metal box with foam inserts. Wing-style clamps keep it from opening accidentally. Travel cases have a basic lock (Disable Device DC 22, Break DC 15).

Briefcase A briefcase can carry up to 5 pounds of gear. A briefcase can be locked, but its cheap lock is not very secure (Disable Device DC 20; break DC 10).

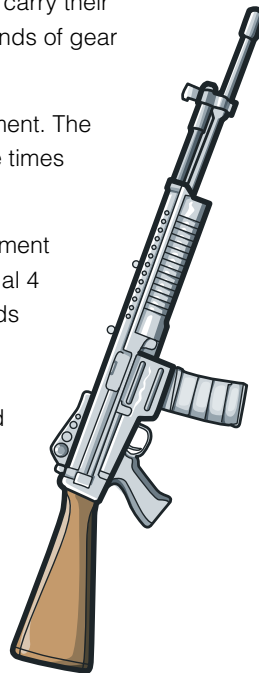
Contractor's Field Bag A combination tool bag and notebook computer case, this has pockets for small tools, pens, notepads, and cell phones. It even has a clear plastic flap for maps or plans. Made of durable fabric, it holds 10 pounds of equipment and comes with a padded shoulder strap.

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 price shown is for a basic bag; high-fashion purses can cost up to five times as much.

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 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.

For the most part, clothing choice is based on character concept. It's generally assumed that a hero owns a reasonable wardrobe of the sorts of clothes that fit his or her lifestyle. Sometimes, however, a character might need something out of the ordinary. When that's the case, he or she will have to purchase it like any other piece of gear. Clothes have two effects on game mechanics: Disguise checks, and Sleight of Hand checks.

First, clothing is part of a disguise. Appropriate outfits are considered required equipment. Without appropriate clothing, there is a -2 penalty on all disguise attempts.

Power Tie

Aura faint transmutation

CL 5

Slot neck

Price \$9,000

Weight --

The power tie subtly alters the wearer's appearance to seem more majestic and imposing while simultaneously boosting their confidence. Wearers receive a +3 competence bonus to intimidation skill check.

Requirements Craft Wondrous Item, *eagle's splendor*;

Cost \$4,500

Lucky Fatigues

Aura faint illusion

CL 5

Slot clothing

Price \$15,000

Weight --

Like standard battle fatigues, this uniform has a pattern specific to one particular environment. When worn in that environment, it automatically grants the wearer concealment and a 20% miss chance against ranged attacks.

Requirements Craft Wondrous Item, *blur* or *invisibility*;

Cost \$7,500

Clothes also help to hide firearms, body armor, and small objects. Form-fitting or tailored clothing imposes a -2 penalty on an attempt to conceal an object; clothing purposely tailored to conceal objects provides a +2 bonus.

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. The clothes a character wears does not count against the weight limit for encumbrance unless specifically noted.

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 cost between 2 to 5 times as much as the listed price.

Fatigues: Called "battle dress uniforms" (or BDUs) in the United States Army, these are worn by hardened veterans and wannabes alike. They're rugged, comfortable, and provide lots of pockets. They are also printed in camouflage patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, 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 woodland 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 to hide. (The suit's coloration can be changed with a move action. 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 and provide a +2 bonus on Sleight of Hand skill checks to conceal an object).

Coat: An outer garment worn on the upper body. Its length and style vary according to fashion and use.

Fatigue Jacket: A lightweight outer garment fashioned after the fatigue uniforms worn by military personnel when performing their standard duties.

Overcoat: A warm coat worn over a suit jacket or indoor clothing.

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 a +5 bonus 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, however, and items can easily fall out if the belt is tipped.

Computers and Consumer Electronics

Rules for operating computers appear under the Computers skill. Some of the items in this section have monthly subscription costs as well as initial purchase costs. The listed price accounts for both costs; once a character has obtained the item, he or she doesn't have to worry about ongoing subscription costs.

Consumer Electronics change prices rapidly and tend to go down over time new technologies become more widespread. The price listed here is for mid-range price and average quality items in early 2014.

Player characters can purchase masterwork versions of electronic items for double the usual price.

Discounted off-brand versions of the same equipment are also available for 75% the price listed above. However such items always acquire the broken condition if their user ever rolls a 1 or 2 on a skill check while using the item.

Camera Still cameras let a character capture a record of what he or she has seen without the risk of electronic hacking, although film must be developed, some characters may choose to use this format to avoid digital theft or replication.

35mm: This camera can accept different lenses and takes good quality photos. A camera is needed to use the photography aspect of the Craft (visual art) skill. The film used in a camera must be developed.

Digital: A digital camera uses no film; instead, its pictures are simply downloaded to a computer as image files. No film developing is necessary. Characters with computer or artistic skills can enhance and manipulate photos if they have an additional computer with software (considered an Upgrade)

Disposable: A 35mm camera with film built in can be purchased from vending machines, tourist traps, drugstores, and hundreds of other places. Once the film is used, the entire camera is turned in to have the film developed.

Film: The medium upon which photographs are stored, film comes in a variety of sizes and speeds. The price represents the cost of a roll of 24 exposures of high-speed (ASA 400) film.

Darkroom: In most areas, finding a facility to develop film is increasingly difficult. Many photography aficionados prefer to develop their own film and make their own prints. The price listed includes the equipment, chemicals, and paper necessary to develop film and make prints but not the cost a dedicated area.

Magical Apps

Unless magic and science are completely incompatible in your campaign's paradigm, someone will eventually attempt to compose software that produces a magical effect. These applications are limited to effects based on first or second-level spells and are notoriously finicky. While anyone can download, install, and use an application, the app can only produce a magical effect when installed by someone with the Craft Wondrous Item or Craft Futuretech Item feat. The installation process takes 1 hour per \$5000 of the final cost of creating the magic item.

eFoghorn

Aura faint evocation

CL 3

Slot -

Price \$108,000

Weight -

eFoghorn is a smartphone app that causes the other phone in a conversation to emit annoyingly loud noises. Once per day, eFoghorn can cause the listener phone to emit a **sound burst**.

Alternate versions of eFoghorn that have been adapted for Skype are said to exist.

Requirements Craft Wondrous Item, **sound burst**, at least 5 ranks in Craft (software);

Cost \$54,000

Cell Phone A digital communications device that comes in a hand-held model or as a headset or even a wrist-borne “watch”, a cell phone uses a battery that lasts for 48 hours before it must be recharged. It works in any area covered by cellular service and is capable of sending and receiving text messages in addition to telephone calls.

Smartphone A smartphone is a combination cell phone and mini-computer, capable of running applications. In areas covered by cellular service smartphones can be used as GPS devices and to access the internet. With the right apps, they may be capable of even more.

Computer Whether it is a desktop or laptop model, a computer includes a keyboard, a mouse, a monitor, speakers, a DVD-R drive, a wireless modem and the latest processor. A character needs a computer to make Computers skill checks and to access the internet. Obsolete computer equipment can be purchased for half the listed price. Such out-of-date equipment imposes a -2 penalty to Computers skill checks made with it.

Desktop: Bulky but powerful, these machines are common on desks everywhere.

Laptops: Slim, lightweight, and portable, notebook computers have the same functions available as desktop computers as well as having integral web cameras and microphones.

Tablets: Even thinner than Laptops, tablets typically feature a touch screen and lack external mice and DVD drives. Tablets typically do not have state-of-the-art performance levels and impose a -1 penalty to Computers skill checks.

Upgrade: A character can upgrade a desktop or notebook computer’s processor to provide a +1 equipment bonus on Computers skill checks by increasing the purchase price by 50%. Upgrades can also be tailored for specific functionality such as image processing, remote control of devices, medical functionality, and much more. This type of upgrade imparts a +2 equipment bonus to the dedicated task only, instead of an overall +1.

Digital Audio Recorder These tiny recorders (about the size of a deck of playing cards) can record up to eight hours of audio and can be connected to a computer to download the digital recording. Digital audio recorders don’t have extremely sensitive microphones; they only pick up sounds within 10 feet.

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. Portable satellite phone service varies in cost, for game purposes consider a basic rate of \$10/minute.

Portable Video Camera Portable video cameras record activity on internal magnetic memory cards. The recording can be played back through the camera eyepiece or uploaded to a computer.

Printer The color inkjet printer described here is suited for creating hard copies of text and image files from computers.

Scanner Scanners come in a variety of forms such as hand held, document feed, and flatbed. All serve the same function; transfer images and documents from hard copy into a digital form.

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. These are most often sold in a set of two.

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.

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 Computers skill 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 DC 35 Computers skill check; if the user knows the phone number of the phone in question, reduce the DC 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 Butt-set 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 DC 10 Craft (electronics) skill check (DC 10), a user can connect to a phone wire and hear any conversation that crosses it. A lineman's butt-set is a common tool for telephone repair personnel.

Metal Detector This handheld device provides a +10 equipment bonus on all Search 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 darkvision (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).

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 Computers skill 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 butt-set.

Midnight Goggles

Aura faint transmutation;

CL 3

Slot eyes

Price \$5,500

Weight 3 lbs

Midnight Goggles work like standard night-vision goggles but grant a +2 bonus to perception checks instead of imposing a penalty.

Requirements Craft Wondrous Item, *clairaudience/clairvoyance*; or Craft Futuretech Item, at least 5 ranks in Craft (electronics);

Cost \$2,750

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 DC 15 Craft (electronics) skill check. 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 DC 25 Computers skill check.

Receiver Tap: This item can be easily slipped into a telephone handset as a DC 5 Craft (electronics or mechanical) skill check. 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 Computer Use 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 DC 15 Computers skill check. Success reveals one digit of the target phone number, starting with the first number of the area code. Naturally, multiple tests are necessary to learn the entire number. There is no penalty to re-try a failed skill check.

A similar device is necessary to trace cellular phone calls. Mobile signal tracers have the same cost and use the same system to track cellular phone calls but do not need to be connected to the telephone. They operate anywhere within the same city as the telephone receiving the call.

Professional Equipment

This category covers a wide variety of specialized equipment used by professionals in adventure-related fields.

Some objects contain the tools necessary to use certain skills optimally. Without the use of these items, often referred to as kits, skill checks made with these skills are at a –4 penalty. Skills and the kits they are associated with are listed below. See the descriptions of the kits for additional details. Remember that kits should be restocked periodically (at 20% of the original cost).

Some skills, by their nature, require a piece of equipment to utilize.

Skill	Associated Item
Climb	Climbing gear
Craft (chemicals)	Chemical kit
	Pharmaceutical kit
Craft (electronics)	Electrical tool kit
Craft (mechanical)	Mechanical tool kit
Craft (visual art) or Computers	Forgery Kit
Disable Device	Car opening kit
	Electrical tool kit
	Lock-pick set
	Lock release gun
Disguise	Disguise kit
Heal	First aid kit
	Medical kit
	Surgery kit
Knowledge (technology)	Demolitions kit
Knowledge (physics)	Evidence kit
Perform (keyboards)	Instrument, keyboard
Perform (percussion)	Instrument, percussion
Perform (stringed)	Instrument, stringed
Perform (wind)	Instrument, wind

Amplifier This is a device, often portable and possibly battery-operated, for boosting the output of electric musical instruments. Small, low-powered ones can be purchased at many department stores or higher-powered units are available at a specialty store.

Bolt Cutter An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks or chain-link fences. Using a bolt cutter requires a DC 10 Strength check.

Caltrops Caltrops are four-pronged iron spikes designed so that one prong is pointing up when the caltrop rests on a surface. A character scatters caltrops on the ground to injure opponents, or at least slow them down. One bag of twenty-five caltrops covers a single 5-foot square. Each time a creature moves through a square containing caltrops at any rate greater than half speed, or each round a creature spends fighting in such an area, the caltrops make a touch attack roll (base attack bonus +0). A caltrop deals 1 point of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Treat Injury check, DC 15, or one day's rest removes this penalty). A charging or running creature must immediately stop if it steps on a caltrop.

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.

Chemical Kit A portable laboratory for use with the Craft (chemical) skill.

Basic: includes the tools and components necessary for mixing and analyzing acids, bases, explosives, toxic gases, and other chemical compounds.

Deluxe: This kit consists of a number of more complex and greater variety of compounds. It grants a +2 equipment bonus on Craft (chemical) skill checks.



Demolitions Kit This kit contains everything needed to set detonators, wire explosive devices, and disarm explosive devices. Detonators must be purchased separately.

Disguise Kit This kit contains everything needed to use the Disguise skill, including makeup, brushes, mirrors, wigs, and other accoutrements. It doesn't contain clothing or uniforms, however.

Duct Tape The usefulness of duct tape is limited only by a character's imagination. Duct tape can indefinitely support up to 200 pounds, or up to 300 pounds for 1d6 rounds. Characters bound with duct tape must make a DC 20 Strength or Escape Artist check to break free.

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.

Basic: This small kit allows a character to make Craft (electronics) checks to electrical or electronic devices without penalty.

Deluxe: This kit consists of a number of specialized diagnostic and repair tools as well as thousands of spare parts. It grants a +2 equipment bonus on Craft (electronic) skill checks for electrical or electronic devices.

Evidence Kits Law enforcement agencies around the world use generally the same tools to gather evidence. Having an evidence kit does not grant access to a law enforcement agency's crime lab; it merely assists in the proper gathering and storing of evidence for use by such a lab. Without an evidence kit, a character receives a -4 penalty to use the collect evidence option of the Knowledge (physics).

Basic: A basic evidence kit includes clean containers, labels, gloves, tweezers, swabs, and other items to gather bits of physical evidence and prevent them from becoming contaminated.

Blessed Sutures

Aura faint conjuration;

CL 1

Slot -

Price \$400

Weight - lbs

Saturated with antibiotic and anti-inflammatory compounds, blessed sutures instantly heal 1d8+1 points of damage when used in conjunction with a first-aid kit, medical kit or surgical kit by someone trained in the Heal skill. Sutures may only be used once.

Requirements Craft Wondrous Item, *cure light wounds*; or Craft Futuretech Item, at least 5 ranks in Craft (chemicals);

Cost \$200

Deluxe: A deluxe kit includes all the materials in a basic kit, plus supplies for analyzing narcotic substances at the scene and for gathering more esoteric forms of physical evidence such as casts and molds of footprints or vehicle tracks, as well as chemical residues and organic fluids. It also contains the necessary dusts, sprays, brushes, adhesives, and cards to gather fingerprints. It grants +2 equipment bonus evidence collecting skill checks under appropriate circumstances (whenever the GM rules that the equipment in the kit can be of use in the current situation).

Using a deluxe kit to analyze a possible narcotic substance or basic chemical requires a DC 15 Craft (chemical) check. In this case, the +2 equipment bonus does not apply.

Fake ID Purchasing a falsified driver's license (or other form of identification) from a black market source can produce mixed results, depending on the skill of the forger. Typically, a forger has 1 to 4 ranks in the appropriate Craft skill, with a +1 ability modifier. When a character purchases a fake ID, the GM secretly makes a Craft skill check for the forger, which serves as the DC for the opposed check when someone inspects the fake ID. The base price of a fake ID is \$100 plus \$50 per Craft skill rank the forger has. Double this price if the ID is expected to fool barcode scanners and quadruple the price if it includes a working magnetic strip.

First Aid Kit Available at most drugstores and camping supply stores, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit can be used to help a dazed, unconscious, or stunned character by making a DC 15 Heal. A first aid kit can be used only once. Skill checks made without a first aid kit incur a -4 penalty.

Forgery Kit This kit contains everything needed to use the Craft (visual art) skill to prepare forged items. Depending on the item to be forged, a character might need legal documents, electronic equipment, computers, or other items not included in the kit.

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 creature 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 DC 25 Disable Device check or DC 35 Escape Artist check to remove without the key.

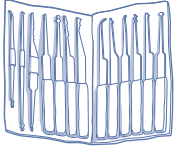
Zip-Tie: These are single-use disposable handcuffs, much like heavy-duty cable ties. They have hardness 0, 4 hit points, and a break DC of 25. They can only be removed by cutting them off (Disable Device and Escape Artist checks automatically fail).

Instrument, Keyboard This is a portable musical instrument, necessary to use the Perform (keyboard instrument) skill.

Instrument, Percussion This is a drum, set of drums, bell, xylophone or tuned triangle required to use the Perform (percussion instrument) skill. A percussion instrument may be improvised, improvised instruments impose a -2 penalty on the skill check.

Instrument, Stringed This is an acoustic or electric guitar, acoustic or electric violin or ukulele necessary to use the Perform (stringed instrument) skill. Note, electric instruments must be accompanied by a powered amplifier to function.

Instrument, Wind This would be any flute, reed or brass instrument powered by the character's lungs necessary used in the Perform (wind instrument) skill.



Lock-pick Set A lock-pick set includes picks and tension bars for opening locks operated by standard keys. A lock-pick set allows a character to make Disable Device checks to open mechanical locks (deadbolts, keyed entry locks, and so forth) without penalty.

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.

Basic: This kit, which fits in a portable toolbox, allows a character to make Craft (mechanical) without penalty.

Deluxe: This kit fills a good-sized shop cabinet. It includes a broad variety of specialized hand tools and a selection of high-quality power tools. It grants a +2 equipment bonus on Craft (mechanical) checks.

Medical Kit About the size of a large tackle box, this is the sort of kit commonly carried by military medics and civilian EMTs. It contains a wide variety of medical supplies and equipment. A medical kit can be used to treat a dazed, unconscious, or stunned character, to provide short-term care, to restore hit points, to treat a diseased or poisoned character, or to stabilize a dying character (see the Heal skill). Skill checks made without a medical kit incur a -4 penalty.

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. A multipurpose tool can lessen the penalty for making Craft skill checks without appropriate tools to -2 instead of the normal -4. The tool is useful for certain tasks, as determined by the GM, but may not be useful in all situations.

Pharmacist Kit A portable pharmacy for use with the Craft (chemicals) skill, a pharmacist kit includes everything needed to prepare, preserve, compound, analyze, and dispense medicinal drugs.

Search-and-Rescue Kit This waist pack contains a first aid kit, a compass, waterproof matches, a lightweight "space" blanket, a standard flashlight, 50 feet of durable nylon rope, two smoke grenades and one signal flare.

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 creature moves through a square containing an activated spike strip at any rate greater than half speed, or each round a creature 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 DC 15 Heal check 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.

Surgery Kit About the size of a small backpack, this kit contains the instruments needed for rudimentary emergency field surgery. A surgery kit is used when performing surgery (see the Heal skill). A character performing surgery without a surgery kit takes a -4 penalty on the Heal check.

+1 Pipe Wrench

Aura moderate evocation;

CL 3

Slot -

Price \$1,400

Weight 1 lb

+1 Pipe Wrenches are considered martial weapons instead of improvised and in addition to providing +1 to hit and damage, they grant a +2 enhancement bonus to Craft (mechanical) skill checks.

Requirements Craft Magic Arms and Armor, *bleed*; or Craft Futuretech Arms and Armor, at least 5 ranks in Craft (mechanical);

Cost \$700

Survival Gear

Survival gear helps characters keep themselves alive in the great outdoors.

Anti-Dehydration Tablets

Aura faint conjuration;

CL 1

Slot -

Price \$100

Weight - lbs

Anti-dehydration tablets give the user the benefit of having consumed one days water ration when consumed, eliminating the ill effects of dehydration and the need to carry around heavy canteens in the wilderness.

Requirements Craft Wondrous Item, *create water*; or Craft Futuretech Item, at least 5 ranks in Craft (chemicals);

Cost \$50

Backpack This is a good-sized backpack, made of tough, water-resistant material. It has one or two central sections, as well as several exterior pockets and straps for attaching tents, bedrolls, or other gear. It can carry up to 60 pounds of gear.

A backpack gives a character a +1 equipment bonus to Strength for the purpose of determining carrying capacity.

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). Perception checks made using binoculars for take five times as long as making the check unaided.

Range-finding: In addition to the benefits 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 function as standard binoculars in normal light. In darkness, however, users looking through them see as if they had the darkvision ability granted by night vision goggles.

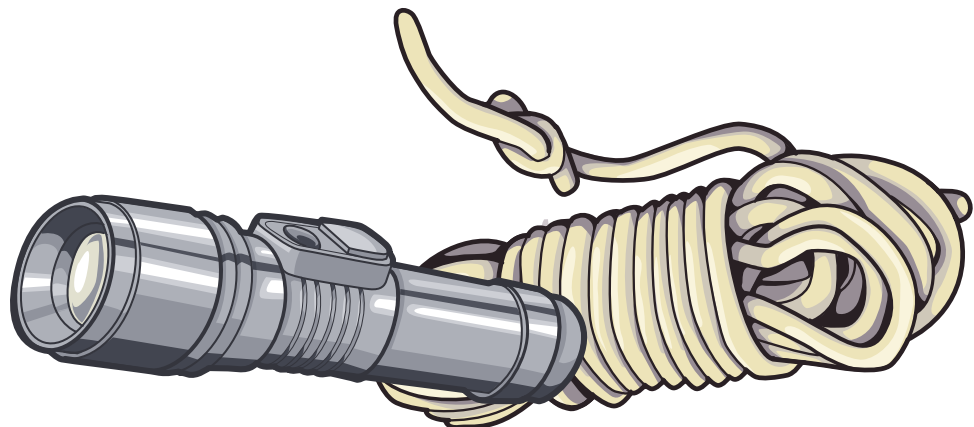
Chemical Light Stick This disposable plastic stick, when activated, uses a chemical reaction to create light for 6 hours. It illuminates an area only 5 feet in radius. Once activated, it can't be turned off or reused. The listed price is for a pack of 5 sticks.

Climbing Gear All of the tools and equipment that climbing enthusiasts use to make climbing easier and, in some cases, possible, including ropes, carabiners, helmet and pads, gloves, spikes, chocks, ascenders, pitons, a hand ax, and a harness. It takes 10 minutes to remove the gear from its pack and outfit it for use. Use this gear with the Climb skill.

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 to avoid getting lost.

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 that provides dim light in a 10' x 5' area.

Standard: This heavy metal flashlight projects normal illumination in a 30 foot cone and increases the light levels by one step beyond that out to a 120 foot cone. Standard flashlights do not increase the light levels in normal light or bright light.

Battery Flood: Practically a handheld spotlight, this item projects a bright beam of normal light 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. Additional filters cost \$40.

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 to avoid becoming lost, 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 characters find their way through the wilderness, a map can tell a character where he or she is going and what to expect when he or she gets there.

Road Atlas: Road atlases are available for most developed countries, showing all major roads in each state, province or county. They can also 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. Generally, every building is represented, along with all roads, trails, and areas of vegetation. Tactical maps are not available for all areas, and, though inexpensive, they generally have to be ordered from federal mapping agencies (taking a week or longer to obtain).

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 equipment 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.

Rope Climbing rope can support up to 1,000 pounds.

Sleeping Bag This lightweight sleeping bag rolls up compactly. It can keep a character warm even in severe weather and can also double as a stretcher in an emergency.

Tent A tent keeps a character warm and dry in severe weather, providing a +2 equipment bonus on Fortitude saves against the effects of cold weather.

Trail Rations Trail rations come in a number of commercial options. They all provide the necessary energy and nutrition for survival. The price given is for a case of 12 meals.

Vehicles

All of the following vehicles use gasoline or diesel engines for propulsion which use the same rules as alchemical engines except that there is no increase in DC due to complexity. Modern vehicles are simple enough to operate at the standard difficulty.

Given the high speeds at which modern vehicles operate, tracking movement in terms of squares per round is impractical so top speed and acceleration is listed in terms of miles per hour instead. Vehicular chases and combat should generally happen at a larger scale than the standard 1" = 5' map. However, you can easily convert mph into a base movement speed by multiplying by 20*.

Air Vehicles

Air vehicles fly through all three dimensions simultaneously. When they ascend, they must do so at half their current speed. When air vehicles descend, they can (but do not have to) move at double their current speed. After the ascent or descent, treat the vehicle's current speed as it was before making the ascent or descent.

Pilot (helicopter)

Helicopters are a form of aircraft powered by a central rotor, usually with a secondary rotor in the tail to provide stability. Helicopters are capable of hovering as well as moving forward, backward, and laterally.

A helicopter's maneuverability gives it a +2 bonus on all Reflex saves.

Despite having the ability to hover, helicopters will still crash if their speed is reduced to zero due to damage or a collision, or if the central rotor is destroyed. If the rear rotor is broken apply the -2 penalty to all Pilot skill rolls. If it is destroyed instead, apply a -6 penalty to all Pilot skill rolls.

Helicopter

Gargantuan Air Vehicle

Squares 14 (10 ft. by 35 ft.)¹; **Cost** \$500,000 w/ Pilot's License (\$600,000 black market)

DEFENSE

AC 6; **Hardness** 10

hp 140 (69)¹

Base Save +0

OFFENSE

Maximum Speed 125 mph; **Acceleration** 90 mph

CMB +4; **CMD** 14

Ramming Damage 4d8

DESCRIPTION

The stats listed here are typical of traffic 'copters, police 'copters, and even some military utility (non-combat) helicopters. All variations provide the crew and passengers cover from attacks made outside the vehicle.

Helicopters typically have room for 4 passengers in addition to the pilot.



* Thus an individual walking at 3 mph moves 60' per round – the equivalent of taking a double move.
A car traveling a mere 20 mph moves 400' (80 squares) per round.

¹ This refers to the body of the helicopter. The primary rotor mechanism has 30 total hit points and the rear rotor mechanism has 20 hit points if either is specifically targeted.

Pilot (airplane)

Airplanes are winged aircraft propelled forward by either a jet engine or a propeller. The shape of airplane wings creates low air pressure above the wing and high(er) pressure below, which pushes the vehicle up as its forward speed increases. For this reason, all planes have a minimum forward speed to stay aloft. As a rule, Airplanes cannot hover, although there are rare exceptions.

Airplanes with broken wings suffer a -2 penalty to all pilot skill checks. If a wing is destroyed the penalty increases to -8. If both wings are destroyed an airplane cannot stay aloft and immediately crashes.

Jet, Commercial

Colossal Air Vehicle

Squares 36 (15 ft. by 60 ft.)*; **Cost** \$650,000 w/ Pilot's License (\$900,000 black market)

DEFENSE

AC 2; **Hardness** 10

hp 720 (359)*

Base Save +1

OFFENSE

Maximum Speed 550 mph; **Acceleration** 30 mph

CMB +8; **CMD** 18

Ramming Damage 8d8

DESCRIPTION

Commercial jets are incapable of hovering and must move forward at a minimum speed of 65 mph to stay aloft. The above stats are for a small business jet which may be chartered by a small group in a hurry to get somewhere. Typical chartering fees are \$2000 an hour.

This type of jet is designed for a crew of 2 and up to 10 passengers. The pilot's cabin provides improved cover and the passengers have total cover from attacks made from outside the airplane.



Jet, Fighter

Gargantuan Air Vehicle

Squares 14 (10 ft. by 35 ft.)¹; **Cost** \$1,500,000 w/License (\$3,500,000 black market)

DEFENSE

AC 8; **Hardness** 10

hp 280 (139)¹

Base Save +2

OFFENSE

Maximum Speed 1800 mph (over Mach 2); **Acceleration** 90 mph

CMB +2; **CMD** 12

Ramming Damage 4d8

DESCRIPTION

Fighter jets are seven squares wide (including the wings; the fuselage is only 1 square) by ten squares long. The cockpit provides partial cover. Fighter jets are typically armed with twin machine guns and 4 or more missiles, although countless variations exist.

Fighter jets are incapable of hovering² and must move forward at a minimum speed of 150 mph to stay aloft. They do not have space for passengers or cargo.

* This refers to the fuselage only. Each wing is 4 or more squares long, for a total wingspan of 11 squares. Each wing has 80 hit points.

¹ This refers to the fuselage only. Each wing is 3 squares long, for a total wingspan of 7 squares. Each wing has 60 hit points.

² This is a generic template to get you started. Some fighter jets, such as the Harrier Jump Jet actually **can** hover.

You can easily create customized variations by adding features to this template.

Prop Plane

Huge Air Vehicle

Squares 6 (5 ft. by 30 ft.)*; **Cost** \$200,000 w/
Pilot's License (\$280,000 black market)

DEFENSE

AC 8; **Hardness** 20

hp 120 (59)*

Base Save +1

OFFENSE

Maximum Speed 180 mph; **Acceleration**
30 mph

CMB +2; **CMD** 12

Ramming Damage 2d8

DESCRIPTION

Small propeller planes are incapable of hovering and must move forward at a minimum speed of 45 mph to stay aloft. In addition to the pilot, prop planes have seating for an additional 3 passengers. The crew and passengers have cover from attacks made outside the airplane.

* This refers to the fuselage only. Each wing is 3 squares long, for a total wingspan of 7 squares.

Ground Vehicles

Virtually every ground vehicle is a 4-wheeled, gasoline powered automobile designed to be operated on a paved road.

Unless noted otherwise, all ground vehicles provide all occupants cover from attacks made outside the vehicle and suffer a -4 penalty to pilot skill checks made off-road.

Pilot (cars/pickups)

Coupes

Huge Ground Vehicle

Squares 8 (10 ft. by 20 ft.); **Cost** \$15,000 w/
Driver's License (\$18,000 black market)

DEFENSE

AC 8; **Hardness** 5

hp 160 (79)

Base Save +1

OFFENSE

Maximum Speed 180 mph; **Acceleration**
45 mph

CMB +2; **CMD** 12

Ramming Damage 2d8

DESCRIPTION

These stats represent a small economy car, designed for efficiency and low cost of operation rather than performance.

Minivans

Huge Ground Vehicle

Squares 10 (10 ft. by 25 ft.); **Cost** \$20,000 w/
Driver's License (\$27,500 black market)

DEFENSE

AC 8; **Hardness** 5

hp 200 (99)

Base Save +2

OFFENSE

Maximum Speed 195 mph; **Acceleration**
35 mph

CMB +2; **CMD** 12

Ramming Damage 2d8

DESCRIPTION

Minivans have two conventional doors up front, sliding doors on the side, and a rear hatch-style door. It provides cover to the driver and passengers if all the doors are shut, partial cover if any are open.



Sedans

Huge Ground Vehicle

Squares 10 (10 ft. by 25 ft.); **Cost** \$20,000 w/
Driver's License (\$28,000 black market)

DEFENSE

AC 8; **Hardness** 10

hp 200 (99)

Base Save +2

OFFENSE

Maximum Speed 185 mph; **Acceleration**
50 mph

CMB +2; **CMD** 12

Ramming Damage 2d8

DESCRIPTION

A sedan is a large, 4-door automobile designed to comfortably seat 4 or more passengers (counting the driver).



Sport Utility Vehicle

Huge Ground Vehicle

Squares 8 (10 ft. by 20 ft.); **Cost** \$21,000 w/
Driver's License (\$30,000 black market)

DEFENSE

AC 8; **Hardness** 5

hp 160 (79)

Base Save +1

OFFENSE

Maximum Speed 140 mph; **Acceleration**
50 mph

CMB +2; **CMD** 12

Ramming Damage 2d8

DESCRIPTION

Designed to run off-road as well as on, the SUV has both civilian and military models. The military versions come with puncture-resistant tires. Sport Utility Vehicles do not suffer the usual -4 penalty for off-road operation.



Truck, Pickup

Huge Ground Vehicle

Squares 8 (10 ft. by 20 ft.); **Cost** \$20,000 w/
Driver's License (\$26,000 black market)

DEFENSE

AC 8; **Hardness** 5

hp 160 (79)

Base Save +2

OFFENSE

Maximum Speed 175 mph; **Acceleration**
45 mph

CMB +2; **CMD** 12

Ramming Damage 2d8

DESCRIPTION

A typical pickup truck has a cab capable of seating the driver and up to 2 more passengers, leaving the "bed" free to haul up to a half-ton of cargo. More powerful pickups, capable of hauling up to a full ton are also commercially available.

The bed of a pickup provides partial cover at best.



Pilot (Large Trucks)

Armored Car

Huge Ground Vehicle

Squares 8 (10 ft. by 20 ft.); **Cost** \$120,000 w/
Class P Driver's License (\$210,000 black market)

DEFENSE

AC 8; **Hardness** 15

hp 200 (99)

Base Save +4

OFFENSE

Maximum Speed 170 mph; **Acceleration**
25 mph

CMB +2; **CMD** 12

Ramming Damage 2d8+2

DESCRIPTION

Used to transport money between businesses and financial institutions, armored cars are designed to deter would-be thieves. The cab doors and rear doors have firing ports designed to let the crew shoot without leaving the vehicle or otherwise exposing themselves to danger. All occupants of an armored car have improved cover.

Due to its heavy construction, armored cars have a +2 bonus to Fortitude saves but their low maneuverability imposes a -2 penalty to Reflex saves.



*This refers to an unladen cab only. While pulling a trailer, an 18-wheeler occupies 26 squares (10' x 65') and is considered Colossal size.

A trailer by itself occupies 22 squares (10' x 55').

Pulling a trailer imposes a -5 penalty to an 18-wheeler's Reflex saves but increases CMB by +4 and does 8d8 ramming damage.

Bus

Gargantuan Ground Vehicle

Squares 16 (10 ft. by 40 ft.); **Cost** \$350,000 w/
Class P Driver's License (\$500,000 black market)

DEFENSE

AC 6; **Hardness** 5

hp 320 (159)

Base Save +1

OFFENSE

Maximum Speed 120 mph; **Acceleration**
20 mph

CMB +4; **CMD** 14

Ramming Damage 4d8

DESCRIPTION

The above statistics apply to both city buses and school buses. City buses have a door at the front and a second door about halfway down the right-hand side. School buses have a door at the front and a door in the rear of the vehicle for emergency exit only.

Buses' large size gives them a +2 bonus on Fortitude saves.

Truck, 18-wheeler

Gargantuan Ground Vehicle*

Squares 10 (10 ft. by 25 ft.)*; **Cost** \$110,000 w/
Class A Driver's License (\$145,000 black market)

DEFENSE

AC 6; **Hardness** 5

hp 200 (99)*

Base Save +3

OFFENSE

Maximum Speed 165 mph; **Acceleration**
10 mph

CMB +4; **CMD** 14

Ramming Damage 4d8

DESCRIPTION

Semi-tractors, or 18-wheeled "big rigs" provide cover to the driver and passengers in the cab and full cover to anyone in the cargo area.

Pilot (Motorcycles)

Motorcycles are two-wheeled, gasoline powered vehicles. Their affordability and versatility make them popular in developing nations where they're much more commonly encountered than in the United States. Motorcycles do not provide any sort of cover to the rider.

As with cars, most motorcycles are primarily designed to operate on paved roads and suffer a -4 penalty for off-road use.



Dirt bike

Large Ground Vehicle

Squares 2 (5 ft. by 10 ft.); **Cost** \$5,000 w/ Class M Driver's License (\$7,000 black market)

DEFENSE

AC 9; **Hardness** 10

hp 40 (19)

Base Save +2

OFFENSE

Maximum Speed 165 mph; **Acceleration** 35 mph

CMB +1; **CMD** 11

Ramming Damage 1d8

DESCRIPTION

Dirt bikes are lightweight, off-road motorcycles. Although primarily used for recreation in the U.S.A., these stats are also representative of many international models. Dirt bikes do not suffer the -4 penalty for off-road use.

Motorcycle

Large Ground Vehicle

Squares 2 (5 ft. by 10 ft.); **Cost** \$12,000 w/ Class M Driver's License (\$15,000 black market)

DEFENSE

AC 9; **Hardness** 10

hp 40 (19)

Base Save +2

OFFENSE

Maximum Speed 275 mph; **Acceleration** 50 mph

CMB +1; **CMD** 11

Ramming Damage 1d8

DESCRIPTION

The above stats are typical of most street bikes encountered in the U.S.A., primarily designed to look cool and to make a lifestyle statement.



Used Vehicles

Not every vehicle is necessarily new or nearly-new. Characters can typically find pre-owned ground vehicles for half price. These vehicles have suffered from some degree of wear-and-tear and may not necessarily be in tip-top condition.

Used vehicles have 60 to 90% of their original hit points ($d4 \times 10 + 50$) and are only capable of reaching 90% of the listed top speed. Characters will need to succeed in an Appraise skill check to identify how many hit points remain. The DC is equal to $15 + 1$ for every 10% of the original hit points that the vehicle has.



Alternately, desperate or thrifty characters may purchase a “junker” vehicle for 25% of the listed cost. These vehicles are obviously damaged, but sometimes only cosmetically so (or have some other flaw such as a defective muffler) and run reliably for years. Others... well, they're called *junkers* for a reason. Junkers have $2d4 \times 10\%$ of the vehicles normal hit points and are only capable of reaching 65-80% ($d4 \times 5 + 60$) of the listed top speed. Remember that any vehicle with fewer than 50% hit points also has the broken condition.

Financing a Vehicle at First Level

Most characters can't afford to buy a car outright, especially not during character creation – yet most real-world adults have access to this essential mode of transportation by borrowing money and financing their cars. To avoid your game turning into Grand Loan Auto: Compound Interest Edition, allow each player to declare a level of lifestyle for their character (see Cost of Living p. 165) during the character creation process and receive one of the vehicles appropriate to that lifestyle for an extra 33%. If the character ever fails to make a full lifestyle payment, the vehicle is immediately repossessed and forever lost to the character.



Cost of Living

Nobody wants to keep track of every minute expense incurred by the player characters – this is a game of adventure, not accounting, after all. To avoid this tedium, have each player character make a cost-of-living payment equal to their desired lifestyle bracket at the start of each game month. If the character can't afford their preferred lifestyle, they can briefly sustain it by scrimping and cutting expenses to the bare minimum. A character can make half the usual lifestyle payments for up to 3 months at a time. If they can't afford the full amount on the fourth month, they are evicted and reduced to the highest lifestyle level that they can afford, possibly losing other benefits such as their automobile and/or membership in certain organizations (gym, internet service provider, etc).

Whenever a character is making half-payments, the stress causes them to suffer a cumulative -1 penalty to all saving throws for each half-payment they make. This penalty lasts until the character is able to make a full lifestyle payment.

Destitute (\$0/month)

The PC is homeless and lives on the street, camps in the wilderness, or couch surfs between friends. A destitute character must track every purchase and may need to resort to Survival checks to feed themselves.

Destitute with Vehicle (\$200/month)

First level destitute characters can begin play with a used Economy Sedan or a junker Mid-sized sedan. In this one case, they own the vehicle outright, but keeping it fueled and performing constant minor repairs costs the character \$200.00 per month. If they fail to make this payment, they still own the vehicle. It just won't operate until the character pumps more cash into it.

Poor (\$900/month)

The PC lives in a studio apartment, in a dormitory, or with their parents. Alternately, they might share a 2 bedroom apartment with a roommate. Any furniture they have is either secondhand or self-constructed and appliances and common items must be purchased individually. They typically spend at least an hour a day commuting to work (more if they use public transportation) and subsist on a lot of rice and ramen. They need not track purchases, meals, or incidental expenses that cost \$3 or less.

Poor with Vehicle (\$1200/month)

Poor first level characters can begin play with a new economy coupe, a new street bike, a used mid-sized sedan, or used pickup truck as long as they include an extra \$300 with their monthly cost of living payments.

Example: In January, Dangerous Dan stumbles into a briefcase with \$4000 in it. Never one to deny himself luxury, he uses the cash to rent himself an upscale condo and lease a shiny new Lexus – the “Well Off with Vehicle” lifestyle – for \$3000. In February he manages to scrape together \$1500, enough to pay for rent and leasing fees, but not insurance, utilities, or much to eat besides rice. He keeps his new car and home, but he has a -1 penalty to all saving throws throughout February. In March, he hustles up another \$1500, still keeping the car and condo, but now his saving throw penalty increases to -2. April is a bad month; Dan only has \$1000. Unable to afford the “Well Off” lifestyle, he’s now back in a crummy apartment and bumming rides from friends – the “Poor” lifestyle. On the plus side, he doesn’t have a saving throw penalty any more.

Average (\$1500/month)

The PC lives in a 1-bedroom apartment or rents a small house with roommates. They own most common household items (blender, microwave, *et cetera*) and have a set of relatively decent furniture, but still spend 45 minutes to an hour per day commuting to work. Alternately, they may live in a series of seedy and unsanitary hotels. They can secure any non-magical item worth \$10 from their personal possessions in 1d10 minutes and need not track purchases, meals, or incidental expenses that cost \$10 or less.

Average with Vehicle (\$2000/month)

Average first level characters can begin play with a new economy coupe, new economy sedan, new street bike, used station wagon, used pickup truck, used racing bike, used minivan, or used SUV as long as they pay an extra \$500.00 a month in loan payments and maintenance costs.

Well-off (\$2400/month)

The PC lives in a large apartment, condominium, or small house. They own all common household items, have a new set of furniture, their own parking space, multiple television sets, and in a pinch can free up three rooms for guests or emergency storage. Depending on their profession, they may either work from home or spend a half-hour per day commuting. They can secure any non-magical item worth \$25 or less from their home and need not track purchases, meals, or incidental expenses that cost \$25 or less.

Well Off with Vehicle (\$3000/month)

Average first level characters can begin play with a new luxury sedan, minivan, sport utility vehicle, or van as long as they pay an extra \$800.00 a month in loan payments and maintenance costs. Alternately, they could have one of the above vehicles used and a street bike as a backup. The character must have the Wealthy feat to start play with this lifestyle level.

Wealthy (\$4000/month)

The PC has a sizable home in the suburbs, complete with driveway, garage, and tool shed, if desired. They can secure any non-magical item worth \$100 or less from their belongings and need only track purchases in excess of \$100.

Wealthy with Vehicle (\$5300/month)

Average first level characters can begin play with a new luxury sedan and either a pickup truck, runabout, SUV or van as backup vehicles as long as they pay an extra \$1300.00 a month in upkeep. The character must have the Wealthy feat to start play with this lifestyle level.

Extravagant (\$15,000/month)

The PC lives in a mansion, extravagant home, or in a series of luxurious hotel suites. The monthly cost includes the salary of at least 1 housekeeper, chef, or chauffeur. This is the lifestyle of celebrities and aristocrats. They can secure at least 2 copies of any non-magical item worth \$500 or less from their belongings in their home in 1d10 minutes. They only need to track purchases of meals or incidental expenses in excess of \$500.



Combat

Combat follows the usual Pathfinder roleplaying game rules, except where noted here.

Any feat that specifically modifies a distance attack also applies to firearms, wherever plausible. (Deflecting and catching arrows does not transfer over to bullets.)

Firearms and Adjacent Targets

Unlike most ranged weapons, pistols may be fired at an adjacent target without incurring the usual -4 penalty. Long-arms, and any other two-handed weapons still incur the penalty.

Firearms do not normally threaten adjacent squares and cannot be used to make attacks of opportunity unless equipped with a bayonet. However, characters armed with rifles or shotguns **can** make attacks of opportunity by using their weapon as a club. Such attacks inflict bludgeoning damage of 1d6 + the attackers Strength modifier.

A character with the Close Quarters Firing feat may make attacks of opportunity with a pistol or machine pistol.

Auto-fire

If a ranged weapon has an automatic rate of fire, a character may set it on auto-fire. Auto-fire affects an area and everyone in it, not a specific creature. The character targets a 10-foot-by-10-foot area and makes an attack roll; the targeted area has an effective Armor Class of 10. If the attack succeeds, every creature within the affected area must make a DC 15 Reflex save or take the weapon's base damage. Auto-fire always shoots 10 bullets, and can only be used if the weapon has at least 10 bullets in it.*

Some firearms — particularly machine guns — only have auto-fire settings and can't normally fire single shots.

There is no miss chance due to concealment when using auto-fire. Cover gives some protection against auto-fire, granting its usual bonus to Reflex saves.

Feats or abilities which inflict precision damage or modify an attack's damage may not be applied to weapons operating in auto-fire mode. Auto-fire can never produce a critical hit. Feats which modify critical hits may not be applied to weapons operating in auto-fire mode.

Magical or Futuretech auto-fire weapons add their to-hit bonus to the Reflex save DC to avoid damage.

The Automatic Firearms Proficiency and Walking Fire feats increase the auto-fire save DC by +2 each. Using a tripod also increases the auto-fire save DC by +2. Additionally, tracer ammunition increases the save DC by +1.

* Mini-guns are an exception to this rule. They have a base save DC of 20 and fire 100+ bullets per round.

A +3 Assault Rifle has a Reflex save DC of $15 + 3 = 18$ to avoid $2d10+3$ points of damage.

Explanation of Diagram:

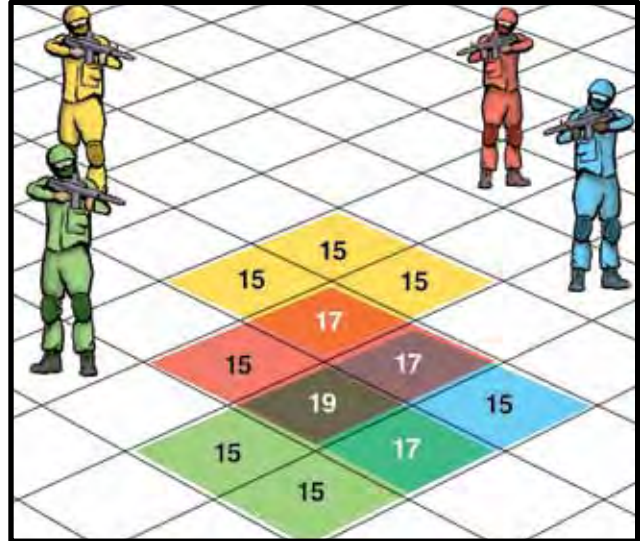
4 shooters overlap their fields of fire; the colored squares match the 4-squares targeted by the shooter wearing the corresponding color clothes.

The number shown is the Reflex save DC necessary to avoid taking damage for anyone occupying that particular square.

Overlapping Fields of Fire

Two or more individuals armed with automatic weapons can increase the effectiveness of full automatic fire by concentrating their fire on overlapping regions. Increase the auto-fire save DC in a square by +2 for each additional spray of auto-fire targeting that square.

All characters must fire at the same time so those with higher initiative must delay their actions to act on the lowest participant's initiative.



Burst Fire

Auto-fire is not the same thing as burst fire, which involves firing a short burst of bullets at a specific target. Burst fire imposes a -4 penalty to hit and consumes 5 bullets. The threat range of a weapon on burst fire increases by +1. If the burst hits, it does an additional die of damage to the target.

The Burst Fire feat allows the character to fire bursts that only consume 3 rounds of ammunition with only a -2 penalty on their attack roll.

Grenades and Explosives

Grenades and explosives use the same rules as splash weapons, except that explosives typically have a larger radius of effect. Any target within the burst radius of an explosive takes the full amount of damage as listed on the Explosives and Splash Weapons table (see p. 137). They may make a Reflex saving throw for half damage.

Planted Explosives

A planted explosive is set in place, with a timer or fuse determining when it goes off. No attack roll is necessary to plant an explosive; the explosive sits where it is placed until it is moved or goes off. If the placer succeeds in a DC 20 Knowledge (Technology) skill check they are able to determine the optimal placement for an explosive to damage a structure. Such a charge inflicts double-damage against structures only.

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 for half damage.



Spells

Degauss

School transmutation; **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target 1 electronic device

Duration Instantaneous

Saving Throw Will negates (object); **Spell Resistance** yes

You channel a pulse of electricity through your hand that permanently erases magnetic-media memory such as is used in computer hard drives, thumb drives, cellular phones, video cameras, or audio recording device. All data, files, applications, and operating systems are irretrievably gone (although they can be reinstalled or restored from backup).

This spell cannot affect true artificial intelligences or constructs with an Intelligence score. Gizmos always receive a saving throw, even if unattended.

Discern Password

School divination; **Level** cleric 3, sorcerer/wizard 2

Casting Time 1 hour

Components V, S, F (a personal item of the target)

Range --

Target 1 individual

Duration Instantaneous

Saving Throw Will negates; **Spell Resistance** yes

This spell allows you to magically determine someone's computer password. The subject does not have to be present, but you must have one of their personal items (such as an article of clothing or a unique paperweight from their desk) that they frequently use to cast the spell. If the subject fails their saving throw to resist, you learn their most commonly entered password. (Typically the more



“top secret” a network or application, the more one has to authenticate themselves with a password, but this may not always be the case). With each subsequent casting, you learn their next most commonly used password.

This spell does not give any special insight as to what the target’s user ID is or which account the password is for (i.e. whether it’s the password to their blog, social media account, or secure network).

Electromagnetic Pulse

School evocation [electricity]; **Level** druid 4, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range long (400 ft. +40 ft./level)

Area 30-ft.-radius burst

Duration instantaneous

Saving Throw Will negates [object]; **Spell Resistance** yes

Electromagnetic Pulse

Example: A car’s engine would be unaffected by an EMP and could continue running after an EMP since it is purely mechanical. (It may run a little rougher without the fuel injection being computer-regulated, however). The ignition on most modern cars is electronic and would be destroyed, making the car impossible to start until repaired.

This spell creates an electromagnetic pulse that emanates from a point you designate. The EMP damages electronics by fusing their fragile circuits. Treat computerized devices and magnetic media as if targeted by a *degauss* spell. Mechanical devices are unaffected. Devices with both mechanical and electronic components may be partially affected or negated disabled by an EMP depending on the nature of the device and circumstances.

Robots and constructs vulnerable to electricity suffer 1d6 points of damage per caster level (to a maximum of 10d6). A construct that is reduced to zero hit points by this spell has any files, data, or memories it was carrying destroyed.

Illusory Screen

School illusion (glamour); **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range medium (100 ft + 10 ft. per caster level)

Target 1 electronic or LED screen

Duration concentration

Saving Throw Will disbelief; **Spell Resistance** no

Illusory Screen allows you to control the visual output of the screen of 1 device such as a television screen, computer, cellular phone, portable game, microwave oven, or even a digital clock. You can create a moving image or still picture of any subject, although making a monochromatic screen show a full-color motion video is sufficient reason to call for an immediate saving throw.

In addition to being a means of silently communicating information, this spell is most often used to project an “error screen” that causes the user to think the device should be shut down.

Malfunction

School evocation; **Level** cleric 4, oracle 4

Casting Time 1 standard action

Components V, S, M (small magnet)

Range

Target All devices in a 15-ft-radius burst

Duration 1 round/level

Saving Throw Will negates (object); **Spell Resistance** yes

Malfunction causes machinery to operate erratically. Unattended devices inexplicably turn themselves off or on, change settings randomly, emit beeping noises, and/or display nonsensical gibberish. It's impossible to describe the exact effects on every modern device. Assume a device is working as if someone were pressing buttons or operating the controls randomly. If a character attempts to use a malfunctioning device, roll once per round on the following table to see what it does in that round.

%	Result
01-25	Functions normally
26-50	Beeps, blinks, or displays nonsense
51-75	Shuts down
76-100	Inexplicably activates. (If capable of dealing damage the user is allowed a Reflex save to avoid the effects).

Treat constructs as if they had gained the *confused* condition.

Only electronic or motorized equipment can suffer the spell's effect. Devices that operate purely through mechanical effort (such as doorknobs or triggers) are never affected by *malfunction*.

Mask Metal

School illusion (glamour); **Level** bard 1 sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (small magnet)

Range touch

Target A single metal object weighing no more than 10 lb./level

Duration 10 minutes/level

Saving Throw Will negates (harmless);
Spell Resistance yes

Mask metal makes a metal object undetectable to metal detectors. Metal-detecting devices do not provide any sort of equipment bonus to Perception rolls made to spot the subject of this spell.



Mental Firewall

School abjuration; **Level** cleric 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level

Saving Throw none (harmless); **Spell Resistance** no

With this spell, the caster can set up mental barriers in their mind that protect them from outside influence. While this spell is in effect, any time the caster fails a saving throw against a mind-affecting effect, they may make a second save on their turn the following round.

Phantom Badge

School illusion (figment); **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range personal

Target self

Duration 1 round/level

Saving Throw Will disbelief; **Spell Resistance** no

The caster creates an illusory identification card or badge of office. The card bears their name, likeness, and all other data expected by anyone examining such a card. Badges created through this spell bear all appropriate markings and numbers. The illusion will not pass electronic scrutiny and cannot reproduce magnetic strips or act as an electronic passkey.

Reboot

School transmutation; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target device touched

Duration instantaneous

Saving Throw Will negates (object); **Spell Resistance** yes

The caster causes an electronic device they touch to instantly and harmlessly shut down. Gizmos are always entitled to a saving throw to resist, as are attended objects.

Most devices will automatically reactivate 1-3 rounds later.

Reboot, Mass

School transmutation; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range long (400 ft. +40 ft./level)

Target all electronic devices within a 20 ft. radius

Duration instantaneous

Saving Throw Will negates (object); **Spell Resistance** yes

As *reboot* except that it affects all devices within the range.

Recharge Device

School transmutation; **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range touch

Target 1 hand held electronic device

Duration --

Saving Throw none; **Spell Resistance** no

The caster instantly recharges a battery-powered device such as a cellular telephone, flashlight, laptop, or tablet computer. Larger devices (such as a car battery) can be only recharged if the caster also employs either of the Empower Spell or Heighten Spell meta-magic feats during casting.

Phantom WiFi

School conjuration; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target object touched

Duration 10 minutes/level

Saving Throw Will negates (harmless); **Spell Resistance** no

This spell creates a magical wireless broadband internet connection for a single device such as a cellphone or computer, even in areas without connectivity. The connection is otherwise unremarkable and can be traced back to the user, but only for the duration of the *phantom wifi*.

Modern Clarifications of Classic Spells

Arcane Lock cannot be used to “lock” a computer system or to increase the difficulty to hack a particular network. It *can* be cast on a computer to prevent any external devices from connecting to it or cast on a thumb drive to keep it from being accessed or read by a computer.

Comprehend Languages allows you to read computer code and programming languages. However, it only imparts a literal translation and gives no insight into intent or effect, so most code reads like intricate and monotonous instructions. If you spend an hour (or more for truly elaborate applications) reading code, you can infer the purpose of the program by making a DC 12 Intelligence check.

Contagion can create the following afflictions in addition to those listed in the spell description: Cholera, Dengue Fever, Ebola, Influenza, Malaria, Sleeping Sickness, Smallpox, Tuberculosis, and Yellow Fever.



Continual Flame doesn't necessarily to produce illusory flame. The enchanted device can resemble a light bulb or light emitting diode (LED) with no apparent power source, instead.

Detect Secret Doors will reveal hidden partitions on a hard drive or hidden compartments in an automobile but gives no insight in how to access them.

Explosive Runes can be created digitally as in image file and placed on a website or sent as an email attachment. When an individual reads the runes (by viewing the webpage or opening the attachment) the runes detonate for half damage because the power of the rune is diminished by being copied. Once the explosion is triggered all copies of the explosive runes image document become blank.

Fabricate can be used to create mechanically complex objects, such as firearms or engines with a successful Craft (mechanical) skill check. Circuitry and electronics are too complex to be created with *fabricate*.

Flame Arrow also works on bullets. In addition to the increased damage, bullets with *flame arrow* act as tracer ammunition when used during fully automatic fire.

Globe of Invulnerability does not affect Futuretech or gizmos, even those that duplicate the effects of spells.

Glyph of Warding can be used to protect a webpage or computer network, but only if the trigger is an incorrect password and only if the electrical blast effect is chosen.

Illusory Script can be cast upon an email or text message to encrypt it so that only the intended recipient can read it. It may also be cast upon software that the caster has created (and only that the caster has created) to prevent any computer or device other than those chosen at the time of casting from “reading,” and therefore running, the application.

Invisibility works against mundane infrared and night-vision goggles as well as Futuretech devices and gizmos not specifically designed to detect the invisible.

Make Whole can be used to repair computer hardware, but not to debug software or to recover deleted, damaged, or corrupted data.

Mount can be used to conjure a generic motorcycle (see p. 163 for stats) instead of a horse. The motorcycle has a full tank of gas and is in good condition. Use the standard Pilot (motorcycle) skill for all rolls to operate the conjured bike.

Obscure Object also prevents global positioning systems from detecting the object. If cast on a mobile telephone it prevents the phone from being detected by a cellular phone network.



Phantom Steed. As with Mount, the caster may opt to have a spectral motorcycle with silent wheels of smoke appear instead of a horse. It can have the statistics of any model of motorcycle. Increase the vehicle's acceleration statistic (in miles per hour) by your caster level.

Protection From Arrows also protects against bullets.

Secret Page can be used to encrypt digital files but the "1 page" limit still applies. Only files of 1mb or less can be affected by this spell.

Symbol of ... The various *symbol* spells can be created digitally and posted to a web page or sent as an email attachment, although in this case only the individual responsible for navigating to that particular page or the individual opening the email attachment is affected by the symbol.

Tongues does not allow you to read or write programming code or to communicate with non-intelligent constructs.

Unseen Servants can perform simple tasks on a computer that don't require language use or fast reflexes. (i.e. they can't write posts on social media or complete MMORPG quests, but could be ordered to "like" certain topics or play simple turn-based games.) For most tasks a botnet will still be more effective and efficient.



Futuretech

Futuretech items are capable of wondrous, even magical-seeming, accomplishments but are completely non-magical in nature. Any abilities they have or bonuses they provide come entirely from advanced technology. Unless where noted otherwise, no special skill or abilities are required to activate or use Futuretech items; they tend to be designed with simple, intuitive interfaces. Futuretech weapons do not require any special proficiency to use without penalty; pistol-like Futuretech weapons are covered by Handgun Proficiency and larger Futuretech weapons are covered by Long-arm Proficiency.

Futuretech uses the same rules as magical items, although they cannot be dispelled or disenchanting. Futuretech weapons count as magical for the purpose of overcoming damage reduction.

Many Futuretech items have a certain number of uses before their internal batteries run out and they need to be recharged. They can be recharged with household current over a period of 8 hours.

Gizmos vs. Futuretech

Gizmos (unstable prototype items created using a gadgeteer class ability) are a primitive form of Futuretech. Most Futuretech items can also be constructed as gizmos and all gizmos can also be built as Futuretech. The only significant difference between the two is that Futuretech items are “permanent” and will continue to function indefinitely while gizmos will eventually malfunction and stop working.

Gizmos require the operator to make roll against malfunction each time they are activated. This is an unmodified d20 roll with a DC initially equal to 1. The malfunction DC automatically increases by +1 each time the gizmo is activated. If the user rolls under the malfunction DC, the gizmo still activates but thereafter gains the broken condition (-2 on all attempts to use, -2 damage, and -2 on the save DC).

The Technical Knack feat gives a character a +5 bonus on Knowledge (technology) rolls to activate gizmos.

Characters without the Build Gizmos class ability must make a Knowledge (technology) skill check each time they attempt to activate a gizmo. The DC is 20 + the level of the gizmo. If they fail, the malfunction DC of the gizmo increases by 1 **before** they make the check vs. malfunction.

Gizmos that deal direct damage (such as the freeze ray gun) require their own exotic weapon proficiency (or the Build Gizmos class ability) to operate effectively. Non-proficient users have a -4 penalty on all attack rolls.

Availability

Generally speaking, gizmos are not available for purchase unless the player characters encounter a gadgeteer during play, have a gadgeteer as a contact, or are gadgeteers themselves. The unreliable nature of gizmos means that no reputable merchant will willingly sell them for fear of facing a lawsuit when the gizmo inevitably fails. The net effect is that gizmos are either received as gifts, stolen, or acquired through the black market (where they cost 50% more than the list price).

Futuretech, on the other hand, is commercially available, although you can't exactly pick it up at the corner hardware store. It's typically manufactured in cutting-edge research laboratories, DARPA facilities, and similar places as one-off items. The cost of factory production is prohibitive of mass manufacturing, ensuring that each one is a custom build.

Gizmos

The following is a list of the more "common" gizmos available to player characters. These same items can also be constructed as more reliable futuretech.

Level 1	Level 2	Level 3	Level 4
Biological Anomaly Identifier*	Audio Pistol	Aniphasic Harpoon	Audio Pistol, Greater
Bounce Boots	Cognito Helmet	Dampening Field Generator	Cerebral Disruptor
Chameleon Clothes, Lesser	Chameleon Clothes	Energy Aura Projector	Chameleon Clothes, Greater
Diagnostic Scanner	Cryogenic Capsule	Freeze Ray Gun	Construct Colony
Elemental Shielding Suit	Density Bulwark	Heat Sponge	Density Defense
Generator of Offensive Lubrication Device	Freeze Ray Gun, Lesser	Instant Encampment	Freeze Ray Gun, Greater
Hologram Projector	Goo Gun	Oxygenated Fluorocarbons	Friendfinder
Holographic Mask	Microwave Emitter	Personal Perimeter Warden	Jet Pack
Hypothalamic Inhibitor	Motion-sensitive Goggles	Polarity Modulator	Magic Eight Ball
Pheromone Manipulators	Perceptual Distorter	Pocket Flamethrower	Photonic Inverter
Perception Obstructing Obfuscation Generator	Photonic Scimitar	Rocket Pack	Holographic Projector with Environmental Particle Conversion
Polyglottal Engine	Psychic Screwdriver	Stinkbomb Emitter	Holographic Projector with Localized Particle Conversion
Resonance Radar	Repairbot Expert System	Surveillance Countering Anklet	Polarity Attractor
Targeting Scope	Spatial Sense Shifter	Temporary Reducer of Inanimate Objects	Shrapnel Producing Unpassable Region Generator
Taser Gloves	Trap Sniffer	Ultimate Encryption Algorithm	Thermal Aegis
Visual Acuity Booster	Universal Translator	X-Ray Specs	Vortex Aperture Controller

*This item is only available in campaign worlds with magic.

Gizmos/Futuretech Items

The following is a description of gizmos and/or Futuretech items.

Aniphasic Harpoon

Level 3 CL 7

Slot –; **Price:** \$840,000 (as Futuretech); \$18,000 (as gizmo); **Weight:** 10 lbs;

Hardness 5 Hit Points 15

Description

The actual machinery that powers an aniphasic harpoon can be configured to fit a variety of shapes, but is most often constructed to fit inside a briefcase. Once activated it creates the effect a *dimensional anchor* spell on the target.

Targeting is accomplished by shining an attached laser pointer on the desired subject, which requires a successful ranged touch attack.

As a gizmo, the aniphasic harpoon requires another ranged touch attack with the laser pointer to reactivate once the duration has expired.

As Futuretech, the aniphasic harpoon comes with an AC adapter, which allows it to operate indefinitely once a subject is selected. (You must still take steps to prevent the subject from physically fleeing the area, if this is intended as a form of incarceration). Otherwise, its internal batteries run down after 21 minutes.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (mechanical) **Gizmo Requirements** Build Gizmos class ability **Cost** \$420,000 (as Futuretech); \$1000 (as gizmo)

Audio Pistol

Level 2 CL 4

Slot handheld; **Price:** \$160,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 1lb;

Hardness 5 Hit Points 15

Description

A parabolic dish connected to a pistol grip, the audio pistol generates a *sound burst* upon activation.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (mechanical) (as Futuretech) **Gizmo**

Requirements Build Gizmos class ability **Cost** \$80,000 (as Futuretech); \$1000 (as gizmo)

Audio Pistol, Greater

Level 4 CL 10

Slot handheld; **Price:** \$480,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 1lb;

Hardness 5 Hit Points 15

Description

A parabolic dish connected to a shotgun grip and stock, the audio annihilator is capable of delivering a *shout*.

Futuretech greater audio pistols can fire up to 3 times between recharging.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (mechanical) **Gizmo Requirements** Build Gizmos class ability **Cost** \$240,000 (as Futuretech); \$1000 (as gizmo)

Biological Anomaly Identifier

Level 1 CL 1

Slot handheld; **Price:** \$65,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 5lb;

Hardness 5 Hit Points 6

Description

A biological anomaly identifier resembles a large hand-held vacuum cleaner. It analyzes the surrounding air for trace chemicals given off by decomposing flesh. It can be used to *detect*

undead (as the spell) at will and grants a +5 equipment bonus to Perception skill checks to locate or identify dead bodies.

This item is only available in campaign worlds that allow magic and undead.

Alternate

Form The identifier could instead consist of a smaller air-sampling module which must then be attached to a tablet PC for processing and display of information. In a pinch, the module can be attached to a smartphone but it then only grants a +2 bonus to Perception checks and takes twice as long (i.e. up to 6 rounds) to get results.



Construction

Futuretech Requirements Craft Futuretech Items and 5 ranks in Craft (chemicals) **Gizmo Requirements** Build Gizmos class ability **Cost** \$32,500 (as Futuretech); \$1000 (as gizmo)

Bounce Boots

Level 1 CL 1

Slot feet **Price:** \$50,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 5lb;

Hardness 5 Hit Points 6

Description

Bounce boots absorb and store energy from the wearer's movements and release it with each step, giving the wearer the benefit of the *longstrider* spell.

As a gizmo, bounce boots must be activated by depressing a button on the heel and the effects last for 1 hour per level of the constructing gadgeteer.

As Futuretech, bounce boots operate continuously.

Construction

Futuretech Requirements Craft Futuretech Items and 5 ranks in Craft (mechanical) (as Futuretech) **Cost** \$25,000 (as Futuretech); \$1000 (as gizmo)

Cerebral Disruptor

Level 4 CL 10

Slot hand; **Price:** \$200,000 (as Futuretech); \$32,000 (as gizmo); **Weight:** 3lb;

Hardness 8 Hit Points 10

Description

The cerebral disruptor is a hefty and cumbersome gauntlet capable of firing a directional pulse of electromagnetic energy at close range (25' +5'/2 levels). If the wielder succeeds at a ranged touch attack, the target suffers 1d6+1 points of ability damage to their Intelligence, Wisdom, and Charisma scores. On a critical hit, it does 1d3+1 points of ability drain instead.

As Futuretech, the cerebral disruptor functions 5 times before needing to be recharged.

Construction

Futuretech Requirements Craft Futuretech Items and 5 ranks in Craft (mechanical) **Gizmo Requirements** Build Gizmos class ability **Cost** \$100,000 (as Futuretech); \$16,000 (as gizmo)

Chameleon Clothes, Lesser

Level 1 CL 1

Slot body; **Price:** 75,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 1lb;

Hardness 2 Hit Points 1

Description

An ordinary-seeming suit of clothing, the complex circuitry interwoven into chameleon clothes allows it to briefly warp light around the wearer allowing them to *vanish*^{APG}. The clothing is typically outerwear such as a business suit or overcoat.

* The chameleon clothes don't necessarily have to fail outright every 1d4 rounds. They could produce flashes of light, electrical discharges, bursts of noise, or other such effect that gives away the wearer's position.

As Futuretech, chameleon clothing operates continuously, but erratically once activated. It operates normally for 1d3 rounds before temporarily ceasing to function* for 1 round, after which it will continue to operate for another 1d3 rounds.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics)

Gizmo Requirements Build Gizmos class ability

Cost \$37,500 (as Futuretech); \$1000 (as gizmo)

Chameleon Clothes

Level 2 CL 4

Slot body; **Price:** \$300,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 1lb;

Hardness 2 Hit Points 1

Description

As lesser chameleon clothes, except capable of true *invisibility*.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) (as Futuretech) **Cost** \$150,000 (as Futuretech); \$1000 (as gizmo)

Chameleon Clothes, Greater

Level 4 CL 10

Slot body; **Price:** \$1,600,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 1lb;

Hardness 2 Hit Points 1 CL 1

Description

As chameleon clothes, except capable of *greater invisibility*.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics)

Gizmo Requirements Build Gizmos class ability

Cost \$800,000 (as Futuretech); \$1000 (as gizmo)

Cognito Helmet

Level 2 CL 4

Slot helm; **Price:** \$320,000 (as Futuretech); \$8,000 (as gizmo); **Weight:** 1lb;

Hardness 2 Hit Points 1

Description

A bulky helm with curved protrusions, the cognito helmet acts as a funnel for electro-magnetic brainwaves allowing the wearer to *detect thoughts*.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics)

Gizmo Requirements Build Gizmos class ability **Cost** \$160,000 (as Futuretech); \$1000 (as gizmo)

Construct Colony

Level 4 CL 10

Slot –; **Price:** \$3,200,000 (as Futuretech); \$32,000 (as gizmo); **Weight:** 1lb;

Hardness 0 Hit Points 1

Description

Consisting of a fleet of Fine surveillance constructs, the construct colony functions like *prying eyes* except that if the eyes travel more than a mile from you, they run out of fuel and fall to the ground, rather than winking out of existence; this means they can be retrieved and their data recovered. Each construct records video which can be downloaded through a built-in USB port.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics)

Gizmo Requirements Build Gizmos class ability **Cost** \$1,600,000 (as Futuretech); \$1000 (as gizmo)

Cryogenic Capsule

Level 2 CL 4

Slot –; **Price:** \$80,000 (as Futuretech); \$8,000 (as gizmo); **Weight:** 1lb;

Hardness 1 Hit Points 3

Description

Less of a capsule and more of a high-tech body bag, this device preserves bodies as the *gentle repose* spell. Cryogenic capsules can also store willing living bodies, which have no need for food or air while the device is operating, but suffer non-lethal damage equal to their hit points upon release from the capsule.

As Futuretech, the capsule operates indefinitely, but can be set to open at a particular time in the future. As a gizmo, it opens automatically once the duration expires and must be “manually” reactivated to continue working.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$40,000 (as Futuretech); \$1000 (as gizmo)

Dampening Field Generator

Level 3 CL 7

Slot back; **Price:** \$1,200,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 1lb;

Hardness 2 Hit Points 1

Description

Providing *protection from energy*, dampening field generators are typically built into backpacks or chunky belts.

As Futuretech, the dampening field generator operates until it has absorbed 84 points of a particular type of energy. After its storage capacity is reached, it discharges the stored energy at a rate of 11 points an hour.

As a gizmo, the dampening field generator operates until the duration expires (assuming it hasn't absorbed the maximum amount of energy by then).

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$600,000 (as Futuretech); \$1000 (as gizmo)



Density Bulwark

Level 2 CL 4

Slot body; **Price:** \$180,000 (as Futuretech); \$8,000 (as gizmo); **Weight:** 1lb;

Hardness 2 Hit Points 2

Description

Consisting of a circuitry-laden bodysuit, the density bulwark creates a powerful attraction between the molecules within a half-centimeter of the body – effectively creating “air armor”. As a gizmo, this has the game effects of an invisible *barkskin* spell. As Futuretech, it grants a continual +3 bonus to natural armor class.

The density bulwark is thin enough that it can be worn under armor with no additional armor check penalty.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$90,000 (as Futuretech); \$1000 (as gizmo)

Density Defender

Level 4 CL 10

Slot torso; **Price:** \$800,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 1lb;

Hardness 2 Hit Points 3

Description

The density defender is a consolidated and more potent version of the density bulwark. Laden with micro-circuitry it takes up the same space as three sleeveless sweatshirts layered on top of each other but armor can still be (just barely) worn over it. Once active, it duplicates the *stoneskin* spell.

As a Futuretech item, it absorbs up to 130 points of damage before needing to be recharged.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$400,000 (as Futuretech); \$1000 (as gizmo)

Diagnostic Scanner

Level 1 CL 1

Slot eyes; **Price:** \$35,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 2lb;

Hardness 10 Hit Points 9

Description

Taking the form of extremely bulky goggles, the diagnostic scanner contains a medical expert system capable of evaluating the relative health of scanned individuals as the *deathwatch* spell, displaying their information on the inside of the goggles as a form of augmented reality.

Alternate Form Diagnostic scanners can take nearly any form as long as it incorporates a cutting-edge processor, some kind of display screen and either a thermal video camera or a standard video camera with multiple laser thermometers. Scanners could be built into the dashboard of a car or integrated into a building's security system, for instance. However, any

configuration that displays data in any way other than a heads-up display or via augmented reality requires the user to take a move action to read the screen to obtain updated information.

Construction

Futuretech Requirements Craft Futuretech Items and 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$17,500 (as Futuretech); \$1000 (as gizmo)

Elemental Shielding Suit

Level 1 CL 1

Slot body; **Price:** \$10,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 1lb;

Hardness 2 Hit Points 1

Description

Elemental shielding suits appear by default like a firefighter's uniform, they can be constructed to have the appearance of almost any bulky outfit or uniform and replicates the *endure elements* spell.

Futuretech elemental shielding suits operate continuously.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$5,000 (as Futuretech); \$4000 (as gizmo)

Energy Aura Generator

Level 3 CL 7

Slot body; **Price:** \$84,000 (as Futuretech); \$18,000 (as gizmo); **Weight:** 1lb;

Hardness 2 Hit Points 1

Description

The energy aura generator bears a casual resemblance to a conquistador's breast plate, and projects an *elemental aura* upon activation. Only one type of elemental effect, chosen at the time of creation, can be produced. As a

Futuretech device it can be activated once per day. As a gizmo it can be activated until the operator fails a malfunction check.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$42,000 (as Futuretech); \$9,000 (as gizmo)

Freeze Ray Gun, Lesser

Level 2 CL 4

Slot handheld; **Price:** \$160,000 (as Futuretech); \$8,000 (as gizmo); **Weight:** 3 lbs;

Hardness 10 Hit Points 10

Description

Lesser freeze ray guns resemble large assault rifles that have large refrigerating coils surrounding the barrel. They require a ranged touch attack to strike their target and have a close range (25' + 5/2 builder's levels; typically 35 for Futuretech').

Lesser freeze ray guns fire a wallet-sized sphere of heat-absorbing fluid with a range increment of 15'. Those struck by the fluid take 2d6 points of non-lethal damage +1 per gadgeteer level (maximum +10; typically 2d6 + 4 for Futuretech) and become fatigued. The fatigue condition expires once the non-lethal damage is healed. A Fortitude save will prevent fatigue. A fatigued creature cannot be made exhausted through this device.

Futuretech lesser freeze ray guns can be discharged 8 times before needing to be recharged.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$80,000 (as Futuretech); \$4000 (as gizmo)

Freeze Ray Gun

Level 3 CL 7

Slot handheld; **Price:** \$420,000 (as Futuretech); \$18,000 (as gizmo); **Weight:** 3 lbs;

Hardness 10 Hit Points 15

Description

As the lesser freeze ray gun, except that the fluid instantly freezes solid upon impact, giving the target the entangled condition for a number of rounds equal to the gadgeteer's level (typically 7 for Futuretech). A Reflex save allows the target to avoid becoming entangled. Close proximity to a powerful heat source will reduce the duration by 1 round per die of fire damage the heat inflicts.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$210,000 (as Futuretech); \$4000 (as gizmo)



Freeze Ray Gun, Greater

Level 4 CL 10

Slot handheld; **Price:** \$630,000 (as Futuretech); \$36,000 (as gizmo); **Weight:** 3 lbs;

Hardness 10 Hit Points 20

Description

The greater freeze ray gun looks like its less potent brethren, but fires a *cone of cold* instead.

Futuretech greater freeze ray guns may fire 4 times between recharges.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$315,000 (as Futuretech); \$4000 (as gizmo)

Friendfinder

Level 4 CL 10

Slot handheld **Price:** \$800,000 (as Futuretech); \$36,000 (as gizmo); **Weight:** -- lbs;

Hardness -- **Hit Points** --

Description

A remarkably sophisticated and complex smart phone application, the highly illegal friend finder hacks traffic cameras, foursquare accounts, and many other data sources to determine the current whereabouts of a given individual. Seldom used to actually find one's friends, the friendfinder duplicates the *locate creature* spell.

Construction

Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (software) **Gizmo Requirements** Build Gizmos class ability **Cost** \$400,000 (as Futuretech); \$4000 (as gizmo)

Generator of Offensive Lubrication Device (G.O.L.D)

Level 1 CL 1

Slot shoulder; **Price:** \$20,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 1lb;

Hardness 10 **Hit Points** 10

Description

A small nozzle-tipped gun connected via hose to a purse-sized storage tank, the G.O.L.D. is capable of producing *grease* (as the spell). G.O.L.D. can be fired 5 times before needing to change tanks as a move action. Each tank weighs 2 pounds and costs \$100 to refill.

Alternate Form Single-use Futuretech "grease grenades" can be constructed for \$500 each.

Alternate Form If the builder has the Craft Futuretech Items feat, they may produce a larger tank capable of 50 uses and weighing 50 pounds. This version costs half as much to construct, but cannot be re-filled and thus is useless once all the "charges" are exhausted.

Construction

Futuretech Requirements Craft Futuretech Items and 5 ranks in Craft (chemicals) **Gizmo Requirements** Build Gizmos class ability **Cost** \$10,000 (as Futuretech); \$1000 (as gizmo)

Goo Gun

Level 2 CL 4

Slot --; **Price:** \$160,000 (as Futuretech); \$8,000 (as gizmo); **Weight:** 3lb;

Hardness 10 **Hit Points** 10

Description

Resembling an old-school tommy-gun, the goo gun fires a glob of viscous adhesive material that splatters on impact, creating a massive *web* in which to entangle one's enemies. As Futuretech, the goo gun has a maximum of 5 charges per day. As gizmos, it keeps firing until the operator fails a malfunction check.

Alternate Form A more compact version of the goo gun can be made that fires an adhesive wad equivalent to *tanglefoot bag*. This variant requires a ranged touch attack with a range increment of 20'.

Alternate Form If the builder has the Craft Stable Gizmos feat, they may produce a goo gun that connects to a larger, 30 pound tank capable of 50 uses. This version only costs \$30,000 to build and sells for \$60,000, but cannot be refilled and thus is useless once all the "charges" are exhausted.

Construction

Futuretech Requirements Craft Futuretech Items and 5 ranks in Craft (chemicals) **Gizmo Requirements** Build Gizmos class ability **Cost** \$80,000 (as Futuretech); \$4000 (as gizmo)

Heat Sponge

Level 3 CL 7

Slot --; **Price:** \$420,000 (as Futuretech); \$8,000 (as gizmo); **Weight:** 10 lb;

Hardness 10 **Hit Points** 10

Description

The heat sponge is a silver cylinder about a foot high and a foot in diameter. It sprays a fine mist of water everywhere while simultaneously activating enormously powerful refrigeration coils, producing the same effect as a *sleet storm*.

Alternate Form If the builder has the Craft Stable Gizmos feat, they may produce a larger heat sponge capable of 50 uses and weighing 25 pounds. This version only costs \$78,750 to build and sells for \$157,500 but is useless once all the “charges” are exhausted.

Construction

Requirements Craft Futuretech Items and 5 ranks in Craft (chemicals) **Gizmo Requirements** Build Gizmos class ability **Cost** \$210,000 (as Futuretech); \$4000 (as gizmo)

Holographic Mask

Level 1 CL 1

Slot head; **Price:** \$30,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 1lb;

Hardness 2 Hit Points 1

Description

The holographic mask is a circuitry-laden, full-face mask capable of duplicating the *disguise self* spell.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$15,000 (as Futuretech); \$1000 (as gizmo)

Hologram Projector

Level 1 CL 1

Slot –; **Price:** \$30,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 1lb;

Hardness 8 Hit Points 10

Description

The hologram projector takes the form of a foot-wide metal ring with upward pointing laser projectors and is capable of creating a *silent image* (as the spell). Maintaining a convincing moving hologram requires constant minute adjustments to the projector, which can be done manually or via an optional remote control as a standard action.

Futuretech hologram projectors come with an AC adapter that allows them to operate indefinitely on household electrical current.

Alternate Form Hologram projectors can be camouflaged as a video camera or integrated into a facility's security system.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$15,000 (as Futuretech); \$1000 (as gizmo)

Holographic Projector with Environmental Particle Conversion

Level 4 CL 10

Slot head; **Price:** \$1,600,000 (as Futuretech); \$32,000 (as gizmo); **Weight:** 10 lbs;

Hardness 8 Hit Points 10

Description

A holographic projector combined with an improbably small particle accelerator, this gadget creates “hard light” holograms – holograms with partial mass and substance. This device is capable of producing *shadow evocation* as the spell.

As with the “standard” holographic projector, maintaining a convincing moving hologram requires constant minute adjustments to the projector, which can be done manually or via an optional remote control as a standard action.

Futuretech hologram projectors come with an AC adapter that allows them to operate indefinitely on household electrical current.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$800,000 (as Futuretech); \$16,000 (as gizmo)

Holographic Projector with Localized Particle Conversion

Level 4 CL 10

Slot head; **Price:** \$1,600,000 (as Futuretech); \$32,000 (as gizmo); **Weight:** 10 lbs;

Hardness 8 Hit Points 10

Description

A variant form of the Holographic Projector with Environmental Particle Conversion, this gizmo instead effects *shadow conjuration*.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$800,000 (as Futuretech); \$16,000 (as gizmo)



Hypothalamic Inhibitor

Level 1 CL 1

Slot handheld; **Price:** \$20,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 1lb;

Hardness 10 Hit Points 10

Description

A hypothalamic inhibitor resembles a small hair dryer and produces a tight beam of microwave band radiation that temporarily stuns the part of the brain responsible for the panic response, and replicates the *remove fear* spell.

Alternate Form Hypothalamic Inhibitors can be formulated instead as a chemical compound that is administered like smelling salts. This Futuretech variant requires 5 ranks in Craft (chemicals) instead of Craft (electronics) and \$500 per dose to produce.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$10,000 (as Futuretech); \$1000 (as gizmo)

Instant Encampment

Level 3 CL 7

Slot –; **Price:** \$420,000 (as Futuretech); \$18,000 (as gizmo); **Weight:** 5 lbs;

Hardness 10 Hit Points 10

Description

A form of force field projector, the instant encampment creates a *tiny hut* upon activation.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$210,000 (as Futuretech); \$9,000 (as gizmo)

Jet Pack

Level 4 CL 10

Slot shoulders; **Price:** \$800,000 (as Futuretech); \$32,000 (as gizmo); **Weight:** 1lb;

Hardness 10 Hit Points 20

Description

A refined version of the rocket pack, the jetpack duplicates *overland flight*.

Futuretech jet packs can be operated for up to 13 hours before needing to be recharged.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$400,000 (as Futuretech); \$16,000 (as gizmo)

Lingual Engine

Level 1 CL 1

Slot ears; **Price:** \$15,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 1lb;

Hardness 2 Hit Points 1

Description

This technological precursor to the universal translator closely resembles a large hearing aid or telecommunications earpiece with an optical sensor for translating text. Lingual engines duplicate *comprehend languages*.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$7,500 (as Futuretech); \$1000 (as gizmo)

Magic Eight Ball

Level 4 CL 10

Slot handheld; **Price:** \$800,000 (as Futuretech); \$32,000 (as gizmo); **Weight:** --lb;

Hardness 2 Hit Points 12

Description

A highly advanced expert system capable of simultaneous calculation of billions of potential outcomes, the magic eight ball replicates the *divination* spell. As an extremely complex program, the magic eight ball is too resource-intensive to operate on a standard smart phone, but can be programmed to receive text messages, emails, or even vocal commands and answer in kind.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (software) **Gizmo Requirements** Build Gizmos class ability **Cost** \$400,000 (as Futuretech); \$16,000 (as gizmo)

Microwave Emitter

Level 2 CL 4

Slot --; **Price:** \$160,000 (as Futuretech); \$8,000 (as gizmo); **Weight:** 2lb;

Hardness 2 Hit Points 1 CL 1

Description

Microwave Emitters look like a hand-held hair dryer with a parabolic dish at the end. It emits radiation at a frequency that isn't directly harmful to humans but serves to *heat metal*.

Futuretech microwave emitters can be used 5 times between chargings.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (mechanical) **Gizmo Requirements** Build Gizmos class ability **Cost** \$80,000 (as Futuretech); \$1000 (as gizmo)



Motion Sensor Goggles

Level 2 CL 4

Slot --; **Price:** \$150,000 (as Futuretech); \$8,000 (as gizmo); **Weight:** 2lb;

Hardness 5 Hit Points 5

Description

Motion Sensor Goggles allow the wearer to *see invisible* as the spell.

Futuretech motion sensor goggles operate continuously.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (mechanical) **Gizmo Requirements** Build Gizmos class ability **Cost** \$75,000 (as Futuretech); \$1000 (as gizmo)

Oxygenated Fluorocarbons

Level 3 CL 7

Slot ingested; **Price:** \$420,000 (as Futuretech); \$18,000 (as gizmo); **Weight:** 2lb;

Hardness 5 Hit Points 5

Description

Oxygenated Fluorocarbons consist of a thick clear liquid that's inhaled into the lungs. The target make a DC 10 Will save to avoid instinctively coughing up the fluid before it can take effect. If they succeed, the fluorocarbons work to extract oxygen from water and transfer it into the blood stream, giving the target *water breathing* as the spell.

As a gizmo, the fluorocarbons automatically attempt to re-engage if the target is still underwater when the duration expires. Make a malfunction check and increase the DC by 1 as usual. If the check succeeds then the fluorocarbons are stay active for another 2 hours/level. Otherwise, the target begins drowning.

As Futuretech, the fluorocarbons function indefinitely and may be recycled after use to be later employed (although the procedure is unpleasant to watch).

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (chemicals) **Gizmo Requirements** Build Gizmos class ability **Cost** \$210,000 (as Futuretech); \$1000 (as gizmo)

Personal Perimeter Warden

Level 3 CL 7

Slot head; **Price:** \$210,000 (as Futuretech); \$18,000 (as gizmo); **Weight:** 2 lb;

Hardness 10 Hit Points 5

Description

The personal perimeter warden is a helmet, heavily-laden with sensors that let the wearer simultaneously "see" in all directions. The wearer cannot be flanked. As a gizmo, the personal

perimeter warden operates for 1 hour per gadgeteer level. Futuretech personal perimeter wardens operate continuously.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (mechanical) **Gizmo Requirements** Build Gizmos class ability **Cost** \$105,000 (as Futuretech); \$9000 (as gizmo)



Pheromone Manipulator

Level 1 CL 1

Slot neck or wrist; **Price:** \$20,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** – ;

Hardness 8 Hit Points 8

Description

A pheromone manipulator is a small hand-held canister that dispenses aerosolized chemicals irresistible to animals, and duplicates the effects of *charm animal* (as the spell).

Futuretech pheromone manipulators can operate up to 5 times before needing to regenerate their internal supply of chemicals (a process that takes 8 hours to complete).

Alternate Form Pheromone Manipulators can be constructed to fit nearly any slot, most often as a collar that can be worn under a shirt. Bracers are also popular as they provide a degree of protection to the arm if the pheromones don't work and the animal turns hostile.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (chemicals) **Gizmo Requirements** Build Gizmos class ability **Cost** \$10,000 (as Futuretech); \$1000 (as gizmo)

Perception Obfuscating Obstruction Fabricator (P.O.O.F.)

Level 1 CL 1

Slot wrist; **Price:** \$12,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 1lb;

Hardness 8 Hit Points 8

Description

The P.O.O.F. is essentially several tubes of chemicals that, once mixed, produce an *obscuring mist* (as the spell). With a little tinkering, it can be configured to be concealed under a sleeve.

Futuretech P.O.O.F.s can operate up to 3 times before needing to regenerate their internal supply of chemicals (a process that takes 8 hours to complete).

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (chemicals) **Gizmo Requirements** Build Gizmos class ability **Cost** \$6,000 (as Futuretech); \$1000 (as gizmo)

Perceptual Distorter

Level 2 CL 4

Slot belt; **Price:** \$320,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 1lb;

Hardness 2 Hit Points 2

Description

A bulky belt (mostly due to the necessary power packs required to operate it), a perceptual distorter broadcasts a variety of senses-warping energy frequencies, duplicating the effects of a *blur* spell upon activation. Futuretech perceptual distorters can operate indefinitely.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$160,000 (as Futuretech); \$1000 (as gizmo)

Photonic Inverter

Level 4 CL 10

Slot –; **Price:** \$800,000 (as Futuretech); \$32,000 (as gizmo); **Weight:** 2lbs;

Hardness 2 Hit Points 1

Description

Photonic Inverters create *darkness* with a 40' range.

Futuretech photonic inverters are capable of operating continuously.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$400,000 (as Futuretech); \$1000 (as gizmo)



Photonic Scimitar

Level 2 CL 4

Slot –; **Price:** \$320,000 (as Futuretech); \$8,000 (as gizmo); **Weight:** 1lb;

Hardness 10 Hit Points 10

Description

Also known as a laser sword, sun saber, or light blade, the photonic scimitar is a cylinder that projects a 2' beam of coherent light that duplicates the effect of a *flame blade* spell with each activation.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$160,000 (as Futuretech); \$1000 (as gizmo)

Pocket Flamethrower

Level 3 CL 7

Slot belt; **Price:** \$250,000 (as Futuretech); \$90,000 (as gizmo); **Weight:** 1lb;

Hardness 5 Hit Points 10

Description

Pocket Flamethrowers resemble long-barreled handguns and will actually fit in a pocket once the barrel is collapsed and the fuel tank detached. When fired, they release a *fireball* from the barrel.

Futuretech pocket flamethrowers can fire three times between charges and do 7d6 points of damage.

Alternate Form Single-use "super-incendiary grenades" can be constructed as Futuretech for \$2000 each.

Alternate Form If the builder has the Craft Stable Gizmo feat, they may produce a larger tank capable of 50 uses, weighs 20 pounds. This version costs half as much to construct, but cannot be refilled and thus is useless once all the charges are exhausted.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (chemicals) **Gizmo Requirements** Build Gizmos class ability **Cost** \$125,000 (as Futuretech); \$9000 (as gizmo)

Polarity Attractor

Level 4 CL 10

Slot —; **Price:** 65,000(as Futuretech); \$36,000 (as gizmo); **Weight:** 1lb;

Hardness 10 Hit Points 20

Description

The polarity controller is a souped-up version of the polarity modulator duplicating the effects of *call lightning storm* when activated.

As Futuretech, the polarity attractor may be used once per day. As a gizmo, it operates until the user fails a malfunction check.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$32,500 (as Futuretech); \$16,000 (as gizmo)



Polarity Modulator

Level 3 CL 7

Slot —; **Price:** \$84,000 (as Futuretech); \$18,000 (as gizmo); **Weight:** 1lb;

Hardness 10 Hit Points 20

Description

The size of an average suitcase, a polarity modulator is capable of creating low-level, but wide ranging, magnetic fields allowing the operator to *call lightning* once activated.

As Futuretech, the polarity modulator may be used once per day. As a gizmo, it operates until the user fails a malfunction check.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (chemicals) **Gizmo Requirements** Build Gizmos class ability **Cost** \$42,000 (as Futuretech); \$9,000 (as gizmo)

Psychic Screwdriver

Level 2 CL 4

Slot –; **Price:** \$100,000 (as Futuretech); \$8,000 (as gizmo); **Weight:** –;

Hardness 10 Hit Points 5

Description

A 1" diameter cylindrical device that superficially resembles a screwdriver, this device actually operates on electromagnetic, rather than psychic principles, but is so named because it seems like "magic" to casual observers. Psychic screwdrivers grant a +2 equipment bonus on attempts to override or bypass a magnetic lock. As a Futuretech device it can duplicate the effects of *knock* up to 3 times a day. As a gizmo, it can perform *knock* until the operator fails a malfunction check.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$50,000 (as Futuretech); \$1000 (as gizmo)

Repairbot Expert System

Level 2 CL 4

Slot –; **Price:** \$160,000 (as Futuretech); \$8,000 (as gizmo); **Weight:** 1lb;

Hardness 10 Hit Points 10

Description

Once deployed, the repairbot fills up a 5' cube with its dozens of spindly arms, but is capable of being carefully packed into a small suitcase for traveling. The repairbot automatically goes to work repairing any damaged machinery or electronics within reach of as the spell *make whole*.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$80,000 (as Futuretech); \$1000 (as gizmo)

Resonance Radar

Level 1 CL 1

Slot –; **Price:** \$30,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 1lb;

Hardness 6 Hit Points 5

Description

The resonance radar is essentially a parabolic microphone attached to a small display screen. It broadcasts ultrasonic frequencies and analyzes the echoes to identify hollow spaces and structural anomalies. This has the same effect as a *detect secret doors* spell.

Alternate Form Resonance Radars can be fitted to a (fairly ridiculous-looking) helmet with a heads up or augmented reality display.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (mechanical) **Gizmo Requirements** Build Gizmos class ability **Cost** \$15,000 (as Futuretech); \$1000 (as gizmo)

Rocket Pack

Level 3 CL 7

Slot shoulders; **Price:** \$425,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 15lb;

Hardness 10 Hit Points 15

Description

This classic backpack/harness with rockets attached duplicates the *fly* spell.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$212,500 (as Futuretech); \$9000 (as gizmo)

Shrapnel Producing Unpassable Region Generator (S.P.U.R.)

Level 4 CL 10

Slot --; Price: \$1,610,000 (as Futuretech); \$32,000 (as gizmo); **Weight:** 15lb;

Hardness 10 Hit Points 15

Description

The S.P.U.R. Generator is one of the more potent area-denial devices available. Only its high cost has kept it from being produced for military use. Once activated, it emits cascading waves of energy at the resonant frequency of stone and/or pavement, causing it to splinter and crack, effectively duplicating the *spike stones* spell. As Futuretech, this device may be used twice before needing recharged. As a gizmo, it works until the operator fails a malfunction check.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$805,000 (as Futuretech); \$16,000 (as gizmo)

Spatial Sense Shifter

Level 2 CL 4

Slot --; Price: \$50,000 (as Futuretech); \$8,000 (as gizmo); **Weight:** 1lb;

Hardness 2 Hit Points 1 CL 1

Description

Combining aspects of chameleon clothes and the hologram mask, the spatial sense shifter creates a *displacement* field upon the wearer.



Futuretech spatial sense shifters duplicate the effects of a major cloak of displacement, including the maximum operating time of 15 rounds.

Alternate form: A Futuretech spatial sense shifter that operates continuously can be constructed for half price, but only provides 20% concealment.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$25,000 (as Futuretech); \$1000 (as gizmo)

Stinkbomb Emitter

Level 3 CL 7

Slot --; Price: \$420,000 (as Futuretech); \$18,000 (as gizmo); **Weight:** 5lbs;

Hardness 10 Hit Points 5 CL 1

Description

Resembling a smoke projector, the stinkbomb emitter doesn't actually explode, but instead releases puffs of noxious fumes that expand into a *stinking cloud*.

Futuretech stinkbomb emitters can operate up to 5 times between recharges.

Alternate Form: If the builder has the Craft Stable Gizmo feat, they may construct a stinkbomb generator capable of producing 50 stinkbombs without needing to be recharged. Once all 50 "bombs" are discharged, the device is useless. This variant costs \$78,750.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (mechanical) **Gizmo Requirements** Build Gizmos class ability **Cost** \$210,000 (as Futuretech); \$1000 (as gizmo)

Surveillance Countering Anklet

Level 3 CL 7

Slot foot; **Price:** \$420,000 (as Futuretech); \$18,000 (as gizmo); **Weight:** 5lbs;

Hardness 10 **Hit Points** 5 CL 1

Description

Originally designed to thwart house arrest ankle bracelets, the surveillance countering anklet has grown in scope and capabilities with every incarnation. The current versions give the wearer *nondetection* when activated.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (mechanical) **Gizmo Requirements** Build Gizmos class ability **Cost** \$210,000 (as Futuretech); \$1000 (as gizmo)



Targeting Scope

Level 1 CL 1

Slot weapon or body; **Price:** \$25,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 1lb;

Hardness 10 **Hit Points** 5

Description

This bulky and temperamental telescopic sight that can be attached to nearly any ranged weapon large enough to accommodate it. Activating the scope requires extensive calibration (i.e. a standard action), but yields impressive results identical to a *true strike* spell.

Alternate Form With 5 ranks in Craft (electronics), targeting scopes can be integrated into a telemetry suit, complete with helmet and goggles to provide *true strike* to melee attacks.

Regardless of the form of construction, Futuretech targeting scopes can be used 5 times before overheating. An overheated scope takes a minimum of 1 hour to cool and at least 30 minutes spent realigning its delicate components before it can operate again.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (mechanical) **Gizmo Requirements** Build Gizmos class ability **Cost** \$12,500 (as Futuretech); \$1000 (as gizmo)



Taser Gloves

Level 1 CL 1

Slot hands; **Price:** \$40,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 1lb;

Hardness 3 **Hit Points** 5

Description

A set of fingerless gloves with metal plates lining the knuckles and palm, taser gloves duplicate the effects of *shocking grasp*.

Alternate Form Taser gloves don't necessarily have to take the form of gloves. They could instead be camouflaged as thick walking sticks or massive electronic brass knuckles.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$20,000 (as Futuretech); \$1000 (as gizmo)

Thermal Aegis

Level 4 CL 10

Slot chest; **Price:** \$480,000 (as Futuretech); \$32,000 (as gizmo); **Weight:** –;

Hardness 5 Hit Points 5

Description

A webbed harness for the torso that acts as an especially potent heat-pump, the thermal aegis duplicates the *fire shield* spell.

The Futuretech thermal aegis operates up to 3 times between recharges.

Construction

Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (mechanical) **Gizmo Requirements** Build Gizmos class ability **Cost** \$240,000 (as Futuretech); \$1000 (as gizmo)

Trap Sniffer

Level 2 CL 4

Slot wrist; **Price:** \$32,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** –;

Hardness 5 Hit Points 5

Description

The trap sniffer works on the same principles as, and is a refinement of, the resonance radar. As a gizmo, the trap sniffer's display screen fits along the user's forearm and assists them to *find traps* as the spell.

Typical Futuretech versions of trap sniffers give a +5 equipment bonus on Perception checks made to find traps. They also contain an expert system that provides on-screen suggestions on how to best disarm it. Treat this as an Aid Another action made with a +2 bonus.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$16,000 (as Futuretech); \$1000 (as gizmo)

Ultimate Encryption Algorithm

Level 3 CL 7

Slot –; **Price:** \$42,000 (as Futuretech); \$18,000 (as gizmo); **Weight:** –;

Hardness -- Hit Points --

Description

The ultimate encryption algorithm doesn't merely hide the content of digital files, but masks it as different content similar to the *secret page* spell. Without entering the correct password, an encrypted document appears to be a perfectly normal piece of email, spreadsheet, or even an image file. Even applications can be encrypted; complex programs appear to be working phone apps or simple games.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (software) **Gizmo Requirements** Build Gizmos class ability **Cost** \$21,000 (as Futuretech); \$9,000 (as gizmo)

Universal Translator

Level 2 CL 4

Slot ears; **Price:** \$24,000 (as Futuretech); \$2,000 (as gizmo); **Weight:** 1lb;

Hardness 2 Hit Points 2

Description

A standard device in countless science fiction stories, the universal translator consists of an easily concealed throat microphone/speaker and earpiece that duplicates the effects of *tongues*.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (electronics) **Gizmo Requirements** Build Gizmos class ability **Cost** \$12,000 (as Futuretech); \$1000 (as gizmo)

Visual Acuity Booster

Level 1 CL 1

Slot eyes; **Price:** \$40,000 (as Futuretech);
\$2,000 (as gizmo); **Weight:** – ;

Hardness 2 Hit Points 1

Description

The visual acuity booster is a set of goggles that, once activated, provide the following benefits:

+3 equipment bonus on
Perception checks

+1 equipment bonus on ranged
attack rolls

increase the range increment of any
ranged weapon by 50%

As a gizmo, Visual Acuity Boosters operate for 1 minute per gadgeteer level upon activation.

Futuretech Visual Acuity Boosters operate continuously.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (mechanical) **Gizmo Requirements** Build Gizmos class ability **Cost** \$20,000 (as Futuretech); \$1000 (as gizmo)



Vortex Aperture Controller

Level 7 CL 10

Slot --; **Price:** \$1,400,000 (as Futuretech);
\$32,000 (as gizmo); **Weight:** 10 lbs;

Hardness 2 Hit Points 1

Description

The vortex aperture controller can take any number of forms, including the “ghost traps” of a certain quartet of para-natural investigators. It duplicates the effects of the *dismissal* spell.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (mechanical) **Gizmo Requirements** Build Gizmos class ability **Cost** \$700,000 (as Futuretech); \$1000 (as gizmo)

X-Ray Specs

Level 3 CL 7

Slot eyes; **Price:** \$250,000 (as Futuretech);
\$18,000 (as gizmo); **Weight:** 1 lbs;

Hardness 2 Hit Points 1

Description

X-Ray Specs appear to be a particularly thick pair of sunglasses. Each “lens” is actually a compact, high resolution LED monitor, capable of becoming “transparent” by displaying the output from an on-board video camera. Alternately, the wearer can engage a camera capable of operating on frequencies of light outside the visual spectrum. That duplicates the effects of a *ring of X-ray vision* (including the Constitution damage from prolonged usage).

As a gizmo, X-Ray specs operate for 1 minute per gadgeteer level per activation.

Construction

Futuretech Requirements Craft Futuretech Items, creator must have 5 ranks in Craft (mechanical) **Gizmo Requirements** Build Gizmos class ability **Cost** \$125,000 (as Futuretech); \$1000 (as gizmo)

Eureka Gizmo

Example: Dangerous Dan finds a 7th level Environmental Regulator eureka gizmo in an abandoned warehouse. He can utilize the *endure elements* and *resist energy* effects any number of times, without having to make any skill checks at all. However, if he activates the protection from energy feature the malfunction DC automatically increases by 1 and he must roll Knowledge (technology) to avoid it increasing by +2.

Eureka Gizmos

Eureka gizmos are more advanced gizmos, somewhat more stable than their standard counterparts and usually capable of producing multiple effects within the same theme. Unlike regular gizmos, eureka gizmos only require malfunction rolls if their highest-level ability is activated. (A first-level eureka gizmo is therefore indistinguishable from a standard gizmo).

If an eureka gizmo ever acquires the broken condition (whether through damage or malfunctioning), *all* features suffer the -2 penalty. Likewise, if it is destroyed due to malfunctioning, all features stop working.

Chameleon Cloak

Slot shoulders; **Weight:** 1lb;

Hardness 1 **Hit Points** 2

Description

The chameleon cloak is a loose-fitting and flowing garment, but not necessarily a cloak. Through a combination of chameleon-like color changes and photonic redirection it conceals the wearer (or an object it's draped over).

1st Level Effect *vanish**; **Price:** \$2,000;

4th Level Effect *invisibility*; **Price:** \$25,000;

7th Level Effect *invisibility sphere*;
Price: \$200,000;

10th Level Effect *improved invisibility*;
Price: \$525,000;

14th Level (no malfunction risk);
Price: \$1,400,000;



Environmental Regulator

Slot body; **Weight:** 1lb;

Hardness 2 **Hit Points** 5

Description

Appearing as either a thickly-layered undergarment, similar to a padded union suit, a containment suit, or a fire-fighter's suit, the environmental regulator provides protection from extreme temperatures and environmental dangers.

1st Level Effect *endure elements*; **Price:** \$2,000;

4th Level Effect *resist energy*; **Price:** \$25,000;

7th Level Effect *protection from energy*;
Price: \$200,000;

10th Level Effect *globe of invulnerability*;
Price: \$525,000;

14th Level (no malfunction risk);
Price: \$1,400,000;

* Substitute *hide from animals* instead if that better suits the gizmo's concept and progression.

Enhancement Exoskeleton

Slot body; **Weight:** 1lb;

Hardness 10 **Hit Points** 15

Description

Resembling an orthopedic body brace with accompanying arm and leg braces, the enhancement exoskeleton augments the wearer's physical prowess – at least as long as the batteries last. Bulky and cumbersome, the enhancement exoskeleton is still flexible enough to be worn over most light or medium armors.

Gadgeteers who choose an enhancement exoskeleton as their eureka gizmo and an exoskeleton as their construct companion typically will combine the two into an ultimate exoskeleton of awesomeness.

1st Level Effect *ant haul*¹; **Price:** \$2,000;

4th Level Effect *bear's strength*; **Price:** \$25,000;

7th Level Effect *haste*; **Price:** \$200,000;

10th Level Effect *aspect of the wolf*¹;
Price: \$525,000;

14th Level (no malfunction risk);
Price: \$1,400,000;



Flight Harness

Slot shoulders; **Weight:** 1lb;

Hardness 2 **Hit Points** 5

Description

Unlike most gizmos, the appearance of a Flight Harness changes significantly as it undergoes upgrades. At 1st level, it consists mainly of concealable pouches or flaps of cloth incorporated into loose-fitting clothing, creating a very literal version of "parachute pants." At 4th level, collapsible rods extend to form a kite-

like apparatus for gliding and small propulsion rockets get incorporated into a backpack starting at 7th level.

1st Level Effect *feather fall*²; **Price:** \$2,000;

4th Level Effect *glide*³; **Price:** \$25,000;

7th Level Effect *fly*; **Price:** \$200,000;

10th Level Effect *overland flight*;
Price: \$525,000;

14th Level (no malfunction risk);
Price: \$1,400,000;



Holographic Suit

Slot body; **Weight:** 1lb;

Hardness 1 **Hit Points** 2

Description

Resembling a skin-tight telemetry suit with embedded light-sensitive filaments embedded in the surface, the holographic projector is capable of reshaping the way light refracts from the character, effectively changing their appearance.

1st Level Effect *disguise self*; **Price:** \$2,000;

4th Level Effect *blur*; **Price:** \$25,000;

7th Level Effect *displacement*; **Price:** \$200,000;

10th Level Effect *empowered, maximized mirror image*⁴; **Price:** \$525,000;

14th Level (no malfunction risk);
Price: \$1,400,000;

MODERN ADVENTURES

¹ The wearer gains the bonuses of the spell, but their physical features do not actually transform. If you wish, the exoskeleton can include retractable claws that do d6+Str damage.

² Alternately, you may instead substitute rocket boots that act as a *jump* spell if that better fits with your gizmo's progression concept.

³ Alternately, you may instead substitute small rockets that act as a *levitation* spell if that better fits with your gizmo's progression concept..

⁴ Mirror Image with the Empowered spell and Maximized Spell feats applied.

Omni-goggles

Slot eyes; **Weight:** --1 lb;

Hardness 5 Hit Points 5

Description

As the name suggests, omni-goggles are a pair of bulky, wraparound goggles capable of augmented reality displays. After 7th level, the gizmo includes tiny short-range flying drones that broadcast information to the goggles.

1st Level Effect *aspect of the falcon*^{APG*}; **Price:** \$2,000;

4th Level Effect *darkvision*; **Price:** \$25,000;

7th Level Effect *clairaudience/clairvoyance*; **Price:** \$200,000;

10th Level Effect *arcane eye*; **Price:** \$525,000;

14th Level (no malfunction risk); **Price:** \$1,400,000;



Sonic Disruptor

Slot neck/body; **Weight:** 5 lbs;

Hardness 3 Hit Points 5

Description

At 1st level, the sonic disruptor resembles a throat microphone linked to several directional speakers concealed about the wearer's clothing and equipment. As the gadgeteer increases in level, the speakers grow larger and more prominent.

1st Level Effect ventriloquism; **Price:** \$2,000;

4th Level Effect *sound burst*; **Price:** \$25,000;

7th Level Effect *thundering drums*^{APG}; **Price:** \$200,000;

10th Level Effect *shout*; **Price:** \$525,000;

14th Level (no malfunction risk); **Price:** \$1,400,000;



Omniversal Translator

Slot ear; **Weight:** --1 lb;

Hardness 2 Hit Points 2

Description

A mainstay of science fiction space operas, the omniversal translator closely resembles a large hearing aid or telecommunications earpiece with an optical sensor for translating text. After 4th level, it also incorporates a small speaker for creating instantaneous translations. After 7th level, the speaker includes sub-harmonic resonance modifiers that specifically target areas of the brain involved in trust and credibility.

1st Level Effect *comprehend languages*; **Price:** \$2,000;

4th Level Effect *tongues*; **Price:** \$25,000;

7th Level Effect *glibness*; **Price:** \$200,000;

10th Level Effect *sending*; **Price:** \$525,000;

14th Level (no malfunction risk); **Price:** \$1,400,000;

* Substitute *detect magic* instead if that better suits the gizmo's concept and progression.



Modern Afflictions

Diseases

Cholera

Type disease, contact; **Save** Fortitude DC 13

Onset 4d12 hours; **Frequency** 1/day

Effect 1d6 Con; **Cure** 2 consecutive saves.

Extremely rare in North America, Cholera is endemic in areas of India, Russia, and Sub-Saharan Africa

Common Cold

Type disease, inhaled; **Save** Fortitude DC 10

Onset 1 day; **Frequency** 1/day

Effect -1 to attack rolls, skill checks, and Attribute checks; **Cure** 2 consecutive saves



Dengue Fever (Hemorrhagic Fever)

Type disease, injury; **Save** Fortitude DC 14

Onset 1d6+3 days; **Frequency** 1/day

Effect 1d4 Str damage;
Cure 2 consecutive saves

Dengue Fever is typically encountered in urban and suburban settings in tropical regions of the world.

Ebola (Hemorrhagic Fever)

Type disease, contact, injury;

Save Fortitude DC 16

Onset 2d10 days; **Frequency** 1/day

Effect 1d6 Str damage;
Cure 3 consecutive saves

Influenza, Common

Type disease, inhalation; **Save** Fortitude DC 13

Onset 1d3 days; **Frequency** 1/day

Effect sickened; **Cure** 2 consecutive saves

Influenza, Spanish

Type disease, inhalation; **Save** Fortitude DC 16

Onset 1d3 days; **Frequency** 1/day

Effect 1d4 Con damage and sickened;
Cure 2 consecutive saves

This particular strain of influenza hasn't been seen since 1919, but the potential for a new strain to develop with similar effects is constant.

Malaria

Type disease, contact; **Save** Fortitude DC 12

Onset 4d6+3 days; **Frequency** 1/day

Effect 1d6 Con/ ; **Cure** 2 consecutive saves

Spread by mosquitoes, malaria is common in most tropical areas.

Sleeping Sickness (Trypanosomiasis)

Type disease, injury; **Save** Fortitude DC 10

Onset 1d3 days; **Frequency** 1/day

Effect 1d4 Wis damage; **Cure** 2 consecutive saves

Sleeping Sickness is only encountered in regions of sub-Saharan Africa with large tsetse fly populations to transmit the disease.

Smallpox

Type disease, contact; **Save** Fortitude DC 14

Onset 2d6+5 days; **Frequency** 1/day

Effect 1d6 Con damage; **Cure** 2 consecutive saves

Smallpox is the only disease man has successfully eradicated. The only surviving samples of the virus are in cold storage at a few disease research facilities.

Tuberculosis

Type disease, inhalation; **Save** Fortitude DC 13

Onset 2d6 weeks; **Frequency** 1/day

Effect 1 Con damage; **Cure** 7 consecutive saves



Yellow Fever

Type disease, injury; **Save** Fortitude DC 10

Onset 1d4+2 days; **Frequency** 1/day

Effect 1d4 Con damage; **Cure** 2 consecutive saves

Vaccination against yellow fever is available for \$150.00.

Poisons

Poisonous Substances: Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective. The table below summarizes the characteristics of various poisons.

Save DC: The Difficulty Class of the Fortitude save to negate the effects of the poison.

Purchase DC: The DC for the Wealth check necessary to obtain the raw materials to craft the poison, or to purchase one bottle of solid or liquid poison or one high-pressure cylinder of gaseous poison. A bottle holds four doses, while a cylinder holds enough gas to fill a 10-foot-radius area.

Restriction: The restriction rating for the poison, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the poison on the black market.

Craft DC: The DC of the Craft check required to create a quantity of the poison.

Time: The amount of time required for the Craft check.

If the Craft check succeeds, the final product is a synthesized solid or liquid poison stored in a bottle (containing 4 doses) or a gas stored in a pressurized cylinder. When released, the gas is sufficient to fill a 10-foot-radius area and takes 1 round to fill the area.

Poison	Type	Fort DC	Onset	Frequency	Effect	Cure	Craft DC	Time	Cost	Restriction
Arsenic	Ingested	13	10 min.	1/min. for 4 min.	1d2 Con	1 save	24	4 hr.	\$90.00	Res (\$150)
Atropine	Ingested	15	10 min.	1/rd. for 6 rds.	1d2 Con	2 saves	14	1 hr.	\$12.00	Res (\$30)
Belladonna (plant)	Ingested	14	10 min	1/rd. for 6 rds.	1d2 Con	1 save	n/a	n/a	\$350.00	Lic (\$500)
Blue vitriol	Ingested	10	10 min.	1/rd. for 2 rds.	1d2 Con/ nauseated 1d3 rds.	1 save	9	1 hr.	\$15.00	Res (\$30)
Blue-ringed octopus venom	Injury	15	--	1/rd. for 4 rds.	1d2 Str	2 saves	n/a	n/a	\$350.00	Lic (\$500)
Chloral hydrate	Ingested	16	10 min.	1/min. for 4 min.	1d3 Dex	1 save	28	8 hr.	\$100.00	Res (\$250)
Chloroform ¹	Inhaled	15	--	1/rd.	unconscious 1d3 hours	1 save	24	4 hr.	\$90.00	Res (+\$150)
Curare (plant)	Injury	16	--	1/rd. for 6 rds.	1d4 Dex	1 save	n/a	n/a	\$500.00	Res (\$1000)
Cyanide	Injury	14	10 minutes	1/min. for 6 min.	1d3 Con	1 save	31	15 hr.	\$500.00	Mil (\$1200)
Cyanogen	Inhaled	16	--	1/rd. for 6 rds.	1d3 Con	2 saves	28	8 hr.	\$200.00	Mil (\$500)
DDT	Inhaled	15	--	1/rd. for 4 rds.	1d2 Str	1 save	20	4 hr.	\$90.00	Lic (\$120)
Knockout gas	Inhaled	16	--	1/rd. for 2 rds.	1d3 Dex/ unconscious 1d3 hours	1 save	26	8 hr.	\$200.00	Res (\$350)
Lead arsenate (gas)	Inhaled	11	--	1/rd. for 4 rds.	1d2 Con	1 save	17	2 hr.	\$40.00	Res (\$70)
Lead arsenate (solid)	Ingested	11	10 min.	1/min. for 4 min.	1d2 Con	1 save	18	2 hr.	\$40.00	Res (\$70)
Mustard gas	Inhaled	16	--	1/rd. For 4 rds.	1d2 Con + 1 Cha	2 saves	26	8 hr.	\$200.00	Mil (\$500)
Paris green (gas)	Inhaled	12	--	1/rd. for 6 rds.	1 Con	1 save	20	4 hr.	\$90.00	Res (\$150)
Paris green (solid)	Ingested	12	10 min.	1/min. for 4 min.	1 Con	1 save	24	4 hr.	\$90.00	Res (\$140)
Puffer poison (fish)	Ingested or Injury	17	-- or 10 min	1/rd. for 6 rds. or 1/min. for 6 min.	sickened/ 1d3 Con	2 saves	n/a	n/a	\$275.00	Lic (\$500)
Rattlesnake venom	Injury	12	--	1/rd. for 6 rds.	1d2 Con	1 save	n/a	n/a	\$200.00	Lic (\$350)
Sarin nerve gas	Inhaled	16	--	1/rd. for 6 rds.	1d3 Dex	3 saves	30	15 hr.	\$2,000.00	Illegal (\$5000)
Scorpion/tarantula venom	Injury	11	--	1/rd. for 4 rds.	1 Str	1 save	n/a	n/a	\$200.00	Lic (\$350)
Strychnine	Injury	17	--	1/rd. for 6 rds.	1d3 Con	2 saves	23	4 hr.	\$90.00	Res (\$150)
Tear gas	Inhaled	13	--	1/round. for 4 round.	1d3 rounds sickened/ 1d6 rounds blindness	1 save	21	4 hr.	\$90.00	Res (\$150)
VX nerve gas	Inhaled	20	--	1/rd. for 6 rds.	1d3 Dex, 1 Con	3 saves	42	48 hr.	\$3,000.00	Illegal (\$12,000)

¹ Chloroform gives off vapor that causes unconsciousness. Applying chloroform to an unwilling subject requires the subject to first be restrained or grappled.

n/a: Certain poisons can't be made with the Craft skill. Instead, such a poison must be obtained by extracting it from the creature in question.

Arsenic

Type poison, ingested; **Save** Fortitude DC 13

Onset 10 minutes; **Frequency** 1/minute for 6 minutes

Effect stuff; **Cure** 1 save

A highly toxic, naturally occurring element, arsenic occasionally naturally occurs in ground water and is sometimes used in parts of Asia as a pesticide.

Atropine

Type poison, ingested; **Save** Fortitude DC 15

Onset 10 minutes; **Frequency** 1/minute for 6 minutes

Effect 1d2 Str damage, target can attempt one save at -2 to cure a lycanthropy affliction contracted in the past hour; **Cure** 2 saves

A distillation of the active ingredient found in belladonna, atropine is a more concentrated form of the same poison. It is less effective at treating lycanthropy because it lacks the mystical properties of the natural plant.



Belladonna (plant)

Type poison, ingested; **Save** Fortitude DC 14

Onset 10 minutes; **Frequency** 1/minute for 6 minutes

Effect 1d2 Str damage, target can attempt one save to cure a lycanthropy affliction contracted in the past hour; **Cure** 1 save

Similar effects can also be produced from deadly nightshade, jimson weed, and mandrake root.

Blue vitriol

Type poison, ingested; **Save** Fortitude DC 10

Onset 10 minutes; **Frequency** 1/minute for 2 minutes

Effect 1d2 Con/ 1d3 rounds nauseated; **Cure** 1 save

Also called copper sulfate, this blue crystalline powder is sometimes included in children's chemistry sets.

Blue-ringed octopus venom

Type poison, injury; **Save** Fortitude DC 15

Onset 1 round; **Frequency** 1/round for 6 rounds

Effect 1d2 Str damage; **Cure** 2 saves

The blue-ringed octopus is native to coral reefs in the Pacific and Indian oceans. Their venom contains tetrodotoxin – the poisoning compound also found in puffer poison, for which there is no antidote.

Chloral hydrate

Type poison, ingested; **Save** Fortitude DC 16

Onset 10 minutes; **Frequency** 1/minute for 4 minutes

Effect 1d3 Dex damage; **Cure** 1 save

The classic "knockout drops," chloral hydrate mixes easily with alcohol.

Chloroform

Type poison, inhaled; **Save** Fortitude DC 15

Frequency 1/round

Effect 1d3 hours unconsciousness; **Cure** 1 save

Chloroform gives off vapor that causes unconsciousness. Applying chloroform to an unwilling subject requires that they first be restrained or grappled.

Curare (plant)

Type poison, injury; **Save** Fortitude DC 16

Frequency 1/round for 6 rounds

Effect 1d4 Dex damage; **Cure** 1 save

Curare can be derived from a variety of plants native to South America. A dark, viscous paste in its refined form, curare applies easily to arrows, spears and blades and causes nearly instantaneous paralysis. Targets reduced to zero Dexterity by curare poisoning are unable to breathe and begin suffocating, but can be kept alive through artificial respiration until the effects wear off. Curare is harmless if ingested; it must be introduced directly to the bloodstream.

Cyanide

Type poison, ingested; **Save** Fortitude DC 14

Onset 10 minutes; **Frequency** 1/minute for 6 minutes

Effect 1d3 Con damage; **Cure** 1 save

Famous for its almond-like flavor, cyanide has historically been the preferred poison of assassins. Cyanide can also be configured as an inhalation poison. Only lethal in high concentrations, cyanide gas only inflicts 1d2 Con damage.

Cyanogen

Type poison, inhaled; **Save** Fortitude DC 16

Frequency 1/round for 6 rounds

Effect 1d3 Con damage; **Cure** 2 saves

A cyanide-based compound, cyanogen is a colorless gas, but is a powerful irritant, making it easy to detect. Most will notice their runny eyes and noses before identifying the unpleasant, "peppery" and bitter aroma.

Cyanogen is uncommon in the modern world, but was used as a chemical agent in World War I and still has a few industrial uses. It is most often encountered at the scene of industrial accidents or in the hands of would-be terrorists.

DDT

Type poison, inhaled; **Save** Fortitude DC 15

Frequency 1/round for 4 rounds

Effect 1d2 Strength damage; **Cure** 1 save

DDT is virtually undetectable, apart from a mild odor, and was formerly used as an agricultural insecticide before being banned in the 1970s. It is still used in tropical areas of the world to control disease-carrying mosquito populations. The statistics here are for a "human-sized" dose. Lower concentrations have no game effects on S or larger sized creatures but can still affect vermin and swarms.

Knockout gas

Type poison, inhaled; **Save** Fortitude DC 16

Frequency 1/round for 2 rounds

Effect 1d3 Dexterity damage/1d3 hours unconsciousness; **Cure** 1 save

A staple of many genres of fiction, knockout gas is typically brightly colored and provides 20% concealment for the for the first round of deployment.

Lead arsenate (gas)

Type poison, inhaled; **Save** Fortitude DC 11

Frequency 1/round for 4 rounds

Effect 1d2 Con damage; **Cure** 1 save

Lead arsenate (solid)

Type poison, ingested; **Save** Fortitude DC 11

Onset 10 minutes; **Frequency** 1/minute for 4 minutes

Effect 1d2 Con damage; **Cure** 1 save

Lead arsenate is a white powder used as an insecticide, primarily as a replacement for Paris Green. It is odorless and toxic when inhaled or ingested. Like DDT, the statistics above are for a concentrated dosage. Lighter concentrations have no immediate game effect on S sized or larger individuals, but are still potentially lethal against vermin.

Mustard gas

Type poison, inhalation, contact;

Save Fortitude DC 15

Frequency 1/round for 4 rounds

Effect 1d2 Con damage and 1 Cha damage;

Cure 2 saves

Mustard gas can be absorbed through the skin, so gas masks offer no protection. Only a containment suit fully protects from mustard gas, although heavy layers of clothing and a gas mask can delay the onset by 1d3 rounds as the gas seeps through the clothing fibers. A persistent chemical, areas where moderate amounts of mustard gas have been used remain toxic for weeks afterward. Such areas have a save DC of 14 and inflict 1d2 points of Con damage per round for a maximum of 3 rounds after exposure.

Paris green (gas)

Type poison, inhaled; **Save** Fortitude DC 12

Frequency 1/round for 4 rounds

Effect 1 Con damage; **Cure** 1 save

Paris green (solid)

Type poison, ingested; **Save** Fortitude DC 12

Onset 10 minutes; **Frequency** 1/minute for 4 minutes

Effect 1d2 Con damage; **Cure** 1 save

Formerly used as an artist's pigment and insecticide, Paris green or, copper acetoarsenite, is seldom used in the 21st century. However, it was highly popular in the 1800s, especially in colored wallpaper, resulting in the accidental poisoning of thousands as toxic compounds slowly escaped into the air.

Puffer poison (fish)

Type poison, injury or ingestion;

Save Fortitude DC 17

Frequency 1/round for 6 rounds (injury) or 1/minute for 6 minutes (ingested)

Effect sickened/1d3 Str damage; **Cure** 2 saves

Also known as tetrodotoxin, puffer poison is derived from the spines of the puffer fish, or fugu fish. Said to be 100 times more toxic than cyanide, puffer poison causes numbness, tingling, and ultimately paralysis. If the subject's strength is reduced below 3 they begin to have difficulty breathing. If reduced to zero, they suffocate. There is no known antidote for puffer poisoning.



Rattlesnake venom

Type poison, injury; **Save** Fortitude DC 12

Frequency 1/round for 6 rounds

Effect 1d2 Con damage; **Cure** 1 save

Rattlesnake anti-venom is available at hospitals in regions where rattlesnakes are native for about \$900 per dose. Each dose must be injected and gives the subject an additional saving throw to resist the effects.

Sarin nerve gas

Type poison, contact, inhaled;

Save Fortitude DC 16

Frequency 1/round for 6 round

Effect 1d3 Dex damage; **Cure** 3 saves

Like mustard gas, Sarin absorbs through the skin, rendering gas masks ineffective. Only a full containment suit offers any degree of protection. It also remains lethal, even in low concentrations. Areas where sarin has been deployed remain toxic for weeks afterward and often prove to be as lethal as the original exposure. Treat entering such an area as if exposed to sarin, except that there is a 1 minute onset time and the frequency of saving throws likewise changes to 1/minute for 6 minutes.

Scorpion/tarantula venom

Type poison, injury; **Save** Fortitude DC 11

Frequency 1/round for 4 rounds

Effect 1 Str damage; **Cure** 1 save

Strychnine

Type poison, injury; **Save** Fortitude DC 17

Frequency 1/round for 6 rounds

Effect 1d3 Con damage; **Cure** 2 saves

Although used as a medication for stomach ailments from the nineteenth to mid-twentieth centuries, strychnine has been replaced by vastly safer treatments and is today used primarily to kill birds and rodents. Strychnine

causes powerful muscular convulsions sometimes resulting in death due to heart failure, or sheer exhaustion.



Tear gas

Type poison, inhaled; **Save** Fortitude DC 13

Frequency 1/round for 2 rounds

Effect 1d3 rounds sickened/1d6 rounds blindness; **Cure** 1 save

Tear gas is commonly used by police and militaries throughout the world for crowd control. Tear gas canisters are typically launched from a specialized gun or thrown like a grenade and release clouds of gray, eye-irritating smoke that quickly disperse after 2 rounds. Targets standing within the cloud benefit from 20% concealment but suffer the full effects unless protected by a gas mask or air-tight goggles.

VX nerve gas

Type poison, contact, inhaled;

Save Fortitude DC 20

Frequency 1/round for 6 rounds

Effect 1d3 Dex damage 1 Con damage; **Cure** 3 saves

Like mustard gas and sarin, VX nerve gas absorbs through the skin, rendering gas masks ineffective. Only a full containment suit offers any degree of protection. It also remains lethal, even in low concentrations. Areas where nerve gas has been deployed remain toxic for weeks afterward and often prove to be as lethal as the original exposure. Treat entering such an area as if exposed to VX gas, except that there is a 1 minute onset time and the frequency of saving throws likewise changes to 1/minute for 6 minutes.



Campaign World: Fifth Realm

The Fifth Realm is an alternate covert history campaign world, based loosely on the cosmology of Norse mythology. In the myths there are nine realms, each populated by creatures both familiar and exotic. Each realm is its own dimension, each operating according to similar but slightly different physical laws. Where the dimensions overlap they partially take on the properties of each other, allowing breaches in natural law to occur and release strange energies. These energies are the source of magic. The closer dimensional realms are to each other and the more they interact, the more potent are the magical energies released. As a result, the levels of available magic have risen and fallen over the centuries. Additionally, the intersection of different realms releases different kinds of energy, thus facilitating or hindering different forms of magic.

At some point, in the distant past, all nine realms were relatively close together making all forms of magic plentiful and travel between the realms easy. Mankind remembers this as the time of legend when gods walked the earth and noble heroes battled ferocious monsters. As eons passed, the realms gradually drifted farther apart causing the magic levels to decrease. For the past hundred years, magic has only been possible in a few scattered places on earth and most of mankind has come to believe that the old stories are nothing but myth. In fact, the myths and legends of days gone by are essentially accurate, but the details have been distorted, inaccurately recorded, or forgotten completely.

In recent years the realms have begun to edge closer to each other, causing a resurgence of magic and the sudden appearance of strange beasts long thought to be mere fiction. These incidences are sporadic and rare at first, but become increasingly more common throughout the early 21st century. Although magic has always existed, the general population is unaware of it and inclined to accept any "rational explanation" of strange occurrences that they are provided – at least at first. If someone can prove the existence of the supernatural to the public, everything will change.

Until then, only a small number of people are aware that magic is real. Fewer still know about the other eight realms. Researchers struggle to comprehend the changes in their world, opportunists seek to master and profit from the emerging new forces, and governments around the world scramble to cover up the phenomena until they can control it.

Fifth Realm players can be a part of one of these three groups or have one of a hundred other motivations for becoming embroiled in the supernatural. Alternately, they could have originated in one of the other realms and have either become exiled on earth or are exploring on behalf of their non-human masters.

The Realms

Niflheim, the First Realm

Believed by many to be the Underworld but known to the Norse as Niflheim, the first realm is one of cold and entropy, a universe further along in development and rapidly approaching its own heat death. Ancient and crumbling, Niflheim has forgotten or lost more secrets than the other realms will ever know. The landscape resembles frozen tundra speckled with the collapsed and eroded ruins of formerly magnificent cities. Everything is rimed with crystalline formations that resemble ice but are actually chemical salts formed from the breakdown of more complex compounds.

Legends from all nine worlds hold that the first world was... well, first and that all the other worlds both came from and will return to the first world. Many have theorized that a black hole lies in the center of the first realm, threatening to devour it and any realm in proximity to it. "Other realms returning" to the first realm just means that the black hole will eventually devour them.

Others maintain that the first realm isn't a separate dimension at all but is what Earth will eventually become after billions of years. If this is the case, then the other realms may also occupy the same space except at different times – all moving inexorably toward entropy.



Inhabitants

The first realm is inhabited primarily by sentient undead, their spirits pulled there from the other eight dimensions. Large numbers of them have gathered into the singular remaining city, Helheim, which takes the form of a giant circle, seemingly infinite in diameter. Legends hold that while the city streets are infinitely long, the avenues that lead toward the city center are only a few blocks deep. These same legends hold that anyone who enters this city may never leave (prompting the question: How would one find this out in the first place?). Whether this is a metaphor for death itself, a layman's understanding of an event horizon, or literal fact is as-yet unknown.

Helheim has many names and its despotic ruler has been known by any number of aliases: Hela, Hades, Pluto, Yama, Mictlantecuhtli, and thousands more. Their identities and motivation remain inscrutable but one thing has remained true across epochs. He, she, or it... is hungry.

In the unlikely event that the players encounter the denizens of the first realm, use Wights for the base statistics for corporeal undead. Most of the incorporeal undead are insensate remnants of their corporeal selves, lacking the consciousness and will to harm others. Others are effectively shadows or in extreme instances, specters. The more strong-willed who retain trace memories of their lives have class levels and the advanced template applied.

Small satellite shanty towns have sprung up along the outskirts of Helheim. There the corporeal undead huddle together remembering the flavor of life and slaving for just one more taste, however brief. Some wander the frozen wasteland surrounding Helheim, desperate to catch unwary visitors to the first realm or hoping to stumble across a gateway to one of the other realms. In the wastelands, incorporeal dead can also be found, chronically wailing and bemoaning their accursed state.

Magic

Niflheim has aspected magic. Magic with the ice or shadow descriptors use the standard rules and are treated as if the caster were 2 levels higher. Necromantic magic of any kind or abilities which duplicate necromantic effects also function as per the standard rules except increase the DC for any saving throws by 2. Roll d4 +2 (instead of d6s) when determining the effects of channeling negative energy. Any attempt to channel positive energy while on the first realm has only the minimum possible effect.

All other forms of magic operate according to the strong fading rules.

Travel

Fortunately, the connection between Earth and the first realm is tenuous at best. Travel to Niflheim usually only happens spiritually, at the moment of death, and even then only if the soul in question is too weak or confused to seek out another realm for its afterlife. That said, the first realm is home to endless forgotten knowledge which the cunning inhabitants are generally willing to share in exchange for the sacrifice of souls to them.

Svartalfheim, the Second Realm

The second realm is more hospitable than the first, although still far from comfortable. Dry and barren, it is a realm of eternal night. No sun ever rises and no moon lights the endless darkness, although a few stars manage to shed faint light upon the surface. There is little to see, as there are no oceans and very few landmarks. Valleys have filled with the accumulated dust of centuries and mountains have eroded to mere nubs. There have been reports that a few shallow rivers still trickle lazily across the land, but these have not been confirmed.

Underground, it's a different story. The entire planet is honeycombed with a network of labyrinthine caverns teeming with life. Multiple ecologies dwell in various sectors of the realm – since all the tunnels eventually connect to each other, defining regions of space is largely arbitrary.

The foundation of each ecosystem is generally fungal. Giant wingless bats and various burrowing animals feast upon the patches of mold and mushrooms that grow everywhere, but not everything is edible. Plenty of fungal species are poisonous or able to grow upon and/or within living creatures, making mold simultaneously the ecological base and the apex predator.



Inhabitants

The second realm is home to the mysterious Svartalfar or “dark elves,” an eerie and twisted race of humanoids dwelling in vast underground cities and occasionally traveling to earth to kidnap humans for their own perverse experiments. Svartalfar are seven feet or more in height, but have such a bent and stooped over posture that they usually appear shorter than humans. The illusion of small size is helped by their emaciated frames. Painfully thin, with elongated arms and spindly legs, they appear deceptively fragile.

Dark elves have enlarged craniums, small mouths and miniscule noses. Their enormous eyes are solid black, either all pupil or with black irises. Some reports claim that their eyes are luminescent, reflecting light like a cat's, while others claim that their eyes actually absorb light. It is unknown which accounts are inaccurate or if the difference represents separate sub-species of dark elves. Their skin is alternately unnaturally smooth, incredibly wrinkled, or comprised of fine scales. Skin color ranges from a light gray to medium gray-green to a dark purple-gray.

The dark elves communicate with each wordlessly, using telepathy, sign language or speech on frequencies outside the human range of hearing. Although physically capable of speaking human languages, most consider doing so to be beneath them and refuse to learn how. In fact, their only primary interaction with humans lies in kidnapping and hideously torturing them.

Despite their radically different appearance and cultures, Svartalfar use the same statistics as Drow.

Magic

Dark elves are either powerful magic users or they possess technology so advanced that it's indistinguishable from magic. Either way, places on earth where they've visited are often altered by their presence. For up to a week afterward, the site of a dark elf's visit causes transmutation magic to function as standard magic. This also applies on-board a Svartalfar vessel.

Within the second realm itself, arcane magic operates according to the standard rules, but divine magic works under the weak fading model. Regardless of which type of magic, increase the saving throw for transmutation magic or effects by +2 and increase the duration by +50%.

Travel

The dark elves are able to create semi-permanent portals between realms, digging new tunnels that open into the other realms. Theoretically they can burrow to any of the nine realms, but the third through fifth seem to be easiest. Traveling either on foot or in large circular aircraft, they only appear at night due to their light sensitivity. It's theoretically possible to follow one of their tunnels back to the second realm, but the dark elves usually collapse them once they return home.

The Dwarves of the fourth realm have their own means for reaching Svartalfar; the two realms are inching closer to each other

Jotunheim, the Third Realm

The third realm is the land of giants, an untamed place of epic scale and dangerous terrain. The land is thick with mountain ranges higher and more treacherous than Mount Everest, canyons deeper and more dangerous than Death Valley and forests thicker and mightier than the great Redwood Forest. Everywhere there are enormous predatory beasts stalking for prey day and night. The third realm represents an idealized version of nature – if you hold the endangerment of humans as an ideal.

Inhabitants

At least two separate sentient races populate the third realm, possibly more. Since one of the races consists of shape-shifting tricksters, it's hard to know if one has discovered a new species or is the victim of a prank.

Use the standard stone giant statistics for "civilized" Jotuns living under a king, wood giant stats for lone foragers, and hill giant stats (with maybe a few extra points of intelligence) for farmers, herders, or other "peasantry". Throw in the occasional Hag as a giant witch.

Lok (pronounced "Loke" rhymes with yoke) is the singular form of species' name; Lokir (pronounced low-keer) is the plural form and is generally used when referring to the entire species.

Use the statistics for Doppelgangers for Lokir. Most advance by taking levels in Sorcerer or Rogue. As shape changers they are especially sensitive to the differing physical laws of each realm. Accordingly, they automatically change size to match that of the native race of the plane they're on. While within the third realm or in Asgard, apply the giant template. They revert to M-sized individuals on other planes.

All animal life in the third realm is either of the dire variety or has the giant template applied.

Jotuns (a.k.a. giants) live amid the extreme landscape, foraging their eking a living from the wild as individuals or operating "small" farms in close family groups. The Jotuns have iron-age technology and, in at least a few areas, a feudal system of government ruled by a king. The king wields despotic power, at least as long as he can intimidate his subjects into submission or buy their loyalty with gifts. Most kingdoms typically last for only a generation, which, considering lifespan of the average giant, can be quite lengthy. Even when a ruler dies with a clear heir, unless that heir is especially capable, the kingdom generally disintegrates from within due to infighting or is annexed by a stronger neighbor.



The second race is the Lokir, the aforementioned shape-shifting tricksters. Lokir have no society or culture of their own and seldom gather in groups. Instead, individual Lok insert themselves into Jotun society (or anywhere, really) and work their mischief from within. They seem to especially enjoy dismantling organizations by befriendng the leader and destroying assets, friends, and allies one by one in such a way that each loss causes the leader to rely more on the Lok.

The Lokir seem to be motivated simply by spite and a desire to one-up each other; whoever perpetrates the most destructive prank is envied by the entire race.

Magic

The Lokir are innately magical, typically with sorcerous abilities, although they sometimes make a formal study of magic and become Wizards. In either case they almost always specialize in illusions or, less often, transmutation magic.

In the third realm, illusions and all divine magic use the standard magic rules. Increase the DC for all illusion magic by +2. Illusions having a duration limit of the caster's Concentration persist after the caster stops concentrating for a number of rounds equal to their spell-casting attribute bonus. Non-illusion arcane magic is strong but fading.

Travel

The third realm is very far from the earth realm, and direct travel between the two planes is possible only with the most powerful of magic. However, there are several permanent gates to the second realm, accessible through caves deep beneath the mountains. Given the hostility of the dark elves, these gates are cloaked with illusions, thoroughly trapped and heavily guarded.

There are also cavern-gateways to Nidavellir, the fourth realm, but the giants and Dwarves tend to have more cordial relations. Informal treaties keep peace between the two dimension and they even engage in a small amount of trade, typically Jotunheim raw materials for Nidavellir-manufactured goods.

Jotunheim is most directly connected to Asgard, the eighth realm. Certain mountain ranges even co-exist in both realms simultaneously, allowing one to walk or fly between the two realms.

Nidavellir, the Fourth Realm

If the third realm is a savage caricature of untamed nature, Nidavellir is a picture of civilized corruption. The skies are choked with black clouds of pollution. Soot covers almost every surface. Enormous dark cities sprawl across the land, the buildings lit up like greasy stars sparkling against a filthy sky. With the sun rarely penetrating the perpetual smog, and the city lights never fully extinguished, most of the realm exists in a perpetual state of artificial twilight. Large banks of pollutant-laden fog roll throughout everywhere, seeming to devour light itself.

Technologically, the realm is a bizarre mish-mash of the best of futuristic high-technology and the worst of retro industrialism. For instance, heat is generated by enormous nuclear furnaces located in the heart of every city. The warmed air is then pumped into other buildings by pneumatic tubes. Gas-burning lights are the standard, but each building is equipped with computerized sensors that regulate the flow of natural gas, ensure a steady level of fuel, and reduce the risk of catastrophic fire.

Inhabitants

The primary inhabitants of Nidavellir are Dwarves. While retaining the typical Dwarven taciturn and industrious qualities, their greed has run amok in Nidavellir. The lure of gold has prompted the Dwarves to form massive trade federations and corporations, the better to exploit resources, allocate personnel, and of course, maximize profit.

Magic

Although few Dwarves are practicing spell-casters, they produce the finest magical items in all nine realms. Dwarven goods are highly sought after, not only because of their quality but also because the Dwarves take great pains to avoid saturating the market.

Within Nidavellir, all magic operates under the strong fading paradigm. Treat all evocation magic as if the caster were three levels higher. Additionally, gadgeteer gizmos never malfunction. The DC for malfunction still increases with each use, making for potentially catastrophic results if the gizmos are ever removed from Nidavellir.

The major cities of earth are similar to enough to Nidavellir that arcane magic uses the standard rules when within city limits.

Areas of earth within a 1 mile radius of a portal to Nidavellir increase the effective caster level of evocation spells by +1.

Travel

Ever crafty, the Dwarves never turn their backs on anything potentially profitable. As a result, they have established permanent gateways to all nine realms. These gateways are far from intuitive and very obscure, requiring exacting steps to pass through. While exceedingly elaborate, these gateways are completely stable and reliable.



Reduce the illumination provided by light-sources to one step lower than they would be on Earth. Bright light becomes normal light, normal becomes dim light, and so on.

Use the standard Dwarven statistics.

They say that in a certain building in New York City, at a certain time of the day, if you take the elevator all the way down to the lowest level of sub-basement, you'll find a grate. If you pry open the grate with a golden crowbar (without bending the crowbar) you can climb into the sewer tunnel. Follow the tunnels southwest taking the following branches: left, left, right, straight, left. If you've done everything just right, at the end of that last corridor you'll see a door that opens up into the 28th floor of an office building in Nidavallir. You have to be carrying three coins in your pocket the whole time and... oh yeah, if you chew gum at any time after leaving the elevator, the whole thing doesn't work for some reason.

Player Characters

Dwarves are a valid player character choice. Any class is permissible, but the culture on Nidavellir tends to produce more fighters, gadgeteers, investigators, rogues, scholars, and wizards than the other classes.

Midgard, the Fifth Realm

Earth, or Midgard, is the fifth realm. Presumably this is where most characters are from and where most adventures take place (at lower levels anyway).

Some theorists say that earth is actually the primary realm and all the other dimensions are just distorted refractions of it. While this explains certain parallels between the fourth and sixth, third and seventh or second and eighth realms, it doesn't account for the polar opposition of the first and ninth realms. Opponents of this theory are quick to point out that supporters of the "Midgard as the central universe" theory are typically Midgard natives.

Inhabitants

Midgard is inhabited by humans, a race that is alternately underestimated for their lack of physical might and feared for their compensating ingenuity.

Magic

Midgard is the least magical of all the realms; magic is only possible on earth when one or more of the other realms is in close proximity or intersecting with it. At the start of a campaign Midgard, is far from the other realms resulting in overall strong fading magic. However, Midgard is closest to Vanaheim and Nidavallir and getting closer, allowing some of the properties of those realms to bleed through. In large cities the proximity to Nidavallir allows magic to operate as standard, while in untamed wilderness areas, the nearness of Vanaheim makes divine magic standard.



As the campaign progresses (and your players advance) you may want the realms to grow closer still to allow for higher levels of magic to be possible.

Not being able to rely on magic has forced the inhabitants of Midgard to become adaptable and resilient, using science and reason to solve universal mysteries.

Areas in other dimensions that intersect with the Fifth Realm increase the range of Divination spells and effects by 50%.

Travel

Only a few humans are even aware that the other eight realms exist and of those few, only a fraction knows the rituals to open a temporary gateway, let alone a permanent one. Humans found outside of the fifth realm are usually there as invited guests, captured slaves, or have stumbled there by accident.

Player Characters

Most player characters should be humans. Any class is possible.

Vanaheim, the Sixth Realm

Just as Nidavellir is a dystopian harbinger of the future, Vanaheim is a pastoral remembrance of an idealized past. Rain falls regularly in light sprinklings; there are neither storms nor drought. In the winter, snow falls just enough to dust the land in white. The summers are warm, but not uncomfortable. Gentle paths wind through the trees and every sunset is gorgeous. Everything is exquisitely *pleasant*.

There are no cities; the inhabitants live in harmony with nature, because they're literally a part of nature. Partly spirit, partly corporeal but truly neither, they are as much a part of the landscape as the greenery they inhabit.

The sixth realm is also the afterlife for many animistic and/or shamanic religions. The souls of believers travel to Vanaheim after their deaths, where they become spirits of nature.

Inhabitants

The Vanir are essentially nature spirits, tied to a particular plant, stone, or river. Except when celebrating or interacting with visitors, the natives exist as intangible spirits.

The Vanir are kind and hospitable to visitors, as long as the visitors are polite and respectful of nature. However, the instant someone breaks one of their many taboos (such as lighting a fire, or hunting without first asking the animal's permission) they immediately become hostile. Once their anger is roused the sky will thunder and the earth will shake as the whole of the environment rises up against the offenders until the infraction is punished.

Use the statistics for a dryad, except remove the Tree Dependency quality. The Vanir are capable of leaving their bonded tree, rock, or stream – they just prefer not to. For rock or water-based Vanir apply their Tree Meld ability to stone or bodies of water, respectively.

Magic

Vanaheim is saturated with magic. Every living thing and even many inanimate objects have an awakened and conscious spirit, although only the most powerful are able to independently manifest.

In Vanaheim, arcane magic operates using the strong fading paradigm, while divine magic uses the standard rules. As long as visitors are on the realm's good side, treat any non-harmful plant-related spell (such as *goodberry* or *entangle*) as if the caster were three levels higher. Spells that harm nature such as *blight* or *warp wood* have a -1 penalty to any saving throw DCs. Regardless of an individual's conduct, all conjuration spells have their duration increased by 50%.

Regions on Earth similar to Vanaheim (i.e. wilderness) allow divine magic to operate under the standard rules. Areas that overlap with Vanaheim increase the effective caster level on all plant-related spells by two and increase the duration of conjuration spells by 25%.



Travel

Travel between Earth and Vanaheim is relatively easy – at least in pristine wilderness. Sometimes it even happens by accident; certain hikers lost in the woods have managed to wander away from Earth entirely. Various shamanic rituals can be used to contact the spirits dwelling in Vanaheim and even cross over, as can intoxication. Legends abound about individuals who've stumbled into the wrong grove of trees after taking the wrong kind of hallucinogen and come back months later with surreal tales about talking rocks.

Many believe that the sixth realm is a spiritual reflection of Earth and that the two were once the same realm until the corrupting influence of civilization began to separate them. The first city on earth was the tip of a growing wedge that has been prying the realms apart ever since.

Vanaheim is also closely connected to the seventh and eighth realms. There are well-established roads that, when followed, allow one to transition between the three realms. The Vanir consider the elves of Alfheim to be close friends and allies; elves are frequent visitors to Vanaheim. Natives of Asgard are treated politely, but coldly.

Alfheim, the Seventh Realm

Alfheim (a.k.a. Faery-land) is the seventh realm and closely resembles the sixth. It's not uncommon for travelers to be unsure of exactly which realm they're in. The primary difference is that Alfheim is more fantastic, with obviously magical features. In some places the land bends at right angles and rises into the sky – gravity follows the landscape so it's possible to have conversations with people standing horizontally from your viewpoint. Whimsical castles float on clouds and trees are melded together to create leafy buildings. Architecturally impossible buildings intermix harmoniously with rainbow-colored vegetation. If you can imagine it, it's probably somewhere in Alfheim.

There are feasts or festivals almost every week. The native fey are willing to throw a party at the drop of a hat, seeming to live just to celebrate. Every elven town has at least one never-ending barrel of wine that magically refills itself upon command and the bands of pixie musicians never tire of playing.

Time also flows differently in Alfheim.

Sometimes one can step away for a night and return to earth only to find that centuries have passed in your absence. While in Alfheim, aging is suspended, further complicating efforts to estimate time. It's possible to spend 30 years in Alfheim and return to earth mere minutes after you left – and immediately have aged three decades. However, as long as one remains in Alfheim, one is ageless and effectively immortal. Because of this phenomenon, many humans are eager to take up residence in the seventh realm.



Although seemingly carefree and often comical, Alfheim has a serious side as well. Any pact or agreement made in Alfheim (whether either party knew what they were getting into or not) is automatically enforced by the realm itself. Anyone who breaks their word or goes back on the letter of an agreement suffers from an automatic **bestow curse** that cannot be dispelled until it has run its course. As a result, even verbal contracts are often ridiculously complicated and awash in escape clauses, exceptions, and loopholes. Everyone tries to be agreeable without actually ever agreeing

to anything, creating a completely non-committal culture. Woeful indeed is the individual who runs up a tab or accepts a favor. Once they acknowledge the debt, they must someday repay it or risk becoming accursed.

The seventh realm is one of amazement and wonder, but those who stay there for long periods often begin to suspect that the whimsy and merriment are all part of a facade, that beneath the jolly exterior something is frightfully wrong with Alfheim. The apples stay as sweet as ever, but they begin to develop a sour aftertaste. The wine is as deliciously intoxicating as ever, but the hangovers seem to get worse and worse. The natives begin to seem slightly over-eager to dance and laugh, as if living in denial of some horrible truth. Attempts to investigate are gently diverted with jokes or changes of topic. It's a subject that everyone seems to be aware of but no one is willing to talk about.

Inhabitants

Most of the dwellers in the seventh realm are elves. Pixies, sprites, and other mischievous fey are welcome inhabitants as well. Humans are also fairly common, either having entered the realm accidentally, as guests of elven nobility, or from being tricked into slavery by making unwise bargains.

Wherever you have humans and elves living together, half-elves are inevitable. Those that favor their elven parents are generally accepted and treated as equals. The more human-like half-elves are treated with condescension or outright scorn. To further complicate the matter, humans who stay for extremely long periods in Alfheim (i.e. past their natural lifespan) become increasingly elf-like. After a few centuries, they've become sufficiently elf-like that they lose all human traits and take on half-elven traits instead.

Use the standard statistics for elves and half-elves. Almost all are high level characters due to their long lifespan. Likewise the standard stats for all fey are also appropriate.



Magic

Alfheim is steeped in arcane magic. The elves regularly use glamour to improve their appearance and the perceived value of their possessions and trade goods. Foolish indeed is the person who buys anything without first dispelling magic on it first.

Arcane magic functions according to the standard rules, but the duration of all illusion and transmutation magic is doubled in the seventh realm. Additionally, the saving throw DC of all enchantment spells increases by +2.

Divine magic in Alfheim uses the strong fading rules.

On earth, regions within a mile of old faerie rings, burial mounds, and other places where the faeries have a lingering presence arcane, magic functions according to the standard rules. In such areas increase the duration of arcane transmutation magic by 50% and raise the saving throw DC of all arcane enchantment magic by +1.

Travel

Reaching Alfheim is fairly straightforward, although more difficult than it used to be – Earth and Alfheim have been slowly drifting apart over the past several centuries. Still, most of the old rituals still work. Walking widdershins around certain mounds at twilight will still transport you to the land of elves and faeries just as it did in the days of yore.

The elves themselves have their own magic for reaching earth, although for centuries they've avoided doing so. However, there's been a resurgence of interest in Earth among the elven nobility, in recent years. Several elven scouting expeditions have been dispatched to learn everything they can about earth technology and government.

Player Characters

Elves and gnomes are appropriate for natives of Alfheim. The characters could be defectors – desiring to leave the confines of Alfheim, criminals – expelled from the seventh realm for some infraction real or falsified, or a trusted scout – sent to study and master human culture. The following classes are available: Charmer, Entertainer, Druid, Fighter, Rogue, Sorcerer, Stranger, and Wizard. Characters may start with one minor magical item such as a +1 weapon or +1 armor but are otherwise limited to medieval-era equipment.

Asgard, the Eighth Realm

Long known to be the abode of god-like beings, the eighth realm has a place of prominence in many of Earth's mythologies. Whether called Asgard, Olympus, Heaven, Hyperborea, or any of a thousand other names, the eighth realm is bigger, brighter, and greater than any of the other realms.

Everything is bigger in Asgard. While the same also applies to Jotunheim, the third realm represents the gross enlargement of uncontrolled growth while the eighth realm also stands for an increase in overall quality. Things aren't just larger, they're finer, more exquisite and a few steps closer to perfection. Accordingly, Asgard is filled with vast, sky-touching cities, colossal woods, sprawling plains, boundless oceans, and thundering rivers.

Inhabitants

Immensely powerful beings call the eighth realm home. During their occasional visits to earth, they were often perceived as gods, their deeds and accomplishments forming the basis of countless myths and legends. Even weak Asgardians are responsible for heroic legends while the most powerful were worshiped as actual deities gods in the distant past. With the reemergence of magic on earth, they may yet be willing to grant divine magic to those who pledge themselves to their service. These "gods" should only be encountered at the culmination of a major storyline.

Every ecosystem on Earth is represented on Asgard, except bigger and better. Apply the Celestial and Giant templates to all animals encountered or summoned from Asgard. Additionally, all Asgardians have extreme longevity; once any creature native to the eighth realm reaches maturity, their rate of aging slows dramatically. Thus, beasts tend to become increasingly powerful with age. It's fairly common for animals to develop human-level intelligence after living for 60 or more

Use the statistics for Solar Angels to represent the Asgardian natives. To create a specific deity with a particular set of powers, add levels of Sorcerer or give them powerful magical items. For instance, you could represent Posiden, Lord of the Sea with 10 levels of the elemental (water) bloodline and a +5 trident.

years. Some even learn to speak. Especially cunning species, such as wolves, are rumored to have their own societies and rulers and it's said that foxes over 100 years old can learn to master arcane magics.

Magic

Eighth Realm magic is extremely powerful, capable of epic-level effects, but is difficult to control. For this reason, most practitioners tend to focus on carefully crafting magical items that function predictably, rather than unleashing the raw power of spell-casting. Use the standard magic rules with the following modifications.

All divine magic with variable effects have half the normal effect plus half the maximum effect. Thus a cure spell that normally heals 1d8 +1 points of damage instead heals 1d4 +5 on Asgard. Similarly, a damaging spell that normally inflicts 2d4 points of damage instead does 1d4 +4 damage. Additionally, the duration of Abjuration spells increases by 50%.

However, any time an arcane spell-caster fails a concentration check, the spell isn't lost. Instead it manifests in an uncontrolled manner targeting a randomly chosen individual or map-square.

Earth doesn't intersect with the eighth realm, but places where the rainbow bridge has touched down (see Travel below) allow abjuration magic to be cast using the standard rules for up to a week afterward.



Travel

Journeying to Asgard from Earth requires epic magic. However, it's relatively easy to summon Asgardian beasts to Earth. Asgard is directly connected to the third realm; some landmarks, such as mountains, even co-exist in Asgard and Jotunheim. There are also certain roads that lead to Nidavelir, Alfheim, and Vanaheim when traveled.

The Asgardians also have control of the most powerful artifact for traveling between worlds: Bifrost, the rainbow bridge. Bifrost enables nigh-instantaneous travel to any above-ground location in any of the nine-realms. Deploying Bifrost requires extensive calibration and permission of the Asgardian king and is used exceedingly sparingly. It is rumored that excessive use of Bifrost to connect two realms will cause them to move closer together or even merge.

Muspelheim, the Ninth Realm

The ninth realm is nearly pure energy, a place of perpetual fire and eternal motion. As such it is extremely inhospitable to visitors. Most don't stay – or survive – long.

There's little first-hand information about the ninth realm. Those who visit seldom return, though those who have caught glimpses of it from a safe distance report that it seems virtually identical to the popular conception of hell.

Inhabitants

Start with the statistics for the noble efreeti as a base and add multiple levels of Sorcerer.

Natives of the ninth realm are innately magical and extraordinarily powerful – some say that they're comprised entirely of magic and have no natural form of their own. In support of this theory, many seem to be capable of a degree of shape-shifting. Known on earth as djinn, efrit, fire Jotuns, or demons, their only limit seems to be how long they can remain on other realms, which isn't very long. It's possible that their presence has a destabilizing or destructive effect on the other realms. Others theorize that if they stay away from the ninth realm for too long they'll lose their immense power.

Whatever their name or limits, all seem interested in accumulating human souls and will offer unimaginable rewards to those willing to bargain with them. Some say that, having none of their own, the natives hope to graft souls into themselves – perhaps in the hope of achieving more stable forms. Others hold that souls are the fuel on which Muspelheim burns. In any case, the dimension inflicts 2d6 points of energy damage each round to visitors.



Magic

The ninth realm is almost pure energy and magic. Use the standard rules with the following modifiers. All spells with variable effects automatically have the maximum result. Spells with a static effect have that effect increased by 50%. Any attempt to channel positive energy does the maximum result *plus* 50%. However, such raw power is difficult to shape for very long. Halve the duration of all spells. Spells with a duration limit of the caster's concentration require concentration checks each round to maintain. Finally, any attempt to channel negative energy produces the minimal possible effect.

The ninth realm cannot intersect with any of the other realms without starting to consume them so there isn't anywhere that has magic affected by Muspelheim.

However, in the presence of one of the natives, treat all spells as if the caster were 1 level higher.

Travel

Travel to the ninth realm requires extremely powerful magic. Most are wise to avoid it. However, natives can be conjured to Earth or any other dimension with relative ease.

Sample Adventures

The following are a series of encounters intended to introduce your players to the Fifth Realm.

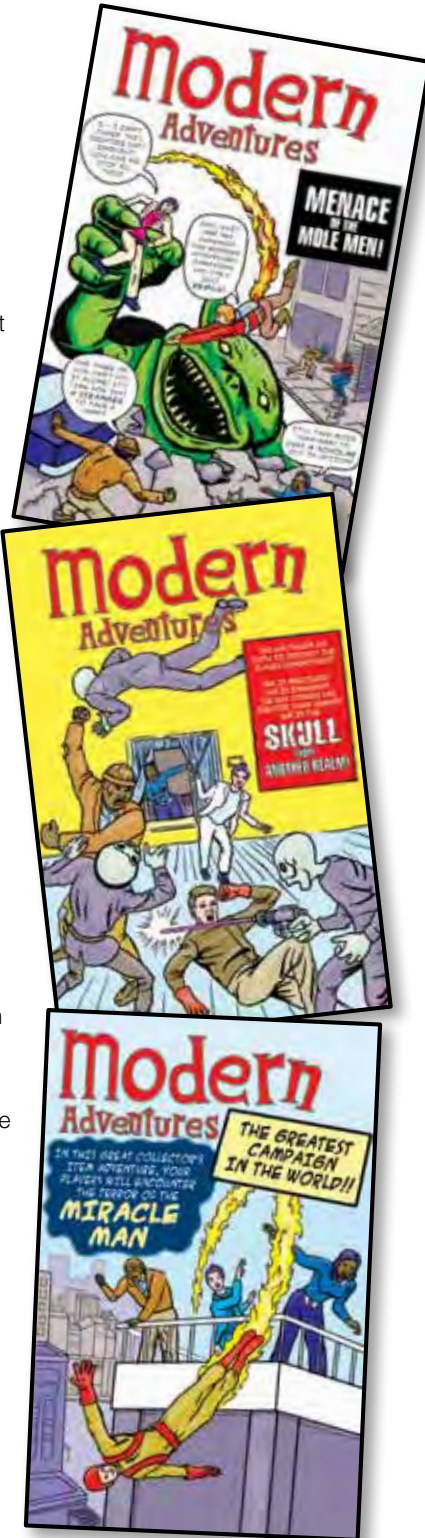
Behind the Scenes

A Lok named Ratask, having grown bored with wreaking havoc in Jotunheim, decides to try her hand at a more challenging target: the dark elves of the second realm. After infiltrating Svartalfheim society, Ratask instigates a slave rebellion – with mixed results. A relatively small percentage of the wretched creatures successfully escape, but many more were quickly put to death as punishment for the uprising. Ratask considers this to be a successful prank in that both results hinder the dark elves, but she was hoping for the chaos to last a little longer. Of the escaping slaves, most followed Ratask (who had assumed the form of their leader) through a winding tunnel that lead ever upward... to Earth.

The escape tunnel opened up in a back alley behind a boarded up storefront next to a liquor store. Ratask sealed up the tunnel behind them – leaving a cave that extends into the ground for 500 feet and dead-ends in a pile of rubble. Excavating the tunnel is impossible since it goes straight into bedrock; the gateway closed when the tunnel collapsed. Meanwhile, the slaves take shelter in the abandoned shop and rob the liquor store for supplies. Drunk and rowdy, they spill into the street wreaking havoc everywhere they go.

Centuries of captivity have left the slaves stunted and inbred, assuming they were even human to begin with. Additionally, many were subjected to “experiments” by their Svartalfen masters leaving them with pointed ears and enlarged craniums so that they closely resemble goblins. Use the statistics for standard goblin warriors from the Pathfinder® Roleplaying Game Bestiary™. Highly fatalistic, they believe with nigh-religious certainty that it's only a matter of time before their former masters come to punish them – or they meet some equally dread fate – so they're determined to party like each day is their last, because they believe it is. Drunk with freedom and a half-gallon of stolen booze apiece, they are giddy and acting irrationally – behaving much like, well... goblins. It doesn't help that Ratask has been egging them on through a variety of guises.

The goblin-slaves have been exposed to Svartalfen technological devices their whole lives and lack superstitious fear of things like cars and bright lights. All they've ever known has been caves, cold, and darkness. If anything, living in a boarded-up retail store is a tremendous step up for them.



If these encounters seem familiar, it's because we pretty much lifted them wholesale from the first three issues of the Fantastic Four comic book. If you want to build a campaign along this theme, here are some suggestions.

Issue 4: A half-elf with a belt of strength and winged boots named Nacsurte shows up – disoriented from his journey from Alfheim – and attacks the player characters.

Issue 5: An exo-skeleton-wearing gadgeteer calling himself Professor Calamity, attempts to blackmail the player characters into traveling to the medieval past to collect treasure for him.

Issue 6: Nacsurte and Professor Calamity join forces against the players.

Issue 7: A Svartalfheim “flying disc” appears and begins kidnapping humans with the help of their iron golem.

Issue 8: An Enchanter specializing in mind-control makes a bid for taking over the city.

Issue 9: Nacsurte returns and hires a film crew to follow the team around under the guise of creating a new Reality TV pilot episode. In actuality, he's simply hoping to study their weaknesses and gain access to their headquarters.

Issue 10: Professor Calamity switches brains with the party leader.

Issue 11: A mischievous purple and green djinn shows up and begins making random havoc.

Issue 12: A free-willed green-skinned flesh golem with levels in Barbarian wanders into the city and is blamed for several unrelated deaths. The players must find the real murderers before the police start a war with the monster that they won't be able to finish.

...and that's a full year's worth of swiped plotlines.

Encounter 1: Meet the Mole Men

The goblins gobbled up the liquor store's small selection of snack-foods almost instantly and are now desperate for food. Unable to find the fungus they're familiar with, scouting groups have been dispatched to gather food – except they have little idea what's edible and what's not. As a result, groups of 3-5 goblins start attacking passers-by on the street and performing snatch-and-grabs from the local store. The more adventurous try their hands at stealing cars. After discovering that the seat cushions and rear-view mirror aren't edible, they figure out the rudiments of driving by trial and error. With one goblin steering and another to work the pedals, they have a great time until they inevitably crash.

The players can become involved in the mayhem through any number of ways. The goblins could try to car-jack them while parked at a red light. The goblins could try to rob them or their homes (assuming any of the player characters live in a bad neighborhood). A friend or contact could ask the players to get involved after being robbed or a friend of theirs was robbed, kidnapped, or assaulted. If the players are friendless mercenaries, a group of local shopkeepers could band together and hire the player characters to investigate. It's clear that the police aren't taking their reports of marauding children, circus midgets, or shaved chimpanzees seriously.

However they become introduced to the situation, they should have an initial encounter with a band of scouts – one goblin per member of the party – which they should be able to overcome with minor difficulty. (The goblins aren't exactly tactical geniuses.) How the goblins are armed depends on party composition. If your players are all heavily armed with guns, then equip the goblins with bows and slings. They may have even managed to capture a few handguns of their own, but this will actually make them *less* effective combatants due to their lack of proficiency with firearms. Otherwise, arm the goblins with knives, thrown rocks, and the occasional short sword.

After defeating the goblins, it should then be fairly straightforward to follow the trail of destruction back to the goblin nest or persuade a captive goblin to lead them there. (They aren't exactly loyal, either.) There should be about 20 goblins left sleeping, climbing, or digging listlessly in the boarded up store. Include 2-3 goblin dogs brought along as pack animals, if you want to add to the challenge.

If they attempt a direct assault, the goblins will likely flee in 20 different directions (Ratosk flees immediately upon encountering the players, using her shape changing abilities to disguise herself as a sleeping bum or passer-by), but they could successfully wait and ambush the next scouting group to come out. Alternately, if they manage peaceful contact (which will be tricky; the goblins will have only picked up a dozen or so words of English), they can win the tribe's affections simply by demonstrating how to use a can opener.



Encounter 2: Prisoner of the Skull

Once the player characters have neutralized the goblins one way or another, Ratosk targets them as her next victims. Assuming the guise of the player characters one by one, she starts fights with their families, friends, co-workers, and anyone else they regularly interact with. She'll attempt to rob a convenience store or bank as one of the characters, making sure that their face is caught on camera. She'll frame the player characters for pinching babies, kicking defenseless pets, and sleeping with the girlfriends of guys named Bruno and Moose. No act of slander is too petty. Jobs will be lost (or maybe quit extravagantly). Vendettas will be sworn. Arrest warrants will be issued.

It shouldn't take the players long to realize that someone is deliberately working to destroy their lives, especially since Ratosk tends to leave behind drawings of skulls as a signature. Even if they only find a few "calling cards", they'll easily realize that "the Skull" is behind all their troubles. They'll have to come up with a clever plan to lure Ratosk out into the open while dodging cops, Bruno, and their vengeful former friends.

Ratosk will avoid capture at all cost, fleeing rather than get involved in a face-to-face confrontation. If the players come close to trapping or killing Ratosk, or they force her to reveal her true form (which is skeletally thin with a skull-like face), she recognizes them as worthy adversaries and leaves them alone to try to rebuild their lives.

Encounter 3: Menace of the Miracle Man

The media begins covering reports of a giant monster stalking the city streets at night. Details vary between accounts, but all agree that it's between 20 and 50 feet tall, roughly humanoid with an enormous fin on top of its head. It has a build similar to a gorilla with short legs and long forearms. Some say it's red in color, others report that it is green. The creature appears out of nowhere, typically stepping out from behind a building and bellowing before stomping down the street and disappearing behind another building.

If the players investigate at all, they find that the eyewitnesses are all more-or-less credible and that they stress how real it all seemed, despite the lack of physical evidence. There are no footprints, and no collateral damage (except from where cars swerved to avoid hitting it). The monster only appears at night but there is no other pattern to its appearances – except that robberies of three high tech research facilities and laboratories located on the other side of town happened at the same time (It requires a DC 18 Knowledge (local) or a DC 20 Knowledge (technology) skill check to realize this).

MODERN ADVENTURES

Don't feel limited to just FF comics. If you're more familiar with X-men comics, for instance, you could easily simulate Magneto with a telekinetic-bloodline sorcerer (who just so happens to only use his powers on metal), Toad as a stranger with a ring of jumping, and the Unis the Untouchable as a forcefield vest-wearing gadgeteer.

With Asgard as one of the nine realms, Thor and the Avengers could also fold neatly into a Fifth Realm campaign. For that matter, you can get years of plot ideas from just about any team book such as the Justice League, Challengers of the Unknown, or the Doom Patrol.

Still, even though classic comics are a great source of inspiration to us, your campaign is your world. Steer it in any direction you like, comic book related or not.



Behind the Scenes

Josh Ayers, the owner/operator of Miracle Man Ltd., desperately needs money. An extremely successful special effects shop, Miracle Man Ltd. is highly sought after for their proprietary “holographic technology” that allows 3D CGI creatures and effects to be captured on film without the need for expensive post-production editing. The whole thing is a sham. The holographic projectors are mere props; Ayers is a skilled spell-caster and crafts illusions, not holograms.

Egotistical and difficult to work with, Ayers had few repeat customers despite a reputation for top-notch work. Fed up with working for “lesser talents” he tried his hand at producing a movie of his own – with borrowed money. While “The Monster from Mars” received accolades for flawless effects, the uninspired script and substandard acting make it completely unwatchable. Ayers stands to lose millions of dollars that he doesn’t have whether the film is released or not.



His only hope (in his mind) is to actually create holographic technology that he can patent and quickly license out to other studios to make quick cash. Since his crew is years away from making that kind of breakthrough, they’re stealing the technology instead and using Ayer’s illusory monsters to lure the police to the other side of town.

If the players stake out local research facilities they’ll eventually catch two of the assistants in the act of breaking in. Assuming the capture or follow one of them, they can find out the whole story and confront Ayers plus any remaining assistants in their studio. Alternately, if they attempt to build a “monster trap,” Ayers will show up incognito, confident that he can create an illusion plausible enough to terrify the players and still escape the trap. The player characters can easily identify him from any bystanders by making a basic Perception skill check. (He’ll be the guy waving his arms around in mystic gestures).

Josh Ayers: The Miracle Man CR 4

Male Human Illusionist 5

Neutral Evil

Init: +1; **Senses** normal; Perception -1

DEFENSE

AC 16, **ballistic** 16, **touch** 16, **flat-footed** 14 (+1 Dex, +1 Dodge, +4 Shield)

hp 30

Fort +2, **Ref** +2, **Will** +3;

OFFENSE

Spd 30 ft

Melee unarmed strike +2 (1d3)

Ranged light handgun +3 (2d6)

Arcane School Spell-Like Abilities (CL 5th; concentration +9)

Extended Illusions (+2 rounds)

7/day—Blinding Ray (dazzled or blinded for 1 round)

Wizard Spells Prepared (CL 5th, concentration +9)

3rd—*invisibility* [silent] (DC 18), *major image* (DC 19)

2nd—*hideous laughter* (DC16), *minor image* (DC 18), *mirror image*

1st —*color spray* (DC 17), *disguise self*, *shield*, *silent image* (DC 17)

0 (at will)—*dancing lights*, *ghost sound* (DC 16), *mage hand*, *prestidigitation*

TACTICS

Before Combat: Ayers pretends to be unarmed and casts shield and/or mirror image before combat if he can.

During Combat: Ayers prefers to remain hidden, letting his assistants do most of the fighting for him while he snipes at enemies with his Blinding Ray ability and distracts them with *silent image* or *minor image*. If directly confronted, he tries to incapacitate his foes with either *hideous laughter* or *color spray* before fleeing. As a last result, he'll quick draw his concealed handgun and fire as he flees. Once he's put some distance between himself and his attackers, he casts *invisibility* on himself.

STATISTICS

Str 10, **Dex** 13, **Con** 12, **Int** 18, **Wis** 8, **Cha** 14

Base Atk +2; **Grp** +2

Feats Combat Casting, Dodge, Greater Spell Focus (illusion), Silent Spell, Spell Focus (illusion), Quick Draw

Skills Bluff +6, Craft (electronics) +11 , Craft (mechanical) +11 ,Knowledge (arcane) +10, Knowledge (physical sciences) +9, Knowledge (pop culture) +8, Knowledge (technology) +11, Pilot (car/pickup) +5, Profession (SFX engineer) +7, Stealth +5

Languages English

SQ arcane bond (ring)

Combat Gear *bag of tricks* (*rust*), concealed light handgun (2d6), *potion of expeditious retreat*,

Ayers Assistants CR 2

Male Human Gadgeteer 1/Expert 3

Neutral Evil

Init: +2; **Senses** normal; Perception +7

DEFENSE

AC 12, **ballistic** 12, **touch** 12, **flat-footed** 10 (+1 Dex, +1 Dodge)

hp 22

Fort +0, **Ref** +2, **Will** +4;

OFFENSE

Spd 35 ft

Melee pipe wrench +4 (1d6+2), unarmed strike +4(1d3+2)

Ranged light pistol +4 (2d6)

Gizmos

Chameleon Cloak (eureka gizmo, malfunction DC 3)

TACTICS

Before Combat: The assistants typically activate their Chameleon Cloaks to quickly move into the best position to attack.

During Combat: The assistants aren't trained combatants and flee if reduced to half hit points. If given the chance, they prefer to gang up on a single opponent, counting on Ayers to cover them with his magic. They prefer melee fighting since none of them want to face murder charges, but will draw their pistols and return fire if fired upon.

STATISTICS

Str 14, **Dex** 15, **Con** 10, **Int** 15, **Wis** 12, **Cha** 8

Base Atk +2; **Grp** +4

Feats Deft Hands, Exotic Weapon Proficiency (flamethrower), Fleet, Trade School Education (craft [electronic], craft [mechanical])

Skills Computers +7, Craft (electronics) +10, Craft (mechanical) +10, Disable Device +10, Knowledge (local) +6, Knowledge (physical sciences) +7, Knowledge (pop culture) +6, Knowledge (technology)+8, Perception +7, Pilot (car/pickup) +7, Profession (SFX engineer) +6, Sleight of Hand +10, Stealth +6

Languages English

SQ none

Combat Gear light handgun (2d6), pipe wrench (1d6)



Campaign World: Silicon Gothic

Taking place in the very-near future, Silicon Gothic is a dark world of high-tech espionage and mystery. Science has made great leaps forward, but technology hasn't yet stepped in to fill the void between concept and implementation. There *have* been technological advances, but they haven't yet trickled down into mainstream society. Day to day life for the average citizen isn't very different than is today. Most of the significant innovations in Silicon Gothic require enormous capital investment and are only available to major corporations and governments.

With cheap and ubiquitous surveillance technology readily available, governments are free to spy on their citizens. Corporations do the same with their employees, who have become little more than serfs, every aspect of their lives controlled by tiny cameras everywhere. Fired for the tiniest infraction, citizens live in constant fear of being cast out and forced to live in a so-called lawless zone. Every major city has at least one: a series of blocks or a neighborhood that just isn't cost-effective to police and is ruled instead by the law of the jungle. Anarchists, criminals, addicts and the unemployed squat together in the lawless zones, subsisting on grift, extortion, and petty crimes.

In traditional Gothic fiction, the setting is very nearly a character of its own. Silicon Gothic replaces the moldering castles and decaying mansions of the classic novels with a post-modern dystopia where the system is falling apart and the infrastructure sags beneath the weight of rampant corruption. Buildings are constructed from weathered, crumbling bricks and swollen, warped wood. Vehicles that are little more than rust and body putty crawl the streets and even though the mighty office towers still scrape the skies, their girders groan from metal fatigue like the wailing of a thousand lonely ghosts.



Character Creation

Silicon Gothic is a dead magic world. Only the following character classes are available:

Barbarian

Many lawless zone residents are brimming over with fury. Some due to righteous indignation at the unjust hand they've been dealt, others due to brain damage from drug abuse or poisoning caused by illegal dumping of toxic chemicals near their homes. Whether they're out for just themselves or are trying to tear down a corrupt and oppressive system, they're mad as hell and they're not going to take it any more.

Charmer

Charmers can write their own ticket in Silicon Gothic. Working within the law, many soar through the corporate ranks to become negotiators and corporate executives. Within the lawless zones, they excel as confidence men, hustlers, professional "companions", and scammers.



Entertainer

Entertainers could be corporate-sponsored performers, promoted and publicized until their talent runs dry. Alternately they could have come from the harsh streets of a lawless zone, using their angry pasts to fuel their performances. As public figures they have the most, and the least freedom. On the one hand, their every move is scrutinized by legions of adoring fans, legal advisers, and hangers-on. On the other hand, many are expected to "keep it real" and make frequent visits to various lawless zones to maintain their reputations.

Fighter

Military and mercenary forces always have their uses on either side of the law. Player characters could belong to a law-enforcement or security agency working to protect the innocent by catching criminals. Or they could have been ordered by unscrupulous mega-corps to perpetrate atrocities and are seeking to atone. Alternately, fighters could be gang soldiers who take their title literally and study battle as a means of survival.

Gadgeteer

Gadgeteers are possibly the most common class. Whether working as remote drone operators, electronic security specialists, technicians, hackers, inventors, and saboteurs. In the corporate sector, they're frequently among the better-paid serfs. In the lawless zones, they're nothing less than folk-heroes, stealing and sharing electricity and internet access with their friends and neighbors.

Investigator

In a world of corruption, few roles are as important, or as neglected, as the Investigator. The character could work as an insurance investigator, corporate psychologist, or as part of internal security – although the results of most investigations are predetermined by their employers. They could also be one of the few honest detectives left, a private detective, or determined investigative reporter working to expose injustice in both the subjects of their investigations and their employers.

Rogue

Rogues are the norm in the lawless zones, second only to Strangers. Still they aren't exclusively a lawless zone class. Many corrupt businessmen find way to apply their criminal skill-sets to divert shipments, embezzle, and perpetrate fraud

Scholar

Corporate-controlled universities churn out expert-class learned people by the thousands, but only a few have the necessary thirst for knowledge and truth to become true scholars. The character could be employed by a corporate research division or university where they try to prove their personal theories as more valid than the party line. Alternately, they could have been expelled and are bartering their skills as teachers, underground chemists, or doctors.

Stranger

Exceedingly rare in the corporate sector, strangers are a common sight in the lawless zones where the will to survive is more valuable than gold. Most were born into their fate and use their class abilities for mere survival. Others were former corporate drones that were fired for some offense, real or imagined and have lost touch with their formal societal norms.

Campaign Seed: The Dorks of Hazard

This campaign requires the characters to work on the set of a reality TV show: The Hazard Sisters. The show documents the exploits of Dawn and Samantha Hazard, two spoiled and over-privileged second-generation celebrities, as they travel the world committing innumerable social *faux pas* and offending everyone they meet.

The Hazard sisters receive regular death threats from terrorists hoping to gain notoriety for murdering two famous celebrities and from organizations they've offended through their shameless antics. A common joke among the crew is "There are plenty of people who don't want to kill the Hazards – everyone they haven't met, for instance".

Martially oriented characters or investigators are hired to provide security and/or bodyguard services. Gagdeteers could work as part of the production crew, while rogues and strangers are hired as local guides for dangerous areas. For charmer or entertainer class characters, this represents a once-in-a-lifetime opportunity to network and/or advance their careers.

As for the Hazard sisters themselves, it's almost like they want to get killed. They blithely stroll into perilous situations, ignoring the advice of those charged to protect them. It seems as if they have no instinct for self-preservation whatsoever, but the reality is that they're simply so self-obsessed that they're incapable of conceiving that anything truly bad could ever *really* happen to them. Their idea of a catastrophe is when the champagne isn't properly chilled.

Encounter 1: Earning Enmity

Team Hazard is webcasting live on location in the slums of Rio de Janeiro, documenting the Hazard Sisters as they stagger about the barrio in a drunken stupor. The girls are blissfully unaware that their shoes cost more than the people with whom they interact will ever see in their entire lives. This is the sort of tragic irony that the producers ghoulishly feed on – and has made the viewing populace love to hate the Hazards.

Everything is going well, which is to say, reprehensibly, until word leaks to the surrounding neighborhood that rich people are making a movie in the street. Shortly thereafter, hordes of beggars and street urchins descend upon the Hazards and crew, palms outstretched and begging for American dollars. Individually, the urchins are no threat whatsoever – and might even make for good webcasting – but there are scores of them, blocking the streets and mobbing the Hazards.

Naturally, the sisters are too out of it to recognize what's going on and respond with bemused condescension to the first few that arrive. However, as more and more crowd in, the Hazards will start to panic when confronted with that many unwashed faces. Someone will inevitably hit someone else while flailing about and the whole thing will devolve into a riot. Giving the urchins money buys the players some time, but for every one that goes away with a dollar in their pocket, they tell three more about the free handout.

The players will have to find a way to disperse the crowd without killing anyone – this is going out to the world live, after all. Failing that, they'll have to fight their way through the crowd and manhandle the Hazards back to their hotel before they get hurt.

Use the Beggar statistics from the Pathfinder® Roleplaying Game: GameMastery Guide™ for the crowd of urchins. Unless the players are exceptionally tough, you should also apply the Young template.



Encounter 2: Animal Assassins

After the Hazards are safely ensconced in their five star hotel, the players have a moment to relax and collect their thoughts – or so they think. Unknown to them a fanatical cultist bent on slaying the Hazards has infiltrated the hotel dressed as a bellhop. The cultist plans what is, for him, a subtle approach: loosing poisonous snakes into the Hazard's suite.

He has the passkey to an adjacent room and plans to insert a dozen snakes into the ventilation system there, only a quarter of which will actually make it into the Hazard's room. Another quarter will be mangled by ventilation fan blades and half will show up in other guest rooms, which may distract the players if they investigate the startled noises coming from nearby rooms. This is a happy accident; the cultist didn't plan for widespread mayhem but will seize the opportunity as it arises.

How this plays out depends on where the players have positioned themselves. If at least one of them is stationed in the suite, give them a DC 15 Perception skill check to notice the snakes before they attack. On the other hand, if they're tired of dealing with the Hazard Sisters and their constant whining and are taking a break in the hotel bar, they'll only become aware after the snakes bites Samantha and both sisters begin shrieking at the top of their lungs (along with several other hotel guests in nearby rooms).

Use the stats for Poisonous Snakes with the Advanced template. Given the Hazards' high tolerance for toxic substances, the snakes shouldn't pose a serious threat to them, so the cultist will follow up by bursting in and slashing everyone he sees with his dagger. If you have a large or particularly combat-heavy party, add 2-3 more cultists disguised as cleaning ladies, porters, or guests.

Encounter 3: Health Hazard

Whether the Hazard sisters suffered damage or not in the previous encounter, the show's producers will insist that for insurance purposes, the girls are taken to the hospital for examination. Naturally, the entire affair will be on-camera and broadcast live. Catching the sisters as they wrinkle their noses in disgust at the sick and injured is just too good an opportunity for shocking the public to pass up.

Naturally, fans of the Hazard Sisters watch the webcast zealously and start trickling into the hospital in hopes of getting an autograph or lock of hair. Unless the players think to set up checkpoints, or ask hospital security to do the same, fans will begin accosting the Hazards in groups of one or two. At first the player characters will be able to wave them away relatively easily, but they will grow increasingly enthusiastic and will start stealing medical charts and clothing as souvenirs.

This would just be an annoyance and an opportunity to role-play except that fans aren't the only people who watch webcasts. At least three cultists also show up posing as an orderly, a nurse, and one of the many fans. The players will have to make numerous Sense Motive skill rolls to identify the cultists. The DC to see through an actual fan's story is 11, 13 for the cultist disguised as a fan. Distinguishing the hospital staff from the other two cultists is a DC 15 check.

The players may try to figure out why this particular cult wants to murder the Hazards. For the purposes of this adventure, it doesn't matter. There are many, many perfectly valid reasons to want to kill the sisters and most cultists lack the critical reasoning skills to narrow it down to just one.

Dawn and Samantha Hazard

Female Human Celebrity 3

Chaotic Neutral

Init: -1; **Senses** normal; Perception -3

DEFENSE

AC 9, **ballistic** 9, **touch** 9, **flat-footed** 10 (-1 Dex)

hp 29

Fort +6, **Ref** +0, **Will** +1;

OFFENSE

Speed 30 ft*

Melee unarmed slap +1 (1d2-1)

TACTICS

Before Combat: The Hazard Sisters are generally unaware of danger and so take no special precautions before combat begins.

During Combat: The sisters first, second, and third response to danger is to scream hysterically and wave their hands about frantically. If they survive to a fourth round of combat without someone tackling and/or dragging them to cover, they'll run away in a random direction.

If they ever actually sustain any amount of damage, they flee in random directions while threatening multiple lawsuits.

STATISTICS

Str 8, **Dex** 8, **Con** 16, **Int** 12, **Wis** 5, **Cha** 7

Base Atk +2; **Grp** +1

Feats Great Fortitude, Skill Focus (profession), Wealthy

Skills Appraise +7, Bluff +3, Disguise +4, Intimidate +4, Knowledge (bureaucracy) +6, Knowledge (pop culture) +7, Linguistics +7, Perform(acting) +2, Perform(sing) +2, Profession (celebrity) +9

Languages English, French, Portuguese, Japanese

SQ Fame (recognized with a DC 17 Knowledge [pop culture] skill check), Fortune

Combat Gear Nothing useful, although they have \$10,000 in available credit and around \$1000 in cash at any given time.

Vain and self-absorbed, Dawn and Samantha are utterly hedonistic, living completely in the moment. Every minor inconvenience is simply the worst event thing ever, causing them to complain shrilly and constantly until someone removes the source of their irritation.

The girls spend most of their time in various states of intoxication (which may account for their lack of awareness and coordination) and have a prodigious capacity for metabolizing illicit substances.

*Unless specifically outfitted with appropriate footwear, the Hazard sisters typically wear shoes that reduce their base movement to 20 feet over anything other than perfectly flat terrain.

Cult Assassins (CR 2)

Male or Female Human Investigator 2, Commoner 2

Neutral Evil

Init: -1; **Senses** normal; Perception -3

DEFENSE

AC 14, **ballistic** 15, **touch** 12, **flat-footed** 12 (+1 Dex, +1 Dodge, +2/3 armor)

hp 32

Fort +6, **Ref** +1, **Will** +2;

OFFENSE

Speed 30 ft

Melee masterwork curved dagger +6 (1d4+3), unarmed strike +1 (1d3+3)

Ranged blowgun +3 (1d2+ belladonna poison)

TACTICS

Before Combat: Cult assassins typically lurk in the shadows, attacking from cover after using their size-up ability to identify the ideal place to attack.

During Combat: Cult assassins initiate combat with poisoned blowgun darts to incapacitate or weaken the player characters before closing in for the kill with their daggers. Fanatically loyal to the cause, they attack until dead, fleeing only if it seems likely they'll be captured alive and forcibly interrogated.

STATISTICS

Str 16, **Dex** 13, **Con** 16, **Int** 8, **Wis** 9, **Cha** 8

Base Atk +2; **Grp** +5

Feats Dodge, Favored Defense, Stealthy, Quick Draw

Skills Bluff +3, Climb +7, Disable Device +7, Intimidate +5, Knowledge (bureaucracy) +3, Knowledge (local)+5, Knowledge (technology) +3, Perception +3, Pilot (car/pickup) +6, Profession (any) +4, Stealth +8

Languages English, French, Portuguese, Japanese

SQ Favored Enemy (celebrities), Informants +1, Observant, Size-up+1, Well-Informed

Combat Gear blowgun (1d2 + poison), masterwork curved ceremonial dagger (d4), disguise kit, poisonous snakes, syringe of anesthetic (improvised weapon, Fort DC 15, 1rd. Onset, 1/round for 6 rounds, 1d2 Dex, 2 saves), undercover vest

Legal Stuff

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Fate Core System and Fate Accelerated Edition © 2013 by Evil Hat Productions, LLC. Developed, authored, and edited by Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson, Clark Valentine, Amanda Valentine, Fred Hicks, and Rob Donoghue