



A RUINED EARTH POST-APOCALYPTIC GOTHIC HORROR-FANTASY RPG



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

FALL OF MAN



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A RUINED-EARTH POST-APOCALYPTIC,
GOTHIC-HORROR FANTASY RPG

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INTRODUCTION

Father Daniel shaded his eyes to peer down from the hills into the San Gabriel Valley. The glare was terrible even though the bright rays of the sun were shrouded in a cloud of ash and black smoke.

Below him, the cracked uneven expanse of gray that was the parking lot for the once famous Rose Bowl stretched to the edge of the building itself. Strange plants and vines grew up through the cracks, but even after all this time, the white lines of the parking spaces could be made out.

The bowl itself looked far past its glory days. The once proud sign was hanging askew and broken in many places.

Daniel shuddered as a biting wind blew through his torn coat. A deep moaning sound made the priest look about anxiously. One never knew if those moans were simply the wind or something far worse. Instinctively, he grasped at the silver cross that hung openly about his neck. He could feel the strength of God in the symbol.

Daniel was one of those born before the terrible events took place; before Satan's Maul smashed into the Earth and before the others came from the world beyond.

Lightning flashed in the distance and caught Daniel's eye. Through the clouds of smoke and ash, he could make out the other world. It looked like nothing more than a broken clay ball hanging in the sky, and he could only see it during the lightning flashes, but there it was. For some reason, lightning ripping through the air allowed one to see into the dimension of that other place—Gothos, it was once called.

Daniel vividly remembered the day Gothos took its place in the sky. It was the day everyone's world changed so dramatically.

A nineteen year old priest in training huddled in a bomb shelter and led a group of faithful in prayer. Outside, all that could be heard was a terrible rumble and screech. The learned say that once, Earth and Gothos were the same, but the Many Gods and the One True God did not want to compete for the world. In their haste to save themselves, the Many Gods left with the help of a being of untold power and created another world much like the Earth of that time. That world was Gothos.

The two worlds circled and passed one another in different dimensions. Those of Earth knew nothing of this other place, but Gothos was affected always by the dreams and nightmares of Earth's people, filtered by the strange and powerful being called Midnar. Daniel did not know this then.

Praying and holding the hand of an elderly women on his right and a twelve year old boy on his left, Daniel thought the world was at an end—and in a sense it was, at least as the people of Earth knew it.

The asteroid called Satan's Maul struck at 2am on a Sunday morning in the Atlantic Ocean, or at least a piece of it did. The five pieces were called the Devil's Fingers. Even broken up, these pieces should have destroyed the world—but as chance would have it, the pure energy of all those that died and the nightmare they all shared as the world came to an end caught the attention of this otherworldly being, called Midnar by the Gothosians. In the creature's momentary shock, the dimensions lapsed and the two worlds shared space for what seemed forever.

As Daniel prayed and prayed, the world shuddered in the throes of death—but then, of a sudden, the terrible noise stopped abruptly.

All the battery powered lamps that lit the shelter flared at once, several bursting and startling the small congregation. The lights then dimmed and sputtered in the silence that was somehow more deafening than the maelstrom that ceased only moments before.

They all held their breath, and Daniel realized that all the prayers had stopped.

He did not realize it then, but he suddenly could feel God as if he could reach out and touch him. God, who had been so long quiet, had to save His world and prepare to fend off the interlopers, the Many Gods who fled dying Gothos.

For a long time the congregation sat and listened, with only the buzz of the lamps breaking the strange silence.

For two more days they huddled in the shelter, afraid to open the thick stone and metal door. Afraid that the world outside was a blasted waste—and they were right to be afraid.

On the third day, Daniel and an Engineer named Brian agreed to be the first to venture forth. They were able to open the outer door to the shelter with no problem. The hall outside was pitch dark, but with a lamp in hand they continued on, the inner door being shut behind them as agreed.

On the far side of the concrete hallway, the metal outer door—thinner than the inner door—was bent. Daniel and Brian assumed the worst, but knew they had to move on.

After a tremendous struggle, they were about to give up on the door. Daniel prayed to God as he leaned into the bent metal. Suddenly, a soft glow appeared around the priest. He and Brian felt the power of God swell within them. The door shuddered and gave way, falling outward with a crash into the darkened parking structure that housed the shelter.

No sooner did they step out into the underground lot than the shuffling of dragging feet could be heard, accompanied by moaning.

Then, into their lamplight the creatures shuffled. Men and women, even children in torn rags, some with parts missing but all apparently dead. How they walked, Daniel did not then know.

Brian picked up a metal bar that lay on the ground, and out of fear and disgust he swung. The head of the woman he struck collapsed inwards. A cloud of dust rose off her dirty blonde hair, but she made no sound and reached out for the engineer.

Instinctively, Daniel brought out the silver cross from around his neck and held it before the walking dead. He did not know then what he shouted, but there was a burst of brilliant light. Once his vision returned, he found that a few of the things were gone, simply gone, and the others were backing away, shielding their dead faces.

It was in this moment that Daniel got a true sense of how much Earth had changed. Before his eyes, it changed even more as a group of warriors out of some fantasy story blasted into the undead things from behind, hacking the creatures to bits with blades and axes.

Brian jumped in to help and got a nasty cut for his efforts. Daniel kept his cross aloft and kept pressing back the foul creatures, making it difficult for them to concentrate on their attackers.

When it was over, one of the warriors broke away and came to Daniel and Brian.

His helm of steel and gold was a sight to see, and his cloak of green was stained with the blood of the undead. The warrior lifted his helmet to greet the pair. Daniel didn't know what to expect, but was stunned to find the warrior was no human. His hair was golden and shone in the lamplight as if daylight was showered upon it. His eyes were so bright and blue they were startling, and long, pointed ears stood tall on each side of his head. Daniel had seen enough fantasy movies to instantly recognize this creature as an elf.

He recalled his disbelief, looking back.

The sound of a shotgun startled Daniel out of his reverie. He spotted Shinreal, the same elf he had met in the parking structure, running from the gated entrance of the bowl, with Brian and two others not far behind. Brian spun back and fired the shotgun again into the dark opening. Even from here, Daniel could make out the screams and grunts of goblins. He turned to the others with him on the hill.

"Be ready, here they come," he shouted while picking up his crossbow. The goblins had stolen a precious cache of shotgun shells and bullets that he and his allies had to get back.

Goblins spilled from the bowl's main entrance, some tumbling over one another in their haste to kill Shinreal and the others. Daniel sighed as he watched the swarm of degenerate evil beasts chase his companions up the hillside. Now reaching his 54th year, he was getting to old for this. Such was life in the ruins of Earth.

Such was life after the *Fall of Man*.

FALL OF MAN

Fall of Man is a roleplaying game that uses the popular Pathfinder rules. In *Fall of Man*, you play survivors of an event that shattered and changed two worlds. One is our world of science and reason, Earth, and the other is a world of fantasy and magic, Gothos.

The races and creatures of Gothos have returned to Earth after thousands of years of separation. With their return, these races bring arcane magic and their Many Gods to challenge the people of Earth. In response, those who worship the One True God have found themselves blessed with actual divine power in the form of faith. Meanwhile, those who study modern science and use technological devices of all shapes and sizes must now contend with the presence of magic from ages past that interferes with their machines and their logic.

Men no longer control the Earth as they did for ages, for they have fallen.

Fall of Man is a gothic horror-inspired, post-apocalyptic fantasy version of Earth in the near future. That may be a mouthful, but it's the best way to describe the world as it stands now. It is both gritty and fantastic. Bullets and spells kill quickly, and the faithful can heal even the deadliest of wounds.

In *Fall of Man*, you will play one of the many types of new characters available, from the asphalt samurai to the mighty spellcasting arcanist. You might be a human or mutant, an elf or perhaps a dwarf. One thing is for certain. Life on Earth is a precarious thing and death can come quickly.

WHAT'S DIFFERENT?

While you can play *Fall of Man* exactly the same as any other Pathfinder game, we suggest using the options below to help make it truly dark and gritty. These rules are detailed in the *Pathfinder Roleplaying Game: Ultimate Combat* supplement, but we'll provide some basics in the Campaigns, Combat, and Gamemastering chapter.

- Armor as Damage Reduction
- Called Shots
- Vehicles
- Vigor and Wound system

WHAT'S NEW?

Bartering: What's your skill worth to you? How about your only weapon or your vehicle? Bartering allows characters to find and obtain equipment in *Fall of Man* since the global economy's collapse has destroyed any remnant of the money as currency system.

Classes: Not all classes function the same on Earth as they may have on Gothos. divine and arcane spellcasters find their magic inhibited without the ability to increase their Focus. Druids and rangers have been entirely cut from their sources of power, being unable to even change shape without the help of mutation. Even simpler classes such as fighters, monks, and rogues find it more difficult to survive without turning to technology for aid against dangerous opponents.

As a result, several new archetypes and a handful of new classes that provide a feel for the altered world are available to characters in *Fall of Man*.

Evolution: By choosing to adventure, a character can increase his potential as a race in lieu of gaining levels in a dedicated class. This is known as evolution and is available to all races presented in *Fall of Man*. A race's evolution always counts as a favored class.

Feats and Skills: With modern society comes new skills and new uses for skills. Similarly, the introduction of different aspects of the game calls for new feats with which to tailor a character to individual needs.

Focus: The Earth is ravaged after Satan's Maul struck and brought with it the many varied creatures and magicks of Gothos. This struggle for superiority is represented by Focus, a new system that helps add flavor and personality to characters while also helping them survive in the now unforgiving world.

Magic: New arcane and divine spells have been discovered thanks to the mingling of Gothos and Earth. Technomancy, a new school of magic, focuses on the control, enhancement, and manipulation of mechanical devices. Dream magic gives those with a knack for it access to some powers thought to have been lost forever.

Monsters and NPCs: It's a new and terrifying world for everybody, and the challenges that roam the streets are a good reason why. Face off against wild, untamed beasts and cunning adversaries in a realm where radiation is prevalent and magic only holds the real threats at bay for so long.

Mutation: A result of man's continued use of radioactive materials even before the apocalypse; mutation endangers everything, making it harder even to properly interact with the divine beings of the world.

Races: Several races from the fantastic world of Gothos have survived, though not always as expected, and now inhabit Earth alongside humans. Members of all races who adventure find their talents and their resolve bolstered to overcome the challenges they face.

HISTORY

What follows is a brief history of the merger between Gothos and Earth, as told by Valmir Lightstep.

IN THE BEGINNING OMINOUS, I KNOW

Did you ever wonder how myths such as Dragons and wizards, elves and goblins, werewolves and witches, ever came to be? In your world of logic, you explain it as exaggeration and embellished tales by story tellers or the ignorant. But what is the truth?

Many thousands of years ago the Earth was a fantastical place. Unicorns really did roam the forests and vampires actually haunted castles. Magic really worked and the Many Gods were real. Then, two powerful entities came into the realm that was Earth.

The One God came who is now called by many names; Christ, God, Buddha, Allah are but a few examples. All are aspects of the same powerful deity. It stands to reason that the One God was, by himself, as

powerful as the Many Gods combined. So powerful was the One God that he was able to create the Earth to suit his own whim without even asking for their opinion.

The Many Gods recognized their fellow deity's power because their omniscience told of a day when the One God would rule over all the realms of man. They knew very well that their time as equals in power compared to the One God was limited.

While the gods were busy in the heavens, logic and reason, the birth of science and industry came to the races of the world as a gift from mankind. Where faith and magic required esoteric knowledge and nigh constant worship, science could be laid out on a table for any willing to learn and understand.

The Many Gods, whose entire lives were based in magic and faith, sought to preserve their ways and the races they created. Their desperate search eventually brought them to Midnar, a being of many planes yet of none. So powerful was the might of Midnar that it dwarfed the combined powers of the Many Gods and, some dared say perhaps even the One God himself.

YOUR GUIDE VALMIR LIGHTSTEP

Is this thing on? Yes? Good. Eh-hem. Where to start? Oh yes.

Pleasure to meet you, ladies and gents My name is Valmir Lightstep, skilled Halfling Scavenger. I run with a small group known as the Wolf Pack in the former greater Los Angeles area. I will be your guide throughout your journey around the new Earth, stepping in to give you tips and background information in order to help you better understand the perilous world you have just entered.

You will often find my notes in the corners or at random intervals within the pages of this choice tome just like this. This entire section, for example, was added by me to help clue you in on what exactly happened before and after my world collided with yours.

As a matter of fact, I've taken a liking to leaving my own comments within most of the books I find just lying around in what's left of this world, so expect to hear a lot from me as you look around.

The Many Gods pleaded with Midnar to help, but the greater being's motives were His own. They received no response, or even acknowledgement that Midnar saw them as anything more than lesser creatures. The Many Gods were certain they had failed. One day they and all the strange and wonderful creatures of their Earth would simply fade away.

Hundreds of years passed and the Many Gods had resigned themselves to their fate. They were losing ground, losing worshippers and power. They watched as the amazing creatures of fantasy faded from the world of man. Then, without warning, Midnar touched them all and told them he had created a world, parallel from Earth, yet similar; sharing its fate but separate. Midnar told the Many Gods that He would give them this world; that he would bring all that was fantastic and magical to the new world so that it may thrive; but the price for doing so was high.

The Many Gods willingly accepted the price without even asking what it would be and not really caring if it meant their personal survival. What they did not know was that the price would not be paid by them, but by Midnar and the two worlds that now existed.

With the deities' acceptance, Midnar tore from Earth everything born of magic and faith and placed it within the new world. The effort of the great being's work left Him weak, but it was done. Gothos was born.

Midnar disappeared from the Many Gods shortly after they were given their new home and eventually they gave up trying to find Him. Midnar, weakened by the efforts of creation secreted away to a place that does not exist and slept; paying the price of His creations and the efforts of moving the Many Gods and the magical things to Gothos.

While the people of Earth forgot their fantasies and those who left to Gothos, the Gothosians could never entirely forget Earth. Midnar, in His sleep could not so easily ignore the worlds He had divided. He could still hear and feel the dreams and nightmares of the people of Earth. Earth's last bastion of fantasy was the dream world of Midnar's spirit. In Midnar, the nightmares and dreams of the sleeping folk of Earth became real and manifested in Gothos. This was the price that world paid and it shaped Gothos over thousands of years.

Gothos and Earth were still connected in their unique way and as the two planets rotated in their respective dimensions, they would come close, passing through one another, then separating again. This interaction regularly created both terrible and wonderful things for Gothos.

For thousands of years the two worlds remained in their own dimensions; Gothos partly aware of Earth and Earth never aware of Gothos. Things of fantasy became myth and legend to you, but our people were forever haunted by the prospects of science, technology, and the One God.

Now, if I understand correctly, magic did not immediately disappear from Earth. Even in the 20th century of the modern world, some small remnants of magic still existed but technology had won its battle centuries before and what was left of Real magic faded faster and faster over time.

THEN AND NOW

Fast-forward something like 7,000 years. History on Earth has already been rewritten at least six times, and will probably be changed again at least twelve more. By this point, the world of the Many Gods and magical things were a vague and distant memory catalogued (not always accurately) in your history and fiction.

Some magic still existed and some strange creatures still inhabited Earth like Bigfoot and the serpent you call the Loch Ness Monster. You still had a few real ghosts other things that couldn't be explained by your most prestigious of scientists. All of it was left over from the days before the separation of magic and science and of faith and reason. Magic was dying, yes, but it wasn't quite dead yet.

The current year is 2061 A.D., which is 30 years after the end of the world as you probably knew it. What occurred between 2003 and 2031 is really irrelevant since most of the survivors neither recall nor care.

Later, you'll find information on some of the technical advances that took place before Satan's Maul and the exodus from Gothos to Earth. You will also learn more about what has changed since the rebirth of your world and the *Fall of Man* that begins in 2031 and continues even now.

2013 AND SATAN'S MAUL

A few years prior to 2031, an extinction-level event; a meteor so massive it would wipe out all life on Earth; was discovered by a group of religious scientists (or was it scientific priests, I can never remember). It was dubbed Satan's Maul and was said to mark the Rapture and the coming of God. Surprisingly, they were right, but I'll touch on that later.

The world governments came up with schemes and plans totaling in the hundreds. They launched assault after assault on the massive and dense object that was on a collision course with Earth. Movies were made, songs were sung, and people generally continued their lives, confident that their technology and their faith would save them. The best results the governments were ever able to achieve was breaking the Maul into a few pieces, each still so massive as to potentially wipe out entire continents.

When it was concluded that there was no hope, the structure of society finally began to unravel. Wars and riots devastated most civilized areas. Terrorists stepped up their activity, often unchecked by the governments of the world. The planet was in chaos.

I have always been a believer of the phrase, "In war and strife great things are often achieved." This couldn't have held truer in the years before the Maul struck.

Robotics and Bionics reached new levels and many such pieces of technology were employed in desperate attempts to keep peace. Genetically enhanced soldiers were put in place as well as the shortage of fighting men and women got worse with the passing years up to the end.

In 2028, the Eden project was launched as a space platform that took plants and animals of all kinds into space and far away from the potential destruction with the hopes of returning to repopulate the Earth. 10,000 men and women were hand-picked to go on project Eden and be put in cryogenic sleep along with mated pairs of animals and every type of insect imaginable (Yes, even mosquitos). Plants were put in stasis and seeds were preserved. Eden was launched and the world prayed for its survival.

And all of a sudden, there it was. Satan's Maul came in five distinct pieces. Some said it was the devil's hand reaching down to take the sinners to hell. Others saw it as the hand of God coming to smite the unholy.

Few recall exactly where the massive chunks struck but strike they did and the world should have ended...

GOTHOS AND THE HUNT: RISE OF EVIL

The Hunt: Rise of Evil is an award-nominated d20 fantasy setting of gothic-horror and strange nightmares, of which Gothos is a part. We won't go into Gothos' history in great detail here as *Fall of Man* takes place entirely on Earth, but if you want more on Gothos and its background, *The Hunt: Rise of Evil Worldbook* is available at your local hobby or book store. You can also visit <http://www.huntroe.com>.

MIDNAR INTERVENES

When the first of the meteors struck, it killed hundreds of thousands in seconds. The death of so many roused the being called Midnar from his slumber with a start. For a brief moment, Midnar was awake and, quite by accident, let His guard down.

In that moment, Earth and Gothos occupied the same space. Parts of Satan's Maul struck each world. Both were doomed and Midnar had to make a choice. He only had the power and time to save one. Sadly, the fantastic world of Gothos took the brunt of the cataclysmic event and Midnar's choice became clear. He saved Earth as best he could. It was still left in ruin, but a ruin that could be rebuilt. Gothos, however, was shattered utterly.

Midnar was power beyond imagining, though, and He wanted to preserve magic and the magical things of Gothos. First, He sent messages back through time to Gothos, warning the Many Gods and the people most special of the end of their world. He showed them how to prepare themselves, but because He thought in such a different way it was difficult for even the Many Gods to make sense of it all.

They did their best though, and when the worlds were momentarily one again the creatures of Gothos crossed over. This was not without ill effects and strange happenings. Magic flooded Earth again and the source of magic itself returned to the world of science.

As soon as all was done and Earth was saved, Midnar collapsed back into slumber, but as with before, there was a price. The dream world that once bled into the destroyed Gothos now grew unfettered and the living Nightmares and Dreams found their way to Earth instead. Horror was born along with a new chance at life.

Midnar slept, Earth was forever changed, and the true conflict of forces was just beginning.

THE RETURN OF MAGIC

When magic returned, Earth got it back tenfold. Instantly there was a terrible conflict between the raw powers of magic versus technology; intuition versus reason; and fairy tale versus logic. On even footing now, these powers heaved and surged; each wanting to take the mantle of domination over the other.

Mind you, these are not truly intelligent and thinking forces. They are far more primal and their war is carried out by the creatures that put stock in



them. Magic and technology strive for their own survival and dominion and neither primal force gives way to the other.

As you come to understand the roots of *Fall of Man*, you will understand these primal conflicts better and the importance of these conflicts.

It's important to note that Midnar only had less than moments to save the world and keep the creatures and powers of fantasy alive on Earth. Obviously, this resulted in flaws in the being's efforts. Even an impossibly powerful being such as He can be so weakened His own flaws pass undetected into what remains of the world.

One such flaw was magic's adaptation to the environment. While it still existed in its various forms and schools, magic changed to meet the challenges of this new world as well. Pollution, radiation, and toxic death were new, fascinating aspects manipulated and developed to challenge technology's grasp on Earth. Magic took root in these as well and terror like no other was born.

The first to feel this change was the elves, then the gnomes, the dwarves, and many, many others. These races, so in tune with the arcane were touched deeply. Many resisted the dark pull but others did not. Most of the fantastic races of myth and legend were divided, the corrupt from the incorruptible, and another primal conflict was born. Only the humans and the ever resilient halflings were not affected by the new, dark power that emerged.

Elements of magic took on a darker side. Toxic sorcery was discovered much to the dread of the world. When mingled with necromancy, it became a potent and terrible force. Animals of all kinds drank from tainted water or ate from toxic food. Now, almost all animal life was of a dire state; gigantic, mutant creatures. Rats the size of dogs or larger, dogs the size of horses, and many so feral they were entirely and completely deadly.

Another flaw in the saving of the world was the change in the premise of magic itself. Magic has become both more powerful in comparison to what it once was and at the same time much more difficult to use. It is a hard road for those that have the gift or choose to study magic. Like most stories, the darker roads of magic appear easier to master. Perhaps it is because they are based in some of the most primal negative forces such as greed, lust, hatred, and fear. Who can say?

ENTER TECHNOLOGY

As mentioned previously, one of the primal struggles is that of magic and technology. One was always trying to dominate the other, and they shifted back and forth like trying to force two magnets together against the same pole.

As if things weren't unstable enough, the permeation of technology and magic in some areas made it worse. In technology dominant areas, magic of all kinds would malfunction and distort. The reverse was true in areas of concentrated magic. The more powerful a place or person was in one Focus, the harder it was to use the other without a strong will to do so.

Technology was quite advanced near the end when compared to the modern you're used to. Thanks to fear of the world ending, genetics, computing, and robotics had surpassed projected expectations. Of course, on Earth today, it's difficult to find men and women with such knowledge. Technology has actually become as mysterious as magic.

Remnants of the technological might of the world can be found everywhere. Most are nonfunctional but there is still plenty of technology left to be had in the form of weapons and vehicles. In a world where technology is slowly dying, there was still a surprising abundance of guns and cars.

MAN'S FATE

After the fateful day in 2031, when the Earth was saved by a being not even known to its inhabitants, things looked grim for the human race. Strange dark creatures had come over and the men and women born on Earth had no clue how to deal with them. Don't get me wrong, it was bad enough that millions upon millions were killed when the fingers of Satan (pieces of Satan's Maul) struck and the dimensional boundaries collapsed between the two worlds. But after, it somehow managed to get much worse.

The environment after the event claimed many more lives but a couple of recently introduced monstrous races survived. Orcs, goblins, trolls, and ogres fared well in the new, darker world. They found the surviving humans weak and unprepared; easy prey for creatures used to hardship.

A tense alliance between the sane and good elves, dwarves, and several of the humans who survived from Gothos saved the native humans of Earth in their hour of need. All over the world the races battled to get a foothold in this new and terrifying land.

As the next few years went on, it was clear that man was no longer the dominating race on Earth. Not only had the monstrous races taken to the plague-ridden and battered world like cockroaches to a dirty house, but there were other races, some even more fearsome than the ogres, roaming the world in search of lesser creatures to destroy.

I have to hand it to them, though, humans are truly adaptable. They survived against all odds through to the current day. The faithful say it was God's will, the mystical say it was fate, and the scientific say it was genetics. Regardless of which was, man endured.

HATRED

Man's future remains unwritten, and that, more than anything draws the ire of the monstrous races. The goblins, for example, have always generally hated mankind, but never more so than now. Call it coding at the genetic level or a metaphysical cause. Call it what you will, but the "low" races of orc, goblin, ogre, and troll have the purest and most vile hatred towards humankind; rivaling even their hatred of elves. Tribes of orcs have been known to sacrifice their entire colony to take down a human bastion of power. Nobody can say for sure why their hatred runs so deep, but it does and mankind on Earth faces yet another conflict, another plague of evil.

So where is human kind now? Scattered about the world, trying to forge a new society and torn between those native to Earth and those who "came across" during a fateful day thirty years gone.

New generations of humans are sprouting up and some of them have strange and odd abilities as they are mutated by rampant radiation and distorted magic. The saddest part about the human race is they can never seem to agree. Divided between Earth's One God and the Many Gods of Gothos, arcane magic and technology, Earthling and Gothosian, Young and old, they are doomed to a slow death unless they can find common ground.

A RETURN TO FAITH

When Satan's Maul was literally on the horizon, the races of Earth and Gothos (thanks to Midnar's intervention) prepared in their own ways for the end of the world.

On Earth, many turned to religion. Since it was religion that discovered this apocalypse, maybe

religion would have an answer, many believed. Tales of Rapture and the second coming of God brought followers in droves to the various churches of the world. The faith became so strong in some areas that by the time Satan's Fingers dug into the Earth, the rampant magic of Gothos' merger transformed them into true holy sites.

Once the world was safe and Midnar slept once more, holy pilgrims from both worlds began their search for relics related to their gods. They sought answers. Those who praised the Many Gods of Gothos blamed Earth's One True God for the disaster, and it wasn't much different the other way around. Though they were few and still new to the concept of actually wielding divine power, the worshipers of the One God were unified by their religion more than most. They were aided in their early years by the Gothosian races that turned their backs on the Many Gods for not somehow saving their home. This faith in the One God versus the Many Gods eventually turned into its own conflict that has since spurred many to arms.

MUTANTS ON THE RISE

Even before Satan's Maul, Earth was no walk in the park. Humans, guided by the knowledge that they may soon be extinct, kicked their studies of radioactive materials and nuclear options into high gear. By the time Satan's Maul crossed paths with the next nearest planet on its way to your world, mankind had thrown caution to the wind and started sending nuke after dangerous, poorly crafted nuke into the sky to stop it. Several of these devices, and the thrown together labs in which they had been created, spread awful, deadly fumes and particles into the air. It remains a saying to this day that after man deals with that which he's lost as a result of Satan's Maul, he will then have to deal with what he's lost as a result of himself.

Later, after the dust settled, the mutants came. It was one or two at first, then droves of the poor, misshapen children of man's science. Former men, orcs, and other, worse things started walking into camps of the fallen. Some claimed they were merely sick and in need of help. Others simply stalked through, irradiating everything and killing whatever they could find. It was clear that these creatures had ceased to be what they once were. Now, they were the shells of other creatures driven to destroy everything; from faith, to magic, to technology; and they had the means to do so.

CHAPTER 1: FOCUS

In *Fall of Man*, the world has fallen back into a dark age where reliable technology is a rare commodity and magic has once again started to show prevalence. Likewise, the worship of one god-like entity has faltered with the coming of the Many Gods of destroyed Gothos.

Adventurers in *Fall of Man* find themselves drawn to these extremes by pseudo-scientific and magic beliefs. As an adventurer's understanding of one aspect of this divide grows, that adventurer soon learns that his or her ability to use or maintain anything related to the other suffers. Even those who claim an equal understanding of all things in this new world are often impeded in one aspect while utilizing another. Only through Focus can one hope to properly tap into the highest potential of his or her understanding.

WHAT IS FOCUS?

The most important new concept introduced in *Fall of Man* is Focus. The world itself forces characters to choose a limited path in their development. Technology and arcane magic are at odds with each other, as are the Many Gods against the One God. Mutation, the warping of the body and soul, feeds from Focus, draining one's capacity in all the other facets of it. Over time, a character will find that his choices will align him with one or more of these aspects to form a unique destiny.

TYPES OF FOCUS

Focus has three primary aspects; arcane magic, faith, and technology. Mutation also acts as a Focus, but has body and mind altering effects beyond even the other three. Before the destruction of Gothos, natural magic, or fey magic to some, also existed. Unfortunately, the deaths of so many fantastic creatures when the worlds converged has all but obliterated it. The only creatures currently known to wield such power in *Fall of Man* have become part of the Dream.

Arcane Magic: Represents a character's ability to cast spells, use magic items, and understand the fundamental nature of magic through the use of skills. Continual use of arcane magic inhibits technology and vice versa.



Faith: Represents a character's ability to channel divine power granted by the One God or the Many Gods. Characters with faith also better comprehend and can properly use holy sites, relics, and religious knowledge. Continual worship of either the One God makes it more difficult to request aid from the Many Gods and vice versa.

Mutation: Represents the transformation of the character through exposure to mutagens or radioactive material. Characters with permanent mutations are mutants who cease to count as their original race. Continual use of mutagens generates further mutation and hampers proper application in other areas of Focus.

Technology: Represents a character's ability to use technological devices and complex machines as well as the ability to grasp technological concepts through the use of skills. Continual use of technology hinders arcane magic and vice versa.

GAINING FOCUS

Most adventurers in *Fall of Man* begin play with a single point of Focus that can be placed into technology, arcane, or faith in either the One God or the Many Gods. When a character increases one of his Ability Scores by +1 (at level 4, 8, etc...), he also gains another point of Focus that he can place anywhere.

A character can have a maximum of 10 points in a Focus. Some races, such as canites, are further restricted in one or more areas of Focus. This doesn't prevent those characters from gaining bonuses that would put them above their limit temporarily, but unless stated otherwise they gain no benefit from continuing to place points in their restricted Focus beyond the maximum.

Canites can only have a maximum of 6 points in faith related to the One God. They can only gain points in the Mutation Focus from their class.

Dwarves do not gain free points of Focus without also taking the Deader's Doom flaw. They can only gain points in the Mutation Focus from their class.

Elves can only have a maximum of 6 points in technology. They can only gain points in the Mutation Focus from their class.

Energivores can place their free points into the Mutation Focus.

Gnomes and demi-humans (races with the human subtype such as half-elves) can choose to place their free points in the Mutation Focus, but doing so requires that one of the character's feats is the Mutation feat.

Halflings are immune to all forms of mutation and cannot gain points in the Mutation Focus, even temporarily.

Hanites can choose to place their free points into the Mutation Focus. Every hanite begins play with the Mutation feat for free at 1st level and has the mutant subtype even with no points in mutation.

Humans and **half-orcs** can choose to place their free points into the Mutation Focus. These races have a natural predisposition to mutation and gain the feat for free at 1st level. Having the feat does not immediately make a human or a half-orc a mutant.

TABLE 1:1 – BONUS FOCUS BY RACE

Race	Bonus Focus	Restrictions
Canite	None	6 Faith (the One God)
Dwarf	None	None
Elf	+2 Arcane	6 Technology
Energivore	None	None
Gnome	+2 Arcane, +2 Technology	None
Halfling	None	None
Half-Elf	None	None
Half-Orc	None	None
Hanite	+1 Mutation each level	None
Human	+1 Any	None
Reborn	+2 Arcane or +2 Faith	6 Technology

TABLE 1:2 – BONUS FOCUS BY CLASS

Class	Bonus Focus
Arcanist	+2 Arcane
Asphalt samurai	+1 Arcane, +1 Technology
Cleric of the Many Gods	+2 Faith (Many Gods)
Dreamwalker	+1 Arcane, +1 Faith (Many Gods)
Face	None
Gifted	+1 Arcane, +1 Mutation
Mechanist	+2 Technology
Priest of the One God	+2 Faith (One God)
Scavenger	+1 Any
Soldier	+2 Technology
Wastelander	+2 Mutation

Reborn can only have a maximum of 6 points in technology. They can only gain points in the Mutation Focus from their class.

In addition to the free points of Focus gained at 1st level and beyond, a character's race and class provide points of Focus in specific areas, as detailed in **Table 1-1** and **Table 1-2**.

USING FOCUS

When a character performs a task related to a particular Focus, his or her points in that Focus can provide a useful bonus to doing so. A character who performs a task he or she either doesn't truly believe in or has little to no proper training in finds it difficult to break the mold.

Focus helps provide an in game cue for characters to recognize who has talent (whether learned or natural) in a particular field of expertise. The world itself reacts to a character's Focus at times and either bolsters or hinders that character as a result.

ARCANE, FAITH, MUTATION, AND TECHNOLOGY RATING

- When in an area with a rating equal to or less than your Focus (minimum 1), you can automatically succeed at some tasks on a natural 20, even if you couldn't usually do so. For each point you have above the area's rating, increase this range of success by 1.
- When in an area with an opposing rating equal to or greater than your Focus (minimum 1), you can automatically fail some tasks on a natural 1, even if you couldn't usually do so. For each point beyond the first, increase this range of failure by 1. In this regard, arcane magic opposes technology and faith in the One God opposes faith in the Many Gods. Mutation opposes all other areas of Focus, so there is always a chance of automatic failure when in an irradiated area with a mutation rating of at least 1.

ARCANE FOCUS

A character with points in the Arcane Focus gains the potential to cast arcane spells. This potential can only be realized by either becoming a member of a class that grants access to those spells or learning the spells by other means, such as with a feat, class ability, or a racial trait. When casting a spell of a higher level than her Focus, a spellcaster must make a caster level check in order to concentrate. The DC for that check is 10 + twice the spell level.

If she has utilized her Technology Focus within the last 24 hours, the spellcaster must spend 1 standard action to refocus or make the above check when casting any spell, adding her points in the Technology Focus to the DC. Some class abilities and racial traits can remove this penalty.

0-level spells count as 1/2 spell-level for this purpose, and a natural 1 is always a Failure. Failure indicates that the arcanist was unable to draw the appropriate magic for the spell. She loses her action, but does not lose the spell itself and may attempt to cast it again the next time she has an action to do so.

If the spellcaster was already forced to make a caster level check due to other circumstances (such as damage taken), increase the DC of that check by twice the difference in the spellcaster's Focus. A natural 1 is still always a Failure, and the spellcaster may lose the spell if the circumstance calls for it.

FAITH FOCUS

The Church of the One God and the Order of the Many Gods are the two major faiths that vie for followers in *Fall of Man*. Those who seek divine power turn to one or the other in search of answers.

When attempting to cast divine spells, faith acts just like the Arcane Focus. Any character with points in the Faith Focus has the potential to cast divine spells. In addition, a character who openly worships a God can beseech that deity for help in the form of Favor.

Once per day, a character with at least 1 point in faith can pray to her god as a full-round action. Doing so grants the character Favor with that god equal to her total points in the Faith Focus. Other benefits or penalties may apply based on the god and the character's class.

For most characters, Favor only lasts up to 24 hours. A character with at least one level in a class that grants points in the Faith Focus can pray any number of times per day and store Favor to be used as she wishes. If the character dies, her Favor is reduced to 0. The maximum amount of Favor the character can store and use in one day is equal to 5x her level in the class that grants faith. A character with at least 10 levels in such a class can instead store and use up to 10x her level in one day.

Spending Favor: Favor is spent on divine abilities called miracles. If a miracle requires a saving throw, the DC is 10 + your faith + your Wisdom modifier and the target can add its points in the Faith Focus to its roll. Unless noted otherwise, performing a miracle is a standard action.

Minor Miracles: The following miracles are available to any character that can spend the required Favor to use them.

Bless/Blight Water (Su): 2 points. The water touched is cleansed or stagnated and gains a faith rating 1 devoted to your god. You can affect up to 2 gallons of water per point of faith. The water acts as an area with a faith rating until it evaporates or is diluted (GM discretion).

Cause/Remove Fatigue (Ex): 1 Point. The creature touched either gains the fatigued condition or is no longer fatigued. This can only be used on each target up to once per day.

Command (Su): 4 points. One creature who can hear you follows a single command, as the spell. A creature that saves is immune to this ability for 24 hours, while a creature that fails takes a -5 penalty to saves against other commands you issue, provided your commands follow the guidelines of charm person.

Create Communion (Su): 1 point. You create a single, small meal that satisfies the hunger of the creature that eats it for up to 3 hours. A creature can only benefit from this communion once per day.

Cure/Inflict Wounds (Ex): Variable. For each point of Favor you spend (max 10), you heal or deal 1 point of damage to a single target you touch. This can only cure vigor damage when that rule applies (see Combat). Alternatively, you can channel energy as a cleric from the *Pathfinder Roleplaying Game Core Rulebook*, but you must spend 4 points of Favor (max 40) for each 1d6 damage healed or dealt.

Detect Heretics (Su): 2 points. You can detect heretics in the same way an arcanist can detect magic. Heretics are fallen worshipers of a god.

Divine Inspiration (Sp): Varies. You cast a cleric spell as a spell-like ability with a caster level equal to your faith. 0-level spells cost 5 Favor, and 1st through 5th-level spells cost 10 x their spell level. Higher level spells cannot be cast with Divine Inspiration. If you have the True Believer feat, you can cast these spells as supernatural abilities instead.

Hide from Undead (Ex): 1 point. Undead creatures cannot detect you by any means. If your presence is made known or you pass within 5 feet of an undead creature, it can attempt a Will Save to recognize you.

Turn/Command Undead (Su): 4 points. You turn or command undead within 30 feet of you, as the feat.

Major Miracles: The following miracles are available to characters with at least 1 level in a class

that grants faith. A creature can only benefit from major miracles a number of times equal to 1 + its total points in the Faith Focus.

Hand of Faith (Su): 25 points. Removes blindness, deafness, or disease with each use. If you possess the True Believer feat, this ability can also remove paralysis or allow the target to attempt a saving throw against a stigmata.

Regeneration (Ex): 30 points, requires 1 minute to use. Counts as *regenerate*, but the target touched takes 1 point of Constitution drain for each time this ability has been used on it previously. The regenerated limb detects as conjuration (healing) magic for the remainder of the target's natural lifespan.

Restore Life (Su): 35 points, requires 1 minute to use. Counts as *raise dead*, but the target gains 1 negative level and takes 1 point of Constitution drain for every day it was dead (minimum 1).

Return (Ex): 40 points, requires the True Believer feat. If you die after using this ability, you return to life three days later, even if your body was totally destroyed. You gain a temporary negative level that lasts for 1 day. You cannot benefit from this ability while you have any negative levels. Subsequent uses of this ability cost 60 additional points.

Stigmata (Ex): 15 points. The target within 30 feet for every point of faith you have suffers 1 damage (wound damage when using that rule) and is marked for a divine purpose. Treat this as *lesser gaes*, but you do not have to communicate your command and the target can have hit dice up to your points in the Faith Focus. Any creature with at least 1 point in faith recognizes the divine purpose and may attempt a Knowledge (religion) (DC 15) check to understand it. A creature that fulfills its divine purpose loses the stigmata. You can only give 1 creature stigmata at a time.

Mutation Focus: Even before the coming of Gothos, Earth was ripe with potential for mutation. Radiation, both natural and man-made was in use around the world. Medicine, weapons, and more were created to harness the destructive power of radiation.

When the other races arrived, they knew not what to make of mutation. It was a foreign and deadly magic to them. Some, like the gnomes, immediately reacted negatively to its effects, becoming the twisted; while others, like halflings and most elves, found themselves generally immune to its effects.

The **Mutation** chapter goes into more detail about how to handle and use mutation points for various effects, but in general a character with at least one permanent point (not gained through spells) in the Mutation Focus gains the mutant template and can automatically fail checks related to other areas of Focus on a natural d20 roll equal to or less than its current points in mutation.

TECHNOLOGY FOCUS

All mechanical devices have a technology rating. In combat, a character that is not proficient with a weapon adds that weapon's technology rating to his penalty for wielding it (the standard non-proficiency penalty is -4). Most archaic weapons, such as daggers or longbows, have a technology rating of 0, while more complex weapons, such as pistols or chainsaws have a technology rating of 1 or higher. Each weapon listed in the Equipment chapter has its technology rating listed in its statistics. For weapons not included there, find a similar weapon and use that rating.

For example, if Max has 4 points in the Technology Focus, he can wield any archaic weapon without penalty. He still takes a -2 penalty to wield a modern handgun, though. He could place 2 more points in the Technology Focus or take a proficiency feat to remove his -4 penalty and allow him to use his handgun in an arcane rating 2 area (4 points -2 handgun tech rating).

If a character has utilized his Arcane Focus within the last 24 hours and wishes to wield any weapon with a tech rating higher than his current Focus, he must spend 1 standard action to refocus or suffer a non-proficiency penalty to his attacks equal to his total

Arcane Focus. Some class abilities and racial traits can remove this penalty.

Skills: A dedicated follower of one faith can never truly understand the beliefs and guidance of another, especially when the viewpoints of each don't coincide. Similarly, a pragmatist will never bother to research more than even the basic concepts of magic, and often only to twist such facts and throw them in the face of a rival arcanist.

Once per day, a character with points in a Focus can apply a bonus to one of the following skill checks equal to his total points in that Focus. If he does this in an area with any Focus rating higher than 0, he may be able to automatically succeed or fail (see above). If he does this in an area with an opposed Focus rating higher than 0, he subtracts that rating from his bonus, and may take a penalty as a result instead.

Arcane Magic: Knowledge (arcana, dreams) (Int), Spellcraft, and Use Magic Device. If the character has an item creation feat, he can also apply his Arcane Focus to the appropriate Craft skill for that feat.

Faith: Craft (relics) and Knowledge (dreams, medicine, religion)

Mutation: Craft (medicine), Knowledge (mutation, toxicology)

Technology: Craft (demolition, electronics, mechanics, programming, structure), Drive, Knowledge (engineering, technology)



CHAPTER 2: RACES



As the two worlds were torn asunder, Midnar gave the races and the Many Gods of Gothos time to prepare, and prepare they did. Although each race still doubted the prophecies of apocalypse sent back in time by their would-be savior, they did as He bid and selected those few who would cross.

After the people of Earth learned that Satan's Maul would bring an end to the world they knew, there were those who found shelter and guarded themselves closely until it was as safe as it was going to get. Only then did they start leaving the safety of what they understood and ventured into the dangerous unknown.

What follows is an account of those races and their journeys. For each race, we present the standard traits that should be playable in any setting, not just *Fall of Man*. These are also the traits generally exhibited by NPCs. Adventurers in *Fall of Man* have to be a little tougher to survive. This is represented by the adventurer traits available to those races. Important NPCs will occasionally have adventurer traits as well.

CANITES

A forlorn and lost race on Earth; the canites were once social beings that ran in packs on Gothos. Now, individual members of this race are often lost without others of their kind.

When the canites crossed over from Gothos it was haphazard at best. They found their families mixed with other races, primarily humans and elves, in the crossing. Being a young race, and a bit primitive, canites never developed the complex magical requirements to create the gates to Earth, so they were forced to hitch a ride. After they arrived on Earth, they remained broken and scattered.

In all respects, canites are basically "dogmen," though few would say that to their faces. They are proud, fierce, and loyal to a fault. Like Earth's many breeds of dogs, they can vary greatly in fur color, size, and appearance.

The canites as a race in general are most comfortable in unspoiled wilderness, which is very hard to find on Earth after *The Fall of Man*. They do



not like filth and detest the ugly cities that once made up the vast majority of the civilized world.

Personality: Canites are in many ways like dogs. They are extremely loyal, fierce defenders, but can also exhibit a playful side. They can sometimes

be overly trusting and very curious by nature. A canite will rarely turn on a companion unless that companion has repeatedly done the canite wrong. They also tend to have a pack mentality and yearn for others of their kind.

Physical Description: Canites appear to be humanoid dogs. They vary in size and color pattern of fur. Some have heads like Great Danes while others look like Golden Retrievers or even Irish Setters. They have robust, muscular frames and long limbs. A canite's fur covers its entire body, but less so on its belly. A canite's eye color is generally brown but could be yellow, or gray.

Relations: Canites get along well enough with all of the non-monstrous races. They despise gnolls and kobolds and will never deal with such creatures. When not in a pack they are usually the guides and hunters in their groups.

Canite Lands: Large packs of canites are extremely rare in the world. The largest packs are believed to be in the Black Forest of Germany and Yosemite National Park in the former USA. Mostly, canites suffice to continue living with protecting other races.

Religion: Canites have their own god, Carratis, but can be found worshipping other deities depending on where they live. Because of their connection to the Dreaming, canite priests are few and far between.

Names: Canite names are usually harsh and short, such as Rolf, Wulf, Crag, Mock, or Rake. Canites raised around other races may have names indicative of some marking that the canite has or a trait it displays.

Adventurers: Canite adventurers are usually trackers, hunters, and guides. They are often within the advance team of a military unit or scouting party.

CANITE RACIAL TRAITS

All Canites share the following traits.

TABLE 2:1 – CANITE RANDOM AGE			
Base Age	Gifted, Scavenger, Wastelander	Asphalt samurai, Face, Soldier, Priest	Arcanist, Cleric, Dreamwalker
Adulthood 8	+1d4 years	+1d6 years	+2d6 years
Middle Age 16			
Old 24			
Venerable 32			
Max +1d8			

Ability Score Racial Modifiers: +2 Strength, +2 Constitution, –2 Wisdom

Size: Canites are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Canites are humanoids with the canite subtype.

Base Speed: Canites have a base speed of 40 feet.

Languages: Canites begin play speaking Common and Canite. Canites with high Intelligence scores can choose from the following: Elven, Gnoll, Orc.

SENSES RACIAL TRAITS

Low-Light Vision: Canites can see twice as far as humans in conditions of dim light.

Scent: Canites have a finely-honed sense of smell, and gain the Scent universal monster ability.

FEAT AND SKILL RACIAL TRAITS

Skills +2 racial bonus to Perception. Canites can hear high-frequency noises that other creatures ignore, and their ability to detect by smell is greatly enhanced.

FOCUS RACIAL TRAITS

Limited Faith: Canites can only raise their faith in the One God to a maximum of 6 points. Feats and temporary bonuses to a canite's faith can still increase this value.

CANITE ADVENTURER TRAITS

Canite adventurers in *Fall of Man* also gain the following.

Saves: +2 racial bonus to saves vs. mutation. Canites can only gain points in the Mutation Focus from their class.

Skills: +2 racial bonus to Knowledge (dreams) checks.

Spell-Like Abilities: +1 to the saving throw DCs of spells of the divination school and sleep effects. In addition, Canites with Charisma scores of 15 or higher may use *dream* once per day as a spell-like ability (caster level is equal to the Canite's character level).

FAVORED CLASS OPTIONS

The following favored class options are available to all canites with the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Arcanist: Add +1/2 spell to the arcanist's spellbook from the following list – *deep slumber*, *dream*, *find the path* (6th), *greater magic fang* (3rd), *jump*, *keen senses*, *magic fang* (1st), *nightmare*, *sleep*, *stoneskin*, or any dream spell. Spells not found on the wizard spell list can be prepared and cast at the indicated spell levels.

Asphalt samurai: Add +1/4 to the samurai's *ki* pool.

Cleric of the Many Gods: Add a +1 bonus on caster level checks made to overcome the spell resistance of outsiders and creatures from the Dreaming.

Dreamwalker: Add +1/4 use of the Blessed Sleep ability.

Face: Add +1/6 of a new rogue talent.

Gifted: Add +1/4 to the DC of necromancy spells.

Mechanist: The Mechanist's companion gains energy resistance 1 against acid, cold, electricity, or radiation. Each time the Mechanist selects this reward, increase his companion's resistance to one of these energy types by 1 (maximum 10 for any one type). This resistance is applied after vulnerability.

Priest of the One God: Add +1/2 Favor to be stored or used per day.

Scavenger: Add a +1/3 bonus on Sense Motive checks and a +1/3 bonus to detect traps by smell.

Soldier: Add a +1/4 bonus to Will saves.

Wastelander: Add 1 foot to the wastelander's base speed. In combat this has no effect unless the barbarian has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet, for example. This bonus stacks with the wastelander's fast movement feature and applies only under the same conditions as that ability.

CANITE EVOLUTION CLASS

In His slumber, Midnar dreamt many races into being on Gothos. The dream that birthed the Canites, it is said, was one of a family in need who was saved by their faithful companion. The humans and elves who discovered the race believed them to be a gift from the Many Gods. For a time, the canites were treated as watch dogs and guards of the "better" races. They were kept as slaves and servants until they started forming communities on the outskirts of society.

Upon coming to Earth, many canites finally realized their true origins within the Dreaming. This gave the canites a purpose and better understanding of their race. Proud and loyal canites now run in packs and are well known for their ability to hunt and track.

Hit Die: d10

TABLE 2:2 – CANITE EVOLUTION

Canite Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+0	Natural Attacks, +1 Wisdom
2	+2	+1	+1	+1	Improved Trip, +1 Strength
3	+3	+2	+2	+1	Detect Dream Rift, +2 Wisdom
4	+4	+2	+2	+1	Four-Footed Run, +1 Constitution
5	+5	+3	+3	+2	True Dream, +2 Strength, +2 Constitution

REQUIREMENTS

Race: Canite

Special: Level 1 in any base class.

Class Skills: Appraise (Int), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering, geography, nature) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 6 + Int modifier

EVOLUTION FEATURES

Natural Attacks (Ex): At 1st level, the canite gains a bite and two claw attacks appropriate for its size. The canite adds one and one-half times its Strength modifier to its bite damage.

Inherent Bonus (Ex): The canite gains a +1 inherent bonus to its Wisdom at 1st and 3rd level. It also gains a +1 inherent bonus to Strength at 2nd and 5th level and a +1 inherent bonus to Constitution at 4th and 5th level. These bonuses stack with each other, but not with other inherent bonuses, such as those granted by a *wish* spell.

Improved Trip (Ex): The canite gains Improved Trip at 2nd level as a bonus feat. When it hits with its bite attack, the canite can attempt to trip its target as a free action.

Detect Dream Rift (Sp): A 3rd-level canite can cast *detect dream rift* at will as a spell-like ability.

Four-Footed Run (Ex):

Beginning at 4th level, a canite can run on all fours at a speed of 50 feet if it doesn't hold or carry anything in its hands. When running on all fours, canites are treated as if they have the Run feat. Encumbrance and medium or heavy armor reduces this to 40 feet.

True Dream (Su): At 5th level, the canite gains the Dream subtype. If the canite is aware of an attack or spell about to affect it, it can become incorporeal as a

free action. The canite remains incorporeal until the start of its next turn. It can use this ability once per day plus one additional time per day for each point of Focus it shares in both arcane magic and faith. For example, a canite with 1 point in arcane and 3 points in faith (the Many Gods) can only use this ability twice per day. When he has 3 points total in each Focus, the canite will be able to use True Dream 4 times per day.

DETECT DREAM RIFT

School divination; **Level** cleric 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, F (a dream catcher)

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 10 min./level (D)

Saving Throw none; **Spell Resistance** no

You can sense the presence of openings into the dream world. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of a dream rift.

2nd Round: Number of dreams or nightmares (creatures, objects, or spells) in the area and the power of the most potent dream present.

3rd Round: The power and location of the dream rift. If the rift is outside your line of sight, you discern its direction but not its exact location.

DWARVES

The tough dwarves of Gothos argued incessantly over the validity of the prophecies sent by Midnar. Who was this being after all? It was not aligned with the gods of earth and mountain. Why waste their time with magic and sorcery when there was so much more to do with religion and engineering?

In the end only a few clans of dwarves took heed and created the gates necessary to flee to Earth. What became of the others is unknown but if the broken world that can appear in the night sky when lightning flashes is any indicator, they are all dead. Hopefully they'll stay that way.

The dwarves of the mountain city of Tor-Urgas appeared in the area of Kentucky in the Appalachians. There, they went to work building a mighty hall which is now a secluded fortress. Over the years they have sent agents out to establish contact with the other races. Living in much the way they did on Gothos. Another clan appeared in Europe in the mountains of Turkey. The two clans have made contact through divine and arcane means and plan to one day bridge the gap between them.

Today, the quest to find other dwarven clans in the world is paramount to the race, for the primal conflicts unknowingly unleashed by Midnar are taking their toll on the dwarves as well. No one knows what caused this dreaded curse called Deader's Doom or what makes a dwarf turn deader, but all dwarves fear it. No dwarf, not lord or simple miner, is immune.

Personality: Rugged, hearty, loud and gruff. These traits have been amplified in the dwarves' coming to Earth. dwarven stereotypes portrayed in fantasy are true. The stout and broad race is strong of will, powerful of limb and ready for battle.

Dwarves can be rigid and straight forward, much like the rock from which they carve their halls. This has led to some strained relations with other races who have colonies or homes near dwarven communities, but it is widely known that, even given their general attitudes, the average dwarf can be trusted.

Of course, in crossing over to Earth, like most things that did, not all is right. The malady called Deader's Doom has taken hold of the dwarves. It is a rare and magical disorder that distorts the race in terrible ways. The transformation of a dwarf to a deader is not always quick or obvious. Often times, it



happens slowly enough that the dwarf who is afflicted can sneak away and hide. In some cases the dwarf will take their own life rather than suffer from the insanity and physical deterioration of the disorder.

If one of the afflicted should flee the clan, they are immediately hunted down by the clan's most powerful champions. deaders can quickly become a terrible power and truly deadly if allowed to live. Dwarves justify their hunt of deaders with the firm belief that none of their kind would willingly live with a disorder that corrupts and destroys the land and its resources.

Physical Description: Appalachian dwarves are the typical fantasy fare; short and broad with powerful frames. Males always wear beards that are often braided and long to show their strength and represent their clan. Dwarven women are as short, powerful, and broad as the men. Despite myths to the contrary, they do not possess beards. Dwarven women are obviously women, even to non-dwarves, unless they are in full armor or are hiding their feminine attributes in some other way.

Turkish dwarves were once hill dwarves back on Gothos. Their new home has bronzed their skin and made them leaner. The humans of the area helped the dwarves establish their home and taught them how to survive in their new world, so the two races have a much deeper relationship than their mountainous cousins in the west.

Relations: Dwarves interact best with humans and halflings. They get along better with elves than when they were on their own world and the old arguments that caused elf and dwarf to feud have been put aside, for now. Dwarves loathe the monstrous races and

hold a special hatred for the savage beings. Their disgust for orc and ogre knows no bounds. They have a neutral opinion of other races and take to them on an individual basis.

Dwarf Lands: Like most races, dwarves are scattered about now but they have formed two large dwarven holds (underground cities); one in the mountains of Kentucky and the other in Turkey. The Appalachian dwarves, in particular, are always attempting to expand and have sent several expeditions in the Rockies as well.

Religion: Krag, god of the Forge is the dwarves' primary deity. That doesn't preclude a dwarf from converting to another god though, and there are some who even worship the One God of Earth. Dwarves hold religion to be quite personal and would never fault another dwarf for finding his own way unless he started to forsake dwarven tradition by doing so.

Names: Dwarven names are harsh and sound as if hewn from the stone. Most dwarves use surnames to show family relationships, but some choose not to. Here are some sample names:

Female Names: Corte, Dani, Tallerien, Ursula, Wend

Male Names: Carmak, Deklor, Raklin, Rasal, Tarkan, Thurkosh, Urok

Family Names: BattleHammer, Helmdar, Hillbreaker, Mountainhome, Stonesour, Shieldbarrel, Sworddriven

Adventurers: Dwarven adventurers are usually abroad for one of two reasons; to establish ties with other clans and races or to hunt down deaders. That doesn't mean you won't find dwarves roaming the world for numerous other reasons, though. Some may seek treasure or may be actively campaigning to rid the world of the greenskins.

DWARF RACIAL TRAITS

All dwarves share the following traits.

Ability Score Racial Modifiers: +2 Constitution, +2 Wisdom, -2 Charisma

Size: Dwarves are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Dwarves are humanoids with the dwarf subtype.

FLAW: DEADER'S DOOM

For every 500 dwarves born on Earth, one of them becomes something else. This condition doesn't always affect the newborns, either. In the end, a Dwarf never knows when or if it will become an undead creature now known as a "Deader".

Deader Dwarves flee the clans to live alone in their twisted evil. They hold terrible power to destroy the land, make putrid water, turn diamonds into broken glass, and make hard stone crumble as if diseased. The Deaders are the very antithesis of dwarven culture. Dwarves hate and hunt the Deaders when they are able to in order to preserve the honor of their ancient race.

When Deader's Doom sets in, the Dwarf trades his racial bonus to Constitution for a +2 racial bonus to Strength and another -2 penalty to Charisma as his mood darkens and his body overcompensates for the loss of Constitution. If the Dwarf has levels in his evolution, adjust them accordingly. Finally, when healing magic is applied to the Dwarf, he must succeed at a Fortitude save (DC 15 + his evolution level) or only receive one-half the benefit plus his total points in the Faith focus.

Unlike most flaws, Deader's Doom can be taken at any time (usually when leveling or after a year in game, but the story can also drive the change). A Dwarf who chooses this flaw immediately gains the normal Focus progression (1st, 4th, 8th, etc...) and can pick a bonus feat. Dwarves call this sudden empowerment the "rush of excess" because it is physically very intense and exhilarating before realization of what happened sets in.

There is no known cure for this disease, and it has proven resistant even to Divine Favor.

Base Speed: Dwarves have a base speed of 20 feet, but are never encumbered by armor or a heavy load.

Languages: Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Goblin, Orc, Terran.

SENSES RACIAL TRAITS

Darkvision: Dwarves can see perfectly in the dark up to 60 feet.

FOCUS RACIAL TRAITS

Focus Block: Dwarves are unable to gain the normal Focus Progression without taking the Deader's Doom flaw.

DEFENSE RACIAL TRAITS

Defensive Training: +4 dodge bonus to AC against monsters of the giant subtype.

Hardy: +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Stability: +4 racial bonus to CMD when resisting a bull rush or trip attempt while standing on the ground.

FEAT AND SKILL RACIAL TRAITS

Greed: +2 racial bonus on Appraise checks made to determine the price of non-magical goods that contain precious metals or gemstones.

Stonecunning: +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. Dwarves receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

OFFENSE RACIAL TRAITS

Ancient Foes: +1 racial bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes.

Weapon Familiarity: Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

DWARF ADVENTURER TRAITS

Dwarven adventurers in *Fall of Man* also gain the following.

Resilience: DR +1/-. This stacks with any other Damage Reduction of the same type.

Saves: +2 racial bonus to saves vs. mutation and toxic spells. Dwarves can only gain points in the Mutation Focus from their class.

Toughness: Dwarves gain Toughness as a bonus feat.

FAVORED CLASS OPTIONS

The following favored class options are available to all dwarves with the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Arcanist: Add +1 spell slot that can be used only to craft items with Materialist. These slots can be added together to equal one or more given spell-levels. 0-level spells require 1 of these slots.

Asphalt samurai: Add +1/4 Technology Focus.

Cleric of the Many Gods: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.

Dreamwalker: Reduce the Hardness of any object made of clay, stone, or metal by 1 whenever the object is struck by the dreamwalker's unarmed strike (minimum of 0). Deader dwarves reduce the Hardness of earth, stone, or wood objects instead.

Face: Add a +1/2 bonus on Appraise checks and on Diplomacy checks when bartering with dwarves.

Gifted: Add +1/2 to acid and toxic spell or spell-like ability damage.

Mechanist: Add +1/6 of an item creation feat. This means the Mechanist only gains one feat every 6 levels.

Priest of the One God: Add a +1 bonus on concentration checks when casting priest spells.

Scavenger: Add a +1/2 bonus on Disable Device checks regarding stone traps and a +1/2 bonus to trap sense regarding stone traps.

Soldier: Add +1 to the soldier's CMD when resisting a bull rush or trip.

Wastelander: Add +1 to the wastelander's total number of rage rounds per day.

TABLE 2:3 – DWARF EVOLUTION

Dwarf Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1 [+1]	+1 [+0]	+0	+0 [+1]	Spell Resistance, +1 Constitution [Strength]
2	+2 [+2]	+1 [+1]	+1	+1 [+1]	DR +1/– or [Half-Undead], +1 Wisdom
3	+3 [+3]	+2 [+1]	+1	+1 [+2]	+2 Constitution [Strength]
4	+4 [+3]	+2 [+1]	+1	+1 [+2]	DR +2/– or [Undead], +2 Wisdom
5	+5 [+4]	+3 [+2]	+2	+2 [+3]	Spell Resistance, +3 Constitution [Strength]

DWARF EVOLUTION CLASS

The dwarves of Earth are as strong and unyielding as they've always been. Those who evolve tend to push these traits to the extreme, becoming veritable paragons of health and power. Conversely, the unfortunate dwarves who contract Deader's Doom are twisted creatures battling against the malevolent forces within themselves to remain heroes.

Information in [brackets] is modified accordingly if the dwarf has the Deader's Doom flaw.

Hit Die: d12 [d8]

REQUIREMENTS

Race: Dwarf

Special: Level 1 in any base class.

Class Skills: Appraise (Int), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (dungeoneering, engineering, fallen, religion) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier

EVOLUTION FEATURES

Spell Resistance (Ex): At 1st level, the dwarf gains Spell Resistance equal to his character level. At 5th level, this increases to 6 + his character level. A deader dwarf loses the hardy racial trait, but gains SR 6 + his character level and 11 + his character level, respectively.

Inherent Bonus (Ex): The dwarf gains a +1 inherent bonus to his Constitution at 1st, 3rd, and 5th level and to his Wisdom at 2nd and 4th level. A deader dwarf gains Strength instead of Constitution. These bonuses stack with each other, but not with those granted by a wish.

Damage Reduction (Ex): The dwarf gains DR +1/– at 2nd and 4th level. These bonuses stack with each other and other DR bonuses. A deader dwarf doesn't gain this DR.

Half-Undead: The deader dwarf gains a +2 bonus to saving throws against disease and mind-affecting effects. He takes no penalties from energy-draining effects, though he can still be killed if he accrues more negative levels than he has Hit Dice. After 24 hours, any negative levels the dwarf gained are removed without any additional saving throws. The dwarf is also healed by negative energy now (no save required) and harmed by positive energy. If he has fast healing, he can still benefit from that quality.

Undead: The deader dwarf loses his Constitution score and becomes an undead (augmented dwarf).

- Recalculate the dwarf's Fortitude, Vigor, and Wound using his Charisma instead.
- Immune to bleed damage, death effects, disease, paralysis, poison, sleep effects, and stunning.
- Not subject to nonlethal damage.
- No longer affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect the dwarf. These spells return the dwarf to its natural state for a period of 1 day/level of the spellcaster. At the end of that period, Deader's Doom sets back in unless the dwarf has the spell cast upon him again.

The dwarf gains no other benefits or penalties for being undead, except as noted above. If an ability requires the dwarf's Constitution, substitute his Charisma instead. If the dwarf dies, he must succeed at a Will save (DC 10 + his character level) or rise as a mindless zombie 1d3 minutes later. The dwarf can add his total points in the Faith Focus as a bonus to this save.

ELVES

The mysterious elves of Gothos, from drow to wood, took Midnar's prophecies more seriously than any other race. They gathered the fey folk and the spirits of wood and stream and they prayed to their gods and goddesses to deliver them and join them in the new, strange world.

It was Korindrar Planegazer who found the way and prepared the gates for the time of crossing. The wise elf knew the gates to the new world would need to be open precisely at the moment the two worlds would be one. Planegazer was not greedy with this knowledge and he gave it freely in hopes to preserve all the magical and special beings of Gothos.



THE BLASTED ELVES

Planegazer was wrong.

Dardalus and his contingent appeared on Earth as well, but they landed in a massive crater of toxic and nuclear waste material. With them came all of the great and powerful magic they wielded, their spirit companions, and the spells that had fueled the gate to Earth.

As we all know, magic adapts to any situation as well as rats and men, and magic did indeed save Dardalus and his contingent from death. I'm just not sure anybody would say they actually survived.

What crawled out of that crater first was a twisted and broken visage that was no longer a mere elf. Behind the former king of the elves, almost five-thousand more stood, equally transformed by their terrible fate.

Now called the blasted or the toxic even the dark elves fear Dardalus and his fey as they are a new breed of elven creature so evil and twisted in their power they will stop at nothing to see all things corrupted and dead. The blasted usually move about in small numbers, taking control of Orc and Goblin tribes. They track down pure elves and fey as well as humans to see all dead or changed into their unfortunate likeness.

Dardalus, the Blasted King still lives and ravages the land wherever he goes. As cunning as he ever was, his madness has only sharpened his instincts. Whispers persist that Dardalus is conscripting an army of mutants to bend the world to his will.

If Planegazer hopes to make Earth a bastion of nature again, he'll have to deal with the Blasted King's forces first.

When the event came, there was so little time and the rituals were no simple task. Elves, fey, and spirits poured through the gates to Earth but not all went according to plan. Many made it through, including Planegazer but at the rear of the marching ranks was the elven King Dardalus.

The king insisted on being one of the last to step through the gate in order to see that those who chose to go made it safely. The gate collapsed on them and Planegazer was sure more than five thousand elves died in that single moment.

Planegazer now leads what remains of the pure elves his people can find, but elves are scattered about the world, just like most races. Given time, he hopes to regrow and strengthen nature's effects on Earth.

Personality: Elves are a passionate and mysterious people. To the shorter lived races they seem to be reserved and thoughtful though elves think of themselves as light-hearted and happy; at least, before coming to Earth. They have since taken on the role of defenders of the planet and it reflects in their personality. They are quick to anger when they spot an act that would damage or defile the natural order further and take swift action to prevent or end that desecration.

Physical Description: Elves are slender and graceful. They are usually an inch or two shorter than the average human. Their lithe frames make them appear taller, though. Elves usually wear their hair long or, if not, cut in a unique fashion. Their hair ranges from midnight black to white blonde but generally not red hued. They have large, luminous, slanted eyes of many different colors; some even as exotic as lavender or gold. Elves are known for their long and pointed ears and narrow features as well.

Relations: The new world has certainly taken its toll on the elves and some can't help but resent it. It's easy to blame Earth-born humans for part of the state of the world. While none could have stopped Satan's fingers from crashing into the Earth, it was obvious the planet had suffered massive natural damage even prior to the cataclysm. Regardless, the elves and humans help each other survive in the new world. The elves are generally neutral with the other races from Gothos, though they look down on canines as lesser beings.

Elven Lands: Like most races come to Earth, the elves are still carving out their part of the world. They gravitate to unspoiled natural regions such as high in the Rocky Mountains in North America or the lush fertile jungles of the Amazon.

Religion: Elves worship the elements of nature as well as their own gods. They tend to keep their religious views personal and rarely press them on others.

Names: Elf Names tend to be long and airy.

Female Names: Arrianaa, Layla, Lanamina, Marlay

Male Names: Ardrain, Lorian, Refendel, Theran

Adventurers: Elves have taken the mantle of custodian of nature, so it is not uncommon to find an elf adventuring. The general reasons for an elf to go out into the world would be in defense of some natural region, to help one of the other races, to quest for arcane knowledge, or to find unspoiled natural locations.

ELF RACIAL TRAITS

All elves share the following traits.

Ability Score Racial Modifiers: +2 Dexterity, +2 Intelligence, -2 Constitution

Size: Elves are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Elves are humanoids with the elf subtype.

Base Speed: Elves have a base speed of 30 feet.

Languages: Elves begin play speaking Common and Elven. Elves with high Intelligence scores can choose from the following: Celestial, Draconic, Gnoll, Gnome, Goblin, Orc, Sylvan.

SENSES RACIAL TRAITS

Low-Light Vision: Elves can see twice as far as humans in conditions of dim light.

DEFENSE RACIAL TRAITS

Elven Immunities: Elves are immune to magic *sleep* effects and gain a +2 racial saving throw bonus against enchantment spells and effects.

FEAT AND SKILL RACIAL TRAITS

Keen Senses: +2 racial bonus on Perception checks

MAGICAL RACIAL TRAITS

Elven Magic: Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance, and a +2 racial bonus on Spellcraft checks made to identify properties of magic items.

OFFENSE RACIAL TRAITS

Weapon Familiarity: proficient with all longbows, longswords, rapiers, and all shortbows. They treat any weapon with the word “elven” in its name as martial.

ELF ADVENTURER TRAITS

Elven adventurers in *Fall of Man* also gain the following.

Arcane Attunement: Elves begin play with 2 points in the Arcane Focus. They can only raise their Technology Focus to a maximum of 6 points. Feats and temporary bonuses to an elf’s Technology Focus can still increase this value.

Saves: Elves receive a +2 racial bonus to saves vs. mutation. Elves can only gain points in the Mutation Focus from their class.

Trance: Elves can rest for 4 hours at only a +5 modifier to the DC for Perception checks and still get the benefit of a full night’s rest. Still needs 8 hours to prepare spells.

FAVORED CLASS OPTIONS

The following favored class options are available to all elves with the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Arcanist: Subtract 1/5 of an hour (12 minutes) from the required resting time before preparing spells.

Asphalt samurai: Add +1/4 Arcane Focus.

Cleric of the Many Gods: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric’s Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.

Dreamwalker: Add +1 to the dreamwalker’s base speed. In combat this option has no effect unless

the dreamwalker has selected it five times (or another increment of five). This bonus stacks with the dreamwalker’s fast movement class feature and applies under the same conditions as that feature.

Face: Add a +1/2 bonus on Sense Motive checks and on Diplomacy checks when bartering with elves.

Gifted: Add +1/4 Arcane Focus.

Mechanist: The Mechanist’s companion gains energy resistance 1 against acid, cold, electricity, or radiation. Each time the Mechanist selects this reward, increase his companion’s resistance to one of these energy types by 1 (maximum 10 for any one type). This resistance is applied after vulnerability.

Priest of the One God: Add +1/2 hit point to the Cure/Inflict Wounds Minor Miracle (whether using it to heal or harm).

Scavenger: Add +1 to the number of times per day the scavenger can cast a cantrip or 1st-level spell gained from the minor magic or major magic talent. The number of times this bonus is selected for major magic cannot exceed the number of times it is selected for the minor magic talent. The scavenger must possess the associated talent to select these options.

Soldier: Add +1 to the soldier’s CMD when resisting a disarm or sunder attempt.

Wastelander: Gain +1/4 of a combat feat. That feat doesn’t function until you’ve selected this 4 times.

ELF EVOLUTION CLASS

On Earth, elves try to return the world to a more natural state. Some do this through careful planning and decades of slow progress. Others furiously study tomes of magic brought over from Gothos, hoping to understand how to stop the rampant mutation and deadly radiation affecting the creatures of Earth. Evolved elves, or high elves to some, see beyond the weakness of the world as it stands now and seek to nurture its return to its splendor from thousands of years prior.

Hit Die: d6

REQUIREMENTS

Race: Elf

TABLE 2:4 – ELF EVOLUTION

Elf Level	Base Attack	Fort Save	Ref Save	Will Save	Arcane Focus	Special
1	+1	+0	+0	+1	+1	Fey Transformation, Inherent Bonus, effective Spellcasting
2	+1	+1	+1	+1		Lesser Fey Magic, Inherent Bonus
3	+2	+1	+1	+2	+2	Bonus Feat, Inherent Bonus, Effective Spellcasting
4	+2	+1	+1	+2		Greater Fey Magic Inherent Bonus
5	+3	+2	+2	+3	+3	Immortality, Inherent Bonus, Effective Spellcasting

Special: Level 1 in any base class.

Class Skills: Acrobatics (Dex), Appraise (Int), Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Wis), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Wis), Profession (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 2 + Int modifier

EVOLUTION FEATURES

Fey Transformation (Su): The elf's type changes to fey. She can detect other fey creatures, as with the *detect magic* spell. If the elf has a Charisma score of 15 or higher, she can see fey creatures, even if they're invisible to others. As a standard action, the elf can see all invisible creatures instead. This ability lasts a number of rounds equal to the elf's Charisma modifier.

Inherent Bonus (Ex): The elf chooses physical (Str, Dex, Con) or mental attributes (Int, Wis, Cha). She gains a +1 inherent bonus to one Ability score of the chosen type at 1st, 3rd, and 5th level. She also gains a +1 inherent bonus to one Ability score of the other type at 2nd, 4th, and 5th level. These bonuses stack with each other, but not with other inherent bonuses, such as those granted by a *wish* spell.

Effective Spellcasting: At 2nd and 4th level, the elf gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before

adding the elf level. She does not, however, gain other benefits a character of that class would have gained, except for spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before taking elf evolution, she must decide to which class she adds the new level for purposes of determining spells per day.

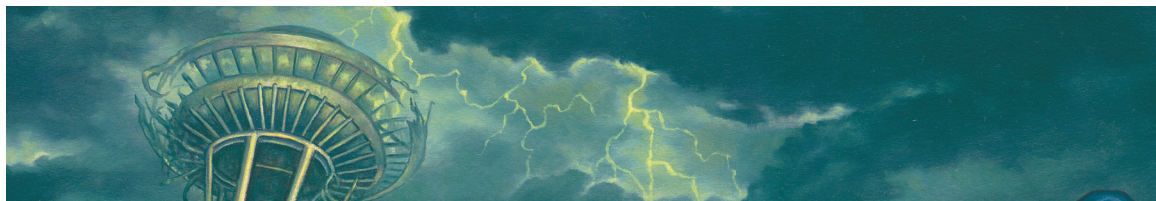
Lesser Fey Magic (Sp): The elf gains a number of spell-like abilities that tie her heritage back to the fey world. The elf can use each twice per day. The elf's caster level is equal to her character level.

Spell-Like Abilities: Barkskin, greater magic weapon, jump, longstrider, spider climb

Bonus Feat: The elf gains a bonus item creation feat, metamagic feat, or Weapon Focus which applies to all weapons listed under her weapon familiarity racial trait. If the elf already has Weapon Focus for a given weapon in that list, she gains Weapon Specialization instead.

Greater Fey Magic (Sp): The elf's lesser fey magic spell-like abilities can now be used up to four times per day. In addition, she can cast the following spells as spell-like abilities once per day each: *Freedom of movement*, *greater invisibility*, *spellstaff*, *tree stride*

Immortality: The elf no longer takes penalties for aging and cannot die of old age. Any penalties that exist at the time the elf gains this ability remain.



ENERGIVORES

Credit: Brian Berg, used with permission

The energivores, or psychic vampires as they are more commonly known, are an odd race that feeds upon magical and psychic energy instead of organic materials. As such, these energivores are often misunderstood and feared. The race was originally born from humans after Satan's Maul struck Earth. They possess bestial features, which only exaggerate over time. Since the first offspring were born, the energivore race has bred true on its own.

Energivores are more animalistic than their human counterparts, and are often at home in the wild. They are not mindless beasts, but are frequently viewed as such. They have an innate need to devour energy of all kinds, and their fearsome appearance coupled with their strange feeding habits has led many to mistake them for vampires.

Personality: While hanites can be methodical in their actions, energivores are unpredictable and chaotic. They won't attack allies, but they may periodically threaten to eat a magic user if they haven't fed in a while. This is in jest, of course, but energivores can be quite convincing.

In their own societies, the energivores are ruled by the mightiest of their breed. They tend to be chaotic in nature, but rarely view themselves as either good or evil. They often overlook the laws of man and kill simply for their own survival.

Physical Description: Like hanites and reborn, energivores began as humans, but the similarities end there. They have thick, bestial foreheads, claw-like nails, elongated canines and cat-like eyes. They are frequently wiry of frame but with strong, sinewy musculature.

Energivores must absorb energy to survive. Those that haven't fed properly in days quickly become gaunt and skeletal, though this doesn't immediately pose a threat to the energivores' health.

Relations: The energivores tend to stay among their own kind, outcasts among the humans. They hold no innate hostility to humans, nor do they detest any other race. They have an insatiable need to drink magical energies, and that causes their primal natures to stir. At best, other races see them as barbaric or primitive. At worst, they are labeled as demons or vampires.

Energivore Lands: Energivores usually create hovels in places where energy (electricity, magic, radiation, etc.) can be found in abundance. Those who lack a consistent source of food will send hunting packs out into the nearby area to scavenge for partially working equipment and magic-wielding adventurers.

Religion: Energivores have little time for faith unless it comes with the promise of energy to consume. Those who worship any deity were often raised by humans or saved in some way by another religious being.

Names: Wild energivores tend to have names based on objects, animals and places that bear spiritual significance to their birth. Those who are born in human societies are birthed with the names of the cultures.

Adventurers: Energivores who adventure do so to satiate their need for energy. Those with a home or a reliable source of food usually have no need to



TABLE 2:5 – ENERGIVORE RANDOM AGE

Base Age	Gifted, Scavenger, Wastelander	Asphalt samurai, Face, Soldier, Priest	Arcanist, Cleric, Dreamwalker
Adulthood 15			
Middle Age 35			
Old 53			
Venerable 70			
Max +2d10	+1d4 years	+1d6 years	+2d6 years

adventure, but may still do so if the urge strikes them or they have befriended another traveler.

Energivores who are born into a human society have more drive to wander, whether to seek their own destiny or just out of hunger.

ENERGIVORE RACIAL TRAITS

All energivores share the following traits.

Ability Score Racial Modifiers: +2 Strength, +2 Dexterity, +2 Constitution, +4 Wisdom, –2 Intelligence

Size: Energivores are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Despite their humanoid appearance, energivores are aberrations.

Base Speed: Energivores have a base speed of 30 feet.

Languages: Energivores begin play speaking Common. Those with high Intelligence scores can choose from any language for their bonus languages.

SENSES RACIAL TRAITS

Darkvision: Thanks to their nature as aberrations, energivores can see perfectly in the dark up to 60 feet.

OTHER RACIAL TRAITS

Energivore Mutations: Energivores don't gain adventurer traits like other races. Instead, every energivore has Feral Mutation, Gifted Mutation, and Irradiated Flesh. These traits do not make the energivore a mutant. An energivore can still become a mutant if it gains permanent points in the Mutation Focus.

Energy Drain (Su): An energivore that hits with its bite attack draws away from the energy given off by a creature or object. As a free action, the energivore can reduce the damage it deals with bite by half or full. That damage is then subtracted from a creature's Focus, beginning with the lowest value first. Unless stated otherwise, the

energivore can drain the following energy values from a creature.

- All monsters with an Intelligence score of 3 or higher enter combat with Technology Focus equal to 1/2 their base attack bonus, rounded down.
- Monsters with the ability to cast spells always enter combat with an amount of Arcane Focus or Faith Focus equal to the highest spell-level they can cast.

- Mutants always enter combat with 1d10 Mutation Focus.

A creature with no points in any Focus cannot be drained in this way. Energy drained by an energivore returns at a rate of 1 each per day. A *restoration* spell can also return all Focus in a single area.

Energivores can also feed off of objects with Focus ratings of 1 or higher, such as magic items, advanced technology, or irradiated objects. The energivore must still be able to bite the object in question, and applies hardness only to any real damage it would deal. Whatever the source, energivores need to consume at least 6 points of energy (an average of 3 handguns) each day to avoid starvation.

FAVORED CLASS OPTIONS

The following favored class options are available to all energivores with the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

FLAW: ANIMALISTIC CRAVINGS

Because energy is so hard to find in Fall of Man, Energivores have evolved to last for weeks without consuming it before they actually die of starvation. This process is very painful and will sometimes leave an Energivore more feral even than others of its kind.

Because of its fear of going without food again, the Energivore suffers a –2 penalty to Charisma. If the Energivore hasn't fed in at least 3 days, this penalty increases to –4, and it also takes a –2 penalty to Intelligence as it loses some sense of itself in its cravings. This flaw can be taken at 1st level or any level after the Energivore has gone at least 3 days without consuming energy.

An Energivore that chooses this flaw at can also pick a bonus feat.

TABLE 2:6 – ENERGIVORE EVOLUTION

Energivore Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+0	+0	Energy Resistance, Increased Focus, Inherent Bonus
2	+1	+1	+1	+1	Deadly Attacks, Increased Focus, Inherent Bonus
3	+2	+2	+1	+1	Energy Absorption, Increased Focus, Inherent Bonus
4	+2	+2	+1	+1	Savage Attacks, Increased Focus, Inherent Bonus
5	+3	+3	+2	+2	Energy Immunity, Increased Focus, Inherent Bonus

Arcanist: Add +1/4 point in the Arcane Focus.

Asphalt samurai: Add +1/4 point in either the Technology Focus or the Arcane Focus.

Cleric of the Many Gods: Add +1/4 point in the Faith Focus.

Dreamwalker: Add +1/4 point in the Arcane Focus or Faith Focus.

Face: Add a +1/2 bonus on Bluff checks to lie and a +1/2 bonus on Diplomacy checks to gather information.

Gifted: Add +10 minutes to the duration of Gifted Mutation.

Mechanist: Add +1/4 point in the Technology Focus.

Priest of the One God: Add +1/4 point in the Faith Focus.

Scavenger: Add +1/4 point in any area of Focus.

Soldier: Add +10 minutes to the duration of Gifted Mutation.

Wastelander: Add +1/4 temporary mutation point.

ENERGIVORE EVOLUTION CLASS

Energivores aren't the toughest of creatures, but their ability to draw energy from almost anything makes them a serious threat, especially in a world where energy is already a challenge to find. Power plants, abandoned oil tankers, and even the Vatican in Rome are frequently claimed by groups of energivores who constantly feed off of their ambient energy.

Hit Die: d6

REQUIREMENTS

Race: Energivore

Special: Level 1 in any base class

Class Skills: Climb (Str), Craft (Int), Drive (Dex), Intimidate (Cha), Knowledge (arcana, planes, religion, toxicology) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.

EVOLUTION FEATURES

Energy Resistance (Su): At 1st level, the energivore gains resist all energy damage equal to twice its energivore level.

Increased Focus: At each level, the energivore chooses 1 area of Focus and increases its points in that area by +1. He cannot choose the same area of Focus twice in a row. If the energivore places its point into the Mutation Focus, it gains the mutant template and becomes unable to gain additional levels in its evolution class.

Inherent Bonus (Ex): The energivore chooses physical (Str, Dex, Con) or mental attributes (Int, Wis, Cha). It gains a +1 inherent bonus to one Ability score of the chosen type at 1st, 3rd, and 5th level. It also gains a +1 inherent bonus to one Ability score of the other type at 2nd, 4th, and 5th level. These bonuses stack with each other, but not with other inherent bonuses, such as those granted by a *wish* spell.

Deadly Attacks (Ex): At 2nd level, the energivore can threaten a critical hit with its natural attacks on a 19 or 20.

Energy Absorption (Su): At 3rd level, the energivore also regains hit points equal to half the energy damage it resists. These hit points are gained before dealing any remaining damage.

Savage Attacks (Ex): At 4th level, the energivore deals 1d10 damage with its bite and 1d8 damage with its claws.

Energy Immunity (Su): At 5th level, the energivore selects one type of energy damage (acid, cold, electricity, fire, positive energy, negative energy, or radiation). It is immune to that type of energy and regains hit points equal to the full amount of damage it would otherwise resist when hit by such an attack.

GNOMES

An account taken from one Gnomish journal is essentially the tale of gnomes around the world of Earth. According to the journal, the gnomes suffered a terrible fate. They listened to the prophecies in earnest. They made all the preparations. They did all they could to see their kind survive. It just wasn't enough.

When they arrived in the vast forest of steel and concrete which was downtown Los Angeles, the gnomes thought for sure they had made it. After they battled through some tough losses to get free of a large orc tribe that had appeared close by, they thought they were free. Escaping into the Hollywood hills, they established their homes by digging into the hillside, the sewers, and the forgotten tunnels.

The ill fate of the gnomes was not fast in coming. Pollution and sewage mingled with radiation from the fingers of Satan and infused the magical nature of the gnomes. With their rampant interest in technology, and depending on where a Gnomish family founded their new home, the gnomes potentially suffered this fate faster or slower, but they all suffered over time.

Gnomes are often referred to now as "The Twisted" as their bodies and minds are wracked by magic mingling with pollution as well as their obsessive desire to marry technology and the arcane.



They refuse to believe the two powers are in eternal conflict for dominance.

Twisted gnomes are not evil in general but as they progress, their minds take strange turns on a crash course to insanity. In addition, their bodies slowly twist and become wracked with strange maladies. This often leads the gnomes to behave irrationally or develop mental disorders like homicidal mania.

Unlike the affliction of the dwarves, gnomes can moderate the degree to which the Bent, as they call it, affects them, but almost none escape it entirely. The gnomes understand that this world was not made for them, but since the alternative would be oblivion, they are willing to accept the flaws that living on Earth brings.

FLAW: THE BENT

When the people of Gothos came to Earth, Gnomes sacrificed more than any race. Twisted and broken, many Gnomes gave in to their weakness and became angry, terrible little creatures that lash out at those who may otherwise help them. A few have gotten past their impediments and have learned to improve themselves in other aspects.

At 1st level, a Gnome can choose the Bent as a flaw. When he does, he suffers from irrepressible fatigue. The Gnome takes a -2 penalty to saves against sleep spells and effects, and any fatigue from which the Gnome suffers becomes exhaustion instead. If the Gnome has levels in his Evolution class, he can choose to also advance his Bent traits.

A Gnome who chooses this flaw at 1st level can also pick a bonus feat.

Personality: Gnomes were once considered to be a happy race. Similar to halflings in stature, the gnomes were small but had big hearts. They are still curious and love to study and research but the Bent has soured many of the benefits of coming to a world with new and amazing things to learn. At times, they seem to be the gnomes remembered from the old world but at other times they are bitter and brooding in nature. They tend to build up an abject hatred towards one race or another and often time suffer from mental instability.

Physical Description: Gnomes are small creatures, usually no taller than about 3-1/2 ft. They possess large, tilted eyes and somewhat oversized noses. Gnomes that suffer from the bent eventually find their bodies changed in unpleasant ways. Many Gnomes tend towards light eyes of greens and blues with dark hair and are usually slender. Some older gnomes may be pudgy which has given way to the "fantasy" look generally viewed by Earth humans in past history.

Relations: Gnomes are typically reclusive but get along fairly well with dwarves. Dwarves, who also suffer from an Earth-born affliction, understand the plight of the gnomes all too well. Gnomes are not disliked by other races but may be viewed with suspicion as they can sometimes be unpredictable and mentally unstable.

Gnome Lands: Gnomes are one of the few races who have established true societies on Earth after the Maul struck. They have built underground towns similar to the dwarves in the hills and use a strange mix of magic and technology within their communities. One of the most well-known Gnomish communities exists in a “safe zone” in the Hollywood Hills of North America.

Religion: Gnomes typically worship the clockwork god, called Otto, but sometimes worship the humans’ god as well. They do have a pretty solid priesthood dedicated to Otto within most of their communities. These clerics take their faith very seriously, hoping to one day be gifted by the clockwork god with one of his Mobile vehicles.

Names: Gnomes tend to have names that describe them best and often adopt human-like first names as well. Examples would be Gregory Widebottom, or Alice Baker).

Adventurers: Gnomes are rare as adventurers. They tend to prefer study and seclusion. However, if there is a chance for a gnome to learn more about certain magicks or technological devices then he will head off without heed for their own safety. Most are certain there is a cure for the Bent out there and it lies in their ability to manipulate both magic and technology equally.

GNOME RACIAL TRAITS

Ability Score Racial Modifiers: +2 Constitution, +2 Charisma, –2 Strength

Size: Gnomes are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Type: Gnomes are humanoids with the gnome subtype.

Base Speed: Gnomes have a base speed of 20 feet.

Languages: Gnomes begin play speaking Common, Gnome, and Sylvan. Gnomes with high Intelligence scores can choose from the following: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.

FEAT AND SKILL RACIAL TRAITS

Skills: +2 Craft (alchemy), +2 to Skill checks to repair technological devices

MAGICAL RACIAL TRAITS

Twisted Magic: A gnome with an Intelligence or Charisma score of 11 or higher can choose two 0-level and one 1st-level spell of his or her choice from the illusion, technomancy, or transmutation schools of arcane magic. These spells must be on the sorcerer/wizard spell list. The DC to save against these spells is 10 + the spell level + the gnome’s qualifying Ability modifier. The gnome’s caster level for these spells is equal to his or her character level.

GNOME ADVENTURER TRAITS

Gnome adventurers in *Fall of Man* also gain the following.

Focus Attunement: Gnomes gain 2 points of Arcane Focus and 2 points of Technology Focus. Gnomes do not add their Arcane Focus to the failure chance for using technology and vice versa. They can still automatically fail on a natural 1 when doing so is possible.

Bonus Feat: Hatred or Fledgling Technomancer

Mutant Potential: A gnome can take the Mutant Gene feat and place points into the Mutation Focus.

FAVORED CLASS OPTIONS

The following favored class options are available to all gnomes with the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Arcanist: Add +1 illusion, technomancy, or transmutation spell to the arcanist’s spellbook. This spell must be at least one level below the highest spell level he can cast.

Asphalt samurai: Add +1/4 Arcane Focus or Technology Focus.

Cleric of the Many Gods: Ignore +1/2 faith rating in an area related to the One God when utilizing faith in the Many Gods.

Dreamwalker: Add +1/2 use of the dreamwalker’s Blessed Sleep ability.

Face: Add +1/2 round of bardic performance.

Gifted: Add +1/4 Arcane Focus or Mutation Focus.

TABLE 2:7 – GNOME EVOLUTION

Gnome Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1 [+1]	+1	+1	+0	Radical Technomancer, Inherent Bonus, Effective Spellcasting
2	+2 [+1]	+1	+1	+1	Inherent Bonus, Effective Spellcasting
3	+3 [+2]	+2	+2	+1	Inherent Bonus, Effective Spellcasting
4	+3 [+2]	+2	+2	+1	Inherent Bonus, Effective Spellcasting
5	+4 [+3]	+3	+3	+2	Master Technomancer, Inherent Bonus, Effective Spellcasting

Mechanist: Ignore +1/2 arcane rating or Focus when using technology.

Priest of the One God: Ignore +1/2 faith rating in an area related to the Many Gods when utilizing faith in the One God.

Scavenger: The scavenger gains a +1/2 bonus on Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and other magical writings.

Soldier: Add +1 to the soldier's CMD when resisting a dirty trick or steal attempt

Wastelander: Add a +1/2 bonus to the wastelander's trap sense.

GNOME EVOLUTION CLASS

Gnomes were once a proud race of tinkers, storytellers, and builders. Since coming to earth, they have added tortured and misfortunate to the statements that describe their race. Gnomes evolve much like other races, but as they do, they can allow the Bent to twist and ravage their bodies the more they depend on it.

A gnome with the Bent flaw can choose to use the Information in [brackets] in exchange for something else. See class features for more information regarding what gnome's with the Bent can trade their evolution class features for.

Hit Die: d8 [d6]

REQUIREMENTS

Race: Gnome

Special: Level 1 in any base class

Class Skills: Appraise (Int), Craft (any) (Int), Disable Device (Dex), Fly (Dex), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha)

Skill Ranks at Each Level: 4 + Int modifier.

EVOLUTION FEATURES

Focus: At each level, the gnome gains +1 Focus in either arcane magic or technology. He cannot gain this bonus in the same Focus two levels in a row. If the gnome has the Bent, he can gain a +1 to each level instead. Doing so increases his penalty against sleep spells and effects to -5 and any heavy exertion on his part leaves him fatigued.

Radical Technomancer: At each level, the gnome adds 1 technomancy spell of a level he can cast to his arcanist spellbook or his gifted spells known. If he doesn't have levels in either class, treat his level in gnome as his effective level of arcanist or gifted for spellcasting purposes. A gnome with the Bent can choose to reduce his gnome Hit die to d6 and decrease his base attack as listed in the table. If he does, the gnome counts his effective class level as twice his gnome level, to a maximum of 10 or his current character level, whichever is lower.

Inherent Bonus (Ex): The gnome gains a +1 inherent bonus to one mental attribute (Int, Wis, Cha) of his choice at each gnome level. If the gnome also has the Bent, he can take a -1 penalty to one physical Ability score and gain another +1 bonus to a different mental attribute. The gnome cannot choose the same Ability scores two levels in a row. This bonus stacks with itself, but not with other inherent bonuses, such as those granted by a *wish* spell.

Effective Spellcasting: At each level, the gnome gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the gnome level. He does not, however, gain other benefits a character of that class would have gained, except for spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before taking gnome evolution, he must decide to which class he adds the new level for purposes of determining spells per day.

Master Technomancer: The gnome casts technomancy spells at +1 spellcaster level for each point he has in the Arcane Focus above 10. This can increase the caster level of the gnome's technomancy spells.

HALFLINGS

Most of the halflings on Gothos were scattered amongst the human lands but there were a few places the smallkin called home. Whether they hitched a ride to Earth with humans or crossed on their own, the vast majority (as luck would have it) made it across.

Through a fickle bit of random luck or planned destiny, halflings are immune to mutation, suffer from no strange maladies, and have not gained any genetically coded hatred from any other race. They also seem to be able to wield the magic of creation freely without fear of reprisal.

It was always known the halflings were a hearty race, but no one could have predicted the fact they could resist all the woes that have beset the other races on Earth. It didn't take long, though, before the other races began to see the importance and relevance of the small halflings on this new world.

Another oddity of the race that was brought over to Earth was their good nature and the settled ways that seem to permeate the halflings' existence. They tend to be good natured, fairly honest, and sometimes very trustworthy. They can be found most often living with humans and elves but get along well with all of the non-evil races. Even around the monstrous races, halflings are treated better than others.

Finally, halflings seem to be able to alter the world itself with their stories and songs. Most see the world as a story to discover and unfold, however they seem to be able to tell portions of the story, altering the real world as though it was part of their imagination. It is as though the world is a children's make-believe story and the halflings are both the protagonists and the children telling the story. Only those that came with the elves and ended with the blasted ones suffer

and those halflings are now servants and slaves to the wicked toxic fey.

As in their life on Gothos, the halflings' roles as scouts and the like is even more important here since they can walk into a radioactive waste and come out smiling. No race, not even monstrous races want to see the little halflings die. Their uses are so obvious to all.

Personality: Practical but generally happy-go-lucky the halflings tend to likeable and good of demeanor. Of course, all sorts of personalities can be found amongst halflings but they all share some common

traits of joviality, curiosity and a profound luck that seems to be a part of the halfling essence. Halflings also tend to think in terms of flow and storyline. Even villainous halflings, rare as they are, tend to think of elaborate schemes to make them more feared or the storyline of "life & death" more interesting.

Physical Description:

Halflings are a small, slender folks, often standing no taller than 2-1/2 to 3 feet. Their features range from tanned skin to farmers red, their hair color and eye color vary widely. One thing of note is their eyes are

large and luminescent and usually full of mirth.

Relations: Halflings are gifted in many ways for such small folk. One of those ways is they tend to be well liked by all. In regards to relations with humans, elves, dwarves, canites, gnomes (the twisted) and other goodly races, the halflings often mingle amongst them in their society and are always accepted.

Halfling Lands: Halflings have no lands to call their own on Earth and tend to become a welcome part of other communities. Halflings do, however, have



large merchant groups that wander from area to area, selling wares.

Religion: Officially, Halfings worship one of the Many Gods called Otto, but most pay the clockwork god lip service at best. If a halfling does devote himself to a God, it's usually the one best recognized by the group he lives with. Plenty of halflings have even started worshipping the One God without worry what followers of the Many Gods of Gothos may say in response.

Names: Halfling names are usually light-hearted to reflect their nature, and surnames almost always describe a group or clan of halflings. Names like Bindo Dobbs, Piskel Blondfellow, or Willow Longbottom are not uncommon.

Adventurers: Halflings are fairly social and usually stick to the area they call home. Some halflings, though, feel the calling to understand the greater world, and are almost always considered an asset amongst adventuring groups.

HALFLING RACIAL TRAITS

Ability Score Racial Modifiers: +2 Dexterity, +2 Charisma, -2 Strength

Size: Halflings are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Type: Halflings are humanoids with the halfling subtype.

Base Speed: Halflings have a base speed of 20 feet.

Languages: Halflings begin play speaking Common and halfling. Halflings with high Intelligence scores can choose from the following: Dwarven, Elven, Gnome, and Goblin.

DEFENSE RACIAL TRAITS

Fearless: Halflings receive a +2 racial bonus on saving throws against fear. This stacks with the bonus granted by halfling luck.

Halfling Luck: Halflings receive a +1 racial bonus on all saving throws.

FEAT AND SKILL RACIAL TRAITS

Sure-Footed: Halflings receive a +2 racial bonus on Acrobatics and Climb checks.

OFFENSE RACIAL TRAITS

Weapon Familiarity: Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

SENSES RACIAL TRAITS

Keen Senses: Halflings receive a +2 Racial Bonus on Perception checks.

HALFLING ADVENTURER TRAITS

Halfling adventurers in *Fall of Man* also gain the following.

Beyond Evolution: Halflings lack an evolution class. Instead, they gain a +1 Inherent bonus to one ability score of their choice at every even character level. They cannot increase the same attribute with this ability twice in a row. These inherent bonuses stack with themselves, but not with others, such as those granted by wish. This trait doesn't affect the normal progression of stat increases, so a halfling can increase her Dexterity by 1 at 4th level like any character and also gain a +1 inherent bonus to Dexterity because of this trait, provided she did not increase Dexterity at 2nd level.

Family Ties: Choose one of the following at character creation. This choice cannot later be changed. There are likely many more such options, but these are the most frequently found in *Fall of Man*.

- +10 foot movement speed. These halflings are quick and nimble.
- +2 racial bonus to Sleight of Hand and Stealth checks. These halflings are sly and tricky.
- +2 racial bonus to Diplomacy and Use Magic Device checks. Even magic objects like these halflings.
- +2 racial bonus on Knowledge (geography) and Survival checks. These halflings wander everywhere.

Thoughts to Reality: The halfling can gain Favor each day without the need to pray, worship a god, or even have points in the Faith Focus. The halfling

begins each day with Favor equal to her Charisma modifier, max 5. If she can store Favor, the halfling can also store and use additional Favor each day up to her Charisma modifier, max 5. The halfling's faith is effectively 1 unless she puts points into that Focus.

Mutation Immunity: Halflings are entirely immune to all radiation, toxic magic, and mutation. They cannot gain points in the Mutation Focus, even temporarily.

FAVORED CLASS OPTIONS

The following favored class options are available to all halflings with the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Arcanist: Add +1/6 use per day to cast a spell with the arcanist's bonded object.

Asphalt samurai: Subtract 1/4 *ki* point from those reduced by way of the phoenix.

Cleric of the Many Gods: Ignore +1/2 faith rating in an area related to the One God when utilizing faith in the Many Gods.

Dreamwalker: Add a +1/4 bonus on Acrobatics and Stealth checks.

Face: Add +1/2 on Bluff checks to pass secret messages, +1/2 on Diplomacy checks to gather information, and +1/2 on Disguise checks to appear as an elven, half-elven, or human child.

Gifted: Gain +1/4 of a metamagic or item creation feat. That feat doesn't function until you've selected this 4 times.

Mechanist: Add a +1/2 bonus on Disable Device checks regarding traps and a +1/2 bonus to trap sense.

Priest of the One God: Ignore +1/2 faith rating in an area related to the Many Gods when utilizing faith in the One God.

Scavenger: Add +1/6 of a rogue talent.

Soldier: Add +1 to the soldier's CMD when resisting a trip or grapple attempt.

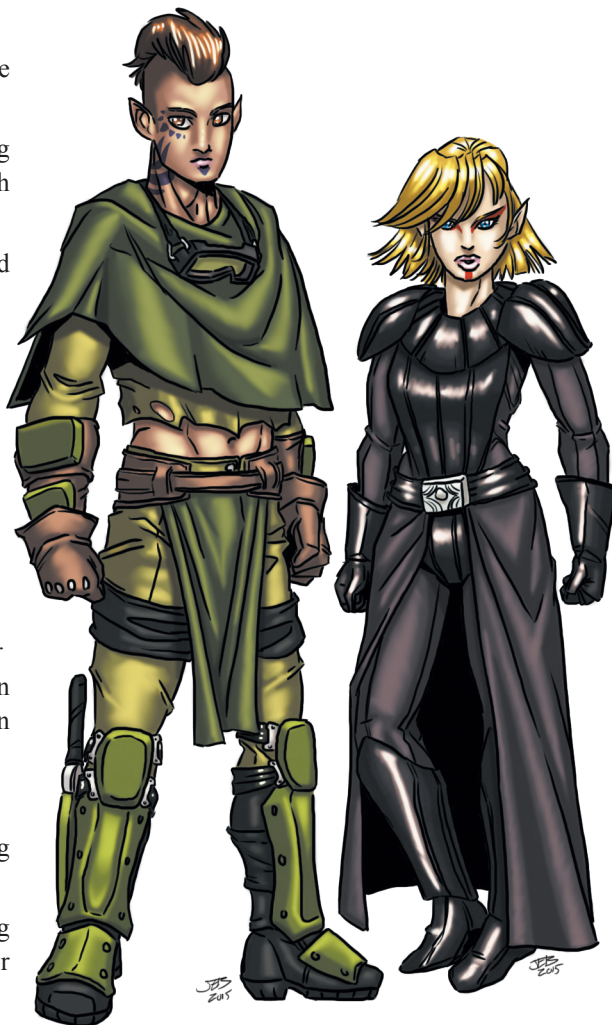
Wastelander: Add +2-1/2 Favor at the beginning of each day. Beginning at 11th level, add +5 Favor instead. This doesn't grant the ability to store favor.

HALF-ELVES

Half-elves on Gothos were treated the same as any human or elf, depending on where they grew up. When it was time to leave that dying planet, they came through with the other races exactly as one would expect.

On Earth, humans trying to gain acceptance with their local counterparts began to disdain half-elves. Because of limited supplies and a need to preserve their race, elves weren't much better. This has led to half-elves wandering the areas surrounding human and elf settlements in search of allies to join and offer their unique talents.

Personality: Half-elf personalities vary as widely as humans due to their human blood. They tend to be a little more reserved than the average human, however, and perhaps a bit more thoughtful. Half-elves do tend to carry a chip on their shoulder as they



do not fit in well but often times this is a very subtle part of their personality.

Physical Description: The half-elf has mixed features of human and elf so their pointed ears tend to be smaller, their features more varied and less angular, etc. They do tend to be on the more physically attractive side of what humans consider good looking as their elf features enhance that a great deal.

Relations: Half-elves are most comfortable with other half-elves or humans. They get along fine with their full blood elf cousins but often feel they are looked down on. Of course, they get on fine with halflings as do all. Dwarves don't care for mixed-bloods in general, and half-orcs don't like that half-elf heritage is more accepted.

Half-elf Lands: Half-elves have no specific lands and will be found mainly amongst humans or, to a lesser extent, elves.

Religion: Being of mixed blood, half-elves tend to have as wide a variety of worship as humans. A special few possess the unique quality that they can openly practice worship of Earth's One True God and the Many Gods of Gothos without drawing the ire of both faiths.

Names: Half-elf names vary and can be a mix of human and elf names. More often they are closer to human names.

Adventurers: Half-elves are displaced and feel alone, belonging truly to neither humans nor elves. This makes them prime candidates for adventurers as wandering from place to place is easier than trying to fit in. Half-elf adventures are often soldiers or scavengers. Some study the arcane arts, following that part of their elven heritage.

HALF-ELF RACIAL TRAITS

Ability Score Racial Modifiers: Half-elves receive a +2 racial bonus to any one ability score.

Size: Half-elves are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Half-elves are humanoid creatures with both the human and the elf subtypes.

Base Speed: Half-elves have a base speed of 30 feet.

Languages: Half-elves begin play speaking Common and Elven. Half-elves with high Intelligence scores can choose any languages they want.

SENSES RACIAL TRAITS

Low-Light Vision: Half-elves can see twice as far as humans in conditions of dim light.

FEAT AND SKILL RACIAL TRAITS

Adaptability: Half-elves receive Skill Focus as a bonus feat at 1st level.

Keen Senses: Half-elves receive a +2 racial bonus on Perception checks.

DEFENSE RACIAL TRAITS

Elven Immunities: Half-elves are immune to magic sleep effects and gain a +2 racial saving throw bonus against enchantment spells and effects.

OTHER RACIAL TRAITS

Elf Blood: Half-elves count as both elves and humans for any effect related to race.

Multitalented: Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

HALF-ELF ADVENTURER TRAITS

Half-elf adventurers in *Fall of Man* also gain the following.

Indomitable: Half-elves gain a +2 racial bonus on all Will saving throws

Radiation Resistance: Half-elves resist radiation 5 + 1/2 level.

Mutant Potential: A half-elf can take the Mutant Gene feat and place points into the Mutation Focus.

Potency: Half-elves do not receive their own evolution class. Instead, they can choose human or elf and progress in that class. Once this decision is made, it cannot be changed later.

FAVORED CLASS OPTIONS

The following favored class options are available to all half-elves with the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Arcanist: When casting enchantment spells, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

Asphalt samurai: Add +1/4 Arcane Focus.

Cleric of the Many Gods: Add +1/3 domain spell slot. This slot must be at least one level below the highest spell level the cleric can cast.

Dreamwalker: Add +1/2 on Escape Artist checks and on Acrobatics checks to cross narrow surfaces.

Face: Add a +1/2 bonus on Bluff checks to feint and Diplomacy checks to gather information.

Gifted: Add +1/4 Arcane Focus.

Mechanist: Ignore +1/2 arcane rating or Focus when using technology.

Priest of the One God: Add +1/2 hit point to the Cure/Inflict Wounds Minor Miracle (whether using it to heal or harm).

Scavenger: Add +1/6 of a rogue talent.

Soldier: Add +1 to the fighter's CMD when resisting a disarm or overrun combat maneuver.

Wastelander: Add +1/4 to the bonus on Reflex saves and dodge bonus to AC against attacks made by traps granted by trap sense.

HALF-ORCS

Like other monstrous races, the orcs found the promise of a world shrouded in darkness very appealing, and poured into Earth in massive hordes. Orcs have thrived in this new, harsh world where the native, once dominant humans are weak, the elves are few (with many being the evil blasted elves and dark elves), gnomes are beset by a disease and dwarves are rotting away. The orcs do love Earth as it is in 2061.

There are two things the orcs share with humankind. The first they consider a gift where no other race would and the second is simply the breeding of half-orcs. The first thing they share with humankind is that orcs (as well as goblins and ogres) are the only other creatures that are affected by radioactive and toxic mutations. Humans are affected as badly as orcs and orc kin but the orcs actually view this as a possible blessing from their dark gods. Ones that are mutated in bad ways are simply put to death as a sacrifice when it is apparent the mutations will not be good. Others, with mutations

that make them powerful are glorified as some sort of orc hero.

Orcs and their goblinoid kin now rule many of the wastelands of Earth in 2061 and there are a lot of those areas. In the past 30 years they have bred at a tremendous rate. Far faster than any other race except goblins. It is hard to not encounter orcs in the more desolate areas of the world.

Most of the half orcs (but not all) came over to Earth with humans from Gothos. They too are susceptible to terrible mutations from radiation and toxic waste. There are not vast hordes of half-orcs though so there are not many mutants of their kind wandering about. Some half-orcs can be found (usually as down trodden underlings) amongst the orc tribes but most run with humankind and view the world more like humans than their brutish other half.

Personality: Usually dour, half-orcs hate the fact they do not fit in with either humans or orcs. Orc kind treats them little better than slaves and humans tend to treat them as deformities. This leaves half-orcs brooding and with a sour disposition.



Other than that, they tend to have personality ranges as wide and varied as their human cousins.

Physical Description: Large and broad is the half-orc frame. They resemble their orc side just enough to be not very attractive to humans. They usually have sloping brows, broad noses, and large jutting jaws; often with sharp teeth protruding on each side of their mouth. Their hair is generally black or brown with eyes to match.

Relations: Half-orcs are considered outcasts to most non-human races, and orcs treat them terribly. Even goblins give them little respect when they think they can get away with it.

Half-orc Lands: In some desert areas half-orcs have banded together to form clans and tribes that roam the wastelands. These are usually wastelanders, unable to read or write but formidable in any fight. There is rumored to be a large half-orc tribe in USA's Death Valley.

Religion: If a half-orc worships any god, it's usually one venerated by humans. The harsh teachings of the orc's god involve torture of impure beings such as half-orcs, so they tend to shy away from that faith.

Names: When raised by humans, a half-orc will likely have a human name unless those raising him don't appreciate his kind, in which case a harsher, orcish name could be given to him only to further alienate the orc for his heritage. Orcs don't tend to name their slaves anything personal, but half-orcs in these situations eventually earn their own name around their peers related to their job or some physical aspect.

Adventurers: With a choice of fight the orcs or fight the humans, it's no surprise many half-orcs end up as the brutish enforcers of the groups who travel with them.

HALF-ORC RACIAL TRAITS

Ability Score Racial Modifiers: +2 Strength, +2 Dexterity, -2 Charisma. In combat, half-orcs often catch others by surprise with how quick they are compared to their more powerful counterparts.

Type: Half-orcs are humanoid creatures with both the human and orc subtypes.

Size: Half-orcs are Medium creatures and thus have no bonuses or penalties due to their size.

Base Speed: Half-orcs have a base speed of 30 feet.

Languages: Half-orcs begin play speaking Common, Orc, and Goblin. Half-orcs with high Intelligence scores can choose from any language they wish (if raised by humans) or benefit from no additional languages (if Raised by orcs).

FEAT AND SKILL RACIAL TRAITS

Intimidating: Half-orcs receive a +2 racial bonus on Intimidate checks due to their fearsome nature.

OFFENSE RACIAL TRAITS

Orc Ferocity: Once per day, when a half-orc is brought below 0 hit points but not killed, he can fight on for 1 more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Weapon Familiarity: Half-orcs are proficient with greataxes and falchions and treat any weapon with the word "orc" in its name as a martial weapon.

SENSES RACIAL TRAITS

Darkvision: Half-orcs can see in the dark up to 60 feet.

OTHER RACIAL TRAITS

Orc Blood: Half-orcs count as both humans and orcs for any effect related to race.

HALF-ORC ADVENTURER TRAITS

Half-orc adventurers in *Fall of Man* also gain the following.

Resilient Hide: Half-orc adventurers gain SR 6 + their character level and +1 natural armor.

Mutant Gene: Half-orc adventurers begin play with the Mutant Gene feat and can place points into the Mutation Focus.

FAVORED CLASS OPTIONS

The following favored class options are available to all half-orcs with the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Arcanist: Add a +1 bonus on concentration checks made due to taking damage while casting arcanist spells.

Asphalt samurai: Add +1/3 on critical hit confirmation rolls (maximum bonus of +5) with the samurai's daisho. This bonus does not stack with Critical Focus.

Cleric of the Many Gods: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.

Dreamwalker: Add a +2 bonus on rolls to stabilize when dying.

Face: Add a +1/4 bonus to Intimidate and Sense Motive checks.

Gifted: Add +1/3 to the gifted's natural armor bonus when using Gifted Mutation.

Mechanist: Add +1/4 enhancement bonus to the damage dealt with all weapons wielded by the Mechanist.

Priest of the One God: Add +1/2 to damage dealt with Smite Heretic.

Scavenger: Add +1/4 point in the Mutation Focus. This point functions in the same way as the Scavenge ability.

Soldier: Add +1/3 on critical hit confirmation rolls (maximum bonus of +5). This bonus does not stack with Critical Focus.

Wastelander: Add +1 to the wastelander's total number of rage rounds per day.

HALF-ORC EVOLUTION CLASS

The Half-orc is generally thought of as a down trodden sub-race. They are not as smart as humans and not as strong or robust as pure orcs which at first seems to put them at a disadvantage, but they make up for it in raw potential unavailable to either race.

Hit Die: d10

REQUIREMENTS

Race: Half-orc

Special: Level 1 in any base class

Class Skills: Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str)

Skill Ranks at Each Level: 2 + Int modifier.

EVOLUTION FEATURES

Bravery: Living in the shadow of two other, dominant races has made the half-orcs work harder than most at proving their bravery and usefulness. They receive a +1 bonus to Will saves vs. fear at 1st level. This increases to +2 at 5th level.

Natural Born Warrior: Half-orcs have been raised as mercenaries and fighters for so long that it has been ingrained in their very beings. For this reason, half-orc levels count as fighter levels for the purpose of qualifying for feats.

Inherent Bonus (Ex): The half-orc gains a +1 inherent bonus to Strength at 1st, 3rd, and 5th level and a +1 inherent bonus to Dexterity at 2nd, 4th, and 5th level.

Spell Resistance: Half-orc's Spell Resistance increases by +1 in addition to its normal progression so that by 5th-level half-orc, he has SR 11 + his character level.

Orcish Fury: The half-orc gains Power Attack as a bonus feat. If he already has Power Attack, the half-orc adds 1/2 his half-orc level to the attack roll.

Hatred: The half-orc gains Hatred as a bonus feat. If he already has Hatred, the half-orc adds his half-orc level to his effective ranger level granted by the feat.

Weapon Training: This ability is identical to and stacks with the fighter class feature.

TABLE 2:8 – HALF-ORC EVOLUTION

Half-orc Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+0	+0	Bravery +1, Natural Born Warrior, +1 Strength, SR +1
2	+2	+1	+1	+1	Orcish Fury, +1 Dexterity, SR +2
3	+3	+2	+1	+1	Hatred, +2 Strength, SR +3
4	+4	+2	+1	+1	Weapon Training, +2 Dexterity, SR +4
5	+5	+3	+2	+2	Bravery +2, +3 Strength, +3 Dexterity, SR +5

HANITES

Hanites are a new species of being which originated from man. Before the great meteor struck, a large number of people prophesized the end of the world. Following a Charismatic leader known as Maxwell Hanndover, many flocked to Wisconsin where he gathered them into 13 villages, which quickly became known as the 13 tribes, numbering roughly 12,000 in number each.

Hanndover quoted a number of religious texts saying if the tribes were faithful, they would be delivered unto heaven and saved from the destruction which was coming. The legend says most members of 12 of the 13 tribes followed the teaching of peace and minimized sin and outside influence to the letter. The 13th tribe, however, agreed to allow themselves to be filmed and became a worldwide sensation. Many within the tribe started to rationalize a return to a more secular lifestyle.



TABLE 2:9 – HANITE AGE

Base Age	Gifted, Scavenger, Wastelander	Asphalt samurai, Face, Soldier, Priest	Arcanist, Cleric, Dreamwalker
Adulthood 12			
Middle Age 40			
Old 64			
Venerable 98			
Max +3d10	+1d4 years	+1d6 years	+2d6 years

In the end, when a shard from the great meteor struck into the heart of Wisconsin and the dust settled, most of the 12 truehearted tribes were gone without a trace. Those who survived suggested they were disintegrated when the shard hit, while others say they were delivered from Earth moments before the shard struck. Those remaining few—and the 13th tribe in its entirety—survived the strike, but found themselves in hell on Earth.

The shard itself became known as Etern, Bringer of Change. Near where it struck nearly everyone became strongly afflicted with mutations, most of which were horrible disfigurements. Vermin grew to large sizes, and seemed to integrate steel and scraps of the old world into their living essence.

Oddly, a large number of women in the 13th tribe seemed unaffected by mutation. Their offspring were, though.

As each child grew, it developed the same common set of mutations, and it was here that the race of hanites was believed to be born.

As a hanite matures, it finds it has a second consciousness within it; as though two beings were merged into one. Some of these second beings eventually awaken and gain an awareness of their own, often taking control of the hanite's second pair of arms and functioning alongside its codependent half.

Personality: Hanites tend to feel strongly that they are the next step in human evolution. Primed with the belief they were blessed to become the next generation, they are commonly arrogant or at least patronizing to

HANITE HISTORY

Nearly 3 decades after the accident at Chernobyl, the area still held enough toxicity that prolonged exposure could make those working and living nearby sick. The governments involved in controlling the process were still squabbling about how best to finish the new safe confinement for the area, but nobody had either the funding or the ability to push the project forward until at least the end of the current sarcophagus lifespan.

With the revelation that Satan's Maul was on its way, the Ukrainian government reached out to its allies in Israel with an offer. They could test their responses to the Maul beneath Chernobyl. By doing so, any radiation that resulted would be attributed to that which still leaked from the reactors. In return, the Ukraine would be amongst those protected if the Maul wasn't diverted or destroyed.

By 2028, soon after Eden left on its voyage into space, the Scientists beneath Chernobyl had a breakthrough in their research. Since combatting Satan's Maul had proven a fruitless endeavor, they would embrace it instead. Calculations were made and months were spent planning exactly what it would take to survive in the new world.

As 2029 rolled into 2030, they began to distribute their results to pocket groups of followers around the globe. By the time the Maul loomed in the sky, the Hanithent Solution, so named for the first successful human subject, had been replicated and improved upon to near perfection, but it remained unstable. Anybody using the Solution would have to wait until the last possible day to expose it to the air or it would decay and become inert.

And then a miracle happened that cemented the Hanites' beliefs in their cause. The unexpected addition of magic from the dying Gothos stabilized the Solution, allowing it to properly adhere to those exposed to it. While so many around the world died as unbelievers, the Hanites transcended the fault that was human existence.

the "lesser" races. Otherwise their temperaments are similar to humans. However, many hanites find they are in fact two beings merged into one. These often give the hanite what seems like two conflicting personalities.

Physical Description: Hanites look like humans but have 4 arms, with the second set below the first. They also commonly stand slightly taller than the average human, and can actually mutate to large size in time.

Relations: Hanites tend to only get along with orcs, halflings, and elves well. They commonly think of dwarves, gnomes, and reborn as cursed, with some hanite colonies actively hunting these other sentient races. Their thinking varies greatly from group to group, but most have a strong opinion of other mutants, either as the failed experiments of nature (unlike the hanites who are perfect) or as "young ones" who should be helped to become greater beings (like the hanites are). Some groups of hanites travel with the hunter packs of orcs, hunting humans for sport.

Hanite Lands: Hanites live primarily in the heartland of North America, though a number of colonies have travelled across the seas, looking for others as "blessed" as they are.

Religion: Hanites overwhelmingly believe they are the chosen of the One God, set to live among others for the time being. A few believe they are being punished, with their "second being" being a demon sent to torture them; while others believe they are the meek who will inherit the Earth, merged with another to help it grow in the ways of the world.

Names: Hanites tend to take biblical names.

Adventurers: Hanites adventure with cause. They look for purpose in all they do.

HANITE RACIAL TRAITS

Ability Score Racial Modifiers: +2 Str, +2 Wis, -2 Dex, -4 Cha. Hanites are naturally strong, but awkward in their motions. Their second being gives them exceptional insight, but coupled with their obviously mutated appearance, makes it difficult to interact with others when the hanite occasionally breaks into an argument with itself.

Size: Hanites are Medium creatures and thus receive no bonuses or penalties due to their size.

Base Speed: Hanites have a base speed of 30 feet.

Natural Mutant: Hanites begin with the Mutant Gene feat at 1st level. They are humanoids with the mutant subtype.

Languages: Hanites begin play speaking Common. Hanites with high Intelligence scores can choose any language they wish for their bonus languages.

SENSES RACIAL TRAITS

Low-Light Vision: Hanites can see twice as far as humans in conditions of dim light.

MUTATION RACIAL TRAITS

Evolution: Hanites have evolved past the simple mutations of other races, so they never gain the mutant template despite having points in the Mutation Focus. Instead, hanites have their own evolution class in which they can progress.

Focused Mutation: Hanites gain +1 point in the Mutation Focus every level. They never gain deformities from Mutation. A hanite can spend its points upon gaining them instead of rolling the % chance for a random mutation, and may choose to gain the appearance of a deformity if doing so would lend to its vision of perfection. It still rolls 1d6 to determine the ability it gains, but rerolls 1's when doing so.

Hanite Mutations: Hanites don't gain adventurer traits like other races. Instead, every hanite has the Vestigial Arm x2 and Second Being mutations. A hanite with the Perfect Mutation feat who randomly gains either of these mutations can choose to spend 2 points and gain their perfect evolution instead.

Automatic Languages: Common

Bonus Languages: Any

FAVORED CLASS OPTIONS

The following favored class options are available to all hanites with the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Arcanist: Add a +1 bonus on concentration checks made due to taking damage while casting arcanist spells.

Asphalt samurai: Add +1/6 extra attack at a -5 penalty when using the samurai's daisho. This penalty applies before any other.

Cleric of the Many Gods: Add +1/2 to negative energy spell damage and healing, including inflict spells.

Dreamwalker: Add +1/6 extra attack at a -5 penalty when using flurry. This penalty applies before any other.

Face: Add a +1/3 bonus to your leadership score.

Gifted: Add +10 minutes to the duration of Gifted Mutation.

Mechanist: Add +1/4 point of radiation damage to attacks made by your companion.

Priest of the One God: Add +1/2 AC bonus against a foe you are targeting with Smite Heretic.

Scavenger: Subtract 1/2 round from the time it takes to thoroughly search a room (taking 20).

Soldier: Add +1/4 bonus to your second, third, and fourth attacks granted by your base attack bonus.

Wastelander: Add +1/4 bonus to your second, third, and fourth attacks granted by your base attack bonus.

HANITE EVOLUTION CLASS

Since neither the humans of Earth nor the races of Gothos can recall the existence of hanites prior to Satan's Maul, some believe the race came with the meteor, or were pulled straight from Hades to take out what remained of civilization in the years following the strike.

While it's true that no known hanite is more than thirty years old, their origins remain as much a mystery as their intentions.

Hanites are always born to human or demihuman parents. They rarely display any signs of their heritage until they are old enough to protect themselves. When the change occurs, it is sudden and permanent. The hanite must then choose whether to flee its home out of shame or embrace its new life and try to gain acceptance in an already hate-filled world.

Hit Die: d8

TABLE 2:10 – HANITE EVOLUTION

Hanite Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+1	Hanite Faith, Inherent Bonus, Effective Spellcasting
2	+2	+1	+1	+1	Inherent Bonus, Effective Spellcasting
3	+3	+2	+2	+2	Inherent Bonus, Effective Spellcasting
4	+3	+2	+2	+2	Mutated Being, Inherent Bonus, Effective Spellcasting
5	+4	+3	+3	+3	True Mutation, Inherent Bonus, Effective Spellcasting

REQUIREMENTS

Race: Hanite

Special: Level 1 in any base class

Class Skills: Climb (Str), Craft (Int), Diplomacy (Cha), Drive (Dex), Intimidate (Cha), Knowledge (religion, toxicology) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), and Swim (Str)

Skill Ranks at Each Level: 4 + Int modifier.

EVOLUTION FEATURES

Hanite Faith: Hanites were the product of religious belief, science, and magic. Their faith is such that they possess some small amount of divine power even without praying to a god for Favor. Hanites begin each day with Favor equal to their hanite level. If a hanite can store Favor, it can also store and use additional Favor each day up to its hanite level.

Inherent Bonus (Ex): At each hanite level, the hanite gains a +1 inherent bonus to one ability score of its choice. The hanite cannot choose the same Ability score twice in a row. These bonuses stacks with themselves, but not with other inherent bonuses, such as those granted by a *wish* spell.

Effective Spellcasting: At each level, the hanite gains new spells per day as if it had also gained a level in a spellcasting class it belonged to before adding the hanite level. It does not, however, gain other benefits a character of that class would have gained, except for spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before taking hanite evolution, she must decide to which class she adds the new level for purposes of determining spells per day.

If the hanite is not a member of a class that gains spellcasting, it gains +5 favor/level at the beginning of each day instead. This does not grant the hanite the ability to store favor. The hanite's faith is effectively 1 unless it puts points into that Focus.

Mutated Being: At 4th level, the hanite gains Awakened Being as a bonus feat. If it already has that feat, the hanite's second being can gain one of the following mutations of its choice. *Fast Healing, Gullet, Shifted Organs, or Preservation*. If the second being chooses Preservation, it cannot benefit from that effect until it is at least 16th level.

True Mutation: The hanite no longer has to roll randomly for any mutations it would gain and may spend its points however it wants.

HUMANS

Humans were once the dominant race of both Gothos and Earth. They breed quickly, adapt well (elves call them upright cockroaches) and are true survivors of several world-altering events on both planes.

Personality: Humans are considered to be tough adapters and survivors. No matter how hard pressed, they always seem to survive and press on. The human race is short-sighted, though, and quick to forget its mistakes. Already, the average man tries to find and rebuild "civilization" and uncover their forgotten technologies. This makes the race, on a whole, self-centered and focused on their own survival above all else. While humans can be truly loyal to their allies and friends they are more into self-preservation than most other races tend to be. Humans can be good or evil, trusting and terrible.

Physical Description: Humans come in many shapes and sizes. Many of Earth's cultures from before the fall can still be found in some capacity around the world, so it wouldn't be unlikely for a human to have any specific appearance tied to their kind. They are, along with canites, one the most diverse races.

Relations: To the other, longer lived races of elves, dwarves, gnomes and the like, the human race is best described as unpredictable. The monstrous races seem to poses some genetic-level hatred of humankind and so hunt them relentlessly. Humans owe a tremendous amount to the elves after that race virtually saved them from extinction, at least the Earth-born humans.

Human Lands: Humans have no specific lands and are scattered all over the world. The human race once dominated the planet but no longer. Humans live in enclaves, military colonies, gangs, etc. and have attempted to re-colonize several areas where human populations once thrived.

Religion: Regardless of their homeland of birth, humans who do bother worshipping one or more deities rarely have a distinct preference in who is providing them with the ability to survive. Some humans of Earth have turned their back on the One True God in the same way that some Gothosians ignore the Many Gods of their world. Such humans often site that these deities weren't there for the troubling times, so they would rather put their faith in something new and potentially better.

Names and Languages: Earth-born humans run the gamut of languages, having practically developed one for every culture that existed before the *Fall of Man*. Names are equally complex to outsiders, ranging from Edward to Raynaldo, to Xiang Yim. Now that books and education as a whole are almost gone entirely, communication with some humans can be difficult.

Thankfully, in thirty years or so of the Gothosians being present on their planet, the humans have started to adapt the Common tongue used by practically every race from that other world. Some pick it up faster than others, given its relatively English-based roots, but anybody who is adventuring usually has a good enough grasp to get along or else they wouldn't have survived even this long.

Adventurers: Humans are explorers by nature, and very curious. They also have a built in need to expand society, making it a common occurrence to see human adventurers. They can be out in the world for any number of reasons, but mostly for survival. Some are knowledge seekers, others wild warriors, others soldiers, and others scavengers.

HUMAN RACIAL TRAITS

Ability Score Racial Traits: Human characters gain a +2 racial bonus to one ability score of their choice at creation to represent their varied nature.

Size: Humans are Medium creatures and thus receive no bonuses or penalties due to their size.

Base Speed: Humans have a base speed of 30 feet.



Languages: Humans begin play speaking Common. Humans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic). See the Linguistics skill page for more information about these languages.

TABLE 2:11 – HUMAN EVOLUTION

Human Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+1	+1	evolution 1, inherent bonus
2	+2	+1	+1	+1	evolution 2, inherent bonus, effective Spellcasting
3	+3	+1	+2	+2	evolution 3, inherent bonus
4	+3	+1	+2	+2	evolution 4, inherent bonus, effective Spellcasting
5	+4	+2	+3	+3	evolution 5, inherent bonus

FLAW: PRAGMATIST

Humans are a naturally stubborn bunch. Even with elves, dwarves, and other fantastic creatures roaming around their planet, some still hold firm to the belief that magic simply does not exist. These Humans, called pragmatists, are restricted to having a maximum of 4 points in the Arcane focus and cannot place their free points into that focus. In addition, there is always at least a 1 in 20 chance that an arcane spell, magic item, or other, similar effect handled by a pragmatist will fail outright. This chance of automatic failure increases by the number of points the pragmatist has in the Technology focus.

Because there were so many to begin with, the most devastated of all races in the Fall of both worlds were the Humans. Over 96% of humankind was wiped out on Earth and nobody can say how many died on Gothos. Now, they are scattered, fearful, and, worse yet, hunted with a savage vengeance by Orc and Goblindkind.

Some say the time of Man has passed and other races will come to dominate Earth, but the wise never count humans out. Not even they could wipe themselves out, after all.

Humans are divided into two camps. There are the Earth humans, who refer to themselves as "The Rightful" and the Gothos humans, who are referred to by Earth humans as "The Displaced". In reality, all mankind is displaced and in many cases at the mercy of Elves, Dwarves, and other races who have made it across to survive on Earth.

The race is adapting, though. Some have learned to adopt magic over technology. Some have developed skills of the "olden times" like science and other technical skills, and some become great adventurers and leaders.

Humans are also the most susceptible to mutation. Mutant humans can often times be pathetic and terrible things, but some become extremely powerful and rise to the challenges of the ruined world. Mutants are not well accepted amongst other humans, who do not want to be reminded of how fragile they are in this new Earth.

A Human who chooses this flaw at 1st level can also pick a bonus feat. If the Human never interacts with magic or has found a way to permanently shield himself from its effects, the GM can remove this flaw, and the Human's next feat is taken up by the one he earned from Pragmatist.

FEAT AND SKILL RACIAL TRAITS

Bonus Feat: Humans select one extra feat at 1st level.

Skilled: Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

HUMAN ADVENTURER TRAITS

Adaptable Focus: Humans can place 1 point into any Focus at 1st level.

Mutant Gene: Human adventurers begin play with the Mutant Gene feat and can place points into the Mutation Focus.

FAVORED CLASS OPTIONS

The following favored class options are available to all humans with the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Arcanist: Add one spell from the arcanist spell list to the arcanist's spellbook. This spell must be at least one level below the highest spell level the arcanist can cast.

Asphalt samurai: Add +1/4 point to the samurai's *ki* pool.

Cleric of the Many Gods: Add a +1 bonus on caster level checks made to overcome the spell resistance of mutants and outsiders.

Dreamwalker: Add +1/4 use of the Blessed Sleep ability.

Face: Add a +1/2 bonus on Bluff checks to lie and a +1/2 bonus on Diplomacy checks to gather information.

Gifted: Add +10 minutes to the duration of Gifted Mutation.

Mechanist: Add +1/6 of an item creation feat. This means the Mechanist only gains one feat every 6 levels.

Priest of the One God: Add +1/2 to positive energy spell damage and healing, including cure spells.

Scavenger: Add +1/4 enhancement bonus to all saving throws.

Soldier: Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.

Wastelander: Add +1/4 temporary mutation point.

HUMAN EVOLUTION CLASS

Humans are the surviving native race of Earth and once dominated the planet with powerful technology. Now, the race of man is in a steep decline and competing tooth and nail with the other races that recently came to Earth. Humans are adaptable though, and they survive yet, allying themselves with the other “good” races of the world today. There are also many humans from the world of Gothos but one cannot tell an Earth human apart from a Gothos human. Humans also come in a wide variety of shapes, sizes, and ethnic origins. Generic humanity is represented here.

Hit Die: d8

REQUIREMENTS

Race: Human

Special: Level 1 in any base class

Class Skills: Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks at Each Level: 6 + Int modifier.

EVOLUTION FEATURES

Evolution: At each human level, the human gains one of the following traits.

Adaptable – The human gains a bonus feat. This trait cannot be taken twice in a row.

Assimilation – The human gains one trait from another race. Canites grant Scent, dwarves grant Hardy, elves grant Elven Immunities, and half-orcs grant Ferocity. For reasons unknown, humans have yet to evolve traits from other races.

Diversified – The human treats all classes as favored classes.

Freedom to Choose – The human gains 1 point of Focus to distribute anywhere. This trait cannot be taken for the same area of Focus twice in a row.

Heightened Senses – The human gains low-light vision and a +2 racial bonus to Perception checks. If this trait is taken a second time, the human gains darkvision out to 60 feet.

Magic – The human’s spells per day increase by +1 level of her existing class (see effective spellcasting). This trait cannot be taken twice in a row.

Mutation – The human gains points the in Mutation Focus equal to her human level and rolls once for a random mutation. As a result of becoming a mutant, the human can no longer progress in this class.

Quick Learner – The human gains a number of skill ranks equal to her current level and +1 rank per level going forward. This trait cannot be taken twice in a row.

Inherent Bonus (Ex): At each human level, the human gains a +1 inherent bonus to any one ability score of her choice. This bonus stacks with itself, but not with other inherent bonuses, such as those granted by a *wish* spell.

Effective Spellcasting: At 2nd and 4th level, the human gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the human level. He does not, however, gain other benefits a character of that class would have gained, except for spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before taking human evolution, he must decide to which class he adds the new level for purposes of determining spells per day.

If the human belongs to a class that doesn’t grant spellcasting, he gains +1 point of Focus to place anywhere instead.



REBORN

When millions died in the near destruction of Earth, Midnar's intervention left them briefly without access to their various heavens. As magic infused the world, they rose, not as undead, but as a new and unfortunate offshoot of man called reborn.

At first, many were mistaken for zombies and ghouls, and it is true that the reborn share many traits with such pitiful creatures, but eventually the truth came out.

These beings still possessed a life force. They had been given a new, magically infused, and fundamentally different life. Most forgot entirely who they used to be, but some could recall the occasional memories of their past lives if they soul searched enough. To this day, some of the recently dead become reborn and rise again, though nobody knows why it still happens since the gods are alive and well.

Speculation persists in the more civilized areas of North America that the United Kingdom and parts of Western Europe have much higher concentrations of reborn than the rest of the world. Proof of this may exist in London, wherein there may be an actual city of reborn.

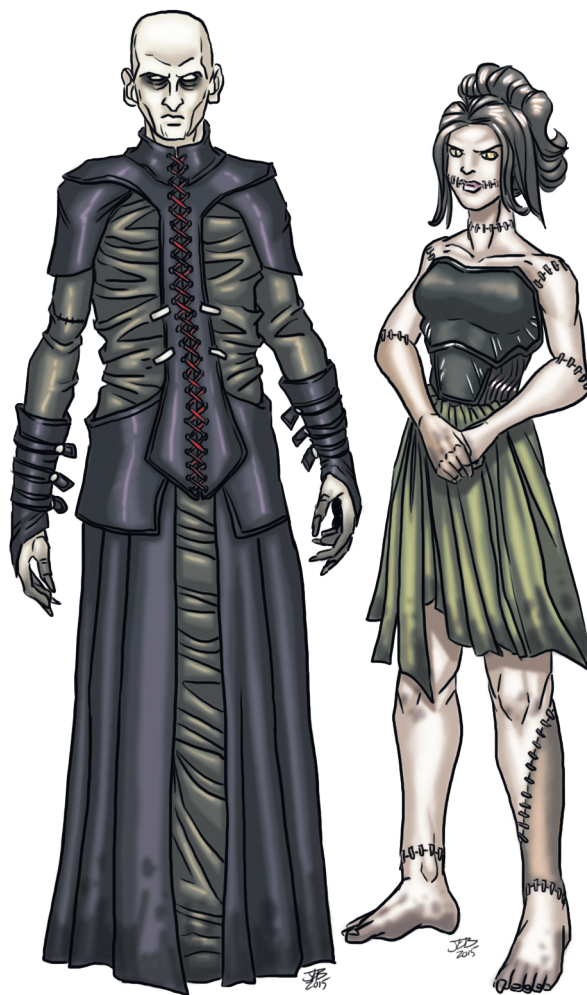
Personality: The reborn are usually fairly sullen and quiet. They generally hate their condition and avoid crowded communities. They hate undead, as they blame the powers of undeath for their condition. A reborn that joins a group of adventurers is sure to be a stalwart ally despite his misgivings about his own abilities.

Physical Description: For some reason, the reborn affliction seemingly only targets humans born on Earth. Their skin becomes ashen, and is cold to the touch as if they are dead. Sometimes, they will have a green, bruised look to them if they have suffered damage, like that of a severe wound on a corpse. Of course, this heals in time and they go back to the ash gray. They generally have white, dead looking eyes as well, though some retain a very light blue iris. The hair of a reborn varies depending on how long the person was dead. It could be a full head of dry hair or it could simply be small clumps sticking out in various places on the scalp.

The reborn always have a gaunt, drawn appearance to them, making them look most like zombies. The difference is in the obvious alertness of their eyes and actions. Their nails may be black, blueish, or broken and gray.

Relations: Reborn tend to not fit in well with any specific race, but get along least with dwarves who see them as deader humans who just haven't gone mad yet. Other than that, they have no specific relations with other races.

Reborn Lands: Reborn have no official lands to speak of in the U.S. They often wander into small communities or find other small groups of reborn to live with. Many find their way into adventuring groups or small factions for protection. In Europe, the reborn are slowly finding their way to London, England, where there is believed to be a city deep underground where they can all suffer unlife together in peace.



Religion: Like humans, reborn have a wide array of faiths. Of the Many Gods only a few will accept them into the fold. Grolm clerics, for instance, hate them. Followers of the One True God seem to accept reborn with compassion; with the exception of zealots and evangelists who have signed on with one of the various extremist groups.

Names and Languages: Reborn maintain their identities and their fluency from life, though they usually lack understanding as to why or how.

Adventurers: Most reborn seek others of their kind with which to share their fate. Others live their new life as recklessly as possible, either to quickly end their morbid existence, or to make it worth it that they survived when so many others didn't.

REBORN RACIAL TRAITS

Ability Score Racial Modifiers: +2 Dexterity, +2 Constitution, -2 Charisma. Reborn are no stronger than humans, but their bodies are more limber and able to withstand more punishment.

Size: Reborn are Medium creatures and thus receive no bonuses or penalties due to their size.

Base Speed: Reborn have a base speed of 40 feet.

Languages: Reborn begin play speaking Common. Reborn with high Intelligence scores can choose any languages for their bonus languages.

Mixed Race: Reborn count as humans and undead. They gain a +2 racial bonus on saving throws against effects that only target undead.

SENSES RACIAL TRAITS

Vision: Because of their need to remain in perpetual twilight, reborn can see twice as far as humans in conditions of dim light. They also have Darkvision out to 60 feet.

Light Sensitivity: Reborn are dazzled as long as they remain in an area of bright light.

DEFENSE RACIAL TRAITS

Half-living: Reborn gain a +2 racial bonus on saving throws against disease and mind-affecting effects. They take no penalties from energy-draining effects, though they can still be killed if they accrue more

negative levels than they have Hit Dice. After 24 hours, any negative levels they've gained are removed without any additional saving throws. Unlike true undead, reborn are still healed by positive energy. They can also be raised back into their current state if killed.

REBORN ADVENTURER TRAITS

Deathless Spirit: Reborn gain resistance 5 against negative energy damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against death effects, energy drain, negative energy, and spells or spell-like abilities of the necromancy school.

Magical Origins: Reborn gain 2 points in either the Arcane Focus or the Faith Focus at 1st level. Because of their ties to magic, reborn can only raise their technology to a maximum of 6 points. Feats and temporary bonuses to a reborn's Technology Focus still apply.

Saves: +2 racial bonus to saves vs. mutation. Reborn can only gain points in the Mutation Focus from their class.

FAVORED CLASS OPTIONS

The following favored class options are available to all reborn with the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Arcanist: Subtract 1/5 of an hour (12 minutes) from the required resting time before preparing spells.

Asphalt samurai: Add +1/4 point to the samurai's *ki* pool.

Cleric of the Many Gods: Add +1/2 to negative energy spell damage and healing, including inflict spells.

Dreamwalker: Add +1/4 use of the Blessed Sleep ability.

Face: Add a +1/2 bonus on Bluff checks to lie and a +1/2 bonus on Diplomacy checks to gather information.

Gifted: Add +10 minutes to the duration of Gifted Mutation.

Mechanist: Add +1/3 to the Mechanist's maximum Technology Focus (max +4).

Priest of the One God: Add +1/2 to positive energy spell damage and healing, including cure spells.

Scavenger: Add +1/4 enhancement bonus to all saving throws.

Soldier: Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.

Wastelander: Add +1/4 temporary mutation point.

REBORN EVOLUTION CLASS

When the first reborn appeared shortly after all the devastation, no one knew what to make of them, instantly assuming they were zombies or vampires. Their ashen, cold skin and white, dead eyes made them obvious targets for undead hunters. It was not for quite some time before someone figured out the reborn were not truly undead and were not always evil or good, being remained much like the humans they were in life.

Hit Die: d8

REQUIREMENTS

Race: Reborn

Special: Level 1 in any base class

Class Skills: Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcana, local, religion) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks at Each Level: 8 + Int modifier.

EVOLUTION FEATURES

At each reborn level, the reborn gains one of the following traits.

Past Knowledge: At 1st and 5th level, the reborn gains Skill Focus as a bonus feat in any craft, drive, knowledge, perform, or profession skill.

Slam: The reborn gains a natural slam attack that deals 1d6 + his Strength modifier damage.

Inherent Bonus (Ex): The reborn gains a +1 inherent bonus to his Charisma at 1st and 3rd level. He also gains a +1 inherent bonus to Dexterity at 2nd and 5th level and a +1 inherent bonus to Constitution at 4th and 5th level. These bonuses stack with each other, but not with other inherent bonuses, such as those granted by a *wish* spell.

Restlessness (Ex): Starting at 2nd level, the reborn can rest for 4 hours at only a +5 modifier to the DC for Perception checks and still get the benefit of a full night's rest. He still needs 8 hours to prepare spells.

Fast Healing (Su): At 3rd level, the reborn gains fast healing 2. Magical healing and negative energy damage interrupts this ability for 1 round.

Deadened Nerves (Ex): At 4th level, the reborn can ignore some of the pain caused by direct hits. He gains DR 5/– against critical hits.

Regeneration (Su): At 5th level, the reborn's fast healing becomes regeneration. It is still interrupted by magical healing and negative energy damage.

TABLE 2:12 – REBORN EVOLUTION

Reborn Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+0	+1	Past Knowledge, Slam, +1 Charisma
2	+2	+1	+1	+1	Restlessness, +1 Dexterity
3	+3	+2	+1	+2	Fast Healing, +2 Charisma
4	+3	+2	+1	+2	Deadened Nerves, +1 Constitution
5	+4	+3	+2	+3	Past Knowledge, Regeneration, +2 Dexterity, +2 Constitution

CHAPTER 2: RACES



TABLE 2:13 – RANDOM HEIGHT AND WEIGHT

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Canite, female	4 ft. 5 in.	105 lbs.	2d12	×7 lbs.
Canite, male	4 ft. 5 in.	105 lbs.	2d12	×7 lbs.
Dwarf, female	3 ft. 7 in.	120 lbs.	2d4	×7 lbs.
Dwarf, male	3 ft. 9 in.	150 lbs.	2d4	×7 lbs.
Elf, female	5 ft. 4 in.	90 lbs.	2d6	×3 lbs.
Elf, male	5 ft. 4 in.	100 lbs.	2d8	×3 lbs.
Energivore, female	4 ft. 5 in.	85 lbs.	2d10	×5 lbs.
Energivore, male	4 ft. 10 in.	120 lbs.	2d10	×5 lbs.
Gnome, female	2 ft. 10 in.	30 lbs.	2d4	×1 lb.
Gnome, male	3 ft. 0 in.	35 lbs.	2d4	×1 lb.
Halfling, female	2 ft. 6 in.	25 lbs.	2d4	×1 lb.
Halfling, male	2 ft. 8 in.	30 lbs.	2d4	×1 lb.
Half-elf, female	5 ft. 0 in.	90 lbs.	2d8	×5 lbs.
Half-elf, male	5 ft. 2 in.	110 lbs.	2d8	×5 lbs.
Half-orc, female	4 ft. 5 in.	110 lbs.	2d12	×7 lbs.
Half-orc, male	4 ft. 10 in.	150 lbs.	2d12	×7 lbs.
Hanite, female	5 ft. 0 in.	90 lbs.	2d8	×5 lbs.
Hanite, male	5 ft. 2 in.	110 lbs.	2d8	×5 lbs.
Human, female	4 ft. 5 in.	85 lbs.	2d10	×5 lbs.
Human, male	4 ft. 10 in.	120 lbs.	2d10	×5 lbs.
Reborn, female	4 ft. 5 in.	85 lbs.	2d10	×5 lbs.
Reborn, male	4 ft. 10 in.	120 lbs.	2d10	×5 lbs.

CHAPTER 3: CLASSES AND ARCHETYPES

In the world of *Fall of Man*, each character is defined by his or her class. Each class has its own set of unique abilities that help the races survive in a harsh and unforgiving Earth. As they increase in level through experience gains, they become more powerful and gain access to stronger abilities.

The class of your character is essentially your profession, it is what you do and all the skills and abilities outside your race are gained from continued advancement in these classes.

Some classes are physical and excel in combat, while others are suited to stealth or even magic. In this chapter you will be introduced to the classes of *Fall of Man*.

THE CLASSES

In *Fall of Man*, there are 3 base classes to choose from that advance through 20th level. Each has its own unique set of skills and abilities.

Asphalt samurai (ASD): A street-smart warrior who wields both blade and gun that follows a strange tradition of ancient Bushido codes.

Gifted, The (GFT): A strange mutant who is naturally gifted with the powers of the arcane.

Mechanist (MEC): A master of technology who studies the devices from before the Fall.

ARCHETYPES

There are 9 archetypes presented in *Fall of Man*. Each is based on a class found in the *Pathfinder Roleplaying Game Core Rulebook*.

Arcanist (ARC): A learned spellcaster who studies the arcane arts in order to work magic in the fallen world.

Cleric of the Many Gods (CLR): A divinely charged spellcaster and warrior who is a devout follower and prophet for the Many Gods that crossed over from Gothos.

Dreamwalker (DRM): A martial artist who has connected with Midnar: God of Dreams and able to alter reality with their waking dream-state.

Face (FCE): A charismatic wheeler and dealer who also happens to be great at bartering, lying, and cheating to get what he wants.

Halfling Gifted: A gifted who draws power from divine inspiration rather than radiation.

Priest of the One God (PRS): The divine powered followers of Earth's only god before the Many Gods came back.

Scavenger: (SCV) A packrat and thief of the new fallen world. Stealthy and clever with an eye for the value of junk.

Soldier (SLD): A well trained warrior who is adept at the fine art of modern combat.

Wastelander (WLB): Feral, mutant savages who are ferocious warriors.

ADVANCED AND MASTER CLASSES

In future supplements, *Fall of Man* will introduce Advanced and Master Classes. Both advanced and master classes can advance a character beyond 20th level, with advanced classes becoming available after 10th level and master classes after 20th.

READING CLASSES

As you review the special abilities of these classes you may also want to look in appropriate sections of this book to find skills available and potential bonus feats. Refer to the other chapters as you need to in order to understand the character and its abilities.

ASPHALT SAMURAI

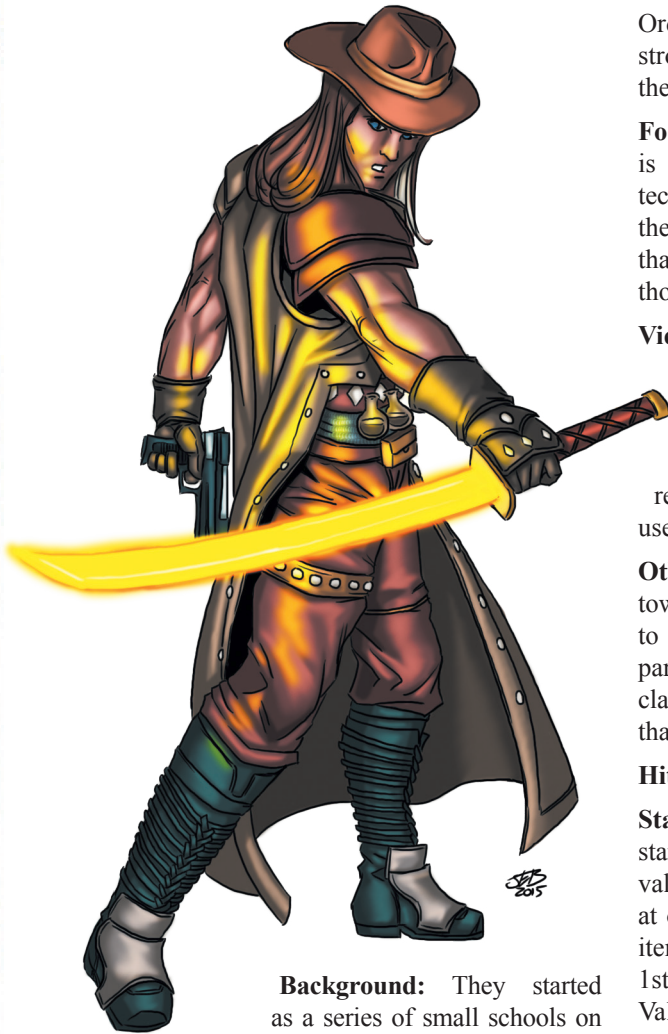
In humanity's past, great knights served as protectors and guardians of the people. On Gothos, paladins dedicated themselves to their orders and their gods and fought for the power of good.

When the world was shattered by Satan's Maul, there were no knights, no paladins to protect the people of Earth. By the time anybody could establish anything resembling a police force again, the orcs, or trolls, or any number of other monstrous beings would find them, and they would die.

Finally, when it became clear that a dedicated few could survive better than a disorganized many, the Order of the Asphalt samurai was founded.

Asphalt samurai do not congregate. They do not swear fealty to some lord or higher being. They are as the Ronin of Earth's ancient Japan and China.

CHAPTER 3: CLASSES AND ARCHETYPES



Background: They started as a series of small schools on the California Isle, teaching the ways of Sword and Gun and holding a number of important virtues and disciplines. As the masters of these teachings moved throughout the world over the last 30 years, the key spiritual teachings of Sword and Gun have mostly been lost. In current times, asphalt samurai fall into a number of categories from purists to moderates, to those known as “users”, beings that simply use the martial teachings for their own benefit.

Adventurers: Adventuring is the life force of an asphalt samurai, they live to better themselves in combat, be it protecting a small village or cleaning up a den of goblins, if an asphalt samurai can smell combat it is an unstated fact you will see him in the fray.

Races: Asphalt samurai can be of any race from either world but most likely were born on the new Earth. If they are of an older race they may have joined the

Order after years of service as something else. The strongest of the asphalt samurai usually tend to have their upbringing being one of a physical nature.

Focus: One of the asphalt samurai’s greatest strengths is his understanding of both arcane magic and technology and knowing how to use both to create the strongest effect in combat. He also understands that both have weaknesses and attempts to overcome those with the use of the other power.

Views of Technology: The way of the Sword and Gun teaches that archaic weapons can be used well in conjunction with modern techniques and equipment. With their skills reliant on such varied understandings, asphalt samurai learn to regard technology with respect and, over time, can use more complex technological weaponry.

Other classes: An asphalt samurai has no ill will towards any of the other classes and will be the first to admit that a diverse party can be a more stable party, but when asked directly he will state he likes classes that will “have him back in combat” because that is where he will always be.

Hit Die: d10

Starting Equipment: A 1st-level asphalt samurai starts with a katana and handgun duo, called a daisho, valued together at a barter DC of 36; armor valued at or below DC 16; and up to 4 common items (or item kits) valued at a maximum of DC 8. In total, a 1st-level asphalt samurai’s equipment is worth Barter Value DC 37.

Class Skills: The asphalt samurai’s class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Drive (Dex), Intimidate (Cha), Knowledge (arcana, technology), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the asphalt samurai.

Weapon and Armor Proficiencies: Asphalt samurai are proficient with all basic weapons, plus the katana. They are proficient with light and medium armor, but not with heavy armor or shields.

Daisho: The asphalt samurai begins play with a katana and a handgun of his choosing. If another

ability refers to his daisho, it applies to one or both of these weapons. When wielding his daisho, the asphalt samurai counts as having two-weapon fighting and treats his handgun as a light, off-hand weapon.

Close-Combat Shot (Ex): Beginning at 1st level, the asphalt samurai doesn't draw attacks of opportunity from his target when using his handgun in melee.

Ki Pool (Su): At 2nd level, an asphalt samurai gains a pool of *ki* points, supernatural energy he can use to accomplish amazing feats. The number of points in the asphalt samurai's *ki* pool is equal to 1/2 his asphalt samurai level + his Arcane Focus.

As long as he has at least 1 point in his *ki* pool, the samurai adds his Arcane Focus as a bonus to his Initiative. At 10th level, he also treats any Acrobatics skill check made to jump as if he had a running start.

By spending points from his *ki* pool, an asphalt samurai can gain one of several benefits as described here.

- Make one additional attack at his highest attack

bonus when making a full attack (1 point).

- Increase his speed by 20 feet for 1 round (1 point).
- Give himself a +4 insight bonus on Strength and Dexterity-based ability and skill checks for 1 round (1 point).

Each of these powers is activated as a swift action. An asphalt samurai gains additional powers that consume points from his *ki* pool as he gains levels.

The *ki* pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the asphalt samurai possesses levels in another class that grants points to a *ki* pool, asphalt samurai levels stack with the levels of that class to determine the total base number of *ki* points in the combined pool, but he can still only draw as many extra points as he has Arcane Focus to power his samurai abilities. Any remaining points can be used only by the other class(es). The asphalt samurai can otherwise use *ki* points from this pool to power the abilities of every class he possesses that grants a *ki* pool.

TABLE 3:1 – ASPHALT SAMURAI

samurai Level	Base Attack	Fort Save	Ref Save	Will Save	Arcane Focus	Tech Focus	Special
1	+1	+2	+2	+0	+1	+1	Daisho, Close-Combat Shot
2	+2	+3	+3	+0	+1	+1	<i>Ki</i> Pool
3	+3	+3	+3	+1	+1	+2	Warrior's Stance
4	+4	+4	+4	+1	+2	+2	Focused Strike
5	+5	+4	+4	+1	+2	+3	In My Sights
6	+6/+1	+5	+5	+2	+2	+3	Improved Daisho
7	+7/+2	+5	+5	+2	+3	+4	Soldier Training, Warrior's Stance
8	+8/+3	+6	+6	+2	+3	+4	Tracking Fire
9	+9/+4	+6	+6	+3	+3	+5	Close-Combat Expert
10	+10/+5	+7	+7	+3	+4	+5	Arc of the Sun
11	+11/+6/+1	+7	+7	+3	+4	+6	Greater Daisho
12	+12/+7/+2	+8	+8	+4	+4	+6	Soldier Training (armor)
13	+13/+8/+3	+8	+8	+4	+5	+7	Warrior's Stance
14	+14/+9/+4	+9	+9	+4	+5	+7	Way of the Phoenix
15	+15/+10/+5	+9	+9	+5	+5	+8	Improved Tracking Fire
16	+16/+11/+6/+1	+10	+10	+5	+6	+8	Covenant of the Sun
17	+17/+12/+7/+2	+10	+10	+5	+6	+9	Soldier Training (armor)
18	+18/+13/+8/+3	+11	+11	+6	+6	+9	Greater Phoenix
19	+19/+14/+9/+4	+11	+11	+6	+7	+10	Warrior's Stance
20	+20/15/+10/+5	+12	+12	+6	+7	+10	Daisho Mastery

CHAPTER 3: CLASSES AND ARCHETYPES

Warrior's Stance (Ex): At 3rd level, the asphalt samurai can draw or sheath his daisho as a free action.

At 7th level, if he draws his daisho while adjacent to an enemy, he can spend 1 point of *ki* as a swift action to attack that enemy at his highest attack bonus.

At 13th level, he can make the above attack as part of the same action as drawing the weapon or make an attack against an enemy he can see within his handgun's first range increment as a swift action.

At 19th level, he can make either of the above attacks as part of the same action as drawing the weapon or make an attack against any enemy he is aware of and has line of effect to as a swift action.

Focused Strike (Su): At 4th level, when an asphalt samurai hits with either weapon in his daisho, he can spend 1 point from his *ki* pool as a free action to maximize his weapon damage. Don't roll for damage—the weapon deals maximum damage. This affects only the weapon's base damage dice, not additional damage from sneak attack, magical weapon properties, or critical hits. If the asphalt samurai rolls a critical threat, he can also spend 2 points from his *ki* pool to confirm the critical hit.

In My Sights (Ex): At 5th level, the asphalt samurai gains a bonus equal to his Dexterity modifier (minimum +1) on damage rolls with his handgun. For every point he has in the Technology Focus above 10, increase this bonus by +1.

Improved Daisho (Ex): A 6th-level asphalt samurai is treated as having Improved Two-Weapon Fighting when wielding his daisho.

Soldier Training: Starting at 7th level, for the purpose of qualifying for feats, the asphalt samurai's effective soldier level is equal to his samurai level –3. (if he has levels in soldier, these levels stack). He forfeits the benefit of such feats with weapons other than his daisho.

At 12th level, the asphalt samurai gains armor training as a 3rd-level soldier (Reduce armor check penalty and increase maximum Dexterity of armor by 1). At 17th level, he gains armor training as a 7th-level soldier instead (Reduce armor check/increase max Dex by 2).

Tracking Fire (Ex): A creature moving away from an 8th-level asphalt samurai after being engaged in melee draws attacks of opportunity from the asphalt samurai as though still in melee for 1 round. The asphalt samurai can use his handgun to make these attacks if he is not within melee range when the creature draws an attack of opportunity. He can also spend 1 point of *ki* (no action) on his turn to extend this effect for another round.

Close-Combat Expert (Ex): Beginning at 9th level, the asphalt samurai draws no attacks of opportunity for using his handgun against any target while engaged in melee.

Arc of the Sun (Su): At 10th level, as long as the asphalt samurai has at least 1 point of *ki* remaining, he can make his katana give off light like a torch as a free action. In addition, once per round, when he attacks with either weapon in his daisho, the asphalt samurai can spend 2 points of *ki* as a free action to temporarily blind his target first, effectively making that target flat-footed against the attack. Creatures without eyes or that do not rely on their eyes to sense others are immune to this effect.

Greater Daisho (Ex): An 11th-level asphalt samurai is treated as having Greater Two-Weapon Fighting when wielding his daisho.

Way of the Phoenix (Su): At 14th level, an asphalt samurai begins learning one of the greatest secrets of his order. The Way of the Phoenix grants the asphalt samurai the ability to return himself from the dead, for a price.

When the asphalt samurai wishes to practice the way of the phoenix, he must perform a ritual which takes 1 hour to complete and requires concentration equal to that of an arcanist preparing spells.

During the ritual, the asphalt samurai must destroy an item with a hard barter value of at least 32. At the end of the hour, the samurai reduces his *ki* pool by 5 points and gains one negative level. These penalties remain for as long as the asphalt samurai wishes to continue practicing the way of the phoenix; he doesn't have to perform the ritual every day.

If an asphalt samurai dies while practicing the way of the phoenix, he bursts into flame, dealing 10d6 points of fire damage to all enemies within 30 ft. of where he stood. A successful Reflex save (DC 10 + samurai's Arcane Focus) halves this damage. 1d3+1 rounds later, he returns to life, as per the *resurrection* spell. If he dies in an *antimagic field*, the asphalt samurai cannot return until that effect has ended, and cannot return at all if the effect remains for a number of days equal to his samurai level. His negative level goes away and he regains all of his *ki* points the following day unless he decides to again perform the ritual and practice the way of the phoenix.

Improved Tracking Fire (Ex): The 15th-level asphalt samurai can now spend 1 point of *ki* (no action) on his turn to apply his Tracking Fire effect for 1 round to one creature within his handgun's first range increment.

Covenant of the Sun (Su): Beginning at 16th level, when the asphalt samurai uses Arc of the Sun, he can blind his target against all of his attacks for that round. He can also spend 2 additional points of *ki* to make that target remain blind for 1 round per point of Arcane Focus the asphalt samurai has. A successful

Fortitude save (DC 10 + the samurai's Arcane Focus) leaves the target dazzled for 1 round instead.

Greater Phoenix: When practicing the way of the phoenix, 18th-level asphalt samurai can destroy an item with a hard barter value of 35 instead. If he does, he gains the following benefits.

- He doesn't gain a negative level, but still reduces his *ki* pool by 5 points.
- He deals 15d6 points of fire damage when he dies.
- When he returns, it is as if *true resurrection* was cast.
- If he dies in an *antimagic field*, he cannot return at all only if the effect remains for a number of years equal to his samurai level.

Daisho Mastery (Ex): At 20th level, an asphalt samurai chooses either his katana or his handgun. Any attacks made with the chosen weapon increase their critical multiplier by +1 (after other modifiers) and automatically confirm all critical threats. In addition, he can spend 4 *ki* points at the start of his turn (no action) to apply this benefit to both weapons in his daisho instead.

GIFTED

The gifted derive their power from an internal force. It tends to be highly unstable and often causes them to develop physical mutations. Some feel that the term gifted is an ironic look on someone who is involved in the arcane but does not control it. The gifted over time will mutate due to the magic they use, but can direct that mutation into a powerful ability. With power comes pain, and the gifted understand that more than any other class.

Background: Born with the power of magic inside them, they are the bastardization of two worlds, one forged of magic and the other science. The end result is not pretty, but the gifted are a powerful force and are feared and honored in some cultures.

Adventurers: The gifted tend to be outsiders and feel it is best not to stay too long in any one place, so adventuring seems to be a great occupation for someone with truly unique talents as well as truly odd mutations.

Races: Any race can be gifted, but most were born on the new Earth, where their mutations started.

Focus: As they grow in power, the gifted gain Focus in arcane magic and mutation. They view each as its own, beautiful thing, to be used as they desire.

Views of Technology: Technology brought with it radiation and science. Together, those have given the world a boon that it doesn't fully understand, yet. The gifted appreciate technology's contribution to mutation, but care little for what else it can do.

Other classes: The gifted tend to look down on other classes especially ones that rely on technology to an unhealthy degree. They would never cause harm to anyone just because they use technology, but they may not use a spell at an opportune time, not wanting to waste it on those unable to comprehend its true power.

Hit Die: d6

Starting Equipment: A 1st-level gifted starts with up to 5 common items (or item kits) valued at a maximum of DC 16. In total, a 1st-level gifted's equipment is worth Barter Value DC 37.



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Class Skills: The gifted's class skills are Appraise (Int), Craft (any) (Int), Disable Device (Dex), Fly (Dex), Heal (Wis), Knowledge (arcana, mutation,

toxicology) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

TABLE 3:2 – GIFTED

Gifted Level	Base Attack	Fort Save	Ref Save	Will Save	Arcane Focus	Mutation Focus	Special	Spells per day								
								1	2	3	4	5	6	7	8	9
1	+0	+2	+0	+2	+1	+1	Eschew Materials, Gifted Mutation	2								
2	+1	+3	+0	+3	+1	+1	Diluted Bloodline (1st)	3								
3	+1	+3	+1	+3	+1	+2	Latent Mutation	4								
4	+2	+4	+1	+4	+2	+2	Controlled Mutation	5	2							
5	+2	+4	+1	+4	+2	+3	Diluted Bloodline (3rd)	5	3							
6	+3	+5	+2	+5	+2	+3	Accelerated Magic	5	4	*						
7	+3	+5	+2	+5	+3	+4	Latent Mutation	5	5	2						
8	+4	+6	+2	+6	+3	+4	Diluted Bloodline (5th)	5	5	3	*					
9	+4	+6	+3	+6	+3	+5	Latent Mutation	5	5	4	*					
10	+5	+7	+3	+7	+4	+5		5	5	5	2	*				
11	+5	+7	+3	+7	+4	+6	Diluted Bloodline (7th)	5	5	5	3	*				
12	+6/+1	+8	+4	+8	+4	+6	Accelerated Magic	5	5	5	4	*	*			
13	+6/+1	+8	+4	+8	+5	+7	Latent Mutation	5	5	5	5	2	*			
14	+7/+2	+9	+4	+9	+5	+7	Diluted Bloodline (9th)	5	5	5	5	3	*	*		
15	+7/+2	+9	+5	+9	+5	+8	Latent Mutation	5	5	5	5	4	*	*		
16	+8/+3	+10	+5	+10	+6	+8	Magic vs. Mutation	5	5	5	5	5	2	*	+	
17	+8/+3	+10	+5	+10	+6	+9	Diluted Bloodline (11th)	5	5	5	5	5	3	*	+	
18	+9/+4	+11	+6	+11	+6	+9	Accelerated Magic, Magic vs. Mutation	5	5	5	5	5	4	*	+	+
19	+9/+4	+11	+6	+11	+7	+10	Latent Mutation	5	5	5	5	5	5	2	+	+
20	+10/+5	+12	+6	+12	+7	+10	Mutated Bloodline	5	5	5	5	5	5	3	+	+

CLASS FEATURES

The following are the class features of the gifted. This class counts as both a sorcerer and an alchemist. Because of this, you cannot multiclass into those classes.

Weapon and Armor Proficiencies: Gifted are proficient with no weapons or armor.

Spells: A gifted casts arcane spells drawn primarily from the sorcerer/wizard spell list. She can cast any spell she knows without preparing it ahead of time.

At 1st level, a gifted gains 1 point in her Arcane Focus. At 2nd level and every even level thereafter, she gains another point in her Arcane Focus. These points are in addition to those gained from normal advancement.

Once the gifted has 10 points in Arcane Focus, additional points count as a +1 bonus to the gifted's caster level checks to defeat spell resistance. When in an area with a mutation or technology rating higher than 0, the gifted can subtract the excess points from her pool prior to actually reducing her effective points in Focus.

To cast a spell, a gifted needs an Arcane Focus equal to the spell's level. A gifted who casts a spell of a higher level than her current Focus must make a caster level check to concentrate. The DC for this check is 10 + twice the spell level. 0-level spells count as 1/2 spell-level for this purpose. Failure indicates that the gifted was unable to draw the appropriate magic for the spell. She loses her action, but does not lose the spell itself and may attempt to cast it again the next time she has an action to do so.

If the gifted was already forced to make a caster level check due to other circumstances (such as damage taken), increase the DC of that check by twice the difference in the gifted's Focus.

Like other spellcasters, a gifted can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 3-2: Gifted. In addition, she receives bonus spells per day if she has a high Charisma score (see Table: Ability Modifiers and Bonus Spells).

A gifted's selection of spells is extremely limited. A gifted begins play knowing two 1st-level spells of her choice. At each new gifted level, she gains one or more new spells, as indicated on Table 3-3: Gifted Spells Known. (Unlike spells per day, the number of spells a gifted knows is not affected by her Charisma score; the numbers on Table 3-3: Gifted Spells Known are fixed.) These new spells can be chosen from either

the sorcerer spell list or the alchemist formulae list, but only from the abjuration, conjuration (creation), necromancy, or transmutation schools.

Upon reaching 4th level, and at every 3 gifted levels after that (7th, 10th, and so on), a gifted can choose to learn a new spell in place of one she already knows. In effect, the gifted loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A gifted may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Unlike an arcanist or a cleric, a gifted need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

Mutation Focus: At 1st level, a gifted gains 1 point in the Mutation Focus. This means the gifted also gains the mutant template and cannot progress in her race's evolution class.

Eschew Materials: The gifted gains Eschew Materials as a bonus feat at 1st level.

Gifted Mutation (Su): At 1st level, a gifted can transform herself temporarily; becoming strong, quick, or tough as the situation calls for it. After concentrating for at least one hour while her enzymes prepare for the transformation, she selects one physical ability score—either Strength, Dexterity, or Constitution. Once she is ready, as a standard action, the gifted grows bulkier and more bestial, granting her a +2 natural armor bonus and a +4 mutation bonus to the selected ability score for 10 minutes for each point she has in the Mutation Focus (minimum 10 minutes). In addition, while transformed in this way, the gifted takes a –2 penalty to one of her mental ability scores. If she enhanced her Strength, it applies a penalty to her Intelligence. If she enhances her Dexterity, it applies a penalty to her Wisdom. If she enhances her Constitution, it applies a penalty to her Charisma.

Diluted Bloodline: Each gifted has a source of magic somewhere in her heritage that grants her spells, bonus feats, an additional class skill, and other special abilities. This source can represent a blood relation or an extreme event involving a creature somewhere in the family's past. For example, a gifted might have an Aberration as a distant relative or her grandfather might have dabbled in dreamweaving. Regardless of the source, this influence manifests in

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a number of ways as the gifted gains levels. A gifted must pick one sorcerous bloodline upon taking her 2nd level of gifted, at which point she gains the 1st-level benefits of the sorcerous bloodline. Once made, this choice cannot be changed.

The Bloodlines that a gifted can choose from can be found at the end of this section.

At 5th level and every 3 levels thereafter, the gifted's bloodline grows stronger, granting her the level of benefits listed with the progression on the table below.

Latent Mutation (Su): At 3rd level, a gifted gains one of the following mutations of her choice. Unless otherwise noted, a gifted cannot select an individual latent mutation more than once. Some latent mutations can only be gained if the gifted has met certain prerequisites, such as selecting other latent mutations first. The DC of any saving throw called for by a latent mutation is equal to 10 + the gifted's points in the Mutation Focus.

Latent mutations are essentially alchemist discoveries that affect the gifted's physical person (no bombs, extracts, or similar). For this purpose, treat Gifted Mutation as the mutagen class feature.

The latent mutations a gifted can learn are Chemotherapy, Fast Healing, Feral Mutation, Grand Mutation, Greater Mutation, Gullet, Irradiated Flesh, Preservation, Second Being, Shifted Organs, and Vestigial Arms.

Like the gifted herself, the progression of Latent Mutation is a little sporadic. She finds a new latent mutation at 7th, 9th, 13th, 15th, and 19th level.

Controlled Mutation: At 4th level and again any time the gifted gains a point in the Mutation Focus, she can either choose one mutation she has and trade it for a mutation of the same value, or she can remove a deformity that she has gained. If the deformity also gave her points toward a beneficial mutation, that mutation is lost and any extra mutation points are returned to the gifted.

TABLE 3:3 – GIFTED SPELLS KNOWN

Level	1	2	3	4	5	6	7	8	9
1st	2	—	—	—	—	—	—	—	—
2nd	2	—	—	—	—	—	—	—	—
3rd	3	—	—	—	—	—	—	—	—
4th	3	1	—	—	—	—	—	—	—
5th	4	2	—	—	—	—	—	—	—
6th	4	2	*	—	—	—	—	—	—
7th	5	3	1	—	—	—	—	—	—
8th	5	3	2	*	—	—	—	—	—
9th	5	4	2	*	—	—	—	—	—
10th	5	4	3	1	*	—	—	—	—
11th	5	5	3	2	*	—	—	—	—
12th	5	5	4	2	*	*	—	—	—
13th	5	5	4	3	1	*	—	—	—
14th	5	5	4	3	2	*	*	—	—
15th	5	5	4	4	2	*	*	—	—
16th	5	5	4	4	3	1	*	+	—
17th	5	5	4	4	3	1	*	+	—
18th	5	5	4	4	4	2	*	+	+
19th	5	5	4	4	4	2	1	+	+
20th	5	5	4	4	4	3	3	+	+

* = These are gained with accelerated magic.

+ = These are gained with magic vs. mutation.

Accelerated Magic: At 6th, 12th, and 18th level, a gifted has an important choice to make. At each interval, she can spend a point of her Mutation Focus to increase her Arcane Focus by 1. She can wait to spend these points, in case she needs to first earn one or more, but the choice to spend them is permanent; the gifted cannot later remove her points in Arcane Focus and gain back mutation.

At any point at which the gifted's class bonus to Arcane Focus is high enough to grant a new spell level, she immediately learns 1 spell of that level and gains the ability to cast it once per day (plus any additional times for having a high Charisma). This persists until her normal progression takes over.

Magic vs. Mutation: At 16th level and again at 18th level, the gifted can spend 4 mutation points to gain access to another level of spells beyond 7th. Her Arcane Focus must still be high enough to do so (see accelerated magic above), and she can remove mutations when she gains her level for enough points to buy the spell level. This is the only time the gifted can do this. It is a painful process to cleanse one's self of mutation, but those who manage it learn new heights of arcane magic.

Upon gaining access to 8th-level spells, the gifted learns 1 spell of that level. She gains another at 17th level and a third at 19th level. She can cast 2 of those spells per day initially, plus 1 spell per day for each gifted level beyond 16th (max 5/day at 20th level). In addition, she can also cast 1 extra 7th-level spell per day.

Upon gaining access to 9th-level spells, the gifted learns 1 spell of that level. She gains another at 19th level and a third at 20th level. She can cast 2 of those spells per day. This increases to 3/day at 19th level and 5/day at 20th level. She also gains 1 more 7th-level spell per day, bringing her total up to 5/day of every spell level.

Mutated Bloodline: At 20th level, the gifted chooses to gain either her 20th-level bloodline power or one perfect mutation.

BLOODLINES

The following Bloodlines (except the new technological bloodline) can also be found in the either the *Pathfinder Roleplaying Game Core Rulebook* or the *Pathfinder Roleplaying Game Advanced Player's Guide*, but are summarized here.

ABERRANT

Radiation runs through your veins. You can tap it to gain extraordinary powers.

Class Skill: Knowledge (toxicology)

Bonus Spells: *enlarge person* (3rd), *see invisibility* (5th), *tongues* (7th), *black tentacles* (9th), *feeblemind* (11th)

Bloodline Arcana (1st): Whenever you cast a spell of the polymorph subschool, increase the duration of the spell by 50% (minimum 1 round). This bonus does not stack with the increase granted by the Extend Spell feat.

Acidic Ray (Sp): Starting at 1st level, you can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. The acidic ray deals 1d6 points of acid damage + 1 for every two sorcerer levels you possess (max +5). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Long Limbs (Ex): At 3rd level, your reach increases by 5 feet whenever you are making a melee touch attack. This ability does not otherwise increase your threatened area. At 11th level, this bonus to your reach increases to 10 feet.

Bonus Feat (7th): Combat Casting, Improved Disarm, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will, Silent Spell, Skill Focus (Knowledge [toxicology]).

Unusual Anatomy (Sp): At 9th level, your anatomy changes, giving you a 25% chance to ignore successful critical hits or sneak attacks against you.

Aberrant Form (Ex): If you chose to enhance your bloodline at 20th level, your body becomes truly unnatural. You are immune to critical hits and sneak attacks. In addition, you gain blindsight with a range of 60 feet and damage reduction 5/—.

ARCANE

Your blood runs pure with the magic of Gothos.

Class Skill: Knowledge (any one)

Bonus Spells: *identify* (3rd), *invisibility* (5th), *dispel magic* (7th), *dimension door* (9th), *overland flight* (11th)

Bloodline Arcana (1st): Whenever you apply a metamagic feat to a spell that increases the slot used by at least one level, increase the spell's DC by +1.

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This bonus does not stack with itself and does not apply to spells modified by the Heighten Spell feat.

Arcane Bond (Su): At 1st level, you gain an arcane bond, as an arcanist equal to your gifted level. Your gifted levels stack with any arcanist levels you possess when determining the powers of your bonded object. Once per day, your bonded item allows you to cast any one of your spells known (unlike an arcanist's bonded item, which allows him to cast any one spell in his spellbook). This ability does not allow you to have both a familiar and a bonded item.

Metamagic Adept (Ex): At 3rd level, you can apply any one metamagic feat you know to a spell you are about to cast without increasing the casting time. You must still expend a higher-level spell slot to cast this spell. You can use this ability once per day at 3rd level and one additional time per day for every four sorcerer levels you possess beyond 3rd (max 3/day).

Bonus Feat (7th): Combat Casting, Improved Counterspell, Improved Initiative, Iron Will, Scribe Scroll, Skill Focus (Knowledge [arcana]), Spell Focus, Still Spell.

New Arcana (Ex): At 9th level, you can add any one spell from the sorcerer/wizard spell list to your list of spells known. This spell must be of a level that you are capable of casting.

Arcane Apotheosis (Ex): If you chose to enhance your bloodline at 20th level, this ability replaces Metamagic Adept. Your body surges with arcane power. You can add any metamagic feats that you know to your spells without increasing their casting time, although you must still expend higher-level spell slots. Whenever you use magic items that require charges, you can instead expend spell slots to power the item. For every three levels of spell slots that you expend, you consume one less charge when using a magic item that expends charges.

DESTINED

You were born into greatness; a beacon of power in a broken world.

Class Skill: Knowledge (history)

Bonus Spells: *alarm* (3rd), *blur* (5th), *protection from energy* (7th), *freedom of movement* (9th), *break enchantment* (11th)

Bloodline Arcana (1st): Whenever you cast a spell with a range of "personal," you gain a luck bonus equal to the spell's level on all your saving throws for 1 round.

Touch of Destiny (Sp): At 1st level, you can touch a creature as a standard action, giving it an insight bonus on attack rolls, skill checks, ability checks, and saving throws equal to your Arcane Focus for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Fated (Su): Starting at 3rd level, you gain a +1 luck bonus on all of your saving throws and to your AC during surprise rounds (see Combat) and when you are otherwise unaware of an attack. At 7th level and every four levels thereafter, this bonus increases by +1, to a maximum of +5 at 19th level.

Bonus Feat (7th): Arcane Strike, Diehard, Endurance, Leadership, Lightning Reflexes, Maximize Spell, Skill Focus (Knowledge [history]), Weapon Focus.

It Was Meant to Be (Su): At 9th level, you may reroll any one attack roll, critical hit confirmation roll, or level check made to overcome spell resistance. You must decide to use this ability after the first roll is made but before the results are revealed by the GM. You must take the second result, even if it is worse. At 9th level, you can use this ability once per day.

Destiny Realized (Su): If you chose to enhance your bloodline at 20th level, your moment of destiny is at hand. Any critical threats made against you only confirm if the second roll results in a natural 20 on the die. Any critical threats you score with a spell are automatically confirmed. Once per day, you can automatically succeed at one caster level check made to overcome spell resistance. You must use this ability before making the roll.

DREAMSPUN

You were born of the dreams of Midnar, and must now learn to control your potentially nightmarish talents.

Class Skill: Knowledge (dreams)

Bonus Spells: *sleep* (3rd), *augury* (5th), *deep slumber* (7th), *divination* (9th), *dream* (11th)

Bloodline Arcana (1st): Whenever you target a single creature with a spell, you gain an insight bonus equal to half the spell's level (minimum +1) for 1 round to your AC and saving throws against any spell or attack made by that creature.

Lullaby (Sp): At 1st level, you can use *lullaby* as a spell-like ability a number of times per day equal to 3 + your Charisma modifier. This effect lasts for 1 minute and does not require concentration. The penalty on saves versus sleep effects increases to -4.

Combat Precognition (Su): Your insight into the future grants you an advantage in combat. At 3rd level and every 4 levels thereafter, you gain a +1 insight bonus on initiative checks.

Bonus Feat (7th): Alertness, Blind-Fight, Combat Expertise, Deceitful, Heighten Spell, Improved Feint, Persuasive, Skill Focus (Sense Motive).

Dreamshaper (Sp): At 9th level, you can manipulate the dreamscape of others, drawing forth or tampering with their subconscious minds. This power allows you to tamper with the target's memories as if using *modify memory*, or you may ask questions as if using *speak with dead* upon a corpse. A successful Will save negates the effect. The DC of this save is equal to 10 + your Arcane Focus, with further modifiers as the *nightmare* spell. You can use this ability once per day at 9th level.

Solipsism (Ex): If you chose to enhance your bloodline at 20th level, you can drift into the dream world, fading from the world around you. You can become incorporeal for 1 minute per gifted level. You gain the incorporeal subtype and take only half damage from corporeal magical attacks (you take no damage from nonmagical weapons and objects). Your spells deal only half damage to corporeal creatures, but spells and abilities that do not deal damage function normally. The duration need not be continuous, but it must be used in 1-minute increments.

FEY

Your once proud fey ancestors live on as best they can through you.

Class Skill: Knowledge (nature)

Bonus Spells: *entangle* (3rd), *hideous laughter* (5th), *deep slumber* (7th), *poison* (9th), *tree stride* (11th).

Bloodline Arcana (1st): Whenever you cast a spell of the polymorph subschool, increase the spell's DC by +2.

Laughing Touch (Sp): At 1st level, you can cause a creature to burst out laughing for 1 round as a melee touch attack. A laughing creature can only take a move action but can defend itself normally. Once a creature has been affected by laughing touch, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This is a mind-affecting effect.

Woodland Stride (Ex): At 3rd level, you can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Bonus Feat (7th): Dodge, Improved Initiative, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Quicken Spell, Skill Focus (Knowledge [nature]).

Fleeting Glance (Sp): At 9th level, you can turn invisible for a number of rounds per day equal to your sorcerer level (max 11). This ability functions as *greater invisibility*. These rounds need not be consecutive.

Soul of the Fey (Su): If you chose to enhance your bloodline at 20th level, your soul becomes one with the world of the fey. You gain immunity to poison and DR 10/cold iron. Creatures of the animal type do not attack you unless compelled to do so through magic. Once per day, you can cast shadow walk as a spell-like ability using your gifted level as your caster level.

PROTEAN

Chaos infuses your being and drives you to seek new experiences.

Class Skill: Knowledge (planes)

Bonus Spells: *entropic shield* (3rd), *blur* (5th), *gaseous form* (7th), *confusion* (9th), *major creation* (11th)

Bloodline Arcana (1st): Your magic of creation and changing is hard to unravel. The DC to dispel transmutation or conjuration (creation) spells that you cast is increased by +4.

Protoplasm (Sp): At 1st level, you can create a ball of entropic protoplasm and hurl it at targets within 30 feet. This protoplasm acts as a tanglefoot bag that also inflicts 1 point of acid damage per round to a creature entangled by it. The protoplasm dissolves within 1d3 rounds. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Protean Resistances (Ex): At 3rd level, you gain resist acid 5 and a +2 bonus on saving throws against polymorph, petrification, and transmutation spells or effects. At 9th level, you gain resist acid 10 and your save bonus increases to +4.

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Bonus Feat (7th): Agile Maneuvers, Defensive Combat Training, Enlarge Spell, Great Fortitude, Improved Great Fortitude, Skill Focus (Craft [any]), Spell Focus, Toughness.

Reality Wrinkle (Sp): At 9th level, you can surround yourself with a mobile, 10-foot-radius emanation of mutable reality. This rippling distortion is similar to solid fog but does not provide concealment or block line of sight. Your movement is not slowed by this aura. Attacks from outside the aura suffer a 20% miss chance against targets inside the aura. You may use this ability a number of rounds per day equal to your gifted level (max 11), though this duration need not be continuous.

Avatar of Chaos (Ex): If you chose to enhance your bloodline at 20th level, you are infused with the essence of raw chaos. You gain immunity to acid, petrification, and polymorph effects (except when cast on self), as well as a +2 bonus to save DCs and on checks to overcome spell penetration against creatures with the lawful subtype.

STARSOUL

A touch of the void lingers within you, warping your mind even as mutation warps your body.

Class Skill: Knowledge (nature)

Bonus Spells: *unseen servant* (3rd), *glitterdust* (5th), *blink* (7th), *call lightning storm* (9th; dealing fire damage, damage increased outdoors at night), *overland flight* (11th)

Bloodline Arcana (1st): Whenever you cast an abjuration spell, enemies within 1 ft. for every point you have in the Arcane Focus must roll a Fortitude save (DC 10 + your Arcane Focus). Targets that fail their saves are dazzled by tiny sparkling starlight for 1 round per level of the spell.

Minute Meteors (Sp): At 1st level, you can summon a rain of tiny meteorites as a standard action to fall in a 5-foot column, 30 feet high, with a range of 30 feet. The meteors inflict 1d4 points of fire damage + 1 per 2 gifted levels. A Reflex save negates this damage. The save DC is equal to 10 + your Arcane Focus. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Voidwalker (Ex): At 3rd level, you gain low-light vision and resist cold and fire 5. At 9th level, you no longer need to breathe, as if wearing a necklace of adaptation.

Bonus Feat (7th): Blind-Fight, Craft Rod, Dodge, Endurance, Improved Counterspell, Improved Iron Will, Iron Will, Quicken Spell, Skill Focus (Perception), Toughness.

Aurora Borealis (Sp): At 9th level, you can create a sheet of cascading colors. This power acts as a *wall of fire*, but it inflicts cold damage and does not radiate heat. However, one side of the aurora designated by you fascinates creatures within 10 feet, up to a maximum of 2 HD of creatures per gifted level. A Will save negates this fascinate effect. The save DC is equal to 10 + your Arcane Focus. You may use this ability for a number of rounds per day equal to your gifted level (max 11). These rounds do not need to be consecutive.

Starborn (Ex): If you chose to enhance your bloodline at 20th level, you gain immunity to cold and blindness, and you can see perfectly in natural or magical darkness. In addition, you gain fast healing 1 when you are outdoors at night.

TECHNOLOGICAL

You were born after the *Fall of Man* and the coming of Gothos. Your gift is that of modern science and technology.

Class Skill: Knowledge (technology)

Bonus Spells: *shield* (3rd), *make whole* (5th), *shrink item* (7th), *minor creation* (9th), *fabricate* (11th)

Bloodline Arcana (1st): When crafting constructs, or aiding another in doing so, you can cast any of the spells required to do so, even if those spells are not currently on your list of spells known. You must still be able to cast spells of the appropriate levels.

Conduit (Sp): At 1st level, you gain the ability to channel energy as a cleric of your level (max 11). You must choose to either heal all objects and constructs or damage all constructs in the area. The save DC for this ability is equal to 10 + your Arcane Focus or Technology Focus. Objects and constructs healed by conduit cannot exceed their maximum hit point total—all excess healing is lost. You may use conduit a number of times per day equal to 3 + your Charisma modifier. This is a standard action that does not provoke an attack of opportunity. If you have living creation, you may choose whether or not to include yourself in this effect.

Magical Craftsman (Ex): At 3rd level, you gain Craft Wondrous Item as a bonus feat. In addition, when you craft a permanent magic item (potions,

scrolls and items with charges are not permanent), you may do so even if you lack one of the spells required. You can ignore an additional required spell at 9th level.

Bonus Feat (7th): Craft Construct, Craft Magic Arms and Armor, Deft Hands, Exotic Weapon Proficiency, Iron Will, Skill Focus (Knowledge [technology]), Technomancer, Technomaster.

Deflective Camouflage (Su): At 9th level, you can innately blend into your surroundings for a number of rounds equal to your gifted level (max 11). This provides a 20% miss chance on ranged attacks against you and grants you a bonus on Stealth checks equal to your Arcane Focus. You can use this ability once per day.

Living Creation (Ex): If you chose to enhance your bloodline at 20th level, you gain immunity to bleed, critical hits, disease, poison, and sneak attack. You can also heal yourself with conduit.

UNDEAD

You gain some modicum of control over your cursed lineage, allowing you to bend it to your will.

Class Skill: Knowledge (fallen)

Bonus Spells: *chill touch* (3rd), *false life* (5th), *vampiric touch* (7th), *animate dead* (9th), *waves of fatigue* (11th).

Bloodline Arcana (1st): Some undead are susceptible to your mind-affecting spells. Corporeal undead that were once humanoids are treated as humanoids for the purposes of determining which spells affect them.

Grave Touch (Sp): Starting at 1st level, you can make a melee touch attack as a standard action that causes a living creature to become shaken for a number of rounds equal to Arcane Focus. If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer Hit Dice than your gifted level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Death's Gift (Su): At 3rd level, you gain resist cold 5 and DR 5/— against nonlethal damage. At 9th level, your resistance to cold increases to 10 and your DR increases to 10/— against nonlethal damage.

Bonus Feat (7th): Combat Casting, Diehard, Endurance, Iron Will, Skill Focus (Knowledge [religion]), Spell Focus, Still Spell, Toughness.

Grasp of the Dead (Sp): At 9th level, you can cause a swarm of skeletal arms to burst from the ground to rip and tear at your foes. The skeletal arms erupt from the ground in a 20-foot-radius burst. Anyone in this area takes 1d6 points of slashing damage per gifted level (max 11). Those caught in the area receive a Reflex save for half damage. Those who fail the save are unable to move for 1 round. The DC is 10 + your Arcane Focus. The skeletal arms disappear after 1 round. The arms must burst up from a solid surface. You can use this ability once per day. This power has a range of 60 feet.

One of Us (Ex): If you chose to enhance your bloodline at 20th level, your form begins to rot (the appearance of this decay is up to you) and undead see you as one of them. You gain immunity to cold, nonlethal damage, paralysis, and sleep. You also gain DR 5/—. Unintelligent undead do not notice you unless you attack them. You receive a +4 morale bonus on saving throws made against spells and spell-like abilities cast by undead.

HALFLING GIFTED (GIFTED ARCHETYPE)

Since halflings are immune to mutation in all its forms, they have developed a different take on the gifted class. In special circumstances, or if mutation is not a common occurrence, this archetype can instead be adapted to fit all races.

CLASS FEATURES

Controlled Faith: At 1st level, the gifted gains proficiency with light armor, shields, and a one weapon of her choice. She can cast gifted spells while wearing light armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a gifted wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass gifted still incurs the normal arcane spell failure chance for arcane spells received from other classes. The gifted does not receive Controlled Mutation at 4th level.

Faith Focus: Halflings who are members of this class gain points in the Faith Focus instead and can store and use an amount of faith each day equal to 2 x their gifted level (+5 for their racial trait). This increases to 5x their gifted level at 10th level and above. This ability replaces Mutation Focus.

CHAPTER 3: CLASSES AND ARCHETYPES

Divine Domain: The gifted selects one cleric domain, regardless of the god(s) she worships. She gains the domain power and 1 domain spell slot per spell level with which she can cast her domain spells as she gains them. This does not grant an additional domain spell slot if the gifted already has one from another class. This ability replaces Gifted Mutation.

Latent Magic: The gifted adds 1 cleric spell of any level she can cast to her list of Spells known. Like the gifted herself, the progression of Latent Magic is a little sporadic. She gains a new spell at 7th, 9th, 13th, 15th, and 19th level. This ability replaces Latent Mutation.

Accelerated Magic: The gifted always gains extra spellcasting ability, but must choose whether to apply her point to the Faith Focus or Arcane Focus. If she chooses faith, her extra spell known and per day are gained from the cleric spell list.

Arcane vs. Divine: At 16th level and again at 18th level, the gifted gains access to another level of spells beyond 7th. Her Arcane Focus or Faith Focus must still be high enough to do so (see accelerated magic above). This ability replaces Magic vs. Mutation.

Heretical Bloodline: At 20th level, the gifted chooses either to gain her 20th-level bloodline power or to store and use up to 25 additional Favor each day.

MECHANIST

The Mechanist is the last remnants of the technological masterminds that existed before the *Fall of Man*. These living marvels range from scientists to high performance car builders depending on their Focus. The mechanist class represents them all.

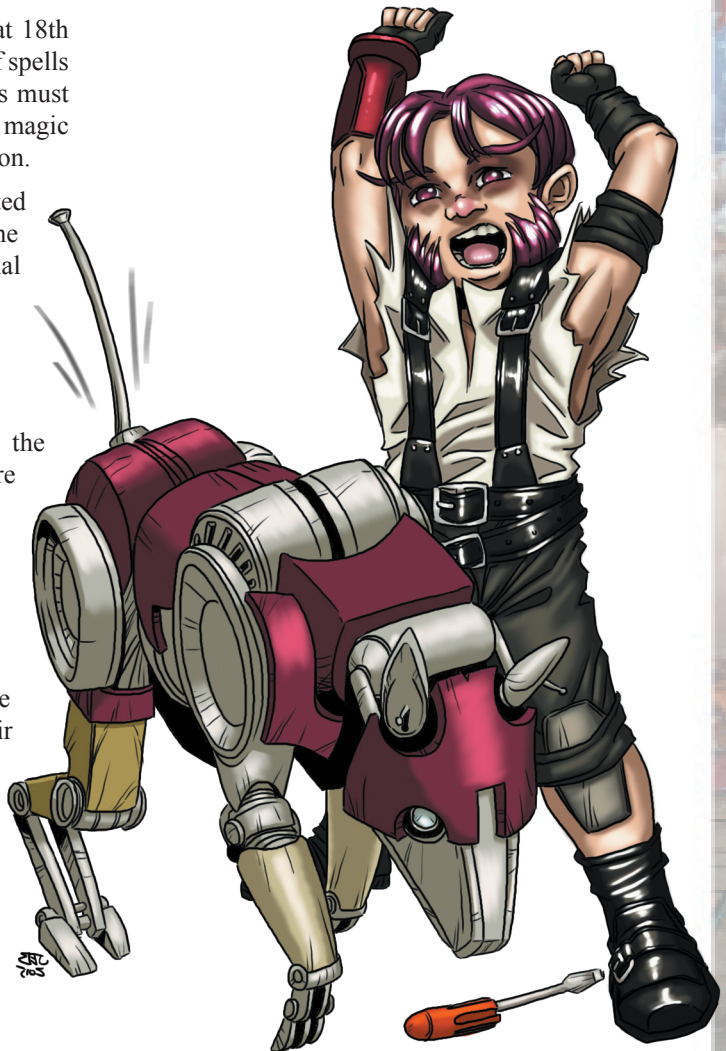
These characters are very valuable in the factions as there are few left with the skills to create and fix technology. The apocalypse has forced each of them to ramp up their understanding of technology far and beyond what they can already do.

Mechanists tend to run in a loose cult-like fashion, often swapping ideas and techniques when they encounter one another and speaking a language only the technically-minded comprehend. Many will take on apprentices in order to make certain their skills are passed on and the knowledge they have is not lost.

Background: The most experienced mechanists usually had a high tech job before the Maul fell. These are all human or reborn who feel constantly driven to improve upon the tech level of post-Maul society. Younger mechanists are often gnomes, thrilled and interested in learning about the specifics of this new world.

Adventurers: Mechanists feel more comfortable under a machine or repairing some piece of equipment, but with so much destruction the only way to find tools and items is to go looking for them or barter for them with items that non-technologically inclined people may want.

Races: This is one of the few classes where the true mechanists will all be pre-Maul human or reborn, but anyone can be an apprentice.



Focus: A Mechanist's Technology Focus rivals that of a soldier, but the Mechanist uses his to understand and fix machinery. Naturally, this also means that the Mechanist has some experience with weaponry, which they utilize it to keep themselves and their allies protected.

Views of Magic: Magic is not a science; the results cannot be easily explained. Therefore, it is an unstable type of power and should not be used. Mechanists are not opposed to magic, they just know that tech is a calculated science and the results are determined through trial and testing.

Views of Technology: Tech is the future; it was tech that saved what humans were saved during the Maul. The mechanist uses, fixes, and creates tech to better themselves and others. It is not a decision to make, technology is the answer.

Other classes: Mechanists tend to have very individualist opinions of other classes and people. While magic is unstable, most find those who can use it fascinating. Even they are something to study and learn from.

Hit Die: d8

Starting Equipment: A 1st-level Mechanist starts with a toolkit valued at a barter DC of 27; armor valued at or below DC 16; and up to 4 common items (or item kits) valued at a maximum of DC 8. The Mechanist also has a handgun that only functions for him. In total, a 1st-level Mechanist's equipment is worth Barter Value DC 37.

Class Skills: The Mechanist's class skills are Appraise (Int), Craft (any) (Int), Disable Device (Dex), Drive (Dex), Fly (Dex), Heal (Wis), Knowledge (technology, toxicology) (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

The following are the class features of the Mechanist.

Weapon and Armor Proficiencies: Mechanists are proficient with all basic and advanced weapons. They are proficient with light and medium armor and shields (but not tower shields).

Craft Pool: Every Mechanist has a craft pool comprised of scraps and leftover materials that he

gathers and stores. The Mechanist can use this pool to create basic and advanced equipment for him and his allies. These items must be of a moderate or lower barter value.

Starting at 11th level, the Mechanist can also craft basic and advanced items of a hard barter value.

Craft Companion: At 1st level, a Mechanist has gathered together enough spare pieces of equipment that he's able to create a useful companion to help in his travels.

This ability functions the same as a druid's animal companion, except the Mechanist's companion has DR 2/adamantine, construct traits, and vulnerability to acid, cold, electricity, and radiation. The companion's tech rating is equal to the Mechanist's total points in the Technology Focus, and it ceases to function in areas with an arcane or mutation rating higher than that value.

Scrap Expert (Ex): At 1st level, a Mechanist gains a handgun. This weapon is battered, and only the Mechanist knows how to use it properly. All other creatures treat the handgun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (its barter value is 16 when sold). The Mechanist also gains Gunsmithing as a bonus feat.

Trap Finding: A Mechanist adds 1/2 his level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A Mechanist can use Disable Device to disarm magic traps.

Focused Shot: At 2nd level, the Mechanist gains Focused Shot as a bonus feat. As a standard action, the Mechanist may make an attack with a ranged weapon and add his Intelligence modifier on the damage roll. The Mechanist must be within 30 feet of his target to deal this extra damage. Creatures immune to critical hits and sneak attacks are immune to this extra damage.

Armor Training (Ex): Starting at 3rd level, a Mechanist learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (7th, 11th, and 15th), these bonuses increase by +1 each time, to a maximum -4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

CHAPTER 3: CLASSES AND ARCHETYPES

TABLE 3:4 – MECHANIST

Mechanist Level	Base Attack	Fort Save	Ref Save	Will Save	Tech Focus	Special	Craft Pool
1	+0	+2	+2	+0	+2	Craft Companion, Scrap Expert, Trapfinding	16
2	+1	+3	+3	+0	+2	Focused Shot	17
3	+2	+3	+3	+1	+3	Armor Training, Trap Sense +1	18
4	+3	+4	+4	+1	+3	Uncanny Dodge	19
5	+3	+4	+4	+1	+4	Master Craftsman, Technological Upgrade	20
6	+4	+5	+5	+2	+4	Trap Sense +2	21
7	+5	+5	+5	+2	+5	Armor Training	22
8	+6/+1	+6	+6	+2	+5	Improved Uncanny Dodge	23
9	+6/+1	+6	+6	+3	+6	Trap Sense +3, Technological Upgrade	24
10	+7/+2	+7	+7	+3	+6	Weapons Upgrade	25
11	+8/+3	+7	+7	+3	+7	Advanced Craft Pool, Armor Training	26
12	+9/+4	+8	+8	+4	+7	Trap Sense +4	27
13	+9/+4	+8	+8	+4	+8	Technological Upgrade	28
14	+10/+5	+9	+9	+4	+8	Create Supertech	29
15	+11/+6/+1	+9	+9	+5	+9	Armor Training, Trap Sense +5	30
16	+12/+7/+2	+10	+10	+5	+9	Automate Functions	31
17	+12/+7/+2	+10	+10	+5	+10	Technological Upgrade	32
18	+13/+8/+3	+11	+11	+6	+10	Trap Sense +6	33
19	+14/+9/+4	+11	+11	+6	+11	Armor Mastery, Breaking the Mold	34
20	+15/+10/+5	+12	+12	+6	+11	Supertech Upgrade	35

In addition, a Mechanist can also move at his normal speed while wearing medium armor. At 7th level, the Mechanist gains proficiency with heavy armor, and at 11th level, he can move at his normal speed while wearing heavy armor.

Trap Sense (Ex): At 3rd level, a Mechanist gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the Mechanist reaches 6th level, to +3 when he reaches 9th level, to +4 when he reaches 12th level, to +5 at 15th, and to +6 at 18th level. Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): Starting at 4th level, a Mechanist listens to his instincts in order to avoid danger. He cannot be caught flat-footed, nor does he lose his Dex bonus to AC if the attacker is invisible. He

still loses his Dexterity bonus to AC if immobilized. A Mechanist with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against him.

If a Mechanist already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Master Craftsman: At 5th level, the Mechanist gains Master Craftsman as a bonus feat. The equipment made by the Mechanist is nonmagical, but requires that the user has 1 point in the Technology Focus for every 2 caster levels of the item.

When the Mechanist creates an item with Master Craftsman, he reduces the DC to do so by his total points in the Technology Focus. This only applies to the DC increase from not having appropriate spells or meeting other requirements. It does not reduce the base DC of the item.

Technological Upgrade (Ex): At 5th level, the Mechanist has upgraded his own or his companion's defensive capabilities. He can add any +1 or lower armor special ability to his own armor or his mechanical companion. This upgrade functions even in an *antimagic field*, but ceases to function in areas with an arcane rating higher than its total bonus. The Mechanist can move this upgrade to a different, compatible armor or companion with 1 day's work.

Starting at 9th level, the Mechanist gains another +1 upgrade that he can apply to his armor or his companion. Alternatively, the Mechanist can drop his current +1 upgrade and gain a +2 upgrade instead. This increases again at each interval such that by 17th level, the Mechanist can have four +1 upgrades, one +4 upgrade, or any combination therein divided between his armor and his current companion.

Improved Uncanny Dodge (Ex): The Mechanist's genius gets him out of most trouble. He can no longer be flanked, and denies creatures with sneak attack the ability to use it when flanking him, unless the attacker has at least four more hit dice than the Mechanist does.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum hit dice required to flank the character.

Weapons Upgrade (Su): Starting at 10th level, the Mechanist can divert extra energy stored in his armor into attack power. This ability functions like Power Attack, except the Mechanist takes penalties to his AC instead of to his attack and adds the appropriate bonus to his weapon damage.

In addition, the Mechanist now always adds his Intelligence modifier to the damage he deals with ranged weapons. He can still use Focused Shot to increase the damage further, but the rules for that ability still apply when doing so.

Create Supertech (Ex): At 14th level, the Mechanist no longer increases his skill DC for creating items for which he does not meet some requirements. He can create items for his companions that function exactly like magic items (for arcane magic users) or tech items.

Automate Functions (Ex): At 16th level, the Mechanist has built some functions into his armor or his companion that allow them to operate without him. He can now continue to craft items even while resting.

Armor Mastery (Ex): At 19th level, a Mechanist gains Damage Reduction 5/— whenever he is wearing armor or using a shield.

TECH UPGRADES

The following upgrades are available only to Mechanists. Their value as +1 – +5 special ability is only for reference.

Battery Pack (+1 special ability): An armor or companion with a battery pack can remove it and grant a +1 enhancement bonus to any compatible device. This special ability can be added up to 5 times.

Flight Suit (+4 special ability): The armor or companion can fly with good maneuverability, gaining a +4 bonus on Fly skill checks. It can fly three times per day, up to 5 minutes per flight.

Generator (+3 special ability): The armor or companion can be used to give power to another device. It can power or charge any device with a tech rating at or below its total bonus in 1 hour. Tech ratings above that bonus require 1 hour plus 30 minutes for every point above.

Shield Installation (+1 or +2 special ability): The armor or companion gains a +2 shield bonus to AC. As a +2 special ability, it gains a +4 shield bonus that can be used to grant total cover (identical to a tower shield) as a standard action instead.

Weapon Installation (+1 special ability): The armor or companion has a masterwork ranged weapon installed that it can use with proficiency. The weapon has an enhancement bonus to attacks and damage equal to 1/2 the enhancement bonus granted to the armor or the companion's AC. The weapon can have weapon special abilities added to it normally if it has at least a +1 enhancement bonus.

Breaking the Mold (Ex): For every point the Mechanist has above 10 in Technology Focus, he gains a +1 enhancement bonus to his armor or can grant his mechanical companion a +1 enhancement bonus to AC. This cannot increase either the mechanist's armor or his companion's enhancement bonus above +5, nor can it increase their total bonus (including Technological Upgrade and Supertech Upgrade) higher than +10.

Supertech Upgrade (Ex): The Mechanist can add a +5 armor special ability to his armor or his mechanical companion, or he can add any combination of abilities and/or enhancement bonuses totaling +5. This is in addition to the Mechanist's other abilities and bonuses already applied, and it cannot raise either his or his companion's total bonus over +10.

CHAPTER 3: CLASSES AND ARCHETYPES

ARCANIST (WIZARD ARCHETYPE)

Why fight fire with fire when you can fight anything with magic?

Arcanists focus on the study of magic and its effects on the universe. They feel that true magic is the way to return harmony to the world. Many arcanists hope to one day find a door back into Gothos through which they can see if anything has survived its devastation.

Adventurers: Adventuring is the best way arcanists can find new magic, being items or knowledge, they do take a fair share of the booty collected to use as

barter for items that they could not find. Arcanists tend to be focused on the goal of the adventure and do not feel a night of fun should exist if there is a chance to test new magic or find a new scroll.

Background: Arcanists can be of any race and can usually be identified in the “youth” stage of their race because they outshine others when it comes to their vast array of knowledge, it is rumored some children learn to read and write 4 or so languages of both earth and Gothos before some of the same age/race learn common. Most arcanists feel superior to other classes due to what they call “superior intellect.” Most arcanists have led a normal life, but feel that their quest for new knowledge can never be satisfied.

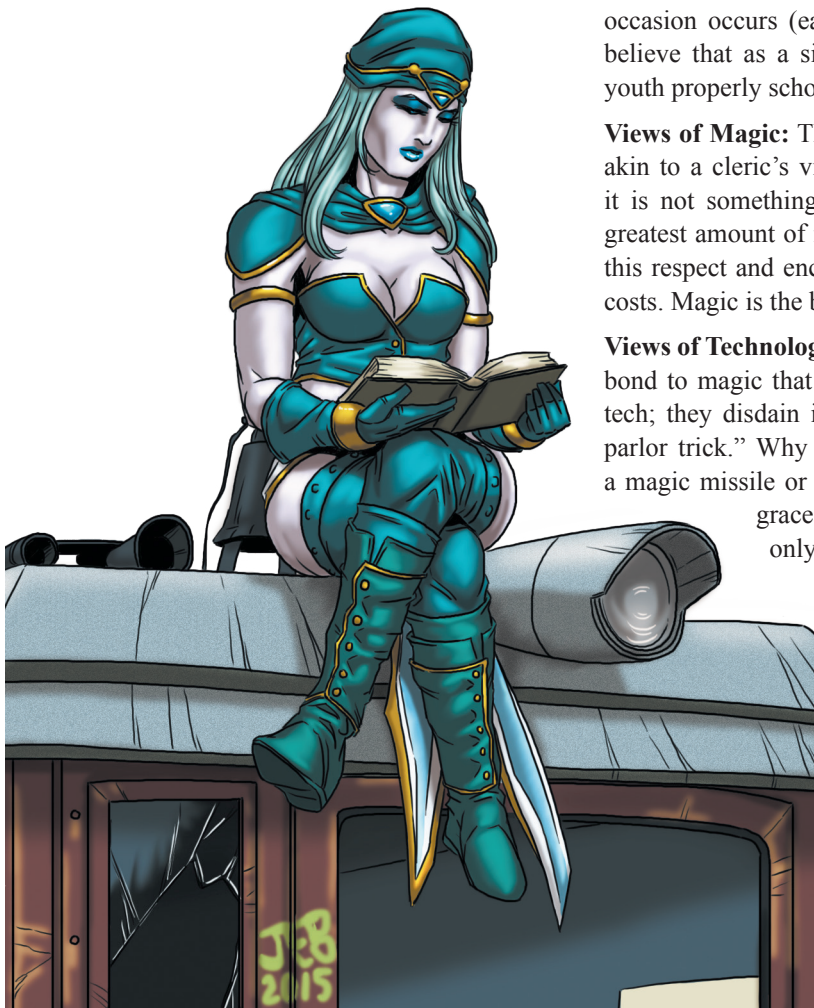
Races: Arcanists are primarily from Gothos, or the offspring of races of Gothos. Very rarely are any arcanists born of Earth-based parents. If such an occasion occurs (earth-based parents) some people believe that as a sign and do their best to get the youth properly schooled.

Views of Magic: The arcanist’s views on magic are akin to a cleric’s view on their god’s holy symbol, it is not something to be toyed with but paid the greatest amount of respect to, and one must harness this respect and encourage and nourish magic at all costs. Magic is the blood of an arcanist’s soul.

Views of Technology: The arcanist has such a strong bond to magic that they feel the exact opposite for tech; they disdain it, and feel it is a “cheap man’s parlor trick.” Why shoot a gun when one can cast a magic missile or fireball, which is so much more graceful? An arcanist will use tech, but only when they have to, and they do

not have much knowledge of its workings. Some have stated that the more an arcanist uses tech, the more the arcanist feels lost to the power of magic—and that simply cannot be tolerated.

Other classes: Arcanists do not respect any class that deals primarily in technology, but they do realize that becoming allies with such a class has its



advantages and may help the arcanist find newer and more powerful magic. Most arcanists feel superior to other classes due to their own perceived intellect, but will not hesitate to adventure and even befriend someone who is familiar with technology.

CLASS FEATURES

Starting Equipment: A 1st-level arcanist starts with up to 5 common items (or item kits) valued at a maximum of DC 16. In total, a 1st-level arcanist's equipment is worth Barter Value DC 37.

Arcane Focus and Spellcasting: At 1st level, an arcanist gains two points in his Arcane Focus. At 2nd level and every even level thereafter, he gains another point in his Arcane Focus. These points are in addition to those gained from normal advancement.

Once the arcanist has 10 points in Arcane Focus, additional points count as a +1 bonus to the arcanist's caster level checks to defeat spell resistance. When in an area with a mutation or technology rating higher than 0, the arcanist can subtract the excess points from his pool prior to actually reducing her effective points in Focus.

To cast a spell, an arcanist needs an Arcane Focus equal to the spell's level. An arcanist who casts a spell of a higher level than his current Focus must make a caster level check to concentrate. The DC for this check is 10 + twice the spell level. 0-level spells count as 1/2 spell-level for this purpose. Failure indicates that the arcanist was unable to draw the appropriate magic for the spell. He loses his action, but does not lose the spell itself and may attempt to cast it again the next time he has an action to do so.

If the arcanist was already forced to make a caster level check due to other circumstances (such as damage taken), increase the DC of that check by twice the difference in the arcanist's Focus.

Generalist: An arcanist doesn't hold a narrow view of magic, and this translates into his ability to cast spells. Beginning at 1st level, when an arcanist prepares spells, he can prepare as many spells as are available to him for a given spell level. Rather than declare which spell slots are being used at the time of preparation, the arcanist can instead cast any of his prepared spells using those slots throughout the day.

For example, at 5th level, Jack is able to prepare two 3rd-level spells because of his 17 Intelligence. He prepares *fireball* and *invisibility*. Later in the day, when he's attacked by a band of orcs, he's able to distract them long enough to cast *fireball* twice, effectively killing all but one of the brutes. After the last one throws a large, broken chunk of road at him, Jack's able to cast *invisibility* and get away safely.

This ability replaces the arcane school class feature.

Minimalist: When even bat guano is a potentially expensive material, the arcanist has learned to use as little as possible when casting his spells. He gains Eschew Materials as a bonus feat instead of Scribe Scroll at first level.

Purist: Arcanists live to further their study of magic and try to avoid technology as much as possible. They are prohibited from gaining spells from the technomancy school. If an arcanist must prepare a spell from this school, he requires two spell slots to cast it.

Materialist: It is far too dangerous to rely on tiny creatures for aid. An arcanist always has the bonded object class feature.

Beginning at 5th level, an arcanist can sacrifice spell slots to create temporary items. He must meet all requirements to craft the item, including being an appropriate level and having the necessary spells and feats. The arcanist cannot craft ammunition, potions or items with charges in this way.

When creating items with this ability, the arcanist spends at least one hour per item and expends the necessary spell slots. After initially creating the item, the arcanist can continue to leave those spell slots expended when he prepares spells in order for the item to remain functional.

Items created with this ability can be given to others, but those who take possession of them know immediately that they are powered by the arcanist. The arcanist can create as many items as he has spell slots to spend.

This ability replaces the bonus feats gained at 5th, 10th, 15th, and 20th level.



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CLERIC OF THE MANY GODS (CLERIC ARCHETYPE)

The clerics of the Many Gods are mostly immigrants from Gothos. There, a massive united church called The Pantheon was the major power, and had over a dozen gods within its mythos. Some of these gods did not make it across, but many did (see Personality and Factions for the gods and their domains). Those that did make it struggle to overcome the awesome might of the One God. The only reason they can hold their own is that mankind on earth is so decimated that the One God now has fewer prophets and priests—or perhaps he is simply allowing them to stay (for now).

Clerics of the Many Gods come in all races, shapes, and sizes depending on which of the Many Gods from Gothos they worship.

Clerics have a good supply of divine magic at their disposal and gain powers from their god's domain also.

Background: Clerics of the Many Gods feel that they did not choose their path; instead, it was chosen for them by their deity. Most have been on this path of true belief since birth. Their will to gain knowledge is strong, but the will to teach with word or blade can drive them all the same.

Races: Clerics of the Many Gods can be of any race, but tend to be from Gothos or have been born of parents from Gothos. This is not a prerequisite. In fact, there are rumors that some of the newest and more powerful of certain gods' clerics were humans from pre-devil's hammer earth who have been recently converted, but this has not been substantiated.

Views of Magic: Clerics of the Many Gods tend to be comfortable with the workings of the arcane. Since their deities came from a world strong in magic, they feel it is commonplace to have magic all around.

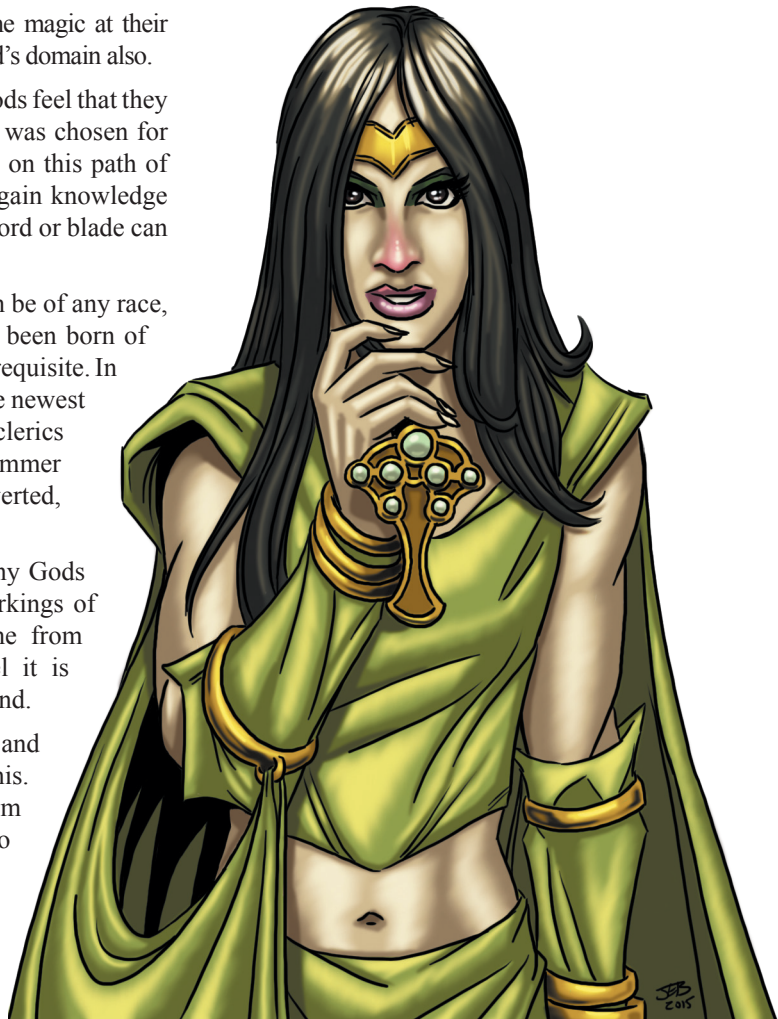
Views of Technology: Tech is a fact, and the clerics of the Many Gods know this. They tend to learn and use tech from early on, but in the end they seem to have more use for the powers of the arcane than technology.

Other classes: Clerics of the Many Gods enjoy other classes, but would have some negative

feelings towards some priests of the One God as well as clerics of opposing faiths. That doesn't mean they cannot adventure with such people (it could even be a great opportunity to convert those who simply misunderstand the cleric's god), just that they would prefer people with the same beliefs or neutral beliefs towards their spiritual cause.

CLASS FEATURES

Starting Equipment: A 1st-level Many Gods cleric starts with an item related to her primary god of worship valued at a barter DC of 27; armor or a weapon valued at or below DC 16; and up to 4 common items (or item kits) valued at a maximum of DC 8. In total, a 1st-level cleric's equipment is worth Barter Value DC 37.



Faith Focus and Spellcasting: At 1st level, a cleric of the Many Gods gains 2 points in her Faith Focus related to the Many Gods. At 2nd level and every even level thereafter, she gains another point in her Faith Focus. These points are in addition to those gained from normal advancement.

Once the cleric has 10 points in Faith Focus, additional points count as a +1 bonus to the cleric's caster level checks to defeat spell resistance. When in a desecrated area or a hallowed area devoted to an opposing faith, or an area with a mutation rating higher than 0, the cleric can subtract the excess points from her pool prior to actually reducing her effective points in Focus.

To cast a spell, a cleric needs a Faith Focus equal to the spell's level. A cleric who casts a spell of a higher level than her current Focus must make a caster level check to concentrate. The DC for this check is 10 + twice the spell level. 0-level spells count as 1/2 spell-level for this purpose. Failure indicates that the cleric was unable to draw the appropriate magic for the spell. She loses her action, but does not lose the spell itself and may attempt to cast it again the next time she has an action to do so.

If the cleric was already forced to make a caster level check due to other circumstances (such as damage taken), increase the DC of that check by twice the difference in the cleric's Focus.

Varied Worship: A cleric of the Many Gods chooses only 1 Domain at 1st level from her god. The god that grants this domain becomes her primary god. She also casts one fewer spell of each level than normal. If this reduces the number to 0, she may cast spells of that level only if her Wisdom allows bonus spells of that level.

ALIGNMENT IN A WORLD WITHOUT

Clerics classically take up a cause based on their Gods. Many of the Gods have a definitive "good" or "evil" slant to them. However, in Fall of Man no alignments exist. You are the sum of your choices. Thus clerics of these Gods tend to follow the teachings of their God and choose to "act" good or evil based on their Gods. If they stray too far from their God's ideals, such as by praying to a God of an opposing faith or acting in a way that directly contrasts or impedes the will of their God, they risk losing access to their domains or their spellcasting abilities all together.

In exchange for this sacrifice, each time the cleric prays for her spells, she may pray to a second god as well as her primary god and gain access to one of that deity's domains for the next 24 hours. She may also cast either of the two spells granted to her using her domain spell slot without first preparing either.

Favor: As a full-round action, a cleric of the Many Gods can pray to her primary god and receive an amount of Favor equal to her total points in the Faith Focus. She can store and use an amount of Favor each day equal to 5 x her cleric level. At 10th level and above, this amount doubles to 10 x her cleric level instead. See the chapter on Focus for more information on what to do with Favor. If she has Favor remaining at the end of the day, the cleric can store it, allowing her to not have to pray as much in days following, but she can still only use the amount indicated above. This ability replaces Channel Energy.

DREAMWALKER (MONK ARCHETYPE)

The Masaruri, or dreamwalkers, is a sect of monks devoted to worship of the great being known as Midnar. In his slumber, Midnar teaches all who will listen the beauty of dreams. The dreamwalkers heed these teachings better than any other.

Background: As followers of the teachings of Midnar, the dreamwalkers practice dreamweaving, a special form of magic rarely seen on Gothos, let alone on the ravaged world of Earth.

Adventurers: Dreamwalkers seek to learn the dreams of others, so that they can ascend into the sleeping wonders that Midnar offers those who join him. They adventure as a part of this education and to battle against the nightmares caused by the unruly and dangerous beings of the world. When Midnar is disturbed, so too are the Masaruri.

Races: All are welcomed with open arms into the teachings of Midnar. Canites, in particular, find they are well suited to become dreamwalkers. Humans and reborn are equally skilled at mastering the teachings of the Sleeping God. Elves, who do not sleep as the other races do, must work harder than others to accept the ways of the Masaruri.

CHAPTER 3: CLASSES AND ARCHETYPES

Focus and Views of Magic: Dreamwalkers interweave their Focus between that of arcane magic and faith. Though they truly worship the being called Midnar, many dreamwalkers also find the teachings of lesser deities helpful in their travels and so dedicate their faith to one or more of these other gods.

Views of Technology: The dreamwalkers have little personal need for technology. It is the body and the soul which drive them and their talents, but they do not hold this against those with lesser self-acceptance.

Other classes: Other classes view dreamwalkers as they do most monks. Spellcasters are fascinated with the concept of dreamweaving, and so study dreamwalkers even as the Masaruri study them in return.

CLASS FEATURES

The following are the class features of the dreamwalker.

Starting

Equipment:

A 1st-level dreamwalker starts with up to 5 common items (or item kits) valued at a maximum of DC 16. In total, a 1st-level dreamwalker's equipment is worth Barter Value DC 37.

Blessed

Sleep

(Sp): At 1st level, the dreamwalker can cast Sleep at will as a spell-like ability. His caster level is equal to his level of dreamwalker, and he uses his Wisdom to determine the saving throw.

Once per day, the dreamwalker can choose to affect creatures with the most hit dice first. He can do this one additional time per day for each level of dreamwalker he possesses plus one time per day for every four levels he has in any other class. This ability replaces Stunning Fist.

Dreamweaving (Sp): At every level, the dreamwalker gains 1 point in either the Arcane Focus or the Faith Focus. He cannot choose the same Focus twice in a row. This ability replaces abundant step, empty body, ki pool, and wholeness of body. These points are in addition to those gained from normal advancement.

When he places his first point into the Faith Focus, the dreamwalker can choose to offer his worship to the Many Gods or the One God in addition to Midnar. If he does, he can pray for Favor in the same way a cleric or priest would. The dreamwalker's effective level for this purpose is equal to his total points in the Faith Focus, to a maximum of his dreamwalker level or 10, whichever is lower.

For each point the dreamwalker puts into the Arcane Focus, he gains spells known and per day as a sorcerer of that level, to a maximum of his dreamwalker level or 10, whichever is lower. The dreamwalker uses his Wisdom modifier, rather than Charisma, to determine his bonus spells and saving throws. The dreamwalker's spell list is as follows.

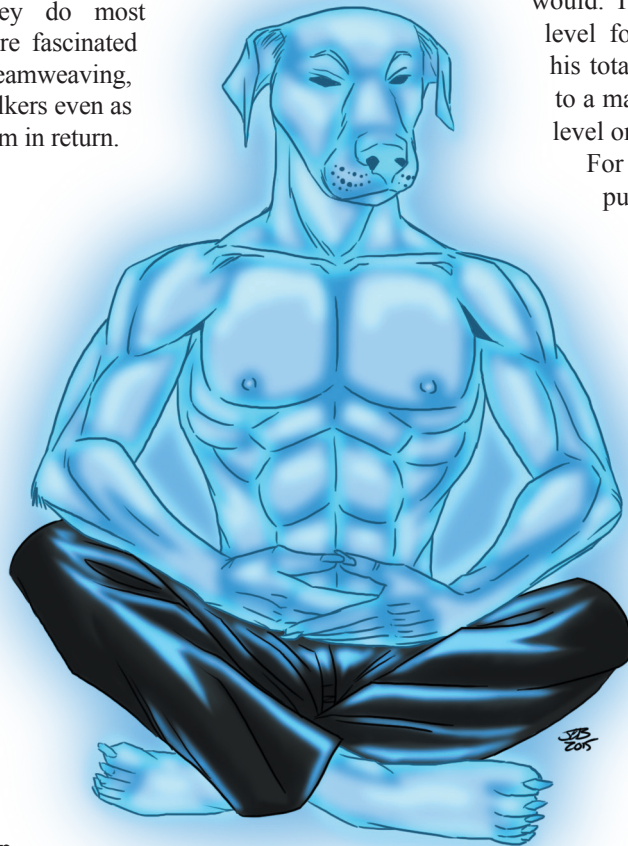
1st – *cause fear, comprehend languages, feather fall, unseen servant, ray of enfeeblement, silent image, true strike*

2nd – *darkness, darkvision, glitterdust, levitate, scare, whispering wind*

3rd – *blink, deeper darkness, fly, major image, phantom steed, ray of exhaustion*

4th – *confusion, dimension door, fear, phantasmal killer, shadow conjuration*

5th – *dream, nightmare, overland flight, shadow evocation, symbol of sleep*



Blessed Slumber (Sp): Starting at 6th level, the dreamwalker can trade 2 uses of his Blessed Sleep ability to cast Deep Slumber instead. He can still affect creatures with the highest hit dice first, if he chooses. This ability replaces the bonus feat gained at 6th level.

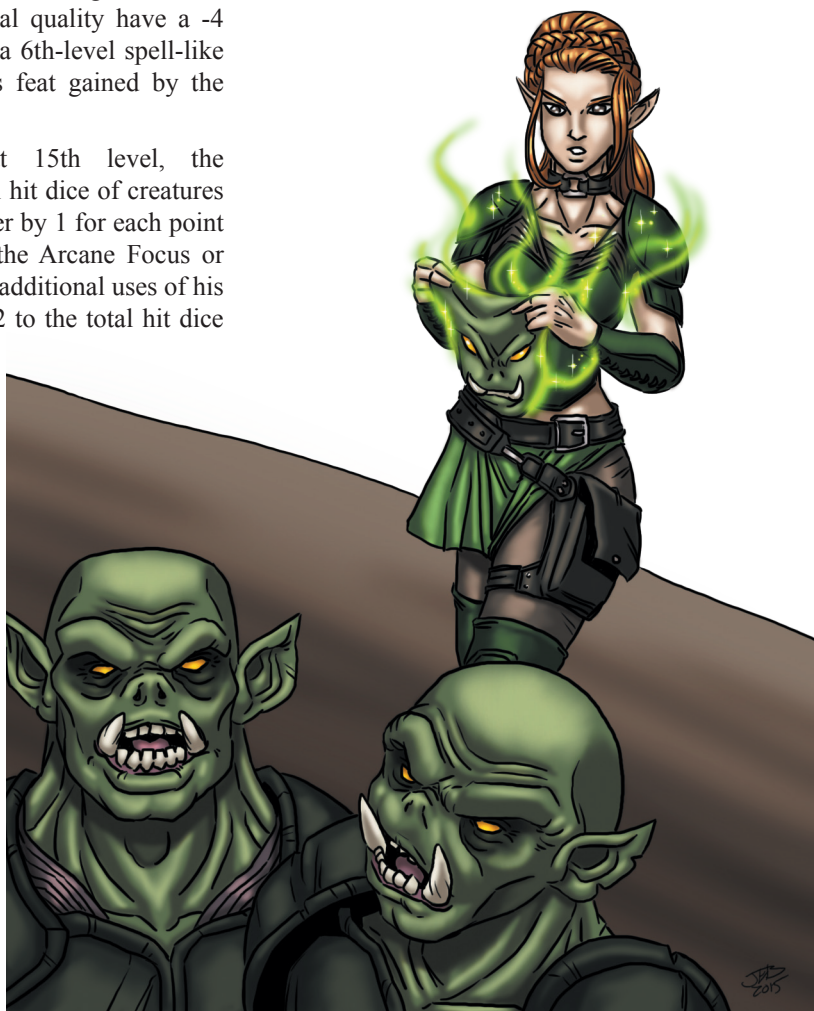
Blessed Dreams (Sp): Starting at 14th level, the dreamwalker can trade 3 uses of his Blessed Sleep ability to activate an aura instead. The dreamwalker is surrounded by a soporific aroma that causes living creatures that begin their turn or end their movement within 5 feet of him to fall asleep for 1 minute. Creatures must save (DC 10 + 1/2 the dreamwalker's Level + his Wisdom modifier) each time they begin their turn or end their movement within his aura, even if they have previously saved against the effect. Sleeping creatures are helpless but can be awakened with a standard action or after being wounded. Creatures with the scent special quality have a -4 penalty on their saves. This is a 6th-level spell-like ability that replaces the bonus feat gained by the dreamwalker at 14th level.

Sandman (Sp): Starting at 15th level, the dreamwalker increases the total hit dice of creatures he can affect with Deep Slumber by 1 for each point over 10 that he has in either the Arcane Focus or Faith Focus. He can also spend additional uses of his Blessed Sleep ability and add 2 to the total hit dice for each. This ability replaces quivering palm.

FACE (BARD ARCHETYPE)

The face is the verbal point-man of any group, and often is seen as the leader, even when such is not the case. Many of these charismatic types tend to use their wits and charm over guns and blades. They're even pretty good at helping allies get the most for their bartering. Anybody who fancies himself a politician or leader tends to become a party's face. They are, after all, the jacks of all trades on post-Satan's Maul Earth.

Background: When it comes to social interaction in the world since the *Fall of Man*, the face is the one you send. Granted, members of this class are only at their best when supported by their allies, so you don't want to rely solely on the face to get you out of trouble.



CHAPTER 3: CLASSES AND ARCHETYPES

Adventurers: Faces adventurer to find better deals and more important contacts. If there is any safe place left on Earth, you can bet a face is trying to find it so he can live out his days in peace.

Races: Humans and the occasional halfling make great members of the face class. Half-elves raised by humans are a close third, while hanites are surprisingly adept at pushing their agendas when they want to be. Other races rarely try to put themselves out there, being insecure about their place in this new world compared to the humans who dominated it for so long.

Focus: A face gains no points in a specific area of Focus, relying instead on his ability to sweet-talk others into performing tasks for him or cheering on his allies while they get the job done in his stead.

Views of Magic and Technology: If it's worth a penny, a face will sell it to you for a dollar, and you'll both walk away happy. It matters not to a face what the origin of something is, unless that origin is the reason somebody will buy it off of him.

Other classes: A face isn't as important a member of a party as a scavenger, but they are quite useful in situations where bartering or social interaction is necessary to progress further. Other classes recognize this and often grudgingly accept the face at, well, face value.

CLASS FEATURES

The following are the class features of the face.

Starting Equipment: A 1st-level face starts with armor and a basic weapon, each worth up to a maximum of DC 8. He also gains 4 common items or item kits; all of which can be worth a maximum of DC 16. In total, a 1st-level Face's equipment is worth Barter Value DC 37.

Spells: The face does not gain spells known, nor does he gain spells per day.

Public Speaker: Beginning at 1st level, the face can use any bardic performance through speech alone. He does not require visual components, and adds Perform (oratory) to the skill checks he can make when performing if it wasn't there already. Creatures affected by the face's performance never need to see him, but they must still be able to understand his words.

Share in the Experience: If there is an ally within 30 ft. of the face who is able to speak, a face's bardic performance doesn't end if he is killed, paralyzed,



stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. The performance does still end when the rounds run out or if that ally doesn't use a free action to continue it. Only a member of the face class can change which performance is occurring.

Versatile Performance (Ex): The face always chooses Perform (oratory) at 2nd level with this ability. The ability otherwise functions the same.

Teamwork: At 4th level, and every 3 levels thereafter (7th, 10th, etc...), the face gains a teamwork feat or a bonus feat from the following list. The face can grant his allies within 30 feet the benefits of one of these feats as a standard action on his turn for up to 1 round plus one round each time he gains a new bonus feat.

Acrobatic, Alertness, Animal Affinity, Arcane Strike*, Athletic, Blind Fight, Deceitful, Defensive Combat Training, Deft Hands, Dodge, Fleet, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Magical Aptitude, Mobility, Nimble Moves, Persuasive, Quick Draw, Rapid Reload, Run, Self-Sufficient, Skill Focus, Stealthy, Step Up, Strike Back, Vital Strike, Weapon Focus.

* the face and his allies use the face's class level as their caster level when determining the bonuses granted by this feat.

If he gains a teamwork feat (introduced in the *Pathfinder Roleplaying Game Advanced Player's Guide*), The face treats his allies as also having that feat, even if they do not. At the GM's discretion, similar feats may be added to this list. In cases such as with Improved Initiative, allies gain the benefit at the start of the next round and lose it on the round following the last round of the face's ability.

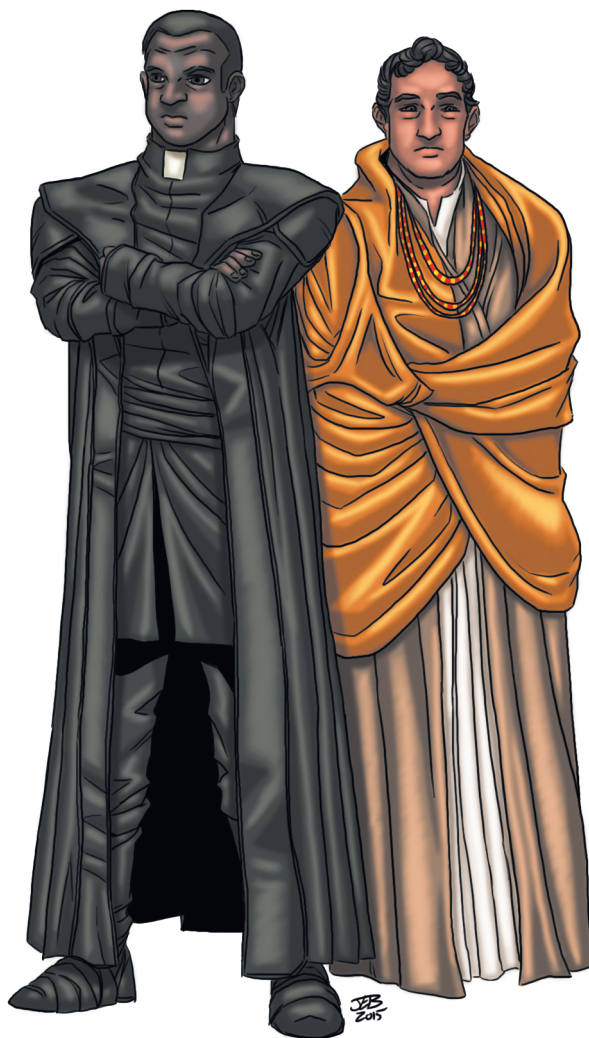
PRIEST OF THE ONE GOD (PALADIN ARCHETYPE)

For years unknown, the people of Earth have worshiped greater beings they call gods. There was a time when this worship bore fruit in the form of benevolent gifts or divine wrath. Then suddenly, the people of that world were noticeably alone.

Centuries went by on Earth without proof that the gods still existed in any form other than the faith of their believers. The only truth the humans could provide was wrapped in stories told by the wise

men of their individual religions. Most of these faiths did share a common, if differently interpreted concept; there was a single, greater entity outside of the purview of Man. That god often took the form of a kindly old man, a handful of lesser manifests of power, or a cruel father figure seeking to teach his creations to appreciate life through loss. What this greater being could really be was left to the imagination until the world itself came crashing down around everything and the One True God was forced to step back into the fold.

Background: When the followers of the Many Gods of Gothos stepped into the new world for the first time, they brought with them a strong and healthy faith that shook Earth's heavens. In response, the One God reached out to those who had devoted their lives to their religions and gifted unto them power to rival



CHAPTER 3: CLASSES AND ARCHETYPES

the clerics. These priests would spread word around what remained of the planet, sharing their faith with others and bolstering the One God's strength to once again rival the Many.

Adventurers: Priests of the One God practice their faith by sharing it with others in the form of blessings and wrath. They travel the ruined lands of Earth and gather under them the unknowing and the misunderstanding people who have yet to accept the truth of the One God.

Races: Earth-born humans have worshiped the One God in some aspect for ages. Even now, many flock to their religious sites in search of answers and aid. In the past thirty years, members of the other races have started to follow the One God. Some, like the orcs, have read of his terrible vengeance visited upon those who would deny him; others, like some dwarves and elves, have turned their back on the Many Gods who could not save them and seek wisdom from the deity whose world survived.

Focus: The priest holds her faith in the One God above all else.

Views of Magic and Technology: Heathen magic was recognized as a threat by many followers of the One God even before true magic was reintroduced to the world. Technology was the bearer of many deaths up until the One God saw fit to end its false reign over humanity by allowing Satan's Maul to cleanse the world of nonbelievers.

Other classes: Priests are welcomed into parties of adventurers as readily as clerics of the Many Gods. So long as the priest can overlook the presence of those who may not follow her beliefs, she can be a great ally and an asset to a group.

CLASS FEATURES

The following are the class features of the priest.

Starting Equipment: A 1st-level priest of the One God starts with up to 5 common items or item kits, all of which can be worth a maximum of DC 16. In total, a 1st-level priest's equipment is worth Barter Value DC 37.

Faith, Protect Me: The priest starts with 2 points in the Faith Focus dedicated to the One God. At 3rd level, and each odd level thereafter, the priest gains 1 additional point in that Focus. These points are in addition to those gained from normal advancement.

The priest's faith allows her to pray to the One God for Favor that she can store or use each day. If a miracle created by a priest requires a saving throw, she adds her Charisma modifier instead of Wisdom.

In addition, when unarmored and unencumbered, the priest adds her Charisma bonus (if any) to her AC and her CMD. She also gains a +1 bonus to AC for each point she has in the Faith Focus. These bonuses to AC apply even against touch attacks or when the priest is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load. This ability replaces the priest's armor and shield proficiencies.

Damnation (Sp): The priest yells at an enemy, imploring it to side with the One True God or daring it to deny her faith. This ability is not a mind-affecting effect. The priest does need to be able to speak, and the creature must understand her words. If it does not wish to answer, the target can roll a Will save (DC 10 + the priest's faith + her Charisma modifier). Failure indicates that the creature declares its true allegiance in one form or another. The priest can use this ability on each creature up to 3 times per day, after which the creature becomes immune for 24 hours.

If the target of Damnation directly opposes the priest's faith or forsakes the One True God, the priest may then use Smite Heretic upon it. This ability replaces Detect Evil.

Smite Heretic: The priest can use her smite evil ability against any creature that directly opposes her faith or which has forsaken the One God. This ability changes smite evil.

True Believer: It is sometimes after the greatest of battles with evil that even the most stalwart of priests are turned away from their god. At 5th level, the priest gains True Believer as a bonus feat. In addition, if the priest is using Divine Inspiration on behalf of the One God's will, the spell she casts can be any spell-level that she can afford and only costs 5 x the spell-level. The priest should already know from her regular prayers if she is acting on behalf of her god's will and if the situation calls for such an extreme show of power. Even still, the use of this ability weakens the priest's convictions temporarily. At the end of the encounter in which she used this ability, the priest takes Charisma damage equal to the level of the spell that was cast. This ability replaces Divine Bond.

Aura of the Righteous (Su): At 14th level, the priest gains DR 2/adamantine. This increases to DR 5/adamantine at 17th level. When she gains Holy Champion at 20th level, her DR becomes 5/– instead. This ability replaces Aura of Faith and changes Aura of Righteousness and Holy Champion.

SCAVENGER (ROGUE ARCHETYPE)

Scavengers are rogues with a penchant for avoiding trouble, whether that trouble be from scraps, traps, or wraps (a derogatory term for Mechanists and soldiers because of their armor).

Scavengers have little need for killing others; they mostly just want to get in, get a job done, and get out.

Background: It's the end of the world, and scavengers hold the key to survival. While not everybody is cut out to be a scavenger, it's a rare party who survives long without one to call friend and ally.

Adventurers: Scavenger may as well be a synonym for adventurer in *Fall of Man*, considering their shared commonality and effectiveness. The only obvious difference between the two is an adventurer's willingness to dispatch enemies in search of supplies, while most solitary scavengers will wait it out or find another place to look for gear.

Races: Halflings are the most prominent of scavengers, because their small size and general health compared to other races makes it easier to delve into the more dangerous locations that are the new standard on Earth. Dwarves and humans have their share of scavengers, while reborn are almost forced into the role because so many groups would rather send somebody who just can't die to find the traps. Even though engergivores make decent scavengers, few trust them to do so because they will often eat their findings rather than share with companions.

Focus: A scavenger's preferred Focus (see below) dictates her preference toward a given area.

Views of Magic and Technology: Magic and technology are just two more things to look out for in a world where the environment can kill you as quickly as any brute.



Other classes: Everybody loves the resourcefulness of scavengers, but none more than Mechanists who can borrow from the Class' reserve craft pool to craft useful items for the party.

CLASS FEATURES

The following are the class features of the scavenger.

Starting Equipment: A 1st-level scavenger starts with armor and a basic weapon, each worth a maximum of DC 8. He also gains up to 4 common items or item kits; all of which can be worth a maximum of DC 16. In total, a 1st-level scavenger's equipment is worth Barter Value DC 37.

Weapon and Armor Proficiency: In addition to the normal rogue proficiencies, scavengers are proficient

CHAPTER 3: CLASSES AND ARCHETYPES

with 1 basic weapon for each point they start with in the Technology Focus (max 3).

Scavenge: The ability from which all scavengers derive their name. Scavenging is easy. At every level, the scavenger places 1 point of Focus into any area of her choosing. She cannot choose the same Focus twice in a row, but may place them into even opposing areas, such as faith in the One God and faith in the Many Gods. These points are in addition to those gained from normal advancement.

Points placed into the Mutation Focus from this ability do not make the scavenger into a mutant, nor do they make her roll for mutation unless she wants them to. If the scavenger places any other points besides these into mutation, she counts all points against her chance to roll and any future points placed into that Focus function as expected.

In addition to the normal benefits of Focus, the scavenger gains a bonus to all saving throws and skill checks related to that Focus equal to her total points in that Focus. She gains the same bonus to AC (when wearing light or no armor) and damage dealt against creatures with 1 or more points in that area of Focus. While she may prefer not to fight, a scavenger still knows how to when the need arises. This ability replaces Sneak Attack.

Reserve Craft Pool: Beginning at 2nd level, a scavenger can spend her rogue Talent for the level to increase her effective Mechanist level by 1. She gains a craft pool equal to her effective level of Mechanist.

Preferred Focus: At 4th level and again at 8th level, the scavenger chooses an area of Focus as her preferred Focus. When in an area with a Focus rating equal to or lower than her total points in that Focus, she can treat the area as having 0 rating for the purpose of performing tasks. This ability replaces Uncanny Dodge and Improved Uncanny Dodge.

Rogue Talents: The following rogue talents complement the scavenger archetype: Black Market Connections, Fast Stealth, Ledge Walker, Major Magic, Minor Magic, Quick Disable, Resiliency, Rogue Crawl, and Trap Spotter.

Most rogue talents listed above can be found in the *Pathfinder Roleplaying Game Core Rulebook*. Black Market Connections, originally introduced in *Pathfinder Roleplaying Game Ultimate Combat*, is updated here for *Fall of Man*.

Black Market Connections (Ex): The scavenger gains better access to magic items from black market connections. She treats every settlement as one size greater (see Table 3-5: Settlement Statistics) for the purpose of determining the barter limit of the base value of items for trade, as well as the number of hard, moderate, and easy items to be bartered for within the settlement. If the settlement is already a safe zone, all easy and moderate items are available for trade, as well as 3d8 hard Barter DC items. With a successful Diplomacy check, the scavenger can treat the settlement as two sizes larger. If the settlement is already a safe zone and she succeeds at the check, all items are available for trade. If the settlement is already a large complex and she succeeds at the check, all easy and moderate items are for trade, as well as 3d8 hard Barter DC items. With a successful check, the scavenger can also trade her own items on the black market. If the check fails by 5 or more, the scavenger does something to spook the market, and treats the settlement as normal for 1 week. Furthermore, those in control of the black market may alert whoever is in charge to the scavenger's presence in an act of reprisal for spooking the market or to divert attention away from their illicit activities. The DCs of the checks are by settlement size and are given in the table.

TABLE 3:5 – SETTLEMENT STATISTICS

Settlement	DC
Nest	10
Backwater	12
Hovel	15
Safe House	18
Establishment	20
Small Complex	25
Large Complex	30
Safe Zone	35

SOLDIER (FIGHTER ARCHETYPE)

Earth hasn't trained knights or archaic military combat in hundreds of years. Modern military training kicked in around the late 19th to early 20th-century. Warriors previously skilled in the exclusive use of weapons such as swords, axes, and polearms were suddenly learning to fire muskets, rifles, and eventually, pistols and handguns. The art of war had changed on Earth, but it didn't stop some soldiers from continuing to study older traditions in search of new ways to use them.

The militaries of the world were the first to know the true threat presented by Satan's Maul. Treaties were signed, wars were put on hold, and soldiers across the globe were flown to their homes in waves to say what goodbyes they could to the families they may never see again. There were plenty of deserters, but enough stayed around to help keep up the façade that everything was going to be okay, at least for a few more years.

When that final day came, and the world was about to be changed forever, the four thousand or so soldiers who had stayed to the bitter end were rewarded by their commanders with access to secure sites so top secret not even the President of the United States had clearance to know about them. These storage facilities were only capable of lasting on the world's most powerful of generators for 72 hours before they would open and be useless until Earth had returned to a state at which it could afford to waste that much energy again.

Background: When the doors opened, they did so to a world unlike any the soldiers had ever seen. Strange beings heard of only in fairy tales stumbled around amidst the few humans who had survived beyond the shielded military walls. With no formal heads of military to guide them any longer, many soldiers banded together for their own reasons or went their separate ways.

Adventurers: Most of the soldiers encountered after 30 years have been trained by the older generation in tactics befitting a combination of old and new combat styles. Some of these mercenaries still keep to a personal code, while others use their skills to earn a place of power among survivors. The rare soldier still adventuring from those first days since the *Fall of Man* may be a hero for the ages or a dangerous warrior who has adapted his lethal prowess to match the equally dangerous world in which he lives.

Races: Humans from Earth were the only soldiers to exist prior to the end of the world. Most opted to train only other humans they could prove shared their

heritage. A few, though, saw the benefit of training a new generation of soldiers, regardless of race, who could protect allies or assault enemies on their own terms. Those other races did know the monsters that came over with them better than the humans, after all.

Focus: Soldier's rely strictly on technology to survive. While they will accept aid from magic users and the faithful, they rarely dabble in those arts themselves. A soldier who allies with a mutant or those who wield mutation as a talent is viewed by his peers as dangerous and unpredictable since such creatures are by and large considered the enemy by strict military standards.

Other classes: Soldiers are reliable companions who dedicate their services and their lives to the people they protect. The moral code of a soldier, even one whose tactics may seem immoral to some, is a strong bond between that soldier and those who ally with him or her.



CHAPTER 3: CLASSES AND ARCHETYPES

CLASS FEATURES

The following are the class features of the soldier.

Starting Equipment: A 1st-level soldier starts with a pistol and 1 week's supply of food and water worth up to a maximum of DC 37 each. He also gains armor and 2 common items or item kits; each of which can be worth a maximum of DC 16. In total, a 1st-level soldier's equipment is worth Barter Value DC 38.

Weapon and Armor Proficiency: A soldier begins play with proficiency in all basic and advanced weapons as well as basic armor and shields. For each point he starts with in the Technology Focus (maximum 3), the soldier can also gain proficiency in all archaic armors, all archaic shields (including tower shields), or 1 archaic weapon of his choice.

Focus: The soldier begins play with 2 points in the Technology Focus. At 2nd level and every even level thereafter, he gains 1 additional point in that Focus. These points are in addition to those gained from normal advancement.

Military Tactics: Starting at 2nd level, instead of gaining a Bonus Feat, the soldier can choose one of the following abilities or improve that ability by one step. Once he has chosen one of the options below, the soldier cannot choose a different option later.

Guerrilla: The soldier gains sneak attack +1d6. He can only benefit from this sneak attack when the target is flat-footed. A flanked target does not give the soldier the ability to use his sneak attack.

Hand-to-Hand Expert: The soldier's unarmed strikes are lethal and he deals damage with them as a 2nd-level monk. He can increase his effective level of monk by +2 each time he selects this ability.

Holy Warrior: The soldier can smite any creature in the same way a 1st-level paladin smites evil creatures. He can increase his effective level of paladin by +1 each time he selects this ability. This does not grant the soldier the ability to detect evil.

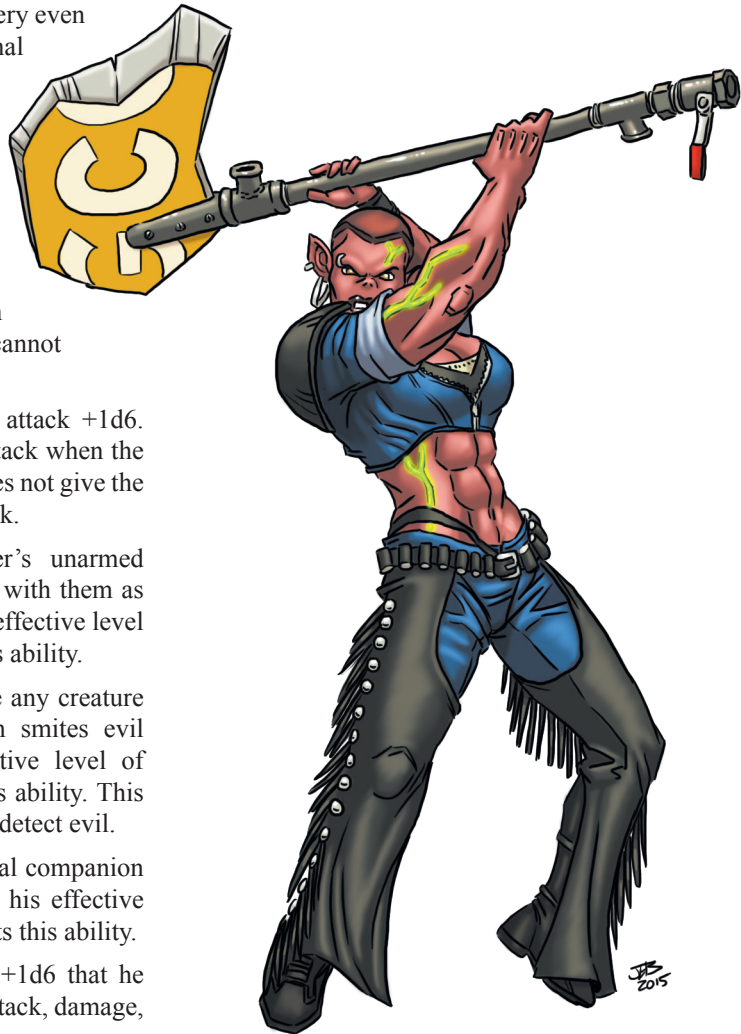
K-9 Unit: The soldier gains an animal companion as a 2nd-level druid. He can increase his effective level of druid by +2 each time he selects this ability.

Military Officer: The soldier gains +1d6 that he can grant once as a bonus to an ally's attack, damage,

or AC as a free action on his turn. If he gains this ability more than once, the soldier can divide his dice up as he sees fit over the course of a single day. The bonus lasts until the ally successfully uses it, or until the ally sleeps or is killed.

WASTELANDER (BARBARIAN ARCHETYPE)

When the races of Gothos ventured through the gates on their way to Earth, they were flanked by proud warriors from barbarian tribes, willing to guard the smaller folk in exchange for their people's safe passage. Now that they have arrived, these brave savages have spread out to find new homes amongst the ruins of civilization.



Some barbarians made their way to the wild areas of the world, taking refuge with the animals and carving their place in the food chain in much the same way early humans did. Others decided to stick to the concrete jungles, learning to navigate streets and radioactive drop sites as easily as they would a mountain range back in their world. These masters of steel have incorporated the science of mutation into their very beings in order to survive.

Background: Wasteland barbarians, or just wastelanders, are the road warriors and mad heroes in what remains of the world. They have adapted their methods to their new homeland and use its resources to their advantage.

Adventurers: Wastelanders are nomadic by nature, so they don't usually mind traveling with others so long as there's a promise of food and the occasional fight during which they can unleash their true potential.

Races: The original wasteland barbarians were Gothosian humans and dwarves who took what they learned of Earth's ambient radiation and started using it to augment their already impressive strength. Since that time, other races have started adopting the wastelanders' ways in order to survive and have at least one unexpected trick up their sleeve in a bad situation.

Focus: Wastelanders don't gain permanent Focus unless they place their own points into a given area as they progress.

Views of Magic: Wastelanders generally understand that magic has its uses. While it isn't for them, they accept and respect those who wield such unreliable power.

Views of Technology: Barbarians have little use for modern weaponry, preferring to wield archaic weapons that their tribes have passed down from generation to generation. Those trained more recently may put their own effort into wielding one or more modern weapons, but doing so is usually frowned upon and viewed as a weakness.

Other classes: The other classes value the protection brought by a wastelander. Many are also decent scouts, able to navigate labyrinthine ruins and break through barricades or move objects that would otherwise require two or more strong soldiers.

CLASS FEATURES

The following are the class features of the wastelander.

Starting Equipment: A 1st-level wastelander starts with 1 archaic weapon with which he is proficient and 3 days' worth of food and water worth up to a maximum of DC 36. He also gains armor and 2 common items or item kits; each of which can be worth a maximum of DC 8. In total, a 1st-level wastelander's equipment is worth Barter Value DC 37.

Wasteland Mutation (Su): At 1st level, a wastelander can transform himself temporarily; becoming strong, quick, or tough. This ability counts as the Gifted Mutation deformity and replaces the wastelander's medium armor and shield proficiencies.

While raging, the wastelander can choose to grow bulkier and more bestial, granting a +2 natural armor bonus. In addition, he rolls randomly (1-3) for Strength, Dexterity, or Constitution and gains a +4 mutation bonus to that ability score for the duration of the rage. While transformed in this way, the wastelander takes a -2 penalty to one of his mental ability scores. If he enhanced his Strength, it applies a penalty to his Intelligence and his head expands. If he enhances his Dexterity, it applies a penalty to his Wisdom and one of his eyes shifts on his head. If he enhances his Constitution, it applies a penalty to his Charisma and his body becomes misshapen (but still fully functional).

Transforming in this way is taxing on anybody, but it exhausts the wastelander instead of fatiguing him as normal. This is reduced to fatigue when he gains Tireless Rage, at which point he is only fatigued for a number of rounds equal to the number of rounds spent in the rage.

Focus: At 2nd level, the wastelander gains 1 temporary mutation point. When he uses Wasteland Mutation, the wastelander rolls 1d6 (rerolling 1's) and consults the stage 1 mutation chart for which mutations he gains. The mutation works as intended, but has the appearance of its deformity. The temporary point returns when the wastelander is no longer exhausted or fatigued.

Starting at 4th level, and every even level thereafter, the wastelander gains another temporary mutation point to be spent each time he uses Wasteland Mutation. He can spend his points however he wants to and rolls on the appropriate charts for the number of points he uses (so at 20th level, the wastelander can spend his 10 points on five stage 2 mutations or two stage 3 mutations and one stage 4 mutation). If the wastelander rolls greater mutation or grand mutation, however, he does gain the deformity related to it. This ability replaces the barbarian's Rage Powers.

CHAPTER 4: SKILLS AND FEATS

Like any game of Pathfinder, characters in *Fall of Man* must complete the occasional non-combat challenge. Skills can be used to overcome traps, puzzles, or lengthy discussions on various topics. Feats aid characters both with their skills and during combat encounters.

SKILLS

Skills are the talents and knacks characters have that separate them from others who train in the same class.

SKILLS AND FOCUS

Once per day, a character with points in a Focus can apply a bonus to one of the following skill checks equal to his total points in that Focus. If he does this in an area with any Focus rating higher than 0, he may be able to automatically succeed or fail.

Arcane Magic: Knowledge (arcana, dreams) (Int), Spellcraft, and Use Magic Device. If the character has an item creation feat, he can also apply his Arcane Focus to the appropriate Craft skill for that feat.

Faith: Craft (relics) and Knowledge (dreams, medicine, religion)

Mutation: Craft (medicine), Knowledge (mutation, toxicology)

Technology: Craft (demolition, electronics, mechanics, programming, structure), Drive, Knowledge (engineering, technology)

NEW SKILL

DRIVE (DEX)

Drivers know the basics of using certain vehicles to reach their destination. Like Craft, Knowledge, Perform, and Profession, Drive encompasses several skills. Unlike those, being able to drive one type of vehicle means you can also figure out how to use other vehicles, given enough time. Choose a vehicle type when you place at least 1 rank in Drive. Common vehicle types include boats, cars, and planes, but a GM can rule that certain vehicles either require their own training or are unique enough to not count as one of these types. The character takes a –5 penalty to drive anything that they are unfamiliar with. The Expert Driver feat negates this penalty.

VEHICLE USE

The rules for driving presented here are meant to be fast and easy to use in a pinch. For a more detailed explanation of vehicles and driving them, see the *Pathfinder Ultimate Combat* supplement.

Check: A character makes drive checks when driving during combat, in a situation where precision movement is necessary, or when trying to use an unfamiliar vehicle.

Attacked While Driving – If you take damage while driving, you must make a DC 10 Drive check to avoid swerving 5 feet to each side of you and potentially colliding with something. This check does not provoke an attack of opportunity and does not count against a creature's movement. Depending on the situation, you may or may not be considered flat-footed while driving.

Vehicle Collision – Treat a head-on vehicle collision as a collision while flying, except the damage taken is not falling damage and cannot be reduced in the same way. A creature can jump out of a vehicle prior to a collision with a DC 10 Drive check and take falling damage instead, accounting for any benefits of doing so.

Damage (in d6s) = Total speed of all colliding vehicles or objects / 5 – individual vehicle's DR or object's hardness.

If a vehicle is going to sideswipe another vehicle or object, rear-end another moving vehicle, or hit a creature capable of moving out of the way, compare the size of each to the chart above. A successful DC 25 Reflex save by the creature or Drive check by the driver of the vehicle deals half damage to that individual.

Special: A character can use the Acrobatics skill to drive any vehicle or the Fly skill to fly a plane at a –5 penalty. When using skills in this way, a natural 1 on the d20 is considered an automatic failure, regardless of the user's actual skill. Arcane Focus may increase this failure range as well. Other skills can be deemed appropriate as the situation calls for it, but only actual training in Drive will remove the penalty. The Expert Driver feat does not apply to these checks.

TABLE 4:1 – VEHICLE DAMAGE

Size Difference	Damage
Two or more Sizes Larger	2d6
One Size Larger	3d6
Same Size	4d6
One Size Smaller	6d6
Two or more Sizes Smaller	8d6

NEW USES FOR EXISTING SKILLS

Craft (Int): Earth has many potential crafts that a character can practice. Generally, if something yields a physical product (even software on a data disk) it is a craft. On average, crafting an item requires 1 hour for every 1 DC of its barter value at a specific level. This can be reduced to 1 minute for every 1 DC if the item is particularly easy to create.

New Crafts: Demolitions, electronics, mechanics, medicine, programming, structure, and visual art.

Knowledge (Int): There are several variable options for knowledge skills in *Fall of Man*. The purview of these skills will often overlap with others, but their combined knowledge in one skill makes it useful to learn them over a handful of others. In addition to those listed here, any commonly studied modern science is available as a Knowledge skill (astronomy, chemistry, mathematics, etc...). These skills carry their own benefits that may prove useful in a post-apocalyptic world.

Knowledge (dreams): Knowledge of dreams, nightmares, and their effects upon the waking world now that they can manifest in physical form. This skill can be used as an alternative to other Knowledge skills to learn about Aberrations and Magical Beasts.

Knowledge (fallen): Knowledge of undeath, the reborn race, unnatural diseases, fey, giants, and monstrous humanoids.

Knowledge (mutation): Knowledge of mutations, mutants, mutagens, and oozes.

Knowledge (tactics): Techniques and strategies ranging from creating an ambush to maneuvering forces in large-scale combat.

Knowledge (technology): Knowledge of developments in cutting-edge devices at the time of the catastrophe, as well as the background necessary to identify various technological devices.

Knowledge (toxicology): Knowledge of Poisons, Toxic effects, radiation, and biohazards/toxins.

Profession (investigator): A character can make a Profession (investigator) check to search an area and determine any recent goings on. Whereas anybody can use Perception to find things within a given area, an investigator can tell when something happened, its duration, and how long ago it occurred. The two can be used in tandem during the same amount of time to create a scene. A character with the Canny Investigator feat adds his Intelligence modifier to these checks.

Analyze Scene: A successful investigator check provides a detailed explanation of events that have transpired in an area. The base DC for any investigator check is $10 + (\text{the square-footage of an area} / 5) + \text{the number of hours since the event occurred}$. The Gumshoe feat can reduce this to the number of days or weeks instead. Since investigating requires a specific Focus on the event in question, the character is flat-footed while actively investigating an area. He or she is considered to be reviewing everything within reach (usually up to 5 ft. for medium and small creatures) above or below the current position.

Analyze Clue: The character can make an Investigator check to apply forensics knowledge to a clue. This function of the skill does not give the character clues where none existed before. It simply allows the character to extract extra information from a clue he or she has found. The base DC to analyze a clue is 15. It is modified by the time that has elapsed since the clue was left, and whether or not the scene was disturbed.

Collect Evidence: The character can collect and prepare evidentiary material for a lab. This use of the Profession (investigator) skill requires an evidence kit. To collect a piece of evidence, make a Collect Evidence check (DC 15). If the character succeeds, the evidence is usable by a lab. If the character fails, a lab analysis can be done, but the lab takes a –5 penalty on any necessary check. If the character fails by 5 or more, the lab analysis simply cannot be done.

TABLE 4:2 – ANALYZE CLUE

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

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

Action: Analyzing a scene takes a minimum of 1 minute, but a character can learn partial information as a full-round action, during which the investigator can take no other action except to move up to half his speed. Each additional round spent investigating without being damaged or otherwise interrupted yields additional information until the full minute has been spent. Analyzing a clue is a full-round action. Collecting Evidence requires 1d4 minutes per object.

Try Again: Varies. A failure by 4 or less yields no relevant information toward the investigation. A failure by 5 or more could yield false information, destroy evidence, or both. Further analysis of a clue rarely provides additional insight. A character cannot collect additional evidence unless there is more to collect.

Special: The Attentive feat grants a +2 bonus to Collect Evidence and Profession (investigator) checks. A character can take 10 or 20 on a Collect Evidence check made while not under pressure. Taking 20 requires a full 10 minutes per object. The Attentive feat grants a +2 bonus to Collect Evidence and Profession (investigator) checks.

FEATS

UPDATED FEATS

ARCANE STRIKE

You imbue your archaic weapon with some of your magic.

Prerequisites: Arcane Focus 1

Benefit: As a swift action, you can imbue your archaic weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every two points of Arcane Focus you possess, this bonus increases by +1, to a maximum of +5 at 10 points.

GUNSMITHING

You know the secrets of repairing and restoring firearms.

Benefit: If you have access to a gunsmith's kit, you can create and restore firearms, craft bullets, and mix black powder for all types of firearms. You do not need to make a Craft check to create firearms and ammunition or to restore firearms.

Crafting Firearms: You can craft any firearm for a cost in raw materials equal to half its barter value (minimum 7). Crafting a basic firearm in this way takes 1 day of work for every 1 tech rating of the finished firearm (minimum 1 day). Crafting an advanced firearm takes 2 days instead.

Crafting Ammunition: You can craft bullets, pellets, and black powder for a cost in raw materials equal to 10% of the barter value (You get 10 uses out of the material you find at barter value). If you have at least 1 rank in Craft (alchemy), you can craft alchemical or metal cartridges for a cost in raw materials equal to half the value of the cartridge. Crafting bullets, black powder, or pellets takes 1 day of work for every 2 lbs. of ammunition (minimum 1 day). Crafting alchemical or metal cartridges takes 1 day of work for every 5 tech rating worth of finished cartridges (minimum 1 day).

Restoring a Broken Firearm: Each day, with an hour's worth of work per tech rating of the item (minimum 1), you can use this feat to repair a single firearm with the broken condition. You can take time during a rest period to restore a broken firearm with this feat.

Special: If you are a gunslinger or a Mechanist, this feat grants the following additional benefit. You can use this feat to repair and restore your initial, battered weapon. It requires materials worth a moderate barter value of 16 and 1 day of work to upgrade it to a masterwork firearm of its type.

TABLE 4:3 – UPDATED FEATS

Feat	Prerequisites	Benefits
Arcane Strike	Arcane Focus 1 or more	+1 damage and weapons are considered magic
Gunsmithing	None	May create, repair, and restore firearms.
Heighten Spell	None	Treat spell as a higher level.

TABLE 4:4 – NEW FEATS

General Feats	Prerequisites	Benefits
Awakened Being	Character level 5th, Hanite race or Second Being mutation	Second Being counts as a cohort. +2 Leadership
Canny Professional	None	Add Intelligence to Profession checks
Emergency Severance	Ability to cast Dispel Magic at least once per day	Suppress your magic items for spell levels.
Evolved Eyesight	None	Gain low-light vision or Darkvision.
Expert Driver	At least 5 ranks in Drive	Drive anything without penalty.
Fledgling Technomancer	Int 15, Ability to cast spells	Gain access to Technomancy spells.
Gumshoe	Int 15 or Wis 15	Investigate a scene after days or weeks.
Hatred	None	Use your Focus against enemies.
Mutant	Gnome, Hanite, Human, or Half-Breed	Gain the mutant template.
Overpowering Shot	Power Attack, Str 15	Apply power attack to some ranged weapons
Polyglot	At least 5 ranks in Linguist, Int 17	Speak and comprehend all languages.
Potency	Mixed race	Qualify for and take levels in an Evolution.
Toxic Spell	Ability to apply metamagic to spells	Toxic spell deals half or full radiation damage.
True Believer	13th level, ability to gain Favor	Gain full Favor at the start of each day.
Canite Feats	Prerequisites	Benefits
Canine Companion	Canite race, character level 5th	You gain an animal companion as a ranger.
The Yearning	Canite race, 1st level only	Flaw: Lack of contact with other canites gives penalties.
Class Feats	Prerequisites	Benefits
Assault Weapon Training	4th-level Soldier	Wield ranged weapons at 2 sizes larger.
Channel Favor	Favor class feature	Channel Energy 3 + Charisma times per day.
Focused Worship	Varied Worship class feature	Pray to 1 deity for 1 extra spell of each level.
Primal Mutation	4th-level wastelander	Choose mutations equal to 1/2 pool.
Special Forces Training	1st-level Soldier	Add Intelligence to Initiative and Perception; always act in a surprise round.
Superior Materialist	Materialist class feature	Craft permanent magic items.
Wayward Phoenix	10th-level asphalt samurai, 5 Arcane focus	Use Way of the Phoenix as Raise Dead.

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Dwarf Feats	Prerequisites	Benefits
Deader's Body	Dwarf race, Deader's Doom	You no longer need to breathe, eat or sleep.
Deader's Doom	Dwarf race	Flaw: Trade Con and Cha for Str and a bonus feat.
Deader's Mind	Deader's Doom, 3rd-level Dwarf evolution	Gain immunity to mind-affecting effects.
Deader's Soul	Deader's Doom, 5th-level Dwarf evolution	Gain immunity to most Fortitude effects.
Deader's Strike	Dwarf race, Deader's Doom	Gain a slam attack.
Earthbreaker	1st-level Dwarf evolution	Gain a Dreamwalker's unarmed strike.
Elf Feats	Prerequisites	Benefits
Leaf Dancer	Elf Race, Base Attack Bonus +8	Use special attacks after moving half speed.
Sting of the Wasp	Elf Race, Base Attack Bonus +1, Dex 15	Multiple attacks while keeping a hand free.
Wolf's Fangs	Elf Race, Base Attack Bonus +4	Make a trip attempt after hitting twice.
Energivore Feats	Prerequisites	Benefits
Ambient Drain	Energivore Race	Drain energy rating from an area over time.
Animalistic Cravings	Energivore Race	Flaw: -2 Charisma plus further penalty for not eating.
Living Battery	Energivore Race	Consume personal Focus for sustenance.
Living Generator	Energivore Race, Living Battery	Add Focus rating to an item or area.
Gnome Feats	Prerequisites	Benefits
Abnormal Behavior	Gnome race, the Bent	Gain +2 Bonus to saves against afflictions.
The Bent	Gnome race, 1st level only	Flaw: Easily become fatigued and penalty to sleep.
Twisted Logic	Gnome race, the Bent	Gain +1 to some skills for each Bent penalty.
Halfling Feats	Prerequisites	Benefits
Exalted Storyteller	Halfling race	Gain Favor equal to twice your Charisma.
Half-Elf Feats	Prerequisites	Benefits
Two Faiths	Half-Elf race	Hallowed areas do not affect you as easily.
Half-orc Feats	Prerequisites	Benefits
Gifted Heritage	Half-orc race	Trade Charisma penalty for Wisdom.

Hanite Feats	Prerequisites	Benefits
Awakened Being	Character level 5th, Hanite race or Second Being mutation	Second Being counts as a cohort. +2 Leadership
Perfect Mutation	Hanite race	Gain access to perfect mutations.
Human Feats	Prerequisites	Benefits
Pragmatist	Human race, 1st level only	Flaw: Maximum Arcane focus is 4.
Reborn Feats	Prerequisites	Benefits
Improved Deadened Nerves	Reborn race, 4th-level Reborn Evolution class	Gain DR 2/– against all attacks
Memories Restored	Reborn race	Gain +1 skill point per level.
Soulbind	Reborn race	Chance to resurrect upon death.

HEIGHTEN SPELL

You can cast spells as if they were a higher level.

Benefit: A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a lesser globe of invulnerability) are calculated according to the heightened level.

Special: When heighten spell raises a spell in the technology school by at least 1 level, the spell functions identically to its non-technology counterpart. It is still cast as a spell in the technology school and retains any other benefits or detriments it would have.

Level Increase: The heightened spell is as difficult to prepare and cast as a spell of its effective level.

NEW FEATS

ABNORMAL BEHAVIOR

You don't get sick often, but when you do, you're down and out.

Prerequisites: Gnome race, the Bent

Benefit: You gain a +2 bonus to saves against afflictions (curses, diseases, drugs, madness, and poison), but when you fail a save against one, you suffer double the initial effect.

AMBIENT DRAIN [ENERGIVORE]

You can draw energy from an area permeated by it.

Prerequisites: Energivore race

Benefit: For each hour you spend in an area with an arcane, faith, mutation, or technology rating of 1 or higher, you drain 1 rating from the area. This drain is obvious to any in the area as lights flicker or dim,

magic becomes uncertain, and radioactivity drops significantly. Energy drained from an area in this way returns at a rate of 1/hour you are not present.

Special: This feat doesn't grant the energivore any special resistance to damage dealt by being in a given area for too long.

ASSAULT WEAPON TRAINING

(COMBAT) [SOLDIER]

You can wield huge, powerful weapons of military might.

Prerequisites: 4th-level soldier

Benefit: You can wield two-handed ranged weapons up to two size categories larger than you, but doing so is cumbersome. Preparing an assault weapon to be fired requires a move action. Assault weapons can be fired one or more times in a round if you have the ability to do so, but you cannot move in the same round you fire one unless you leave the weapon behind.

Special: Assault rifles deal 2d8 points of damage and assault shotguns deal 2d6 points of damage. Both weapons weigh 192 lbs. and the shells for them have a barter value of 17 for one. Superior versions of these weapons count as three sizes larger and deal 3d6 and 2d8 points of damage, respectively, but weigh 384 lbs. Supertech assault weapons also weigh 384 lbs., but count as four sizes larger and deal 3d8 and 3d6 points of damage, respectively. The cost of shells for superior and supertech assault weapons doesn't change.

AWAKENED BEING

Your second being has developed a mind of its own.

Prerequisites: Character level 5th, Second Being mutation.

CHAPTER 4: SKILLS AND FEATS

Benefit: You lose your race's -4 penalty to Charisma as your dormant second being awakens a more social and intimidating aspect of your mind. This also counts as the Leadership feat, except you gain no followers and your cohort is your second being, so it cannot leave your space. If you later take the Leadership feat, your leadership score is increased by +2.

The awakened being uses your physical ability scores, but gains its own Int, Wis, and Cha (suggested 10 points to point buy) with a +2 racial bonus to one of them.

You can function normally while your second being resides within you, but it cannot take actions of its own until you reveal it.

You can reveal your second being as a standard action that provokes attacks of opportunities. While revealed, your second being gains its own initiative and its own turn, but uses your body to move and interact, so you must have at least one hand free to cast spells if it wishes to do so (suffering effects such as armor check penalty if necessary). You take a -2 penalty to your own actions (d20 rolls) while your second being is revealed.

Your second being cannot wear armor, nor can it wield a weapon or cast spells without using your body to do so. It can be attacked during battle, but it does gain your defense bonus and neither of you are flat-footed unless you both are. The second being also benefits from your magical equipment, if you have any.

If you die, your second being can take over total control of your body until it can resurrect your consciousness. If your second being dies, you take 1 point of Constitution drain every day until you can resurrect it or remove it from your body (an act that, itself, drains you of 1d3 Constitution). This Constitution drain won't reduce you below 1 Constitution, but it can't be restored without removing the slain second being, resurrecting it, or casting *miracle* or *wish*.

CANINE COMPANION [CANITE]

You have befriended a dog from Earth.

Prerequisites: Canite race, Character level 5th

Benefit: You gain an animal companion as a ranger of your Character level. Your companion must be a species of canine. See the *Pathfinder Roleplaying Game Core Rulebook* for more information on animal companions.

CANNY PROFESSIONAL

Your keen intellect helps you perform your duties.

Benefit: Add your Intelligence modifier to Profession checks in addition to your Wisdom modifier.

CHANNEL FAVOR

You can tap into some of the former might of ancient clerics and priests to channel energy as they once did.

Prerequisites: Favor class feature

Benefit: When you pray for spells, you can also pray for and spend Favor on the ability to channel energy as a standard cleric. For each 1d6 points of damage you wish to be able to deal or heal, you must spend 4 points of Favor, to a maximum number of d6 equal to 1/2 your level in the class that grants favor. You can then use that ability a number of times equal to 3 + your Charisma modifier.

Special: You qualify to gain and use channeling feats any time you use this ability. Your effective cleric level for those feats is equal to 2 x the amount of d6 you channel. Halflings can gain d6's up to 1/2 their character level.

DEADER'S BODY [DWARF]

Your body no longer needs sustenance to continue.

Prerequisites: Dwarf race, Deader's Doom

Benefit: You no longer have to breathe, eat, or sleep, unless you want to gain some beneficial effect from one of these activities. You can drink potions to benefit from their effects and can sleep in order to regain spells, but neither of these activities is required to survive or stay in good health.

Special: You no longer add any Ability modifier to your Fortitude, Vigor, or Wound points. Your effective Constitution for these values is 10.

DEADER'S MIND [DWARF]

Your mind slips in and out of sanity as it is ravaged by the Deader's Doom.

Prerequisites: Deader's Doom, 3rd-level dwarf evolution

Benefit: You gain Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).

Special: When a creature within 30 feet of you takes Wound damage, you must succeed at a Will save (DC 10 + damage dealt) or fly into a frenzy (treat as barbarian rage), attacking that creature until either of you is dead. You can attempt this Will save again each round.

DEADER'S SOUL [DWARF]

You are no longer affected by magic the same as other creatures.

Prerequisites: Deader's Doom, 5th-level dwarf evolution

Benefit: You are immune to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

Special: You take a –5 penalty to Will saves to avoid rising as a zombie when you die.

DEADER'S STRIKE [DWARF]

You can harness your undead strength to make a powerful slam attack.

Prerequisites: Dwarf race, Deader's Doom

Benefit: You gain a natural Slam attack that deals 1d6 plus 1-1/2 times your Strength modifier damage. On a critical hit, the target also takes 1 point of Constitution damage.

Special: You take a –2 penalty to attacks made with weapons. If you also have Earthbreaker, increase your slam damage accordingly.

EARTHBREAKER [DWARF]

Your unarmed strikes are exceptionally dangerous.

Prerequisites: 1st-level dwarf evolution

Benefit: You gain an unarmed attack as a dreamwalker of your dwarf level and can apply your favored class bonus from levels in dwarf evolution to it.

EMERGENCY SEVERANCE

You can steal the power from magic items for your spells.

Prerequisites: Ability to cast *dispel magic* at least once per day.

Benefit: Once per day, you can cast *dispel magic* on a magic item you have created or which has been in your party's possession for at least 24 hours. When you do, that item's magic is suppressed for 24 hours and you gain temporary spell slots as well as access to the spells used to create it as though you had prepared them for the day. You must have the ability to cast spells of the appropriate level to take advantage of these spell slots and the spells must be on your class spell list. Finally, you cannot gain a spell from an opposing school in this way unless you have an additional empty spell slot with which to cast it.

Special: If the item targeted is being used by another creature, that creature must be willing to allow you to use this ability on it. You can take this feat up to three times. Each time you do, you gain one additional use per day.

EVOLVED EYESIGHT

You gain the ability to see in twilight or darkness.

Benefit: You gain low-light vision. If you had this ability, you gain Darkvision out to 60 ft. Finally, if you already have Darkvision, increase its range by 60 ft. (max 120 ft.)

EXALTED STORYTELLER [HALFLING]

You have the charm and cantor of a god.

Prerequisites: Halfling race

Benefit: You gain twice your Charisma modifier, max 10, in Favor when you pray or use your Thoughts to Reality racial trait. If you can store Favor, you can also store and use additional Favor each day up to twice your Charisma modifier, max 10.

EXPERT DRIVER

You are able to figure out the basic use of any vehicle.

Prerequisites: At least 5 ranks in one Drive skill.

Benefit: You no longer take a –5 penalty to Drive checks when driving nonstandard vehicles or vehicles with which you aren't trained.

Special: You gain a +1 bonus to Drive checks for every 1 point you have above 10 in the Technology Focus.

FLEDGLING TECHNOMANCER

You practice a new, not quite understood form of magic.

Prerequisite: Int 15, Ability to cast spells.

Benefit: You can add the following spells to your class spell list at the spell-level indicated. They are part of the technomancy school of magic. The caster level for these spells is always twice their spell level (minimum 1); it cannot be increased.

- 0 – *Entropic shield, identify, magic missile*
- 1st – *Flame blade, invisibility, resist energy*
- 2nd – *Arcane sight, dispel magic, displacement*
- 3rd – *Dimensional anchor, hallucinatory terrain, shout*
- 4th – *Call lightning storm, false vision, spell resistance*
- 5th – *Antimagic field, blade barrier true seeing*
- 6th – *Delayed blast fireball, forcecage, spell turning*
- 7th – *Earthquake, mind blank, moment of prescience*
- 8th – *Foresight, freedom, prismatic wall*

FOCUSED WORSHIP [CLERIC]

Even with an entire pantheon at your fingertips, you still pray to a single god.

Prerequisites: Varied Worship class feature

Benefit: When you pray to your primary god and receive two of that deity's domains, you also gain +1 spell slot of each spell level you can cast for that day.

GIFTED HERITAGE [HALF-ORC]

You aren't as quick as others of your kind, but the potential for mutation runs strong in your veins.

Prerequisites: Half-orc race

Benefit: You gain +4 Charisma and –2 Dexterity. If you are a mutant or when you become one you also gain +2 Mutation Focus.

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Special: When an effect would lower your Charisma, it lowers your Wisdom instead. If an effect lowers both, this does not apply.

GUMSHOE

You are a top investigator, able to find evidence after days or weeks.

Prerequisites: Int 15 or Wis 15

Benefit: When making a profession (investigator) check, you add the number of days it has been since the event occurred instead of the number of hours. At 11th level or higher, if your qualifying ability score is at least 17, you add the number of weeks instead.

Normal: You add the number of hours it has been since the event occurred.

HATRED

The orcs and their ilk continue to plague your race, and you have vowed to stop them.

Benefit: Choose arcane magic, faith, or technology. You gain the ranger's Favored Enemy progression. Your effective level of ranger is equal to your total Focus in the chosen area. You can only choose Aberration, humanoid (giant, goblinoid, gnoll, mutant, or orc), or monstrous humanoid with this ability. In areas with an opposed rating, you take a –1 penalty to your favored enemy bonus. For every point by which the area exceeds your total Focus, the penalty increases by 1.

IMPROVED DEADENED NERVES [REBORN]

You tire less frequently during combat.

Prerequisites: Reborn race, 4th-level reborn evolution class.

Benefit: You gain DR 2/–. This does not stack with your DR against critical hits.

LEAF DANCER (COMBAT) [ELF]

You move around the battlefield, like a leaf on the wind.

Prerequisites: Elf race, Base Attack Bonus +8

Benefit: You can move up to one-half your speed and still use the following special attacks in place of your standard action attack – Charge (only up to your speed), Many Shot, Rapid Shot, Sting of the Wasp, Two-Weapon Fighting, or Wolf's Fangs. Other special attack actions may also be available, but only if they can be performed using your highest attack bonus.

LIVING BATTERY [ENERGIVORE]

You can draw off of your own Focus for sustenance.

Prerequisites: Energivore race

Benefit: You can willingly drain yourself of Focus to keep yourself fed in a pinch. For each minute you spend, you drain 1 point of Focus from one area of your choice. This Focus returns at a rate of 1 per day for each area in which you have points.

LIVING GENERATOR [ENERGIVORE]

You can sacrifice your energy reserves to empower creatures, items, and areas.

Prerequisites: Energivore race, Living Battery

Benefit: When you drain yourself of Focus, you can instead grant those points to another creature, object, or area. These temporary points only last for 1 hour per point received.

MEMORIES RESTORED [REBORN]

You have remembered who you were before becoming reborn.

Prerequisites: Reborn race

Benefit: You gain +1 skill point for every Hit Die you possess and 1 skill point per level going forward.

MUTANT GENE

Your DNA has been permanently altered.

Prerequisites: Human, demi-human or gnome

Benefit: You are able to gain points in the Mutation Focus. Once you place at least one point in that Focus, apply the mutant template to yourself. You can then take levels in the mutant racial class, but can no longer take levels in any other racial class.

Special: This feat is gained automatically if you gain at least 1 point in the Mutation Focus. It replaces the next feat you would earn otherwise. Hanites, humans and half-orcs gain this feat for free at first level.

OVERPOWERING SHOT (COMBAT)

Your skill with a bow may not be the best, but you hit hard.

Prerequisites: Power Attack, Str 15

Benefit: You can use power attack when wielding a thrown weapon, a sling, or a composite ranged weapon with an appropriate Strength rating.

PERFECT MUTATION

You are a truly beautiful creature, flawlessly mutated into a thing of wonder.

Prerequisites: Hanite race

Benefit: You can now gain perfect mutations. When you would gain a mutation you already have and you have at least 2 points in the Mutation Focus available, you can spend those points on the perfect mutation of the same name.

POLYGLOT

You are able to figure out the basics of any language.

Prerequisites: At least 5 ranks in Linguistics, Int 17

Benefit: You can speak and understand all common languages. Archaic and rare languages may still be out of your reach.

POTENCY

Your half-breed blood is so well mingled you can evolve traits from one of your races.

Prerequisites: Mixed race.

Benefit: You can take levels in an evolution class pertaining to the races from which you were bred.

Special: You can still only progress in one evolution class, so once you have taken a level in one, all others become unavailable to you.

PRIMAL MUTATION [WASTELANDER]

You instinctually mutate as your rage takes over.

Prerequisites: 4th-level wastelander

Benefit: When you use Wasteland Mutation, you can choose where to spend up to half of your temporary points in the Mutation Focus before rolling randomly to determine the rest.

SPECIAL FORCES TRAINING (COMBAT) [SOLDIER]

You are a Special Forces commando, trained to watch everything for potential assault.

Prerequisites: 1st-level soldier

Benefit: Add your Intelligence modifier to your Initiative and Perception checks to avoid being surprised. If you are not surprised during a surprise round, you can take both a move and a standard action. If you are surprised, you can still take either a move or a standard action.

SOULBIND [REBORN]

Something holds you on the material plane, making it almost impossible for you to pass over into true death.

Prerequisites: Reborn race

Benefit: If you are dead, but your body is intact, you can roll a 10% chance every minute for a number of minutes equal to your character level. Success places you at negative hit points equal to one less than your Constitution score (–17 with an 18 Constitution). You are stable and begin to heal at a normal rate.

Special: If you have fast healing, that effect triggers. If you have regeneration, that effect triggers and your body need not be intact, but it cannot be totally

destroyed. Any severed body parts find their way back to you or regrow entirely (the original withers away).

STING OF THE WASP (COMBAT) [ELF]

You can fight quickly while keeping a hand free to cast spells or perform other tasks.

Prerequisites: Elf race, Base Attack Bonus +1, Dex 15

Benefit: When fighting with a weapon in one hand and nothing in the other, you can make one extra attack as part of a full attack action using your highest attack bonus with that weapon. You take a –4 penalty to all attacks made during that action. Reduce the penalty to –2 if the weapon is a light weapon or part of the elven weapon familiarity racial trait.

SUPERIOR MATERIALIST [ARCANIST]

Given enough time, you can craft permanent magic items.

Prerequisites: Materialist class feature.

Benefit: An Item you have created using the materialist class feature that has remained active for at least 2 days for every 1,000 gp value of its base price becomes a permanent magic item. If you have access to proper equipment and a safe location, you can instead begin following the normal rules for creating a magic item, subtracting 1 day from the time required to make it for every 2 days you have kept the item active with Materialist.

Special: You can only create one item at a time with this feat. Once you have created an item, your time resets for all other temporary items you have created and you must start over if you wish to make another permanent.

TOXIC SPELL (METAMAGIC)

Radiation pours out of your spell, tainting it; changing it.

Benefit: You can modify a spell to deal half its damage as radioactive damage. Alternatively, you can modify a spell to deal its full damage as radioactive damage and suffer no arcane spell failure chance.

Level Increase: +1 for half damage, or +3 for full (a toxic spell uses up a spell slot one to three levels higher than the spell's actual level.)

TRUE BELIEVER

You are a true follower of your god.

Prerequisites: Character level 13th and the ability to gain favor from a god.

CHAPTER 4: SKILLS AND FEATS



Benefit: If you pray to your chosen god at least once each day, you start the next day with your maximum available Favor.

Special: Priests of the One God gain True Believer as a bonus feat at 5th level.

TWISTED LOGIC [GNOME]

The Bent has warped your mind into working overtime.

Prerequisites: Gnome race, the Bent

Benefit: You gain a +1 bonus to Intelligence-based skill checks for each malady you've contracted as a result of the Bent (any time you trade something for a benefit, you develop a malady).

TWO FAITHS [HALF-ELF]

Your mixed heritage makes it hard for the gods to ignore you.

Prerequisite: Half-elf race

Benefit: When in a desecrated area or a hallowed area devoted to an opposing faith, add your Charisma modifier to your effective faith when determining if you have the potential to fail related checks.

Special: This does not apply in areas with a mutation rating of 1 or more.

WAYWARD PHOENIX [ASPHALT SAMURAI]

You are an upstart who doesn't quite understand the way of the phoenix but practice it anyway.

Prerequisites: 10th-level asphalt samurai, 5 points in Arcane Focus

Benefit: You can use the asphalt samurai's way of the phoenix class feature with the following differences.

- You must destroy an item worth a hard barter value of at least 31.
- You gain 2 negative levels.
- You deal 5d6 points of fire damage when you die.
- When you return, it is as if *raise dead* was cast. Your negative levels go away at a rate of 1/day and you cannot use way of the phoenix again until you have no remaining negative levels.
- If you die in an *antimagic field*, you cannot return at all with this ability.

WOLF'S FANGS (COMBAT) [ELF]

Like the wolves or the canines of your homeland, you can bring enemies to the ground with ease.

Prerequisites: Elf race, Base Attack Bonus +4

Benefit: When you hit a creature with at least 2 attacks during your turn, you can make a trip attempt against that creature as a free action.

CHAPTER 5: BARTERING AND EQUIPMENT

Even heroes with altruistic goals like saving the world and cleansing it of monsters or radiation need equipment to do so.

No money, no stores, and very few people with the ability and resources to manufacture useful items are staples of the post-apocalyptic setting. Equipment is hard to come by, and will be the source of many adventures. Just keeping enough Ammo for weapons is tough enough—try keeping an ATV running and in good condition.

That doesn't mean that things can't get done. There are gunsmiths and metallurgists out there—probably kept under lock and key by a faction of some sort, but out there nonetheless. Stores of old goods and shelters yet to be discovered provide ways to find and trade for what you need.

Bartering rules replace standard currency, and provide a guideline for what a hero's average value of gear is in the modern era. The equipment section details some of the specific items that can be found or bartered for (and which are hopefully functional).

BARTERING

In *Fall of Man*, characters do not simply pay currency for their goods or services. Instead, they trade the value of their own goods or services for an often equal deal. This creative use of skills is called bartering, and it can potentially apply to any skill if the situation is right.

TABLE 5:1 – BARTERING

Expected Character Level	Purchase Values			Barter DC		
	High Value	Moderate Value	Low Value	Hard	Moderate	Easy
1st	350	175	85	36	16	8
2nd	1,000	500	250	37	17	8
3rd	3,000	1,500	750	38	18	9
4th	6,000	3,000	1,500	39	19	9
5th	10,500	5,250	2,625	40	20	9
6th	16,000	8,000	4,000	41	21	10
7th	23,500	11,750	5,875	42	22	10
8th	33,000	16,500	8,250	43	23	11
9th	46,000	23,000	11,500	44	24	11
10th	62,000	31,000	15,500	45	25	11
11th	82,000	41,000	20,500	46	26	12
12th	108,000	54,000	27,000	47	27	12
13th	140,000	70,000	35,000	48	28	13
14th	185,000	92,500	46,250	49	29	13
15th	240,000	120,000	60,000	50	30	13
16th	315,000	157,500	78,750	51	31	14
17th	410,000	205,000	102,500	52	32	14
18th	530,000	265,000	132,500	53	33	15
19th	685,000	342,500	171,250	54	34	15
20th	880,000	440,000	220,000	55	35	15

CHAPTER 5: BARTERING AND EQUIPMENT

FINDING THE RIGHT DEAL

To even begin bartering, the character must know or find somebody in possession of the good or able to perform the service. Knowing somebody is easy; the character can simply locate the person by their usual methods and begin bartering. Finding somebody involves asking others and generally looking around for the person in question. This can be accomplished with one or more skill checks relevant to the situation. In general, finding somebody safely takes 1 hour for every 10 points of the item value or skill DC the character is trying to achieve and poses no chance of failure. The character can reduce this amount of time by one-half if he doesn't care about discretion and accepts that a failure by 5 or more on the DC could draw unwanted attention. Finally, the character can reduce the time by a factor of six (10 minutes for every 10 points) if he doesn't care or wants to risk everybody knowing he now has the item (or that the service was performed). In this case, a natural 1 (or more, given the character's Focus) means automatic failure, even if he could otherwise meet the DC.

Example: Carlo is trying to find somebody capable of picking a DC 22 lock on a warehouse he

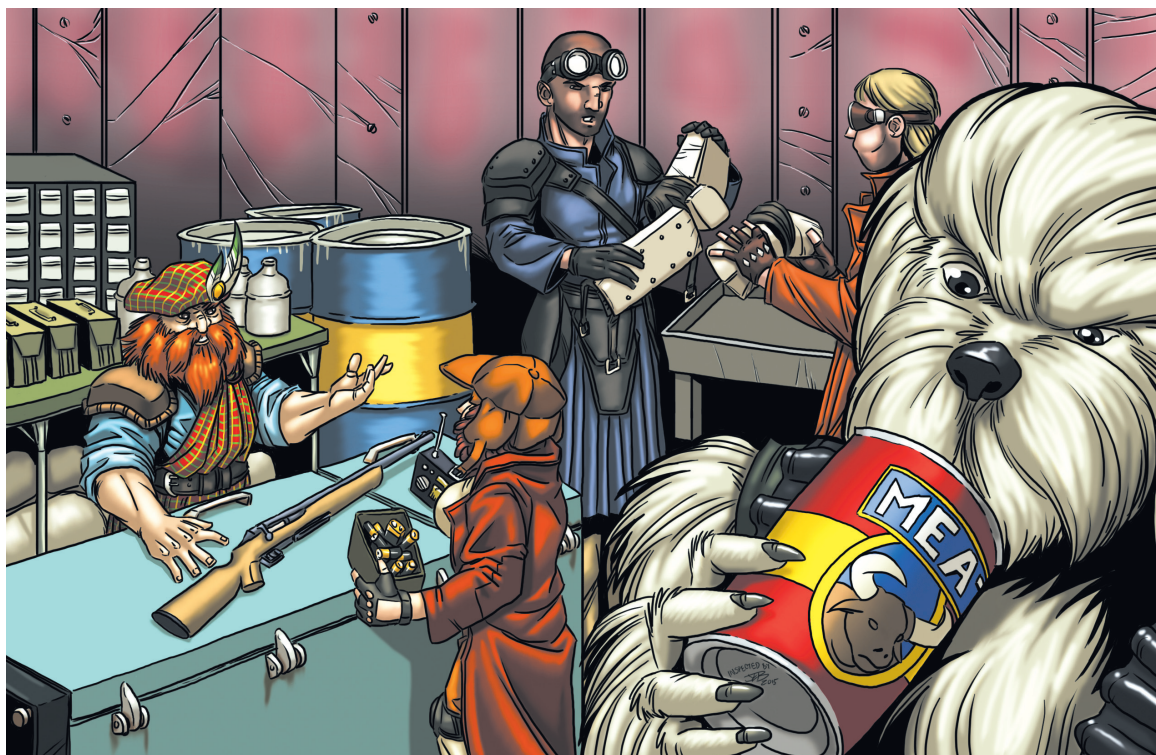
knows contains a working vehicle and several rounds of ammunition for his tech weapon. This will usually require at least 2 hours of time as he asks around while trying not to give away his intentions, but Carlo is in a hurry and wants it done in half the time. Unfortunately, when he fails by 5 or more, he alerts the warehouse's owner of his plans by accident. He elects to try again before the man arrives, giving him only a couple minutes and a 3 in 20 chance of automatically failing due to his 3 points in the Arcane Focus. If he rolls a natural 1, 2, or 3 on his check, the owner probably finds him before he finds somebody to help.

At the GM's discretion, finding somebody with an object valued less than 10 or a skill check DC less than 10 could take less time (generally 6/3/1 minutes for every 1 point).

THE BARTERING PROCESS

Once the character has found somebody, the actual bartering process begins.

Table 5:1 compares wealth as it was previously measured in Gothos to the relative barter value used on present-day Earth. These values are not meant to be staggered by level; an item worth 500 gold is only valued



at DC 17 for a 2nd-level character. A 1st-level character must find the item at a barter DC of 37, because it is worth more than his expected high value items.

In general, if an item's value falls below the minimum for a given level, its Barter Value is reduced by 1, even if an item in the previous tier would be of the same worth. A 7th-level, low-value item may require a 10 to barter, but it's only worth 9 barter to an 8th-level or higher character. Similarly, if the character lucks out and finds an item valued higher than his maximum, the item's barter value is increased to at least the point at which it becomes a hard barter DC.

Example: Ardrain wants to find magic armor that on Gothos would have been worth 16,000 gold. Even as a 4th-level character, he needs to make a DC 41 barter check and take at least 4 hours of time out of his day in hopes of getting exactly what he wants.

By the time Ardrain reaches 6th level, his skills and experience are such that making such a check is still hard, but not nearly as difficult as before.

TABLE 5:2 – COMMON SKILL DCs

Level	Hard	Moderate	Easy
1	22	16	8
2	23	16	8
3	24	17	8
4	26	18	9
5	27	19	9
6	28	19	9
7	29	20	9
8	30	21	9
9	31	22	9
10	35	22	9
11	36	23	9
12	38	23	10
13	39	24	10
14	40	24	10
15	41	25	10
16	42	26	10
17	43	27	10
18	44	27	10
19	45	28	10
20	47	28	11

After 7 levels of adventuring, he has made enough connections that it only takes a DC 22 barter to finally obtain the armor he's wanted for 3 levels.

Once he does have his prized armor, the half-elf can rely on it to keep at least some value all the way until he trades it off at 10th level for a barter value of 11.

For ease of use, consider the chart's purchase values to work equally when comparing Earth-based goods, so a working car worth \$40,000 is a hard to find item in *Fall of Man*, even for a 9th-level character.

Check (Goods): When a character uses a skill to barter for goods or services with another he or she must make a skill check against the value of that good or service. The value of an item is usually listed with its description (as with mundane or magical equipment).

As stated above, the chart provides relevant DCs for purchasing certain items at a specific level, so a 3rd-level character who wishes to barter for something typically worth 3,000 gold on Gothos would need to either succeed at a DC 38 skill check or trade something with a barter value of at least 38. Once the character reaches 4th-level, he can find something worth that value relatively easily, but by the same margin, his previously hard-won item is not valued as highly by his peers. In fact, in most cases, he would need three of those same items to barter for something hard to come by at his new level.

Check (Services): The value of a service is determined by the performing character's skill check or equivalent ability. The guidelines below are generic, but should be easy enough to apply if the service being bartered is of equal stock.

Spell services – DC 10 + caster level + spell level (or one-half the user's character level)

General Skill Use – DC 10 + total skill of user

The character offering the service can choose to increase the DC by rolling his or her own skill check rather than take 10. The character can use Knowledge (arcana), Spellcraft, or Use Magic Device for spell services, and any related skill for other services. Typically, this is only done by NPCs when a character is seeking to purchase a skill or spell above their level's Hard Skill DC. The character would also have to roll if the situation calls for it, such as during combat.

CHAPTER 5: BARTERING AND EQUIPMENT

TABLE 5:3 – ARCHAIC ARMOR

LIGHT ARMOR	Barter Value	Armor Bonus	Max Dex	ACP	Spell Failure	Speed (M)	Wgt (lbs.)
Padded	*	+1	+8	+0	5%	30 ft.	10
Leather	*	+2	+6	+0	10%	30 ft.	15
- Arm	*	+0	+6	+0	10%	30 ft.	2
- Legs	*	+0	+6	+0	0%	30 ft.	3
- Torso	*	+1	+6	+0	10%	30 ft.	10
Studded Leather	*	+3	+5	-1	15%	30 ft.	20
- Arm	*	+0	+5	+0	15%	30 ft.	2
- Legs	*	+1	+5	+0	10%	30 ft.	3
- Torso	*	+1	+5	+0	15%	30 ft.	15
Chain Shirt	8	+4	+4	-2	20%	30 ft.	25
MEDIUM ARMOR	Barter Value	Armor Bonus	Max Dex	ACP	Spell Failure	Speed (M)	Wgt (lbs.)
Hide	*	+4	+4	-3	20%	20 ft.	25
- Arm	*	+0	+4	-2	20%	30 ft.	3
- Legs	*	+1	+4	-2	10%	30 ft.	7
- Torso	*	+2	+4	-2	20%	30 ft.	15
Scale mail	7	+5	+3	-4	25%	20 ft.	30
- Arm	*	+1	+3	-2	25%	30 ft.	5
- Legs	*	+1	+3	-2	15%	30 ft.	10
- Torso	*	+2	+3	-2	25%	30 ft.	15
Chainmail	16	+6	+2	-5	30%	20 ft.	40
- Arm	*	+1	+2	-3	30%	30 ft.	5 lbs.
- Legs	*	+0	+2	-2	15%	30 ft.	10
- Torso	8	+4	+4	-2	20%	30 ft.	25
Breastplate	16	+6	+3	-4	25%	20 ft.	30
HEAVY ARMOR	Barter Value	Armor Bonus	Max Dex	ACP	Spell Failure	Speed (M)	Wgt (lbs.)
Splint Mail	16	+7	+0	-7	40%	20 ft.	45
- Arm	7	+1	+0	-4	40%	30 ft.	5
- Legs	7	+1	+0	-4	20%	20 ft.	15
- Torso	8	+4	+0	-3	40%	20 ft.	25
Banded Mail	16	+7	+1	-6	35%	20 ft.	35
- Arm	7	+1	+1	-3	35%	30 ft.	5
- Legs	7	+1	+1	-3	15%	20 ft.	10
- Torso	16	+4	+1	-2	35%	20 ft.	20

Half Plate	17	+8	+0	-7	40%	20 ft.	55
- Arm	17	+1	+1	-7	35%	30 ft.	10
- Legs	*	+0	+2	-2	15%	30 ft.	10
- Torso	16	+6	+3	-4	25%	20 ft.	30
Full Plate	18	+9	+1	-6	35%	20 ft.	50
- Arm	17	+1	+1	-7	35%	30 ft.	10
- Legs	18	+1	+1	-3	20%	20 ft.	10
- Torso	16	+6	+3	-4	25%	20 ft.	30
SHIELDS	Barter Value	Armor Bonus	Max Dex	ACP	Spell Failure	Speed (M)	Wgt (lbs.)
Light	*	+1	-	-1	5%	-	6
Heavy	7	+2	-	-2	15%	-	15
Tower	8	+4	+2	-10	50%	-	45

EQUIPMENT

The hunt for loot in the form of gold and useful items has been a staple of many an adventuring party back on Gothos. On Earth, humans often prized their possessions above even the wellbeing of other people. It came as no surprise to either world when the common people learned of the impending disaster and started acting out; trying to gather supplies in an attempt to survive or cheating and killing their way into equipment and objects of special value.

Modern day delvers and adventurers comb the ruins of Earth in search of food and water. They occasionally locate stockpiles of goods left over by some other less fortunate group, only to pick through them for the items of most value before going back into hiding.

In some areas, a semblance of economy has been cobbled together, wherein items are traded at a barter value (see above) for other items of comparable worth or item kits containing pieces of technology not usually valued high enough to trade on their own.

ARMOR

Traditional armor is not as useful on the new Earth as it was on Gothos. This is because that world's idea of armor never accounted for modern handguns, rifles, or grenades. On the flip side, humans developed their more modern equipment to guard against such things without considering the possibility of being attacked by a great sword or warhammer.

Because of these deficiencies, mundane, archaic armor and shields suffer a -2 penalty to the armor bonus they provide against modern and technologically advanced weapons. The same is true of modern armor and shields, which suffer their own -2 penalty to the armor bonus they provide against archaic and magical weapons. Masterwork gear reduces the penalty to -1.

PIECEMEAL ARMOR

Occasionally, adventurers in *Fall of Man* may come across only a few pieces of scrap that they can fashion into some sort of armor. More information related to piecemeal armor can be found in the Ultimate Combat supplement, but the basics are described here for use in *Fall of Man*.

If a character is wearing more than one armor piece, she **adds** armor bonus and weight, and **takes the worst of** maximum dexterity bonus, arcane spell failure chance, and speed limitations.

Most armor is only of value when traded whole. While armor pieces can be found or provided in kits, they are usually of little to no worth on their own.

As long as she is wearing a single armor piece, the character is considered to be wearing armor for any effects that rely on wearing armor (such as the fighter class's armor training and armor mastery).

If a character is wearing all three categories of armor pieces, she is wearing a suit of armor. Suits of armor can have all armor pieces of the same type

CHAPTER 5: BARTERING AND EQUIPMENT

TABLE 5:4 – BASIC AND ADVANCED ARMOR

BASIC							
LIGHT ARMOR	Barter Value	Armor Bonus	Max Dex	ACP	Tech Rating	Speed (M)	Wgt (lbs.)
Arm Guards	7	+1	+8	+0	1	30 ft.	2
Combat Vest	8	+4	+6	+0	2	30 ft.	15
Shin Guards	7	+1	+5	–1	1	30 ft.	5
MEDIUM ARMOR	Barter Value	Armor Bonus	Max Dex	ACP	Tech Rating	Speed (M)	Wgt (lbs.)
Body Armor	16	+6	+5	–1	3	20 ft.	32
- Arm	7	+1	+8	+0	1	30 ft.	2
- Legs	7	+1	+5	–1	1	30 ft.	5
- Torso	8	+3	+5	–1	3	20 ft.	25
HEAVY ARMOR	Barter Value	Armor Bonus	Max Dex	ACP	Tech Rating	Speed (M)	Wgt (lbs.)
Riot Gear	18	+7	+3	–5	3	20 ft.	45
- Arm	7	+2	+8	–5	3	30 ft.	15
- Legs	8	+2	+3	–4	2	20 ft.	15
- Torso	8	+4	+6	+0	2	30 ft.	15
Shields							
Riot	*	+2	–	–5	3	–	15
ADVANCED ARMOR							
	Barter Value	Armor Bonus	Max Dex	ACP	Tech Rating	Speed (M)	Wgt (lbs.)
Powered	19	+10	+0	–5	5	30 ft.	40
Blast Shield	17	+4	+1	–	3	–	20

(all three plate pieces make a suit of full plate), or a mixture of armor pieces (a plate arm armor piece and torso armor piece combined with a chainmail leg armor piece creates a suit of half-plate).

Wearing an entire suit, whether its pieces are mixed or the same type, grants a +1 armor bonus on top of the protection the combination of pieces already grants the wearer. Wearing a mixed suit of armor increases the arcane spell failure chance by 5% because of the awkwardness of the design. Wearing less than a full suit of mixed armor does not increase the wearer's arcane spell failure chance.

BASIC AND ADVANCED ARMOR

Basic and advanced armor offer protection against modern weapons. A character with proficiency in these armors or shields must also have the listed Technology Focus or add the equipment's tech rating to his armor check penalty. Technology rating also gives 5% spell failure chance for every 1 point.

Arm Guards: Thick plates of protective material are wrapped around the wearer's arms. While unwieldy, they provide decent protection against most modern weapons.

Blast Shield: A blast shield isn't held, but instead placed in front of the user, granting its bonus without reducing maneuverability. Mobility is brought down slightly from having to battle while behind the shield. The shield can also be used to provide total cover in the same way an archaic tower shield would.

Body Armor: A basic suit of body armor consists of a specialized chest guard that has to be latched onto arm and shin guards to function properly. Used properly, it provides reasonable protection while still allowing for some mobility.

Combat Vest: Also called a bullet-proof vest, this basic armor has been modified since the dawn of the new world to protect against most basic weaponry. It does not lose its armor bonus against firearms.

Powered Armor: One of the last technological marvels of the modern military, powered armor is an entire, one-piece suit of armor that grants superior protection without losing a great deal of mobility. Unfortunately, its structure keeps maneuverability at a minimum, which necessitated its decommissioning shortly before Project Eden was devised. After the Fall, these rare suits are highly sought after, especially by Mechanists who wish to study and potentially improve their ability. In most cases, Powered armor ceases to function in areas with an arcane rating of 6 or more, but some tech upgrades may increase that value or remove it entirely.

Riot Gear: Riot gear consists of a combat vest accompanied by large, bulky armor that covers the arms and legs. Most sets of riot gear come with an attached riot shield, which grants its shield bonus even while the wearer has no hands free. Like a combat vest, riot armor does not lose its armor bonus against firearms.

Riot Shield: A riot shield can be detached from riot gear and used separately, though it is of little barter value on its own because doing so takes away from the wielder's mobility.

Shin Guards: These heavy, padded guards are latched around the legs, offering some lower body protection, but reducing mobility and maneuverability at the same time.

WEAPONS

With warriors coming over from Gothos wielding archaic weapons not seen on Earth in centuries, it's no wonder so many were unprepared for the fights that broke out shortly after fallout from Satan's Maul had calmed down.

There are a few different categories for weapons in *Fall of Man*.

ARCHAIC WEAPONS

All simple, martial, and exotic weapons from Gothos are now called archaic weapons. Archaic weapons have an effective technology rating of 0, so they require only the most basic of proficiency to wield. This proficiency must be gained for each archaic weapon a character wishes to wield properly. Characters with points in the Technology Focus are an exception to this, as each point reduces the non-proficiency penalty by 1 (to a max of 0 penalty).

Archaic weapons can be enchanted with magic.

BASIC AND ADVANCED WEAPONS

Modern simple weapons are called basic weapons, while what might be considered martial or exotic weapons to a Gothosian are known as advanced weapons.

Basic and advanced weapons have a technology rating. The technology rating of a weapon is added to its penalty for non-proficiency as well as its misfire chance. This applies until the character wielding it has the necessary points in the Technology Focus and proficiency with the weapon.

A weapon's capacity indicates how many times it can be used before reloading. If the capacity is listed in rounds (10 rounds = 1 minute), the weapon can be used continuously for that amount of time before it must be recharged.

If the natural result of a character's attack roll falls within a firearm's misfire value, that shot misses, even if the character would have otherwise hit the target. When a firearm misfires, it gains the broken condition. While it has the broken condition, it suffers the normal disadvantages that broken weapons do, and its misfire value increases by 4 unless the wielder has gun training in the particular type of firearm (see Mechanist). In that case, the misfire value increases by 2 instead of 4.

If a modern firearm misfires while broken, it explodes. When a firearm explodes, pick one corner of your square—the explosion creates a burst from that point of origin. Each firearm listed here bursts 5 ft. for every point of tech rating it has. Any creature within this burst (including the firearm's wielder) takes damage as if it had been hit by the weapon—a DC 12 Reflex save halves this damage.

Under most circumstances, any weapon with a technology rating of 1 or higher cannot be enchanted with magic. Instead, these weapons can be upgraded by trained Mechanists and Master Craftsmen.

CHAPTER 5: BARTERING AND EQUIPMENT

TABLE 5:5 – WEAPONS

BASIC MELEE WEAPONS	Barter Value	Damage (M)	Critical	Range	Wgt (lbs.)	Type	Capacity	Tech Rating	Special
Baton	8	1d6	19-20	10 ft.	1	B, O	–	1	Disarm, Trip
Knife	7	1d4	x3	–	0.5	P/S, L	–	1	Brace
Taser	8	1d4	x2	–	0.5	P, L	–	2	+1d6 Electricity, Reach
BASIC RANGED WEAPONS	Barter Value	Damage (M)	Critical	Range	Wgt (lbs.)	Type	Capacity	Tech Rating	Special
Pistol	37	1d8	x4	20 ft.	1	P, O	1	1	Firearm
Handgun	38	1d8	x4	20 ft.	1	P, O	30	2	Firearm
Advanced Weapons	Barter Value	Damage (M)	Critical	Range	Wgt (lbs.)	Type			Special
ADVANCED MELEE WEAPONS	Barter Value	Damage (M)	Critical	Range	Wgt (lbs.)	Type	Capacity	Tech Rating	Special
Chainsaw	16	1d12	x3	–	6	O	10 minutes	3	Sunder
Flamethrower	7	1d6	x2	–	4	T	1 minute	4	Fire, Scatter
ADVANCED RANGED WEAPONS	Barter Value	Damage (M)	Critical	Range	Wgt (lbs.)	Type	Capacity	Tech Rating	Special
Rifle	39	1d10	x4	80 ft.	12	B and P, T	1	2	Firearm
Shotgun	39	1d8	x2	20 ft.	12	B and P, T	1	3	Firearm, Scatter
Type B = Bludgeoning, O = One-Handed, L = Light, P = Piercing, S = Slashing, T = Two-Handed									

For more information on firearms, see *Pathfinder Roleplaying Game: Ultimate Combat*.

Baton: A standard issue weapon for modern law enforcement, the baton is efficiently created to leverage an opponent's weight against them and either disarm or trip as the need arises. A skilled user can throw a baton and make a trip or disarm attempt or use the Weapon Finesse feat to apply his Dexterity modifier instead of his Strength modifier to attack rolls with a baton sized for him, even though it isn't a light weapon.

Chainsaw: A chainsaw is a weapon often used by those who have seen one too many horror movies. A common chainsaw ignores the hardness of wood. Even though it can be wielded in one hand, the wielder must have both hands free to start the chainsaw. Once it's turned on, the chainsaw can run continuously for up to 10 minutes before requiring a new battery, gas, or recharge.

Flame Thrower: A flame thrower represents any makeshift or manufactured weapon that breathes fire out in up to a 10-ft. cone. The flame thrower follows

MODERN FIREARMS AND ATTACK RESOLUTION

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

the rules for scatter, except that it cannot be used to attack only one creature. The wielder must attack each creature within the 10-ft. cone.

Handgun: A modern handgun uses clips of up to 30 rounds (metal cartridges), though many such clips at present are usually scavenged with far fewer shots remaining. The handgun is semi-automatic, allowing its user to fire it repeatedly during a full-attack action so long as it still has rounds of ammunition remaining. Most ranged weapon feats can also be applied to a handgun in the same way they are applied to a bow or repeating crossbow.

Knife: The modern knife isn't as well balanced for throwing as an archaic dagger. Instead, it has better throughput and can devastate an oncoming attacker by virtue of its brace weapon quality.

Pistol: Pistols have evolved greatly over the centuries since firearms were first created. In modern times, a pistol still only fires 1 shot before requiring a swift action to reload, but it can still hold and fire up to 12 rounds before requiring a new cartridge (a standard action).

Rifle: Rifles are larger, more complex versions of the pistol.

Shotgun: Shotguns can only hold up to 1 round of ammunition before requiring a reload, but they can fire scattershot, which makes them invaluable against groups of enemies.

Taser: A simple device, complete with wires that extend up to 10 feet to strike their target. The wires deal 1d4 piercing damage plus 1d6 electricity damage on a hit.

SCATTER WEAPON QUALITY

A weapon with the scatter weapon quality can shoot two different types of ammunition. It can fire normal bullets that target one creature, or it can make a scattering shot, attacking all creatures within a cone. Cannons with the scatter weapon quality only fire grapeshot, unless their descriptions state otherwise. When a scatter weapon attacks all creatures within a cone, it makes a separate attack roll against each creature within the cone. Each attack roll takes a –2 penalty, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the blur, invisibility, or mirror image spells, do not foil a scatter attack. If any of the attack rolls threaten a critical, confirm the critical for that attack roll alone. A firearm that makes a scatter shot misfires only if all of the attack rolls made misfire. If a scatter weapon explodes on a misfire, it deals triple its damage to all creatures within the misfire radius.

COMMON EQUIPMENT AND VEHICLES

Common equipment is anything that could be found and purchased at a store without a specific license prior to the *Fall of Man*.

In most cases, common equipment has a tech rating of 1 or 2, representing the complexity of creating and using it. Other items may have a more complex makeup or require special handling procedures, granting it a higher tech rating. Broken items always have a tech rating of 0.

Ammunition: The most basic of needs for anybody wielding a ranged weapon. Ammunition comes in clips containing multiple rounds for pistols or handguns and shells for rifles or shotguns. Archaic ammunition, such as arrows, bolts, or old-fashioned black powder and pellets are rarely of any value on their own, but can be bartered in batches of 30.

Battery: The lifeblood of technology, anything of lasting usefulness in the present age can be run on batteries. Unfortunately, there's never a guarantee which batteries are necessary for a given device. Some larger batteries can also be used as portable charging ports.

CHAPTER 5: BARTERING AND EQUIPMENT

TABLE 5:6 – COMMON EQUIPMENT AND VEHICLES

Item	Barter Value	Tech Rating
Ammo Clip (12 rounds)	8	1
Ammo Clip (30 rounds)	16	1
Ammunition, Archaic (30)	7	0
Ammunition, Rifle/Shotgun (10 shells)	16	1
Battery (10)	8	1
Camera	8	1
Charging Port	36	4-6
Electronic Device	38	2-3
Fan	7	1
Flashlight	8	1
Food and Water (1 meal)	8	0
Food and Water (1 week)	36	0
Lighter (6)	8	1
Mainframe	41	4-6
Monitor	42	2
Phone, Cellular	16	2
Phone, Land	8	1
Phone, Smart	36	3
RAD Detector, Hand-Held	16	1
RAD Detector, Stationary	36	2
Radio	8	1
Spray Can (5)	8	1
Storage Container, Large	16	2
Storage Container, Small	16	1
Superior Quality Item	+2	–
Supertech Item	51	–
Tape Recorder	8	1
Vehicle, Air	48	6
Vehicle, Large Land	46	5
Vehicle, Small Land	44	4
Vehicle, Water	45	4
Item Kits		
Skill Kit	16	1
Skill Kit, Masterwork (+2)	36	2
Standard Adventuring Kit	36	–

Camera: Anything from video cameras to photography cameras, these devices capture and display images for others to see. They can be hooked up to smart phones or monitors and be used at extended distances. Depending on the quality of the camera, it may also record and convey audio. Should come with 1 battery when bartered for, but not usually found with one.

Charging Port: By the end of days, even mighty businesses accepted that it was time to try and do something better for the common man. Over the course of about four years prior to the coming of Satan's Maul, the largest companies on Earth took control of everything they were able to and unified their efforts into creating universally compatible equipment. A healthy number of the devices that survived the *Fall of Man* were made of sturdier stock and material than the fast, cheap, and easy to make objects of the early 21st century. All of them were made with a connector that attaches to charge ports found in abandoned office buildings around the world. Many of these ports are stationary; too big to carry out of their location or wired into a mainframe; but they do still work when given enough power.

Electronic Device: Any basic electronic device not already described. Generally, the purpose of these devices is luxury more than adventuring, but they have their occasional uses as well. May come with 1 battery when bartered for, but not usually found with one.

Fan: Mechanical fans serve a variety of purposes, including blowing away dangerous inhalants and keeping one cool in a closed-in, hot, or humid situation. May come with 1 battery when bartered for, but not usually found with one.

Flashlight: These tiny devices were taken for granted by much of humanity before its fall. Now, survivors trade what were once far more precious items for them without hesitation.

Food and Water: Most of the races in *Fall of Man* require sustenance to continue being active. Most bartered food and water includes a small storage container able to keep it fresh for up to 1 week, but hearty adventurers can probably stomach it a little longer (Fortitude DC 10 + 1 per day after 7). Without proper storage or care, common food and water will no longer provide sustenance after 3 weeks and is instead treated as a poison.

Lighter: Lighters provide illumination at half the distance of an archaic torch, but they can generally last up to 1 hour before running out of fuel. They can also be combined with spray cans or similar devices to create makeshift weaponry, traps, or explosives.

Mainframe: A mainframe is a rare commodity indeed. Most of these were destroyed by a combination of violent hackers, magic, or radiation during the first days of the fallout. Those that still work are able to run entire city blocks if they could only get reliable power to them. Mainframes also usually come with intranet systems that are able to keep a settlement in touch with each other and provide an interface for cameras, radios, and other security measures.

Monitor: Used as televisions and computer screens prior to the coming of Satan's Maul, operational monitors still serve a purpose, providing video of areas when attached to a camera or for interface with short-range intranet servers.

Phone, Cellular: Little more than elaborate walkie talkies after the world lost most of its airwaves to the devastation of technology and the permeation of magic. Some areas have been able to erect their own towers capable of short range conversation, but nothing more.

Phone, Land: Land phones in some areas still work, provided there is a functional telephone pole nearby to carry the required signal. Areas long abandoned still hear the occasional phone ringing or a dial tone playing in a hauntingly memorable way.

Phone, Smart: Like cellular phones, smart phones are only useful within range of what few towers survivors can get working. The added benefit of these devices is their ability to store information and communicate using video.

RAD Detector, Hand-Held: Many of these devices have turned up in recent years. When charged, they can detect the presence of ambient radiation within 40 feet. Their ability to do so is treated like the *detect magic* spell cast by a 4th-level arcanist.

RAD Detector, Stationary: A larger version of the RAD Detector, these devices function out to 200 feet, and immediately allow the user to determine the strength and location of each area of radiation.

Radio: Radios are great for keeping tabs on others sending messages out in search of survivors. This may not always be for the reason one hopes it is, but

at least there is still some form of entertainment in the world, if nothing else. The bandwidth of any given radio can be used to triangulate the signal's origin.

Spray Can: Paints and other aerosols are pressurized within these containers, allowing for quick application or use as a makeshift flamethrower in a dire situation (broken, misfire 1-6). They can also be used to make nonmagical fire traps.

Skill Kit: Skill kits are comprised of all the components necessary to perform a specific task (skill). Masterwork skill kits grant the user a +2 bonus to related skill checks.

Standard Adventuring Kit: The bare necessities for any class. This includes equipment, clothing, and enough food and water to last a week. Details regarding each kit are listed in classes.

Storage Container: These amazingly useful devices can slow the deterioration of anything placed within them to about 1/2 the normal rate. Small containers can usually hold up to a week's worth of food and water, or provide equivalent space for other items. Large containers can hold anything up to the size of a small car. Superior quality storage containers may be able to hold larger quantities of items and also completely ignore radiation decay. Supertech storage containers can withstand a nuclear blast, in addition to keeping anything inside safe for as long as they remain closed or fully charged. Storage containers are the reason anything has lasted thirty years after the *Fall of Man*.

Superior Quality Item: A superior quality item deteriorates at a much slower rate, usually lasting up to 3 times as long as a regular item. These usually cost 2 categories of Barter more than their base value (add 1 or 2 to the DC if the base item is a moderate or hard barter value).

Supertech Item: Supertech items do not deteriorate. Furthermore, a supertech item usually has some special quality to it, such as the ability to be grafted to the body or to reduce itself to a size small enough to carry around without effort. Creative Mechanists are very likely to find many surprising outlets for the use of supertech items. Supertech items start at barter value 51, making them almost impossible to trade for unless a character has been saving for quite some time.

CHAPTER 5: BARTERING AND EQUIPMENT

Tape Recorder: Useful for tracking details regarding a delve or for security to hear if anybody has entered the area. They can also be connected to a monitor for long-distance recording and listening.

Vehicle, Air: Planes, helicopters, and similar flying contraptions are often too damaged or drained of their usefulness. Occasionally, however, somebody may find one that works and, once in a great while, that person knows how to fly it. These rare individuals live like kings in the new world because they can help others get long distances faster than almost any other mode of transportation. Even traveling to another place in the world isn't impossible, for the right value.

Vehicle, Large Land: Tanks, tractors, and trains are but three of the large land vehicles that still function when power is provided. Usually these vehicles are slower than smaller land vehicles, but they are sturdy and able to survive being overwhelmed by large groups of creatures.

Vehicle, Small Land: This class of vehicles includes smaller cars, motorcycles, and pickup trucks. Small vehicles are useful in tight situations or when in a hurry to get some place. They don't offer as much protection as larger vehicles, though, so drive carefully.

Vehicle, Water: Any watercraft, regardless of its size is built in the same general way to navigate the wild oceans and seas of modern Earth. While not as fast as airborne vehicles, they pose less risk of danger when passing through areas of highly concentrated magic or radiation.

MAGIC ITEMS

Because of their exclusive use on Gothos prior to the end, magic items can be found with about the same ease as tech items.

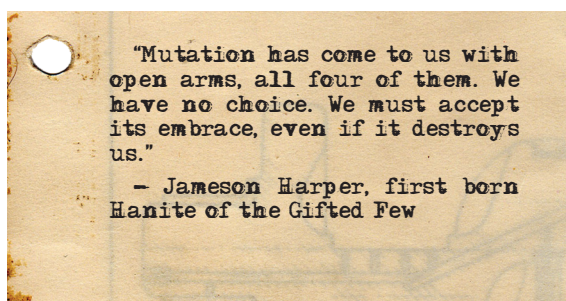
In general, a magic item has an arcane or faith rating equal to one-half its caster level, and the Barter DC is compared to the item's relative value in the chart detailed under that section. Creating magic items also works the same as it always has, so buying a +1 weapon may require a minimum 38 barter in trade or skill, but crafting one only requires materials worth DC 18, since the crafter has to be at least 3rd level to make it. A crafter below the required level would still follow the same rules for bartering, so finding the materials would require 38 barter because their value (2,000 gold) would better match that hard barter DC. This is in addition to the increased crafting DC applied to the item in the first place.



CHAPTER 6: MUTATION

When the inquisition set the world's technological growth back approximately one-thousand years, Earth entered a dark age from which only the renaissance could save it. With no sign of another such period anywhere in sight, a select few have turned their back on technology to learn less certain, but more promising practices.

MUTATION



Mutation has come to us with open arms, all four of them. We have no choice. We must accept its embrace, even if it destroys us. – Jameson Harper, first born hanite of the Gifted Few

A mutation is not just a change in game stats and numbers; it is a fundamental change in the being of the character. For those who have been born with a mutation it is a simple fact of life they have learned to live with, battling prejudices and wholly embracing what they are. Those mutated later in life must come to terms with it in their own time. Life will never be the same again, for good or bad. This provides a chance to roleplay the affliction or the curse and to explore the uniqueness of one's new self.

Mutation in *Fall of Man* can be both a blessing and a curse. In many ways it is horrific, but for the few able to control its effects on them (in part at least), it can grant great power.

Mutation works in a simple fashion. Each time you gain a point of Mutation Focus (sometimes called taint) there is a chance you gain a mutation. These mutations can further your evolution or disfigure you in some way.

When you gain a new point in the Mutation Focus (not as the result of a disfigurement or without the use of a feat), there's a 10% chance for every point

TABLE 6:1 – MUTATIONS

d20	Mutation	d6
1	Roll for Deformity	(1)
2	Gifted Mutation	(I, 2)
3	Feral Mutation	(I, 3)
4	Gullet	(I, 4)
5	Vestigial Arm	(I, 5)
6	Fast Healing	(II, 2)
7	Greater Mutation	(II, 3)
8	RAD Skin	(II, 4)
9	Shifted Organs	(II, 5)
10	Grand Mutation	(III, 2)
11	Shifting Limbs	(III, 3)
12	Tentacle	(III, 4)
13	Wings	(III, 5)
14	Chemotherapy	(IV, 2)
15	Irradiated Flesh	(IV, 3)
16	Preservation	(IV, 4)
17	Second Being	(IV, 5)
18	Roll twice	
19	Choose one Mutation	(6)
20	Nothing Happens	

you have in the Mutation Focus that you'll gain one of the following mutations. If you roll within that range, roll 1d20 and consult the above table. If you roll a mutation that has a required mutation you don't possess, you gain the required mutation instead if you have enough points. If you don't have enough points, you don't gain a mutation.

Buying Mutations: If you would rather have some more control over your mutations, you can spend the points to try for something. This is still not guaranteed, but offers more choice than the % chance given when a point of Mutation Focus is gained. First choose how many points you want to spend (1-4), then roll 1d6 and compare to the point ranges on the right of the chart. A 1 on the die still rolls for a random deformity, but a 6 indicates that you can instead choose your mutation of that level.

CHAPTER 6: MUTATION

Deformities: Whenever you roll any mutation randomly, you also risk gaining a deformity. Deformities usually allow you to still use the ability, but at a reduced strength. Unless otherwise noted, deformities only drain you of one point of mutation.

1 POINT MUTATIONS

Feral Mutation: You gain two claw attacks and a bite attack. These are primary attacks and are made using your full base attack bonus. The claw attacks deal 1d6 points of damage (1d4 if you are Small) and the bite attack deals 1d8 points of damage (1d6 if you are Small). If Gifted Mutation is in effect, you also gain a +2 competence bonus on Intimidate skill checks. If you already have this mutation, you can gain Gifted Mutation instead.

Deformity – You gain either a bite or a claw attack. That attack is a secondary attack and is made using your full attack bonus with a –5 penalty. A claw disfigures your hand but doesn't make it unusable. A bite extends your jaw-line out of proportion, but doesn't affect your speech. You can still gain the other attack properly by spending points or rolling it. If you gain this deformity again, you gain 2 mutation points.

Deformity	Mutation
1-6%	Gifted Mutation
7-12%	Feral Mutation
13-18%	Gullet
19-24%	Vestigial Arm
25-30%	Fast Healing
31-36%	Greater Mutation
37-42%	RAD Skin
43-48%	Shifted Organs
49-54%	Grand Mutation
55-60%	Shifting Limbs
61-66%	Tentacle
67-72%	Wings
73-78%	Chemotherapy
79-84%	Irradiated Flesh
85-90%	Preservation
91-96%	Second Being
97-100%	Choose one deformity

Gifted Mutation: You gain the Gifted Mutation class feature. See the gifted class for more details. If you already have this mutation and at least 2 points available, you can gain Greater Mutation instead.

Deformity – You have Gifted Mutation, but you have no control over which bonus or penalty you receive. Roll randomly (1-3) when using the ability and gain that effect. In addition, the penalty you gain causes your head to expand (Int), one of your eyes to shift on your head (Wis), or your body to become misshapen (Cha).

Gullet: You gain a pouch at the back of your throat that can be used for 1 of 2 purposes. First, it can store a potion, elixir, or other item no larger than a flask that you can then drink as a free action on your turn (or when you fall unconscious) or withdraw as a standard action. Second, when you use your Gifted Mutation ability you can also gestate a second enzyme in your gullet if it is free. This allows you to switch to the second enzyme as a free action on your turn or just keep it handy for an emergency. This does not allow you to gain the effects of multiple enzymes—only the most recent has any effect. If you already have this mutation, you can gain Gifted Mutation instead.

Deformity – You have a gullet, but it hangs outside of your throat and only works if you have Gifted Mutation. You can still gain the other use of your gullet by spending points or rolling it. If you gain this deformity again, it costs you nothing and now works as well as a normal gullet, but remains outside of your body.

Vestigial Arm (Ex): You gain a new arm (left or right) on your torso. The arm is fully under your control and cannot be concealed except with magic or bulky clothing. The arm does not give you any extra attacks or actions per round, though the arm can wield a weapon and make attacks as part of your attack routine (using two-weapon fighting). The arm can manipulate or hold items as well as Your original arms (for example, allowing You to use one hand to wield a weapon, another hand to hold a potion, and the third hand to throw a bomb). The arm has its own “hand” and “ring” magic item slots (though you can still only wear two rings and two hand magic items at a time). This mutation can be taken twice. If you have this mutation twice already and at least 4 points available, you can gain Second Being instead.

Deformity – Your vestigial arm is too small to wield weapons or use items, but otherwise functions the same. You can still gain 2 good arms in addition to this deformity.



2 POINT MUTATIONS

Fast Healing: You gain the ability to heal from wounds rapidly. As a free action once per round, you can heal 5 hit points as if you had the fast healing ability. You can heal 5 hit points per day in this manner for every 2 levels you possesses. If you fall unconscious because of hit point damage and you still has healing available from this ability, the ability activates automatically each round until you are conscious again or the ability is depleted for the day. If you already have this mutation and at least 4 points available, you can gain Chemotherapy instead.

Deformity – Your fast healing is limited to every 4 levels you possess. When fast healing kicks in, your skin turns orange for 1 minute per point healed.

Greater Mutation: Requires 12th level and Gifted Mutation. Your Gifted Mutation ability now grants a +4 natural armor bonus, a +6 alchemical bonus to one physical ability score (Strength, Dexterity, or Constitution), and a +4 alchemical bonus to a second physical ability score. You take a –2 penalty on both associated mental ability scores as long as Gifted Mutation persists. If you already have this mutation and at least 3 points available, you can gain Grand Mutation instead.

Deformity – As Gifted Mutation, but roll twice. If you roll the same twice, you take an additional –1 penalty to the associated mental stat and gain no additional benefit. You gain the Gifted Mutation deformity before this if you don't already have it.

RAD Skin (Su): Requires Irradiated Flesh. You gain an aura out to 5 ft. Common plants in the aura wilt and die and creatures that remain in the aura for longer than 3 rounds take 1d6 radiation damage. This mutation can be taken up to three times, reducing the amount of safe time a creature has by 1 round and dealing +1 radiation damage. If you already have this mutation three times, you gain the deformity instead.

Deformity – Increase the damage by +1 and half the damage is dealt to you. A Fortitude save (DC 10 + the full damage dealt) negates this. This deformity can be taken multiple times. When active, you emit a greenish glow enough to see you in the dark but not enough to light an area.

Shifted Organs (Ex): You learn how to preserve and protect your vital organs, reducing the chance of a mortal wound. When a critical hit or sneak attack is

scored on you, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This does not stack with similar abilities that negate critical hits and sneak attacks (such as fortification armor). This mutation can be gained up to three times; the effects stack, increasing this chance to 50% and then 75%. If you already have this mutation three times, you do not gain another mutation at this time.

Deformity – Your organs press against your skin, increasing the chance enemies can threaten you with a critical hit by +1 (a 19-20 weapon threatens a critical hit on an 18-20, for example). This gives you 1 mutation point, rather than costing you 1. If you gain this again, enemies get a +2 bonus to confirm critical hits against you and you gain 2 mutation points instead. Having this deformity prevents you from gaining Shifted Organs and vice versa.

3 POINT MUTATIONS

Grand Mutation: Requires 16th level and Greater Mutation. Your Gifted Mutation ability now grants a +6 natural armor bonus, a +8 alchemical bonus to one ability score (Strength, Dexterity, or Constitution), a +6 alchemical bonus to a second physical ability score, and a +4 alchemical bonus to a third physical ability score. You take a –2 penalty to his Intelligence, Wisdom, and Charisma as long as Gifted Mutation persists. If you already have this mutation, you do not gain another mutation at this time.

Deformity – You gain 2 mutation points back instead of spending 1. This acts as Greater Mutation, but roll three times and apply the additional penalty each time you roll the same. You gain the Greater Mutation deformity before this if you don't already have it.

Shifting Limbs (Su): You can transform yourself temporarily to achieve some goal. This takes 1 hour as you stretch and prepare your body for the undertaking. After the hour has passed, you can gain the feral mutation, tentacle, vestigial arm x2, or wings mutation as a swift action, but you can use a standard action instead. Switching between these is also a swift or standard action. You can use this ability for a number of rounds each day equal to 3 + your Mutation Focus. The rounds need not be consecutive.

Deformity – Roll randomly (1-4) each time you use the ability. If you roll the same ability twice in a row, you gain its deformity for the duration and cannot switch again.

Tentacle (Ex): You gain a prehensile, arm-length tentacle on your body. The tentacle is fully under your control and cannot be concealed except with magic or bulky clothing. The tentacle does not give you any extra attacks or actions per round, but you can use it to make a tentacle attack (1d4 damage for a Medium creature, 1d3 damage for a Small one) that can stretch up to 10 feet and has the grab ability. The tentacle can manipulate or hold items as well as your original arms can (for example, allowing you to use one hand to wield a weapon, the tentacle to hold a potion, and the third hand to shoot a handgun). Unlike an arm, the tentacle has no magic item slots. This mutation can be taken twice. If you have this mutation twice already and at least 4 points available, you can gain Second Being instead.

Deformity – The tentacle replaces one of your other limbs. You have to barter for normal armor at the next hardest DC for your level. If it replaces a leg, you also gain a bonus to acrobatics checks made to jump equal to one-half your Mutation Focus. If you gain this twice for your legs, the bonus equals your full Mutation Focus.

Wings (Ex): You gain bat-like, bird-like, or insect-like functional wings, allowing you to fly as the *fly* spell for a number of minutes per day equal to 1 + your Mutation Focus. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. You can gain this ability three times. The second time only costs 1 point, and your maneuverability becomes perfect. The third time costs 2 points, but you can fly a number of minutes per day equal to 2 + twice your Mutation Focus.

Deformity – You also gain aspects of the creature whose wings you gain (a pug nose, a beak-like nose, or nonfunctional antennae are common). You can fly, but with average maneuverability and only for half the duration. If you gain this again, you gain additional aspects, it gives you 1 mutation point back instead of costing 1, and your maneuverability continues to deteriorate until it is clumsy.

4 POINT MUTATIONS

Chemotherapy: Requires Fast Healing mutation. You gain the ability to heal other creatures. As a standard action, you may touch a creature and apply 1 round's effect of your fast healing mutation to that creature; this counts toward your fast healing limit for the day. Your daily limit for hit points healed by

fast healing increases to $5 \times$ your character level. This ability only functions if the target is the same type of creature (humanoid, undead, and so on) as you. If you already have this mutation, you do not gain another mutation at this time.

Deformity – When you heal another creature, your veins glow green and you take one-half the healing as damage. If you also have the Fast Healing deformity, you only increase your daily limit to $5 \times 1/2$ your character level.

Irradiated Flesh: Your body is suffused with radiation. Any creature that bites, engulfs, or swallows you must make a Fortitude saving throw (DC 10 + twice your Mutation Focus) or be nauseated and gain 1 temporary mutation point for 1d4 rounds (roll for deformities). You never suffer ill effects from your own radiation. If you already have this mutation and at least 2 points available, you can gain RAD skin instead.

Deformity – You suffer 2 points of Constitution drain as your skin becomes brittle and cracked. You gain 4 mutation points, but must spend them immediately. Whatever you gain has the deformity appearance but functions normally. The Constitution cannot be restored without the help of a *limited wish* or more powerful spell, at which point you also lose the 4 free points you gained. Even if the effect is removed, your skin is still permanently damaged.

Preservation: Requires 16th level. Once per day, you can gestate your radiation for 1 hour and destroy an item with a hard barter value of 35, after which point you are immediately targeted with a *resurrection* spell the next time you are killed. Preservation only lasts for a number of days equal to your Arcane Focus; if you don't die before that time expires, the effects of preservation end.

Deformity – You suffer 2 points of Dexterity drain as one of your limbs shrivels. It can still be used properly, but throws off your balance. The duration of the *resurrection* effect increases to twice your Arcane Focus when you use it. The Dexterity cannot be restored without the help of a *limited wish* or more powerful spell, at which point you also lose the increased duration. Even if the effect is removed, your limb remains shriveled looking.

Second Being (Ex): Requires Vestigial Arm or Tentacle x2. Your vestigial arms are part of a parasitic twin on your torso, consisting of a head, a torso, and two arms (from the vestigial arm discovery). Normally, the twin

is mostly recessed within your body, with the visible arms acting like the vestigial arm mutation, but you can also revealed or hide the twin as a standard action. The twin is helpless, fully subservient to you, and cannot be targeted or harmed. Once per day, if you succumb to a mind-affecting effect that would make you unconscious, helpless, or not in control of your own actions (such as Charm Person, Feeblemind, or Hold Person), you can reroll your saving throw; success means the twin absorbs the effect and you can ignore it. Using this ability sickens you for the duration of the absorbed effect (removing the effect from the twin ends the sickened condition), and you cannot use the twin's arms during that time; though passive effects (such as from rings worn on the vestigial arm) continue normally. If you already have this mutation and at least 2 points available, you can spend those points and gain Awakened Being as a bonus feat. Otherwise, you do not gain another mutation at this time.

Deformity – You suffer 2 points of Intelligence drain as your second being fights with you over control of your body. You also gain Awakened Being as a bonus feat when you qualify for it. The Intelligence cannot be restored without the help of a *limited wish* or more powerful spell, at which point you also lose the bonus feat and your second being returns to its partially inert state. Even if the effect is removed, your second being still moves unexpectedly from time to time.

PERFECT MUTATIONS

Perfect mutations are only available to hanites with the Perfect Evolution feat and members of the gifted class at 20th level.

Chemotherapy: Your touch can *heal* or *harm* a creature, as the spells. You can use this ability once per day at 12th level and twice per day at 18th level.

Fast Healing (Su): You gain fast healing 5.

Feral Mutation: You gain pounce and rend (2 claws, 1d6 + 1-1/2 your Strength modifier) or trip and grab with your bite attack.

Gifted Mutation: You take no penalty to your stats.

Greater/Grand Mutation: You can choose to grow one size category or take a –2 penalty to a single stat.

Gullet: In addition to holding a potion or enzymes for quick use, your gullet counts as a Bag of Holding Type I. You can still only store anything small enough for you to swallow.

Irradiated Flesh: The affected creature gains 2 temporary mutation points for 2d6 rounds instead (roll for deformities).

Preservation (Sp): The ability's duration is instantaneous and can only be removed in the same way a permanent spell can be removed. If you are at least 18th level, you are targeted by *true resurrection* instead.

Tentacle (Ex): Each of your tentacles also has constrict, dealing its damage plus 1-1/2 times your Strength modifier.

Wings (Ex): Your wings are fully functional. You can use them as often as you wish.

RAD Skin (Su): Once per round, when a creature hits you with a natural attack or a melee weapon without reach, you can deal your aura damage to it as a free action.

Second Being (Ex): You no longer lose control of your secondary arms after your twin absorbs a mind-affecting effect and you are only nauseated as a result. If you also have the Awakened Being feat, creatures can only target you with mind-affecting effects if they target both you and your second being. If one of you succeeds at your saving throw, but the other doesn't, apply the above as if you were hit by a single-target spell.

Shifted Organs (Ex): You have a +10% chance to ignore critical hits.

Shifting Limbs (Su): You no longer have to prepare to use this mutation. You can also have up to 2 of the available mutations active at the same time.

Vestigial Arm (Ex): You can use your arm(s) to wield weapons and fight using multi-weapon fighting.

MUTANT (TEMPLATE)

Mutants are an unfortunately common occurrence in *Fall of Man*. Several events can trigger mutation, and once it has taken hold, there is almost no turning back.

ACQUIRING THE TEMPLATE

When a creature has radiation sickness (see sidebar) and the Mutant Gene feat, it has a chance each day that it isn't fully cured to gain 1 point in the Mutation Focus (see Chapter 6 for more details on using mutation points). Most gifted become mutants at 1st level automatically.

CREATING A MUTANT

“Mutant” is an inherited or acquired template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A mutant retains all the base creature’s statistics and special abilities except as noted here.

CR: Same as the base creature (with adventurer traits) or +1 (most monsters and NPCs)

Subtype: The base creature gains the mutant subtype. It can no longer progress in its racial evolution class. If the creature has any levels in an evolution class, it can trade those levels on a one-for-one basis with the mutant evolution class each time its level increases.

Mutation Points: A creature becomes a mutant as soon as it has gained at least 1 point in the Mutation Focus. This is usually characterized by an obvious mark on the creature’s body or an unexpected change in its personality. Upon becoming a mutant, the base creature loses its adventurer traits (except mutation if granted as a bonus feat), if any, and gains 4 free mutation points as a result of its race. Gnomes with the Bent receive 5 points instead, and half-orcs with the Gifted Heritage feat receive 6 points in addition to the initial point.

Once the creature has its total points in the Mutation Focus, roll once using that total to determine if there is a random mutation or deformity. The creature may then spend any remaining points on specific rolls or hold onto them for later. When it gains a new level, if the creature has at least 1 point in the Mutation Focus, it has to roll again to determine if it receives a random mutation.

MUTANT CLASS

Mutants are unable to evolve properly into what they would if they were still members of their original race. Because of this, the Mutant Class actually provides not only its own progression, but encompasses a larger area of dedication. This allows mutants to sacrifice the levels they may have already gained in their evolution class in exchange for additional levels of mutant.

Each time a mutant gains a level in this class, it can also lose one level’s worth of benefits from its evolution class and gain another level of mutant instead.

Hit Die: d8

DISEASE: RADIATION SICKNESS

Any creature that takes at least 3 radiation damage per hit die in a single day (minimum 15) must make a Fortitude save (DC 15) or contract Radiation Sickness. Failure by 5 or more (or a natural 1 on the die) indicates that the creature contracts Radiation Poisoning instead (twice the effect, no chance of mutation).

Type: disease, contact, inhaled, or injury; **Save** Fortitude DC 15 + 1/day (max 25) negates, Fortitude DC 15 to avoid effects.

Onset 1d2 hours; **Frequency** 1/day

Effect 1d3 Constitution; Cure 2 consecutive saves

An unfortunate side effect of too much exposure to toxic chemicals, ambient radiation, or attacks from some mutants, radiation sickness destroys tissue in the body by affecting the ability of cells to divide normally. The symptoms can begin within one or two hours and may last for several months.

A creature that makes a successful save maintains its current DC for 1 day and has 2 options. If it has the Mutant Gene feat, it can gain 1 point in the Mutation focus. Otherwise, the creature can heal 1d3 Ability damage as its body’s immune system uses the radiation to fight back against diseases, including the sickness itself.

REQUIREMENTS

Race: Any with mutant template

Special: Level 1 in any base class

Class Skills: Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcana, local, religion) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks at Each Level: 8 + Int modifier.

CLASS FEATURES

Bonus Feat: At 1st and 4th level, the mutant can choose one of the following bonus feats.

Acrobatic, Alertness, Athletic, Deft Hands, Dodge, Evolved Eyesight, Great Fortitude, Iron Will,

CHAPTER 6: MUTATION

Mutant Level	Base Attack	Fort Save	Ref Save	Will Save	Mutation Focus	Special
1	+1	+0	+0	+0	+1	Bonus Feat, Inherent Bonus
2	+2	+1	+1	+1	+2	Inherent Bonus
3	+3	+1	+1	+1	+2	Saving Throw +1, Inherent Bonus
4	+3	+1	+1	+1	+3	Bonus Feat, Inherent Bonus
5	+4	+2	+2	+2	+3	Inherent Bonus
6	+5	+2	+2	+2	+4	Inherent Bonus
7	+6/+1	+2	+2	+2	+4	Bonus Feat, Saving Throw +1, Inherent Bonus
8	+6/+1	+3	+3	+3	+5	Inherent Bonus
9	+7/+2	+3	+3	+3	+5	Inherent Bonus
10	+8/+3	+3	+3	+3	+6	Bonus Feat, Inherent Bonus



Lightning Reflexes, Mobility, Nimble Moves, Stealthy, Toughness

At 7th and 10th level, the mutant adds the following feats to the list above.

Acrobatic Step, Agile Maneuvers, Awakened Being, Blindfight, Diehard, Endurance, Fleet, Improved Great Fortitude, Improved Iron Will, Improved Lightning Reflexes, Improved Natural Attack, Lunge, Spring Attack, Step Up

Inherent Bonus (Ex): At each level, the mutant gains a +1 inherent bonus to 1 ability score, chosen randomly.

(Str=1, Dex=2, Con=3, Int=4, Wis=5, Cha=6)

d6	Ability
1	Str
2	Dex
3	Con
4	Int
5	Wis
6	Cha

The mutant cannot increase a single ability score by more than +5 with this ability. These bonuses stack with each other, but not with other inherent bonuses, such as those granted by a *wish* spell.

Saving Throw (Ex): At 3rd and 7th level, the mutant increases one save of its choice by +1. The mutant can choose the same bonus both times.

CHAPTER 7: CAMPAIGNS, COMBAT, AND GAMEMASTERING

The rules presented in this chapter are available as quick references and guidelines combined from other sources (particularly the *Pathfinder Roleplaying Game: Core Rulebook*, *Pathfinder Roleplaying Game: GameMastery Guide*, and *Pathfinder Roleplaying Game: Ultimate Combat*) updated to fit within the scope of *Fall of Man*. For more details related to these rules, see the corresponding sources.

CAMPAIGNS

Life on Earth after the *Fall of Man* is difficult; everybody knows that. Finding a decent place to sleep at night is about as hard as getting one of the many pre-Maul vehicles in an abandoned city to run. What follows are some basic concepts of what to expect in a *Fall of Man* Campaign.

PEOPLE

When Satan's Maul struck, Midnar saved the Earth, only to have the people of that world nearly finish the job in a series of global strikes. As a result of the peace accords, the United States was the last world power with a substantial bank of nuclear missiles. With that institution in shambles, the panic brought on by the meteor strike allowed several one-missile countries to attack their choice of targets—usually a close neighbor with border disputes going back hundreds or even thousands of years. Pakistan, for example, finally made good on its threat and turned large portions of India into radioactive wasteland.

Enclaves have since grown up wherever society can eke out what remains of an existence, centered on strong leaders—people with the inner strength to make hard decisions, the vision to see a future, the iron will to strive for a future, or the charisma to lead people. Most leaders have at least one or two of these qualities. A rare few actually possess all of them.

The majority of post-event communities lie near some vital resource, whether it be something as simple as clean water or as complex as a nearly-intact factory.

In the post-apocalyptic world where most of the technological and societal infrastructure has been destroyed, practical skills become nearly priceless. Most communities have far more use for a skilled carpenter or plumber than they do for a brilliant

software engineer. Someone who understands the practical science involved in hydrodynamic dams or windmills could literally name his price. Books on such subjects would become treasures, eagerly sought by scavenging agents of rival communities. Rumors of an intact library could start wars.

When the races from Gothos arrived, they at least understood they were coming to a new world in the middle of a cataclysmic event. The people of Earth, on the other hand, did not have any warning about the new arrivals or the return of magic. For many, it was inconceivable, and far too much to accept along with the destruction of their world. They lashed out, attacking with their modern weapons and in most cases slaughtering people unprepared for assault rifles, grenades, or worse.

Panicky third world countries launched their nuclear missiles and the war that followed was brief, intense, and final. The strongest Gothosian groups who survived these unknowing and uncaring attacks established territories and set up boundaries.

Most of the world is divided into thousands of tiny territories, city-states, and villages. The roads are wild, and seldom patrolled except near the most powerful communities. Travelers must be cunning or powerful to reach their destinations. Most communities have walls, and nobody gets in unless they have goods or skills to offer.

With marauders all over the place, it would be suicide to go without some kind of protection, so everyone carries a weapon if they've found one. Militia-held lands are safer than most, but the tolls are so high only the wealthiest caravans, or those too desperate to care, can afford to travel through their territories.

Surnames that lost all meaning in the 20th century now indicate a person's craft or profession. A person with no craft or profession has no surname (a character's surname comes only with at least 5 ranks in the appropriate skill).

Most families specialize in a particular craft. This is because it is easier and cheaper to teach your own children in the craft you know. Ambitious and forward-thinking families foster their children out to families of another craft.

Most communities are strongly against either magic or technology. Most human-dominated settlements have laws against practicing magic.

CHAPTER 7: CAMPAIGNS, COMBAT, AND GAMEMASTERING

This is not so much because they are superstitious or fearful of magic, but rather because magic interferes with technology, and most Earth-born humans prefer it over magic.

Highly religious communities shun high technology. Citizens of such areas often believe God smote down the evil civilizations that had arisen during the early 21st century in part because of technology (anything post-19th century).

SETTLEMENTS

Society has fallen apart. Now, groups of men and women of every race roam the shattered planet in search of their next meal. In some places, even thirty years hasn't been enough time to create a reasonable establishment since the orcs and other monsters from Gothos come by almost weekly to tear everything down and kill all they can find. There are rumors, however, of a few places in key locations across the

globe that have managed to gather enough people to stave off the worst their new Earth has to offer. These safe zones are the holy grail of *Fall of Man*; and even if one is still around, it's probably because they don't let anybody in.

Still, there are a few establishments, and even small complexes full of people here and there. Once in a while, it's even possible to locate a large complex where the men and women have created a sort of personal government and look to a specific group of leaders to protect and guide them.

For comparison to the rules in the *Pathfinder Roleplaying Game: GameMastery Guide*, the settlements in *Fall of Man* are:

Nest: Usually a small building in which a handful of people have made camp regularly enough to call it home and start keeping more permanent or larger items. When rolling for what's available to trade or do, treat a nest as a thorp.

Backwater: A collection of groups who look out for each other; also sometimes called a caravan, since there's not always a safe place for so many people to congregate that isn't already defending itself. Treat backwaters as Hamlets.

Hovel: When enough groups stick together that they are no longer easily mobile they become a hovel. At this point, there are enough able bodies to set up a reasonable watch and defend more complex technology or magical items that the individual members find and bring back. Treat hovels as villages.

Safe House: A bit of a misnomer, but the basics of these settlements try to live up to their name. Regular guards patrol the small area where everybody lives and a de facto leader or group calls the shots. Groups leave periodically in search of large caches of supplies or to raid smaller settlements to support their own. Treat safe houses as small towns.

Establishment: An actual community with the ability to support itself over time thanks to the skilled



TABLE 7:1 – SETTLEMENT POPULATION

Settlement	Avg. Population
Nest	4-9
Backwater	10-25
Hovel	26-40
Safe House	41-60
Establishment	61-200
Small Complex	201-2000
Large Complex	2001-3872
Safe Zone	3873+

teams of people who helped found it. Establishments are, unfortunately, settlements at their weakest point because they are too big to go unnoticed, but still too small to last against a direct onslaught from some of the more dangerous monsters and groups that exist in *Fall of Man*. Treat establishments as large towns.

Small Complex: As an establishment grows and fortifies its defenses, it becomes a small complex. Small complexes can resist the occasional attack from monsters and rebuild or strike back if the opportunity presents itself. Treat as small cities.

Large Complex: When a complex expands to the point at which it can withstand regular attacks and allow the people there to still live in relative peace (or ignorance), it becomes a large complex. Large complexes also have regular access to food for their entire population and are able to buckle down in an emergency to survive without outside contact for at least 1 month per 1,000 residents. Treat as large cities.

UNDERSTANDING TABLE 7:2 – SETTLEMENTS

Average Level Resident: As a settlement grows, it takes on more and more unskilled survivors, since those people are often trying to find anybody who can protect them. This usually balances out at the time in which the settlement becomes an establishment and can start training its residents or advertising for more powerful groups to come settle in for a while. On average, 50% of an establishment or small complex is below level 3, while the highest 10% (about 20) may actually be former members of a backwater topping out at around level 8 or 9. The rest vary in their range such that the average level of resident sits around 3.

Roughly every 22 common residents added to a Complex also brings with them another adventurer of worth, giving Large complexes around 5% (about 100) of their population in NPCs at level 12. After that, the presence of adventurers becomes indeterminable, as many of a high-functioning complex's individuals have some form of basic training or understanding of the larger situation.

Barter DC Cap: This value represents the highest individual item a character can hope to find in a given settlement. Combinations of items and item kits can be found as well, but their collected value is rarely higher than the high DC of that settlement.

Backwaters, Hovels, and Safe Houses rarely have any item valued as a high barter DC, but it's possible one of their advanced items could push it. The (m) on these settlements indicates a medium-difficulty Barter DC, or just under what would have once cost 1,200 gp in Gothosian currency (in the case of a Safe House).

TABLE 7:2 – SETTLEMENTS

Settlement	Average Level Resident		Barter DC Cap		
			Common Items	Moderate Items	Advanced Items
Nest	Any	By level	1d4	1d2	1 item
Backwater	9	16	1d6	1d3	1d2
Hovel	7	17	2d4	1d4	1d2
Safe House	5	18	3d4	1d6	1d3
Establishment	3	38	3d4	2d4	1d4
Small Complex	5	39	4d4	3d4	1d6
Large Complex	7	41	4d4	3d4	2d4
Safe Zone	9	43	*	4d4	3d4

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In any settlement of an establishment's size or larger, it's possible to find hard barter DC items (h), even of an advanced nature. The actual willingness of the individual settlement varies, but most have specific needs that can be met by smaller groups of individuals who can get around more quickly and aren't also protecting common residents.

Common, Moderate, and Advanced Items: Individual items and item kits will usually have a starting Barter DC. In addition, some items are generally accepted as common, moderate, and advanced quality. Common items are usually bartered at 1 less than the DC at the level in which you would find them. Moderate items can be bartered at their usual value. Advanced items are usually personally crafted or exceptional in some way that makes them of particular use to a settlement. They are often valued at +1 their individual DC.

What items fall into what categories can, and usually does, depend on the settlement. If a settlement has a resident Mechanist, they may be able to barter his goods at a moderate Barter DC, but the Safe House from which he left would likely try to get the most out of his items, valuing them as high value.

FACTIONS

Factions are established groups that characters can associate themselves with in the world of *Fall of Man*. When working with factions, an individual's race, class, and relationship with other factions may help or hinder them in some way. While this is generally a

roleplay-only area, the use of a point system to track factions could provide more depth or a quick glance at a character's standing with a given group. Below are some of the factions that characters can expect to meet in *Fall of Man*.

The Ark: The Ark is a town that moves from one location to another in order to find safer and more prosperous lands. The town is actually fitted onto a massive harvester tractor. The Ark is controlled by a halfling clan, but select guests are welcomed aboard. Those who join are expected to contribute to the safety or quality of life aboard the Ark.

The Army of Righteousness: Father David Keller had a vision; a vision of angels visiting terrible retribution on the wicked and the tainted; a vision of the world cleansed of its diseases and pure once again; a vision of a world that embraced the One True God and which the One True God could come to love again. Keller woke from his vision with a renewed sense of hope and an overpowering urge to make his vision a reality. To begin the cleansing of the Earth, Keller formed the Army of Righteousness, sometimes also referred to as the Army of the Avenging God, and it was completely devoted to his vision. In Keller's eyes, there are only two types of creations on Earth; those who believed in his vision and those who must be destroyed. The main weapon that the army uses to cleanse the foul ones is fire. The followers use torches, make-shift fire bombs and flamethrowers to destroy the unclean.

ARMAGEDDON

Brothers and Sisters,

Lo, but it is a time to fear and to praise, to tremble and to rejoice for the time of Revelation is upon us. Before us now is a sacred battle for the kingdom of God.

We are under attack from the vile demons that Hell spat out to plague us. The True Believers of the One Book must ban together to confront the Devil's legions. Though they may take pleasing guises and profess to wish for nothing more than a safe haven and the chance to help the suffering, be not fooled. These are demons and must be destroyed.

Brothers and Sisters, I send you forth with a holy mission, a crusade, a jihad. Cleanse the Earth from the foul demons and those who associate with them. Cleanse the world with the holy fire of God. Cleanse the infected ones with the healing flame of the Glorious Fire. Go forth and BURN

- Father Keller Armageddon Sermon, June 15, 2058

Keller's powerful charisma has influenced many to join his cause. Others have joined out of fear that any other action would mean their destruction. Keller is severe even with those who have joined him. Only the truly devoted deserve the paradise to come. In the ensuing years, the Army of the Avenging God has become a threat. What started as a small cult in Flint, Michigan has grown to become a powerful force in the so-called bible belt of the Midwest and Southern states of the USA.

The Gifted Few: In recent months, tales have started getting around, speaking of organized groups of hanites attacking smaller settlements for their equipment and stored goods. The leader of these "Gifted Few", as they are called, is a hanite magic user by the name of Jameson Harper.

When questioned about their intentions, captured members of this faction speak of an impending reckoning; a day when hanites overcome the weaker men; a day when the beauty of true evolution controls the world. That is what the Devil's Maw brought Earth, they say; the gift of evolution.

The Human League: This faction is really a confederation of many factions, all with one thing in common: they all believe humans are the superior lifeform and stand in a united (more or less) front against the "sub-human" creatures that have invaded Earth.

Members of the Human League include the Militia, the Army of Righteousness, the Master Race, the Humanists, and the Preservers.

The Militia: All across the United States, these people were ridiculed, feared, or hated for their extreme opinions on the right to bear arms. While most such groups were satisfied with maintaining their strongholds and weapons practice in preparation for the Big Day, a few made loud and messy statements about the government; usually with innocent bystanders becoming "early victims of the coming war."



When Satan's Maul declared war on all humanity, the various splintered militia groups were among those few organizations actually prepared for the chaos of the aftermath. Months before the strike, a charismatic leader named Adam "Dare" Williams, lifted his voice above all the contenders and sent out regular broadcasts to the various militia cells. At the age of 42, Dare was a seasoned veteran (of what war he wouldn't say) and staunch defender of human rights (the way he saw them). Though many had conflicting ideas on the specifics, they all agreed on the general purpose of forming an armed camp:

"A well-ordered militia being necessary..." - Quoted from the Bill of Rights

In the aftermath of the strike, Dare told anybody who would listen, chaos would obliterate everything remaining of the United States, leaving the nation open to invasion. The Militia would be ready to defend the country, should that be the case.

CHAPTER 7: CAMPAIGNS, COMBAT, AND GAMEMASTERING

By acclamation of the majority, Dare was given the mantles of General and Heir Apparent. He was then declared as the first head of the Militia.

The General and his people remained hidden during the rioting and looting brought on by the initial strike of Satan's Maul. When the first aliens showed up, they knew the time had come to rise up and show their mettle.

Their worst fears were realized when they encountered the first forces — jackal-eared warriors and little green men with alien technology so advanced it seemed like magic.

The slaughter was incredible.

After recouping from their first encounter with the alien horde, the militia mounted constant patrols around the areas they claimed. On their borders and into the interior, they were always on the alert for illegal aliens. If you don't register with the border patrol, you are an illegal alien, subject to immediate execution or severe fines. Basically, if they catch you moving through their lands without authorization, they will confiscate your property and either kill you or escort you to their border. Patrol leaders have complete discretion in this matter.

Why don't they rule the world? While the General commands over all, many factions within the Militia argue about what the Militia should be doing. The original mission of the various groups was to repel invaders from their borders. With the borders erased and redrawn, many of the Militia commanders want to remain where they are, consolidating their strength and keeping their people secure. They are afraid of expanding their borders too far, spreading their resources and eventually falling before concerted assaults.

Other factions want to spread out and conquer the surrounding settlements, expanding the Militia's power base and eventually cleansing the United States of all aliens. This is a small but vociferous

minority. When their frustration grows too great, they often stage "Ranging Patrols" outside the borders of the Militia territory, seeking out alien strongholds and destroying them.

Prester John: From the pages of medieval texts comes a figure of legend. A wandering missionary of unknown origin and indeterminate power has begun to gather a flock of pilgrims on what he is calling a sacred quest. So far, there have been no stories about any misdeeds of his followers but as the number of followers increases others are becoming more concerned about Prester John's intent.

THE KINGDOM

Friends, join me on this road to salvation. We have been sorely tested by the events of the world but we have survived and now it is time to claim the kingdom of God that was promised to the Chosen Children. The Kingdom is out there. It is our mission to find it.

— Prester John The Kingdom
Speech, Date unknown

The Pantheon: This collection of clerics from the destroyed Gothos has built up their numbers over the last thirty years such that they can properly worship the Many Gods of that world once more.

Led by a paladin of Barticus, the Pantheon seeks to establish themselves in their new world and promote their faith over that of the One God. All are welcomed, provided anybody entering the bastions of the Pantheon do so with respect and a kind prayer to one or more of the Many Gods. A willingness to accept that with the coming of the new races new deities have also manifested in the heavens of the world is all the Pantheon asks.

GIVING THANKS

We come to a strange crossroads, brethren. The Pantheon that once watched over us and shielded us from evil has brought us this new world. Weep not for the destruction of Gothos or for the sick nature of this strange, new land. Nay, rejoice For Barticus has seen fit that we have new lands to conquer for Him and new peoples to convert. We are here at His pleasure and now we must return onto Him a thousand-fold what He has done for us.

— Bharash, Born of Dragons Paladin of Barticus

The Safeguard: Even before Satan's Maul was common knowledge, a few elite members of the ultra-rich in Hollywood began to construct the ultimate safe haven from the eventual collapse of society and the chaos that would follow. An extensive construction project created the Safeguard, an autonomous underground complex that took advantage of the natural springs that fed the community with fresh water and hydroponic crops of nutrient-rich algae and soy products. Solar panels, discretely positioned throughout the valley surrounding the complex, and massive cold fusion reactors supplied the energy to run the extensive needs for lighting, air filtration and conditioning as well as the communication facility. The safeguard was designed to provide a safe and comfortable environment for its inhabitants (for why survive if you cannot do so in style?).

The project was completed only months before the discovery of Satan's Maul. The thankful patrons of the project were making final preparations when disaster struck. Many of the construction crews had told their friends and families about the project, and their families had told their families and so the word had spread. When the news about the end of life as everyone knew it became public knowledge, those who knew the location of the "secret" haven began to flock to its entrance. The builders knew its defenses and security better than those who manned them and quickly overran the complex. When the rich arrived, they were greeted with locked doors and armed guards.

Since the Fall, the inhabitants have closely guarded their haven. The governing body for the Safeguard is a committee known as the Foremen. There are five members that control the activities of the entire community. The committee selects replacement members when they are needed. The general population has no say in the matter. The Foremen also oversee the Crew, the military force that is charged with keeping the Safeguard secure, both from outside forces as well as from internal dissension. There have been few cases of internal trouble, because the inhabitants know how lucky they are to be safe within the fluorescent-lit complex. The external threats have decreased for the most part. As time passes, those who knew of the Safeguard's existence forget or eventually pass on as a result of any of the dangers present on new Earth.

Within the walls of the complex, life continues much as it was before the destruction. The inhabitants try to maintain an illusion of normalcy. They go to

theaters where large-screen televisions play recorded movies. They watch recorded sporting events and pretend that the outcomes of the games are never sure. One of the most popular forms of entertainment is the broadcast of video game competitions. Schools of game players have formed and train on the various sports, adventure, and roleplaying video games that were brought to the shelter before the calamity. The champions of the games are treated with the respect and awe that the sports and movie stars achieved before the Fall.

THE LARGER WORLD

The myriad regions of the Earth were affected by the cataclysm in different ways. Ironically, the high-tech centers and developed countries suffered the most from the effects of the destruction. Those who had become dependent on technology to live were devastated by the loss of their way of life. In the outlying hinterlands of the world, life continued as it always had, and some people in the most remote sections of the globe remained ignorant of the dramatic events of the planet.

Most of the world has suffered a similar fate, as the devastation that struck in 2031 was unilateral. Only the smallest countries, like Luxembourg and Lichtenstein, had any chance of maintaining anything like a national identity. New kingdoms have formed, created by powerful individuals who took command during the crisis and have held on to it since.

Campaigns in *Fall of Man* can take place anywhere. What follows is a brief and superficial overview of several places around the globe. These places are not as out of reach as one may at first think. Planes and boats do still exist, they're just more difficult to use now given limited fuel or irreparable damage. With the coming of magic, teleportation also allows those with something to trade a chance to get away and see the devastation worldwide. Others, for example, separated from family studying abroad when airports were shut down world-wide, can potentially reunite with loved ones. The world is still an open book, with a new chapter being written every day.

Africa: A sizeable shard impacted near Lake Victoria, and the resulting mutagenic explosion mutated existing creatures and even brought some extinct animals back to life. The entirety of sub-Saharan Africa is now overrun with dire creatures and even dinosaurs. The few humans that survived

CHAPTER 7: CAMPAIGNS, COMBAT, AND GAMEMASTERING

the cataclysm are now endangered from the savage beasts. The survivors live in fortified villages with high walls.

China: The collapse of a central power gave rise to strong warlords who are beginning a clan war for total control. Eastern China is in the midst of these clan wars. Western and northern China are under the dominion of the new Kahn, an extremely powerful and ruthless orc even by orkish standards. The Kahn is beginning to spread his tribes to the west towards Eastern Europe and east towards the China coast. As of yet, no one has been able or willing to halt his progress.

Eastern Europe: Eastern Europe is virtually devoid of humans. To compound the devastation that was suffered from the meteor, ethnic warfare erupted as soon as the various religious factions realized that

there was no central authority to prevent them from taking their justified revenge on the other ethnic groups. The resulting warfare annihilated more than the meteor's impact. The lands have returned to their uncultivated state with ghouls and other eaters of the dead feasting on the corpses.

India: A shard from the meteor crashed into the subcontinent and caused great destruction. Millions died from the initial strike. Those who remained were later subjected to a nuclear attack from nearby Pakistan.

From the ashes of the wanton destruction, a new figure emerged to seize power. A powerful being with magical powers and a charm rivaled by none began to gather the scattered survivors. A new cult coalesced around this four-armed beauty claiming to be Kali reborn.

Indochina: An alliance of reptile, fish, and amphibian humanoids has made a home in the jungles of the peninsula. They consider the humans there a delicacy. The creatures delight in the fact that these humans, unlike the Gothosians, have no experience in fighting them. The humans that remain have fled to secluded villages tucked away in the verdant mountains.

Japan: Soon after the Fall, the current emperor Horikawa emerged from a relative honorary status to seize complete power. Once again the Chrysanthemum Throne controls the lives of the Japanese. The sudden rise to power was made possible from the magical powers that Horikawa began to use. Some suspect that outside forces may have been involved, but now the emperor is shielded from prying eyes. Japan is the most powerful human-controlled country on the planet, using an amalgamation of technology and magic to protect its borders and to exert some influence over the rest of the planet.



North America: Perhaps because more shards from the meteor hit in the United States, or perhaps because the people tore it apart even before that, the United States is gone. In its place has arisen a land of territories and strongholds. The territories are small compared to the previous states. Populations are tiny and scrabbling for survival. Technology and magic are both guarded jealously.

Russia: Those in the remote reaches of Siberia barely noticed a difference after the Fall, except for the roaming bands of ice trolls. Eastern Russia is being swept up by the Kahn. The western portions of Russia are locked in a constant, seemingly futile battle against mutated creatures out of the hanite-controlled Ukraine.

South America: As with Africa, South America was affected with a strange turning back of time. The Mayans, long removed from South America's history, were suddenly restored, stepping out of their long abandoned tombs and hidden cities of gold deep underground. Great, winged serpents (Gothosian dragons) appeared around the same time, bringing with them creatures unseen on Earth in centuries. The people of the South American countries who weren't killed outright openly returned to the Mayan culture in search of help, worshipping the powerful beasts who would lead them in this new era.

Western Europe: Western Europe suffered mightily from meteor strikes, nuclear power plant meltdowns, and floods from the Mediterranean Ocean. Because of a strange phenomenon that has yet to explained, an extremely large number of reborn were created in Western Europe. After an initial purge when fearful survivors saw the reborn as undead, the reborn have actually become the dominant race in Western Europe.

COMBAT

Combat can be swift and deadly. A clean shot to an orc's head, a knife in the heart or across the throat—armor doesn't always help against these things as well as some may have you believe.

The character classes presented in Chapter 3 are detailed with hit points, but the best way to enjoy the gritty realistic world of Earth after the *Fall of Man* is by utilizing the options presented in *Pathfinder Roleplaying Game: Ultimate Combat*. For quick reference, those options are summarized here and (in the case of armor and armor-piercing weapons) in the Bartering and Equipment chapter.

These options do add a little backend to character creation and maintenance, but the story immersion they provide should balance that out.

DEFENSE AND ARMOR AS DAMAGE REDUCTION

In this system, your armor is not meant to shrug off attacks, only mitigate them. Instead, you must rely on your own ability to get out of the way of a strike. Fail to do so and you can look forward to bruised ribs or a broken limb.

Defense = 10 + shield bonus + Dexterity modifier + armor enhancement bonus

Because you are always actively using a shield to block attacks, its bonus is added to your Defense, but only magical enhancements from your armor react in this way. When a creature touches you, it still ignores the shield bonus to your Defense. When you are flat-footed, you gain neither your shield bonus nor your Dexterity to your Defense.

So, when your armor doesn't help your defenses, what purpose does it serve? Armor acts as damage reduction (referred to here as simply armor reduction).

TABLE 7:3 – ARMOR

Material ¹	Avg. Level Resident	Attacker Size to bypass DR
Nonmagical Armor	DR/magic	Large
Magical Armor	DR/adamantine	Huge
Adamantine Armor	DR/—	Gargantuan

¹ – Brilliant energy weapons bypass all armor reduction unless the armor is enchanted with ghost-touch. Armor reduction is halved if a creature is grappled or entangled, and does not apply when a creature is helpless or pinned.

CHAPTER 7: CAMPAIGNS, COMBAT, AND GAMEMASTERING

Armor Reduction = Armor bonus + Natural armor + 1 for every 5 character levels

Archaic armor reduces the DR it provides by 2 against modern weapons. Modern armor reduces its DR by 2 against archaic weapons. Masterwork gear only reduces its DR by 1.

Example: A suit of full plate provides DR 9/armor, and an 11th level character with +3 natural armor who puts it on has DR 15/armor.

Armor reduction is overcome by specific circumstances, such as the quality of weapon or an attacker's size category.

A character with only natural armor counts it as nonmagical armor, but can increase its category by applying one of the above DR qualities to it (DR/magic and natural armor means the natural armor is only bypassed by DR/adamantine or a huge creature, for example).

A character with natural armor and DR/– (a barbarian with a hard-won amulet, perhaps) adds the natural armor to his DR and only a colossal creature can bypass it. Any creature with DR/epic reduces damage from everything that isn't considered an epic attack.

AC bonuses gained when wearing a specific type of armor, such as a scavenger's bonus from her Focus, add to a creature's damage reduction under this system.

VIGOR AND WOUNDS

Ever since Satan's Maul struck, Earth has become a world where a four-armed beast can tear you apart in the midst of a radiation-fueled rage. Your only hope to survive is to not tire yourself out getting away from it in the first place.

Vigor is your standard hit points, as determined by class or race, but without your Constitution modifier added in. When your defenses fail to protect you from an attack, you have to actively get out of the way. Over time, this wears you out, reducing your vigor. Attacks from a fast weapon are harder to avoid (higher threat range) while attacks from more powerful weapons have a chance to do much more damage and require more effort to avoid (higher critical multiplier). When your vigor reaches 0, you take any remaining damage as wounds.

When you do get hit directly, such as with a critical hit or as a result of some spells and special attacks, that damage applies to your wounds.

You start with Wounds equal to twice your Constitution score. When you take damage equal to your Constitution score (your wound threshold), you are staggered, and you die when your wounds reach 0.

This differs from the standard rules, wherein you would fall unconscious when below 0 hit points. While you are wounded (below your wound threshold), if you take any action other than to heal yourself, your wounds fall to 1 and you must succeed on a DC 10 Constitution check or fall unconscious.

Constitution Damage, Drain, or Penalties: These effects deal 2 wound points of damage for each point of Constitution lost. *Restoration* heals this damage if it remains when the spell is cast.

Healing: This only applies to wounds at the healer's choice, and only for an amount equal to the number of dice that would usually be healed. It is done instead of healing vigor. The *heal* spell still heals all vigor and also heals wounds equal to the caster level of the creature using it. Dealing negative energy damage (such as an evil cleric's channel energy or Harm) works the same way.

Rest: You gain back all vigor and 1 wound unless your rest is significantly interrupted, at which point you gain nothing. Bed rest heals all vigor and one-half your level in wounds.

Critical Hits: Critical hits deal wound damage equal to their multiplier in addition to the amount dealt to vigor. So a creature hit by a greataxe takes 3d12 plus relevant modifiers to its vigor and 3 wound damage. If its vigor is reduced to 0, any remaining damage is also dealt to its wounds.

Feats: Some feats function differently with vigor and wounds.

*Deathless Initiate** - You are not staggered when using Diehard, but taking more than 1 action or a full-round action deals 1 wound damage. You also gain a +2 bonus to melee attacks and damage when your wound points are at or below your wound threshold.

*Deathless Master** - You no longer take wound damage for taking actions while using Diehard.

Diehard - You can fall below your wound threshold without making a Constitution check.

Toughness - grants 1 wound per hit die

* - This feat is from *Pathfinder Roleplaying Game: Ultimate Combat*.

Other: Temporary hit points are added to vigor. Nonlethal damage doesn't become wound damage when vigor is 0, but deals 1 wound with each additional application.

CALLED SHOTS AND CRITICAL HITS TO LIMBS

Shooting something in the head is usually more effective than grazing its arm; it's just harder to do.

When making a called shot, you make a single attack with a penalty as a full-round action. Depending on the success of your attempt and the damage you deal, this can debilitate a creature and potentially take it out of a fight immediately.

Alternatively, when you confirm a normal critical hit against a creature, you can ignore 2 points of wound damage to inflict a stage 1 called shot effect instead. Roll 1d6 to determine where you hit. (Chest 1, Hand 2, Leg 3, Arm 4, Head 5, Vitals 6).

Cover and Concealment: Increase the effects of these by 1 category when making a called shot. Called shots cannot be made against a creature with total concealment.

Debilitating Blows: Damage dealt with a called shot equal to one-half a creature's vigor (minimum 50) is considered debilitating (see below).

Immunity: Effects that apply to critical hits (such as immunity or % to ignore) reduce a called shot effect by 1 category. This means you can still confirm a critical hit on a creature with when making a called shot, but you only gain the called shot effect for doing so.

Reach and Ranged Attacks: Melee attacks made at reach and Ranged attacks are made at a -2 penalty plus twice any range increment penalties.

Saving Throws: DC = Defense of the target.

True Strike and Similar effects: These effects only give a creature a +1 bonus per 2 levels or hit dice (minimum 1) to their attack when making a called shot, and the initial penalty to those attacks still applies.

Called Shot Effects: Stage 1 applies when making a called shot (or ignoring 2 wounds). A critical called shot (stage 2) has an added effect, as does a debilitating blow (stage 3). Unless stated otherwise, these effects don't stack.

Arm (-2 penalty)

- The target suffers a -2 penalty to actions taken with the arm for 1d4 rounds.
- 1d4 Dexterity damage and 1d4 Strength damage (Fortitude halves, minimum 1). Penalties to actions apply for 1d4 minutes.
- 1d6 Dexterity damage and 1d6 Strength damage (no save). Arm is useless (Fortitude negates). Penalties to actions apply for 2d6 minutes if the arm can be used at all. Failure by 5 or more severs the arm or mangles it badly enough to require a Regeneration effect.



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Chest (–2 penalty)

- Skill checks caused by the hit (such as an Acrobatics check while balancing or a Climb check while climbing) suffer a –2 penalty.
- 1d4 Constitution damage. The target is fatigued (new Fortitude negates), and see above.
- 2d4 Constitution damage. The target is exhausted (new Fortitude fatigues), and see stage 1. Failure by 5 or more deals 1 Constitution damage when the target takes a standard action (DC 25 Heal check or all damage healed from this effect negates).

Hand (–5 penalty)

- The target suffers a –2 penalty to actions taken with the hand for 1d4 rounds. The target suffers a –4 penalty to its CMD to resist disarm attempts, and drops its weapon (if any) on an attack roll result of a natural 1.
- 1d4 Dexterity damage. Target drops items held in the injured hand and cannot hold a two-handed weapon (Reflex negates). Penalties to actions apply for 1d4 minutes.
- 1d6 Dexterity damage. Hand is useless (Reflex negates). Target drops any held items. Penalties to actions apply for 2d6 minutes if the hand can be used at all. Failure by 5 or more severs the hand or mangles it badly enough to require a Regeneration effect.

Head (–5 penalty)

- Sickened for 1d4 rounds.
- 1d6 Int, Wis, or Cha damage (determined randomly). Target is staggered (Fortitude negates). Sickened 1d4 minutes.
- 1d6 Int, Wis, and Cha damage (roll for each). Target is unconscious 1d10 rounds (Fortitude staggers instead). Sickened 2d6 minutes. Failure by 5 or more acts as *feeblemind* spell. Heal, Greater Restoration, or a similar effect can remove this.

Leg (–2 penalty)

- Reduces speed by 10 ft. for 1d4 rounds (1-2 working legs), or 5 ft. (3-4 working legs). The target also suffers a –2 penalty to actions taken with the leg for 1d4 rounds.
- 1d4 Dexterity damage. The target falls prone (Fortitude negates). Penalties to actions apply for 1d4 minutes.

- Target falls prone. Leg is useless (Fortitude reduces speed by half without a Heal check DC 20). Penalties to actions apply for 2d6 minutes if the leg can be used at all. Failure by 5 or more severs the leg or mangles it badly enough to require a Regeneration effect. A creature with a useless or severed leg moves at half speed if it still has more than half of its legs usable; otherwise, it cannot stand up and must crawl to move.

Vitals (–5 penalty)

- Sickened for 1d4 rounds (Fortitude reduces to 1 round). The target cannot run or charge while sickened.
- 1d4 Constitution damage. Target is nauseated for 1d4 rounds (Fortitude negates) and sickened for 1d6 minutes. The target cannot run or charge while sickened.
- 1d6 Constitution drain and nauseated 1d4 rounds (Fortitude deals Con damage instead and reduces nausea to 1 round). Target is sickened for 2d6 minutes. Failure by 5 or more disembowels or horrifically wounds the target, dealing 1 Constitution bleed damage. This requires a Regeneration effect, all damage healed from this effect or a Heal check (DC 20) that takes 1d4 rounds to complete.

GAMEMASTERING

Running a campaign in a post-apocalyptic, modern setting has a few differences when compared to standard fantasy. So far, this chapter has attempted to lay out options for how to make the world a grittier place and provided details on some of the people and places characters will meet in *Fall of Man*. This section specifically deals with the other aspects of the game that are different when playing in this setting.

BARTERING

Bartering is a relatively new use of the rules and could take some getting used to for both you and your party. In general, even if heroes repeatedly fail to properly barter, consider giving them a freebie once in a while. Maybe a nearby NPC overheard their poor attempt and takes pity, or maybe that same NPC has a job better suited to their talents and is willing to extend the requested trade value in exchange. Characters who repeatedly abuse this option, though, can expect to make enemies as others learn that they've been getting deals not always available to everybody else.

COMBAT OPTIONS

As stated, the combat options above are entirely optional, but consider at least trying them at the start, especially if your players have above average skill sets or like a challenge. We have tried to streamline the details as best as possible, but if you're still confused, consider looking at the *Ultimate Combat* resource for clarification, or work with your party and use everybody's agreed upon interpretation. It is still your game, after all.

Also, remember that these rules aren't just for players. They can apply to monsters as well. Usually monsters only care to smash their way to victory, but a cunning enemy (often Int 11+) can and sometimes will make a called shot if the option is viable. Some animals will instinctually make called shots as well, such as dogs biting a creature's leg, arm, or throat or birds going for the eyes. If a creature making a natural attack can't reach the suggested area, use the nearest option instead. This is why canines will often trip a creature before attacking its face or neck.

DEADER AND TWISTED PLAYERS

The penalties associated with these options are there for balance purposes. Remind a conflicted player that it is most often their choice to pick up Deader's Doom or the Bent. When those abilities are given to a player outside of their control, try to work with them to make it a good roleplaying opportunity. If that doesn't work, or you just don't want to slow the game down for everybody else, you can always let the heroes remove the afflictions either with *remove curse*, *break enchantment*, or similar effects. While this isn't true for a character who willingly takes on the detriment, they are treated as afflictions that haven't fully taken hold, and so a chance can exist to offer a return to normalcy.

FOCUS AND EVOLUTION LEVELS

Introduced with *Fall of Man*, Focus gives players a chance to "sublet" abilities not normally available to them. In story terms, the world is so messed up after Satan's Maul that everything has a potential for strange and unique powers. In game terms, Focus may at first feel like just another stat to track, but its interaction with other things makes it more than that.

Similarly, racial levels, called evolution, let a character gain more ground as a member of his or her race. As a character evolves, he or she typically gains inherent bonuses to ability scores and other useful benefits not always available to standard members of a class.

Keep in mind, Focus and evolution are also a great way to let the players feel like they're gaining power without always finding magic items. Since the world is being picked apart by everybody who still lives, magic and high-tech equipment are at a premium. Focus and evolutions allow characters to continue facing bigger challenges without relying on items that they may never find. If you do play a game with more magic items, you can remove inherent bonuses from evolutions, cut Focus down to about half its value, or both, in exchange.

MUTATION AND DEFORMITIES

Unlike Deader's Doom and the Bent, mutation should be permanent and irremovable (barring extremely high level magic, since that can usually do anything anyway). This is because mutation is a staple aspect of *Fall of Man*. A character so mutated that a player doesn't want to use them anymore can be considered dead, having run off in remorse for their horrible new form.

Give nobody (not even the original player) a chance to know what the mutant did or where it went, but allow the player to make a new character that can be introduced at the next opportunity using the normal rules for character death, sans any chance at resurrection.

This option has the small benefit of allowing you to bring that poor, hated creature back later in the story and using it either to make a heroic sacrifice or as a villain now that its mind is as distorted as its body.

SAFETY

It is rarely safe to do anything, but even heroes in this setting should get a breather once in a while. It's post-apocalyptic survival-horror, not torture, after all. If the party has found and made a decent base of operations, don't just attack it at the first opportunity. At least make it the backdrop for a story-arc or lead up to it with plenty of warnings and hints (perhaps from NPCs) so that the heroes have time to fortify

CHAPTER 7: CAMPAIGNS, COMBAT, AND GAMEMASTERING

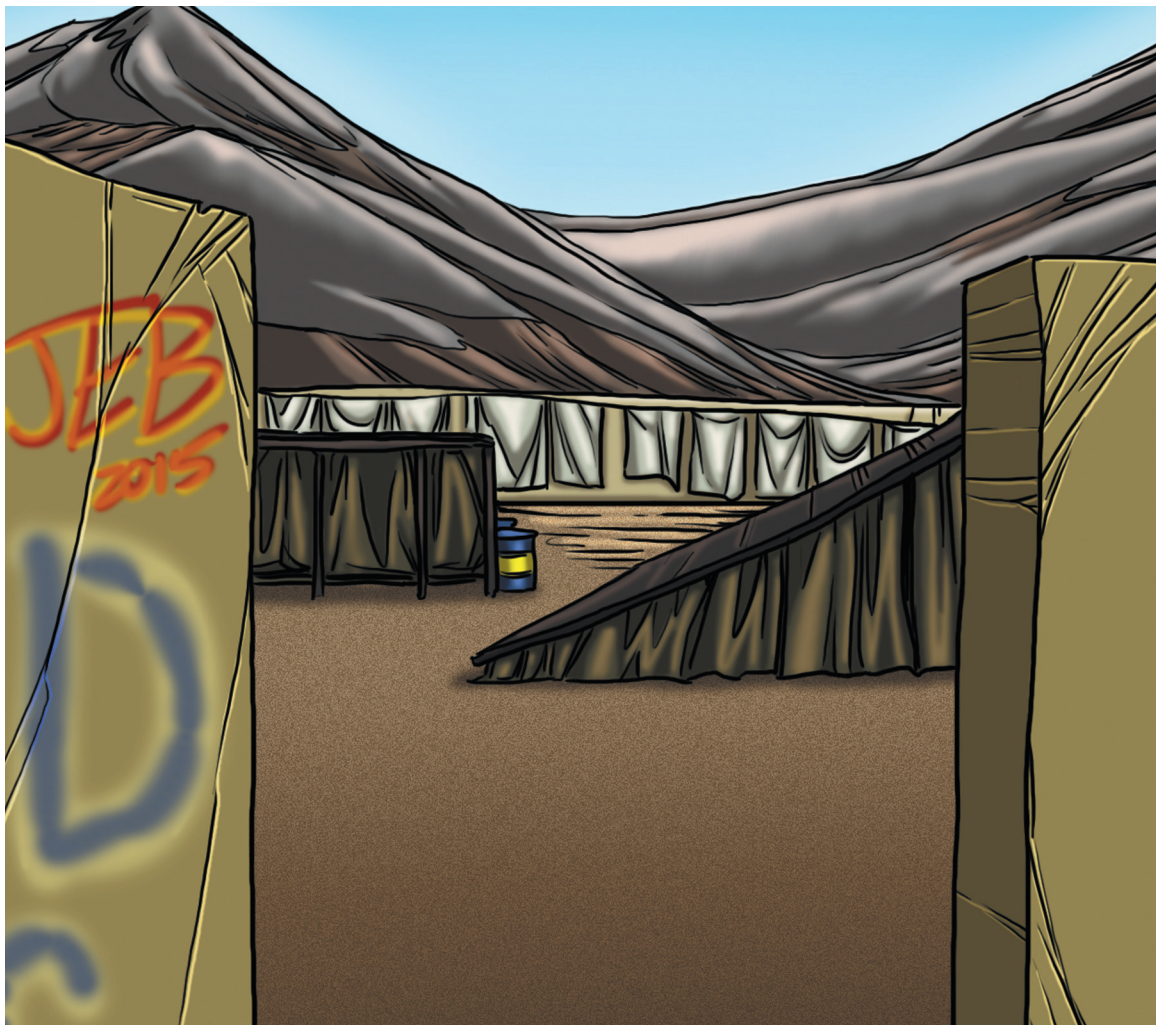
their defenses. If they leave something obviously crucial to their current plotline for no other reason than they know it's safe at home, then consider having them come back and either find it gone with a note (or some clue about who took it) or catch a thief in the act, creating a few rounds of unexpected combat. Just because you're not going out of your way to take their things doesn't mean they can take advantage of their situation.

TIMELINE

When just about everybody is scrambling to survive, timing is everything. A group of heroes stuck fighting off a threat or wasting time before going in search of supplies may find their expectations crushed because something has come along and taken them. This

isn't something that should happen every single time the PCs leave what amounts to their home, but they should be aware of the possibility.

In the same vein, quests and other events are often much more time sensitive. In a traditional fantasy setting, a lot of monsters are waiting around for somebody to enter their dungeon so they can attack them. In *Fall of Man*, those monsters (even the mindless ones) will often wander out of their labyrinthine dungeons and eventually find their way into a nest or caravan. This could provide players with ideas for where to go next (Hey, this zombie had a lab coat on! Maybe there are medical supplies or a hospital nearby). How much detail you want to put into the timing of what's going on in your party's area is up to you, but giving the world a sense of motion builds fun and story for everybody.



CHAPTER 8: MONSTERS AND NPCs

This chapter helps fill out the world after Satan's Maul changed it forever. The Monsters and NPCs introduced here utilize the rules described in Campaigns, Combat, and Gamemastering.

Monsters roam the city streets and NPCs form factions with whom heroes can interact in their travels. Despite Earth's apparently slow death, and thanks to the influx of interesting beings coming over from Gothos, the world sometimes feels so much more alive than it did before.

MONSTERS

The *Fall of Man* has spawned a menagerie of new species and transformed others who both existed and migrated to Earth while Midnar was awake.

MUTANT GRASSHOPPERS

Mutant Grasshoppers are precisely what they sound like—abnormally large insects that, through the marvels of mutation, exist to wreak havoc upon the ecosystems in which they are found.

MUTANT GRASSHOPPER

CR 4

XP 1,200

N Large vermin

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +4

Focus arcane 0, faith 0, mutation 3, technology 0

DEFENSE

Def 11, **touch** 11, **flat-footed** 9 (+2 Dex, –1 size)

Vigor 22 (5d8), **Wound** 32 (staggered 16)

Fort +7, **Ref** +3, **Will** +1

DR 5/magic or large; **Immune** mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft., fly 60 ft.

Melee bite +6 (2d6+6 plus 1d6 radiation)

Ranged spikes +4 (range 20 ft., 1d8+4 plus 1d6 radiation)

Space 10 ft.; **Reach** 5 ft.

Special Attacks trample (1d8+6 plus 1d6 radiation, DC 16)

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** +8; **CMD** 20 (28 vs. trip)

Skills Acrobatics* +18, Climb* +12, Perception +4, Stealth* +2; **Racial Modifiers** +8 Acrobatics, +4 Perception, +4 Stealth

* = As a vermin, the grasshopper doesn't gain skill points. These values include its racial bonuses and special abilities.

SQ jump

SPECIAL ABILITIES

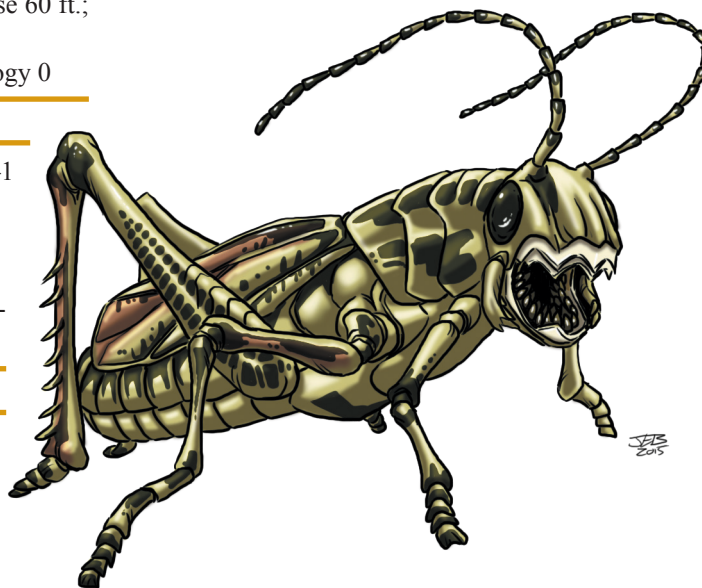
Jump: The grasshopper can jump up to 120 ft. as a move action. This grants it a +8 bonus to Acrobatics checks made to jump. draws no attacks of opportunity when it jumps and can use spikes at any point during its jump.

ECOLOGY

Environment: Any non-cold

Advancement: As mutant

Organization: solitary, pair, or swarm (8-16)



CHAPTER 8: MONSTERS AND NPCs

SKRELL

Skrell are 5-foot tall humanoids covered in a coarse fur. Males have a mane which tapers down their backs. Their jaws have warped outward to resemble a rat with sharpened teeth, but they have no whiskers. Their eyes are oversized and slanted vertically (appearing sideways). Skrells' hands have sharp claws at the end of their fingers, and they rarely wear clothing. A typical skrell is about 5-feet tall and weighs roughly 120 lbs.

SKRELL

CR 1/4

XP 100

Male skrell expert 1

N Medium humanoid (skrell)

Init +2; **Senses** darkvision 60 ft., low-light vision;

Perception +4

Focus arcane 0, faith 0, mutation 1, technology 0

DEFENSE

Def 14, **touch** 14, **flat-footed** 11 (+2 Dex, +1 scrapper)

Vigor 8 (1d8), **Wound** 28 (staggered 14)

Fort +2, **Ref** +2, **Will** +0

DR 2/colossal

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus bleed), 2 claws +2 (1d4)

Ranged sling +2 (1d4)

Special Attacks bleed (2 damage)

STATISTICS

Str 10, **Dex** 15, **Con** 14,

Int 8, **Wis** 6, **Cha** 8

Base Atk +0; **CMB** +0;

CMD 12

Feats weapon

finesse

Skills Acrobatics

+6, Appraise

+3, Climb +12,

Perception +4,

Stealth +6, Survival +4

(+12 to forage); racial modifiers

+2 Perception, +2 Survival, +4

Stealth

Languages Common

SQ scavenge, scrapper

SPECIAL ABILITIES

Scavenge: as the scavenger ability, the Skrell typically live in areas where radiation is prevalent, so they place their point into the Mutation Focus.

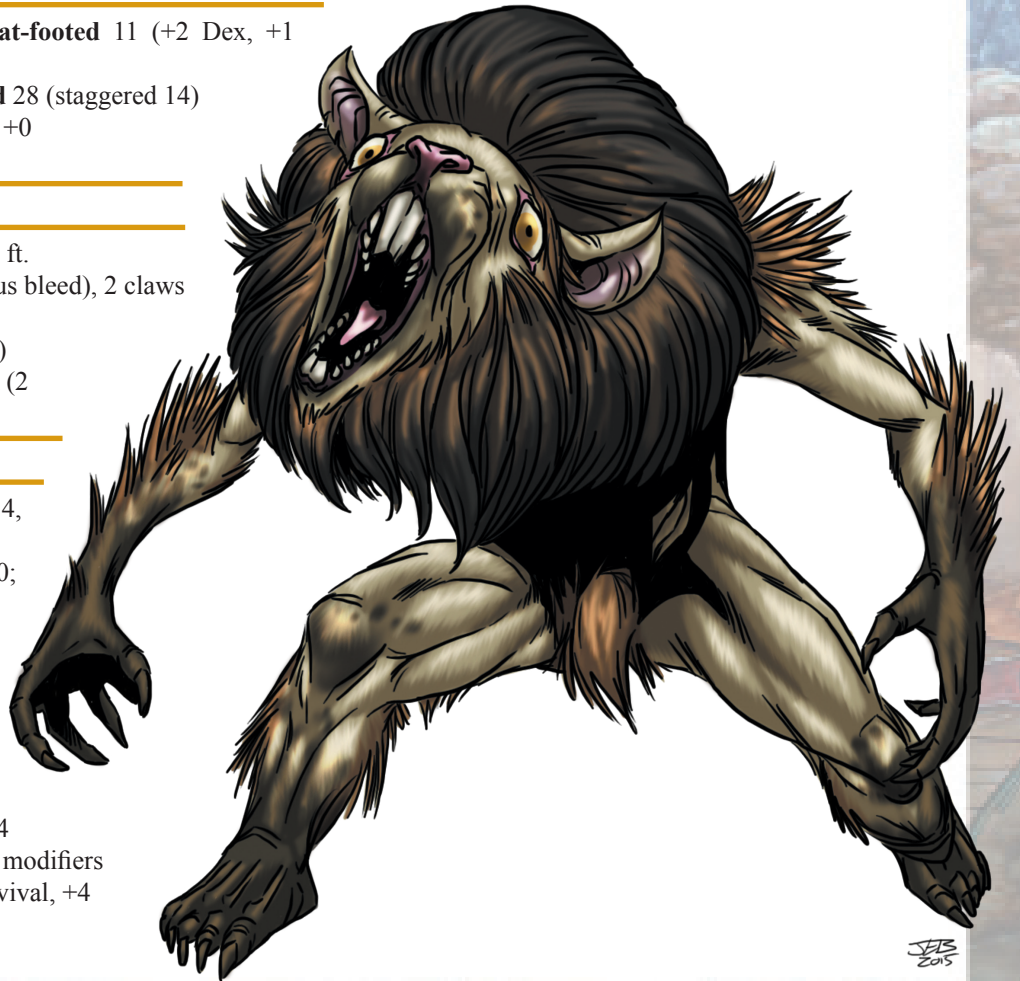
Scrapper: From continued living in harsh environments, the Skrell have developed thick hides and a survival instinct. They gain a +1 bonus to their Defense, DR 1/–, and a +8 bonus to Survival checks to forage (already added).

ECOLOGY

Environment: Mutation rating 1 and higher areas.

Advancement: By class

Organization: solitary, pair, or nest (4-6)



TECH GOLEM

Tech golems are the mad creation of a Militia scientist after the *Fall of Man*. Utilizing the remains of an iron golem that was pulled into this world from Gothos, the scientist modified and manipulated it until the thing was functional once again without the use of magic. Unfortunately, the creature's programming hadn't been changed, so after it killed him, the tech golem left the scientist's lab and started wandering aimlessly in search of a proper controller. It left behind an active replication machine that immediately began working to reproduce the scientist's results with what it had available in the area.

TECH GOLEM CR 15

XP 51,200

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

Focus arcane 0, faith 0, mutation 0, technology 9

DEFENSE

Def 14, touch 10, flat-footed 7 (+1 Dex, +4 enhancement, -1 size)

Vigor 99 (18d10), **Wound** 30 (staggered 15)

Fort +6, **Ref** +5, **Will** +6

DR 35/gargantuan; **Immune** construct traits, magic

Weaknesses vulnerability to radiation

OFFENSE

Speed 20 ft., fly 10 ft. (clumsy)

Melee 2 slams +28 (2d10+16/19-20)

Ranged mounted superior assault shotgun +16 (2d8 plus scatter)

Space 10 ft.; **Reach** 10 ft.

Special Attacks powerful blows

STATISTICS

Str 32, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +18; **CMB** +30; **CMD** 39

Gear assault shotgun ammunition (15 shells minus any used in combat)

SPECIAL ABILITIES

Immunity to Magic (Ex): Unlike iron golems, the tech golem suffers no effects of any magical attack.



It is slowed in areas with a mutation rating of at least 5, and it ceases to function entirely in areas with a mutation rating of 10 or higher.

Mounted Assault Shotgun (Ex): The golem can fire its mounted shotgun as a standard action. It cannot move in the same round it fires this weapon, but it can take other move actions (such as standing up, if prone).

Powerful Blows (Ex): A tech golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its slam attacks.

TENTACLE TREE

The tentacle tree is a gargantuan, gray tree with mucous-covered flesh in place of bark. Its limbs are actually tentacle-like stalks ending in a variety of different eyes and claws. The tree cannot move, but creatures that wander too close find themselves drawn into its branches and shredded to provide nourishment for the arboreal mutant. Underneath a tentacle tree one can often find the remains of unprepared adventurers; usually with gear intact.

TENTACLE TREE (6 LIMBS)

CR 7

XP 3,200

N Gargantuan plant (mutant)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +11

Focus arcane 1, faith 0, mutation 3, technology 0

DEFENSE

Def 8, touch 8, flat-footed 7 (+1 Dex, –3 size)

Vigor 33 (6d10), **Wound** 36 (staggered 18); **fast healing** 6

Fort +9, **Ref** +8, **Will** +4

DR 12/magic or large; **Immune** plant traits, radiation

Weaknesses vulnerability to fire

OFFENSE

Speed –

Melee 2 slams +2 (1d6 plus grab), 2 claws +2 (1d4 plus bleed)

Ranged 4 eyebeams +2 touch (range 50 ft., 1d6 radiation)

Space 20 ft.; **Reach** 15 ft.

Special Attacks bleed (1d6 damage), flurry, swallow whole (1d6 radiation plus 1d6 bleed, Def 10, DR 6/magic, 3 hp)

STATISTICS

Str 32, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +18; **CMB** +30; **CMD** 39

SPECIAL ABILITIES

Flurry: The tree can use all of its attacks (ranged and melee) as a full-attack action, but it can only hit any creature once per round in this way.

Fast Healing (Ex): A tentacle tree's fast healing ability is equal to its current number of limbs (minimum fast healing 5). This fast healing applies only to damage inflicted on the tree's trunk.

Hydra Traits (Ex): A tentacle tree can be killed by severing all of its limbs or slaying its trunk. Any attack that is not an attempt to sever a limb affects the trunk, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a limb, an opponent must make a sunder attempt with a slashing weapon targeting a limb. A limb is considered a separate weapon with hardness 0 and hit points equal to the tree's HD. To sever a limb, an opponent must inflict enough damage to reduce the limb's hit points to 0 or less. Severing a limb deals damage to the tree's trunk equal to the tree's current HD. A tentacle tree can't attack with a severed limb, but takes no other penalties.



Regenerate Limb (Ex): When a tree's limb is destroyed, two limbs regrow in 1d4 rounds. A tree cannot have more than twice its original number of limbs at any one time. To prevent new limbs from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the trunk simultaneously. A tree doesn't die from losing its limbs until all are cut off and the stumps seared by acid or fire.

Swallow Whole (Ex): When a tentacle tree swallows a creature whole, that creature is still visible within the tree's trunk, but provides no line of effect.

ECOLOGY

Environment: Arcane or mutation rating 3 and higher areas.

Advancement: As mutant

Organization: solitary or grove (6-10)

NPCs

Important figures have come into power throughout history thanks to many disparate and unforeseeable events. The *Fall of Man* has been no different. In regions of the world where races have finally started to congregate once again, there are individuals who have seized some notoriety. A handful of those individuals can be found here.

AMBROGIA HAIRDYE

This gnomish inventor has unfortunately fallen prey to the Bent, but that hasn't stopped her from continuing her work in private. Rather than search for a cure like so many others of her race, Ambrogia has embraced it and uses it as a way to improve her other work. She can, at times, appear quite mad, but the genius of her technological advances speaks for itself.

AMBROGIA HAIRDYE CR 5

XP 1,600

Twisted Gnome mechanist 1,
Evolution 5

CG Small humanoid (gnome)

Init -1; **Senses** Perception +9

Focus arcane 7, faith 0, mutation
0, technology 10

DEFENSE

Def 15, touch 11, flat-footed 15 (-1 Dex, +1 enhancement, +4 shield, +1 size)

Vigor 25 (1d8 + 5d6), **Wound** 28 (staggered 14)

Fort +7, **Ref** +4, **Will** +5

DR 12/adamantine or huge

OFFENSE

Speed 20 ft.

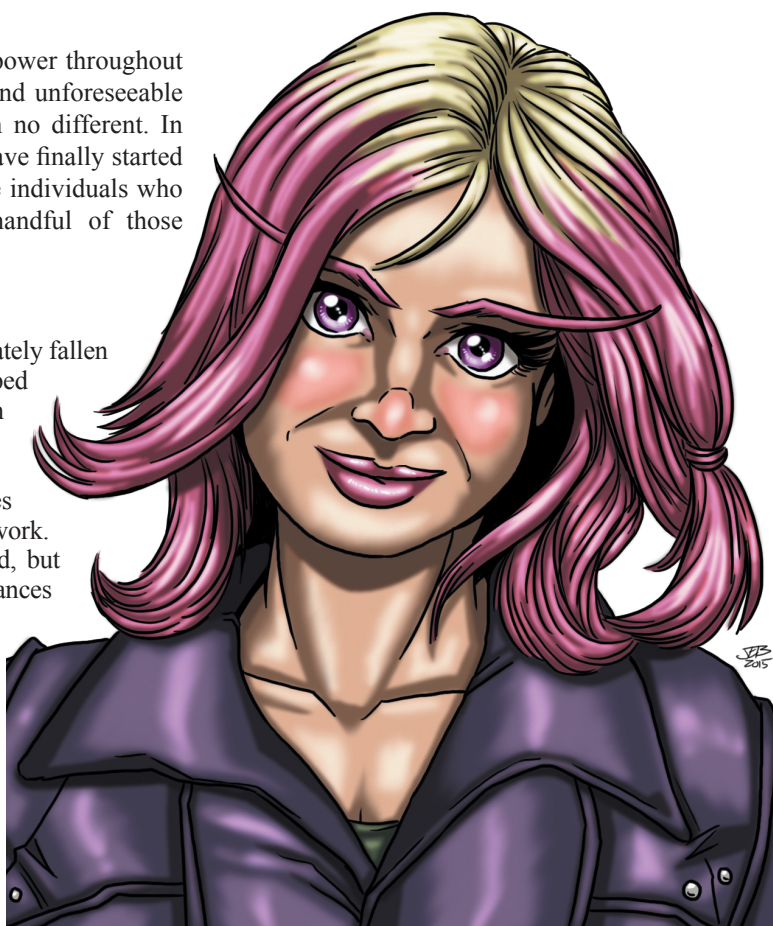
Melee unarmed +5 (1d3 nonlethal)

Ranged mwk handgun +12 (1d8+2/x4)

Gnome Spell-Like Abilities (CL 6th; concentration +20)
1/day—*Ghost Sound* (DC 14), *Magic Weapon*, *Mending*

TACTICS

Ambrogia relies heavily on her armor to keep her safe while she takes a few shots at her enemies. If her armor doesn't prove to be enough, she will try to get away as quickly as her legs will take her.



CHAPTER 8: MONSTERS AND NPCs

STATISTICS

Str 11, **Dex** 8, **Con** 14, **Int** 19, **Wis** 16, **Cha** 12

Base Atk +4; **CMB** +3; **CMD** 12

Feats Arcane Strike (+2, added), Craft Magic Arms and Armor, Master Craftsman

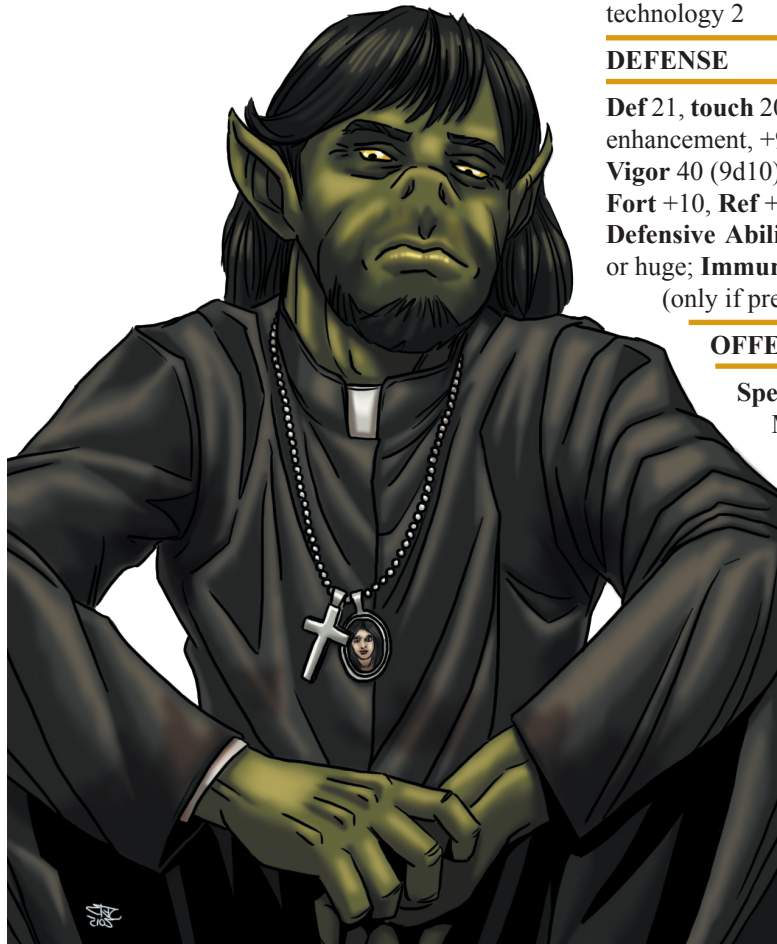
Skills Appraise +13, Craft (arms and armor) +13, Disable Device +13, Drive (cars, planes) +3, Fly +8, Knowledge (arcana, technology) +13, Spellcraft +13, Use Magic Device +10; Racial Modifiers +2 Craft (alchemy), +2 to repair tech devices

Languages Common, Elven, Gnome, Spanish, Tagalog

SQ the bent (heavy armor proficiency), craft companion (1st), craft pool (16), scrap expert, trapfinding

Gear masterwork handgun, +1 *powered armor**, +1 *blast shield**

* = This item counts as broken for anybody other than Ambrogia. If the enchantment is removed, it can be repaired.



CARLO MORENO

Carlo Moreno is the half-orc son of Consuelo Moreno, whose father he is named after. Carlo's mother was an unfortunate victim of an orc raiding party, and Carlo was born of that unfortunate event.

Carlo's mother loved him, even raised him in her faith to the One True God, but she could not keep him. The men and women of her settlement threatened to send the two of them out into the Wilds if she didn't get rid of him. Guided by his own faith, Carlo refused to let his mother make such a sacrifice. Instead, he left of his own volition and set out in search of his god's true plan for him.

CARLO MORENO

CR 8

XP 4,800

Half-orc priest of the One God 9

LG Medium humanoid (human, orc)

Init -1; **Senses** darkvision 60 ft.; **Perception** +9

Aura courage (10 ft.), resolve (10 ft.)

Focus arcane 0, faith (the One God) 7, mutation 0, technology 2

DEFENSE

Def 21, **touch** 20, **flat-footed** 21 (+2 Cha, -1 Dex, +1 enhancement, +9 faith)

Vigor 40 (9d10), **Wound** 24 (staggered 12)

Fort +10, **Ref** +5, **Will** +12

Defensive Abilities orc ferocity; **DR** 2/adamantine or huge; **Immune** charm, disease, fear; Resist fire 10 (only if prepared)

OFFENSE

Speed 30 ft.

Melee +1 heavy mace +15/+10 (1d8+5)

Ranged mwk pistol +9 (1d10/19-20)

Special Attacks channel positive energy (DC 16, 5d6), smite heretic 3/day (+2 attack and AC, +9 damage)

Priest Spell-Like Abilities (CL 9th; **concentration** +11)

At will—*damnation*

Priest Spells Prepared (CL 6th; **concentration** +8)

2nd—*resist energy*, *zone of truth* (DC 14)

1st—*cure light wounds*, *divine favor*, *lesser restoration* (DC 13)

STATISTICS

Str 18, **Dex** 8, **Con** 12, **Int** 10, **Wis** 13, **Cha** 15
Base Atk +9; **CMB** +13; **CMD** 22
Feats Craft Magic Arms and Armor, Iron Will, Skill Focus (Perception), True Believer, Weapon Focus (heavy mace), Weapon Proficiency (pistol)
Skills Handle Animal +6, Intimidate +4, Knowledge (history) +1, Knowledge (religion) +5, Perception +9, Ride +5 (+7 to stay in the saddle)
Languages Common, Orc
SQ aura, code of conduct, lay on hands (4d6, 6/day), mercies (frightened, shaken, staggered), orc blood, weapon familiarity
Gear +1 heavy mace, food and water (1 week), masterwork pistol, relic

Tactics: Before Combat, Carlo casts *resist energy (fire)* unless he expects damage from a different energy type. He applies silversheen to his weapon if he expects to fight the unholy.

During Combat, Carlo watches carefully while dispatching his enemies. If he discovers the opposing leader to be a heretic, he will use his smite heretic ability, and prepares to cast *destruction* if his god wills it. When engaged in melee, he uses his mace.

JAMESON HARPER

Jameson Harper is the leader of the Gifted Few, a faction of hanites who have set out to take over the world and remove all lesser beings from it. A talented gifted himself, Harper and his followers reside in a former safe house in the midst of the largest radiation field in North America.

JAMESON HARPER

CR 12

XP 19,200

Hanite Gifted 8, Evolution 5
 LE Medium humanoid (mutant)
Init +1; **Senses** low-light vision; **Perception** +6
Aura Radiation (1d6+3)
Focus arcane 4, faith (the One God) 2, mutation 0, technology 1

DEFENSE

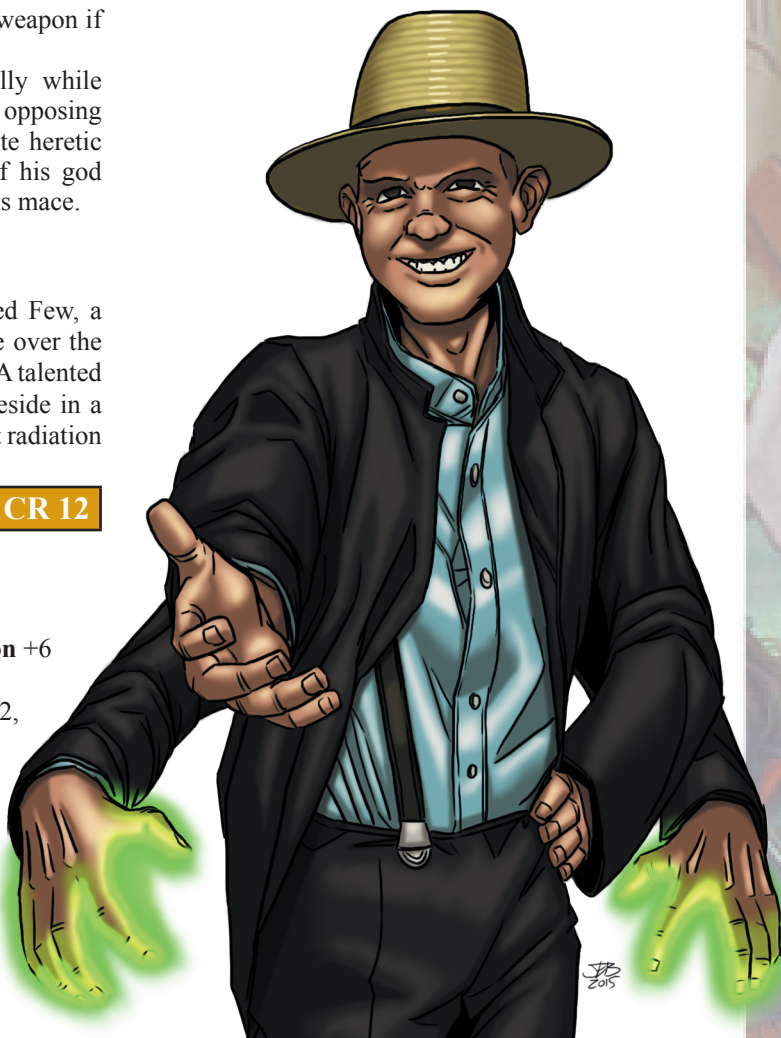
Def 12, **touch** 12, **flat-footed** 11 (+1 Dex, +1 enhancement)
Vigor 52 (8d6+5d8), **Wound** 28 (staggered 14); fast healing 5 (limit 65)
Fort +6, **Ref** +5, **Will** +8
Defensive Abilities 50% ignore critical;
DR 7/adamantine or huge

OFFENSE

Speed 30 ft.
Melee +1 adamantine warhammer +12/+7 (1d8+4/x3)
Gifted Spells Known (CL 8th; concentration +12)
 4th (2/day) – *Bestow Curse* (DC 18)
 3rd (4/day) – *Daylight*, *Haste*
 2nd (6/day) – *Blindness/Deafness* (DC 16), *Detect Thoughts* (DC 16), *Scare* (DC 16)
 1st (6/day) – *Comprehend Languages*, *Detect Undead*, *Enlarge Person*, *Magic Missile*, *Shield*

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 12, **Wis** 12, **Cha** 18
Base Atk +8/+3; **CMB** +11; **CMD** 22
Feats Arcane Strike, Awakened Being, Eschew Materials, Leadership, Light Armor Proficiency,



CHAPTER 8: MONSTERS AND NPCs

Medium Armor Proficiency, Toxic Spell, Weapon Proficiency (warhammer)

Skills Craft (relic) +17, Diplomacy +9, Intimidate +8, Knowledge (religion) +17, Perception +6, Spellcraft +17

Languages Common

SQ accelerated magic, latent mutations (chemotherapy, fast healing) mutations (greater mutation, gullet, irradiated flesh, limbs x2, rad skin IV, second being, shifted organs II)

Gear +1 adamantine warhammer, masterwork arm guards, +1 shin guards

GREATER MUTATION STATS

DR 9/gargantuan; **Melee** +1 adamantine warhammer +15/+10 (1d8+7/x3); **Statistics** Str 22, Dex 17, Int 10, Wis 10; **CMB** +14; **CMD** 27

ISIAH (SECOND BEING)

Soldier 11

Initiative +7; **Vigor** 65, **Wound** 39 (staggered 14)

Melee longsword +17/+12/+7 (1d8+8) and short sword +17/+12 (1d6+5)

Feats Combat Reflexes, Improved Initiative, Improved Two-Weapon Fighting, Greater Weapon Focus (longsword, shortsword), Weapon Specialization (longsword, shortsword), Toughness

Tactics: Jameson will join combat as soon as his followers come under attack. He'll usually open with *Haste* before moving into melee and allowing his second being, Isiah, to begin its assault. In subsequent rounds, Jameson will continue to close with his enemies so Isiah can attack while he provides support or brings down stronger opponents with radiation-laden magic missiles and similar spells. If his fast healing fails him, Jameson can still heal himself or an ally for 7 additional hit points using his Favor.

REX FALLIN

Rex was a robust man in his late 40's before looters invaded his scrap yard and stole his life on the day the world ended. Now, he reeks of bitterness and death. He has a largely deteriorated jaw, which appears at all times to have been dislocated. He is balding, with a large scar across the top of his scalp where the bandits landed what should have been the killing blow. His skin is white and green in coloration, and at first sight, he clearly looks more like a fallen than a reborn.

REX FALLIN

CR 4

XP 1,200

Reborn scavenger 1, Evolution 4

N Medium humanoid (reborn)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +8

Focus arcane 1, faith 0, mutation 0, technology 2

DEFENSE

Def 14, **touch** 14, **flat-footed** 11 (+3 Dex, +1 enhancement)

Vigor 26 (5d8), **Wound** 36 (staggered 18); **regeneration** 2 (healing or negative energy)

Fort +7, **Ref** +7, **Will** +3; +2 vs. disease, mind-affecting effects, and anything that targets only undead.

Defensive Abilities half-living; **DR** 4/adamantine or huge, **DR** 5/– (vs. critical hits)



OFFENSE

Speed 30 ft.

Melee tire iron +7 (1d6+3/19-20), or slam +7 (1d6+3)

Ranged pistol +7 (1d8/x4)

STATISTICS

Str 16, **Dex** 17, **Con** 18, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +7; **CMD** 20

Feats Expert Driver, Skill Focus (appraise, drive cars, knowledge local), Soulbind

Skills Appraise +11, Bluff +7, Climb +11, Diplomacy +9, Disable Device +9, Drive (cars) +13, Intimidate +7, Knowledge (local) +13, Perception +8

Languages Common, Spanish

SQ light sensitivity, restlessness, trapfinding

Gear ammo clip (12 rounds minus any used in combat), battery (2), cellular phone, pistol, radio, scrapyards jumpsuit (+1 studded leather torso, studded leather legs), tire iron (baton), truck

SPECIAL ABILITIES

Light Sensitivity: Rex is dazzled as long as he remains in an area of bright light.

Tactics: Rex will move around the area, gaining advantage by climbing onto sturdy piles scrap. When he's at a safe distance, Rex will usually try to shoot his opponents in the arm, hoping to disarm and scare them off. If they move too fast, he'll aim for their legs instead. He doesn't like to engage in melee, but has a tire wrench he can use in case he needs it.

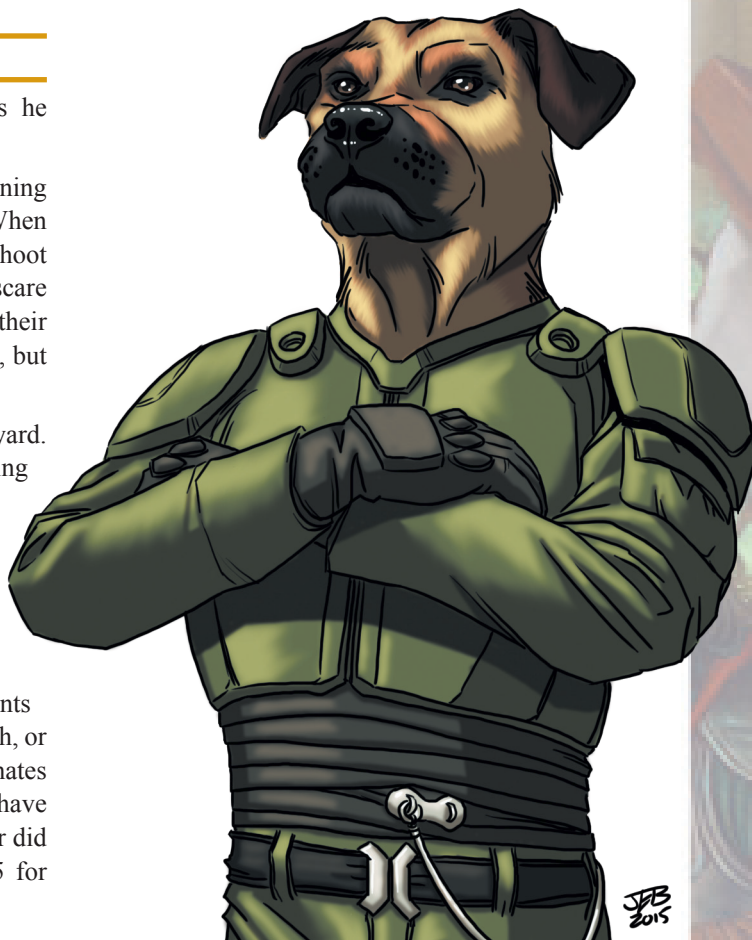
Motives: Rex was once the king of his scrap yard. He lived what he felt was a wonderful life; moving junk around from one place to another. When there were no customers and nobody looking over his shoulder, Rex spent most of his days napping in his truck. After Satan's Maul turned the Earth into one giant scrap yard, Rex was reborn within his truck and took the occurrence as a sign that he was to be with it forever. He wants nothing more than to taste a cigarette in his mouth, or down some liquor; to relive his glory days. Rex hates the skrell; especially since the mutated vermin have taken over his scrapyard worse than the rats ever did before. He's willing to trade passage to Silo 5 for help cleaning the creatures out.

SARGE

Early in his training as a dreamwalker, Sarge earned a prominent place in his sect by saving his teacher from a crazed engervore on the hunt for food. The man was badly wounded during the encounter, but with some quick thinking and application of his faith, Sarge healed his wounds enough that he would live, albeit disabled.

When his teacher returned, he had to rely on Sarge to learn some of the more challenging techniques related to Dreamweaving, but without appropriate guidance, the canite could not achieve his goal. Finally, Sarge's teacher pulled him aside and explained that the young dreamwalker must set out to find his own path. Fate had decided that Sarge must learn in his way and no other.

Despite his misgivings, Sarge agreed and grabbed a handful of supplies with which to survive outside of his safe home until he could get more. He then wished his master a good life and left for the great beyond.



CHAPTER 8: MONSTERS AND NPCs

SARGE

CR 2

XP 600

Canite dreamwalker 3

LN Medium humanoid (canite)

Init +1; **Senses** low-light vision, scent; **Perception** +7
Focus arcane 2, faith (the Many Gods) 2, mutation 0, technology 0

DEFENSE

AC 12, **touch** 12, **flat-footed** 11 (+1 Dex, +1 Wis)

Vigor 17 (3d8), **Wound** 28 (staggered 14)

Fort +6, **Ref** +4, **Will** +4; +2 vs. enchantment

Defensive Abilities evasion; **DR** 1/magic or large

OFFENSE

Speed 50 ft.

Melee unarmed strike +5 (1d6+3) or mwk quarterstaff +6 (1d6+4) or flurry of blows +4/+4 (1d6+3)

Ranged sling +3 (1d4+3)

Special Attacks flurry of blows, Blessed Sleep (3/day)

Dreamwalker Spell-Like Abilities (CL 3rd; concentration +14)

At will—*sleep* (DC 13)

Dreamwalker Spells Known (CL 6th; concentration +8)

1st (6/day)—*comprehend languages*, *ray of enfeeblement* (DC 12), *true strike*

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 16

Feats Combat Reflexes, Improved Unarmed Strike, Scorpion Style, Stand Still, Step Up, The Yearning (Spell Focus enchantment)

Skills Acrobatics +7, Climb +9, Knowledge (history) +6, Perception +9

Languages Common, Canite

SQ fast movement, maneuver training

Gear masterwork quarterstaff, sling

Tactics: If he can avoid battle by placing his foes to sleep, Sarge will do so. Failing that, he will continue to try and mitigate the number of enemies fighting him with Blessed Sleep and flurry of blows. He relies on his other spells only if necessary.

STEVEN MAYHEW

Steven was originally one of the most talented gunmen in his hometown in the state of California, USA. At 15, he could pick off a moving target up a hill at 200 meters. Unfortunately for Steven, this drew the ire of his younger brother, who crippled him in what was claimed to be an accidental shooting soon after the *Fall of Man*.

The gunman thought his life was over, and left his home to find death. What he found instead was a wanderer with a beautifully crafted handgun at his hip and a sword at his back. This man convinced Steven that there was another way to shoot. He didn't have to rely only on his physical ability. Eager to do anything, Steven agreed to let the man teach him. That was twenty years ago...



STEVEN MAYHEW

CR 15

XP 51,200

Human asphalt samurai 16

LN Medium humanoid (human)

Init +12; **Perception** +19

Focus arcane 9, faith 0, mutation 0, technology 9

DEFENSE

AC 13, **touch** 13, **flat-footed** 10 (+3 Dex)

Vigor 77 (15d10), **Wound** 26 (staggered 13)

Fort +9, **Ref** +11, **Will** +5

Defensive Abilities DR 9/magic or large

OFFENSE

Speed 50 ft.

Melee mwk bastard sword +21/+16/+11 [singular] or +19/+14/+9 [two-weapon fighting] (1d10+7/19-20)

Ranged mwk handgun +19/+14/+9 [singular] or +17/+12/+7 [two-weapon fighting] (1d8+5/x4)

Special Attacks arc of the sun, focused strike, greater daisho, improved tracking fire, in my sights (Dex to ranged damage), warrior's stance

STATISTICS

Str 17, **Dex** 17, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +15/+10/+5; **CMB** +17; **CMD** 31

Feats Arcane Strike (+4, added), Combat Reflexes, Dodge, Improved Precise Shot, Mobility, Point Blank Shot, Shot on the Run, Weapon Focus (handgun), Weapon Specialization (handgun)

Skills Acrobatics +20, Drive (cars) +20, Knowledge (arcana, technology) +9, Perception +18, Sense Motive +4

Languages Common

SQ armor training (2), Close-Combat Expert, *Ki* Pool (16 points), way of the phoenix (practicing, DC 19)

Gear masterwork bastard sword, masterwork handgun, masterwork body armor (resembles archaic samurai regalia)

SPECIAL ABILITIES

Arc of the Sun (Su): As long as Steven has at least 1 point of *ki* remaining, he can make his katana give off light like a torch as a free action. In addition, when he attacks with either weapon in his daisho, Steven can spend 2 points of *ki* as a free action to temporarily blind his target first, effectively making that target flat-footed against the attack. Creatures without eyes or that do not rely on their eyes to sense others are immune to this effect.

Focused Strike (Su): When Steven hits with either weapon in his daisho, he can spend 1 point from his *ki* pool as a free action in order to maximize his weapon damage. If he rolls a critical threat, Steven can also spend 2 points from his *ki* pool to confirm the critical hit.

Greater Daisho (Ex): When Steven wields his katana (bastard sword) and his handgun, he can use each with greater two-weapon fighting and treats his handgun as a light, off-hand weapon.

Improved Tracking Fire (Ex): Steven can spend 1 *ki* point (no action) on his turn and choose one creature within his handgun's first range increment (20 ft.) If that creature would draw an attack of opportunity from an adjacent enemy while it remains within Steven's range, he can make an attack of opportunity against it with his handgun. He can also use this ability against any creature he engages in melee for up to 1 round without spending a *ki* point.

Tactics: Steven is not afraid of death. He will enter combat, gun blazing and sword swinging. Most often, Steven will take out worthy opponents first while using tracking shot to keep unsuspecting spellcasters on their toes. Even if he dies, the samurai will return 1d3+1 rounds later—hopefully, to several charred corpses surrounding where he burst into flame.



CHAPTER 9: ESCAPE FROM SILO THREE

This introductory scenario should help lay the groundwork for a game in *Fall of Man*. With a little bit of modification, it can also work well any time a party of heroes is captured and needs to get away.

The scene opens with the party ducking behind a few cars in an alley while somebody runs by the entrance. Any humans in the group are dissenting from the leadership of Silo Three (their former home) because the Militia has recently moved in and suddenly taken over. Ever since they showed up, they've started pitting non-humans in races against each other for blood sport; forcing canites, dwarves, and even elves to battle to the death for a chance at freedom. Nobody knows for sure if the victors are ever truly freed, but the party shares one common, binding ideal: what Silo Three has started doing is wrong.

It is for that reason that any humans in the group have managed to free any non-humans and are now dodging Militia guards on their way to the weapons vault. If they're lucky, they can get in and out before anybody sets off the real alarm and gets the Militia's "pets" involved. If there are no humans in the group, one lucky non-human member was either able to swipe a key or found it dropped by a sympathetic guard outside of their cage a few days earlier. That would have given them plenty of time to come up with this plan and execute it to the point at which they are now.

At this time, nobody in the party has anything of significant worth except perhaps for a basic melee weapon or an archaic simple weapon that they swiped before getting out of the pens.

GETTING TO THE VAULT

CR 2 (600 XP)

In order to reach the weapons vault, the party will have to navigate through a handful of alleys while the guards from the pens search for them. If they want to chance it, the heroes can probably fight off one or two groups before the rest decide it's just easier to hole up and release the mutants they keep for just such an occasion. The only reason they haven't done so yet is that they don't want to alert their leadership of this folly (which could result in their own detention).

In order to properly make it from their current location to the vault, the PCs will need to succeed

at a minimum of 4 checks as a group. To succeed, a majority will have to beat the given DC below (so a party of 4 or 5 requires 3 successful checks individually). Any characters that split off from the rest of the group will still require 4 successful checks, but they will have nobody to rely on if they slip up.

Heroes can use any skill checks to get to their destination if they can provide good reasons why. Some of these include:

Acrobatics, Climb, Knowledge (engineering) – Can be used to scale the roofs of one-story buildings and jump fences. Failure risks being seen and possibly chased.

Appraise, Knowledge (local), Perception, or Sense Motive – Watch for an opening by timing the pattern in which the guards are walking. Failure mistimes the pattern and risks running into guards.

Bluff, Diplomacy, Knowledge (linguistics), Intimidate, or Sleight of Hand – Convince a passing guard that it would be in his best interest to keep going or look in another direction. Failure indicates that the guard is not convinced and might look more closely in the character's direction.

Disable Device, Drive, or Knowledge (technology) – Set off a broken car alarm and quickly reposition to another location nearer the vault. Failure gives away the character's actions and could draw guards to them instead.

Escape Artist, Knowledge (geography), or Survival – Squeeze through a tight area then move it around or make it difficult for anybody else to do the same. Failure means there was too much noise or something falls and could get the attention of the guards.

Handle Animal, Knowledge (nature), or Use Magic Device – Spook a night animal into creating a distraction so the guards go in its direction instead. Failure might draw them back to where the disturbance came from.

Heal or Knowledge (religion) – Force a guard to question their motives by being helpful or convincing them of their leader's failings. Failure means the character wasn't convincing enough.

Ride, Stealth, or Swim – Grab onto a passing vehicle and hitch a short ride, run behind it just out of sight, or duck into the sewers and navigate through them for a little while before having to come up and check the current position. Failure gives away the character's actions and could result in a chase.

All Others [DC 8] – Learn something related to one of the other checks above, granting a +2 to the rest of the party for those rolls. This can be done by only one character on each attempt. It does not count as either a success or a failure.

Except as noted above, each check is made at **DC 16**. Once the party has succeeded at 4 checks as a group, they can move on to the next encounter. If they fail too many checks, though, they may be forced to fight with guards, or worse, the guards could decide it would be easier to deal with their leaders later than lose the PCs.

There are a total of 5 groups of 4 guards patrolling the area between the party's location and the vault. If the PCs are forced to dispatch 2 or more groups before reaching their destination, the others will pull back and set a total of 3 mutants free.

MILITIA GUARD

CR 1/2

XP 200

Human Warrior 2

NE Medium humanoid (human)

Init +1; **Perception** +0

Focus arcane 0, faith 1, mutation 0, technology 2

DEFENSE

Def 11, **touch** 11, **flat-footed** 10 (+1 Dex)

Vigor 11 (2d10+4), **Wound** 24 (staggered 12)

Fort +4, **Ref** +1, **Will** +0

DR 4/magic or large

OFFENSE

Speed 30 ft.

Melee baton +3 (1d6+1/19–20) or sap +3 (1d6+1 nonlethal)

Ranged pistol +3 (1d8/×4)

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 14

Feats Point-Blank Shot, Skill Focus (Stealth)

Skills Intimidate +4, Stealth +6

Languages Common

Gear combat vest, pistol with 2 clips (12 shots each before combat), baton, archaic sap

Tactics: During combat, the guard snipes with her pistol until her foes close on her position, then uses her baton.

MILITIA PET

CR 3

XP 800

CN Medium animal (mutant)

Init +5; **Senses** low-light vision, scent; **Perception** +12

Focus arcane 0, faith 0, mutation 3, technology 0

DEFENSE

Def 11, **touch** 11, **flat-footed** 10 (+1 Dex)

Vigor 26 (5d8), **Wound** 35 (staggered 17)

Fort +6, **Ref** +5, **Will** +2

Defensive Abilities ferocity; **DR** 5/magic or large

OFFENSE

Speed 30 ft.

Melee gore +7 melee (1d8+6)

Special Attacks charge +9 melee (2d8+12)

STATISTICS

Str 19, **Dex** 12, **Con** 15, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +7; **CMD** 18

Feats Improved Initiative, Skill Focus (Perception), Toughness

Skills Perception +12

AT THE VAULT

CR 4 (1,200 XP)

Once the heroes reach the vault, they will find it is opened already. Somebody has been inside already and cleared it out of everything except their starting equipment. Once they have finished gearing up, **two guards** show up with another **militia pet**. Having been too late to join the others on the hunt, they've stumbled onto the party without realizing it.

After the battle ends, the party can take whatever else they want off of the soldiers, but they'll need to hurry if they're going to avoid another group catching up to them. Their next goal is the gate that leads out of the Silo, and there's only one good way to get through it.

CHAPTER 9: ESCAPE FROM SILO THREE

THE TRUCK

CR 1 (400 XP) OR VARIES

There is an old military truck at the edge of the Silo that has been a staple of the community since the heroes got there (or from what they've heard, if there are no humans in the group). Somebody has heard it started up once by accident when some kids were playing on it, and they're sure it can be done again. If they can just get it running, the party can drive right through the gate without having to fight the guards amassing there now.

Getting to the truck will be easy now, especially if one or more of the heroes has dressed themselves as guards. Once they've reached it, it's a simple matter of a **DC 22 skill check** to either repair or hotwire it. Any member of the party could use Drive (cars) or Knowledge (technology) to get it done. If nobody in

the party has the skill, or is likely to succeed, they can work together as a team, granting +2 for each DC 10 check to provide aid. Failing that, the party can either grab a guard who conveniently knows how to hotwire the vehicle or storm the gate.

There are **10 guards** and **3 militia pets** stalking the gate by now. If the PCs are very careful, they may be able to pull the guards away in groups of 3 or 4 along with a pet each. The last of the guards and one pet will remain behind and sound the alarm, calling for more.

After the party has gotten through the gate, they are free, as nobody wants to risk getting shut out by going after them. If they have the truck, it dies a few hundred feet down the road. It is irreparable, but some of the parts may be salvageable and could go for a barter value of 37 down the line. The party is on their own now. For better or worse, they have become adventurers.

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