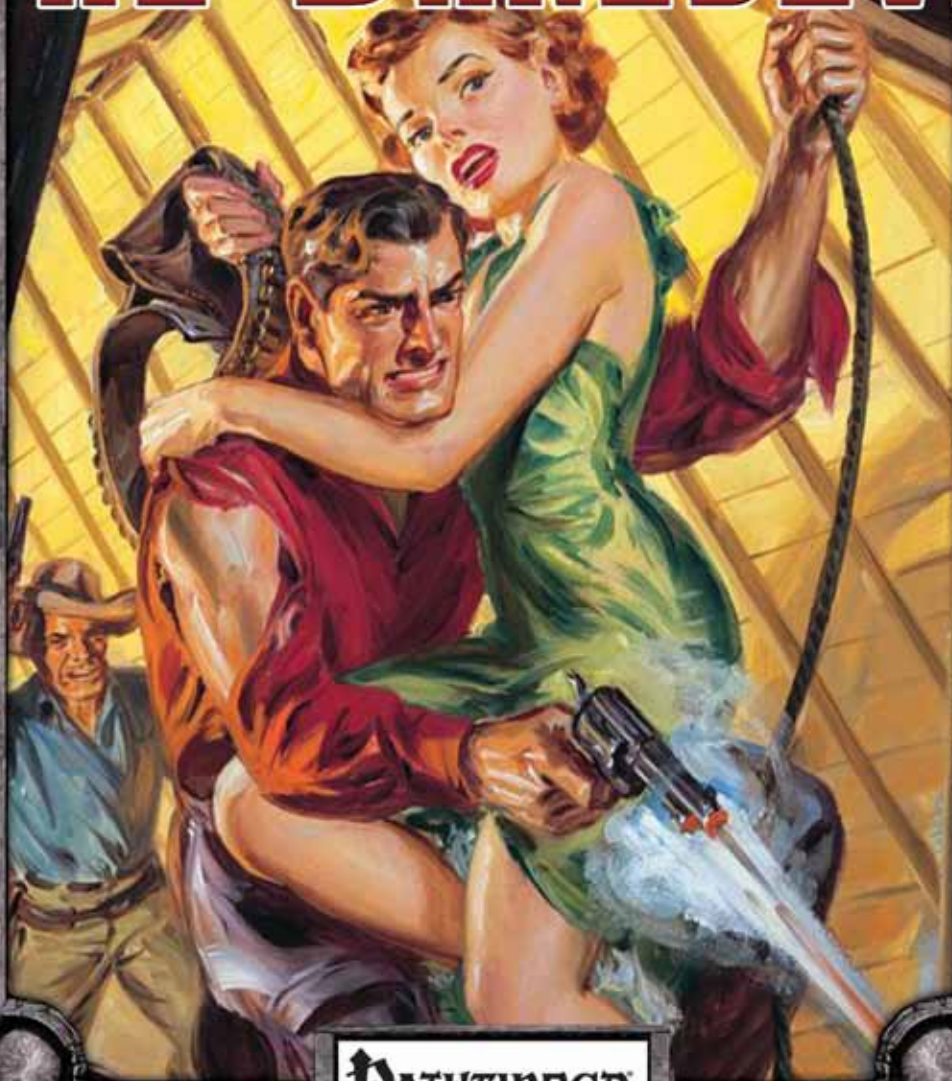




ANACHRONISTIC ADVENTURERS:

THE DAREDEVIL



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

There, with a revolver in his hand, stood Rodd, tall and formidable, his dark face looking like that of Satan himself, a very monument of rage and jealousy. There in front of him on the couch sat Heda, grasping its edge with her fingers, her cheeks as pale as a sheet and her eyes shining. By her side was Anscombe, cool and collected as usual, I noticed, but evidently perplexed.

"If there is any shooting to be done," he was saying, "I think you had better begin with me."

— H. Rider Haggard, *Finished*

The daredevil is the kind of character that might actually be called an "adventurer" by members of common society – someone who is driven to regularly and intentionally do things that are clearly dangerous and frightening. Some daredevils are driven by the desire to experience ever-greater thrills, while others feel a sense of duty to undertake perilous tasks so that others don't have to. What unites all daredevils is that no matter why they run into a building when everyone else is running out, they have a personality that allows them to do dangerous things with a calm and poise that belies the great skill and concentration such tasks demand. A daredevil is more than a thrill-seeker, he is a professional risk-taker who is trained and predisposed to accomplish deeds often described as suicidal, foolhardy, or even impossible. Daredevils may be stunt men, masked vigilantes, professional escapists, espionage agents, or military commandos given missions regular soldiers know better than to accept.

Of course many are also delvers into mysteries they keep being warned "man was not meant to know," and as a result thrust into a typical fantasy campaign.

The "modern" person of great bravery and skill getting stuck in a more primitive, fantasy-themed world is a common trope in a great deal of adventure fiction, especially the "time travel adventure fiction" more common in the early part of the 20th century than today, but still very popular with a wide range of gamers (and game writers).

The daredevil is the third in a line of Anachronistic Adventurers products designed to provide rules for running modern (or near-modern) heroes in a typical fantasy roleplaying game setting. While it's impossible to address every possible issue that might arise for such characters (can the adherent of a modern, real-world religion become a cleric?), each product in the line will look at one area where the modern and fantasy realms are most likely to overlap and give guidance for running heroic anachronisms.

We also present rules for ritual magic, the dangerous tool of mad cultists and mystics often opposed by anachronistic adventures, but also a power the bravest (or most foolhardy) of heroes sometimes seek to claim as their own. Finally we touch on the idea of Progress Levels (PL), a simple way to determine the general technological advancement of a campaign (and outlined in more detail in *Anachronistic Adventurers: The Enforcer*).

THE DAREDEVIL

Alignment: A daredevil can be of any alignment, though very few are of a lawful alignment.

Hit Die: d8

Starting Wealth: At 1st level a daredevil begins play with 3d4 x 10 gp.

CLASS SKILLS

The daredevil's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Knowledge (engineering)(Int), Knowledge (local)(Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Swim (Str).

Additionally, any character who begins play as a daredevil can select two additional skills as class skills, to represent the benefit of growing up with the superior education options of a modern advanced society. These skills should be appropriate to the character's background. A wandering monster-hunter who has been trained in mythology and performing exorcisms by his family since birth can reasonably select Use Magic Device as an additional class skill. A fearless stuntman who moonlights as a bounty hunter and didn't believe in the paranormal until he was set to bring in a bail-jumping werewolf is limited to skills with no ties to magic.

Skill Ranks per Level: 7 + Int modifier.

TABLE 1: THE DAREDEVIL

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------|-------------------|-----------|----------|-----------|----------------------------|
| 1 | +0 | +0 | +2 | +0 | Archetype, dauntless surge |
| 2 | +1 | +0 | +3 | +0 | |
| 3 | +2 | +1 | +3 | +1 | Daredevil talent |
| 4 | +3 | +1 | +4 | +1 | Bonus feat |
| 5 | +3 | +1 | +4 | +1 | |
| 6 | +4 | +2 | +5 | +2 | Limited talent |
| 7 | +5 | +2 | +5 | +2 | Daredevil talent |
| 8 | +6/+1 | +2 | +6 | +2 | Bonus feat |
| 9 | +6/+1 | +3 | +6 | +3 | |
| 10 | +7/+2 | +3 | +7 | +3 | Limited talent |
| 11 | +8/+3 | +3 | +7 | +3 | Daredevil talent |
| 12 | +9/+4 | +4 | +8 | +4 | Bonus feat |
| 13 | +9/+4 | +4 | +8 | +4 | |
| 14 | +10/+5 | +4 | +9 | +4 | Limited talent |
| 15 | +11/+6/+1 | +5 | +9 | +5 | Daredevil talent |
| 16 | +12/+7/+2 | +5 | +10 | +5 | Bonus feat |
| 17 | +12/+7/+2 | +5 | +10 | +5 | |
| 18 | +13/+8/+3 | +6 | +11 | +6 | Limited talent |
| 19 | +14/+9/+4 | +6 | +11 | +6 | Daredevil talent |
| 20 | +15/+10/+5 | +6 | +12 | +6 | Undaunted |

CLASS FEATURES

All of the following are class features of the daredevil.

PROFICIENCIES: A daredevil is proficient with simple weapons, a single martial weapon, and a single Progress Level (see *Progress Level Proficiencies* at the end of this product).

ARCHETYPE: Not every daredevil is drawn to take the same kinds of death-defying risks, nor do they have the same motivations for doing so. At 1st level, each daredevil selects an anachronistic archetype to represent his focus and background training. Once selected, this choice cannot be changed. Each archetype provides a daredevil with special benefits ranging from additional class skills and bonus feats to new talents and class powers. Archetypes are presented at the end of the daredevil character rules.

DAUNTLESS SURGE (Ex): The trademark ability of the daredevil, regardless of his training or methodology, is to push aside all fear, doubt, and hesitation when facing a life-and-death situation and act with absolutely confidence and swift precision to find a way to overcome the odds. Even when a daredevil consciously knows he is clearly about to die, he draws upon his vast reserve of poise, and performs with a calm and speed most people can only display when practicing their skills in total safety. Of course no matter how poised a daredevil remains, he can only work within the limits of his mortal frame, and thus faster and more nimble daredevils are able to successfully alter a bad outcome more often than slower members of the class.

A number of times per day equal to his Dexterity bonus plus half his class level

(minimum 1/day), the daredevil can add a bonus as a swift action to any one attack roll, damage roll, skill check, or saving throw he makes. This bonus is +1d6, but cannot exceed the daredevil's class level (a 1st level daredevil thus receives only a +1 bonus, while a 2nd level daredevil receives a +1 bonus if a "1" is rolled on the 1d6, and a "+2" bonus if a 2-5 is rolled). A daredevil chooses whether or not to use a dauntless surge after the result of the die roll has been revealed, but before success or failure is determined.

A daredevil may add his dauntless surge to a saving throw against a fear effect as an immediate action. If a daredevil uses his dauntless surge to add a bonus to a saving throw against fear, the value of the bonus is doubled (to a maximum of twice the daredevil's class level).

DAREDEVIL TALENTS: As a daredevil undertakes ever more dangerous stunts, he learns a number of talents that allow him to succeed where others would certainly fail (or at least survive things that seem impossibly deadly), as well as apply the lessons gained when constantly gambling with his life to other areas of endeavor. At 3rd level, a daredevil gains one daredevil talent. He gains an additional daredevil talent for every four class levels attained after 3rd level. Unless otherwise specified, a daredevil cannot select an individual talent more than once.

Talents marked with an asterisk (*) apply to attacks the daredevil makes by adding the bonus from his dauntless surge to the damage done by an attack. Unless otherwise specified, the daredevil cannot use more than one such talent on the same attack.



Action Surge (Ex): The daredevil can spend a single use of his dauntless surge ability as a free action. This may only be done if the daredevil has already spent a dauntless surge as a swift action on the same round, and the second dauntless surge cannot be used to boost the same roll as the first use. A daredevil must be at least 7th level to select this talent.

Befuddling Blow (Ex):* When the daredevil adds his dauntless surge bonus to damage dealt by a melee attack, his target takes a –2 penalty on attack rolls against the daredevil for 1d4 rounds.

Careful Disarm (Ex): Whenever the daredevil attempts to disarm a trap using Disable Device, he does not spring the trap unless he fails by 10 or more.

Confounding Blow (Ex):* When the daredevil adds his dauntless surge bonus to damage dealt by an attack, his target can't make attacks of opportunity for 1 round.

Cunning Trigger (Ex): The daredevil can use a swift action to set off any trap within 30 feet that he constructed (with Craft: traps) or bypassed (with a Disable Device).

Danger Sense (Ex): The daredevil gains an intuitive sense that alerts him to danger from traps and ambushes. When the daredevil is attacked by a trap or when flat-footed, he may spend a use of his dauntless surge as a free action and add its bonus to his AC or Reflex save against that single attack. (A daredevil with uncanny dodge may use this ability in circumstances that would result in his being flat-footed if he didn't have uncanny dodge.) This bonus does not stack with the AC bonus gained from Dauntless Dodge.

Dauntless Dodge (Ex): The daredevil gains a new option for his dauntless surge ability. He now has the option to spend a dauntless surge to add its bonus as a dodge bonus to his AC until the end of his next round.

Defensive Spin (Ex): Once per round when the daredevil takes hp damage, he may expend a use of his dauntless surge ability as a free action and reduce the damage taken by the amount of his bonus roll. Damage cannot be reduced to less than 0. A daredevil must be at least 11th level to select this talent.

Distracting Blow (Ex):* A daredevil with this talent can make attacks (in melee, or ranged attacks within 30 feet) with subtle flourishes that disorient and distract his enemy. When he adds his dauntless surge bonus to damage dealt by a melee attack, he causes the creature to become flat-footed against one target of the daredevil's choosing until the beginning of his next turn. The daredevil cannot designate himself as the creature gaining the benefit of this talent. Creatures with uncanny dodge are immune to distracting blow.

Elusive Mind (Ex): This ability represents the daredevil's ability to marshal his mind's resources to resist mental effects. If the daredevil fails a Will save against a spell or effect, he may spend a use of his dauntless surge ability as an immediate action. This allows the daredevil to make a new save against the effect at the same DC on the beginning of his next turn, adding the bonus from his dauntless surge to the will save total. He gets only this one extra chance to succeed on his saving throw.

Ensnaring Blow (Ex):* When the daredevil adds his dauntless surge bonus to damage dealt by an attack, that opponent can't take a 5-foot-step for 1 round.

Evasion (Ex): The daredevil can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the daredevil is wearing light armor or no armor. A helpless daredevil does not gain the benefit of evasion.

Expert Leaper (Ex): When making jump checks, the daredevil is always considered to have a running start. Also, when the daredevil deliberately falls, a DC 15 Acrobatics check allows him to ignore the first 20 feet fallen, instead of the first 10 feet.

Fast Picks (Ex): The daredevil can use the Disable Device skill to attempt to open a lock as a standard action instead of a full-round action.

Fast Stealth (Ex): The daredevil can move at full speed using the Stealth skill without penalty.

Fearless Assault (Ex): The daredevil's steely nerves allow him to take risky actions without completely letting down his guard. The daredevil gains a +4 bonus to AC against attacks of opportunity. If the daredevil has Mobility, its bonus and this talent's stack when the attack of opportunity is provoked by leaving a threatened space.

Hotfoot (Ex): The daredevil's speed increases by +5 ft. A daredevil may take this talent up to three times. Its effects stack.

Improved Uncanny Dodge (Ex): The daredevil can no longer be flanked. This defense denies a rogue the ability to sneak attack the daredevil by flanking him, unless the attacker has at least four more rogue levels than the target has daredevil levels. If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character. A daredevil must be at least 10th level and have the uncanny dodge talent in order to select this talent.

Improved Withdraw (Ex): When taking a withdraw action, the number of initial spaces that leaving does not provoke an attack of opportunity is equal to the daredevil's Dexterity bonus.

Intrepid (Ex): The daredevil now rolls 2d6 to determine the bonus of his dauntless surge (though the bonus still cannot exceed the daredevil's class level). A daredevil must be at least 7th level to select this talent.

Leap Free (Ex): After taking a standard action to make a CMB check to escape a grapple or an Escape Artist check, the daredevil may take a withdraw action as a move action. The daredevil is limited to moving his movement (rather than up to double his movement as with a typical withdraw). If the daredevil makes an Acrobatics check to jump as part of this movement, he gains a +5 bonus to the check.

Ledge Walker (Ex): This daredevil can move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, the daredevil is not flat-footed when using Acrobatics to move along narrow surfaces.

Opportunist (Ex): Once per round, when a creature the daredevil is threatening is struck for damage by another attacker, the daredevil may spend a use of dauntless surge to make an attack of opportunity against the creature. A daredevil must be at least 7th level to select this talent.

Positioning Blow (Ex): When the daredevil adds his dauntless surge to an Acrobatics check made to avoid provoking attacks of opportunity from moving through threatened spaces, he may also add half the bonus value (minimum +1) to the next attack roll he makes before the beginning of his next turn.

Quick Subterfuge (Ex): When the daredevil uses his dauntless surge bonus on a Craft, Disable Device, or Disguise check, the check takes half the normal amount of time (minimum 1 round).

Redirecting Dodge (Ex): Once per round when the daredevil has added his dauntless surge bonus to his AC and is hit with a melee attack, he can redirect the attack to strike at an adjacent creature as a free action. The creature targeted must be within melee reach of the attack that hit the daredevil, and the creature that made the attack against the daredevil must make a new attack roll against the new target. A

daredevil must be at least 11th level and have taken the dauntless dodge talent to select this talent.

Second Chance (Ex): Whenever the daredevil spends a dauntless surge to add to an Acrobatics, Climb, or Fly skill check he has just made, he may also reroll the actual skill check. He must take the second result, even if it is worse. The daredevil can use this ability only once on any given skill check. A daredevil must be at least 11th level to select this ability

Skill Mastery (Ex): The daredevil becomes so confident in the use of certain skills that he can use them reliably even under adverse conditions. Upon gaining this ability, he selects a number of skills



equal to 3 + his Intelligence modifier (minimum 1). When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent him from doing so. A daredevil may gain this special ability multiple times, selecting additional skills for skill mastery to apply to each time.

Stand Up (Ex): A daredevil with this ability can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Swift Reaction Time (Ex): The daredevil may spend a use of his dauntless surge on an initiative check. He also receives the bonus on any Reflex save he makes until the end of his next turn.

The Best Defense (Ex): When the daredevil adds his dauntless surge bonus to an attack roll and successfully hits his target, he may add half his dauntless surge bonus to AC for one round against attacks made by that target.

Uncanny Dodge (Ex): The daredevil can react to danger before his senses would normally allow him to do so. 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 daredevil with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action (see the *Pathfinder Roleplaying Game Core Rulebook*) against him.

BONUS FEATS: A daredevil gains a bonus feat at 4th level, and again at 8th, 12th, and 16th level. These bonus feats must have Great, Greater, or Improved in their names (such as Great Cleave or Improved Initiative). When selecting these feats, the daredevil may ignore prerequisites of an ability score, Combat Expertise, Great Fortitude, Iron Will, Lightning Reflexes, and Power Attack. The daredevil must meet any other prerequisites.

LIMITED TALENT: At 6th level, a daredevil gains another talent, but is limited to only those talents granted by the core daredevil class itself, and even then only to talents that do not grant access to a feat or to bonuses (for the daredevil or his allies) on saving throws, attack rolls, armor class, or damage (including adding conditions to damage dealt). Thus the investigator can't use this talent to select a talent given by an archetype, nor to take befuddling blow, dauntless dodge, uncanny dodge, or similar talents. The talent selected otherwise acts just like any other daredevil talent. The daredevil gains another limited talent at 10th level, and every 4 levels thereafter (14th, 18th, and so on).

UNDAUNTED: At 20th level, the daredevil is able to overcome nearly any adversity with a keen mind and steady hand. The daredevil reduces all penalties that apply directly to armor class, attack rolls, skill checks, damage, ability checks, and saving throws to -1, and never suffers a total penalty to any of these things (even if suffering multiple penalties) of more than -2. This does not apply to penalties derived from low ability scores or range modifiers.

ARCHETYPES

While a daredevil character can take any anachronistic archetype (see sidebar), the following archetypes work particularly well with the features of the daredevil class.

ESCAPIST

The escapist is a professional entertainer who specializes in demanding and perilous stunts, ranging from escaping from a straight-jacket while underwater to crossing a high-

wire without a net. The same archetype can be used for any entertainer who makes a living doing things that are clearly risky, such as stunt men, some vaudevillians, stage magicians who perform alarming tricks, and even reality-television stars who repeatedly do stupid things as a career. As a result of planning, practicing, and performing risky entertainment at a professional level, the escapist has learned both to maximize the benefits of her years of experience, and to find a way to survive when things go horribly wrong.

ACROBATIC SURGE (Ex): A number of times per day equal to her Dexterity bonus plus half her class level (minimum 1/day), the escapist can add a bonus as a free action to any one Acrobatics, Climb, Escape Artist, Fly, Sleight of Hand or Swim check she makes. This bonus is +1d6, but cannot exceed the escapist's level (a 1st level escapist thus receives only a +1 bonus, while a 2nd level escapist receives a +1 bonus if a "1" is rolled on the 1d6, and a "+2" bonus if a 2-5 is rolled). An escapist chooses whether or not to use an acrobatic surge after the result of the die roll has been revealed, but before success or failure is determined.

If an escapist is also a daredevil, the bonuses from acrobatic surge and dauntless surge stack.

DONE IT A THOUSAND TIMES (Ex): The escapist is used to performing dangerous and difficult stunts for the entertainment of others, and can draw on that experience whenever she's calm enough. At 2nd level whenever the escapist "takes 10" on a skill, she receives a +2 circumstance bonus to the total skill check. This bonus increases to +4 at 8th level, and to +6 at 16th level.

ANACHRONISTIC ARCHETYPES

Archetypes are a crucial part of character design in the *Anachronistic Adventurers* line of base classes, since they define what path each character has taken. Although all daredevils are nervy adventurers able to calmly work their way through the most dangerous of circumstances, the level of specialization in the modern world (along with the many different character origins modern settings allow for) results in a wide range of possible daredevil types. For fine-tuning of an anachronistic adventurer's background and goals, each class is given access to one anachronistic archetype.

In addition to producing the kind of specialization common with base classes in the *Pathfinder Roleplaying Game Core Rulebook*, this system allows the same base class (the daredevil) to represent stunt men, spies, and bomb disposal techs from multiple different eras and origins by selecting appropriate archetypes. The skills and abilities of a vaudevillian performer who also hunts vampires on the side are not the same as those of cold war spy, but a daredevil with an appropriate archetype can represent either. Although only a few archetypes are presented here, GMs can use them as templates for building new archetypes appropriate for specific kinds of daredevils.

Further, more anachronistic archetypes are available in *Anachronistic Adventurers: The Enforcer* and *Anachronistic Adventurers: The Investigator* (and yet more will be presented in upcoming *Anachronistic Adventurers* products), and any anachronistic adventurer class can use any anachronistic archetype. In some cases this might lead to suboptimal choices, but all possible combinations are legal and available to help flesh out unusual character concepts. Fans of the *Genius Guide to . . . Archetypes* line of books should be pleased to know that those products are fully compatible with the archetypes of *Anachronistic Adventures* characters. The base daredevil class can use any archetypes from those books (for which it meets the prerequisites) in place of an anachronistic archetype.

ADRENALINE RUSH (Ex): After constantly putting her body through stressful moments that cause her adrenaline to flow freely, at 5th level the escapist has learned to call upon a powerful rush on command. The escapist can temporarily increase one of her physical ability scores (Strength, Dexterity, or Constitution). The escapist increases the selected ability score by 1d4+1 points and the bonus lasts for a number of rounds equal to her class level. At the end of the duration, the escapist is fatigued for 1d6 x 10 minutes. At 9th level, an escapist can temporarily increase two physical ability scores. At the end of the duration, she is fatigued for 2d6 x 10 minutes. An escapist cannot use her adrenaline rush if she is fatigued or exhausted.

DELAYED DOOM (Ex): No matter how carefully an escapist plans her stunts, from time to time things go badly wrong and the escapist is hurt, sickened, or confused. The escapist knows that focusing past the consequences of a serious injury can give her the time to take whatever steps are necessary for her survival, and has learned to delay the onset of nearly any injury or effect. Once per day as a free action, an escapist of 13th level can delay the damage dealt by a single attack or the effect of a single spell, condition, trap, ability or other effect for a number of rounds equal to half her class level. The decision to delay an effect must be made immediately, and the delayed effect's duration does not start until after the number of rounds it has been delayed.

For example, Yankee Rose is a 14th level escapist trying to walk a tightrope from a glacier to the Bridge City of Suerbak Kak Dalbaz, when a harpy affects her with a *lesser confusion* spell, which leaves her confused for 1 round. Not wanting to be confused while on a tightrope, Rose decides to delay the effect for 7 rounds. At the end of that time, the *lesser confusion* affects her for its full 1 round duration – Rose had better hope she's off her rope by then!

A delayed injury or effect can be healed or dispelled normally while it is delayed. If one of Rose's friends managed to hit her with a *dispel magic* before the end of her 7-round delay, the *lesser confusion* might be dispelled before it ever takes effect.

An escapist may use delayed doom a second time per day beginning at 17th level.

SECRET AGENT

The secret agent is a spy, an analyst, a saboteur, a courier and sometimes an assassin. He lives a life of service and duty (though freelance secret agents in service only to money are not unknown), but also one of constant lies, deception, and betrayal. Many secret agents spend years in enemy territory gathering information and pretending to be something they are not, all the while knowing that if their true purpose is revealed they are subject to capture, torture, and death. Only the steadiest and most resourceful of heroes can handle the constant danger and secrecy that is a constant part of a secret agent's life.

CONCEAL MOTIVES (Ex): A secret agent is trained to lie quickly, smoothly, and convincingly. Any Sense Motive check made in regard to the secret agent or a Bluff check he has made suffers a penalty equal to his class level (minimum -5).



REACT FIRST (Ex): Starting at 2nd level, a secret agent gains the ability to react first if a deal he is making or a negotiation he is involved in turns to violence. The secret agent must make contact with and speak to the participants prior to the start of combat. If he does so, he gains a free readied action that allows the secret agent to make either a move or attack action if anyone involved in the negotiation other than the secret agent decides to start hostilities. The secret agent gets to act before any initiative checks are made, in effect giving him the benefit of an independent surprise round before the first round of combat (which may also be a surprise round). At 9th level, the secret agent may take his readied action even if he is the first one to end negotiations to start a combat.

MISDIRECTION (Ex): At 5th level, a secret agent gains a pool of subterfuge points every day equal to his ranks in Bluff. These points refresh at the start of each day. Before making a Bluff, Disable Device, Sleight of Hand, or Stealth check, he can choose to put subterfuge points into the roll, gaining a bonus on the check equal to the number of subterfuge points spent on the roll. The secret agent cannot put more subterfuge points into a single roll than his Charisma bonus (minimum 1).

SNEAK ATTACK (Ex): At 6th level, a secret agent gains a 1d6 sneak attack, as the rogue class feature. This increases to 2d6 at 10th level, 3d6 at 14th level, and 4d6 at 18th level.

DISTRACTION (Ex): At 9th level, whenever a secret agent is detected while using Stealth, he can immediately attempt a Bluff skill check opposed by the Sense Motive skill of the creature that spotted him. If this check succeeds, the

target assumes the noise or sight it detected was something innocent and disregards the detection. This ability can only be used once during a given Stealth attempt. If the same creature detects the secret agent's presence again, the ability has no effect.

HIDDEN TALENT (Ex): Constantly pretending to be something or someone he is not, the secret agent eventually actually gains the talents of some of his false identities. At 13th level the secret agent may take any one talent from another class (something that specifically lists itself as a talent, such as a rogue's talents or the talents of other Anachronistic Adventurer classes and their archetypes). The secret agent must meet any prerequisite the talent requires. If the talent has an effect based on level, the secret agent uses his class level. At 17th level he gains a second hidden talent. At each level after 13th, the secret agent may change one hidden talent when he gains his new level.

MASKED ADVENTURER

The masked adventurer is a dramatic figure who is driven to conceal her identity (at least to some degree) by taking on a *nom de masque*, a second identity that represents an ideal or icon important to her and through which she undertakes to meet out her own brand of justice. She is a hero to some and a criminal vigilante to others, though often the truth lies somewhere in the middle. While it takes a strong drive to go through the effort to create and maintain a second identity (and all masked adventurers believe they are doing so for a valid reason), evil masked adventurers certainly exist who are simply driven to gather wealth and power, or to gain revenge for some perceived slight.

NOM DE MASQUE (Ex): A masked adventurer has a secondary identity as a costumed agent, which has a specific appearance (by costume, bearing, or disguise) that is different from her normal appearance and has its own name (often a code name or flamboyant title). For example, the masked adventurer Jennifer Fey has a *nom de masque* as the crusader for justice, the Steel Fox. She may simply boldly run about in a swashbuckling outfit without any disguise and call herself The Steel Fox, while dressing and acting more drably in her “normal” identity, or she may have an elaborate costume for her Steel Fox identity that includes a mask, fox-head heraldry, and a specially crafted rapier with a fox-head pommel. In either case, she has a distinct appearance and mannerism that marks the Steel Fox as separate from the normal Jennifer Fey.

The masked adventurer is extremely skilled at masking either her *nom de masque* as a heroic figure, or masking her normal self as drab and uninteresting as possible. (This decision is made at character creation). She gains a bonus to Disguise checks to create the desired effect equal to her class level (minimum +5).

So complete is the mental and spiritual transformation of a masked adventurer into her *nom de masque*, that each persona is treated as a different person for purposes of any magic or skill check. For example, a *locate creature* spell cast to find Steel Fox does not detect Jennifer Fey when she is not in her *nom de masque* persona, and if she was using her Steel Fox persona, she could state she was not Jennifer Fey while within a zone of truth without difficulty.

If a masked adventurer’s *nom de masque* is publicly revealed, she may create a new *nom de masque* (abandoning the old identity) when she next gains a level.

HEROIC SPEECH (Ex): While in her *nom de masque* identity, a masked adventurer can make a heroic speech as a move action. This gives her a bonus against creatures able to hear and understand her who are not aware of her normal identity. She gains a +2 bonus on Bluff, Perception, Sense Motive, and Survival checks against such creatures, as well as a +2 bonus on weapon attack and damage rolls against them. These bonuses last until the masked adventurer sleeps, or she next uses this ability. These bonuses increase to +3 at 6th level, to +4 at 10th level, to +5 at 14th level, and to +6 at 18th level.

MASKED ADVENTURER TALENTS

The specialties of a masked adventurer vary by training and experience, often developing in response to long-running struggles against a criminal empire or mastermind villain. As a masked adventurer advances in level, she gains great masked adventurer talents selected from the list below. She gains her first masked adventurer talent at 2nd level, and gains additional masked adventurer talents at 5th, 9th, 13th, and 17th level. Also, whenever a masked adventurer gains a talent choice from her base class, she can choose one of these masked adventurer talents instead.

Ambush (Ex): The masked adventurer becomes fully practiced in the art of ambushing. When she acts in the surprise round, she can take a move action, standard action, and swift action during the surprise round, not just a move or standard action.

Blow for Justice (Ex): The masked adventurer may take one of the following feats as a bonus feat: Agile Maneuvers, Blind-Fight, Catch Off-Guard, Cleave, Combat Expertise, Dazzling

Display, Defensive Combat Training, Deflect Arrows, Improved Bull Rush, Improved Dirty Trick, Improved Disarm, Improved Feint, Improved Grapple, Improved Initiative, Improved Reposition, Improved Steal, Improved Sunder, Improved Trip, Improved Unarmed Strike, and Stunning Fist. If these feats work differently for a monk than a member of another class, the masked adventurer can treat her class levels as monk levels. You may select this talent more than once.

Flying Attack (Ex): If the masked adventurer makes a charge attack in the surprise round or first round of a combat, she adds her class level to the damage she deals.

Living Weapon (Ex): Select one weapon with which you are proficient. You may select unarmed attacks if you have Improved Unarmed Attack. You deal damage with such weapons as if they were one size category larger. A masked adventurer must be at least 7th level to select this talent.

Sweep (Ex): The masked adventurer knows how to size up an area and get the lay of the land with a single sweep of her eyes. The masked adventurer is allowed to make a Perception check with a +5 bonus at the beginning of any combat as a free action to notice everything within 30 feet of her. Anything not concealed can be spotted in a sweep with a successful DC 10 check. The DC for concealed or less obvious threats is equal to their Stealth check result.

Threat Assessment (Ex): The masked adventurer can determine the relative strength of the dangers she faces. Whenever the masked adventurer makes a successful Perception check to notice a trap or creature, she relates the danger of the threat compared to her: stronger (higher level or Hit Dice), on par (same level or HD), or weaker (lower level or HD).

Utility Belt (Ex): The masked adventurer has an uncanny knack for having exactly the piece of equipment she needs. She has a pool of equipment she does not have to define until she uses it. At 1st level, this pool is equal to 10 gp. At every level after 1st, she may choose to restore this pool by spending gp to do so, with a maximum gp value equal to 50gp per level in the pool at any given moment. Any equipment she pulls from the pool must weight 10 lbs or less, and has its value permanently deducted from her equipment pool. Equipment so procured otherwise works exactly like normal examples of such equipment.

OCCULTIST

The occultist is an explorer into the mysteries of psychic phenomenon, spiritualism, karma, ki, and other mysteries of the supernatural. While any Anachronistic Adventurer class can take the occultist archetype (as is true of all anachronistic archetypes), it is most common among daredevils for two reasons. First, in the modern world most Anachronistic Adventurers come from, only the extremely bold (and slightly foolhardy) dare explore the dangerous ruins where occult lore is most like to be found. Second, the ritual magic that forms the backbone of the archetype's abilities is dangerous, and the daredevil's dauntless surge ability can help offset the risk of using such magic. Because the occultist archetype is tied so closely to the rules for ritual magic, the archetype is presented at the end of the **RITUAL MAGIC** section, below.

RITUAL MAGIC

While most Anachronistic Adventurers come from worlds where magic exists in one form or another (and is usually the power that ends up flinging them into a fantasy campaign), that magic is rarer and less codified than the spells of clerics,

RITUALS IN YOUR CAMPAIGN

At their simplest, rituals replace the need to find sages and spellcasters-for-hire to cast useful spells an adventuring party might need, but don't always have easily available from a member of the party. The additional time and cost required to perform rituals are designed to match the time and cost required to a hire a spellcaster in a typical fantasy campaign. Of course, a character able to perform rituals can always attempt to design exactly the ritual a group needs, but since it takes between one and three feats to make that effort, and success is never guaranteed, that seems like a reasonable benefit to gain.

Even with the option to produce nearly any spell, ritualists and occultists will rarely find their rituals directly useful in combat. It would be an unusual circumstance that would make it worth a 6 hour wait and a few hundred gp to produce a *fireball*. However, there are a broad range of spells, from *identify* to *remove disease* to *restoration* to *teleport*, that an adventuring group might be very glad to pay a few hundred gp and wait a few hours to benefit from. If the idea of being extremely useful out of combat and getting to draw circles, burn candles, and chant intonations appeals to a player, rituals may be a good choice. If a player really just wants to cast any spell he can think of quickly and easily, rituals won't be a satisfying solution.

druids, and wizards. Instead, such magic is the magic of rituals. It is most often the province of cultists and madmen, with only a very few civilized folk daring to risk the cursed libraries and trapped ruins where such knowledge can be gained. But daredevil or madman, a few such modern-age masters of magic exist, and can bring their crude but strangely flexible form of magic into a fantasy campaign. (And, of course, there may well be tribesmen, snake-cultists, and reclusive sages already in the fantasy world who know of such skills... and may or may not appreciate finding a new practitioner using their hidden lore openly).

Ritual magic is slower, more expensive, and more dangerous than the spells used by fantasy classes, but it also has the potential of allowing a character who learns it to do nearly anything — if they have the time, material, skills, and raw personal power. Ritual magic is only very rarely useful in combat (and usually only in the form of carefully laid traps and ambushes), but can be extremely useful when time is not an issue and a problem seems to refuse any other solution.

To access ritual magic, a character must have the Ritualist feat (presented in the **FEATS** section at the end of this book). This allows a character to attempt to perform a ritual, but rituals are significantly more costly and complicated than spellcasting.

A ritual produces a spell effect, using the ritualist's character level as the caster level. Any spell allowed into the campaign can theoretically be produced by a ritual, but before a ritualist can perform a ritual, he must design it. Each ritual must be designed for the specific circumstances of its casting — a ritual to use *remove curse* to get rid of mummy rot in the desert of Egypt in April is not the same as a ritual to use *remove curse* to get rid of a *bestow curse* inflicted in a battle with wererat shamans in the sewers of London in December, even though the same spell is produced by the ritual each time. While a GM may allow the same ritual to be used multiple times under very similar conditions (to remove mummy rot from multiple victims of the same mummy, for example), in general a ritualist must assume a ritual has to be designed from scratch every time it is to be performed.

If the ritual is a spell from the witch spell list, designing it requires a Spellcraft check with a DC of 15 plus double the spell's level. If it is a spell from the cleric/oracle or sorcerer/wizard spell list, the Spellcraft DC is 20 plus double the spell's level. If the spell is from any other spell list, designing it requires a Spellcraft check with a DC of 20 plus triple the spell's level. (If a spell appears on multiple class spell lists, the ritualist may choose which list to use when determining these DCs.) Designing a ritual requires one hour. If a ritualist fails to design a ritual, he must wait until he gains a level before attempting to design it again. (If the research rules from *Anachronistic Adventurers: The Investigator* are being used in a campaign, a GM may allow a ritualist to use them to research a specific ritual he has already failed to design at his current level).

Performing a ritual requires the ritualist fulfill the casting time and meet all the components of the spell it produces (including material components and foci), plus an additional time and cost based on the level of the ritual. The additional cost is equal to caster level x spell level x 10 gp. (For 0 level spells, the additional cost is caster level x 5gp.) The additional time is 4 hours, +1 hour per level of the spell to be produced by the ritual, -1 hour for every 5 ranks of Use Magic Device possessed by the ritualist. A ritualist cannot perform a ritual with a spell level greater than half the ritualist's character level.

Even after paying the cost, meeting the components, and taking the necessary time, the ritualist is not guaranteed to successfully perform a ritual. This requires a Use Magic Device check, with a DC of 15 plus double the spell level of the spell to be duplicated by the ritual. Success indicates the ritual is successfully performed,

and the desired spell effect is created. A failure by 5 or less indicates a failure, and half the materials used for the ritual are lost. A failure by 5 or more indicates a ritual mishap. This acts as a scroll mishap (see Scrolls in the *Pathfinder Roleplaying Game Core Rulebook* for more information on scroll mishaps). If the Use Magic Device check results in a natural 1 (a "1" shows on the d20), the ritual automatically fails even if the total is not less than the ritual's DC.

THE OCCULTIST ARCHETYPE

The occultist is a student of the esoteric and often forbidden arts of ritual magic. Occultists are often seen as villains and thought insane (sometimes driven to madness by the very sources from which they learned rituals) and believed to be in league with horrific, inhuman entities which they often seek to summon. Among the few occultists who are seen as allies of civilization, most occultists are drawn to the supernatural powers of rituals by the sheer thrill of breaking the rules of the universe, though certainly some seek rituals only as one of the few effective tools mortals can use against eldritch horrors, undead tyrants, and ravenous shapeshifters.

BONUS FEATS: The occultist receives Ritualist I as a bonus feat at 1st level. He also receives Ritualist II as a bonus feat at 9th level, and Ritualist III as a bonus feat at 13th level. He does not have to meet the prerequisites for these feats.

EFFICIENT RITUALS (Ex): As a ritualist begins to master the art of ritual magic, he learns to use less and less special incenses and oils to complete them. At 5th level, the ritualist pays only 75% of the normal additional cost of



a ritual (though he still must fulfill the components of the spell to be produced by the ritual). His efficiency increases again at 13th level, reducing the additional cost of a ritual to 50% of normal.

RAPID RITUALS (Ex): As a ritualist learns to master the phrases and gestures required to complete rituals, he manages to take less and less time when performing his rituals. At 9th level, the ritualist takes only 75% of the normal additional time of a ritual (though he still must fulfill the full casting time of the spell to be produced by the ritual). His alacrity increases again at 17th level, reducing the additional time of a ritual to 50% of normal.

ANACHRONISTIC FEATS

The following feats are designed to work specifically with the daredevil class and the rules and options from *Anachronistic Adventurers: The Daredevil*, and to a lesser extent modern characters from any entries in the *Anachronistic Adventurers* line. All of these feats are considered Modern feats, meaning they can only be taken by characters with access to modern training techniques. Obviously this includes instruction in a modern setting, but an anachronistic adventurer who has such feats can also take time to set up a system of such learning to teach friends and allies his “modern” secret techniques. A GM who wishes to include ritual magic (see above) as a standard option for his fantasy campaign may decide not to treat Ritualist I-III as modern feats.

BOLD ADVENTURER

You have greater reserves of fearless calm than most adventurers.

Prerequisite: Dauntless surge class feature.

Benefit: You gain two additional uses per day of the dauntless surge class feature.

Special: This feat may be selected more than once. Its effects stack.

RITUALIST

You have learned how to design rituals to access a broad range of magic effects, though this takes time and costly materials.

Prerequisites: Spellcraft 1 rank, Use Magic Device 1 rank.

Benefit: You can perform rituals to create 0-3rd level spells. See Ritual Magic for more information.

RITUALIST II

You have learned how to design rituals to access a broad range of noteworthy magic effects, though this takes time and costly materials.

Prerequisites: Ritualist, Spellcraft 8 ranks, Use Magic Device 8 ranks.

Benefit: You can perform rituals to create 4th-6th level spells. See Ritual Magic for more information.

RITUALIST III

You have learned how to design rituals to access a broad range of the most powerful magic effects, though this takes time and costly materials.

Prerequisites: Ritualist, Ritualist II, Spellcraft 14 ranks, Use Magic Device 14 ranks.

Benefit: You can perform rituals to create 7th-9th level spells. See Ritual Magic for more information.

PROGRESS LEVELS AND PROFICIENCIES

The idea behind simple, martial, and exotic weapon proficiencies is to categorize weapons not only on how easy they are to use, but on how much training each takes to use and how common that training is. For the core rules of the campaign it's assumed that all the cultures of a campaign are similar enough for those assumptions to hold true throughout (although many campaigns make adjustments to those assumptions when necessary).

However, when dealing with anachronistic adventurers, the assumptions fall apart. A hard-boiled private eye from the gritty streets of 1930s Chicago is going to be able to use a dagger, pistol, and rifle with ease, as these are the martial weapons of his era. When faced with weapons of a fantasy campaign he can probably figure out a crossbow without much difficulty and may have used a sling as a child, but likely has no experience with a longbow, flail, trident, or even a greatsword. He's not helpless if forced to fight with these weapons (most have easily understood principles), but he's not “proficient” with their use, and thus suffers a penalty.

Of course this lack of familiarity goes much further than just weapons. Our private eye is similarly unfamiliar with how to put on the clothes of a fantasy-medieval campaign, has no idea how to use a sunrod until he's shown, and can't make full use out of the gear in a climber's kit. These deficiencies don't make him unable to use such items at all; he just suffers a nonproficiency penalty when the accurate use

of such items is important enough to require a skill or ability check. In much the same way a modern rocket launcher would baffle a scientist from 1950, and an analog computer is a huge paperweight to most modern computer programmers, a character can't get the maximum use out of materials from PLs he is not proficient with.

To simulate this era-dependent proficiency, the *Anachronistic Adventurers* rules break different levels of technological societies into Progress Levels. A Progress Level (PL) is an indication of the state of technology that exists in a particular society or civilization. This state of technological development generally pervades all aspects of a culture, particularly at higher levels (PL 5 and beyond) when long-range communication is virtually instantaneous. The Progress Levels, along with their simple and martial weapons, are briefly outlined below:

PL 0: STONE AGE

The major achievements of a Stone Age society are the use of fire, the domestication of animals, and the invention of agriculture.

Simple Weapons: Unarmed strike, dagger, light mace, club, heavy mace, shortspear, quarterstaff, blowgun, dart, javelin, sling.

Martial Weapons: Any simple weapon not listed above is a martial weapon, along with the throwing axe, handaxe, sap, bolas, net, and sling staff. All other martial weapons are considered exotic weapons at this PL.

PL 1: BRONZE/IRON AGE

In a Bronze/Iron Age society, advances in pottery, construction, and agriculture allow for the concentration of populations into larger and larger groups, with a corresponding upswing in

the accumulation and sharing of knowledge. The simple and martial weapons of PL 1 are unchanged from the core rulebook.

PL 2: MIDDLE AGES

Developments continue in architecture, commerce, metallurgy, and mathematics. Toward the end of this Progress Level, the feudal system, in which a small class of nobles rules a large population of agricultural workers, begins to collapse. Specialized crafts develop, universities appear, and the middle class is born. Toward the end of the Middle Ages, the introduction of simple gunpowder weapons signals the imminent end of knights, heavy armor, and organized armies of swordsmen.

This is the assumed PL of the fantasy setting the *Anachronistic Adventurers* find themselves thrust into. The simple and martial weapons of PL 2 are unchanged from the *Core Rulebook*.

PL 3: AGE OF REASON

The scientific method improves humankind's understanding of the world. Experimentation becomes the means by which the physical properties of nature are systematically examined. The simple and martial weapons of PL 3 are unchanged from the *Core Rulebook*.





PL 4: INDUSTRIAL AGE

In the fourth Progress Level, the theoretical knowledge of the previous era matures into widespread practical application. The harnessing of hydraulic, steam, and electric power creates an explosion of commerce and industry. Most pulp stories takes place in a PL 4 setting.

Simple Weapons: Unarmed strike, dagger, light mace, heavy mace, sickle, club, morningstar, short spear, handaxe, pistols.

Martial Weapons: Throwing axe, light hammer, light pick, sap, short sword, rapier, scimitar, shotguns, carbines, rifles. All other simple and martial weapons are exotic weapons at this PL.

PL 5: INFORMATION AGE

The Industrial Age relied on chemical power, but in the Information Age, computer technology and electronics rule supreme. This Progress Level represents the current “modern” world, and is the home PL of many anachronistic adventurers.

Simple Weapons: Unarmed strike, dagger, light mace, heavy mace, club, short spear, pistols

Martial Weapons: Morningstar, throwing axe, handaxe, light hammer, light pick, sap, short sword, rapier, scimitar, shotguns, carbines, rifles. All other simple and martial weapons are exotic weapons at this PL.

Special Thanks: To my players and primary playtesters, many of whom have been putting up with crazily overconfident (and sometimes overcompetent) foes in my games for decades. The Fourfold Scions: Ian Allen, M. Newell Curlee, Lj Stephens. Envoys of the Silent Emperor: Carl Gilchrist, John Menzie, Lj Stephens.

PL 6–PL 8: FUSION AGE, GRAVITY AGE, ENERGY AGE

The development of fusion power provides an efficient, nonexpendable energy source that almost obliterates the need for chemical fuel sources signaling the fusion age. Technologies from here forward are the PL of science fiction stories, and are beyond the assumed scope of the Anachronistic Adventurers line.

Simple Weapons: Unarmed strike, dagger, mace light, mace heavy, club, pistols.

Martial Weapons: Morningstar, sap, short sword, rapier, scimitar, shotguns, carbines, rifles. All other simple and martial weapons are exotic weapons at this PL.

USING PROGRESS LEVELS

Every character is assumed to be proficient with a single PL, representing the PL of their background experience. When a character gains simple weapons or martial weapons, check their PL to see what weapons are included in those categories at that PL. Additionally, basic familiarity with all common armor, vehicles, and gear common at that PL is included with proficiency in the PL.

Whenever a character would gain a weapon or armor proficiency he already possesses (such as simple weapon proficiency) from a source tied to a specific era (such as levels of a base class, prestige class, archetype common in the era), he may instead take a Progress Level Proficiency appropriate to the source’s era.

Slightly more detailed rules on Progress Levels and how they can affect play can be found in *Anachronistic Adventurers: The Enforcer*.

WE ERR ON THE SIDE OF AWESOME!

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