



## ANACHRONISTIC ADVENTURERS:

# THE ENFORCER



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

*“That I have taken moments to write down a part of what occurred as that blow fell does not signify that I remained inactive for any such length of time. I think I must have sensed something of what was coming, for I realize now that I was crouched as for a spring as I saw the blow aimed at her beautiful, upturned, pleading face, and ere the hand descended I was halfway across the hall.”*

—Edgar Rice Burroughs, *A Princess of Mars*

The enforcer is the epitome of the modern fighting combatant, from professional soldier to citizen militia, mercenary-of-fortune to experienced insurgent, and from ultimate martial-arts television contestant to mob button man and even police SWAT. The enforcer is trained and skilled at using force to take control of dangerous situations, remain calm under fire, follow a set of rules of engagement, and within those rules adapt and overcome unforeseen obstacles as necessary to achieve victory. The enforcer represents the infantryman, marine, and special forces of the era of modern firearms, and is as adept with tools of personal combat as most modern folk are with a television remote. The weapons used by such warriors vary, depending on the era an enforcer comes from, and they might be as primitive as single-action revolvers and bolt-action rifles, or as complex as assault rifles with laser targeting sights.

And sometimes they end up in fantasy lands, where they are attacked by orcs and need to defend themselves with spears.

The “modern” combatant being stuck in a more primitive, fantasy-themed world is a common trope in a great deal of adventure fiction, especially the “planetary romances” 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 enforcer is the first 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 (does a *wish* spell restore the function of a cell phone?), 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 discuss the idea of Progress Levels (PL), a simple way to determine the general technological advancement of a campaign (and outlined in more detail at the end of this product).

# THE ENFORCER

**Alignment:** An enforcer can be of any alignment.

**Hit Die:** d10

**Starting Wealth:** At 1st level an enforcer begins play with 3d6 x 10 gp.

## CLASS SKILLS

The enforcer's class skills are Climb (Str), Heal (Wis), Intimidate (Cha), Perception (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), and Swim (Str).

Additionally, any character who begins play as an enforcer 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. An enforcer who trained with the FBI to hunt down and kill necromancers in a modern era rife with magic can reasonably select Use Magic Device as an additional class skill. A teenage enforcer who is captain of the high school wrestling team and didn't know magic existed until an enchanted rollercoaster dumped him in a fantasy realm is limited to skills with no ties to magic.

**Skill Ranks per Level:** 3 + Int modifier.

## CLASS FEATURES

All of the following are class features of the enforcer.

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

**Archetype:** Not every enforcer has taken the same path to becoming an engine of destruction, nor do all enforcers use the same techniques to achieve their goals. At 1st level, each enforcer selects an anachronistic archetype to represent his focus and background training. Once selected, this choice cannot be changed. Each archetype provides an enforcer 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 enforcer character rules.

TABLE 1: THE ENFORCER

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



**Enforcer Talents:** As an enforcer gains experience, he learns a number of talents that aid him and confound his foes. At 3rd level, an enforcer gains one enforcer talent. He gains an additional enforcer talent for every four levels of enforcer attained after 3rd level. Unless otherwise specified, an enforcer cannot select an individual talent more than once.

### OKAY, BUT WHY?

The enforcer entry here goes over how to add fighting-men from different eras to a traditional fantasy campaign, but it doesn't talk a lot about why you'd want to do so. The fact of the matter is this: Either the idea of a hero from another time sounds like a good idea to you, or it doesn't. Even if it doesn't, the enforcer can be used as an alternative fighter, using the combatant archetype as the basis for creating more fantasy-themed kinds of warriors.

Other uses exist for this material as well. You can use it to form the basis of a rules set for playing games set in modern settings. Although that's beyond the scope of this product, and it isn't the focus of the *Anachronistic Adventurers* line in general, further products in this line can give more snippets of rules support to create a modern game with fantasy elements. Eventually, there should be enough rules material to allow a GM willing to do a little work to run a game based on vampire hunters, secret schools of wizards, investigators into the unknown, or a science-fantasy game where magic is assumed to be psychic power—all in a modern game setting.

*Burst Into Action (Ex):* The enforcer is always ready for action, and he can explode into full speed without warning. He gains a +2 bonus to initiative checks. Also, as long as the enforcer is not hindered in movement (not entangled, slowed, in difficult terrain, etc.), he is always considered to have a running start for Acrobatics checks made to jump and can charge a foe without moving 10 feet beforehand.

*Conditioning (Ex):* The enforcer has trained himself to resist adverse effects. Whenever the enforcer is subject to one of the following conditions, the duration is halved (durations of 1 round have no effect): confused, dazed, dazzled, nauseated, shaken, sickened, staggered.

*Deadeye (Ex):* The enforcer can land a ranged weapon attack with precision that causes it to deal additional damage. When the enforcer makes a single ranged attack as a standard action, he can add his Intelligence or Dexterity modifier (enforcer's choice) to the damage dealt.

*Duck (Ex):* The enforcer can focus his attention on a single foe and move to avoid attacks from that foe. The enforcer must take the ready action to use this talent, and he should ready it to evade attacks from a specific foe. If that foe attacks the enforcer, his ready action is activated and he can move up to 10 feet, and he gains a +4 dodge bonus to AC against that foe's attacks until the beginning of the enforcer's next turn.

*Extreme Effort (Ex):* This ability allows an enforcer to focus his physical power to accomplish amazing tasks of physical prowess. As a full-round action the enforcer can undertake



a single task that normally requires no more than a standard action as if one of his physical ability scores (Strength, Dexterity, or Constitution) was 6 points higher. This allows the enforcer to make a single ability check or skill check based on the selected ability score with a +3 bonus, or lift a single object using the carrying capacity of a temporarily higher Strength. Extreme effort does not apply to attack rolls, damage rolls, AC, saving throws, or CMB checks, but it can be used to increase the enforcer's CMD for 1 round as a full-round action (bracing against any effort made by foes).

*Firm Footing (Ex):* The enforcer has learned to keep his feet firmly planted, even in the heat of combat. He receives a +4 bonus to his CMD against bull rush, trip, and overrun combat maneuvers.

*Focused Violence I (Ex):* The enforcer can direct his entire focus onto dealing violence effectively. Any time the enforcer makes a damage roll to deal hit point damage, he adds 1 point to the total damage dealt.

*Focused Violence II (Ex):* The enforcer's bonus to hit point damage increases to +2. An enforcer must have focused violence I to take focused violence II.

*Focused Violence III (Ex):* The enforcer's bonus to hit point damage increases to +3. An enforcer must have focused violence I and II to take focused violence III.

*Precision Attack (Ex):* The enforcer can land a weapon attack with such precision that it deals additional damage. Any time the enforcer successfully strikes with a weapon with which he can use Weapon Finesse, he can add his Intelligence or Dexterity modifier (enforcer's choice) to the damage dealt, rather than his Strength modifier.

## 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 enforcers are able combatants who excel at mastering weapons and armor, 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 enforcer 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 enforcer) to represent combatants from multiple different eras and origins by selecting appropriate archetypes. The skills and abilities of a heroic Napoleonic Wars cavalry officer are not the same as those of a WWI marine, but an enforcer and an appropriate archetype

If the weapon would normally add x1.5 or x0.5 his Strength modifier to damage, it uses that multiple for the Intelligence or Dexterity modifier that is added instead.

*Pulverize (Ex):* The enforcer has learned how to find weak spots in objects to break them. Whenever the enforcer attacks an object, he can ignore a number of points of its hardness equal to his Strength score.

can represent both. Although only a few archetypes are presented here, GMs can use them as templates for building new archetypes appropriate for specific kinds of enforcers.

Further, more anachronistic archetypes 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 sub-optimal 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 enforcer class can use any archetypes from those books (for which it meets the prerequisites) in place of an anachronistic archetype. Similarly, any class with a base attack bonus equal to its level can take an anachronistic archetype in place of the archetype package that normally would be available at that point.

*Sucker Punch (Ex):* The enforcer knows the advantage of getting the drop on a foe. He deals +2d6 damage on successful attacks against flat-footed opponents. Effects or abilities that negate critical hits or sneak attacks also negate the additional damage from a sucker punch.

*Supreme Effort (Ex):* When using his extreme effort, the enforcer now acts as if the selected ability score was 12 points higher. An enforcer must be at least 11th level and have the extreme effort talent to select this talent.



*Tough It Out (Ex):* An enforcer's rigorous training and focus often allows him to tough out conditions others can't face. The enforcer can add his Constitution modifier as a bonus to a Reflex or Will saving throw. He can make this choice after rolling the saving throw, but must do so before he knows if the saving throw is successful. An enforcer can do this once per day, plus once for every two class levels.

**Bonus Feats:** An enforcer gains a bonus feat at 4th level, and again at 8th, 12th, and 16th level. These bonus feats must be selected from those listed as combat feats (sometimes also called "fighter bonus feats").

**Enforcement (Ex):** At 20th level, the enforcer becomes the master of calm, planned violence. When making an attack roll or CMB check, the enforcer can choose to "take 10" on the roll. Instead of rolling 1d20 for the attack roll or skill check, the enforcer calculates his result as if he had rolled a 10. When taking 10 on an attack or CMB check, the enforcer never gets a critical threat (nor does he ever fumble, if fumble rules are being used).

## COMBATANT

The most generic of enforcer archetypes is the combatant, which makes the enforcer very similar to the fighter base class. The combatant is the typical brave fighting person, valiant in the face of the enemy and skilled in the tools of the trade. A combatant might have nearly any background involving training in modern combat techniques, from police SWAT officers to soldiers-of-fortune.

**Background Training (Ex):** At 1st level, a combatant selects a bonus feat to represent his background training. Unlike an enforcer's bonus feats, this background feat need not be a combat feat. Alternatively, the enforcer can select to be proficient with light, medium, and heavy armor, and all shields other than tower shields.

**Bravery (Ex):** As the fighter ability. The bonus is +1 at 2nd level, and it increases by +1 for every four class levels beyond 2nd.

**Combat Training (Ex):** At 5th level, the combatant's training in the techniques of conflict gives him the choice between armor training or weapon training (both as the fighter ability). At 9th (and again at 14th and 17th), the combatant gains another training choice. At each level he might increase an existing armor or weapon training (just as a fighter gaining the abilities multiple times does), or take a new training option.

**Bonus Feat (Ex):** A combatant gains a bonus feat at 6th level, and again at 12th and 18th level. These bonus feats must be selected from those listed as combat feats. For purpose of meeting prerequisites for these bonus feats, treat the combatant's enforcer levels as if they were fighter levels.

## DEVIL DOG

The devil dog archetype is designed to represent the tough infantry soldiers of the 1910s through 1940s, who fought in trenches, through jungles, and across continents in two World Wars and numerous lesser conflicts. Alternatively it can work for any professional grunt from that era or somewhat earlier,



mercenaries who operate in low-tech wars in more modern settings, and trained monster-hunters who fight secret wars of brutal simplicity against werewolves and psychics for the mysterious Department 7.

**Armor Training:** Though the silk gambesons, steel waistcoats, and heavy body shields fitted to the torso that made up early efforts at ballistic armor weren't particularly effective, many soldiers of the era were trained to wear them. As a result the devil dog receives armor proficiency in light and medium armor.

**Infantry's Burden (Ex):** The devil dog is trained to carry a full load that could often exceed an untrained person's ability to do so. At 2nd level, when determining the devil dog's carrying capacity, calculate it as if his Strength score was one point higher. This has no effect on his Strength modifier or the impact of penalties due to wearing armor. Add an additional +1 to the Strength score used to calculate the devil dog's carrying capacity at 6th level, and again at 10th, 14th, and 18th level.

**Devil Dog Talents:** The specialties of a devil dog vary by training and experience, often causing two simple "grunts" to be masters of very different skills and tactical options. As a devil dog advances in level, he gains devil dog talents selected from the list below. He gains his first devil dog talent at 5th level, and gains additional devil dog talents at 9th, 13th, and 17th level. Also, whenever a devil dog gains a talent choice from his base class, he can choose one of these devil dog talents instead.

*Amphibious Assault (Ex):* The devil dog has been trained to move through and fight in aquatic environments. He adds half his class level to his Swim checks and takes no penalty to grapple or melee attack checks made underwater.

*Blind Fire (Ex):* Whenever a devil dog suffers a miss chance despite a successful attack roll, he rolls his miss chance twice. If either result hits, the attack is successful.

*Patrol (Ex):* One of the basic functions of infantry is to patrol, be that to guard a home base, seek out leading elements of an enemy force, or help establish control over an area. A devil dog with this talent adds half his class level to Perception checks, and he can take 10 on a Perception check even when distractions or stress would normally prevent him from doing so.

*Pursuit (Ex):* Devil dogs often have their foes on the run and are forced to run after them and even track them down. A devil dog with this talent gains a +5 foot bonus to his movement rate and can make Perception checks to follow tracks as if using the Survival skill.

*Specialty (Ex):* The needs of an army often lead to training its soldiers as specialists, and a devil dog can pick up multiple specialties over the course of a career. When this talent is selected, the devil dog selects one of the following skills: Appraise, Disable Device, Disguise, Escape Artist, Handle Animal, Knowledge (engineering), Knowledge (local), Linguistics, or Survival. That skill is always considered a class skill, and the devil dog gains a +1 bonus to the skill for every five class levels. This talent can be selected more than once. Its benefits do not stack. Each time it is selected, it applies to a different skill.

*Spotter (Ex):* The devil dog has been trained to act as a spotter for the ranged attacks of another character. As a move action, the devil dog can grant one ally able to hear him a +2 circumstance bonus on the next ranged attack roll the ally makes against a target the devil dog has line of sight to before the end of the devil dog's next turn. If the devil dog also has the blind fire talent, he can grant his ally the benefit of that talent instead of the +2 circumstance bonus to the attack roll.

## KNEE-BREAKER

The knee-breaker is an enforcer who hurts people for a living. A few knee-breakers are good-tempered and law-abiding citizens who have taken up employment as bouncers or

professional bodyguards. More commonly, knee-breakers are merciless thugs who bully victims for drug dealers, provide muscle for mob bosses, and support tyrannical dictators in third-world countries. Ultimately the knee-breaker can represent anyone trained in a particularly brutal style fighting, from the masters of impact-heavy martial arts, to the survivor of harsh post-apocalyptic lands, or the tough-as-nails law enforcement officers who regularly face off against criminal knee-breakers.

**Infamous (Ex):** The reputation of the knee-breaker precedes him and colors his dealings with everyone. The knee-breaker can use his Intimidate skill bonus when making Diplomacy checks.

**Master of Disaster (Ex):** A knee-breaker is used to grabbing whatever tool, weapon, or implement is handy when damage needs to be done, and he has learned how to use just about anything as a weapon. A knee-breaker takes only a -1 penalty to attack rolls made with weapons with which he is not proficient (including improvised weapons), and he threatens with improvised weapons on a natural attack roll of 19-20.

**Imposing (Ex):** The ambience of menace that surrounds a knee-breaker often causes the brave-hearted to quail. At 2nd level, the knee-breaker gains a +1 bonus to all Intimidate checks. This bonus increases by 1 at 6th, 10th, 14th, and 18th level.

**Knee-Breaker Talents:** The specialties of a knee-breaker vary by background and personal taste, often causing two thugs to be



feared for very different reasons. As a knee-breaker advances in level, he gains knee-breaker talents selected from the list below. He gains his first knee-breaker talent at 5th level, and gains additional knee-breaker talents at 9th, 13th, and 17th level. Also, whenever a knee-breaker gains a talent choice from his base class, he can choose one of these knee-breaker talents instead.

**Brutal (Ex):** Whenever you deal enough damage to drop a foe or score a critical hit with an attack, as a swift action you can make an Intimidate check to demoralize foes within 30 feet that are able to see and hear you.

**Guard:** Some knee-breakers serve as guards, often protecting a crime boss from rival mobsters (though a few knee-breakers are legitimate professional bodyguards). When a knee-breaker selects this talent, he can take Bodyguard\*, Combat Patrol\*, Ironguts\*, or Lucky Halfling as a bonus feat. A knee-breaker with the Bodyguard feat can select In Harm's Way\* as a bonus feat. The knee-breaker need not meet the prerequisites of these bonus feats. This talent can be selected more than once, and the knee-breaker takes a different bonus feat each time.

\*Indicates a feat from the *Advanced Player's Guide*.

**Maim (Ex):** If a knee-breaker can catch an opponent when it is unable to defend itself effectively from the knee-breaker's attack, he can attempt to maim the target and place it at a disadvantage. The knee-breaker can make a maim attack as a standard action anytime his target would be denied a Dexterity bonus to

AC (whether the target has a Dexterity bonus or not), or when the knee-breaker flanks her target. Ranged attacks can count as maim attacks only if the target is within 30 feet of the knee-breaker.

Rather than deal normal hit point damage, a maim attack forces the target to make a Fortitude save (DC 10 +  $\frac{1}{2}$  knee-breaker's level, + knee-breaker's Strength modifier). On a failed save, the target takes 1d4 Strength or Dexterity damage (as preferred by the knee-breaker). On a successful save, the target suffers a 1d4 penalty to Strength or Dexterity for 1 round. Maim attacks can be made only with weapons that can deal lethal damage, or as part of a grapple. The knee-breaker must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A knee-breaker cannot make a maim attack while striking a creature with concealment. Any effect that prevents a critical hit or sneak attack prevents a maim attack from functioning.

A knee-breaker must be at least 9th level to select this talent.

**Smack Down (Ex):** If the knee-breaker makes a successful melee attack using the Power Attack feat, as a swift action he can also make a CMB check at -4. On a successful check, the target is knocked prone. Abilities that increase a target's CMD against trip attacks work against smack down, and the knee-breaker does not get to add any feat or ability that gives him bonuses to CMB checks made for a trip maneuver.

**Sneak Attack (Ex):** The knee-breaker gains +1d6 of sneak attack, as the rogue ability.



## PRIZE FIGHTER

The ability to focus through pain and chaos, marshal your resources, and accomplish amazing feats of physical prowess is useful in warfare, but it's also a fair description of the traits needed to become a top-ranked professional fighter. The prize fighter is a member of a public, formal fighting spectacle that would have been considered gladiatorial games in ancient times, but is more likely to be called boxing, mixed-martial-arts, no-holds-barred mega-class wrestling, or competition fencing in the modern world. Of course not all prize fighters ever get their chance at stardom (regardless of their skill within the ring), and not all modern organized fights are safe or legal.

The prize fighter can also be used to represent a star athlete, who has trained just as hard and performed under equally stressful circumstances as the prize fighter, but in a physical sport other than fighting. It can also represent an augmented super-soldier, who has been bred/chemically altered/genetically modified/hypnotized to be a better, stronger, faster warrior.

**Skills:** A prize fighter adds Climb and Swim to his list of class skills.

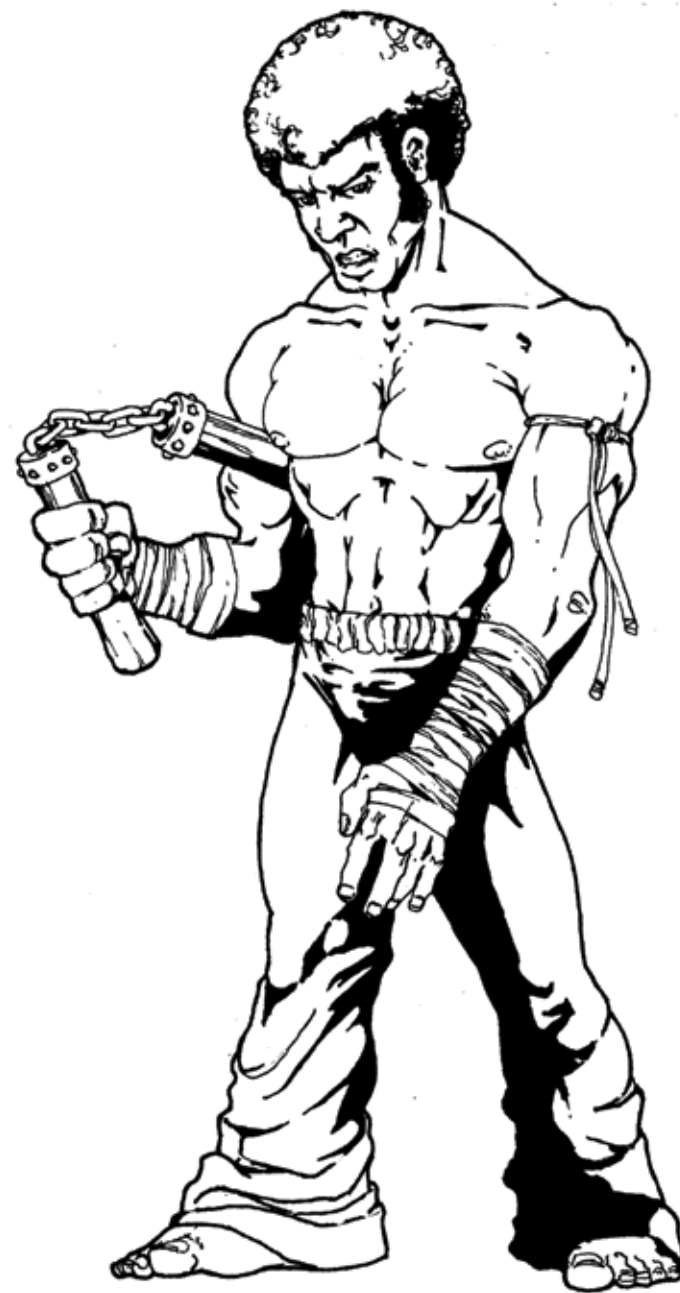
**Grace Under Pressure (Ex):** At 2nd level the prize fighter's ability to remain calm under pressure allows him to select a single skill with which he can take 10, even when stress or distractions would normally prevent him from doing so. The skill selected must be a Strength-, Dexterity- or Constitution-based skill, or a Profession. The prize fighter selects an additional skill he can take 10 with when distracted at 6th level, and again at 10th, 14th, and 18th level.

**Cross-Training (Ex):** A prize fighter is always pushing his physical conditioning, working to improve weaknesses as much as enhance his advantages. At 5th level, this constant undertaking grants the prize fighter a +1 inherent bonus to the lowest of his Strength, Dexterity, or Constitution score. When determining which score is lowest, only the actual score and other inherent bonuses are considered (no magic effects, even long-term magic benefits, apply).

At 9th, 14th, and 17th level, the prize fighter gains an additional +1 inherent bonus, applied to whatever ability score is lowest at the time this benefit is gained. If this would result in the prize fighter having two +1 inherent bonuses to the same ability score or a +1 and a +2, or a +1 and a +3, instead the higher inherent bonus is increased by 1.

**Prize Fighter Talents:** As a prize fighter advances in level, he gains prize fighter talents selected from the list below. He gains his first such talent at 6th level, and gains additional prize fighter talents at 12th and 18th level.

**Adrenaline Rush (Ex):** This ability allows a prize fighter to push himself beyond the normal limits of his physical frame. The prize fighter can undertake a task as if one of his physical ability scores (Strength, Dexterity, or Constitution) was 6 points higher. This allows the prize fighter to make ability checks or skill checks based on the selected ability core with a +3 bonus, or lift objects using the carrying capacity of a temporarily higher Strength. Adrenaline rush does not apply to attack rolls, damage rolls, AC, saving throws, or CMB checks but it can be





used to increase the prize fighter's CMD for 1 round as a full-round action (bracing against any effort made by foes). A prize fighter can use this ability once per day, plus 1 additional time for every 5 levels. Activating the bonus is a swift action, and it last 1d4+1 rounds.

*Clutch (Ex):* The prize fighter is at his most dangerous in desperate situations. Whenever his current hit point total is 25% or less of his maximum hit points, he gains a +2 circumstance bonus to all attack rolls, saving throws, and skill and ability checks.

*Counterstrike (Ex):* The prize fighter is a master of punishing foes for their failures. Whenever a foe attempts a combat maneuver requiring a CMB check, and the maneuver fails, the foe provokes an attack of opportunity from the prize fighter. This is separate from the attack of opportunity provoked by attempting many combat maneuvers.

*Signature Move (Ex):* A prize fighter often trains on a single maneuver and becomes a master of that single attack. Select one melee weapon. You can select unarmed strikes. As a standard action, you can attempt to stun foes you hit with this melee weapon. Treat this as the Stunning Blow feat, except you can deliver the stunning blow with your selected weapon rather than unarmed strikes.

# ANACHRONISTIC EQUIPMENT

It's beyond the scope of a product that presents a single class to introduce all the potential equipment available in the modern era. On the other hand, the enforcer is a modern-age fighter, and however he gets transported to the campaign world, there's a good chance he has a few items with him. Most of those things can be hand-waved without new rules (a lighter is just a multi-use tindertwig, a flak jacket is a high PL breastplate, a machete is a short sword), with the notable exception of guns. Or to be more specific: modern personal firearms.

More than most anachronistic adventurers, the enforcer has a good chance to have a personal firearm on him when he is transported to the fantasy campaign world, and if the character has access to travel back-and-forth between worlds, little is as likely to be on his list of goods to import (and be readily available) than more firearms. Unlike cell phones, computers, and even vehicles, it's easy to carry the ammunition and repair tools to keep a firearm working far from a modern support network.

Given that firearms are likely to be rare and lumped together as "those odd weapons" used by the enforcer, the following equipment lists don't go into details of manufacturer, caliber, gauge, double-action-only, choke, bluing, or any of the other numerous details that separate firearms from each other. Just as a wide range of weapons is lumped together as "short swords,"

a wide range of weapons are codified into just a few categories. If a GM wishes to represent a specific firearm that has different details (weight, ammunition capacity), he can make changes to the firearm entry that seems closest to the desired weapon.

**Cost:** The cost for these items is given in gp, despite the fact gold isn't a common currency in many of the modern lands from which these items come. The listed price is what a firearm costs in a typical fantasy campaign—if it is available at all. If the game assumes some items from a modern world can end up in a fantasy campaign world (and if not, why bother with the enforcer?), some firearms might be available in large bazaars and the back-corners of exotic markets. These prices can be used to determine availability of such items and to gauge their potential impact on a campaign compared to *wands of scorching ray* and *scrolls of fireball*.

None of this is to say a GM is required to allow PCs to buy firearms at every major market just because an enforcer has entered the campaign world. Although guns might exist (after all, a wizard who has seen a firearm might well be able to recreate one with magic even if he lacks the technical gunsmithing skills), they are likely to be extremely rare for a number of reasons. Not only are they complex and odd to fantasy sensibilities, they are exotic weapons to most fantasy warriors, and don't even have the power to penetrate the hide of monsters with DR against nonmagic weapons. A GM should use these prices as guidelines, not a price at which players have a right to expect such items to be available.

When determining how much modern money an enforcer can get for fantasy materials in his modern homeland, look at the prices of trade goods by pound and compare to current prices for a pound of the same material. The value of functional magic items brought from a fantasy campaign to a modern world where such things are unknown is beyond the scope of a product this size, and most likely to involve government interference, scientific testing, and constant burglary efforts by evil cults.

**Size:** Because firearms in the modern era are all built for humans, all the following firearms are Medium weapons. The same core rules used to determine the damage of Tiny and Large melee weapons could be used to determine damage for Tiny, Small, and Large firearms if a GM decided such items exist.

**Simple and Martial Weapons:** The designations for simple and martial weapons are for PL 4 and PL 5. At lower PLs (and some higher PLs), these weapons all qualify as exotic weapons.

**Firearms:** Firearms are a subcategory of projectile weapons. Unlike the typical projectile weapons of the core rules, many firearms can be used one-handed. For purposes of these rules all pistols can be used one-handed, and carbines, rifles and shotguns can be used one-handed with a -4 penalty to attack rolls.

**Capacity:** Most firearms can hold multiple rounds of ammunition before needing to be reloaded. Reloading a modern personal firearm is a move action that provokes an attack of opportunity. (For purposes of feats and special abilities, treat reloading a modern personal firearm as reloading a light crossbow.) A weapon with (m) after its listed capacity is reloaded by changing magazines (or a similar ammunition storage device), allowing the

## HEY, THAT'S NOT HOW FIREARMS WORK!

The personal modern firearms rules presented in this volume do not match the existing official rules for firearms, and this is intentional. While Super Genius Games has a long history of working within the existing Pathfinder game rules, there will be times when we think it better to break away and present a different vision. In this case, the main reason is that we have a specific concept for how personal modern firearms ought to work, especially in the context of a modern adventurer facing a fantasy universe. The firearms rules as they stand simply do not accomplish the effects we think are important, so we created and tested our own. While we're happy with the results, we understand the fact they are different requires some guidance on how the two systems can (or even should) work together.

First, it's important to note that you can use the enforcer class (and classes and material from upcoming Anachronistic Adventurer products) without using our new firearms rules. We've been careful not to design any of the class abilities specifically around our alternative rules system. We have created some feats specifically for our

entire capacity to be restored in a single reload actions. Revolvers and shotguns normally must have each round reloaded as a separate move action, although special tools exist (speedloaders and moon clips) which allow a revolver to be fully reloaded as a single reload action.

**Range:** These weapons have a maximum range of 50 times their range increment. Obviously it's nearly impossible to hit a specific

firearm rules, but those can be omitted without affecting the usefulness of the other material. An enforcer character can be run in games using no firearms, the standard Pathfinder firearm rules (for advanced or regular firearms), or our new alternative firearms rules, and function equally well in any of the three options.

In a game that doesn't normally use firearms, the GM can choose to use just our firearm rules (if an enforcer gets his hands on a modern firearm) or even combine our rules with the existing rules. The official firearm rules for things like the gunslinger class can be used to represent how alchemical firearms work, and the alternative rules presented here be reserved for "normal" guns. The important thing is not to mix-and-match the two systems without giving the potential consequences serious consideration. For example, simply allowing the firearms presented in this book to hit targets with only a touch attack (as the firearms presented in the existing Pathfinder rules do) makes them significantly more powerful. Similarly, firearms presented in other Pathfinder products should not be given the advantage detailed in the Pistol Ranged Attacks section or other firearm combat maneuver options from this product.

target at such range, but the bullet will travel the distance. Shotguns are an exception to this rule and have a maximum range of 10 times their range increment.

**Burst:** The weapon can be used to make burst fire attacks. (See "Firearm Combat Maneuvers" in "Modern Personal Firearms in Combat," below).



## MODERN PERSONAL FIREARMS IN COMBAT

Although modern personal firearms use the same basic rules for attacks, damage, and combat maneuvers as other weapons, their advanced design does result in a few special rules and combat maneuver options, as detailed below.

**Ballistic Critical:** Modern firearms use a special rule to represent their superior penetration of archaic armors: the ballistic critical rule. Although such weapons make normal attack rolls against a target's AC to deal damage, when rolling to confirm a critical threat, the attack roll is made against the target's touch AC. The exception to this is armor or shield bonuses to AC from force effects (such as the *mage armor* or *shield* spells), or ballistic armor from PL 5 or higher cultures (which have the ballistic special quality).

**Kick:** The power of a firearm can throw off the user's aim if the user isn't strong enough to keep the weapon in line with the target. If a modern firearm has a base damage bonus greater than your Strength modifier, you take a penalty to attack rolls equal to the difference. Damage bonuses gained from other sources (such as feats, talents, or magic) do not increase the Strength modifier required to use a firearm without penalties, though the damage bonus from high-velocity ammo does.

For example, Doc Feral (the Man of Iron) is an enforcer with a 14 Strength who has found a portal between his pulp 1930s world and the fantasy land of the Forbidden Kingdoms.

TABLE 2: MODERN WEAPONS

Simple Modern Personal Firearms								
Weapon	Cost	Dam	Crit	Cap	Range	Wt	Type	Special
<b>Automatic Pistols</b>								
Automatic, light	900 gp	2d4	19–20, x2	9(m)	20 ft.	2 lbs.	P	
Automatic, heavy	1,000 gp	2d4+2	19–20, x2	11(m)	30 ft.	2.5 lbs.	P	
Automatic, massive	1,200 gp	2d6+3	19–20, x2	13(m)	30 ft.	3 lbs.	P	
Ammunition	6 gp each	-	-	-	-	0.01 lbs.		
<b>Revolver Pistols</b>								
Revolver, light	900 gp	1d8	x3	6	20 ft.	1.5 lbs.	P	
Revolver, heavy	1,000 gp	1d8+2	x3	6	30 ft.	2 lbs.	P	
Revolver, massive	1,200 gp	1d12+3	x3	5	30 ft.	2.5 lbs.	P	
Ammunition	6 gp each	-	-	-	-	0.01 lbs.		
<b>Shotguns</b>								
Shotgun, light	1,200 gp	3d4	x3	5	20 ft.	3 lbs.	P	
Shotgun, heavy	1,500 gp	4d4	x3	5	30 ft.	4 lbs.	P	
Ammunition	5 gp each	-	-	-	-	0.02 lbs.		
<b>Carbines</b>								
Cavalry Carbine	1,500 gp	2d4+2	19–20, x2	8	60 ft.	6 lbs.	P	
Submachine Gun	1,500 gp	1d8+2	x3	25(m)	40 ft.	8 lbs.	P	burst
Ammunition	6 gp each	-	-	-	-	0.01 lbs.		
<b>Rifles</b>								
Assault Rifle	2,400 gp	2d8+1	x3	24(m)	80 ft.	9 lbs.	P	burst
Hunting Rifle	2,000 gp	2d8	19–20, x2	12 or 8(m)	100 ft.	8 lbs.	P	
Sniper Rifle	2,400 gp	2d10+1	19–20, x2	1	150 ft.	12 lbs.	P	
Ammunition	8 gp each	-	-	-	-	0.02 lbs.		
<b>Gun Accessories</b>								
High-Velocity Ammo	x4	+1						
Sight	1,000 gp	+5 ft.						
Laser Sight	2,000 gp	+10 ft.						

## WHY CAN A CHARACTER SURVIVE PUTTING A PISTOL TO ITS HEAD AND SHOOTING?

It's inevitable that if you give players of fantasy games access to firearms, some of them want to know why they don't deal more damage. After all, as written, an average 5th-level enforcer can shoot himself in the head and not die 100% of the time. So, why is that?

It's for exactly the same reason a character can impale himself on a lance, slit his wrists with a dagger, or hit himself between the eyes with a greataxe and not die. Game mechanically, it's for balance and to keep some random NPC from doing the same thing to a character and killing that character in one blow. Realistically, it's because characters in a roleplaying game can get away with doing all sorts of stupid things that would leave real people dead or maimed, and we simply accept that as part of the heroic adventure genre. Within the context of the fictional game world, many campaigns have official or unofficial

reasons that explain why heroes survive such acts. What those reasons are doesn't matter for purposes of this product, but they should apply to firearms and medieval weapons of death equally.

The rules in *Anachronistic Adventurers: The Enforcer* assume any weapon attack that doesn't put you down just wasn't a solid hit, regardless of the source. So clubs happen to catch a buckle and have much of their force deflected, swords only scratch you, and bullets whiz by your ear leaving powder burns. Or they pass cleanly through the meat of your leg without hitting anything vital or causing shock. Or they hit the brick wall next to you and the damage dealt is from one tiny bit of shrapnel that *didn't* miss your flesh. The ability to survive bullet wounds is no more amazing than the ability to survive lance charges, *fireballs*, or being swallowed whole by a Tyrannosaurus Rex. Modern firearms are effective and dangerous weapons, and they have options most weapons don't, but there's no need for complex new rules to describe how they deal damage.

Within his own land, he carries a heavy revolver, which deals 2d4+2 damage. Since its base damage modifier (+2) isn't higher than his Str modifier (+2), he takes no penalty to attack rolls. However within the Forbidden Kingdoms, while facing dinosaurs, mummies, and eldritch horrors, Doc Feral feels the need for greater firepower. He packs a massive revolver that, with its +3 damage modifier, causes him to take a -1 penalty to attack rolls. Although his shots sometimes go wide, Doc Feral is more than willing to lose a little accuracy for a better chance at putting down the threats the Forbidden Kingdoms have to offer.

## PISTOL RANGED ATTACKS

Because of their small size and ease of use, modern pistols require less concentration to operate than more ancient ranged weapons. A proficient user does not provoke attacks of opportunity when making ranged attacks with a pistol.

## FIREARMS COMBAT MANEUVERS

The greatest advantage of modern personal firearms is not their lethality (getting hit with a greataxe is plenty lethal, even compared to being

shot), but their compact nature and relative ease of use. As a result, you can perform combat maneuvers with modern personal firearms that are not an option for other weapons, as detailed below.

## BURST FIRE

Some modern personal firearms have the ability to burst fire (indicated by the burst special feature on Table 2: Modern Weapons). As a standard action, make a CMB check against your opponent's CMD. On a successful check, you hit the target. For every 5 your CMB check exceeds the target's CMD, the target is hit by an additional attack. Burst fire requires you expend at least 3 rounds of ammunition, and you can expend up to 10 rounds (if your weapon has that much ammunition). You cannot hit the target with more attacks than rounds of ammunition expended. You cannot deal precision damage (including sneak attacks, and any damage type that specifies it does not work beyond 30 feet) with a burst fire attack.

**Unload:** Any modern firearm (PL 4 or higher) can be fired much more rapidly than a bow can be shot, and indeed more quickly than typical melee weapons can be used to make attacks. To represent this, a character can make a single attack with such weapons as a move action, though with a -2 attack penalty. If combined with making a single attack as a standard action, this allows even 1st-level characters to make two attacks per round with a modern personal firearm (one at his normal attack bonus as a standard action, and an unload attack at -2 as a move action).



## WHY DOES STRENGTH ADD TO MY CMB FOR BURST FIRE?

There are two answers to this question. The first is the in-story answer, which is that the stronger a character is, the more easily he can fight the tendency of automatic weapons to “climb” when they fire a lot of bullets very quickly. The recoil of firearms is compounded when its rate of fire is multiplied as is the case with burst fire, so a character’s Strength is more important when making burst fire attacks than with single attack rolls made with a modern personal firearm.

The second is a practical game mechanical answer, which is that it keeps things simple and explains why muscle-bound action heroes do so well with automatic weapons. The CMB/CMD mechanic is the standard for combat maneuvers, and using it for burst fire both keeps things simple, and gives anachronistic adventurers using firearms a good reason to want a high Strength, which matches the adventure fiction that inspires such character ideas.

# ANACHRONISTIC ADVENTURER FEATS

The following feats are designed to work specifically with the class and equipment from *Anachronistic Adventurers: The Enforcer*, and modern character classes from future 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.

## AVOIDANCE

You’ve been trained in advanced arts of avoiding damage in combat.

**Benefit:** You gain an augmentation to your Dexterity bonus to Armor Class. This bonus is equal to half your base attack bonus, to a maximum of +4. This augmentation does *not* stack with any bonus to AC that does not work in medium or heavy armor (including class- or feat-based abilities).

## FANNING

You can burst fire with a pistol.

**Prerequisites:** PL 4, 5, 6 or Proficiency; martial weapon proficiency; Dex 13.

**Benefit:** You can burst fire with a PL 4, 5 or 6 pistol as if it had the burst fire weapon feature. If using single-action revolvers, this represents fanning back the hammer with your off-hand between shots, but the feat applies to all pistols at the listed PLs regardless of the technique required to produce the effect.

**Normal:** Without this feat, only firearms with the burst feature can burst fire.



## AVOIDANCE: WHAT'S WITH THAT?

Obviously one of the most powerful potential feat lines in the Anachronistic Adventurers line includes Avoidance, Improved Avoidance, and Superior Avoidance. A martial character using these three feats can gain a decent Armor Class without worrying about wearing armor, and, at upper levels, he can compete favorably with characters in magic full plate. In addition, although the feats prevent this AC from unlimited stacking with actual armor, it works fine with magic defenses that a wizard or monk might access.

And that is, in fact, the point.

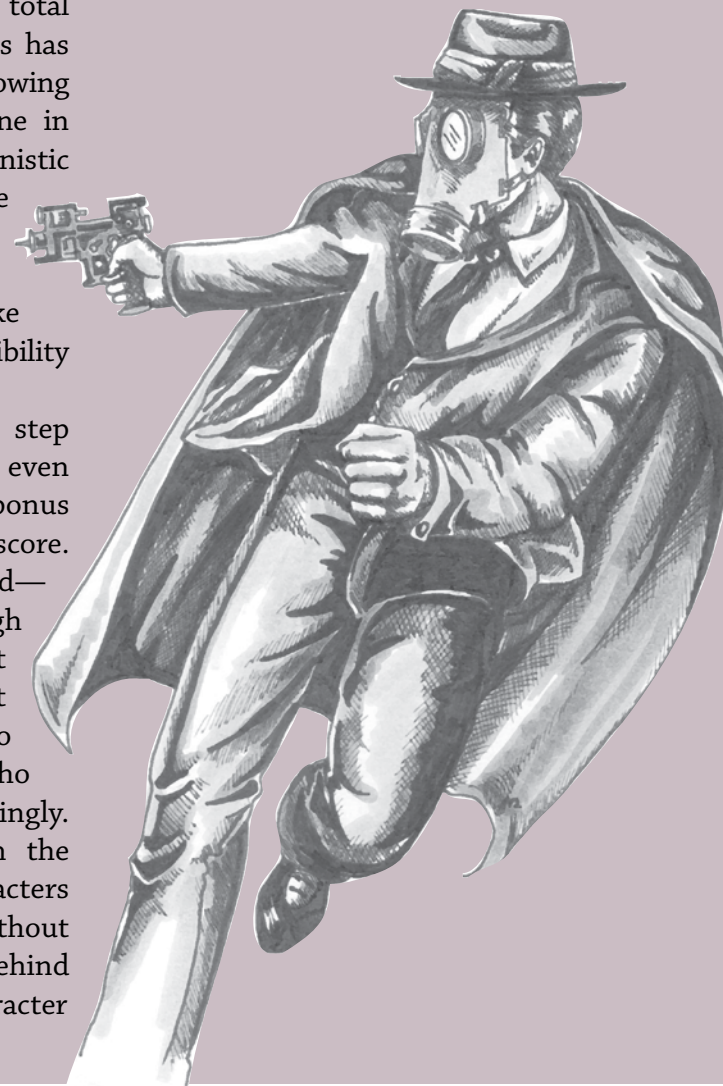
For better or worse, the iconic examples of modern heroes being stuck in a fantasy campaign setting rarely seem to wear much armor. If you stretch the definition of such characters to include modern heroes facing ancient/mystic evils in a modern world, the preponderance of armorless heroes only grows. And although such heroes are often battered and bruised after a conflict, they are rarely bleeding to death or planning on adding a suit of plate mail to their gear.

So, these feats are designed to allow anachronistic player characters to look and act like their fictional counterparts, while remaining effective within the structure of the game rules where it is assumed high-level warriors wear armor (or get an armor bonus from another source). These bonuses aren't built into the character classes for three major reasons. First, although *many* modern heroes forgo armor, not all of them do, and if Lt. Danning wants to put

on a suit of plate mail a few hours after arriving in Midevilia, he should be free to do so without either causing an imbalance or the player feeling as though the character is forgoing a major benefit of the enforcer class. Second, the ability to have a high AC without magic or armor is an increase in power level compared to typical fantasy character builds, and that kind of power increase should have a cost to the character in terms of total options. A character who takes these feats has to decide to give up other feat options, allowing characters who depend on armor to shine in other areas. And third, not every anachronistic adventurer character concept should be able to dodge bullets and duck sword-blows. If a player doesn't see his modern character as having that kind of training he's free to take other feats instead, increasing the total flexibility offered to players.

Improved Avoidance takes things a step further by allowing a character to gain an even greater augmentation to his Dexterity bonus to AC, but requiring a 13 Constitution score. The reason for this requirement is twofold—to represent the hardy endurance through vigilance that is used in modern combat techniques to avoid attacks, and to restrict higher AC options to characters who intend to face combat regularly and who have assigned their ability scores accordingly. Superior Avoidance is the final feat in the chain, designed to allow higher-level characters to continue to have a competitive AC without violating the aesthetic and concept behind common anachronistic adventurer character concepts.

Although these options might seem overpowered for feats, conceptually they are no more amazing than the supernatural powers granted by such concepts as Arcane Strike or the amazing personal growth provided by such feats as Extra Ki. They also produce characters with both the look and effectiveness to make playing a modern warrior in a fantasy setting enjoyable.





## IMPROVED AVOIDANCE

You have learned to use constant vigilance and combat positioning techniques to avoid damage in combat.

**Prerequisites:** Con 13, Avoidance.

**Benefit:** Your augmentation to your Dexterity bonus to Armor Class from the Avoidance feat increases by 4, to a maximum of 8. This replaces (does not stack with) your augmentation from Avoidance.

## IMPROVED BURST FIRE

You are skilled at making rapid attacks with automatic weapons.

**Prerequisites:** Str 13, Dex 13, base attack +1.

**Benefit:** When you make a burst fire attack, you add +4 to your CMB check.

## SUPERIOR AVOIDANCE

You have mastered the use of constant vigilance and combat positioning techniques to avoid damage in combat.

**Prerequisites:** Dex 13, Con 13, Avoidance, Improved Avoidance..

**Benefit:** Your augmentation to your Dexterity bonus to Armor Class from the Avoidance feat increases by 8, to a maximum of 12. This replaces (does not stack with) your increased augmentation from Improved Avoidance.

# 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 WW I US dogface is going to be able to use a dagger, hand axe, 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 dogface 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 computer 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. Communication beyond the local tribe or settlement doesn't exist.

**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 rise of nations, city-states, and empires begins in the Bronze Age. Organized efforts to improve communications allow regional societies to exist. The sword replaces the club and the dagger as the preferred weapon of infantry. 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. Wider dissemination of information becomes possible thanks to more advanced printing techniques. Sea communications dominate in the later part of this stage of development, and sturdy seafaring carracks and galleons open the door to the next Progress Level.

As populations increase and knowledge of agriculture evolves, an increasing percentage of the population relocates into growing cities and towns. 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. The first corporations emerge in the form of trade guilds. The evolution of strong systems of trade and finance tends to distribute a society's wealth more evenly among its members, diluting the power of the nobility.

Tools of warfare undergo a significant revolution. Sophisticated chain and plate armors protect warriors from harm, and elaborate fortifications become something of an art form. 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. Instruments such as microscopes and telescopes enable scientists to greatly extend the range of their observations and discoveries. While PL 3 includes the introduction of the flintlock, many fantasy campaigns assume some PL 3 institutions and equipment have come to exist, perhaps through magic.

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. Developments such as the telegraph, the telephone, and the radio make true global communication possible. Breakthroughs in manufacturing techniques allow the construction of heavy ironclad vessels, rail transportation, and architecture of previously unimaginable size. Pioneers venture high into the atmosphere and descend into the sea's depths. This is the PL of much of the Old West, as well as WWI and WWII. Most pulp stories take 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. Satellite information systems and the Internet connect the globe digitally. 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.

### PL 6: FUSION AGE

The development of fusion power provides an efficient, nonexpendable energy source that almost obliterates the need for chemical fuel sources. Relative to the real world, this is the near future that always seems just over the horizon.

**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.

### PL 7: GRAVITY AGE

As this Progress Level opens, the invention of two key technologies herald humanity's climb to the stars. The gravity induction reactor systematically replaces fusion power as an even more efficient source of energy that can be miniaturized with great ease. The introduction and integration of gravity induction technology leads to the creation of the induction engine, which allows starships to bridge the gap between the stars. This is the PL of science fiction stories, and is just beyond the assumed scope of the *Anachronistic Adventurer's* line.

### PL 8: ENERGY AGE

Powerful personal force screens and energy weapons dominate the battlefield, as projectile weapons finally disappear after ruling the battlefield for a thousand years. This is space opera, and completely beyond the assumed scope of *Anachronistic Adventurers*.



## 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. For example, a character with PL 5 proficiency understands the basic use of a modern computer, but can't even put

on a full suit of plate mail without some trial-and-error or instruction. Conversely, a typical fantasy character familiar with PL 3 technology can use a block and tackle, light a hooded lantern, and use thieves' tools with no special instruction, but won't immediately recognize the function of a modern lighter.

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.

For example, Allison Chanes is a crusading reporter from the 1920s who constantly pokes into the activities of evil cults and bizarre elder beings. One of her investigations results in her being shoved through an eldritch portal into a fantasy campaign world, where she quickly finds evil threats that require less reporting and more sword-wielding. After surviving a few adventures with little more than her wits and the advantage of flash photography, she joins the Temple of Sif and decides to multiclass as a paladin. When she takes her first level of paladin she becomes proficient with all simple weapons, which overlaps with her existing simple weapon proficiency. She decides to instead take Progress Level Proficiency: PL 2, making her familiar with the technology of her largely-medieval surroundings. Lady Chanes has finally settled in.





WE ERR ON THE SIDE OF AWESOME!

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