



ANACHRONISTIC ADVENTURERS:

THE INVESTIGATOR



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

“At length, sick with longing for those glittering sunset streets and cryptical hill lanes among ancient tiled roofs, nor able sleeping or waking to drive them from his mind, Carter resolved to go with bold entreaty whither no man had gone before, and dare the icy deserts through the dark to where unknown Kadath, veiled in cloud and crowned with unimagined stars, holds secret and nocturnal the onyx castle of the Great Ones.”

—H.P. Lovecraft, *The Dream Quest of Unknown Kadath*

The investigator is a searcher for answers, a solver of riddles, and an explorer of the unknown. While many investigators fall into the broad category of “detective,” the class can be used to represent anyone skilled at gathering information, forming theories, and applying knowledge gained in new and innovative ways. Reporters who seek to uncover the truth, scientists who wish to discover the fundamental laws of nature, inventors who want to create new devices, and even physicians who seek to understand diseases and heal the sick are all examples of investigators. Investigators apply knowledge and intelligence the way warriors apply brute force, as their primary tool in overcoming challenges. In so doing, they are often able to solve an extremely broad range of problems.

Of course investigators are often asking questions others would prefer go unanswered. Such inquiries can make enemies, and often have consequences. Occasionally tracking down murderers in the dark alleys of Whitechapel, deciphering Babylonian books bound in human skin, experimenting with alien technology, or asking too many questions about mysterious cults, create such bizarre consequences the investigators end up in fantasy realms where the mysteries are far more deadly, and the resources at their disposal much more primitive.

The “modern” person of great education and intellect being 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 investigator is the second 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 discuss some rules useful in dealing with the detective tropes common to fiction in a number of genres, including gathering clues, preventing investigations from taking over a campaign, making sure a bad die roll never brings a mystery adventure to a total standstill, and the advantages of advanced scientific knowledge. 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 INVESTIGATOR

Alignment: An investigator can be of any alignment, though very few are of a chaotic alignment.

Hit Die: d8

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

CLASS SKILLS

The investigator's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all)(Int), Linguistics (Int), Perception (Int), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Swim (Str).

Additionally, any character who begins play as an investigator 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 cheerleader who fought vampires and witches as a member of an informal hero group in high school can reasonably select Use Magic Device as an additional class skill. A genius curator of antiquities who nevertheless didn't believe in the paranormal until she was sent to a fantasy realm by a copy of the *Necronomicon* is limited to skills with no ties to magic.

Skill Ranks per Level: 7 + Int modifier.

TABLE 1: THE INVESTIGATOR					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Archetype
2	+1	+3	+0	+0	
3	+2	+3	+1	+1	Investigator talent
4	+3	+4	+1	+1	Bonus feat
5	+3	+4	+1	+1	
6	+4	+5	+2	+2	Limited talent
7	+5	+5	+2	+2	Investigator talent
8	+6/+1	+6	+2	+2	Bonus feat
9	+6/+1	+6	+3	+3	
10	+7/+2	+7	+3	+3	Limited talent
11	+8/+3	+7	+3	+3	Investigator talent
12	+9/+4	+8	+4	+4	Bonus feat
13	+9/+4	+8	+4	+4	
14	+10/+5	+9	+4	+4	Limited talent
15	+11/+6/+1	+9	+5	+5	Investigator talent
16	+12/+7/+2	+10	+5	+5	Bonus feat
17	+12/+7/+2	+10	+5	+5	
18	+13/+8/+3	+11	+6	+6	Limited talent
19	+14/+9/+4	+11	+6	+6	Investigator talent
20	+15/+10/+5	+12	+6	+6	Ultimate deduction

CLASS FEATURES

All of the following are class features of the investigator.

PROFICIENCIES: An investigator 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 investigator focuses on the same aspect of their mighty powers of mental prowess, nor do all investigators undertake the same studies or use the same techniques to achieve their goals. At 1st level, each investigator selects an anachronistic archetype to represent his focus and background training. Once selected, this choice cannot be changed. Each archetype provides an investigator 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 investigator character rules.

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

Attention to Detail (Ex): The investigator can catalog and analyze the most minute of details, trusting in her reason to notice facts her instincts may overlook. She may add her Int modifier, rather than her Wis modifier, to any Wisdom-based skill check.

Additionally, whenever the investigator takes 20 on a skill check, she gains a +2 bonus to the total result.

Canny Defense (Ex): When wearing light or no armor and not using a shield, the investigator adds 1 point of Intelligence bonus (if any) per investigator class level to her Dexterity bonus to modify Armor Class while wielding a melee weapon. If the investigator is caught flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus. An investigator with Improved Unarmed Strike is considered wielding a weapon for purposes of this ability whenever she is free to make unarmed attacks.

Canny Maneuvers (Ex): The investigator is able to use her experience and intellect to perform combat maneuvers, rather than depend on physical ability or combat training. She uses her investigator level rather than her base attack bonus to calculate her for CMB and CMD, and may use Int to replace Str and Wis to replace Dex in those calculations.

Canny Strikes (Ex): The investigator is able to use her experience and intellect to hit her foes, rather than depend on strong or swift weapon blows. When making an attack, the investigator may add her Int modifier to her attack rolls rather than Str or Dex.

Careful Tactics: The investigator is able to analyze a situation and form a set of tactics specifically designed to address it. If the investigator can analyze a situation as a full-round action (requiring accurate facts about the situation, though not necessarily direct observation of it) she can select one teamwork feat to grant herself and one ally, +1 ally per 2 investigator levels. The teamwork feat must be one the investigator meets all prerequisites for. Since plans rarely survive contact with a changing situation, the investigator and her allies retain use of the feat for only 2 rounds per investigator



level. The investigator may use this ability once per day, +1 once/day per 3 investigator levels.

Coordinate (Ex): The investigator is able to analyze the actions of friend and foe alike, and coordinate the efforts of her allies to maximize their potential. As a standard action, the investigator may aid another for all allies within 30 feet who are able to see and hear her. Rather than make a melee attack, the investigator makes a special level check (1d20 + investigator level + Wisdom modifier) against a DC of 10 +1 per ally to be aided.

Countering Maneuver (Ex): The investigator can analyze an attack made against her, and capitalize on any flaw in its execution. Whenever a foe makes a CMB check against the investigator that fails to hit her CMD, or rolls a natural 1 (a 1 shows on the d20) on a melee attack against the investigator she may, as an immediate action, make a CMB check with a +4 bonus against the foe's CMD. This check does not provoke attacks of opportunity, and if successful the investigator may choose to disarm the attacker or knock it prone.

Crime Scene Analysis (Ex): The investigator can get a feel for what sort of intelligence committed a crime (or other specific act that leaves behind evidence, such as who set up an abandoned camp, or sewed together a flesh golem, or created a specific forgery, or performed a blood ritual) by careful examination of the scene of the action and interviews with witnesses and locals. This allows the investigator to make a Sense Motive roll (the GM should make the check in private) to learn things about whoever committed the deed being investigated.

The investigator must study the site of a deed for 1d6 x 10 minutes before a check can be made. The DC of the Sense Motive check is 10 + the CR of the perpetrator (or of the highest-level perpetrator for deeds committed by a group). A successful check allows the investigator to determine the number of perpetrators, and the creature type of the highest-CR member.

Like a Knowledge skill used to gain information about a creature, for every 5 points by which this check's result exceeds the DC, the investigator learns another piece of useful information about the perpetrators. Potential information the GM

may choose to hand out includes the total number of perpetrators (if there are more than one), gender, specific race, whether or not the perpetrator is a spellcaster, Strength modifier, Dexterity modifier, specific class, broad motive (greed, personal vengeance, contract killing, etc.), and likely future targets.

An investigator may only make a single Sense Motive check at a given scene, and may not take 10 or take 20. However, if an investigator analyzes additional scenes committed by the same perpetrator, a successful Sense Motive check for analysis reveals this, and additional information gained for every 5 points by which this check's result exceeds the DC is new information about the perpetrator. As a result, each new crime scene grants the investigator a new opportunity to learn about the perpetrator.

Encyclopedic Knowledge (Ex): The investigator has a vast store of knowledge, which she is constantly expanding and refining. She gains a bonus to all Knowledge checks equal to half her investigator level.

Expert (Ex): The investigator's keen mind and analytical skills allow her to become a great expert in any field to which she particularly applies herself, enabling her to outperform even those with the same amount of knowledge and training she possesses. A number of times per day equal to 3 + her Int modifier, the investigator may roll two d20s when making a skill check, using the best value of the two dice to determine her check's result. However, the investigator may only use this ability with those skills she gains a bonus to from a feat (such as Skill Focus or Deceitful).

Follow the Evidence (Ex): The investigator can use evidence to form theories about where further evidence can be gained, even when she cannot yet solve a mystery. Once per day, the investigator can attempt to determine where further information that helps answer a specific question (such as "Who killed guardsman Maillot Pej?" or "How can the Wraith Queen be killed?" or "How did Professor Abitazione contract Rune Peak Spotted Fever?") can be found. The base chance for this is 70%, +1% per class level, to a maximum of 90%. The GM should make this check in secret. On a successful check, the GM reveals a location likely to lead to more clues or hints that could help answer the question (such as the scene of another crime committed by the same perpetrator, or the ancient crypt where moldering scrolls hold secret lore). If not such location exists, or the check is not successful, the investigator cannot come up with any potentially useful location to visit.

Both the player and GM should consider this ability as a useful way for a stalled adventure to be directed to the next encounter, not a method for skipping important parts of any plot.

Follow Through (Ex): The investigator can use her understanding of leverage and anatomy to leave targets of her combat maneuvers disoriented and vulnerable to melee attacks. Whenever she makes a successful CMB check to perform a combat maneuver on a foe, she gains a +4 circumstance bonus on the next melee attack roll she makes against the opponent. This attack must occur before the end of her next turn, and cannot itself be a CMB check.

Forethought (Ex): The investigator has carefully planned ahead for many eventualities lesser minds would not consider. Once per day, she may reroll any one die roll. The decision to reroll must be made before the success or failure of a roll has been revealed, and the investigator must abide by the results of the reroll even if they are worse than the original. At 8th level the investigator may reroll twice per day, and at 16th level three times per day.

Improved Aid (Ex): The investigator can use her quick wits to grant greater help to allies. When attempting to aid another, if the investigator makes a DC 20 check or hits an AC of 20 (rather than the normal DC 10 or AC of 10), her aid another bonus increases by +1. For every 10 higher her check or attack roll is (DC/AC 30, 40, 50, and so on), her aid another bonus increases by another +1.

Irregulars (Ex): The investigator has forged a network of informants and aids from an eclectic and often overlooked group of bartenders, beggars, guards, merchants, porters, and serfs. This acts as the Leadership feat, but the investigator adds half her class level to her Leadership score, and receives only followers (not a cohort).

Alternatively (for campaigns that do not allow the Leadership feat), the investigator receives a bonus equal to half her level on Diplomacy checks made to gather information, and may make such checks in 1/6th the normal time (1d4 x 10 minutes).

Litany of Faults (Ex): The investigator can outline all the shortcomings and weaknesses of creatures in such a way as to drain their self-confidence. The investigator may demoralize foes able to hear and understand her with an

appropriate Knowledge check, rather than an Intimidate. Additionally, the demoralize attempt may apply to all foes of the same creature type and subtype within 60 feet.

Master Linguist (Ex): The investigator is a master linguist, analyst, and codebreaker, able to analyze all forms of communication to determine their meaning. The investigator gains a bonus to all Linguistics checks equal to half her level. Additionally, whenever she encounters a spoken language she does not know, she may make a Linguistics check to glean enough meaning to ascertain the basic message, using the same DCs as when making a Linguistics check to decipher writing. The investigator may also make herself understood in spoken and written form by creatures who do not share a common language with her by making a Linguistics check with the same DC.

Master of Disguise (Ex): The investigator has learned to maximize the value of a few elements to create a convincing disguise, and to apply such elements quickly without sacrificing quality. The investigator can don a disguise in 1/10th the normal time (1d3 minutes), and takes no penalty for attempting disguises to appear to be of a different gender, race, or age (though she suffers normal penalties if disguising herself as a different size category).

Meticulous (Ex): The investigator can consider the best possible avenue for any movement or physical action she takes, using her considerable mental acumen to plot a course of action that compensates for any lack of speed or agility on her part. She may add her Int modifier, rather than her Dex modifier, to any Dexterity-based skill check.



Additionally, whenever the investigator takes 10 on a skill check, she gains a +2 bonus to the total result.

Nose for Trouble (Ex): When facing an apparently harmless or safe situation or locale, the investigator can combine her precise observations about behavior and the environment with extensive experience in dangerous situations and keen instincts to sniff out a potential hidden risk. The investigator may make a Sense Motive check with a +10 bonus as a full-round action. If there is a hidden threat with a specific DC concealing it (such as the DC to discover a trap, or the Bluff check of a secret assassin, or the Disguise check

of a concealed hag) the check uses that DC. Failing such specific efforts to actively conceal a threat, the check has a DC of 20. The check is made in secret by the GM.

On a successful check, if there is a threat present (based on the GM's best guess relating to the circumstances), the investigator gets a hunch that some hidden danger lurks nearby or things are not as they seem. This ability does not allow the investigator to pinpoint a specific threat (though further investigation may do so), but instead gives a vague sense that something is wrong. The investigator may use this ability once per day, +1/day per 2 class levels.

Psychology and Sociology (Ex): The investigator has studied the workings of the conscious and subconscious mind, and can use that understanding to craft plans of negotiation and trust with others (even magical entities and items), rather than depend on her natural social grace. She may add her Int modifier, rather than her Cha modifier, to any Charisma-based skill check. Additionally, her comprehension of her own mental reactions to stimulus gives her a +1 bonus to all Will saves.

Studied Attacks (Ex): An investigator may use her vast knowledge of creatures, as well as her understanding of her own capabilities, to plan attacks to be most effective against specific foes. As a standard action, the investigator may make an appropriate Knowledge check against a creature with a DC of 15 + the creature's CR. If she succeeds, she may grant herself a circumstance bonus of +1/4 levels to hp damage she deals to the creature with any attack she makes that normally deals hp damage. If facing multiple creatures of the same type who have identical defenses, this bonus applies against all of them. The bonus lasts for 1 round/investigator level. The investigator cannot benefit

from this ability against more than one foe (or set of identical foes) at a time.

Studied Defense (Ex): An investigator may use her vast knowledge of creatures, as well as her understanding of battlefield effects and the fog or war, to recommend defensive stances against specific foes. As a standard action, the investigator may make an appropriate Knowledge check against a creature with a DC of 15 + the creature's CR. If she succeeds, she may grant herself or one adjacent ally a circumstance bonus of +1/5 levels to AC against the creature's attacks. (A creature that is denied its Dex modifier to AC is denied this bonus as well.) If facing multiple creatures of the same type who have identical attacks, this bonus applies against all of them. The bonus lasts for 1 round/2 investigator levels. A creature cannot benefit from this ability against more than one foe (or set of identical foes) at a time.

Studied Resistance (Ex): An investigator may use her vast knowledge of creatures, as well as her understanding of cause and effect, to offset the powers and abilities of her foes. As a standard action, the investigator may make an appropriate Knowledge check against a creature with a DC of 10 + the creature's CR. If she succeeds, she may grant herself or one adjacent ally a circumstance bonus of +1/4 levels on all saving throws against the creature's abilities. (A creature that is denied its Dex modifier to AC is denied this bonus as well.) If facing multiple creatures of the same type who have identical abilities, this bonus applies against all of them. The bonus lasts for 1 round/investigator level. A creature cannot benefit from this ability against more than one foe (or set of identical foes) at a time.

Surprising Aptitude: The investigator gains a bonus feat. The investigator need not meet all the prerequisites for the feat, and it must be selected from the following list: Breadth of Experience*, Combat Expertise, Deadly Aim, Dodge, Drag Down**, Extra Rogue Talent*, Go Unnoticed*, Landing Roll**, Nimble Moves, Quick Draw, Step Up, Two-Weapon Fighting.

Unlike the Trained Mind talent, an investigator may not take Surprising Aptitude more than once.

*Indicates a feat found in the Advanced Player's Guide.

**Indicates a feat found in Ultimate Combat.

Trained Mind: The investigator gains a bonus feat. The investigator must meet all the prerequisites for the feat, and it must be selected from the following list: Additional Traits*, Agile Maneuvers, Alertness, Amateur Gunslinger**, Animal Affinity, Armor Proficiency (any), Betrayer**, Blind-Fight, Catch Off-Guard, Cosmopolitan*, Deceitful, Defensive Combat Training, Deft Hands, Disposable Weapon**, Exotic Weapon Proficiency, Field Repair**, Flanking Foil**, Fleet, Improved Initiative, Iron Will, Leadership, Master Craftsman, Persuasive, Point-Blank Shot, Prodigy***, Rapid Reload, Run, Self-Sufficient, Skill Focus, Skilled Driver**, Stealthy, Throw Anything, Weapon Finesse.

This talent may be selected more than once. Each time it grants the investigator a different bonus feat.

*Indicates a feat found in the Advanced Player's Guide.

**Indicates a feat found in Ultimate Combat.

***Indicates a feat found in Ultimate Magic.

Trap Maker (Ex): The investigator has learned to design and create complex traps to injure or capture her foes. The investigator may select one ranger trap, +1 ranger trap per 4 levels, and gains the ability to create the selected traps. She may only make extraordinary traps, but the DC of these traps is not reduced. The investigator treats her class levels as ranger levels for all calculations regarding these traps, and may use her Int modifier in place of her Wis mod for all such calculations. The investigator may use ranger traps a number of times per day equal to 1/2 her class level plus her Int bonus. An investigator must have the trapfinding talent to select this talent. For more information on ranger traps, see Ultimate Magic.

Trap Spotter (Ex): Whenever the investigator comes within 10 feet of a trap, she receives an immediate Perception skill check to notice the trap. This check should be made in secret by the GM. An investigator must have the trapfinding talent to select this talent.

Trapfinding (Ex): The investigator adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). The investigator can use Disable Device to disarm magic traps, and treats her investigator levels as rogue levels for purposes of what traps she can locate and potentially disarm.

Unflappable (Ex): The investigator considers, and prepares for, all eventualities. The investigator is not flat-footed during the surprise round of any combat, and can take a move action or swift action in surprise rounds when she fails to make a Perception check and would not normally be allowed to take any action.

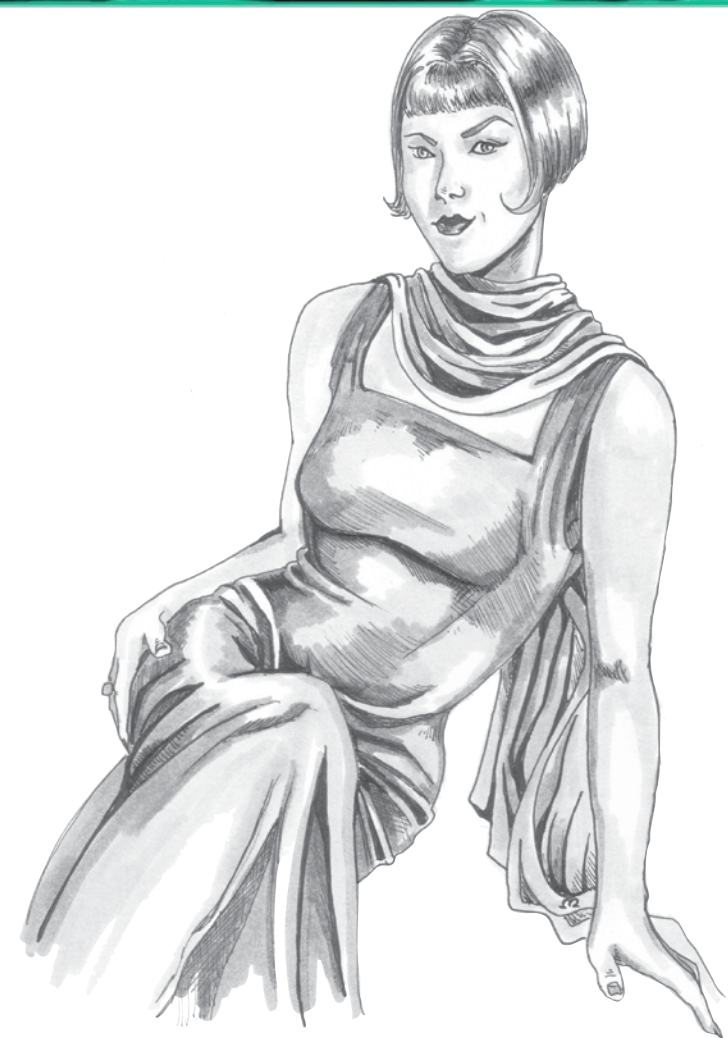
Weapon Training (Ex): The investigator becomes proficient with all martial weapons.

BONUS FEATS: An investigator gains a bonus feat at 4th level, and again at 8th, 12th, and 16th level. These bonus feats must be general feats (not combat feats, item creation feats, or metamagic feats), and the investigator must meet all prerequisites.

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

ULTIMATE DEDUCTION (Ex): The ability of the investigator to put together apparently unrelated clues, her vast catalog of information, the behavior of people, places, and things she has observed, and come to a conclusion that appears magical to those less trained in analysis than the investigator herself. Using ultimate deduction is a free action the investigator may take only once per round, and she may do it a number of times per day equal to half her class level.

This acts as a single question from a *commune* spell (no material component or casting time required), except as an extraordinary



ability it is limited to information a mortal could conceivably know or deduce (though it is not limited to knowledge a mortal could reasonably acquire -- only information it is impossible for any mortal anywhere to know is beyond the reach of the ultimate deduction), and is not subject to spells or effects that block divination magic. When the investigator expends one use of his ultimate deduction ability, she may alternately decide to use it to take 20 on a Knowledge skill check, rather than use its normal commune-like ability.

GREAT DETECTIVE

The great detective is a master crime-solver, able to take facts in at a glance and produce deductions that seem magical to those without his keen mind and razor sharp awareness. While many great detectives are full-time sleuths who work as part of a police force or as private investigators, others are dilettantes who consider some other career their primary vocation (ranging from crime novelist to news reporter to cultivator of orchids). Even the motivations of great detectives vary wildly, from belief in a moral imperative to see justice done to simply seeking a pastime that can keep their considerable intellect challenged. What unites them, however, is both the drive and ability to solve the most mysterious crimes and root out the truth.

STUDY OF PROGRESS (Ex): The need for a great detective to be familiar with a broad range of potential murder weapons and obscure tools encourages them to study the methods and norms of eras of history prior to their own. A great detective begins play familiar with one progress level lower than his own background's progress level.

PROFILE (Ex): At 1st level a great detective gains the Crime Scene Analysis investigator talent as a bonus talent, and receives a bonus to Sense Motive checks made with the talent equal to half his class level (minimum +1). Additionally the great detective can use this talent as a full-round action, rather than requiring the normal 1d6 x 10 minutes.

GREAT DETECTIVE TALENTS: The specialties of a great detective vary by training and experience, often developing in response to long-running struggles against a criminal empire or mastermind villain. As a great detective advances in level, he gains great detective talents selected from the list below. He gains his first great detective talent at

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 investigators are brilliant thinkers able to seek clever solutions to problems in and out of combat, 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 investigator 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 investigator) to represent detectives and researchers from multiple different eras and origins by selecting appropriate archetypes. The skills and abilities of a heroic private eye in a major city of the 1930s are not the same as those of a computer-trained coroner, but an investigator and an appropriate archetype 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 investigators.

Further, more anachronistic archetypes are available in *Anachronistic Adventurers: The Enforcer* (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 investigator class can use any archetypes from those books (for which it meets the prerequisites) in place of an anachronistic archetype.

5th level, and gains additional great detective talents at 9th, 13th, and 17th level. Also, whenever a great detective gains a talent choice from his base class, he can choose one of these great detective talents instead.

Conspiracy Theory (Ex): Whenever the great detective makes a Sense Motive check to use the Crime Scene Analysis talent, he may also make a second check. If the event being investigated was ordered by a creature not actually present at the act, or if the perpetrators answer to a crime lord of thieves' guild, a successful check against a DC of 15 + the CR of the ultimate head of this

crime ring allows the great detective to identify one new fact about the boss or crime ring giving orders to the perpetrators.

Contemplative Trance (Ex): The great detective can, once per day, spend a 1d6 x 10 minutes in uninterrupted meditation to allow her mind to sort through the clues and facts she has gathered and look for patterns and connections not visible to the conscious mind. The contemplative trance acts as a *divination* with 90% effectiveness. As an extraordinary ability, the contemplative trance is limited to information a mortal could conceivably

know or deduce (though it is not limited to knowledge a mortal could reasonably acquire -- only information it is impossible for any mortal anywhere to know is beyond the reach of the ultimate deduction), and is not subject to spells or effects that block divination magic.

In Your Head (Ex): When the great detective is tracking down a perpetrator, he comes to understand his foe's actions and motivations so well that he gains bonuses when opposing the perpetrator. Once a great detective has made a successful Sense Motive check to use the Crime Scene Analysis talent against a perpetrator, he treats that perpetrator as if it was a favored enemy (as the ranger class), using the great detective's class level as his ranger level. The great detective can only be in the head of a single creature at a time. If he successfully uses Crime Scene Analysis against a second perpetrator, he must decide whether to retain his previous foe as a favored enemy, or switch to the new perpetrator.

Manhunt (Ex): The investigator can track down suspects in urban environments, similarly to how rangers track beasts in the wild. To find the trail of an individual or to follow it for 1 hour requires a Perception check, or a Diplomacy check to gather information. The investigator must make another check for every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

The DC of the check, and the number of checks required to track down the quarry, depends on the community population and the conditions:

POPULATION	DC	CHECKS REQUIRED
Fewer than 500	5	1
501-1,999	10	1d3
2,000-9,999	15	1d4+1
10,000-49,999	20	2d4
50,000-99,999	25	2d4+1
100,000+	30	3d4

CONDITION	DC MODIFIER
Every three creatures in the group being sought	-1
Every 24 hours the quarry has been missing or sought	+1
Tracked quarry "lies low"	+5
Aid from a skilled tracker or knowledgeable local	+1
Every doubling of the number of creatures assisting in the manhunt	+1

If you fail a manhunt check, you can retry after 1 hour of questioning. The GM rolls the number of checks required secretly, so the player doesn't know exactly how long the task requires.

The Game is Afoot (Ex): As the great detective hunts his prey, he manages to piece together information with repeated exposure to a perpetrator's work from facts that, on their own, would mean nothing. When using Crime Scene Analysis, the great detective always learns at least 1 new piece of useful information about the perpetrator with a successful Sense Motive check, even if he does not exceed the normal DC by 5.



Truth Ear (Ex): The great detective develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The great detective must be able to observe (see and hear but not necessarily understand) the individual for one minute. With a successful Sense Motive check opposed by the subject's Bluff check result or against DC 15 (whichever is greater), the great detective can tell whether the subject is deliberately and knowingly speaking a lie. This ability doesn't reveal the truth, uncover unintentional inaccuracies, or necessarily reveal omissions in information, only that the creature intentionally told a falsehood in the past minute.

MEDICAL EXAMINER

The medical examiner is an expert at using the healing arts to solve mysterious. While the modern medical examiner uses the art of forensic autopsy to uncover facts about a murder victim, similar heroic roles can be found in many different settings. The medical examiner archetype can also be used to represent the old west dentist who is the only source of medical knowledge in 200 miles, the modern doctor who tracks down rare diseases and treats bizarre ailments, the gaslight mortician who has learned which bodies may raise from the grave as vampires or ghouls, the battlefield medic who has simply seen so much death he has become familiar with its various forms, or even the genius medieval artist who has cut apart bodies to understand how they work purely in hopes of creating better sculptures and paintings..

MEDICAL EXPERT (Ex): The medical examiner is a genius in her own field, and applies her vast intellect to solving medical problems in ways other

professionals cannot comprehend. As a result, she gains a +1 bonus to all Heal checks per 2 class levels. Additionally, each time the medical examiner performs an action that would normally expend a use from a healing kit, there is a percent chance (equal to 50 + the medical examiner's class level) she manages to preserve enough materials she does not actually lose a use from the kit.

MEDICAL EXAMINER TALENTS: The medical examiner archetype is actually used to model a broad range of characters that combine medical knowledge and a keen grasp of analysis. Because even the basic training of a forensic anthropologist varies wildly from that of a Victorian army field medic, medical examiners gain archetype-specific talents earlier than most archetypes. The medical examiner receives her first medical examiner talent beginning at 1st level, and gains additional medical examiner talents at 5th, 9th, 13th, and 17th level. Also, whenever a medical examiner of 7th level or higher gains a talent choice from her base class, she can choose one of these medical examiner talents instead.

Battlefield Medicine (Ex): The medical examiner has as much experience patching up and the living as cutting apart the dead, and can do so under terrible conditions. She can use the Treat Deadly Wounds function of the Heal skill while expending only a single use from a healer's kit (instead of the two normally required). She is also able to apply the Treat Deadly Wounds use of the Heal skill as a full-round action (rather than taking the normal hour).

Differential Diagnosis (Ex): By examining the symptoms of a creature suffering an infliction

(including curses, diseases, and poisons), the medical examiner can identify the affliction and possibly determine how best to treat it. Identifying an affliction requires 1d6 x 10 minutes of study of the afflicted character, and a Heal check with a DC equal to 5 + the save DC of the affliction. If the Heal check exceeds this DC by 5 or more, the medical examiner also discovers how to cure the ailment if a specific treatment is particularly effective (such as a curse from stolen pirate gold that is removed if all the gold is restored to its original location). A medical examiner that does not have Use Magic Device as a class skill suffers a -5 penalty to Heal checks made to use the Differential Diagnosis talent to diagnose a magic affliction.

The medical examiner gains a +5 circumstance bonus to any Heal checks made to treat an ailment that she has identified with the Differential Diagnosis talent.

Greater Battlefield Medicine (Ex): The medical examiner's medicinal treatments are far more effective than most healers'. The medical examiner can apply the Treat Wounds from Caltrops function of the Heal skill as a standard action, and can use the Treat Deadly Wounds function on injuries sustained more than 24 hours ago. Additionally the medical examiner can attempt to use the Treat Deadly Wounds function on a creature that has already benefitted from it in the past 24 hours, though the skill check to do so has a DC of 30. A creature cannot benefit from this function of the Heal skill more than twice in 24 hours.

Lethal Blow (Ex): The medical examiner's experience with mortal wounds and knowledge of anatomy give her a keen understanding of

where best to land blows in combat. The medical examiner gains a 1d6 sneak attack (as the rogue class ability), and a +2 bonus to attack rolls made to confirm critical hits. These bonuses increase to +2d6 sneak attack and +4 to confirm critical hits at 8th level, and +3d6 sneak attack and +6 to confirm critical hits at 16th level.

Mad Doctor (Ex): Some medical examiners seek the job of corpse-cutter more for the cutting than in an effort to solve mysteries or help the sick. When using a light medical cutting implement (bone saw, scalpel, medical knife, or similar improvised weapon designed for medical purposes) the medical examiner can make attacks as if he was wielding a dagger that dealt one die less damage than a normal dagger for his size (1d2 Small/1d3 Medium), and an 18-20 threat range. Furthermore, his base attack bonus for such attacks is figured using his class level rather than normal base attack bonus, and he may add his Intelligence modifier, rather than Strength, to both attack rolls and damage dealt.

Read the Dead (Ex): The medical examiner can examine a body (requiring 2d4 x 10 minutes) to learn about the corpse's lifestyle when it was still living, as well as the circumstances of its death. This acts as a *speak with dead* spell using the medical examiner's class level as the caster level. However, the questions asked may only pertain to the corpse's lifestyle and identifying features (age, gender, race, general health prior to death, quality of nutrition and health care, and so on) and the circumstances of its death (time of death, method of death, whether the corpse defended itself, and so on). The medical examiner can use this ability on bodies in advanced stages of decay or damage, as long as

the majority of the body is present. The ability can be used on a fraction of a corpse, but gets answers only as complete as the corpse it is performed on. (If the medical examiner has only 25% of a body, he gains only a quarter as much information with each question asked as determined by the GM).

Furthermore, any penalties the medical examiner would take to a Heal check made on the corpse (such as lack of proper tools – normally a healing kit – or circumstance modifiers from making such a check in poor conditions) instead apply as a penalty to the medical examiner's effective level for this ability (if the medical examiner's effective level is reduced to 0 or less, conditions are too poor to gain any useful information).

The medical examiner can use this ability only once on a specific corpse. She can use the ability a number of times per day equal to 3 + her Intelligence modifier before mental fatigue prevents useful information being gained from further examinations.

Splint (Ex): Through the careful application of physical aids (such as slings, splints, and even simply prosthetics) and medicinals (to counter or relieve symptoms), the medical examiner can temporarily suppress penalties and conditions suffered by a character. As a full-round action the medical examiner can automatically suspend any penalty or condition that can be removed by a heal check. This temporary suspension lasts 1 minute per level.

As a more involved procedure requiring 1d6 x 10 minutes, the medical examiner can temporarily suspend any ability score drain or damage, penalties to movement, or the bleed, dazed, dazzled, disabled, exhausted, fatigued,



INVENTIONS AND IMPROVEMENTS

INVENTION		CRAFT DC	BONUS COST
ARMOR IMPROVEMENTS			
	-1 armor check penalty	20	+1
	-2 armor check penalty	20	+3
	-3 armor check penalty	20	+5
	+1 max Dex bonus	30	+3
	+2 max Dex bonus	35	+5
WEAPON IMPROVEMENTS			
	+1 to damage	15	+1
	+2 to damage	20	+3
	+3 to damage	25	+5
	+1 to attack rolls	20	+2
	+2 to attack rolls	25	+3
	+3 to attack rolls	30	+4
	+5 ft. to range increment	15	+1
	+10 ft. to range increment	25	+2
KITS AND TOOLS			
	+1 circumstance bonus	15	+1
	+2 circumstance bonus	20	+2
	+3 circumstance bonus	25	+3
ANACHRONISTIC DEVICES			
	+1 PL device	30	+2
	+2 PL device	45	+5

nauseated, paralyzed, shaken, sickened, staggered, or unconscious condition. This suspension requires a Heal check with a DC of 10 + CR of the creature being treated (heroes make bad patients, and the things that take them out are harder to fix than ailments for farmers) and lasts for 1 hour per medical examiner level. The medical examiner may use this talent multiple times on the same target, but each use after the first in the same 24 hours has a cumulative +5 to the Heal check DC.

Using this talent takes 1 use from a healer's kit.

INVENTOR

An inventor seeks to solve mysteries of How, rather than Why or When, and is most interested in the How of tools, machinery, and (depending on the Progress Level of the campaign) electronics. An inventor may be a typical mad scientist seeking to prove its possible to travel to alternate worlds (a common background for those that end up stranded in fantasy settings), a hot rod enthusiast seeking to build a better vehicle, a forgetful professor seeking to construct devices better suited to

INVENTION		CRAFT DC	BONUS COST
VEHICLES			
	+1 on initiative checks	20	+1
	+1-4 occupants	20	+1
	+5-8 occupants	20	+2
	+9-12 occupants	25	+3
	+1 Alternate mode of propulsion	25	+1
	+1 to driving checks	25	+1
	+2 to driving checks	30	+2
	+3 to driving checks	35	+3
	+1d8 ramming damage	25	+2
	+1 to base saves	25	+1
	+2 to base saves	30	+2
	+3 to base saves	35	+3
	+15 ft. to maximum speed	20	+1
	+30 ft. to maximum speed	25	+2
	+60 ft. to maximum speed	30	+3
	Up to double acceleration	35	+2
ANY			
	+50% hardness	15	+1
	+50% hp	20	+1
	Reduce weight 50%	20	+1
	Reduce weight 75%	30	+2

more technologically advanced civilizations, or even a time traveler stuck in a more primitive past, using his advanced knowledge to build better firearms and refrigerators in the old west.

INVENT (Ex):

An inventor has an Invent check, which is treated like a Craft check as well as being used for various inventor abilities (such as prototype, below). The value of an inventor's Invent check is 5 + class level + Int modifier. At first level the inventor has Invent for a

single craft category (as defined by the Craft skill). At each level, he may add one craft category to his list. Thus a 5th level inventor with an Int of 18 has an Invent check of +14, and may use it for five crafts.

When using the Invent check to craft objects, an inventor work much faster than most crafters, but also with more waste. The creator also needs a fairly quiet, comfortable, and well-lit place in which to work. Any place suitable for preparing spells is suitable for

inventing. Inventing an item requires 1 hour of work per 125 gp in the item's base price (or fraction thereof), with a minimum of at least 1 hour. The character must spend the gold at the beginning of the construction process. This process can be accelerated to 1 hour of work per 250 gp in the item's base price (or fraction thereof) by increasing the DC to create the item by 5.

The inventor can work for up to 8 hours each day. He cannot rush the process by working longer each day, but the days need not be consecutive, and the inventor can use the rest of his time as he sees fit. If the inventor is out adventuring, he can be considered to manage 2 hours each day to item creation. This time is not spent in one continuous period, but rather during lunch, morning preparation, and during watches at night. If other time is dedicated to creation, it must be spent in uninterrupted 1-hour blocks.

The inventor can craft any item that could be created with the Craft skill corresponding to the categories he has selected, though he must have appropriate raw materials and tools to do so.

CREATE INVENTION (Ex): The inventor is able to craft new things, though his creations are normally improvements on existing devices (regardless of what name he gives it – an inventor's "Broad-Spectrum Optical Assessment Array" is really a compact magnifying glass with an extra +2 bonus to Appraise checks involving items that are small or highly detailed) or unwieldy versions of devices that will be common in a higher Progress Level civilization.

Creating a prototype requires an inventor to make an Invent check and to have selected

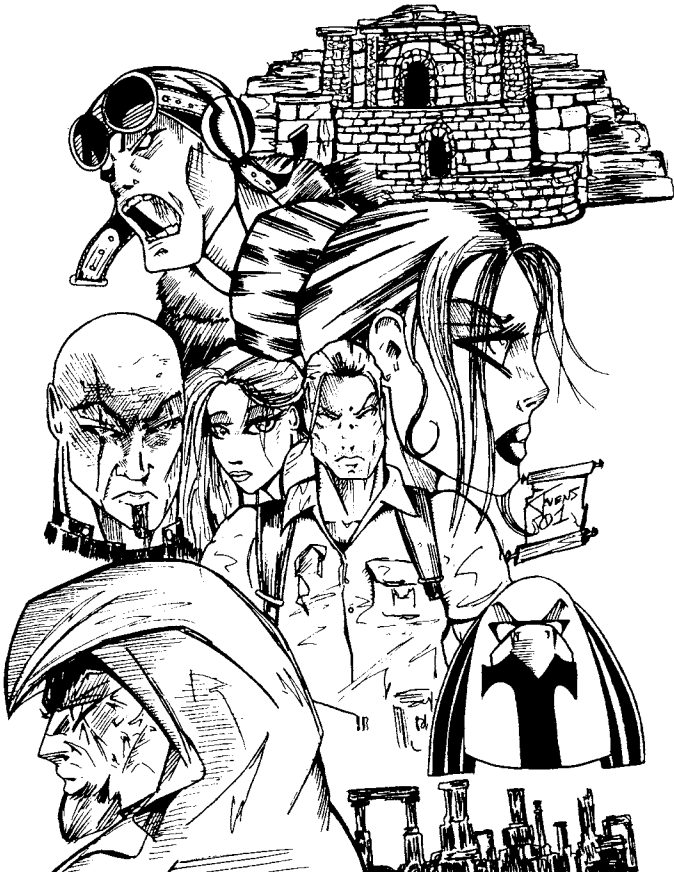
a category of craft matching the Craft skill required

BONUS COST

The cost of an invention is based on how many invention bonuses it has compared to a typical device that serves the same function. Add all the bonuses together and refer to the chart below to determine the inventions cost (which also determine the time it takes to build, using the Invent rules for crafting an object). For each bonus level, the cost is listed as both a flat gp and as a percentage of the core item's base cost: use whichever of these costs is greater. For items with a single use (such as alchemists fire) the final price is divided by 50 for the cost of a single such item.

For example, Professor Champion is a 5th level inventor who is using his knowledge of metallurgy and material science to create a better form of cutting tool. He wants to create a Champion Knife, and builds it as a short sword that is +1 to hit (+2 bonus), +1 damage (+1 bonus), and 50% its normal weight (+1), for a total invention bonus of +4. Looking on Table: Invention Costs he sees this is a cost above the base short sword of +2,400 gp, or +1600% of the short sword base cost of 10 gp, or +160 gp. As the +2,400 gp cost is higher, he knows his final invention cost is 2,410 gp. If Professor Champion had decided to invent a longship (base price 10,000 gp) with a +4 bonus, he'd calculate the final price as +1600%, or 170,000 gp.

INVENTION COSTS	
BONUS	COST
+1	+150 gp/+100% base price
+2	+300 gp/+200% base price
+3	+1,350 gp/+900% base price
+4	+2,400 gp/+1600% base price
+5	+3,750 gp/+2500% base price
+6	+5,300 gp/+3600% base price
+7	+7,350 gp/+4900% base price
+8	+9,600 gp/+6400% base price
+9	+12,150 gp/+8100% base price
+10	+15,000 gp/+10000% base price



INVENTION EFFECTS

The effects of various inventions vary based on the bonus given and the type of invention, as given below.

ARMOR

The armor check penalty reduction for armor inventions is the same as that gained from masterwork armor, and does not stack with it. An armor invention with a +1 reduction to its armor check penalty is functionally a masterwork suit of armor.

WEAPONS

Attack Bonuses: Attack bonuses for weapons are enhancement bonuses, and do not stack with magic enhancement bonuses. A weapon invention with a +1 attack roll improvement is functionally the same as a masterwork weapon.

Damage Bonuses: Weapon damage bonuses from an inventor work differently depending on what weapon is being modified. If it is a muscle-powered

weapon (including all melee weapons in the Core Rulebook, as well as bows and and pretty much any thrown weapon that doesn't use explosives, fuel, or a battery), the bonus applies to the weapon's maximum damage, increasing the die (or dice) used to roll damage. To calculate the new dice used, add the inventor bonus to the weapon's normal maximum, then use the chart below to determine the weapon's new base damage dice. Thus if an inventor upgraded a Medium longsword (normal maximum damage 8) with the +3 damage improvement (raising its maximum damage to 11), the weapon's base damage dice would go from 1d8 to 1d3+1d8.

If the damage is added to a weapon that does not gain a damage bonus from Strength (including alchemist's fire, crossbows, and firearms), the damage bonus is a flat circumstance bonus to damage, which stacks with an enhancement bonus from damage gained by magic weapons.

NEW MAXIMUM DAMAGE	BASE DAMAGE DICE
2	1d2
3	1d3
4	1d4
5	1d2+1d3
6	1d6
7	1d3+1d4
8	2d4
9	1d3+1d6
10	1d4+1d6
11	1d3+1d8
12	2d6
13	1d3+1d10
14	1d6+1d8
15	1d3+2d6
16	1d4+2d6

add to their checks. For example, a mechanical spring-loaded sleeve designed to aid in palming small objects could be allowed as a kit that adds +1 to Sleight of Hand checks.

KITS AND TOOLS

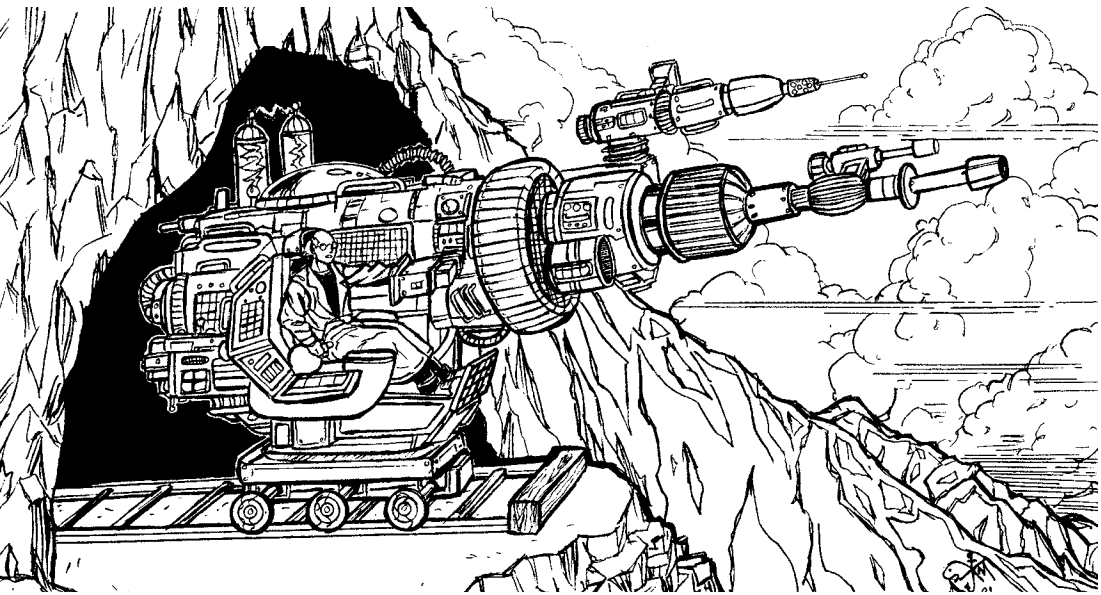
The bonus given to kits and tools is an increase to its existing circumstance bonus to specific skill checks. The GM may, at his discretion, allow new inventions to be created as bonus to skills that do not currently have tools or kits that

VEHICLES

For more information on vehicles (and their statistics), see *Ultimate Combat*.

ANACHRONISTIC DEVICE

Inventors can create devices that duplicate the function of technology available 1 or 2 Progress Levels higher than the setting they find themselves in. For anachronistic adventurers in a campaign more primitive than their background, these are often attempts to recreate specific conveniences they are aware can exist, even if current technology can't normally support them. For other inventors, such devices represent cutting-edge prototypes one step beyond what non-genius inventors can conceive of and create.



Allowing devices of this type into a campaign takes some planning and guesswork on the part of the GM. In many cases a player may wish to invent something no existing rules cover, making it impossible for the GM to look up base prices and sizes in any rulebook. In these instances the GM can simply inform the player such inventions are impossible (before the character spends any time or money working on it), or make an educated guess on the baseline cost and size. If the item is relatively innocuous (an icebox), the GM can just have it cost as much as the additional gp price for an item with its invention bonus. For example, if the GM is running a PL 3 campaign, and decides an icebox is PL 4 equipment, an icebox can simply be priced at 300 gp. If the item is going to have a greater impact on the campaign (and the GM is willing to allow it), a similar piece of equipment from the normal equipment lists can be used as a baseline. For example if an inventor decided he wished to make a steam locomotive, the GM could decide it comes closest to acting like a longship (base price 10,000 gp), and place the final cost at 90,000 gp. (And as the steam giant from *Ultimate Combat* costs 80,000 gp, this seems a reasonable end price.)

INVESTIGATIONS AND MYSTERIES

With a class name like “investigator” it’s only reasonable to take a moment to discuss the ramifications of adding an answer-seeking character class to a game, and how to handle some of the thornier issues that can arise when trying to add more mysteries and investigation into a campaign.

It’s important to note the investigator class has been designed to work in most “typical” campaigns, and a balanced choice of talents can allow members of the class to contribute in classic dungeon crawls, political intrigues, sandbox nation-building, and high-fantasy wars against growing evils. An investigator may not have as many opportunities to shine in a dungeon-stomp as in more urban settings, but that makes the class no different from druids or fighters as operating better in some environments and play-styles than others. Some other specific and common issues are covered below.

1. Know in what kind of adventures your players are interested. The investigator class has been carefully designed to allow for mystery-solving characters in the tradition of Sherlock Holmes and Charlie Chan that gather clues, form theories, question suspects, and eventually come to prove the guilt of a suspect through careful deduction. However, those are far from the only kinds of investigators the rules support. It’s perfectly possible to build archeologists, trailblazers, scientists, mountaineers, and academicians that simply use their wits to help survive the new and dangerous places they insist on exploring. The very reason the class was named “investigator” rather than “detective” was that it’s designed to give players tools for using a character’s intellect to solve problems, but not necessarily to solve crimes. As a result, a GM should consider if there’s even any reason to include more “mystery” adventures just to appeal to the investigator character.

2. Don’t allow a failed skill check to bring an adventure to a halt. This is good advice for any adventure, and it’s one even professionally-produced adventures sometimes forget. If a single missed Perception check means characters miss the



one clue that leads them to the killer, and there's no back-up plan for how to have the adventure proceed if they do miss it, then there's a problem with the adventure design. The same idea applies if an entire adventure lies behind a locked door that can only be unlocked by being picked, and you can only attempt that once before the door seals itself forever.

There's nothing wrong with failed skill checks having consequences – indeed they become largely meaningless if they don't. But those consequences should themselves lead to further adventure. If a group of characters fails to determine who a daring thief is, the thief can strike again, giving them another chance to learn more about him. If a door can't be unlocked, another (more dangerous) passage can be taken into the dungeon. Failing a Sense Motive check to realize the innkeeper (who has been so helpful all along) is really a monstrous killer shouldn't end the game. Instead it gives the innkeeper a chance to catch the characters off-guard. Perhaps he tries to poison them because he believes they're closer to his identity than they truly are. Or he hires thugs to try to kill them, and gives the thugs keys to the characters' rooms. If the characters never manage to discover his identity, he may end up attacking them directly.

3. Don't allow divination magic or special abilities to bypass an entire adventure, but also don't make them useless. It's important to remember that the main purpose of investigator class abilities that mimic divination powers is to find clues and gain an edge over a canny foe, not eliminate the need for adventurous investigation. The same theory applies to existing divination spells, many of which specify they rarely give direct and complete answers. If spells replace the need for the character to actually do any detecting

or deduction, it can invalidate a number of investigator talents. On the other hand, if a campaign establishes that such abilities are going to be able to solve mysteries in a single use, it's better that investigator talents do so as well. (If anyone is going to make various investigator-friendly plotlines into single skill checks or power uses, it should at least be the investigator herself).

On the other extreme, even in games where the GM and player really want to play through looking for clues, interviewing witnesses, forming hypothesis, and delving into the elements of a mystery, it's best not to make divinations and similar powers useless. Players that have selected such spells and powers feel cheated if their efforts to use them result in no information at all. In most cases, a GM can use such sources of information as ways to skip boring interviews with dozens of witnesses, or to point players back in the right direction after they fall for a red herring. Even high-level divination spells are often best used to confirm suspicions or eliminate suspects rather than providing the final solution for a mystery.

On the other hand, if a campaign style calls for investigations to be just another method for quickly getting to a fight, GM and players might all prefer to skip the step-by-step procedures. In games of this sort, treating investigator powers as ways to bypass most detective work might well help the investigator maintain her special status as the solver of riddles and enigmas, without slowing down the rest of the game.

4. Whenever things get slow, throw in a fight. Most characters are built to be effective in a fight, and players of such characters may

well get bored if several encounters in a row are more cerebral or skill-based in nature. (Other groups may prefer such encounters – it's up to a GM to know when the players are restless.) If an investigation is losing the interest of several players, it's a good idea to throw in an extra fight. This may be the equivalent of a wandering monster (investigations often take characters to unsavory sections of big cities, where dangerous criminals may well decide to take advantage of being on their home turf), or may be the side-effect of asking too many questions (even criminals not involved in a specific crime might prefer investigators stop asking questions about underworld society). And of course such fights can be planned into an investigation in advance – if the GM knows the players are going to want to speak with a local snitch, it spices things up if they find the snitch just as some local thugs are going to kill him to keep him quiet.

RESEARCH

When characters need to know the answer to a question and they all fail the appropriate Knowledge check they have three choices—wait until one of them gains a level, pay a sage to find the answer, or engage in research. In some campaigns a fourth choice—use magic to find the answer—may also be available. Conceptually, however, that acts as either succeeding at the initial Knowledge check (if the magic in question has no cost), or as paying a sage (for divinations with a costly material component).

In games with more emphasis on finding answers and seeking out lost lore, it's a good idea to give players a way to do further research on their own, rather than force them to involve

another expert whenever they miss a skill check. Research rules can also be useful for allowing characters to access information a GM rules is not known to any living creature. Rather than each unanswered question becoming one more thing to pay a sage for or burn a divination spell to discover, unsolved questions can become opportunities for further adventure.

BASIC RESEARCH RULES

The basic research rules are designed to allow characters to work on a major question without having their rolls reduced to a single all-or nothing Knowledge check. Instead they are allowed to make a series of checks when they meet certain prerequisites. Each check has a chance of finding some pieces of the puzzle, until eventually a complete answer can be pieced together.

COMPLEXITY AND DEPTH

Research questions are rated with a Complexity (representing how hard it is to find any information relevant to the question) and a Depth (representing how much information must be compiled before an answer can be deduced). Whenever characters meet the prerequisites for making a research roll (see below), they make a Knowledge check. However much the Knowledge check exceeds the research question's Complexity is then subtracted from the question's Depth. When the depth reaches 0 or less, an answer to the question has been cobbled together from hints, clues, theories, and deduction.

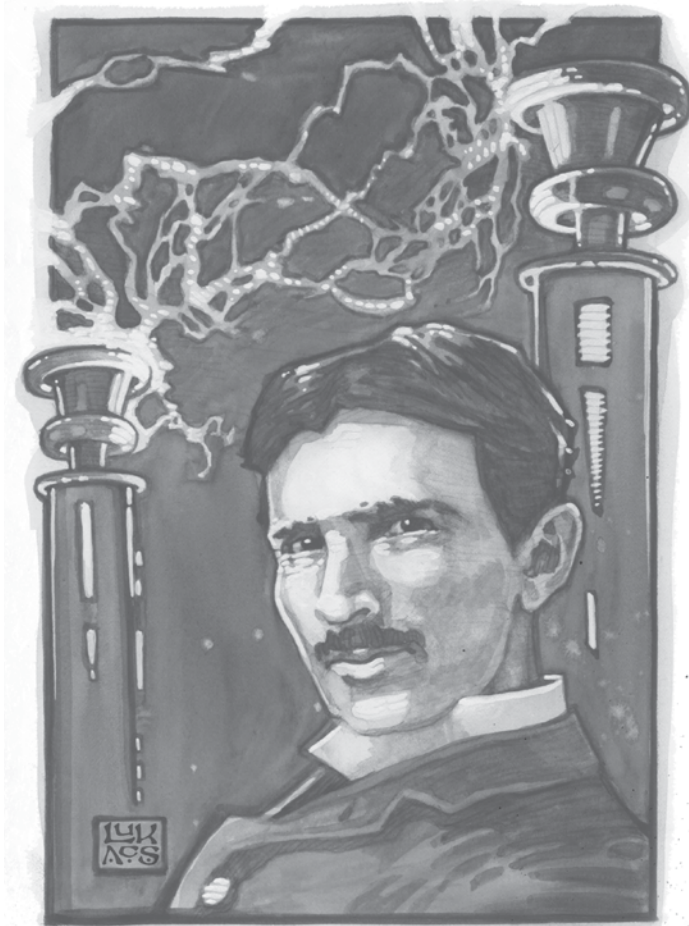
A GM may set the Complexity and Depth at any values he wishes, but as a baseline it's useful to consider what the DC of a Knowledge check

to answer the question in a single check would be, and compare that to the chart below. This also allows the research rules to be used in an effort to answer questions a group has already failed. For example, if a group of 5th level characters have all failed to successfully make a DC 25 Knowledge (nobility) check to determine who the bastard sons of the Bloody Duke of Redcroft are, the GM knows he can treat this as a research question with a Complexity of 15 and Depth of 40 to 49.

KNOWLEDGE CHECK DC	COMPLEXITY	DEPTH
19 or less	10	20-29
20-24	10	30-39
25-29	15	40-49
30-34	20	40-49
35-39	25	45-54
40-44	30	45-54
45-49	35	50-59
50+	35	60+

RESEACH PREREQUISITES

Because research questions require compiling different sources of information and sifting through them to deduce an answer, characters may only make a Knowledge check toward a research question when they meet a prerequisite. In most cases, a prerequisite represents access to a new source of information capable of meeting the Complexity of the research question by taking 10 on an appropriate Knowledge check. Such sources of information may be witnesses to an event, experts in a related field, or research archives (see below). Each prerequisite can only apply to



a single research roll once — i.e. if four people are working together to find the answer to the mystery of Duke of Redcroft's bastard offspring and they visit the retired Castalan of Redcroft to have him make a Knowledge (local) check to recall what he can about the question, his roll applies against the Complexity and depth only once, even if all four characters ask him questions. Any results after his first Knowledge check are just repeating the same information.

If a research prerequisite is a person, that person simply makes an appropriate Knowledge check

and applies it to the Complexity and Depth of the research question. If the prerequisite is a repository of information it works slightly differently, as a research archive.

RESEARCH ARCHIVES

Research archives are collections of information that can be used to seek answers to questions beyond the scope of characters' own knowledge. While research archives are a valued tool for investigators, they can be used by characters of any class who find themselves faced with questions beyond their ability to answer immediately. Research archives may be libraries, royal archives, museums, the lore vaults of the nephilim, church records, school halls, or in rare cases even single tomes of secret lore not available to the general public.

Each research archive has one or more Subjects, each with a Rating. The broadest of subjects match the various Knowledge skills, with each rating being a bonus to Knowledge checks made researching it. In many cases, however, a research archive's information has a much more limited scope than a Knowledge check, or is more detailed in one specific area of knowledge. In these cases, its subjects are listed with sub-topics that have a separate bonus, such as "Knowledge (local) +5, Runepeaks area +15," or "Knowledge (planes) +5, elemental plane of fire +20."

Making a skill check with a research archive (either as part of a research question or as a normal Knowledge check) is not as easy as having a character make a Knowledge check, because the archive is not self-aware. All its lore is stored in books, scrolls, clay tablets, microfiche, and other mediums, and someone must find, read, and comprehend the information before it can be used to answer any questions.

This is the role of the researcher, which may be a librarian or curator of a large research archive, or may be a patron with the skills to find such lore herself. In order to successfully use a research archive's rating for a Knowledge check, the researcher must make a DC 10 skill check with either the appropriate Knowledge skill, or with an appropriate Profession skill (most commonly librarian, curator, or researcher). The time required to make this check is a number of hours equal to 4d6+ the research archive's rating, minus the researcher's skill bonus, minus the PL of the archive's average data storage medium (as computers are faster to search through than clay tablets). No more than 8 hours of research can be undertaken by a single character in a day. A researcher may decide to take 10 on a Knowledge check using a research archive.

For example, the Scarlet Sorceress must learn about the Cult of Seven Hammers, a Knowledge (religion) check for ecclesiastic traditions. Her own Knowledge (religion) bonus is +15, which is respectable but fails to give her the information she seeks. With the matter being urgent, she goes to the Forbidden Books section of Sedgefield University (which she has access to as a professor emeritus). The Forbidden Books section has a +20 bonus on the subject of Religion for mythic history and ecclesiastic traditions. As she dives into moldering books and preserved scrolls, the GM determines the Scarlet Sorceress can't fail her DC 10 Knowledge (religion) check, but must research for 16 hours (4d6 rolls a base of 14 hours, + the archive's rating of +20, minus the Sorceress's Knowledge bonus of 15, minus the average PL 3 of the

archive). After two solid days of reading, the Scarlet sorceress may make a Knowledge check with the archive's +20 rating, and decides to take 10. This gives her a Knowledge check of 30, which is enough to reveal the secrets of the Cult of Seven Hammers.

A few sample research archives are presented below, and the GM may use them as the basis for creating more such locations.

THE BLACK BOOK OF CANTOR MAZEBORN

Form: One 15 lb. book bound in minotaur hide

PL: 3

Subject/Rating: Religion +5 (undead +30).

PENDARAN CHURCH ARCHIVES

Form: A dozen 20 ft. x 20 ft. rooms beneath the Pendaran Cathedral with cabinets full of scrolls, ancient tablets, and folios.

PL: 2

Subject/Rating: Arcana +15 (ancient mysteries +25); Dungeoneering +15; Geography +5 (people +15); History +15 (migrations +20); Local +15 (legends +25); Nature +10 (seasons and cycles +25); Nobility +10 (heraldry +25), Planes +20 (Outer Planes +35); Religion +25 (gods and goddesses +35).

THE PRIVATE RECORDS OF THE DUKE OF REDCROFT

Form: One 10 ft. x 40 ft. room with bookcases

PL: 3

Subject/Rating: Arcana +5 (magical beasts +25); Dungeoneering +5 (aberrations +20); Engineering +5 (fortifications +20); Local +20; Nature +5 (animals, giants, monstrous humanoids +25); Nobility +10 (lineages +30).

RUNEMANCE SCHOOL RECORDS

Form: 27 bookcases scattered throughout the Runemance school catacombs

PL: 3

Subject/Rating: Arcana +25 (arcane symbols +35); Dungeoneering +15; Engineering +15 (aqueducts +20); History +10 (customs and humanoids +20); Local +15 (legends +25); Nature +10 (fey +25); Nobility +5 (personalities +25), Planes +10 (Inner Planes +25); Religion +15 (holy symbols +25).

SEDFIELD UNIVERSITY LIBRARY

Form: 3-story brick library with computers and good lightning

PL: 4

Subjects/Ratings: Dungeoneering +5; Engineering +10; Geography +10 (lands +15); History +10; Local +5; Nature +5; Nobility +10; Religion +5 (mythic history and ecclesiastic traditions +10).

FORBIDDEN BOOKS SECTION OF SEDFIELD UNIVERSITY

Form: 4-story crumbling stone building, previously an asylum

PL: 3

Subjects/Ratings: Arcana +5 (magic traditions +20); History +10; Local +5 (legends +20); Planes +5 (Astral Plane +20); Religion +10 (mythic history and ecclesiastic traditions +20).

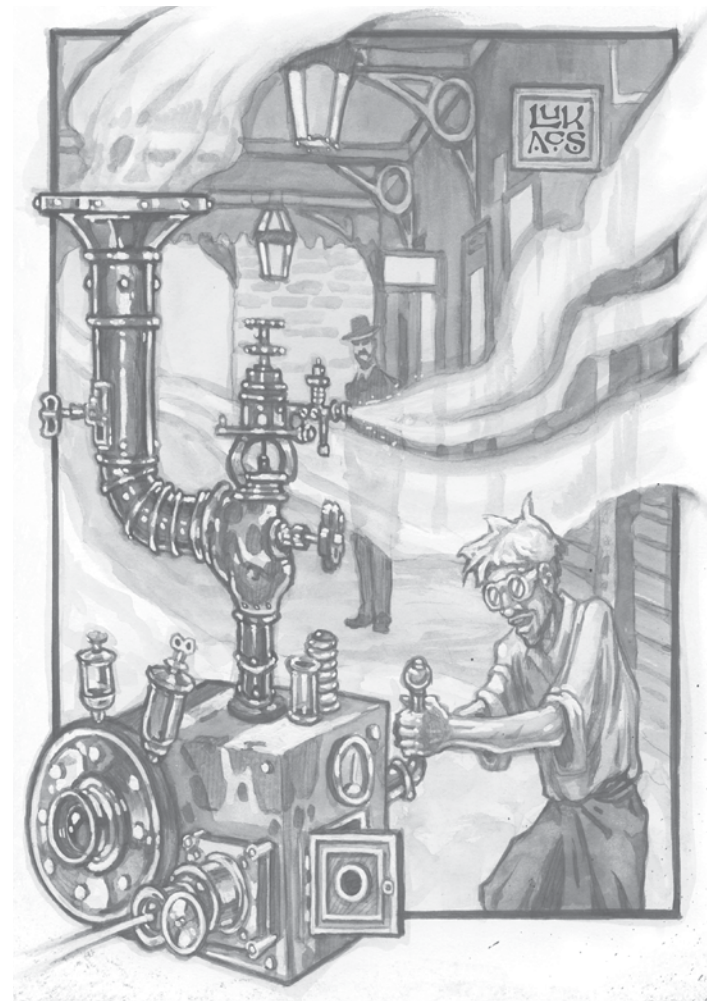
ANACHRONISTIC INVESTIGATION EQUIPMENT

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 investigator is a modern-age criminologist and/or explorer, and

however she gets transported to the campaign world, there's a good chance she has a few items with her. 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 forensic tools. Or to be more specific: modern field forensic kits.

More than most anachronistic adventurers, the investigator has a good chance to have a personal field kit on her when she 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 her list of goods to import (and be readily available) than more detective gear. While cell phones, computers, and chemical labs are going to be difficult to operate and maintain in a fantasy setting, if anyone can figure out how to forge an uplink with her old timeline, it's an investigator.

Given that personal field kits and communications devices are likely to be rare and lumped together as "those strange alchemical/magical tools" used by the investigator, the following equipment lists don't go into details of manufacturer, bandwidth, or even specific details of exactly which forensic tools are within a kit. Just as a wide range of tools is lumped together as "alchemist's lab," or "artisan's tools," the devices and kits most desired by investigators are defined more by what effect they have on game rules than their exact capabilities or contents. If a GM wishes to represent a specific smart phone or field kit that has different details (weight, battery life), he can make changes to the equipment entry that seems closest to the desired equipment.



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 such equipment 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 investigator?), some equipment 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 laptops at every major market just because an investigator has entered the campaign world. Although cell phones and computers might exist (after all, a wizard who has seen a computer might well be able to recreate one with magic even if he lacks the technical electronic and programming skills), they are likely to be extremely rare for a number of reasons. Not only are they complex and odd to fantasy sensibilities, they generally depend on a network of similar devices (or labs) to be of full use, and such networks are hard to build from the ground-up in a world where divination magic makes most computing devices obsolete. A GM should use these prices as guidelines, not a price at which players have a right to expect such items to be available.

EQUIPMENT	COST	WEIGHT
Forensics Kit, PL 3	50 gp	6 lbs.
Forensics Kit, PL 4	75 gp	5 lbs.
Forensics Kit, PL 5	150 gp	4 lbs.
Forensics Kit, PL 6	300 gp	3 lbs.
Forensics Kit, PL 7	600 gp	1 lb.
Forensics Kit, PL 8	1,200 gp	1lb.
GoTo, PL 5	500 gp	1 lb.
GoTo, PL 6	2,00 gp	0.25 lbs.
GoTo, PL 7	10,000 gp	–
GoTo, PL 8	100,000 gp	–

Forensics Kit: A forensics kit contains the tools used to look for evidence at a crime scene. Depending on the Progress Level it is gained at, it may have little more than a magnifying glass, tweezers, and a small bullseye lantern. At more advanced levels of technology, it may include fingerprinting dust, UV lights, chemical materials designed to react with biological fluids, special low-light electronic goggles, flashlights, sample cases, latex gloves, or even micro-computers able to run DNA tests in the field.

Regardless of the PL of a forensics kit it works the same way in game terms, granting a circumstance bonuses on Appraise or Perception checks involving items that are small or highly detailed (as well as to Sense Motive checks to use the Crime Scene Analysis talent). The value of this bonus is equal to the kit's PL -3 (minimum 0), so a PL 4 forensics kit adds a +1 circumstance bonus, and a PL 8 kit adds a +5 circumstance bonus. Forensics kits at PL 3 or less add no bonus to such checks, but do allow fine details to be examined without taking penalties for not having the proper tools to do so.

GoTo: A GoTo is a catch-all term for electronic data devices that either connect to a worldwide computer network to access data or have stored within them vast stores of knowledge equal to entire libraries of print books, and combine that with an ability to contact other electronic devices (ranging from phones to radios to subspace transmitters and ansibles), take pictures, record audio and video, track time, and run simple computer programs. The first, primitive GoTos begin to appear at PL 5, and they become increasingly useful and

ubiquitous in higher PL cultures. They may take the form of cellular phones, watches, electronic pads or tablets, or even interactive tattoos at PL 7 and up.

A GoTo can act as a research archive (see above) on any subject. Its rating on all subjects is equal to 10 + the PL of the GoTo. Of course, if a GoTo requires connection to a network of computers for its data, it becomes largely useless if shunted off to a fantasy setting where no such computers exist (though a *wish* or similar powerful magic might well restore its normal function).

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

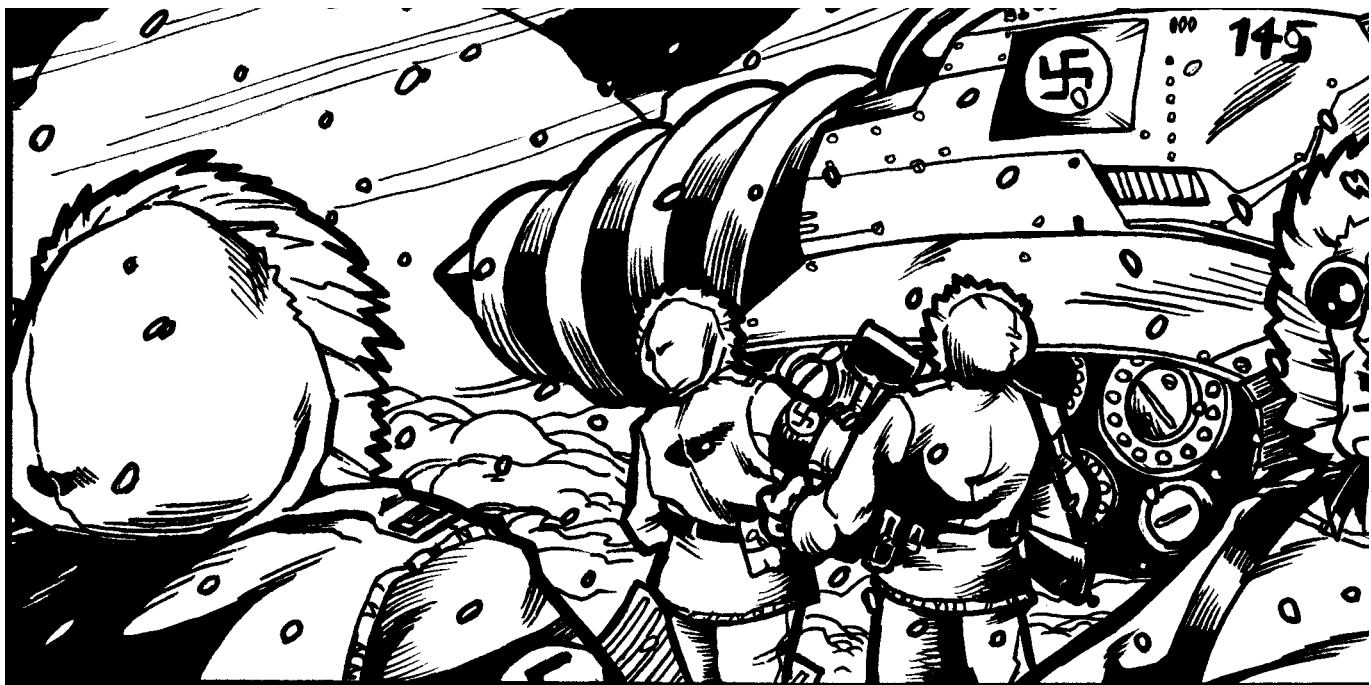
Developments continue in architecture, commerce, metallurgy, and mathematics. Toward the end of this Progress Level, the feudal system, in which a small class of nobles rules a large population of agricultural workers, begins

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.

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*.



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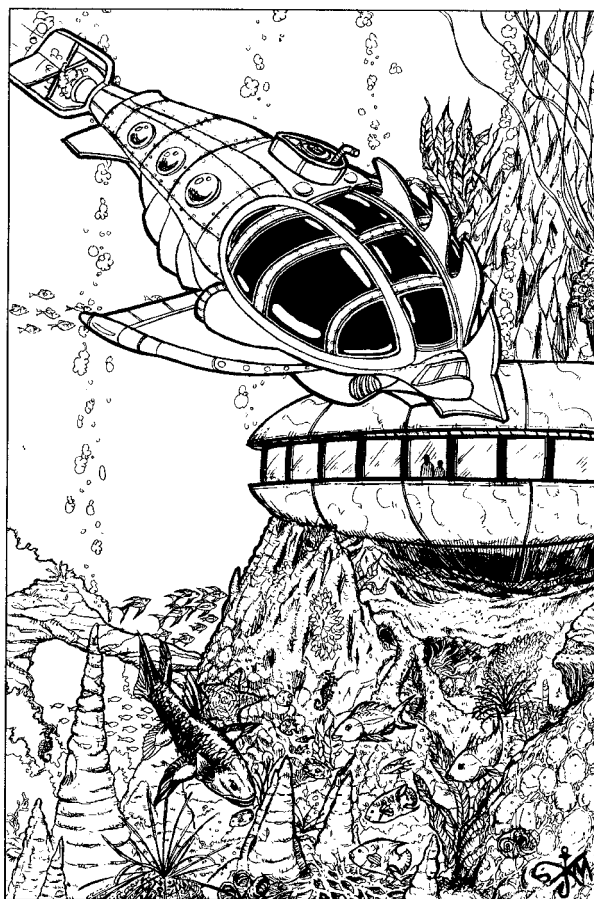
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Special Thanks: To my players and primary playtesters, many of whom have been putting up with too-smart foes in my games for decades. *The Avalanche:* Ian Allen, M. Newell Curlee, Lj Stephens. *The Defenders of Daggerscroft:* Carl Gilchrist, John Menzie, Lj Stephens. And Special Thanks to Ian Allen, creator of the Scarlet Sorceress (used with permission).



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