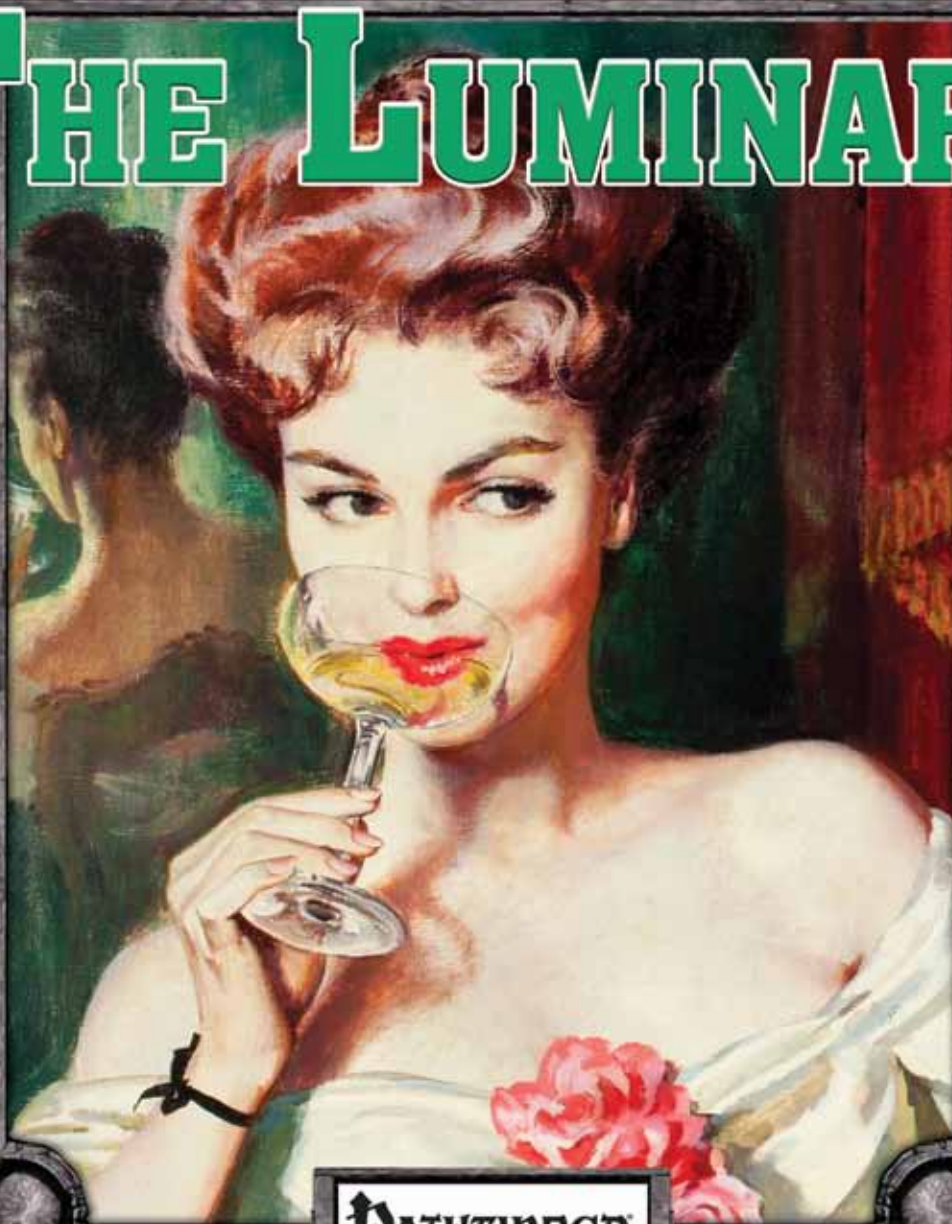




## ANACHRONISTIC ADVENTURERS:

# THE LUMINARY



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

*"I threaded a sufficient number of loops, trying the length over the edge. Then I said to Elsie, who sat cowering, propped against the crag, 'You must come and look over, and do as I wave to you. Mind, dear, you must! Two lives depend upon it.'*

*'Brownie, I daren't? I shall turn giddy and fall over!'*

*I smoothed her golden hair. 'Elsie, dear,' I said gently, gazing into her blue eyes, 'you can always be brave, where those you love are concerned; and I believe you love me.' I led her, coaxingly, to the edge. 'Sit there,' I said, in my quietest voice, so as not to alarm her. 'You can lie at full length, if you like, and only just peep over. But when I wave my hand, remember, you must pull the rope up.'*

*She obeyed me like a child. I knew she loved me."*

– Lois Cayley, *Miss Cayley's Adventures*, Grant Allen

The luminary is an object of constant attention, and often fame. Through force of personality and the ability to read the strengths and weaknesses of those around her, the luminary can bring out the best in her allies and befuddle and vex her foes. A luminary may seem to be little more than a cheerleader or mascot, but her power to control and alter the morale and inspiration of those around her allows the allies of a luminary to do far more with her than on their own, even if they never realize how crucial her presence is to their success.

Since a luminary's force of personality is hard to miss, many take roles that suit the constant attention they inevitably attract. The most well-known luminaries are performers and celebrities, but people with the ability to influence and inspire others can be found in many walks of life. A luminary may be a natural born leader, possibly even a military commander, rebel organizer, or rabble-rouser. Some luminaries work behind the scenes, acting as deal-makers, radio news

announcers, extremist writers, or salacious pleasure-providing criminals. More rarely a luminary may even use her power of gaining attention work to “hide in plain sight,” allowing a spymaster to pose as something innocuous, ranging from a rich playgirl to a vapid celebrity famous only for being famous

**Alignment:** A luminary can be of any alignment.

**Hit Die:** d8

**Starting Wealth:** At 1st level a luminary begins play with 6d6 x 10 gp.

# CLASS SKILLS

The luminary’s class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (geography), Knowledge (history), Knowledge (local), Knowledge (nobility), Knowledge (religion), Linguistics (Int), Perform (Cha), Profession (Wis), and Sense Motive (Wis). Additionally, any character who begins play as a luminary 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 luminary who grew up dividing her time between being a high-school cheerleader and fighting the undead can reasonably select Use Magic Device as an additional class skill. A successful lawyer who did not believe in anything supernatural until she actually found herself employed as a devil’s advocate is limited to skills with no ties to magic.

**Skill Ranks per Level:** 5 + Int modifier.

# CLASS FEATURES

All of the following are class features of the luminary.

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

**Archetype:** Not every luminary is a performer, nor are they all primarily concerned with social issues. At 1st level, each luminary selects an anachronistic archetype to represent her focus and background training. Once selected, this choice cannot be changed. Each archetype provides a luminary 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 luminary character rules.

**Influence (Ex):** A luminary’s powerful personality, compelling motivation, and keen understanding of what motivates people allow her to influence the actions of her allies

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



and enemies. The influence of a luminary is not a generic aura of encouragement that aids everything her friends do and hinders all her foes; instead it represents specific, measured moments when the luminary exerts her persuasive demeanor (and possibly her celebrity) to drive her collaborators to great deeds, or to cause her foes to stumble and fail.

A luminary may use her influence ability a number of times per day equal to her Charisma modifier (minimum 1/day). She gains one additional daily use of influence at 5th level and every 4 levels thereafter. Normally, a subject must be able to see and hear a luminary in order to be affected by the influence ability. If a luminary is aware that a target can only see or hear her, she may expend two daily uses of the influence ability to have it work anyway.

A creature does not have to understand a luminary to be affected by influence, but it must have an Int of at least 2. All uses of influence are considered mind-affecting effects. A luminary cannot affect herself with her own influence ability.

A luminary may create the following effects with her influence.

*\*Harass.* The luminary can use her speech, tone of voice, gestures and timing to make it difficult for a foe to focus on what he is doing. As an immediate or swift action, the luminary can force a foe to reroll any one successful attack roll, skill check, saving throw, or damage roll. The luminary may make this decision after the roll has been revealed to succeed, but before any consequences of that success are known. (Thus a luminary can force a foe to reroll a successful

attack roll with a sword after the attack is known to have hit, but before its damage has been rolled.)

*\*Spur To Action.* As an immediate or swift action the luminary can grant an additional action to any ally. This may be a swift action (taken on the ally's turn) or a +1 increase to the number of attacks of opportunity the ally may take before its next turn. At 8th level, the luminary may instead grant an ally an additional move action taken on its turn or a swift action taken at any time. At 16th level, the luminary may instead grant an ally an additional standard action taken on its turn or a move action taken at any time.

*\*Steadfast Support.* The luminary can convince an ally that an apparently hopeless situation can, in fact, be overcome. As an immediate or swift action, the luminary can allow an ally to reroll any one failed attack roll, skill check, saving throw, or damage roll. The luminary may make this decision after the roll has been revealed to fail, but before any consequences of that failure are known. (Thus a luminary can give an ally a reroll for a failed Reflex saving throw against a *fireball*, but only before the spell's damage is known).

*\*Unsettle.* Through a combination of words, tone, gestures, and obvious attitude, a luminary can throw a foe off his game. A luminary instinctively customizes her unsettling to match her target –frightening cautious mooks, flirting with stalwart guardians, and enraging powerful warlords. The end result is the same – her manipulation of her targets' emotions causes them to be temporarily unable to fully focus on what they are doing.



As a standard action, the luminary forces a foe to make a Will save (DC 10 + 1/2 the luminary's class level + the luminary's Charisma modifier). If the foe fails its save, it suffers a -1 penalty to all attack rolls, ability checks, concentration checks, skill checks, and saving throws for 1 round/2 levels (minimum 1 round).

**Luminary Talents:** As a luminary gains experience, she learns a number of talents that aid her in using her self-confidence to overcome adversity, encourage her allies, and disconcert her foes. At 3rd level, a luminary gains one luminary talent. She gains an additional luminary talent for every four levels of luminary attained after 3rd level. Unless otherwise specified, a luminary cannot select an individual talent more than once.

**Artiste (Ex):** The luminary is a mistress of the arts, and can use her artistic skills to control social situations and convey meaning without making her communications obvious. The luminary may make a Perform check (for any kind of performance she wishes) any time a Diplomacy check is called for, and may use Perform checks to pass secret messages as if making a Bluff check.

**Aura of Calm (Ex):** As a move action, the luminary is able to exude an aura of calm, putting other characters at ease. Characters within 15 feet of the luminary who can see and hear her can take 10 on skill checks, even when stress and distractions would normally prevent them from doing so. At 5th level, the luminary grants allies affected by her aura of calm a +1 bonus to skill checks when they take 10. This bonus increases to +2 at 9th level, and an additional +1 every 4 levels thereafter. A luminary is aware that her aura of calm is an illusion, and does not benefit from her own aura.

The luminary's aura of calm lasts for one minute per luminary level, and she may use it a number of times per day equal to her Charisma bonus (minimum 1/day).

**Beguiling (Ex):** The luminary can weave a web of charm and seduction so thorough that she can actually befuddle a target's better judgment and bring it under her influence. Once per day, if the luminary can talk to a target without significant interruption for five minutes or more she can attempt to convince the target she is its true and trustworthy friend. The target must make a will save (DC 10 + 1/2 luminary's class level + luminary's Charisma modifier) or have its attitude toward the luminary switch to friendly for 24 hours. If the luminary takes any action that would normally cause the target of her beguiling to change its attitude regarding a creature it was friendly toward, the target receives a new saving throw against the beguiling effect. When determining what a beguiled creature will and won't do, the GM may treat the ability as similar to the *charm person* spell.

A luminary may only have one creature beguiled at a time. A luminary may attempt to keep the same creature beguiled for multiple days, but the target receives a cumulative +1 bonus to its saving throw for each day it is beguiled.

Beguiling is a mind-affecting, language-dependent ability. A luminary must have taken the charming talent before she can take the beguiling talent.

**Catharsis (Ex):** The luminary's force of personal magnetism increases to the point that, as a full-round action, she can arouse a single

emotion of her choice in a target. A luminary may select three of the emotions listed below when this talent is taken, which she may instill in targets with the catharsis ability. Once selected, these choices cannot be changed.

The target must be able to see and hear the luminary. The target makes a Will save (DC 10 + 1/2 luminary's class level + luminary's Charisma modifier). (As with most saving throws, the target may choose to fail this save.) If the target succeeds at the saving throw, he is immune to the luminary's catharsis ability for 24 hours. If the target fails, he reacts with a single emotion of the luminary's choice as described below for 1d4 rounds, +1 round per 2 luminary levels, unless the specific emotion states otherwise.

**Awe:** The creature is dazed for 1 round.

**Despair:** The target takes a -2 penalty on saving throws, ability checks, and skill checks. Despair dispels (and is dispelled by) all hope effects.

**Fear:** The target is shaken. Fear dispels (and is dispelled by) all joy effects.

**Hope:** The target gains a +2 morale bonus on saving throws, ability checks, and skill checks. Hope dispels (and is dispelled by) all despair effects.

**Lust:** The luminary selects a single person, place, or object within the target's line of sight to be the subject of its lust. The target gains a +20 foot bonus to its movement when moving closer to this subject, and moves at half speed when moving away from the subject of its lust. Similarly, the target gains a +4 bonus on Strength- and Dexterity-based ability and skill checks to move closer to the subject of its lust, and suffers a -4 penalty to such checks made to move away from the subject.



**Joy:** The target gains a +2 bonus to AC and a number of temporary hit points equal to 1d8 +1/2 the luminary's class level. Joy dispels (and is dispelled by) all fear effects.

**Rage:** The target gains a +2 morale bonus on attack and damage rolls, but suffers a -2 penalty to armor class and may not use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

This ability is language-dependent. A luminary may use catharsis a number of times per day equal to her Charisma bonus (minimum 1/day). A luminary may take this talent more than once. Each time she may select

two additional emotions she may instill with catharsis, and gains an additional two uses per day of the talent.

*Charming (Ex):* The luminary has a bright smile, quick wit, dulcet laugh, or is otherwise just a delight to be in the presence of during social events. When dealing with subjects that are of at least indifferent attitude toward her (not unfriendly or hostile) while in a calm environment (one where distractions or stress would not prevent her from taking 10 on a skill check if she wished to), the luminary adds half her class level to Charisma checks and Charisma-based skill checks.

*Compelling (Ex):* The luminary's personality is even more magnetic than it appears at first glance. Once per day, the luminary may use an ability that has uses per day based on her Charisma bonus or modifier (such as influence class feature, or the catharsis talent) without it counting against her daily limit. She gains an additional free use of one of her Charisma powers for every 3 luminary levels.

*Dilettante (Ex):* A luminary often has access to offers for training from experts and instructors who don't normally take students. As a result, the luminary may add two skills to her list of class skills. This talent may be taken more than once. Each time the luminary adds two additional skills.

*Discern Motivation (Ex):* The luminary can often determine what creatures' motivations are when engaged in social dealings. If the luminary engages in talk or other social interaction with a creature for five minutes or more, the luminary may make a Sense Motive check (DC 10 + target's Bluff bonus, or 10 + target's CR, whichever is higher) to determine what the target's designs are with regard to its current statements and actions toward the luminary and/or her allies. The luminary may never take 10 on this check, and the check is made in secret by the GM. If the check succeeds, the GM tells the luminary if the target's intentions are Helpful (to the best of its ability the target is genuinely attempting to assist the luminary), Indifferent (the subject has no strong opinions about the luminary, nor a vested interest in the luminary's actions), Evasive (the subject wishes to keep some noteworthy plan or fact secret from the luminary), or Transparent (the subject is making no effort to hide its feelings or motives – everything it is saying may be taken as face value).



If the check fails, the GM tells the luminary no motivation can be ascertained. If the luminary fails the check by 10 or more, the luminary gains the feeling the target is Transparent in its current dealings regardless of its true motivations.

*Favors (Ex):* A luminary often has colleagues, fans, mentors, patrons, protégées, and devotees who wish to do things for her. Once per day, when the luminary has access to a population that is at least indifferent to her, she may call in a favor. This is a single act performed by a typical member of the population. When determining what favors are granted, the GM should treat this as an average NPC of the area acting as if it had an attitude of friendly towards the luminary for purposes of a single effort on its part (see the Diplomacy skill). The luminary may specify what favor she wants (access to an invitation-only party, a place to stash an injured friend, loan of a horse and wagon to move a pile of loot, an audience with a reclusive scholar), but not who gives the favor.

This talent may be taken more than once. Each time it is selected it may be used one more time per day.

*Flourish (Ex):* The luminary has learned a combat style that takes advantage of her ability to make grand gestures and postures look noble and dashing rather than silly or overblown. When attacking with such flourishes, the luminary both makes attacks from unexpected angles and boosts her own self-confidence, making her attacks more accurate. Whenever the luminary makes an attack roll she would normally be allowed to add her Dexterity modifier to, she may instead add her Charisma modifier.

*Gift of Gab (Ex):* The luminary can make a Bluff check to deceive someone as a move action (rather

than requiring at least 1 round to do so), and may make Bluff checks to deliver a secret message in the same time it would take to deliver normally.

*Hearten (Ex):* Through the use of inspiring speech and setting a stalwart example, the luminary can reduce the power of fear effects and negative emotions on her allies. As a move action, the luminary can cause all allies able to hear her who are suffering from the cowering, frightened, or panicked conditions to only suffer from the shaken condition. This reduction in the severity of the fear effect lasts a number of rounds equal to her Charisma modifier (minimum 1 round). Additionally, when the luminary uses this ability, any ally able to hear her may also make a new saving throw to end any one effect with the emotion descriptor that is affecting it.

Constantly cheerleading others is emotionally draining. The luminary may use *hearten* a number of times per day equal to 3 + her Charisma bonus.

*Impassioned Plea (Ex):* Once per day, the luminary may make a Diplomacy check to change the starting attitude of an individual as a full-round action. She may instead use this ability to influence a group's attitude (see Group Diplomacy, below), if her luminary level is as high as the penalty to Diplomacy checks for the group's size. She still must be able to be heard by the majority of a group in order to attempt to influence the group's attitude.

*Inspired (Ex):* The luminary can sometimes inspire herself to achieve things that should by rights be beyond her. As a result, she may treat any ability score as a 13 when meeting feat prerequisites (even for non-bonus feats).

She may also select one of the following feats as a bonus feat. She must meet the feat's prerequisites. Acrobatics, Additional Traits\*, Alertness, Animal Affinity, Athletic, Blind-Fight, Catch-Off Guard, Combat Expertise, Cosmopolitan\*, Dodge, Enforcer\*, Fleet, Intimidating Prowess, Persuasive, Quick Draw, Run, Skill Focus, Stealthy.

A luminary may select this talent more than once. Each time, she gains an additional bonus feat from the list, and may treat all her ability scores as being one higher than 13 for feat prerequisites (14 if selected twice, 15 if selected three times, and so on).

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

*Jeer (Ex):* The luminary can attempt to enrage a foe so it throws caution and tactics to the wind and attacks the luminary, even when other choices might be wiser. The luminary must either take a full-round action to insult the target (who must be able to hear and understand her), or must successfully hit the target with an attack that deals hp damage, and choose to deal half damage (in which case the wound itself is an insult – often from the luminary carving her initials into the target).

The target of a *jeer* must make a Will save (DC 10 + 1/2 luminary's class level + luminary's Charisma modifier). On a failed save, the target is enraged at the luminary, and wants to harm her. Any round the target does not attack the luminary (using the definition of attack given in the *invisibility* spell), the target takes a penalty on all attack rolls, skill checks, concentration checks, and Will saving throws equal to the luminary's Charisma bonus (minimum -1). If



it is not possible for the target to attack the luminary (if the target cannot see or reach the luminary, for example), but the target takes at least a move action to attempt to change circumstances so it can attack the luminary on its next round (GM's discretion), the target does not take penalties from the jeer ability.

The target remains affected for a number of rounds equal to  $1d4 + 1/2$  the luminary's class level. A luminary may use jeer a number of times per day equal to  $3 +$  her Charisma modifier.

*Laugh It Off (Ex):* As a standard action, the luminary can mock a specific action or attack taken by a foe, convincing the enemy to cease using a specific tactic. The luminary selects a weapon, combat maneuver, spell, or extraordinary, spell-like or supernatural ability the target used in the past round. The luminary mocks the target's choice of using the selected weapon, maneuver, or ability, and forces the target to make a Will save ( $DC\ 10 + 1/2$  the luminary's class level + the luminary's Charisma modifier) or be convinced not to use the weapon, maneuver, or ability for  $1d4$  rounds. The target is free to use similar abilities or weapons, he is only restricted from using exactly the weapon, maneuver, or ability selected by the luminary.

For example, Betsy "Blaze" Carson is a 7th level luminary with a 16 Charisma, She is taking cover behind an altar while a thug with a tommygun sprays down the area around her. Hoping to buy enough time to close the distance between her cover and the thug, Blaze uses laugh it off to mock him as being such a weak fighter that he has to use a machine gun against an unarmed target. She forces the thug to make a DC 16 Will save ( $10 + 3$  for  $1/2$  her levels  $+3$

for her Cha bonus), and he fails. The thug now can't use the tommygun for  $1d4$  rounds. He's free to throw grenades, pull out a pistol, or even rush Blaze's location – he just can't use the tommygun.

A luminary may use laugh it off a number of times per day equal to her Charisma bonus (minimum 1/day).

*Shrug It Off (Ex):* As a standard action, the luminary can convince an injured ally that the harm the ally sustained is not as serious as it first appeared, allowing the ally to access greater reserves of endurance and drive. This restores  $1d6$  hp of damage to the ally,  $+1d6$  at 3rd level and every two levels thereafter. A creature cannot be healed above 50% of its hit point total by a use of shrug it off, and a creature can only benefit from a specific luminary's shrug it off once per day.

A luminary may use shrug it off a number of times per day equal to her Charisma bonus (minimum 1/day).

**Limited Talent:** At 6th level, a luminary gains another talent, but is limited to only those talents granted by the core luminary class itself, and even then only to talents that do not grant access to a feat, bonuses (for the luminary or her allies) on saving throws, attack rolls, armor class, or damage, or that grant the luminary an ability that allows a saving throw. Thus the luminary can't use this talent to select a talent given by an archetype, nor to take flourish, jeer, or similar talents. The luminary gains another limited talent at 10th level, and every 4 levels thereafter (14th, 18th, and so on).



## 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 luminaries are likeable characters with powerful personalities, able to alter social situations and bring about powerful emotions in friends and foes alike, 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 luminary 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 luminary) to represent famous philosophers, generals, movie stars, and torch singers from multiple different eras and origins by selecting appropriate archetypes. The skills and abilities of a pulp era gangster who has somehow become seen as a hero of the very people he is robbing are not the same as those of an opera singer who secretly wages a war against

the cabal of flesh golems who seek to control all advanced art in the world, but a luminary with an appropriate archetype can represent either. Although only a few archetypes are presented here, GMs can use them as templates for building new archetypes appropriate for specific kinds of luminaries.

Further, more anachronistic archetypes are available in *Anachronistic Adventurers: The Daredevil*, *Anachronistic Adventurers: The Enforcer*, *Anachronistic Adventurers: The Investigator*, and *Anachronistic Adventurers: The Tough* – and yet more will be presented in upcoming *Anachronistic Adventurers* products. 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 luminary class can use any archetypes from those books (for which it meets the prerequisites) in place of an anachronistic archetype.

**Luminous (Ex):** A luminary of 20th level or higher can use her influence class feature to cause one enemy to become an ally (at least temporarily) or be partially incapacitated by strong emotion. To be affected, the target must be within 30 feet of the luminary and able to see and hear her. The target receives a Will save (DC 10 + 1/2 the luminary's level + the luminary's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the target is staggered for 1d4 rounds, and the luminary cannot use luminous on that creature again for 24 hours. If a creature's saving throw fails, its attitude toward the luminary becomes Helpful for 24 hours, after which it resets to an attitude of indifferent (though actions toward it can cause its attitude to change normally after that). Luminous is a mind-affecting charm effect that relies on audible and visual components, and counts as a use of the influence class feature.

## ARCHETYPES

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

### CELEBRITY

Some people just become famous. A celebrity may be a renowned poet, a local hero who everyone hears about, an amazing artist or performer, a scholar or scientist who speaks in a way others find mesmerizing or fascinating, or just someone who for some reason finds their exploits and activities are reported to a public audience eager to hear more about them. While some celebrities become famous as a result of hard work or great talent being recognized, others seem to capture the imagination of a population for no apparent reason. Indeed, some celebrities seem to be famous for being famous.

The celebrity has a spark that others find irresistible – to talk about, at least – and has a natural talent for using her fame to shape public opinion, inspire friends and enemies alike to

assist her, and generally have an impact in any social situation. Many celebrities are hated by as many people as love them, but more importantly they are *known* by most people.

**Inner Light (Ex):** At 1<sup>st</sup> level, a celebrity has a special force of personality that is noticed by those around her, though they can never quite define or explain it. The celebrity treats her Charisma modifier as being 1 higher than its actual value for purposes of ability checks, skill checks, feats, and extraordinary and supernatural abilities (but not spells, spellcasting, or spell-like abilities). This increases to treating the Charisma bonus as being 2 higher for such purposes at 8<sup>th</sup> level, and 3 higher at 16<sup>th</sup> level.

**Celebrity Talents:** While all celebrities are famous to a greater or lesser degree, their fame may manifest in many different ways. As a celebrity advances in level, she gains celebrity talents selected from the list below. She gains her first great celebrity talent at 5th level, and gains additional celebrity talents at 9th, 13th, and 17th level. Also, whenever a celebrity gains a talent choice from her base class, she can choose one of these celebrity talents instead.



*Damsel (Ex):* The celebrity is able to inspire others to protect her and seek to punish those that harm her. Once per day, when a creature successfully attacks the celebrity (using the definition of attack given for the *invisibility* spell) she may select one ally able to see and hear her who is inspired to take action against the attacker. For a number of rounds equal to her Charisma bonus, the ally may roll two attack rolls for the first attack it makes against the foe each round, taking the better of the two results.

The celebrity may use damsel twice per day at 6<sup>th</sup> level, +1 additional time per day for every 4 additional levels.

*Famous (Ex):* Creatures with an Int score of 5 or more gain a bonus to Knowledge checks to recognize the celebrity equal to the celebrity's Charisma score, and even creatures without ranks in the appropriate Knowledge skill may make such checks unskilled regardless of the DC. The celebrity gains a +5 bonus to Diplomacy checks made with creatures who know who she is, as long as their attitude is not hostile. The celebrity also suffers a penalty to Disguise checks equal to her Charisma bonus, as being famous makes it more difficult to conceal her identity.

Additionally, creatures who knows who the celebrity is are instinctively inclined not to kill her. Even if she is a threat to their plans, she is more valuable alive (as a hostage, bargaining chip, or just to prevent her from becoming a martyr to her fans). Whenever an attack or effect from such a creature would kill the celebrity, she may make a Will save (DC 10 +1/2 attacker's hit dice +attacker's Wisdom modifier) to instead be at -1 hp, unconscious, and stable.

*Frenemies (Ex):* The celebrity can maintain a complex set of relationships where those who

appear to be her enemies are, at least in some respects, friends. Of course, such relationships are often denied by both the celebrity and her frenemies, even in private. Nonetheless, once per day the celebrity may make a Diplomacy check to make a request of a creature that is unfriendly or hostile to her. The DC of this check is based on the creature's true attitude toward the celebrity, but if successful the NPC reacts to the request as if friendly. If the request would expose the creature to others as having acted to aid the celebrity, the check suffers a penalty equal to half the creature's hit dice.

*Opinion Maker (Ex):* People pay attention to what the celebrity says and believes, often repeating what she says to their friends and colleagues. As a result, the celebrity may attempt a Diplomacy check to influence the attitude of a group without first getting the group's full attention. (See Group Attitudes, below, for more information on group Diplomacy checks.) Because it takes time to be quoted and re-quoted this effort takes 1 day for every 10 minutes it would take at an event, and the luminary may only have 1 effort going at a time – if the luminary begins a new effort, the old check is abandoned (as people stop talking about her old topic and instead focus on her new statements).

*Rumormonger (Ex):* The celebrity is able to begin either secret or apparently-innocent rumors that have a strong impact on public opinion without being directly attributed to the celebrity. The celebrity may use the opinion maker talent to attempt a Diplomacy check to influence a group's attitude without the effort being traced back to her. A celebrity may have an influence attempt running with rumormonger



in addition to an effort running with opinion maker. A celebrity must have selected the opinion maker talent prior to selecting the rumormonger talent.

Rumormongering also gives the celebrity a constant flow of potentially-useful information. When the celebrity first enters a settlement, she may make a Diplomacy check to gather information without taking the normal time required to do so. The celebrity may make an additional check once per month for a settlement she revisits.

*Work a Crowd (Ex):* The celebrity knows how to influence a group quickly and easily. She can make a Diplomacy check to influence a group's attitude in half the normal time required, and at only half the normal penalty for the group's size. Additionally if the celebrity needs to attempt to get a group's attention in order to have access to enough of them to make a Diplomacy check, she adds her Charisma bonus to all skill checks made to arrange a debate, organize volunteers, or sponsor events (even if the check is made by someone else). (See Group Attitudes, below, for more information on group Diplomacy checks.)

## HEADLINER

Anyone can be a performer of one kind or another – a headliner has tricks and routines so amazing they can be the focus of a major production. A headliner may be a stage magician, trick shooter, mesmerist, or even a gladiator who puts as much performance as lethality into her bouts in the arena. Many headliners have an array of skills they draw upon, ensuring they can keep their act fresh and continue to draw major crowds, and may have different stage personas they call upon to anchor very different kinds of acts. Of course, the best performances can be useful off the stage as well, and many of the techniques a headliner develops to amaze or confuse a crowd can also be used to baffle or misdirect foes in more deadly situations. A headliner can even pretend to have genuinely supernatural powers, which may simply baffle citizens of a culture that firmly denies the existence of such, or could result in the headliner being revered as a Great and Powerful Wizard in a land where mystic powers are accepted as real and common.

**Class Skills:** The headliner adds any seven of the following skills to his list of class skills: Acrobatics, Appraise, Bluff, Climb, Disable Device, Disguise, Escape Artist, Handle Animal, Perform (act, comedy, dance, keyboard, oratory, percussion, string instruments, wind instruments or sing, each skill selected separately), Profession, Sleight of Hand, Stealth, and Use Magic Device.

**Born Performer (Ex):** The headliner is a natural performer, and excels at making money and using theater and misdirection to fool observers. The headliner is treated as having Profession (stage performer) with a number of ranks equal to his level. He also adds one third his level (minimum +1) to all skill checks he makes with skills he added as class skills (see above).

**Headliner Talents:** While all headliners are amazing performers and masters of misdirection, they develop different tricks of the trade and performances. As a headliner advances in level, he gains headliner talents selected from the list below. He gains his first headliner talent at 1st level, and gains additional headliner talents at 9th, and 17th level. Also, whenever a headliner gains a talent choice from his base class, he can choose one of these headliner talents instead.

*Animal Companion (Ex):* The headliner gains an animal companion as a druid of the same level. A headliner must have selected handle animal as a skill to add as a class skill (see above) to select this talent.

*Blind Performance (Ex):* The headliner gains Blind Fighting as a bonus feat. He may also apply the benefits of Blind-Fight to ranged

attacks. A number of times per day equal to his Wisdom bonus (minimum 1/day), he may ignore a miss chance caused by being unable to see his target. At fifth level, the headliner gains the Improved Blind-Fight\* feat. At 10<sup>th</sup> level he gains the Greater Blind-Fight\* feat. He need not meet the prerequisites of these feats.

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

*Debunk (Ex):* A headliner knows the tricks of the trade well enough to sniff out other fakes and actors. The headliner adds one half his level (minimum +1) to all saving throws and skill checks regarding illusions and the Bluff and Disguise skills. If the headliner identifies an illusion, disguise, or bluff, as a standard action he may point out its flaws to creatures able to see and hear him, granting them a new save or skill check against the falsehood with a bonus equal to half his debunk bonus (minimum +1).

*Heckle (Ex):* The headliner gains the Disruptive feat as a bonus feat. He does not need to meet the feat's prerequisites.

*Trick Shot (Ex):* The headliner is a master of making ranged attacks in complex and entertaining ways. He may be a knife-thrower, a juggler, or a trick shot with a firearm. A number of times per day equal to his Intelligence or Charisma bonus (minimum 1/day), he may use utility shot (as the gunslinger deed) without requiring grit. He treats his level as his gunslinger level for this ability. At 7<sup>th</sup> level he may also use this talent to use the targeting deed. He may use these deeds with any ranged attack using a weapon he is proficient with.

*Stage Magic (Ex):* The headliner can use mirrors, misdirection, props, and sleight of hand





to create false sensory impressions. This can be used for tricks ranging from minor illusions (such as appearing to saw an assistant in half) to major deceptions (such as making a major monument seem to appear out of thin air). At first level, stage magic functions as *ghost sound* or *ventriloquism*. At 3<sup>rd</sup> level, it may instead act as *silent image*. At 6<sup>th</sup> level, it may instead act as *minor image*. At 9<sup>th</sup> level or higher, it may instead act as *major image*.

These stage magic tricks differ from the spells they function as in the following ways. First, creatures are allowed saving throws against the illusions as soon as they perceive them – it is not necessary to interact with the stage magic to receive a save. Second, the headliner may only have a single illusion prepared at a time. Stage magic takes time to prepare, and creating a new illusion requires one hour of uninterrupted work and study, and access to basic raw materials and tools. Third, if the illusion is going to cover more than a single 5 foot square, it can only be performed in a space the headliner has prepared with ten minutes of set-up, which also requires basic tools and raw materials.

A headline may use stage magic a number of times per day equal to his Intelligence or Charisma bonus (whichever is higher, minimum 1/day).

**Weapon Show (Ex):** The headliner has mastered a number of weapons as part of one or more of his stage shows. He gains proficiency with one exotic or martial weapon, and gains Quick Draw as a bonus feat. At 5<sup>th</sup> level, and every 5 levels thereafter, he may select an additional exotic or martial weapon with which he gains proficiency.

## FIXER

A fixer is someone who knows how to cut deals, find loopholes, arrange for special needs to be met, and generally get things done. Many fixers work on both sides of the law, but some are simple professional assistants who help a wealthy or powerful clientele deal with problems unique to the rich and powerful. A fixer may be a mob don, shadowy inner-city businessman, cunning quartermaster for an army in the field, or even just someone blessed with the good negotiating skills and many friends.

**Class Skills:** Bluff, Diplomacy, Knowledge (local and nobility, each taken separately), and Sense Motive are all class skills for the fixer. For any of these skills that are already a class skill, the fixer gains a +2 bonus to their skill checks.

**Contacts (Ex):** A fixer knows how to find henchmen, hirelings, minions, mooks, experts, and adventurers. When hiring common services and hirelings, the fixer pays only 90% of the normal cost. Additionally, at 6<sup>th</sup> level, the fixer can arrange for a specialist mercenary or expert. This NPC acts as a cohort, as if the fixer had the Leadership feat, but must be paid daily for his services (normally 10gp x cohort level x cohort level per 2-week work period), and the cohort's loyalty remains only as long as he is paid. The fixer can release this special cohort from service and hire a new specialist once per 30 days of game time. The fixer may also release his specialist and hire a new one when he gains a new level.

**Shadow Markets (Ex):** A fixer knows where to get goods and services not normally available. A fixer treats a settlement as being one size larger when trying to buy goods, sell items, or hire services. When seeking an item,

the fixer ads his level to the normal 75% chance of finding an item equal to the settlement's base limit in gp.

When first entering a settlement, a fixer may make a DC 15 Knowledge (local) check to determine the settlement's alignment, government, qualities, danger, and modifiers, as determined by its stat block. This check is modified by the settlement's skill check modifier, based on its size, (from **Table 2: Group Diplomacy Modifiers**, below). See **Settlements**, in the *Advanced Gamemastery Guide* for more information on settlement rules.

**Talk Down (Ex):** A fixer prefers to avoid messy violence altogether, though sometimes a deal goes south, a contact goes bad, or (worst of all) a client demands a refund. But even when blades are drawn or bullets start flying, a fixer may be able to talk her way out of trouble. As a full-round action a fixer can talk down a single opponent within able to hear and understand the fixer's voice. The fixer must make a Diplomacy check (DC 15 + target's level or hit dice), and even then the target receives a Will save (DC 10 + fixer's class level + fixer's Charisma bonus). The target receives a +1 bonus for each time it has seen the fixer talk down another target in the past 24 hours.

If the target makes its save, it is unaffected. If it fails the save, its attitude toward the fixer and her becomes indifferent, and it immediately stops fighting (though it defends itself normally). Any hostile action by the fixer against the target negates this ability, while a hostile action taken by one of the fixer's allies directed at the target ends this ability with regards to that ally, and grants the target a new saving throw with a +5 bonus to end the entire effect.

An indifferent creature normally doesn't fight for anyone, but the target's allies may make opposed Diplomacy or Bluff checks each round to convince it to return to attacking the fixer. Most creatures that do not have a strong ideological reason to hate the fixer can be convinced it is in their best interest to leave a conflict if the fixer and her allies appear to be winning, or may be temporarily bought off with a payment of (10 gp x target's hit dice x target's hit dice). Unless convinced by allies otherwise, the target of a successful talk down always at least gives the fixer a number of rounds equal to the fixer's Charisma bonus (minimum 1 round) to make an offer before renewing hostilities. A fixer may use talk down once per day, plus once for every four levels.

**Esoteric Training:** A fixer has to know a little of everything, and travels in the circles to do so. At 5<sup>th</sup> level, the fixer gains a talent. This may be a talent from any Anachronistic Adventurer base class, or the rogue. The fixer treats his level as levels in the appropriate class for both calculations of the talent and the talent's prerequisites. The fixer gains another talent at 9<sup>th</sup>, 13<sup>th</sup>, and 17<sup>th</sup> level, but each talent must be selected from a class he has not already gained a talent from using esoteric training.

## GROUP ATTITUDES

While the Diplomacy skill is designed to allow characters to reason with, cajole, bribe, and even seduce a single character, sometimes a character is interested in altering the attitude of an entire group, be that as small as a gathering on a corner or as large as an entire nation. A crowd's attitude is similar to a nonplayer character's attitude as described in the Diplomacy skill entry of the *Pathfinder Roleplaying Game Core Rulebook*. These attitudes mean slightly different things for groups, as defined below.

A group's attitude should be tracked toward different people, ideas, and organizations as appropriate to the plot of a campaign (and the efforts of the players). The village of Angelscroft might be Friendly to Mystaria (the retired vaudevillian magician), Indifferent to wandering circuses overall, Unfriendly to a local law that allows vagrants to set up tents in the town's parks at night, and Hostile to Professor Lacumba's Wandering Tour of Wonders (even though the vagrant problem seems to be greatly reduced whenever he comes through town). If Alison Chaynes, intrepid reporter, wants to convince the town council to allow Professor Lacumba to set up a show inside the city limits, so she and Mystaria can try to prove he's a killer, she has her work cut out for her.

It's not unusual for a single collection of people to include multiple "groups," each with its own attitudes toward ideas and organizations. Angelscroft might well have different neighborhoods with their own attitudes, or include the Right and Noble Order of Columbus (who are significantly more supportive



of anything that reduces human misery). Changing the attitude of a large group does not automatically change the attitude of every subgroup within it, if those sub-groups had different starting attitudes. Sub-groups who share the attitude of the larger group they are a part of *do* generally change attitude if the larger group is influenced, though they may change their attitude again independent of the main group if some new encounter affects them in a way the larger group does not experience.

**Hostile:** The group does not like what it is hearing, is moved to act against the idea being espoused, and actively dislikes anyone who supports it. A hostile group not only fails to support an idea or organization it is hostile towards, it refuses to have anything to do with them, possibly even breaking laws in order to refuse service or otherwise not conduct business with those that would support such ideas. A hostile group may actively rebel or engage in hostilities to oppose the ideas or organizations they hate.

Hostile groups can turn into violent mobs if a single object of their displeasure is evident, or if they have no other means of expressing their displeasure. The negative environment of a hostile group can demoralize anyone within the group that supports the idea the group is hostile towards. If the modifier to affect a group is equal to or larger than the level of an opposing character surrounded by the group, the character takes a -2 penalty on all attack rolls, combat maneuver checks, ability checks, skill checks, and saving throws. This is a mind-affecting effect.

In a debate, if the group the debate is targeted at is hostile toward a side of the debate and a member of that side fails a skill check to influence the group check by 5 or more, that

side automatically loses the debate. This can be important for the story of the game, or if the PCs are participating in serialized group influence checks.

**Unfriendly:** While still biased against a side, the group reserves its most vocal disdain for failed skill checks designed to influence them. An unfriendly group does not normally engage in violence against the idea or organization they are unfriendly towards, but will be biased against those ideas and groups. They may refuse to do business with such groups (though normally not when doing so might have serious consequences), and verbally harass people and groups that support the idea they dislike.

**Indifferent:** The group is totally neutral towards the idea or organization in question. The group won't go out of its way to support, aid, or help the idea or organization, but takes no actions to oppose them.

**Friendly:** The group is in favor of the organization or idea, though it mostly wants any effort needed to support its growth to come from someone else. Members of the group are willing to go out of their way to assist the idea or group, but only in low-risk ways.

**Helpful:** The group considers the idea or organization in question to be worthwhile, important, and worth working toward. Members of the group will take risks to aid the growth of the idea or organization, and are likely to hold rallies and demonstrations to support it. If someone seems to be actively and violently working against the organization or idea this group likes, the group may even be willing to engage in civil disobedience or (in extreme cases) rebellion or revolution.

## GROUP SIZES

A group can be as small as a few bystanders, or as large as an entire nation, and any skill check targeting a group – be it a Diplomacy check to sway their opinion, an Intimidate check to rule them through fear, or a Profession (event organizer) check to get their attention (see Getting Attention, below) – takes a penalty based on the size of the crowd, as detailed below. The categories of groups are broken into both modern group types (auditoriums, concert halls, and so on) for adventures in a more modern setting, and settlement sizes as given in the *Pathfinder Roleplaying Game GameMastery Guide* for typical fantasy games. The largest groups (Large Metropolis and World Famous City) may not even exist in a fantasy campaign, and are sure to be very rare if they do. Each group also gives the base time required to make a Diplomacy check to influence a group of that size.

## MAKING GROUP CHECKS

Making a Diplomacy check against a group requires some way to have your opinion and arguments in favor of it reach a majority of the group. In the case of small crowds this can be as simple as making sure your voice can be heard by the crowd and your actions seen (possibly literally standing on a soap-box). For bigger groups, it may be necessary to take more extensive measures (see Getting Attention, below). If a professional broadcast system is available (common in modern settings of PL 5 or higher, less common but known in most PL 4 campaigns, and very rare in campaigns of PL 3 or lower – see Progress Levels, below, for more details), access to a professional broadcast channel available to the majority of a group qualifies (even if it is audio only), but lesser-known broadcast

channels do not (though they could be promoted as events – see Getting Attention, below).

If a character has uninterrupted access to the group for at least the base time required for a group its size (as listed on **Table 2: Group Diplomacy Modifiers**), a Diplomacy check to alter the group’s attitude toward a specific person, organization, or idea may be attempted. This acts as a Diplomacy check to influence the attitude of a single NPC except as noted here, and that it is possible to change the group’s attitude toward something other than yourself.

The GM is final arbiter on what is appropriate as a subject for a character to attempt to change a group’s attitude toward. Most such efforts should focus on policies or plans to handle current events or social issues, or specific and well-identified organizations or factions. It’s pointless for a character to sway a town’s opinion towards “mean people,” because everyone within the town will have their own opinion about who mean people are. But an effort to sway the town against the Indigo Detective Agency, or even that agency’s tactics in breaking up a local labor dispute, is specific and reasonable.

Because a group Diplomacy check normally takes many minutes, it’s possible for someone to attempt to cheer, debate, or heckle the character making the Diplomacy check. Player characters and noteworthy NPCs may make such attempts individually, but subgroups within the main group may also do so (using a skill bonus typical for a single member of the subgroup). Each individual or subgroup may only attempt one of these actions, and such efforts may only be undertaken if the cheering, debating, or heckling can be seen or heard by a majority of the group being influenced. Each action is handled differently, as noted below.

TABLE 2: GROUP DIPLOMACY MODIFIERS			
GROUP	NUMBER IN GROUP	SKILL CHECK MODIFIER	BASE TIME FOR DIPLOMACY CHECK
Gathering/Thorp	Less than 20	-2	5 minutes
Crowd/Hamlet	21-60	-3	10 minutes
Assembly/Village	61-200	-4	15 minutes
Auditorium/Small Town	201-2,000	-5	20 minutes
Concert Hall/Large Town	2,001-5,000	-7	30 minutes
Circus/Small City	5,001-10,000	-9	30 minutes
Arena/Large City	10,001-25,000	-11	45 minutes
Coliseum/Small Metropolis	25,001-100,000	-13	45 minutes
Large Metropolis	100,001-1,500,000	-15	60 minutes
World Famous City	1,501,000+	-20	1-4 hours

**Cheering:** This is essentially an aid another check to increase the total of the Diplomacy check being made to influence the group. Cheering represents all efforts to support an effort to influence a groups’ attitude, such as actually cheering, having a big band play cheerful music, moving quietly through a crowd to drum up support for specific points made, or explaining complex points to key group members using local slang. A character may make a Bluff, Diplomacy, Knowledge (local), Linguistics, or Perform (act, comedy, oratory, sing, or in some other cases other Perform checks, as determined by the GM) check to attempt to grant the influencing Diplomacy check a +2 bonus. Successful cheering requires a DC 10 skill check, but the check is modified by the size of the group as listed on **Table 2: Group Diplomacy Modifiers**.

**Debating:** Rather than drumming up support or trying to shout down the character making a Diplomacy check to influence a group,

it’s possible to engage in a debate challenging the character’s specific claims. To engage in a debate, a character must be able to be heard both by the group being influenced and by the character attempting to influence it. Normally, the influencing character may choose to ignore a debater from the crowd, which automatically places a -2 penalty on the Diplomacy check to change the group’s attitude.

If the influencing character does not ignore the debater (either to avoid a penalty or because the event used to get attention to allow an influence check is itself a formal debate, and the debater is a formal guest of the debate), the influencer and debater make three opposed Diplomacy checks. (The GM may wish to intersperse other events in the crowd between these checks, and should definitely allow players to consider what resources and plans they may use to improve their side’s checks.) If one side in the debate wins two out of the three opposed checks, and its highest check both meets the DC

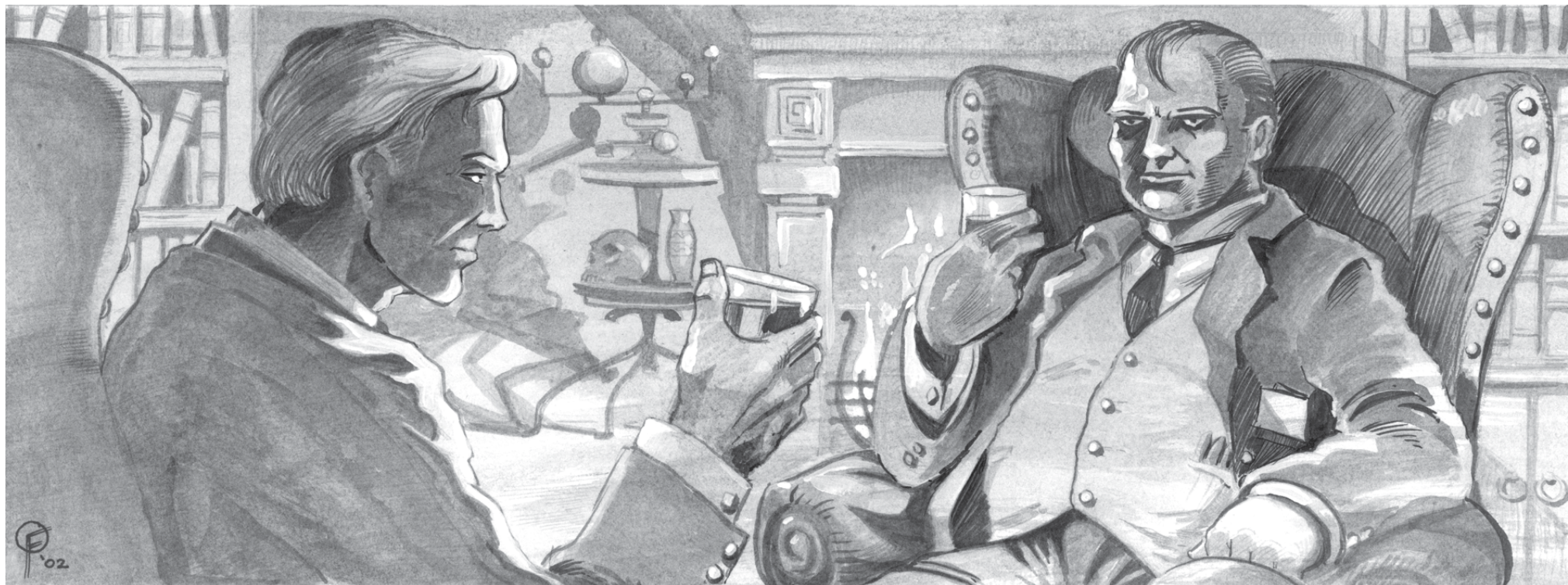


to influence the group and beats the opposing check by 5 or more, that side may change the group's attitude by one step. Any other result (best skill check of winning side did not meet the DC to influence the group, best check of the winning side did not beat the best check of its opposition by 5 or more, or in a debate with more than 2 sides no one wins 2 of the 3 checks) results in the group's attitude not being changed. While this makes debates a risky proposition for changing a group's attitude, when you need to get a large group's attention it's often easiest to arrange a formal debate to argue a major point of social policy with those who oppose your view, as such debates draw attention from both sides of a question.

**Heckling:** Heckling is essentially the opposite of cheering – taking actions to disrupt efforts to influence a group's attitude, or to turn a group against those making the effort. A character may make a Bluff, Intimidate, Knowledge (local), Linguistics, or Perform (act, comedy, oratory, sing, or in some other cases other Perform checks, as determined by the GM) check to attempt to impose a -2 penalty on the influencing Diplomacy check. Successful heckling requires a DC 10 skill check, but the check is modified by the size of the group as listed on **Table 2: Group Diplomacy Modifiers**.

## GETTING ATTENTION

If you can't easily access a large enough segment of the group you wish to influence as determined by the GM, you may need to first get their attention. There are lots of ways a character can attempt to get a group's attention, ranging from natural outcomes of story events (a hero who has saved the town from mutant alligators is likely to be listened to if he speaks at his commendation ceremony) to whatever bizarre ideas players come up with (creating enchanted milk cartons that talk about an issue whenever you pour milk out of them, then passing them out for free). Common options generally fall into one of three broad categories – public debates, organized supporters, and sponsored events – each of which is discussed briefly below. If a character attempts something that falls outside these categories, as a





general rule a GM can rule that a skill check to get a group's attention is as difficult as the Diplomacy check to change their attitude – though in most cases, a skill check to get their attention is more likely to be a Performance or Profession check, such as Profession (event planner).

**Public Debate:** A public debate draws attention by offering a group a chance to see speakers with opposing views on a question argue with one another. In addition to those who come to be entertained by a good argument, it draws those who support either side and those who wish to be informed about the issue being debated. This causes it to have a built-in audience that makes it easier to draw attention for a large group. A debate uses the rules for debating as outlined in **Making Group Checks**, above.

The DC to arrange for a public debate is 5, modified by the size of the group you want the event to draw the attention of as listed on **Table 2: Group Diplomacy Modifiers**. Debates normally have no significant cost, as parties interested in seeing the debate donate their time and venues to facilitate the debate.

**Organized Supporters:** Organized supporters are assistants or volunteers who draw attention to a character's effort to influence a group's attitude by repeating the message themselves, allowing the argument in favor of an attitude change to be taken door-to-door (or printed on handbills, spoken of in taverns, explained from a phone center, or even talked about in online forums, depending on the method used and common resources of the campaign world). Rather than trying to draw enough members of a group to the character attempting to influence them, they carry the message itself out into the population of the group.

The main drawbacks of depending on organized supporters are that they are slow and aren't all

of the same temperament and skill. While a marvelous orator and debater can use organized supporters to get out his core message about an issue, there's little chance the supporters can express it as well as he can. As a result, any Diplomacy check made to influence a group by employing organized supporters suffers a -5 penalty. Further, because it takes time for organized supporters to get their message out to a group, they require much more time than most Diplomacy checks. For every ten minutes that would normally be required before a check can be made to influence a group, organized supporters require a day.

The base skill check to use organized supporters to get out a message is 20, modified by the size of the group you want the event to draw the attention of as listed on **Table 2: Group Diplomacy Modifiers**. The skill check used depends on how the supporters are recruited, but Diplomacy and Intimidate are most common. This check assumes that all the organized supporters are volunteers requiring no recompense. Paying supporters can make it much easier to round up enough to get a message out to a group. Paying an amount equal to 1 cp for every member in the group you wish to influence reduces the DC to arrange for organized supported by 1. Doubling this amount reduces the DC by 2 and so on, to a maximum reduction of 10 for paying 1 sp for every member in the group you wish to influence.

**Sponsored Events:** A sponsored event is an entertainment put on in order to bring in enough members of a group to allow a Diplomacy check to attempt to change the

group's attitude. This may be something as simple as juggling on a street corner to draw in the dozen or so local cart vendors, or as complex as a lavish spectacle held in a massive coliseum (or broadcast, if the campaign is of high enough PL) to draw the majority of a major metropolis. Sponsored events allow a character to directly speak to the group he wishes to influence, and are not difficult to arrange. A DC 10 skill check (normally Diplomacy or an appropriate Profession skill), modified by the size of the group you want the event to draw the attention of as listed on **Table 2: Group Diplomacy Modifiers**, is enough to arrange a sponsored event.

Such events are, however, expensive. Putting on a sponsored event big and interesting enough to draw in enough of a group to attempt to a Diplomacy check has a gp cost equal to the population of the group you wish to influence. Of course, you can spend more or less on a sponsored event (getting advertisers and trying to get allies and new talent to volunteer their services reduces the cost, hiring more famous acts or spending more on advertising and support personnel increases the cost).

For every 10% by which the organizer sponsoring the event reduces the base cost, the DC of the skill check to create an effective event increases by 1. For every 10% the organizer sponsoring the event increases the base cost, the DC of the skill check to create an effective event is reduced by 1. If the organizer increases the cost by 50% or more the event becomes a major spectacle, and the Diplomacy check made to influence the group that comes to the event gains a +2 circumstance bonus.



## 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*.



# WE ERR ON THE SIDE OF AWESOME!

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