



ANACHRONISTIC ADVENTURERS:

THE SENSITIVE



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

"There, Mr. Hatteras, this is a—well, a trick—I learned from an old woman in Benares. It is a better one than the last and will repay your interest. If you will look on that paper for a moment, and try to concentrate your attention, you will see something that will, I think, astonish you."

Hardly believing that I should see anything at all I looked. But for some seconds without success. My skepticism, however, soon left me. At first I saw only the coarse grain of the paper and the thin vapor rising from it. Then the knowledge that I was gazing into a dish vanished. I forget my companion and the previous conjuring trick. I saw only a picture opening out before me--that of a handsomely furnished room, in which was a girl sitting in an easy chair crying as if her heart were breaking. The room I had never seen before, but the girl I should have known among a thousand. She was Phyllis, my sweetheart!

I looked and looked, and as I gazed at her, I heard her call my name. "Oh, Dick! Dick! come to me!" Instantly I sprang to my feet, meaning to cross the room to her. Next moment I became aware of a loud crash. The scene vanished, my senses came back to me; and to my astonishment I found myself standing alongside the overturned restaurant table. The glass dish lay on the floor, shattered into a thousand fragments. My friend, the conjuror, had disappeared.

— Guy Boothby, *A Bid For Fortune*

The sensitive is a master of awareness and understanding; someone able to drink in all the sensations of a spring day and know a storm is coming, glance at a friendly face and sense the ill-intent it hides, or contemplate her own actions to reveal subconscious motivations. Sensitive are often religious or philosophical figures, often offering words of wisdom and guidance to those who wish to better themselves. Others are quiet contemplatives who seek on self-awareness, while a few put their perceptions to work delving into the urges and motivations of criminals and monsters.

However, it would be a mistake to think of all sensitives as “kind souls,” or to think that awareness of the thoughts and pains of others somehow ensures their motives are always pure. Some of those who find themselves in tune with the universe around them use that awareness to better manipulate and incapacitate others for their own ends. Sensitive villains can be tragic figures so troubled by the pain of others that they wish to control the world to bring peace (or in more extreme cases just put the world out of its misery), evil mesmerists who have learned to read signs of weakness as a form of power, or even bright-eyed madmen who can’t distinguish between their real insights and the voices of delusion talking in their heads.

Alignment: While the ability to empathize with a wide range of creatures often drives sensitives toward neutral alignments, a sensitive can be of any alignment.

Hit Die: d8

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

Class Skills: The sensitive’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), Sense Motive (Wis) and Survival (Wis).

Additionally, any character who begins play as a sensitive 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 sensitive who grew up honing her psychic skills to help in her family’s endless battle against a clan of werewolves can reasonably select Use Magic Device as an additional class skill. A therapist and social worker who had no idea the supernatural existed until she gains a vampire mobster with a blood phobia as a client is limited to skills with no ties to magic.

Skill Ranks per Level: 7 + Int modifier.

TABLE 1: THE SENSITIVE					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Archetype, intuition, sensitive talent
2	+1	+0	+0	+3	
3	+2	+1	+1	+3	Sensitive 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	Sensitive 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	Sensitive 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	Sensitive 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	Sensitive talent
20	+15/+10/+5	+6	+6	+12	One With Everything

CLASS FEATURES

All of the following are class features of the sensitive.

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

Archetype: Not every sensitive is a psychic, nor are they all focused on understanding and attuning to the world around them. At 1st level, each sensitive selects an anachronistic archetype to represent her focus and background training. Once selected, this choice cannot be changed. Each archetype provides a sensitive 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 sensitive class rules.

Intuition (Ex): A sensitive has a very strong sense of how things are “supposed” to work, act, and relate to one another. As a result, the sensitive is often able to perform complex or specialized tasks without the background or training normally required to do so. A number of times per day equal to half her class level plus her Wisdom modifier, a sensitive may make an intuition check ($1d20 + \text{class level} + \text{Wisdom modifier} + 3$) in place of a skill check. This acts as a skill check with the same DC for success as if the sensitive was trained in the appropriate skill. Only skill checks completed using a full-round action or less may be replaced by an intuition check, and such checks still require the proper tools to perform them.

At 6th level, the sensitive’s intuition is strong enough to reduce any nonproficiency penalty she suffers by 50% (resulting in only a -2 penalty to attack rolls with weapons she is not proficient with, and applying only half the armor check penalty of armor she is not proficient with to attack rolls and skill checks involving moving).

Sensitive Talents: As a sensitive’s intuition deepens, she learns a number of talents that aid her in connecting to her allies, understanding her enemies, and gaining deeper insights into how the world works. At 1st, a sensitive gains one sensitive talent. She gains an additional talent at 3rd level, and for every four levels of sensitive attained after 3rd level. Unless otherwise specified, a sensitive cannot select an individual talent more than once.

Animal Companion (Ex): The sensitive gains the service of a loyal and trustworthy animal to keep her company, do her bidding, and protect her in battle. This animal functions as a druid’s animal companion, using the sensitive’s level as her effective druid level.

A sensitive’s bond with her companion is strong, with the pair learning to anticipate each other’s moods and moves. Should a sensitive’s companion die, the sensitive may find another companion to serve her after 1 week of mourning. This new companion does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the sensitive gains a level.

Anthropomorphic Empathy (Ex): The sensitive has a special affinity for one specific inanimate object, treating it with special reverence—for instance, giving it a person’s name, caring for it incessantly, and talking about it as if it was a living, thinking creature. This special connection grants the sensitive special bonuses when using the object for its intended function. If it is a weapon, the sensitive gains a +1 morale bonus to attack and damage rolls with it. If it is armor, the sensitive receives a +1 morale bonus to AC when wearing it. If it is a tool or kit that can be used for skill checks, the sensitive receives a +1 bonus to the appropriate skill check when using it.

Anthropomorphic empathy applies to only one specific inanimate object. If that object is destroyed or lost, the sensitive may transfer her devotion to a different object (which need not be the same kind of item) after 30 days or when the sensitive next gains a level, whichever comes first.



Body Language (Ex): The sensitive can predict the immediate actions of one creature so well she can pre-empt its every move. The sensitive may take a ready action to respond to an action taken by one specific creature she can see, but the sensitive need not specify conditions for the ready action. If the target creature takes any action, the sensitive makes a Sense Motive check. The DC of this check is equal to 10 + the target's Hit Dice + the target's Charisma modifier, or 10 + the target's Bluff bonus (whichever is higher). On a successful check, the sensitive knows what action the target is about to take and may use her readied action to preemptively take a standard action, a move action, a swift action, or a free action in response, acting before her target. If the check fails, the sensitive is surprised, and may only use her readied action for a move action, and only after the target has taken its turn.

Combat Awareness (Ex): The sensitive's heightened alertness in combat makes her defensive efforts significantly more effective. Whenever she fights defensively or takes the total defense action, she gains a +2 dodge bonus to AC (in addition to the normal bonus gained while fighting defensively or engaged in total defense). This bonus increases to +4 at 7th level and +6 at 10th level.

Cool Under Pressure (Ex): The sensitive's strong awareness of her surroundings allows her to avoid stress and distractions by subconsciously tracking all possible threats rather than worrying about them consciously. The sensitive selects a number of skills equal to 3 + her Wisdom modifier. When making a check with one of these skills, she can take 10 even when distracted or under duress.

Danger Sense (Ex): Strong intuition warns the sensitive of imminent danger. The sensitive gains a +2 bonus to all initiative checks. Additionally, if the sensitive fails whatever check would allow her to act in a surprise round, she may make a DC 15 Will save to be allowed to act in the surprise round anyway. The sensitive is allowed this check even if there is no possible way for her to be aware of potential danger, or if she is asleep or helpless.

Empathy (Ex): The sensitive has a knack for being aware of the feelings and thoughts of others without having those feelings and thoughts communicated in any objectively explicit manner. This innate talent provides a bonus on checks involving interaction skills (Bluff, Diplomacy, Handle Animal, Intimidate, Perform, and Sense Motive), provided the hero spends at least 1 minute observing his or her target prior to making the skill check. The bonus is equal to half the sensitive's class level (minimum +1).

Faith (Su): The sensitive has a vast supply of faith – be it in a higher power, the power of love or justice, or just an optimistic belief that everything will work out in the long run. A number of times per day equal to her Wisdom modifier, as an immediate or swift action the sensitive may add her Wisdom modifier to an attack roll, saving throw, ability check, or skill check made by herself or by an ally within her line of sight. The decision to add this bonus must be made immediately after the success or failure of the original die roll has been determined.

Gut Feeling (Ex): The sensitive often believes she knows the truth of a situation, even if she can't say why or offer any proof to support her conviction. Once per day as a full-round action, the sensitive's player may ask the GM to confirm if one specific assumption, hunch, or guess of the sensitive is correct. The GM secretly rolls percentile dice; there is a 70% +1% per character level chance of getting a response on the hunch (failure indicates merely that the sensitive is unsure if the gut feeling is true or not). If the roll is a success, the player knows if the hunch is true, false, both, or neither. A "both" response is possible for vague assumptions. An "unknown" response is for questions with no immediate answer.

The GM may determine that a hunch is so obvious that it does not require a roll, or that it is so vague that there is no chance for success. In these cases, the ability is not expended for the day (though the attempt still counts as a full-round action). A hunch does not translate as a legal truth, and will not stand up in a court of law—it is an obvious fact to the sensitive alone. Finding proof of a gut feeling requires additional work.

Hunch (Ex): When a sensitive has time to calmly consider a problem, she often finds a possible solution suggests itself to her without any apparent explanation. When taking 10 or 20 on a skill, the sensitive gains a +2 bonus. If the sensitive is 10th level or higher, this bonus increases to +4. As a standard action, the sensitive may express a hunch to another character taking 10 or 20 on a skill, granting them half the sensitive's bonus (+1, or +2 if the sensitive is 10th level).

Improved Aid Another (Ex): The bonus granted by a sensitive when successfully performing an aid another action increases by +2.

Improved Uncanny Dodge (Ex): The sensitive can no longer be flanked. This defense denies an attacker with sneak attack the ability to use sneak attack on the sensitive when flanking her. Attackers with at least four more levels in classes that grant sneak attack than the sensitive has levels in classes that grant uncanny dodge may still use sneak attack when flanking.

A sensitive must have uncanny dodge to select improved uncanny dodge.

Insight (Ex): The sensitive has an innate ability to sense trouble in the air. As a swift action, the sensitive may attempt a Will saving throw with a DC of 15. This check is made in secret by the GM. On a successful save, the character gets a hunch regarding the safety and tone of the current situation. He may sense that everything is all right, or the hero may get a bad feeling about a specific situation, based on the GM's best guess relating to the circumstances. Such information is always vague, and normally is just "all seems safe," "you have no sense of any unseen threat," "danger lurks," or "something is not as it seems." A failed check results in no particular insight, which is the same as not sensing any unseen threat.

This talent is usable a number of times per day equal to the character's sensitive level.

Light Sleeper (Ex): The sensitive is a light sleeper and can make Perception checks even while distracted or asleep, without penalty. (A sleeping character normally takes a -10 penalty on Perception checks, a distracted character -5.)

Pacifist (Ex): The sensitive's strong empathy for all life encourages her to avoid doing serious harm when she feels she can. She can choose to deal nonlethal damage with a weapon that normally deals lethal damage without taking the normal -4 penalty on the attack roll. At 8th level, the drive to prevent someone else from needing to attack the target if the sensitive doesn't put them down gently gives the sensitive a bonus +1d6 damage to such nonlethal attacks, and this increases to +2d6 at 16th level.

Unlike most talents involving attacks, pacifist may be selected as a limited talent.

Self-Aware (Ex): A sensitive almost always knows what's going on with her own mind and body, making her extremely alert to changes to her condition. Whenever the sensitive suffers an affliction or condition, she may make a special intuition check (see intuition, above)

to know all the following details where relevant: duration, onset time, effects, cure, and save DC. She may also make this check to recognize if a spell, spell-like ability, or psionic ability with no obvious effects has affected her, though in this case she only learns the school, sub-school, and descriptor (if any) of the ability.

The intuition check DC is equal to the condition, affliction, or ability's save DC if any, or DC 20 for abilities that lack saving throws.

This ability expend a uses of the intuition class feature.

Sixth Sense (Su): The sensitive gains extra-sensory perception, the ability to sense what is unseen to most observers. This takes the form of a psychic ability (see Psychic Abilities, below), but the sensitive may use her intuition check in place of any skill check the psychic ability calls for. (This does not expend a use of the intuition ability.)



This talent may be selected more than once. Each time, it grants the sensitive a different psychic ability.

Psychic abilities may not be available in all campaigns, even if the GM has indicated that Anachronistic Adventurers rules are in use. A player should check with the GM before planning for a character to have any psychic abilities.

Trivia (Ex): A sensitive is always alert for facts, minutiae, or rumors that might prove useful to her concerns later in life. The trivia talent is not about research, but about recognizing and remembering things long before they become important. A number of times per day equal to her Wisdom modifier, as a standard action the sensitive may make a special intuition check (see intuition, above) to see whether or not she has already gathered some relevant knowledge about notable people, legendary items, or noteworthy places. (This does not expend a use of the intuition ability.)

Information gained with this talent is always general, acting as guidance about a question rather than giving a solution. Trivia checks may hint at the general attitude of a foe but not reveal his alignment, outline the goals of a group and where they have strong support (but not give the location of their secret base), or give a general idea about the powers of a magic item (but not reveal its specific powers or command word). The DC of this intuition check is based on how common the information gained would be. A sensitive cannot make more than a single trivia check regarding the same subject.

Uncanny Dodge (Ex): The sensitive gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC

TABLE: TRIVIA DCS		
DC	TYPE OF KNOWLEDGE	EXAMPLE
10	Common, known by at least a substantial minority of the local population.	A local official's hobbies and interests; common legends or rumors about a powerful place of mystery.
20	Uncommon but available, known by only a few people in the area.	The direction of a known but uncharted island; legends or rumors about a powerful psionic artifact.
25	Obscure, known by few, hard to come by.	The customs of a tribe with only occasional contact with civilization; all the conspiracy theories about a specific royal dynasty.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the knowledge's significance.	The nation in which a long-lost pharaoh's tomb is most likely to be located; the history of a powerful artifact and its creator; the likely habits of a theorized but never-seen creature.

if her attacker is invisible. She still loses her Dexterity bonus to Armor Class if immobilized. A sensitive with this ability can still lose her Dexterity bonus to Armor Class if an opponent successfully uses the feint action against her.

Uncanny Survival (Ex): The sensitive can add a dodge bonus to AC equal to one-half her class level (minimum +1) for 1 round, once per day. She must declare she is doing this at the beginning of her turn, and the bonus lasts until the end of her next turn. The sensitive may use this ability an additional time per day at 6th level, and again at 12th level.

Wild Empathy (Ex): A sensitive can be so in tune with the movements, urges, and attitude of an animal as to communicate with it on an instinctive, nonverbal level. As a result, she may make an intuition check (see the intuition class

feature) to improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the sensitive and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A sensitive can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

Xeno Empathy (Ex): The sensitive selects one creature type, selecting from the ranger list of favored enemies. Like favored enemies, if the sensitive selects humanoid or outsider, a sub-type must also be selected. A sensitive can make an intuition check (see the intuition class feature) to improve the attitude of creatures of the selected type. This ability functions just like wild empathy. A sensitive must have selected wild empathy prior to selecting this talent.

Special: A sensitive may select this talent more than once. Each time it applies to a different creature type.

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

One With Everything (Ex): At 20th level, a sensitive's understanding of the universe makes her part of all creatures, places, and things. The sensitive can communicate with any creature with an Int of 2 or more as if she spoke its native tongue (even if it does not itself have a language), and is automatically treated as taking 20 on any Sense Motive check. Additionally, the sensitive's self-awareness is so great she becomes immune to all mind-affecting effects.

ARCHETYPES

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

ESPER

The ESPer is an archetype that depends on the Psychic Ability rules (See below). Even in games where other *Anachronistic Adventurers* rules are in use, a GM may not include psychic abilities. Check with your GM before considering using this archetype.

An ESPer has Extra-Sensory Perception (ESP), the ability to see ley energy, and the ripples and echoes that psychic abilities, and living creatures, cause in that energy. This may be a natural talent you are born with, the result of years of training with masters of esoteric knowledge, or the side effect of horrible experimentation inflicted upon you by some powerful organization. In many anachronistic adventure settings, psychic powers are the only "preternatural" abilities adventurers are aware of (though those anachronistic adventurers who find their way into standard fantasy settings find a wide range of other magics are common there). Even in such settings, most people do not believe in psychic powers (a trend that is often repeated in typical fantasy worlds), forcing an ESPer to exist on the fringes of acceptable society.

To make matters worse, ESPers often have difficulty interacting with the normal world, because they see and hear things normal people do not. ESPers are often jumpy and nervous,



and many are hunted by those who wish to either control their psychic abilities, or eliminate them as unnatural. Many ESPers hide their powers, claiming to just be lucky, intuitive, or skilled at more mundane ways of finding information.

See the rules for psychic abilities (below) for more information on the powers that can be selected by the ESPer.

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 sensitives are perceptive characters with powerful instincts, able to predict the actions of 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 sensitive 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 sensitive) to represent famous philosophers, powerful psychics, mysterious spellcasters, and the con men and profilers of multiple different eras and origins by selecting appropriate archetypes. The skills and abilities of a pulp era vaudeville performer who has learned real magic are not the same as those of a confused and struggling modern teen who can see dead people, but a sensitive 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 sensitives.

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

Psychic Strength (Su): You have an innate psychic strength which you use to power your psychic abilities. Whenever a psychic ability calls for a skill check, you may instead use your psychic strength bonus. Your psychic strength is equal to your ESPer level plus your Int, Cha, or Wis bonus. You select which ability score determines your psychic strength when this ability is first gained, and once selected it cannot be changed. If you have the intuition class feature, you may

choose to forgo psychic strength and instead use your intuition bonus for all psychic skill checks. If you take this option, you gain a +2 bonus to intuition checks made as psychic skill checks.

Your psychic strength (or bonus to intuition checks made for psychic abilities) increases by +1 at 6th level, and by an additional +1 at 10th, 14th, and 18th level.

Psychic Ability: At first level you select one psychic ability. Once made, this choice cannot be changed. You have access to this ability. You gain an additional psychic ability at 2nd level, and again at 9th and 17th level.

Psychic Resilience: At 5th level, you gain the ability to ignore a small amount of psychic backlash. Once per day, you may choose to negate psychic backlash, preventing your penalties from backlash from worsening. You gain the ability to do this a second time per day at 13th level.

PROFILER

The profiler is an expert in the study of desire, behavior, reaction, and instinct who learns how to predict the actions of creatures by studying subtle cues in their actions. While a profiler often seems to have true powers of divination, his actual talent is in combining an understanding of what kinds of motivations are common with probabilities of what types of creatures normally engage in specific activities, all while exhibiting a keen eye for outward signs of strong emotions. Profilers are often loathe to explain the exact methods they use to come to their conclusions, fearing either exposure as hoaxes (for those who use their powers for deception) or fear of being treated as oracles rather than professionals (for those who are open about being students of human nature rather than supernatural seers).

A profiler may be a cold reader who uses his insights to simulate having psychic powers, a criminal analyst who tries to understand the motivations and needs of criminals, or a psychologist who seeks to help troubled minds understand themselves.

Take Measure (Ex): The core ability of a profiler is to take the measure of a person– to size them up and make a rational deduction based on training and experience–of how that person is going to react to specific situations and suggestions. Taking measure only works on creatures with an Int of 6 or greater; creatures with a lower Int are too simple and unpredictable for the ability to function. To take measure of a creature, the profiler must make a Sense Motive check, with a DC of 11 + target's Bluff bonus, or 11 + target's HD (whichever is higher). This check is made in secret by the GM, who simply informs the profiler of success or failure.

Taking a creature's measure normally requires at least one minute and the ability to see, hear, and understand the creature while it interacts in a conversation. If the profiler can't meet all three of those requirements he may still attempt to take measure of the creature, but his Sense Motive check suffers a -5 penalty.

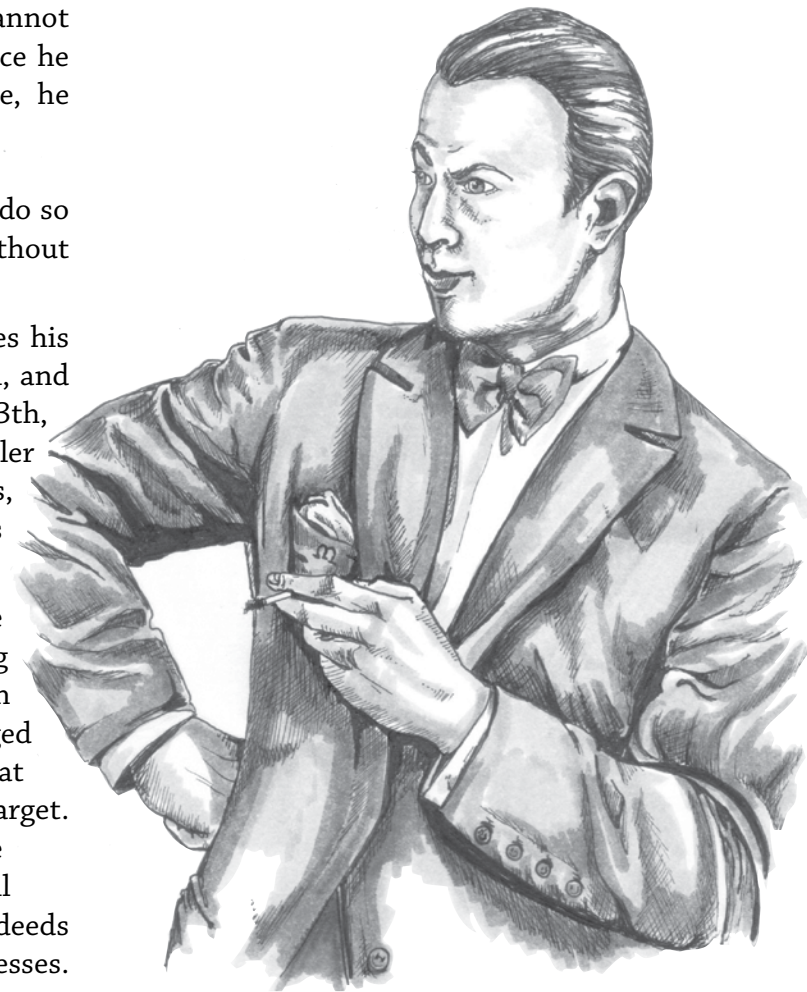
Once a profiler has taken measure of a creature, he gains a +2 bonus to all Wisdom- and Charisma-based ability and skill checks regarding that creature and has a +1 bonus to attack rolls against the creature. This increases to +4 to Wisdom and Charisma skill and ability checks and +2 to attack rolls at 6th level, and again to +6 to Wisdom and Charisma skill and ability checks and +3 to attack rolls at 12th level and finally to +8 to Wisdom and Charisma skill and ability checks and +4 to attack rolls at 16th level. A profiler can take measure once per day, plus one additional time for every five levels of profiler. Failed attempts to take measure do not count against this number. Once he fails a Sense

Motive to take measure of a creature, he cannot attempt to do so again for 24 hours. Once he successfully takes measure of a creature, he maintains these bonuses for 24 hours. Also, once he has successfully taken measure of a creature, he can attempt to do so again in the future as a standard action without taking the normal -5 penalty.

Profiler Talents: The profiler receives his first profiler talent beginning at 5th level, and gains additional profiler talents at 9th, 13th, and 17th level. Also, whenever a profiler gains a talent choice from his base class, he can choose one of these profiler talents instead.

Assess (Ex): The profiler can take measure of a creature without seeing or hearing it, as long as the profiler can examine deeds the creature has engaged in. The profiler must be able to examine at least one deed for every 3 hit dice of the target. Examination of each deed need not be done in person, but some level of detail is required if the profiler examines the deeds through reports or descriptions from witnesses. If a profiler examines deeds he thinks were performed by one creature that are actually the work of multiple creatures, a successful take measure check does not grant the normal bonuses, but instead identifies what deeds were performed by the same creatures.

Animal Whisperer (Ex): The profiler can use his take measure ability on creatures with an Int of 2 or higher.



Body Language (Ex): The profiler can read the posture, facial expressions, eye movements, and even pupil dilation and breathing of a creature he has used his take measure ability on to determine the creature's surface thoughts.

The profiler must be able to see and hear the target, which must also be the target of a successful take measure attempt by the profiler. As a full round action, the profiler can make a Sense Motive check opposed by the target's Bluff check. If the Sense Motive check is successful, the target must make

a Will save (DC 10 + 1/2 the profiler's level + the profiler's Wisdom modifier) or the profiler learns the target's surface thoughts for 1 round. If a creature makes its Will save, the profiler cannot attempt to read its body language again for 24 hours. The profiler may use this ability a total number of times per day equal to his Wisdom modifier plus half his profiler level (minimum 1/day).

Any ability or effect that defends a target against *detect thoughts* also defends it against body language.

Faux Powers (Ex): The profiler gains a bonus equal to half his profiler level to Bluff checks made to convince creatures he has powers, resources, or supernatural abilities he does not truly possess. This Bluff check cannot be used to convince a target of any untruth other than the existence of some specific power or set of powers in the profiler. A successful check of this kind may grant bonuses on related Bluff checks made afterwards at the GM's discretion (for example, convincing a target you can speak to departed spirits may give you a circumstance bonus to future Bluff checks to convince them you are communicating with a dead relative of the target's).

Profile (Ex): The profiler can form a description of a creature he has successfully taken measure of to up to one ally per profiler level, granting them half his take measure bonuses. Forming a profile takes at least one hour, and delivering it to other creatures takes 5 minutes.

Quick Read (Ex): The profiler gains a bonus equal to half his profiler level on Sense Motive checks to form a hunch.

True Desires (Ex): The profiler can gauge what kinds of fantasies a target wishes to believe. The profiler selects a specific lie he is considering telling to a specific target he can see, and discloses any evidence he might have to support the lie. As a full round action, he attempts a Sense Motive check (DC 11 + target's Bluff bonus). On a successful check, the profiler learns if the target wants to believe that lie, and if it will find his evidence convincing (see the description of the Bluff skill in the *Pathfinder Roleplaying Game Core Rulebook* for bonuses to Bluff checks gained from these circumstances).

Once the profiler fails at a Sense Motive check of this type, he cannot use true desires on that target for 24 hours.

VOLUR

A volur (an old term meaning "wand carrier") is a student of magic who has learned at least some of the power of true spellcasters. A volur is never the equal of a true master of arcane or divine power, and must sacrifice time spent training for brute physical conflict in order to master even some spellcasting ability. Though they lack the complimentary mystic powers granted to true spellcasters, volur do manage to pick up a fair number of spells, often combining them with skills and talents gained from their base class to create effective combinations of magic and practical knacks. Volur often carve unique niches for themselves, such as "world's only spellcasting private eye," "eldritch bounty hunter," or "military mage."

Spellcasting: A volur casts spells drawn from one of the following classes' spell lists: bard, cleric/oracle, druid, inquisitor, magus,



TABLE: VOLUR SPELLS PER DAY

Level	1st	2nd	3rd	4th	5th	6th
1	1	—	—	—	—	—
2	2	—	—	—	—	—
3	3	—	—	—	—	—
4	3	1	—	—	—	—
5	4	2	—	—	—	—
6	4	3	—	—	—	—
7	4	3	1	—	—	—
8	4	4	2	—	—	—
9	5	4	3	—	—	—
10	5	4	3	1	—	—
11	5	4	4	2	—	—
12	5	5	4	3	—	—
13	5	5	4	3	1	—
14	5	5	4	4	2	—
15	5	5	5	4	3	—
16	5	5	5	4	3	1
17	5	5	5	4	4	2
18	5	5	5	5	4	3
19	5	5	5	5	5	4
20	5	5	5	5	5	5

sorcerer/wizard, or witch. This decision is made at 1st level and cannot be changed. A GM using classes from other sources may decide to allow a volur to select a spell list from any class that gains both 0-level and 1st-level spells, and has spell that go up to 6th level.

A volur can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a volur must have a Charisma score equal to at least 10 + the spell level. The Difficulty

Class (DC) for a saving throw against a volur's spell is 10 + the spell level + the volur's Charisma modifier.

Like other spellcasters, a volur can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Volur Spells Per Day. In addition, he receives bonus spells per day if he has a high Charisma score.

The volur's selection of spells is extremely limited. A volur begins play knowing four 0-level spells and two 1st-level spells of the volur's choice. At each new volur level, he gains one or more new spells, as indicated on Table: Volur Spells Known. Unlike spells per day, the number of spells a volur knows is not affected by his Charisma score.

Upon reaching 5th level, and at every third volur level after that (8th, 11th, and so on), a volur can choose to learn a new spell in place of one he already knows. In effect, the volur "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level spell the volur can cast. A volur may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A volur need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level. Some volurs have additional details regarding their spellcasting based on what class list they draw spells from, as noted below.

TABLE: VOLUR SPELLS PER DAY

Level	0th	1st	2nd	3rd	4th	5th	6th
1	4	2	—	—	—	—	—
2	5	3	—	—	—	—	—
3	6	4	—	—	—	—	—
4	6	4	2	—	—	—	—
5	6	4	3	—	—	—	—
6	6	4	4	—	—	—	—
7	6	5	4	2	—	—	—
8	6	5	4	3	—	—	—
9	6	5	4	4	—	—	—
10	6	5	5	4	2	—	—
11	6	6	5	4	3	—	—
12	6	6	5	4	4	—	—
13	6	6	5	5	4	2	—
14	6	6	6	5	4	3	—
15	6	6	6	5	4	4	—
16	6	6	6	5	5	4	2
17	6	6	6	6	5	4	3
18	6	6	6	6	5	4	4
19	6	6	6	6	5	5	4
20	6	6	6	6	6	5	5

Bard: A volur who chooses the bard spell list is restricted from knowing any spells that deal with or modify bardic performance abilities or other bard class features. Like true bards, every bard spell for a volur who selects this spell list has a verbal component (singing, reciting, or music). A volur with this spell list is considered an arcane spellcaster.

Cleric: A volur who chooses the cleric/oracle spell list must have a deity or philosophy from which to draw divine power. If this deity or philosophy has an alignment, the volur's alignment cannot be more than one step different from it. Additionally, the volur cannot cast spells of an alignment opposed to his own or his deity's or philosophy (if it has one). Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

The volur is restricted from knowing spells that relate to preparing spells, channeling energy, an oracle's curse, an oracle's revelations, or other cleric and oracle class features. A volur with this spell list is considered a divine spellcaster.

Druid: A volur who selects the druid spell list must have an alignment that is at least partially neutral. Additionally, the volur cannot cast spells of an alignment opposed to his own. Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

The volur is restricted from knowing spells that relate to preparing spells, animal companions (unless the volur has an animal companion from some other source), wild shape, or other druid class features. A volur with this spell list is considered a divine spellcaster.

Inquisitor: A volur who chooses the inquisitor spell list must have a deity or philosophy from which to draw divine power. If this deity or philosophy has an alignment, the volur's alignment cannot be more than one step different from it. Additionally, the volur cannot cast spells of an alignment opposed to his deity's or philosophy (if it has one). Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

VOLURS AND GENIUS ARCHETYPES

Unlike most anachronistic archetypes, the volur does not work always well with the rules presented in the *Genius Guide to ... Archetypes* books. This is because it grants fairly major spellcasting power in return for reducing the character's base attack bonus. This works for Anachronistic Adventurer classes, because none of them have full spellcasting abilities without adding an archetype, and all of them have at least "medium" attack progression. While it would be reasonable to use the mystic initiate archetype for base and core classes that meet these criteria (barbarian, cavalier, fighter, gunslinger, monk, and rogue), it would not be a good idea to allow other classes to take it. The volur archetype is designed to allow a nonspellcasting class to gain some magic ability in return for reduced martial prowess. It's not designed as a way to build a multiclass-like character able to draw on multiple sources of magic power. If you do want to add new multiclassing options to your campaign, we recommend you pick up *The Genius Guide to Feats of Multiclassing*.

The volur is restricted from knowing spells that relate to judgments or other inquisitor class features. A volur with this spell list is considered a divine spellcaster.

Magus: A volur who chooses the magus spell list is restricted from knowing any spells that deal with or modify prepared spells, magus arcana, or other magus class features. A volur with this spell list is considered an arcane spellcaster.

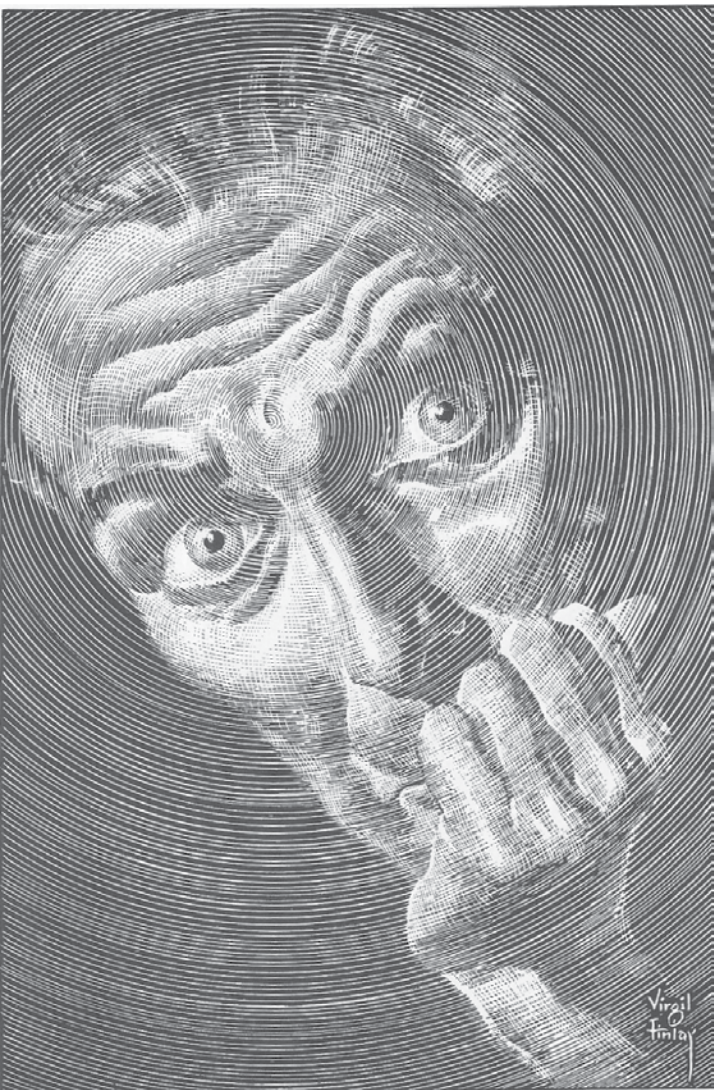
Sorcerer/Wizard: A volur who chooses the sorcerer/wizard spell list is restricted from knowing any spells that deal with or modify prepared spells, bloodlines, or other sorcerer or wizard class features. A volur with this spell list is considered an arcane spellcaster.

Witch: A volur who chooses the witch spell list is restricted from knowing any spells that deal with or modify prepared spells, hexes, familiars, or other witch class features. A volur with this spell list is considered an arcane spellcaster.

No Time To Fight (Ex): Volurs must spend a huge amount of time studying to master the magic powers they wish to expand, and as a result simply lack the ability to train with weapons and combat techniques. As a result, a volur's base attack bonus is reduced by one only at 2nd, 6th, 10th, 14th, and 18th level.

PSYCHIC ABILITIES

The entire idea behind the *Anachronistic Adventurers* line of classes is to provide rules for characters from modern eras that find themselves stuck in a classic fantasy setting. Since these classes presuppose that characters may travel to different worlds with different rules governing such things as magic and mental powers, it seems only fitting to provide rules for one of the types of powers common to fantastic,



modern-era adventure stories – psychic abilities. Though certainly not universal to the kinds of pulp-era stories *Anachronistic Adventurers* draws inspiration from, psychic abilities are a common element for dashing investigators, craven mesmerists, plucky sidekicks, and wise advisors in a wide range of modern adventure stories.

Psychic abilities are a kind of mental power that allow characters to do things that violate the normal rules of the world around them. Most psychic powers fall into two broad categories – extra-sensory perception (the ability to see things hidden to the normal five senses) and mentalism (the ability to affect the minds and thoughts of others). These powers are often vaguely defined at best in pulp fiction, with a great deal of overlap and morphing of terms. To make them a functional part of the *Anachronistic Adventurers* rules, we need to define some general guidelines on how “our” psychic powers work, and then give details for the individual abilities.

Psychic abilities draw their power from the interaction between the material world and the spiritual world (also known as the material and ethereal planes, respectively). The borders between these two realities create friction in the form of ley energy, the raw stuff of psychic phenomenon. Ley energy is influenced by the presence of both physical matter (as objects leave echoes of their passing in the ley energy) and mental exertion (as thoughts change the ley energy to match their own form, turning all thoughts into broadcasts like ripples on a pond). While psychic energy has little effect on the physical world, ley energy can be focused to impact more ephemeral things, such as memories and ideas.

All psychics are able to perceive this ley energy in one form or another, a kind of “sixth sense.” Thus, they perceive things by observing how those things interact with ley energy. Some psychics are also able to direct ley energy to create various effects through sheer force of will, using the ley energy to broadcast their thoughts into others or even alter a creature’s thoughts.

Of course, opening your mind to an energy field and trying to read, or even direct that energy, takes time, and poses certain risks.

GAINING PSYCHIC ABILITIES

A GM may decide psychic abilities are just specific, highly trained skills available to anyone willing and able to study at the feet of a master, or may restrict them to characters who choose a psychic option at character generation. A character can gain psychic abilities by taking a feat (see *Psychic Feats*, at the end of this section) or selecting a psychic class option (such as the psychic ability talent of the sensitive, or the ESPer archetype).

While psychic abilities are thematically appropriate for *Anachronistic Adventurers* classes, many gamers prefer to keep mental abilities that aren’t magic out of their sword-swinging fantasy. Of course, once pistol-packing pulp characters from a modern era enter a game, it might seem unlikely the line will be drawn at the power to cloud men’s minds, but GMs should consider the impact of an entirely new power type before adding psychic abilities to a campaign. If a GM doesn’t wish to allow the wholesale addition of psychics, they can be added in a more limited fashion. They work well as the domain of esoteric characters from a single location or background, poorly understood raw talents that appear in a small percentage of the population, or even the quirk of a single character.

USING PSYCHIC POWERS

Using a psychic ability is a standard action unless the ability specifies otherwise, and always provokes an attack of opportunity. If a character takes damage while attempting to use a psychic ability (such as from an attack of opportunity or as the result of a foe's readied action), the character must make a DC 20 concentration check or fail to activate the ability. Characters that do not already have concentration checks as a result of being spellcasters gain a check of 1d20 + HD + Wisdom modifier for using psychic powers.

PSYCHIC BACKLASH

When a psychic attempts to use a psychic ability and the skill check is successful, the psychic suffers no negative effect for using it. This is also true whenever the psychic rolls a natural 20 (the die shows a 20), even if the skill total is too low for success.

When a psychic attempts to use a psychic ability and the skill check fails, the psychic suffers serious consequences. This is also true whenever the psychic rolls a natural 1 (the die shows a 1), even if the skill total is high enough for the psychic ability to succeed. Only the psychic ability's skill check is relevant for these consequences. A psychic ability that fails due to a saving throw, an antimagic zone, failed concentration check, or similar complication does not cause backlash.

Each time a character fails a psychic ability check, they suffer a -5 penalty to future psychic power checks, and a -1 penalty to all other ability and skill checks. These penalties stack if a character fails multiple checks. If a character's penalty to ability and skill checks exceeds his hit dice, he is fatigued. This fatigue cannot be removed until the

character is no longer suffering penalties for failing psychic ability checks. Even creatures normally immune to fatigue (such as undead) take all the penalties for being fatigued if they meet this condition, as the fatigue represents a draining of their mental energy, rather than a physical exertion.

A character's penalties from failed psychic ability checks last until the character gets eight hours of sleep. Creatures who do not need sleep must meditate for eight hours to eliminate these penalties.

PSYCHIC ABILITY DESCRIPTIONS

The rules for each of the specific psychic abilities are presented below.

DISTANT VIEWING (Su): You are able to see places not in your line of sight. You may make Perception checks to view an area beyond your line of sight as if you were present at that area. This allows you to see things beyond cover (such as on the other side of a door), but does not make you any more likely to spot hidden or concealed objects or creatures. Despite being called distant viewing, this psychic ability can also transmit information about sounds, smells, textures, and even taste – any sensory detail the psychic could pick up if present.

To make a Perception check in an area you must select a location that is obvious (on the other side of a door, around the corner, inside a carriage, 40 feet north, and so on), or one you are familiar with. Your Perception check takes a penalty based on the amount of material between you and the area you wish to view, the distance to that location and the time you take to use your ability, as outlined in Table: Distance

EXTRAORDINARY PSYCHIC ABILITIES

Under the normal definitions given in the *Pathfinder Roleplaying Game Core Rulebook*, is reasonable to classify psychic abilities as supernatural powers, making them magical without being spells or particularly spell-like. This is the route taken in the rules presented in this product, and is the most reasonable choice for most campaigns. This means that psychic abilities do not work in an *antimagic field*, use of them can be located with *detect magic*, but they are not subject to counterspells or spell resistance. However, for games with a very specific tone, it might make more sense to define all psychic abilities as extraordinary abilities, making them nonmagical in nature (though as the definition of extraordinary abilities notes, “not something that just anyone can do or even learn to do,” which still matches how psychic powers work in much of the fiction featuring it). Many GMs and players will have an immediate knee-jerk reaction that making psychic powers extraordinary is a major power increase, but actually the differences are very subtle. Unlike the more powerful psionics systems that are sometimes used, the total power of, and range of options for, psychic powers is significantly more limited. In most cases psychic abilities are built off the rules for skills, and already have many of the same limitations and checks to their effectiveness that skills do. Very few defenses apply to supernatural abilities already, so making psychic powers extraordinary is a fairly mild (though definite) power increase.

In games with both psychic abilities and psionics, allowing psychic abilities to act as extraordinary abilities helps make them a viable option compared to the much more powerful and versatile psionic rules.

Viewing Penalties. For spotting things that are out in the open and obvious, a DC 0 check is successful (see the Perception skill description in the *Pathfinder Roleplaying Game Core Rulebook* for more information on Perception DCs).

For example, Maraday Fachal is a psychic reporter with distant viewing and a Perception check of +11. While checking out an office complex she decides to look on the other side of a locked door. She's not in a hurry, so she takes a full minute to make her check. The viewing area she wishes to see is less than 5 feet away and only a single barrier is between her and the area, so she takes only a -10 penalty to her check. Rolling a 7 her total is (7 +11 -10) 8. This is enough for her to see anything in plain sight in the room beyond the door, though the GM knows there is a hidden door in the room that requires a DC 15 Perception check to notice, so Miss Fachal doesn't spot it. Still convinced there are cultists nearby, Maraday decides to make a distant viewing check into the building's basement. Her Perception check suffers a -25 penalty for an area with multiple barriers (-15), that are 6-25 feet away (-5), and not immediately obvious or known to her (-5). She rolls a 12, getting a total of (12 +11 -25) -2. Not only can she not see into the basement, her failure results in a -5 penalty to all psychic ability checks until she manages to get some sleep (see Psychic Backlash, above).

If you have both distant viewing and psychometry and have successfully identified the psychic frequency of an object (or creature that touched that object), you can attempt to view places strongly associated with the object or its owner. This is risky, however, as you do

not know how far away such a location is, and thus don't know what penalties you are taking to your distant viewing check. See psychometry for more information on learning psychic frequencies.

Any defense that is effective against, or prevents, magic scrying is also effective against, or prevents, distant viewing.

TABLE DISTANT VIEWING PENALTIES	
CIRCUMSTANCE	PENALTY
Make check as swift action	-15
Make check as move action	-10
Make check as full-round action	-5
Make check as an action taking one minute	-0
Single barrier between you and viewing area (A barrier is up to a foot of wood, inch of stone or earth, or 1/6th of an inch of metal)	-10
Multiple barriers between you and viewing area	-15
Distance to viewing area is 5 feet or less	-0
Distance to viewing area is 6-25 feet	-5
Distance to viewing area is 26-100 feet	-10
Distance to viewing area is 101-400 feet	-15
Distance to viewing area is 401+ feet	-20
Area is not one that is immediately obvious or known to distant viewer	-5



DOWSING (Su): As a full-round action, you can attune yourself to recognize the psychic vibrations of a natural material, allowing you to know when it is present, and sometimes even to find it when it isn't nearby. You can make Survival checks to determine if a naturally-occurring material is present (within a radius equal to your Wisdom score in feet), and to track down the exact location of such substances. The DC of this check is based on the type of material, as determined by Table: Dowsing Base DCs, below. For every foot of wood, inch of stone or earth, or 1/6th of an inch of metal between you and the material, the DC is increased by +1. If a material is not nearby but you beat the required DC to find it by 10 or more, instead of determining its location, you gain a vague idea what direction the largest concentration of the material is within one mile.

You may also use this ability to find edible materials, follow the psychic vibrations left by creatures that were once at your location, and avoid dangerous natural hazards. This allows you to make a dowsing check in place of a Survival check to track creatures, get along in the wild, and avoid natural hazards such as quicksand. (This is most useful for characters that gain bonuses to psychic skill checks, or that use an intuition or psychic power check in place of the normal skill check dowsing calls for.)

MESMERISM (Su): You can send false information into the mind of a target, causing it to believe something that isn't true. This allows you to make Bluff checks to deceive (rather than to feint or send secret messages) at range against a target you can see. You do not have to speak to, or share a language with, your target though it must have an Int of 2 or greater. Using mesmerism is a standard action, regardless of how complex a lie you attempt to convince your target is true.

TABLE: DOWSING BASE DCs

MATERIAL	BASE DC
Potable water	10
Specific common inanimate organic materials (ash trees, cyanide, honey, flour)	15
Base minerals (granite, iron, lead)	25
Fine minerals (basalt, copper, quartz, tin)	30
Valuable minerals (diamond, gold, silver, platinum)	35
Mystic minerals (adamantine, mithral)	40

If you attempt to convince a target of the falsehood of something it can directly observe (such as claiming you are holding a banana, rather than a gun), the target may choose to resist your Bluff check with a Perception check (rather than a Sense Motive check). You suffer normal penalties for attempting to convince your target of unlikely or impossible lies, but gain no bonus for having proof of your lie. Mesmerism has no obvious visible or audible effects. Someone observing you may make a Perception check opposed by your mesmerism check to realize you are intently focused on your target (and if your target begins acting in an obviously unusual way, such observers may conclude you are responsible, even if they do not know exactly how).

While you are not dependent on language, trying to use mesmerism on a radically different mind is difficult. When attempting mesmerism on a creature of a different type than you are, you suffer a -4 penalty.

If your Bluff check against a target is successful, it is unaware that you influenced it (though a target can later contemplate its behavior, and how you benefited from it, and conclude you are somehow responsible). If your Bluff check fails, the target makes a Will save (DC 10 +1/2 your total Bluff bonus) to realize you are somehow attempting to alter its perception of reality. On a failed check, you suffer no penalty to future efforts to use mesmerism to Bluff the target.

MEDIUM (Su): You can see the ripples caused by spirits as they pass through ley fields. As a standard action you may make Perception checks at -10 to see and hear creatures on the ethereal plane, and invisible creatures that are incorporeal. You cannot use this ability to perceive any other form of invisible creature, and even those you do find have total concealment (though you can pinpoint what space they are in). If you successfully perceive a creature, you may talk to it, making Diplomacy (or, potentially, Intimidate) checks possible.

MIND OVER MATTER (Su): You can manipulate the physical world by extending your aura to move objects without touching them. The maximum Strength value you can apply with mind over matter is equal to your Wisdom score -18. If this results in a value of 0 or less, divide the carrying capacity of a 1 Strength by the number of points your total is less than 1 to determine your mind over matter carrying capacity.

For example, Guri Ueller has a 15 Wisdom and mind over matter. Subtracting 18 from his Wisdom to determine his effective Strength he gets -3, four less than a 1 Strength. Thus his

capacity is 1/4 that of a 1 Strength – a light load of up to 3/4 of a pound, a medium load of up to 1 1/2 pounds, and a heavy load of up to 2 1/2 pounds.

The range of mind over matter is very short, limited to the range of your normal melee attacks. When determining what you can do with mind over matter carrying capacity, assume you can accomplish anything you could accomplish with a single hand. In many cases, this is limited to bending cutlery and moving very light objects (such as keys) short distances.

You can extend the range of mind over matter by making a Wisdom check with a DC of 10 + total range in feet. A failed check results in psychic backlash (see Psychic Backlash, above). You can also use mind over matter to replace the tools required to make a skill check, allowing you to use such skills as Disable Device and Heal without penalty. When used in this way, a failed skill check results in psychic backlash.

PSYCHOMETRY (SU): You can touch an object and pick up echoes of psychic vibrations left by creatures that have interacted with it. This allows you to make an Appraise check to learn information about the object as if you had made an appropriate Knowledge check with the same total. If you exceed the DC of this check by 10, you learn the object's psychic frequency (useful if you also have Distant Viewing, see above). You can also determine the object's true value and if it has any magic properties (as the rules for the Appraise skill).

You may also gain information about creatures that have been in physical contact with the object. You apply your psychometry check to the first creature you can gain

information about (see below). If you gain all the information possible about that creature, reduce your total check by 5 and apply it to the second creature you might gain information about (see the Table: Psychometry Information, below).

When determining what creatures you gain information about, who you learn about, and in what order, is determined by their relationship to the object. You first gain information about the last creature to be seriously injured (down to 50% or less of its hit point total) when in contact with the item. If you make a check by enough to learn all the details you can about that person (or if no one was ever badly damaged when touching the object), you then gain information on the creature who has been in contact with it the longest over the past year. Then whoever touched the object last. Then whoever created it. Then anyone else with a relationship to the object, in an order determined by the GM. Making multiple checks against the same object does not give you new information – whatever you pick up on your first psychometry attempt represents all the psychic impressions you can pick up. However if you successfully determine a creature's psychic frequency, you recognize that creature's impression on any other object it has touched. You can also attempt to make a distant viewing check to gain a glimpse of that creature (see Distant viewing, above).

For example, Sylvia Deezy is a con artist who claims to be able to speak to the dead... but she truly does have the power of psychometry. A client gives her a hunk of rock to use as a focus to communicate with the client's loved one. Sylvia makes an Appraise check to use her psychometry,



and gets a total of 26. This gives her the same information about the rock she would gain with a Knowledge (dungeoneering) check, allowing her to identify the type of rock and its geographic origin. She also has a chance to learn something about creatures who have touched the rock. The GM knows the rock was in a miner's hand when he died, and that miner was a CR 1 commoner, so to learn about this creature is a DC 11 (10 +1 CR) check, and an additional detail for every 5 she exceeds that. Sylvia learns the rock was held by a humanoid

that was badly injured, knows she'd recognize the frequency of the humanoid if she encounters his touch through psychometry with other objects, and that the creature had no special strengths or weaknesses.

Since she learned everything about the first creature, she also has a chance to learn about the creature with the second most important relationship to the rock. To do this, she takes a -5 penalty to her original psychometry skill check (going from a 26 to a 21), and compares that to the DC needed to learn about that creature. As it happens, for most of the time since the miner's death, the rock has been in the possession of a monstrous CR 9 delver, who killed the miner. The check to learn about that creature is DC 19 (10 + CR 9), less than her new total of 21, so she discovers the creature that possessed the rock for most of the past year is an aberration, but she does not gain any additional information. This means she does not learn about any other creatures with relationships to the rock, and if she uses psychometry on another

object touched by the delver, she won't be sure the impression she is getting is the same aberration.

Any defense that is effective against, or prevents, magic scrying is also effective against, or prevents, psychometry.

THOUGHT TRANSFERENCE (Su): You can read the thoughts and emotions of others, and broadcast your own thoughts directly into the minds of your targets. This allows you to make certain skill checks at range against a target you can see. You may use thought transference to make Bluff checks to send secret messages (rather than to feint or lie) and Intimidate checks to influence attitude (rather than demoralize). You do not have to speak to, or share a language with, your target, though it must have an Int of 4 or greater. If you succeed at a Bluff check to send a secret message, you may also read a reply the target intentionally sends back to you. If you succeed at an Intimidate check, and wish the target to give you information, you receive the information in your mind with no need for the target to speak.

Using thought transference is a standard action. You are limited to what could reasonably be said in a single round of normal conversation with each use of this ability.

While you are not dependent on language, trying to use thought transference on a radically different mind is difficult. When attempting thought transference on a creature of a different type than you are, you suffer a -4 penalty.

If you use thought transference to pass secret messages, the target is aware you are the source of the messages if your effort succeeds, and notices nothing if it fails. If

you use thought transference to influence attitude, the target receives a Will save (DC 10 +1/2 your total Intimidate bonus) regardless if your effort is successful or a failure. On a failed check the target just has a vague sense of unease, and its later attitude toward you does not change, nor do you take penalties for future attempts to intimidate it (though a target can later contemplate its behavior, and how you benefited from it, and conclude you are somehow responsible). If the save succeeds the target realizes you are somehow "in its mind," and reacts to you as it would if you had made a conventional Intimidate check (even if it cannot explain exactly what you have done).

PSYCHIC FEATS

Characters can gain the most basic form of psychic abilities with a feat, as outlined below.

SECOND SIGHT

You have opened your mind to the ley energy of psychic abilities.

Prerequisites: Wis 13

Benefits: Select one psychic ability. Once made, this choice cannot be changed. You gain the use of the selected psychic ability. If you are a sensitive, you may use your intuition bonus in place of any skill check the psychic ability calls for. (This goes not expend a use of your intuition ability.)

Special: You may select this feat more than once, but selecting it a second time requires a Wisdom of 17, a third time, a Wisdom of 21, and the Wisdom prerequisite increases by +4 for each additional time you select the feat.

TABLE: PSYCHOMETRY INFORMATION	
INFORMATION	PSYCHOMETRY DC
Identify object	As appropriate Knowledge check DC
Identify object's psychic frequency	Appropriate Knowledge check DC +10
First creature's type, and its relationship to the object	10 +CR
First creature's psychic frequency	15 +CR
One strength or weakness of the first creature	20 +CR
Each creature after the first	-5 to check against above CRs

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CREDITS

Designer:

Owen K.C. Stephens

Editor:

Jeremy Miller

Art:

Walter Baumhofer, Tom Floyd, Virgil Finlay, OWC

Graphic Design and Typesetting:

R. Hyrum Savage

Creative Director:

Stan!

Project Manager:

Lj Stephens

Produced By:

Super Genius Games

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