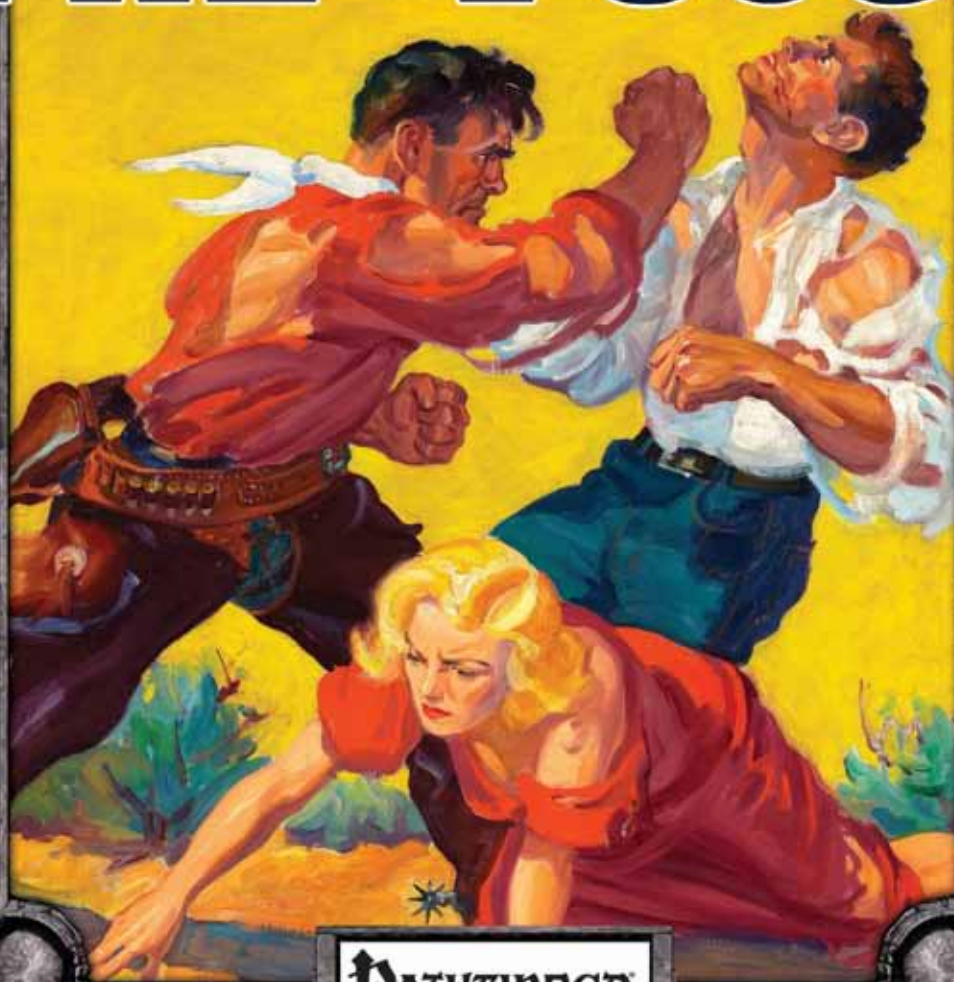




ANACHRONISTIC ADVENTURERS:

THE TOUGH



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

"This is my BOOMSTICK!"

– The Man That Falls from the Sky

The tough is a rough-and-tumble free spirit, who possesses what might charitably be called a recalcitrant streak, or uncharitably be called "rage issues." A tough does not like to be told what to do, where to go, or how to act, and he absolutely does not accept the idea that he is going to lose (even when he has clearly, logically already lost). When things are calm, a tough can be hard to identify from everyone else, acting the role of anything from anarchist bomb-thrower to peaceful member of the gardening club. But when things get grim, when blood starts to flow and the tough has been smashed and battered, the tough reacts differently than anyone else. The more a tough is bloodied and hurt, the angrier and more determined to survive, to *win*, the tough becomes.

Toughs often have trouble with authority, and may take the easy route and live lives as bikers, bouncers, rum runners, thugs, and crooks. But just as many fight against their riotous, dangerous nature and seek to channel their anger and strength. Toughs can be found as drill sergeants, beat cops, bounty hunters, and local heroes. But no matter how carefully trained their fighting skills are, or neatly ordered their plans are, a tough is simply different once the fit hits the shan. A tough soldier may be respected, but he's also the guy quietly described as a crazy SOB. A tough firefighter is respected and honored, but people get nervous when they are assigned to his squad. A tough seems to be able to survive things that should leave him a smoldering corpse, and displays a refusal to quit that sometimes gets his more fragile allies killed.

A tough is a heck of an ally... if you can survive the friendship.

Alignment: A tough can be of any non-lawful alignment. The wild, carefree, and even vengeful nature of a tough is impossible for a lawful character to maintain.

Hit Die: d12

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

CLASS SKILLS

The tough's class skills are Climb (Str), Intimidate (Cha), Perception (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), and Swim (Str). Additionally, any character who begins play as a tough 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 tough who grew up fighting werewolves and moonshine sorcerers in the backwoods of Appalachia can reasonably select Use Magic Device as an additional class skill. A street-thug who never faced anything more unusual than gang members from one block over until he discovered that the new drug "gate" can actually send you to a fantasy universe is limited to skills with no ties to magic.

Skill Ranks per Level: 3 + Int modifier.

CLASS FEATURES

All of the following are class features of the tough.

Proficiencies: A tough is proficient with simple weapons, martial melee weapons, light armor, and a single Progress Level (see Progress Level Proficiencies at the end of this product).

Archetype: Not every tough is motivated to make the same kind of crazy decisions, nor do they all channel their fury and determination into the same channels. At 1st level, each tough selects an anachronistic archetype to represent his focus and background training. Once selected, this choice cannot be changed. Each archetype provides a tough 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 tough character rules.

Back to the Wall (Ex): A tough is at his toughest when he's already taken a beating. Like a cornered rat or wounded bear, rather than get weak or give up when badly injured, a tough is driven to fight harder and more relentlessly. When a tough is battered (see new conditions, later in this product) he gains a +2 bonus to his attack rolls, damage, armor class, and saving throws. This increases to a +3 bonus at 8th level and to +4 at 16th level.

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

TABLE 1: THE TOUGH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Archetype, back to the wall
2	+2	+3	+0	+0	—
3	+3	+3	+1	+1	Tough talent
4	+4	+4	+1	+1	Bonus feat
5	+5	+4	+1	+1	—
6	+6/+1	+5	+2	+2	—
7	+7/+2	+5	+2	+2	Tough talent
8	+8/+3	+6	+2	+2	Bonus feat
9	+9/+4	+6	+3	+3	—
10	+10/+5	+7	+3	+3	—
11	+11/+6/+1	+7	+3	+3	Tough talent
12	+12/+7/+2	+8	+4	+4	Bonus feat
13	+13/+8/+3	+8	+4	+4	—
14	+14/+9/+4	+9	+4	+4	—
15	+15/+10/+5	+9	+5	+5	Tough talent
16	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17	+17/+12/+7/+2	+10	+5	+5	—
18	+18/+13/+8/+3	+11	+6	+6	—
19	+19/+14/+9/+4	+11	+6	+6	Tough talent
20	+20/+15/+10/+5	+12	+6	+6	Tough as nails

Blood and Guts (Ex): Whenever the tough is battered (see new conditions) he gains a +4 bonus to attack rolls to confirm critical threats, and ignores half the hardness and DR of any target he hits.

Damage Reduction (Ex): The tough gains DR 1/- . This stacks with damage reduction the tough gains from any one other source. This talent may be selected more than once, but no more often than once plus one per 5 full tough levels. Each time it is selected, the DR it provides increases by one.

Grim Determination (Ex): The tough is inspired to greatness when the chips are down. When battered, the tough can add his bonus from the back to the wall class feature to Acrobatics, Climb, Escape Artist, Intimidate, Ride, and Swim checks.

Hard to Kill (Ex): The tough doesn't pass out or die when other people do. Rather than be disabled when at 0 hp and unconscious at negative hp values, the tough remains conscious but disabled up to a number of negative hp equal to his Con bonus or 1/4 his class level, whichever is higher (minimum 1). A tough also doesn't die when reaching a negative hp total equal to his constitution, instead adding his Con bonus or 1/4 his class level, whichever is higher, to the negative hp total he can reach before dying.

A tough with this talent also does not die from massive damage, if that optional rule is in use.

In Your Face (Ex): Having a tough attack you can be distracting, making it difficult to take careful actions. When the tough makes a full attack routine of melee attacks and directs them all at a single foe, that foe suffers a -2 penalty to

attack rolls, skill checks, ability checks, and the save DCs of all its spells and effects. This effect lasts until the beginning of the tough's next turn. These penalties increase to -3 at 8th level, and to -4 at 16th level.

Madder Than Hell (Ex): The worse things are, the madder (and more dangerous) the tough gets. Whenever the tough is subject to one of the following conditions, he gains a +2 bonus to his attack rolls, damage, armor class, and saving throws: blinded, confused, dazed, shaken, sickened, or staggered. If for some reason the tough can ignore or reduce the penalties from the triggering condition, he does not receive his madder than hell bonus.

Mayhem (Ex): The tough can inflict surprisingly large amounts of mayhem. Whenever the tough makes an unarmed attack, uses an improvised weapon, or uses a weapon with a x3 or greater crit multiple, its threat range is doubled. This talent does not stack with Improved Critical, or other effects that increase an attack's threat range. A tough must be at least 5th level before selecting this talent.

Resistance (Ex): The tough is surprisingly resistant to one form of energy damage. Select one of the following damage types: acid, cold, electricity, fire, or sonic. The tough gains resistance to the selected energy type equal to his Con bonus, +1/5 tough levels. This resistance stacks with energy resistance from any one other source.

This talent may be taken more than once. Each time it is selected, a different damage type must be selected.



Robust (Ex): The tough is much harder to take down than he looks. He gains 1 additional hit point per tough level. For each tough level he gains after taking this talent, he also gains 1 additional hit point. If the tough gains an additional hit point for taking tough as a level in his favored class, he gains yet another bonus hit point.

Example: El Grande is a professional masked wrestler who periodically faces off against vampires and robots built by the devil. He is a 5th level tough, has tough as a favored class, and has talent the robust talent. His hit dice and Con modifier alone give him 43 hit points. Because he has five levels of tough and robust, he gains 5 additional hit points. At each of his five tough level he also selected +1hp as his favored class bonus for +5 hp, but because he has the robust talent that increases to +10 hp. El Grande thus has a total of 58 hp.

Seeing Red (Ex): The tough is barely in control of himself when badly injured, and is beyond the control of anyone else. When battered and unable to take 10 on skills (as a result of combat or similar stress and distractions) the tough cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. Additionally, while battered the tough is immune to all mind-affecting spells and effects.

Snarl (Ex): The tough has a truly frightening face when dealing or taking large amounts of damage. When the tough is damaged by a critical hit (and not knocked unconscious or killed), or if the tough damages a foe with an unarmed attack, improvised weapon, or weapon with a x3 or greater crit multiplier, as an immediate or swift action the tough may make an Intimidate check to demoralize his attacker or target.

Too Dumb To Die (Ex): The tough simply ignores damage he doesn't see coming. If the tough is flat-footed, has lost his Dex modifier to AC, or is flanked, he reduces the first hp damage he takes each round by half his level. In the case of being flanked, this only applies to damage dealt by a flanker.

Your Biggest Problem: The tough demands that those he attacks pay attention to him, and can punish them if they don't. If the tough attacks a foe with a melee attack, and foe does not take steps to defend itself or retaliate on its next turn (see below), the tough gains a +1 bonus to attack and damage rolls against the target on his next turn. This bonus increases to +2 at 8th level, and +3 at 16th level.

A foe avoids triggering these bonuses if, before the tough's next turn, it takes a full defense action, a withdraw action, attacks the tough, makes the tough the target of a spell or effect, or includes the tough in the area of a spell or effect.

Unstoppable (Ex): When hurting, the tough can focus his pain and rage into accomplishing amazing things. When battered and making an attack roll, saving throw, ability check, or skill check, if the tough's natural die roll is a 2-10 (the die roll shows a result from 2 to 10), the tough may decide to reroll the check. This decision is made after the tough knows his total check result, but before the GM reveals any information about the success of the check. This reroll gains a bonus equal to half the tough's level, and the second roll must be taken even if it is worse. The tough may do this once a day, plus one additional time per day for every five full tough levels he has.

Wrath (Ex): The tough can land a melee weapon attack with ferocity that causes it to deal additional damage. When the tough makes a single melee attack as a standard action, he can add his Constitution or Charisma modifier (tough's choice) to the damage dealt.

Bonus Feats: A tough gains a bonus feat at 4th level, and again at 8th, 12th, and 16th level. These bonus feats must be selected from those listed as combat feats (sometimes

also called "fighter bonus feats") or one of the following feats: Diehard, Endurance, Great Fortitude, Heroic Defiance, Heroic Recovery, Improved Great Fortitude, Improved Iron Will, Iron Will, and Toughness.

Tough As Nails (Ex): At 20th level the tough is so hard to put down he's often described as unkillable. Once per round when an attack or effect would kill the tough, knock him unconscious, or render him helpless, the tough may make a Fortitude saving throw to take minimum damage (from an attack) or ignore an effect (if it would leave him helpless without dealing damage). The saving throw's DC is equal to the DC of the effect if it normally allows a save, or 10 + character level (or 10 + caster level) of whoever created the effect if it does not normally allow a saving throw.

ARCHETYPES

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

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 toughs are determined warriors able to call on reserves of tenacity and ruggedness when injured, 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 tough 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 tough) to represent stunt drivers, shock troopers, and gangbangers from multiple different eras and origins by selecting appropriate archetypes. The skills and abilities of a street thug who knows that ghouls lurk in the big city's sewers are not the same as those of a professional masked wrestler,

but a tough 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 toughs.

Further, more anachronistic archetypes are available in *Anachronistic Adventurers: The Daredevil*, *Anachronistic Adventurers: The Enforcer* (and these are also particularly appropriate for many tough character concepts), and *Anachronistic Adventurers: The Investigator* – 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 tough class can use any archetypes from those books (for which it meets the prerequisites) in place of an anachronistic archetype.

MONSTER SMASHER

A monster smasher has a knack for punching horrors and abominations right in the teeth, and making it hurt like hell. Many monster smashers develop these abilities over time after facing some unspeakable atrocity in a dark ally and discovering the world is a more dangerous place than they believed. Others simply have a natural aptitude for hurting offenses against nature and fall into monster-smashing without much effort.

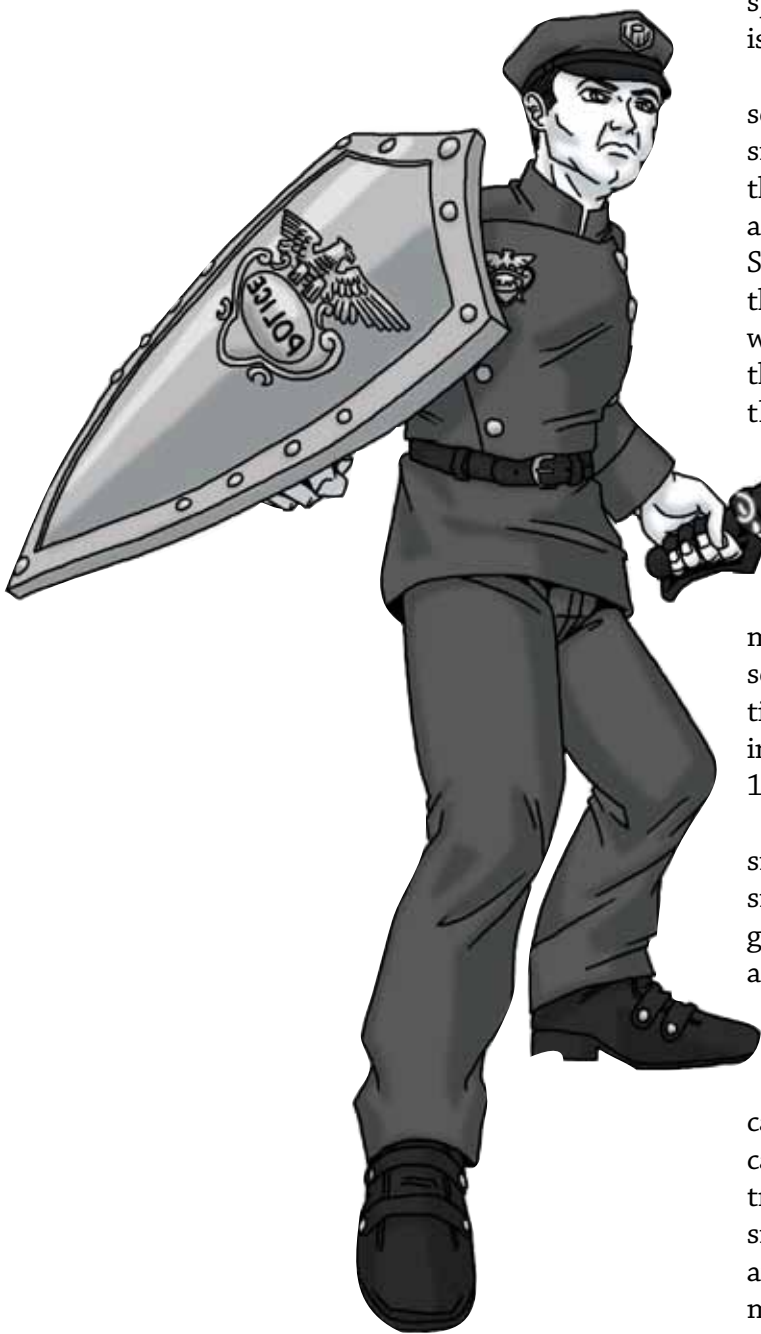
Monster smashers are often seen as local heroes, but they can also develop reputations for being too brash, too arrogant, or too greedy. While some monster smashers seek out evil monsters to oppose their vile ways, others smash monsters only when the money is right, and a few even see all inhumans as freaks and hunt and hurt them for fun. However, in places where monsters are a new phenomenon or monstrous horrors have ruled unopposed for generations, a monster smasher of any temperament is often held up as a paragon of humanoid resistance to the terrors of the night.

Monster Smash (Ex): The core ability of the monster smasher is to hit a creature so hard it cannot focus on its monstrous abilities... at least for a few seconds. The monster smash attack can be added as a free action to any one melee or thrown weapon attack the monster smasher makes each round. The monster smasher must declare he is using this ability before making his attack roll (thus, a failed attack roll ruins the attempt).

If the attack hits and damages a creature, that foe must make a Fortitude saving throw (DC 10 + 1/2 your class level + Con modifier), in addition to the attack dealing damage normally. A defender who fails this saving throw is unable to use any spell-like or supernatural ability for 1 round (until just before the monster smasher's next turn). A monster smasher may use this ability a number of times per day equal to his monster smasher level.

Smash Lore (Ex): While monster smashers are rarely of a scholarly bent, they tend to pick up bits of knowledge about the foes they often face. At 2nd level, a monster smasher may make a special level check (d20 + Int or Wis modifier, whichever is higher) in place of an appropriate Knowledge check to identify monsters and their special powers or vulnerabilities. This ability works on any creatures not of the animal or humanoid type, and has the same DC as a trained Knowledge check for the same creature.

Antimonster Fu (Ex): At 5th level, the monster smasher's ability to fight monsters has expanded to give him specific benefits against creatures he knows possess specific kinds of special attacks or abilities. The monster smasher selects one of the following monster abilities: breath weapon, change shape, constrict, energy drain, engulf, fear, frightful presence, gaze, grab, incorporeal, paralysis, poison, pounce, rake, rend, rock throwing, swallow whole, trample, trip, or web. When the monster smasher makes a smash lore check to identify monsters and their



special powers or vulnerabilities, a successful check always reveals if the monster has the select special ability in addition to whatever other lore is gained by the check.

When facing a creature he knows has the selected ability (either because of a successful smash lore check, or as a result of having seen the ability in use), the monster smasher gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against the creatures. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them, and their saving throws against spells and effects.

At 9th level, the monster smasher selects an additional monster ability he may apply his antimonster fu bonuses against, and the bonuses increases to +4. If a monster has multiple abilities the monster smasher has selected, he does not receive the bonus multiple times. He selects an additional ability (and increases the bonuses by an additional +2) at 13th and 17th level.

Monster Smasher Talents: As a monster smasher advances in level, he gains monster smasher talents selected from the list below. He gains his first such talent at 6th level, and gains additional monster smasher talents at 12th and 18th level.

Become the Monster (Su): Being repeatedly exposed to the magic attacks of monsters can have a lasting effect on a monster smasher, causing him to develop his own monstrous traits. When this talent is selected, the monster smasher chooses one of the following benefits: amphibious (natural swim rate equal to half movement ate, may hold breath for a number

of minutes equal to 5 x Constitution score), bite attack (1d4 Small/1d6 Medium, primary attack), darkvision (60 feet), low-light vision, swift (+10 feet to movement rate), tough hide (increase natural armor by +1). Once selected, this benefit cannot be changed. The monster smasher may select this talent more than once. Its effects do not stack. Each time it is selected, a different benefit must be selected.

Monster Shooter (Ex): The monster smasher can apply the monster smash ability to any attack made against an appropriate foe within 30 feet.

School of Hard Knocks (Ex): The monster smasher learns to apply his antimonster fu against foes on the fly. Once per day if he makes a smash lore check that exceeds a creature's lore DC by 5 or more, and the monster has an ability on the list of possible antimonster fu monster abilities that is not one the character has selected, the monster smasher may apply his antimonster fu bonuses against the creature as if he had selected the monster's ability. This bonus lasts for a number of rounds equal to the monster smasher's class level. This talent may be taken more than once. Each time, it allows the monster smasher to use it one additional time per day.

The Bigger They Are (Ex): The monster smasher has learned how to fight larger foes more effectively. He gains a +2 bonus on his CMB when making a maneuver against a foe at least one size larger than himself, and a +2 bonus to his CMD against maneuvers made by creatures at least one size larger than himself. This talent can be taken more than once. Its effects stack.

OUTRIDER

An outrider is a daring vehicle operator who is able to operate as an advanced recon unit, a vehicular combatant, or a support member of a team with easy transportation ready to carry friends to the next adventure. Outriders can represent members of a biker gang, ace pilots, military scouts, mechanized cavalry, steampunk cowboys, or road raiders in an apocalyptic future of armor plated cars.

The outrider archetype works best in games where encounters regularly take place in open areas and on a large scale, to ensure her abilities with a vehicle aren't useless or rarely relevant. It's certainly possible for a motorcycle-riding outrider to take part in dungeon crawls and tomb raiding, but a player should discuss his expectations for an outrider character prior to character creation.

The outrider assumes the use of the vehicle rules (from *Ultimate Combat*) and the relative positioning rules (see below).

Combat Vehicle Operations (Ex): The outrider is a master of vehicular combat. She is proficient with all weapons mounted on or built into vehicles (including siege weapons – see *Ultimate Combat* for more information on siege weapons and vehicles) and is able to drive, pilot, or operate any vehicle after 1-6 minutes of study.

Additionally, once a round when the outrider's vehicle is hit in combat, she may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if her Ride check result is greater than the opponent's attack roll. This talent also counts as the Mounted combat feat for purpose of meeting feat prerequisites,

and any feat the outrider takes that does have Mounted Combat as a prerequisite she may use for a vehicle.

Vehicle Focus (Ex): At 2nd level the outrider gains special mastery in one kind of vehicle. The outrider selects one type of vehicle available in the campaign, as defined by the GM (typical choices might include motorcycles, cars, trucks, big rigs, prop planes, jet planes, helicopters, airships, boats, and submarines). When she is the driver, pilot, or operator of a vehicle of this type, the vehicle gains a +1 dodge bonus to AC, and the outrider receives a +1 bonus to all Ride checks made to operate the vehicle and attack rolls made with the vehicle's weapons. The outrider's selects an additional vehicle type to specialize in at 6th, 12th, and 18th level. Her vehicle focus bonus (for all her specialized vehicles) increases to +2 at 6th level +3 at 12th, and +4 at 16th.

In a campaign where vehicles are rare or unknown, a GM may allow the outrider to take the Vehicle Golem feat (see below) at 2nd level, rather than gain Vehicle Focus. The outrider then receives a +1 vehicle focus at 6th level, +2 at 12th, and +3 at 18th.

Outrider Talents: The specialties of outriders vary by training and experience, often causing two drivers or pilots to be masters of very different skills and tactical options. As an outrider advances in level, she gains outrider talents selected from the list below. She gains her first outrider talent at 5th level, and gains additional outrider talents at 9th, 13th, and 17th level. Also, whenever an outrider gains a talent choice from her base class, she can choose one of these outrider talents instead.

Ace (Ex): The outrider takes no penalty to attacks made as part of a dogfight maneuver (see the relative Positioning rules, below), and gains a +4 bonus to her VCD against dogfight maneuvers made by other driver/pilots.

Come On Baby! (Su): The special bond between an outrider and a vehicle she controls can actually extend to the metaphysical. Once per day, the outrider can repair damage to her vehicle as a swift action. She must be driving/piloting the vehicle to use this ability, and the vehicle must be functioning (though it can have the broken condition, as long as some part of it is still functional). The outrider restores 1d6 hp of damage per class level.

Dive From The Sun (Ex): When operating a vehicle she receives a vehicle focus bonus with, the outrider can select one foe or enemy vehicle that is unaware of her, and make a Stealth check to avoid being detected until she attacks, or the beginning of her next round.

Drive Offensively (Ex): When the outrider successfully performs a buzz maneuver (see the relative Positioning rules, below) the DC of vehicles attempting to perform close, dogfight, or ram maneuvers against her is 5 higher than the maneuver the outrider selected.

For example, Armelia Erhild is flying her D-51 Griffin fighter through the streets of Berlin, chased by six rocketruppen. She decides to perform a buzz maneuver, selecting a DC of 25. Her VCB check totals 27, barely allowing her to turn her fighter plane on edge and fly between two buildings. The six rocketruppen must make DC 30 VCB checks to attempt to close, dogfight, or ram Erhild on their next turn (rather than the DC 25 required by a standard buzz maneuver).



Gunner (Ex): The outrider can add her vehicle focus bonus to damage dealt with weapons attached to or built in to any vehicle, as well as to damage done by ramming a target with a vehicle under her control.

Heck's Angel (Ex): When driving or piloting a vehicle she receives a vehicle focus bonus for, the outrider and her vehicle have a minimum AC of 10 + her outrider level. If the vehicle is stationary, or the outrider loses her Dex bonus to AC, she and the vehicle instead use their normal AC. Additionally, the outrider can hop on/climb into a vehicle adjacent to her, or climb out/dismount from it, as a swift action (and also start or turn off the vehicle as part of this action).

Omnipilot (Ex): The outrider gains her vehicle focus bonus with all vehicles.

Thin Out the Mix (Ex): The outrider can make minor adjustments to her vehicle each day – cleaning its control surfaces, doing maintenance on its engine and systems, tightening its joints, mixing special fuels – to increase its move rate. This takes one hour, and may only be done to vehicles the outrider has a vehicle focus bonus with. The vehicle's movement rate is increased by 20% for the next 24 hours.

MASTER OF ARMS

The master of arms is an expert in dealing damage and performing stunts with weapons in general and one specific weapon (or related group of weapons) in particular. Some masters of arms focus on unarmed attacks or wrestling maneuvers, while others train themselves in exotic weapons favored by esoteric fighting styles or the warrior's weapons common to their culture. A master of arms can do things with his

weapons no one else can, and understands how best to destroy his foes with the tools to which he has chosen to dedicate himself.

A few masters of arms are gentlemen scholars, academics who have undertaken the study of a weapon so to better understand it from an intellectual standpoint, and others are gladiators or other professional sports-fighters who dedicate themselves to the devices of mayhem encouraged by their sport as a racer learns to master his racecar. Many more are soldiers, guardsman, or assassins who have focused on just one aspect of their militant careers -- the art of weaponscraft. But some masters of arms have spent no time studying their weapons of choice at all – they simply have an innate connection with instruments of destruction.

Arms Mastery (Ex): At 1st level the master of arms selects a weapon group (outlined below). He is proficient with all weapons in the group (and if the group includes unarmed attacks, the master of arms gains the Improved Unarmed Attack feat as a bonus feat). When using a weapon from the group, he gains the group benefit listed for the weapon group.

Additionally, the damage dealt by the master of arms' attacks with a weapon from his weapon group may be higher than its normal damage. Whenever the master of arms rolls damage with his weapon, in addition to the base dice of the weapon, he rolls minimum weapon damage dice based on his level (as detailed below). If the minimum weapon dice result is higher than the weapon's base damage die result, the master of arms uses the minimum damage (adding all other modifiers to it normally).

For example: Lord Bob the Mithral Marshal -- a 7th level master of arms with the heavy blades group, is attempting to stop a fiendish giant crocodile from reaching a schoolbus of orphans. He has a +1 shocking greatsword and an 18 Strength, and is dealing 2d6+7 plus 1d6 electricity (of which the 2d6 is the weapon's base damage). He makes a full attack action and successfully hits twice. On the first attack he rolls his damage, getting 10 on the base 2d6 and 3 on the electricity, and rolls his minimum die for a 7th level master of arms, 1d8 (getting a 2). Since his 2d6 base damage dice result is higher than his minimum damage die of 2, his total damage is 20 (10 base damage dice + 3 electricity + 7) hp. On his second attack, however, he rolls 3 on his base 2d6, 6 on his electricity die, and 5 on his minimum damage die. Since 5 is more than his weapon's base damage of 3 he deals 18 (5 minimum damage die + 6 electricity die + 7) hp.

Rather than master an entire weapon group, a master of arms may choose to take only a single weapon within a group. He still receives the group benefit when making attacks with his weapon, but treats his master of arms level as being 3 higher for purposes of determining his minimum damage dice.

A master of arms gains a +1 bonus to damage dealt with weapons in his weapon groups at 6th level. This increases to +2 at 12th level, and +3 at 18th level.

Master of Arms Level	Minimum Weapon Damage
1-3	1d6 (1d4 Small)
4-7	1d8 (1d6 Small)
8-11	1d10 (1d8 Small)
12-15	2d6 (1d10 small)
16-19	2d8 (2d6 Small)
20	2d10 (2d8 Small)
21+	3d8 (2d10 Small)

Weapon groups are defined as follows (GMs may add other weapons to these groups, or add entirely new groups):

Axes: bardiche, battleaxe, dwarven waraxe, greataxe, handaxe, heavy pick, hooked axe, knuckle axe, light pick, mattock, orc double axe, pata, and throwing axe.

Group Benefit: Increase weapon's threat range by 1. This is done after all other modifications to the threat range. Thus a greataxe has a threat range of 19-20, while a keen battleaxe has a threat range of 18-20.

Blades, Heavy: bastard sword, chakram, double chicken saber, double walking stick katana, dueling sword, elven curve blade, falcata, falchion, flambard, greatsword, great terbutje, katana, khopesh, klar, longsword, nine-ring broadsword, nodachi, scimitar, scythe, seven-branched sword, shotel, temple sword, terbutje, and two-bladed

Group Benefit: Gain a +1 shield bonus to AC when a heavy blade is equipped. If the master of arms loses his Dex bonus to AC, he also loses this shield bonus.

Blades, Light: bayonet, butterfly knife, butterfly sword, chakram, dagger, gladius, hunga munga, kama, katar, kerambit, kukri, madu, pata, quadrens, rapier, sawtooth sabre, scizore, shortsword, sica, sickle, starknife, swordbreaker dagger, sword cane, wakizashi, and war razor.

Group Benefit: When making a full attack action, the master of arms may make one additional attack at his full attack bonus.

Bows: composite longbow, composite shortbow, longbow, and shortbow.

Group Benefit: Increase weapon's threat range by 1. This is done after all other modifications to the threat range. Thus a longbow has a threat range of 19-20, while a longbow used in conjunction with Improved Critical has a threat range of 18-20.

Close: bayonet, brass knuckles, cestus, dan bong, emei piercer, fighting fan, gauntlet, heavy shield, iron brush, katar, light shield, madu, mere club, punching dagger, rope gauntlet, sap, scizore, spiked armor, spiked gauntlet, spiked shield, tekko-kagi, tonfa, unarmed strike, wooden stake, and wushu dart.

Group Benefit: The master of arms gains a +4 bonus to Initiative checks when armed with a weapon from this group, and may make additional attacks of opportunity each round with these weapons equal to his Wisdom bonus (minimum +1 attack).

Crossbows: double crossbow, hand crossbow, heavy crossbow, launching crossbow, light crossbow, heavy repeating crossbow, light repeating crossbow, and tube arrow shooter.

Group Benefit: Making ranged attacks with the weapon does not provoke an attack of opportunity.



Double: chain spear, dire flail, dwarven urgrosh, gnome hooked hammer, orc double axe, quarterstaff, and two-bladed sword.

Group Benefit: Gain a +1 shield bonus to AC when a heavy blade is equipped. If the master of arms loses his Dex bonus to AC, he also loses this shield bonus.

Firearms: all one-handed, two-handed, and siege firearms.

Group Benefit: As a swift action, the master of arms may make a special Intimidate check to demoralize a foe damaged by one of these weapons, using his total attack bonus in place of his Intimidate bonus.

Flails: battle poi, bladed scarf, chain spear, dire flail, double chained kama, flail, flying blade, heavy flail, kusarigama, kyoketsu shoge, meteor hammer, morningstar, nine-section whip, nunchaku, sansetsukon, scorpion whip, spiked chain, urumi, and whip.

Group Benefit: Attacks made this weapon ignore shield bonuses to AC.

Hammers: aklys, battle aspergillum, club, greatclub, heavy mace, light hammer, light mace, mere club, taiaha, tetsubo, wahaika, and warhammer.

Group Benefit: Increase weapon's threat range by 1. This is done after all other modifications to the threat range. Thus a club has a threat range of 19-20, while a club used in conjunction with Improved Critical has a threat range of 18-20.

Monk: bo staff, brass knuckles, butterfly sword, cestus, dan bong, double chained kama, double chicken saber, emei piercer, fighting fan, hanbo, jutte, kama, kusarigama, kyoketsu shoge, lungshuan tamo, monk's spade, nine-ring broadsword, nine-section whip, nunchaku, quarterstaff, rope dart, sai, sansetsukon,

seven-branched sword, shang gou, shuriken, siangham, temple sword, tiger fork, tonfa, tri-point double-edged sword, unarmed strike, urumi, and wushu dart.

Group Benefit: When making a full attack action, the master of arms may make one additional attack at his full attack bonus.

Natural: unarmed strike, all natural weapons (such as bite, claw, gore, tail, and wing), and combat maneuvers made without a weapon or special effect.

Group Benefit: A successful CMB check to perform a maneuver against a foe allows the master of arms to deal his unarmed damage to the foe.

Polearms: bardiche, bec de corbin, bill, glaive, glaive-guisarme, guisarme, halberd, hooked lance, lucerne hammer, mancatcher, monk's spade, naginata, nodachi, ranseur, rhomphaia, tepoztopilli, and tiger fork.

Group Benefit: As a swift action the master of arms may change his grip, adding the reach property to or removing it from the weapon.

Spears: amentum, boar spear, chain spear, javelin, harpoon, lance, longspear, pilum, shortspear, sibat, spear, tiger fork, and trident.

Group Benefit: When making a full attack action, the master of arms may make one additional attack at his full attack bonus.

Thrown: aklys, amentum, atlatl, blowgun, bolas, boomerang, chakram, club, dagger, dart, halfling sling staff, harpoon, hunga munga, javelin, lasso, kestros, light hammer, net, poisoned sand tube, rope dart, Shoanti bolas, shortspear, shuriken, sling, sling glove, spear, starknife, throwing axe, throwing shield, trident, and wushu dart.

Group Benefit: Making ranged attacks with the weapon does not provoke an attack of opportunity.

Master of Arms Talents

As masters of arms continue to train and learn the secrets of their weapons, they gain additional tricks, selecting master of arms talents from the list below. A master of arms gains his first master of arms talent at 5th level, and gains additional talents at 9th, 13th, and 17th level.

Combat Mastery (Ex): The master of arms may select a combat feat as a bonus feat. He may ignore any ability score prerequisites, and treats his master of arms level as his fighter level for other prerequisites. However, the master of arms may only use this feat when equipped with a weapon he can apply his arms mastery ability to (if the feat applies to an attack, he may only apply it to attacks made with a weapon he can apply his arms mastery ability to).

This talent may be selected more than once, gaining a different bonus combat feat each time.

Combat Maneuvers (Ex): A master of arms with this talent may substitute bull rush, dirty trick, or reposition combat maneuvers for melee attacks made with a weapon he can apply his arms mastery to (including attacks made as part of a full attack routine or attacks of opportunity).

Combat Tricks (Ex): When the arms master makes a full attack action, and directs all his attacks at the same target, he may also make a bull rush, dirty trick, or reposition combat maneuver against the target as a swift action. This maneuver does not provoke an attack of opportunity.

Master of Many Arms (Ex): The master of arms selects an additional weapon group to which he may apply his arms mastery ability. (Alternatively he may select a single additional weapon, as detailed in arms mastery). If a master of arms uses a weapon in more than one group he can apply arms mastery to, he may apply multiple different group benefits at once, but cannot stack the effects of group benefits with the same modifier.

Rapid Attacks (Ex): When making a full attack action with a weapon he can apply his arms mastery ability to, the master of arms may make one additional attack at his full attack bonus. This stacks with group benefits granting the same advantage (allowing two additional attacks). A master of arms must be at least 9th level to select this talent. It may be selected a second time by a master of arms of 17th level.

WISE GUY

A wise guy is a cruel, vicious, often heartless opportunist who has learned to hide his barbaric tendencies beneath a mask of acceptable, civilized behavior. The wise guy is often seething with rage, resentment, and barely-contained violence, but has mastered the art of looking calm and collected. A very few wise guys are tortured heroes who have fought their true nature to learn how to move in polite society without frightening the common and innocent folk, and only unleash their inner fury when justice calls for an application of force. However, they are very much the exception. Most wise guys are drug dealers, mob bosses, or tyrannical dictators who delight in hurting their enemies, don't care who they damage to get their way, and gleefully employ knee-breakers to enforce their will.

The wise guy archetype can be used to represent anyone who has learned to straddle the two worlds of bloody conflict and polite society, from crooks with natural anger management problems, to traumatized ex-soldiers, to berserkers who feel they were born in the wrong century.

Class Skills: The wise guy adds Appraise, Bluff, Diplomacy, Intimidate, Knowledge (local), Knowledge (nobility), and Sense Motive to his list of class skills. If the wise guy is added to a base class that already has one or more of these skills, he may select an additional class skill for each duplicate.

Proficiencies: The wise guy is proficient with all martial weapons.

Sucker Punch (Ex): When a wise guy does decide it's time to get his hands bloody, he often strikes first and strikes hard, hoping one blow puts down his foe. When a wise guy makes an attack in a surprise round against a foe who has not yet acted he deals an additional 1d8 points of damage, +1d8 at 3rd level and every odd level thereafter. Abilities or effects that reduce or negate damage from critical hits or sneak attacks also reduce or negate damage from sucker punch.

Enigmatic (Ex): The wise guy's ability to control his emotions also makes him hard to read and affect with emotional abilities. The wise guy receives a +1 bonus to saving throws against emotion spells and effects, as well as spells and effects that determine his thoughts or emotional state. Also the DC of any Bluff, Diplomacy, Intimidate or Sense Motive check made regarding him is +1 higher. These modifiers increase to +2 at 3rd level, and an additional +1 every three levels thereafter.

Beneath the Surface (Ex): The boiling ocean of emotional fury a wise guy keeps hidden just below his surface calm can sometimes be glimpsed



by others, who are shocked by the chaotic mix of negative emotions they unexpectedly find. At 2nd level whenever the wise guy rolls a natural 20 on a saving throw against a mind-affecting spell or effect, or a target rolls a natural 1 on a skill check made for a Bluff, Diplomacy, Intimidate or Sense Motive check made regarding him, the creature creating the effect or failing the saving throw must make a Will save (DC 10 +1/2 wise guy level +wise guy Charisma modifier) or be shaken for 1d4 rounds.

Fearful Inspiration (Ex): The wise guy can warn his allies and minions how displeased he will be if they fail him, continually shouting veiled threats as needed to maintain the boost of adrenaline his warnings produce. Beginning at 5th level he can use this ability for a number of rounds per day equal to 10 + his Charisma modifier. At each level after 5th a wise guy can use fearful inspiration for 2 additional rounds per day.

Starting a fearful inspiration is a standard action, but it can be maintained each round as a free action. Fearful inspiration cannot be disrupted, but it ends immediately if the wise guy is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. At 9th level, a wise guy can start a fearful inspiration as a move action instead of a standard action. At 13th level, a wise guy can start a fearful inspiration as a swift action.

Targets must be able to hear the wise guy for the fearful inspiration to have any effect, and it is language dependent. Deaf creatures, and those immune to fear, gain no benefits from a fearful inspiration. An ally may choose to take no benefit from a wise guy's fearful inspiration.

Each round, all allies affected by a wise guy's fearful inspiration may choose to use his Charisma bonus in place of one of their ability scores for a specific purpose. Allies may choose to use the wise guy's bonus in place of their Strength or Dexterity modifier to calculate attack bonuses, in place of their Constitution, Dexterity, or Wisdom modifier (as appropriate) to calculate their Fort, Ref, or Will save, or in place of an ability modifier used to calculate a saving throw for one specific spell or ability. Each round an ally may choose what specific modifier calculation to replace with the wise guy's bonus as a free action at the start of the ally's turn. An ally can only use the wise guy's bonus for a single modifier – an ally using the wise guy's Charisma bonus to calculate ranged attack rolls instead of the ally's Dexterity does not also get to use the wise guy's bonus for reflex saves.

Seeing people inspired by their concern for his wrath also boosts the wise guy's morale. If he can see and hear at least one ally or follower taking a bonus from his fearful inspiration, the wise guy gains a +2 morale bonus to attack rolls, skill and ability checks, and saving throws. This bonus increases to +3 at 10th level, and by an additional +1 every 5 levels thereafter.

Flash of Rage (Ex): The calm veneer the wise guy uses to look civilized can sometimes slip very suddenly. At 6th level when the wise guy is the subject of a failed Intimidate check, or takes damage for the first time in an encounter, he gains a +2 bonus to his attack rolls, damage, armor class, and saving throws until the end of his next round. If the wise guy has the back to the wall class feature, he instead gains his bonus from that feature until the end of his next turn.

NEW CONDITION: BATTERED

A battered character is at 50% or less of his hit point total. Being battered has no impact on a character by itself, but some abilities only work when a character is battered (especially talents of the tough), and effects may be created that work differently on battered targets.

Temporary hit points do not alter a character's hit point total for purposes of being battered. Changes to a character's Con score, resulting in his maximum hit point total being raised or lowered, and hit points lost as a result of a negative level do change the damage a character must suffer to be battered. If a battered character receives enough healing to no longer be at 50% or less of his hit points, he immediately stops being battered (and any abilities he has that depend on being battered are suspended until he is battered again).

Being battered is fairly obvious – a character has taken a lot of damage before reaching this point. As a free action a character may make a DC 15 Perception check (or a DC 10 Heal check against targets within 20 feet) to determine if a character is currently battered. (Like any free action, a GM may wish to limit how many such checks a character can make in a single round).

Characters with effects based on being battered (such as toughs) should note down their battered hp total, and keep the number updated if they experience a change in their maximum hit point total.

VEHICLES

Characters from modern settings often have access to vehicles, and may bring those vehicles with them into fantasy campaigns with lower-progress levels. The primary rules for adding vehicles to a campaign can be found in *Ultimate Combat*, and work well when a vehicle is secondary to the main focus of the action. These character-scale rules can handle heroes on foot running from a sedan of tommy-gun-toting mobsters, a single character on a motorcycle driving in and out of a riot, or a gang of smugglers ambushing a steam punt boat with an archeological expedition on board. In all these cases the main action is focusing on character vs. character conflict, and a small number of vehicles are interacting with those characters as outliers to the general activity.

However, if nearly everyone is in a vehicle and the main focus of the encounter is vehicles fighting or chasing one another, the relative position vehicular rules should be used (see below). If the vehicles present aren't directly interacting with the characters but are instead background material, terrain, or a location (such as a fight inside a dirigible, or a boarding action of two stationary sea ships) then no vehicular rules may be needed at all. If characters are present during a conflict between major warships but are themselves dealing with a smaller-scale combat (such as soldiers fighting off a boarding action during a major naval battle), the effect of the vehicles are best handled as hazards similar to naturally occurring hazards covered in the *Pathfinder Roleplaying Game Core Rulebook*, such as fires and lava.

RELATIVE POSITIONING RULES

When the primary focus of an encounter is vehicles interacting with other vehicles, the action quickly moves beyond the ability of rules built on the scale of character movement to handle. If a plane is flying at a casual 90 mph, it's covering more than 150 5-foot-squares per round. Making such movement meaningful using the same rules designed to handle characters covering 4-12 squares per round leads to odd and unsatisfying results. Instead, if most movement is occurring in vehicles with similar kinds of move rates, it makes more sense to track their movement in terms of relative positions.

Rather than keeping track of exactly how far apart each vehicle is from everything else, and exactly how fast each is moving, the relative position rules give a general idea where they are in relation to each other. Stationary objects simply aren't around long enough to matter when moving at 30-250 mph, as you'll be past anything smaller than a terrain feature in less than 1 round. (Though stationary objects can be used as goals, hazards, and modifiers in the various rules below.) What's important is whether the vehicles are close enough to interact with each other, and whether they can successfully get closer to or (often more importantly) get away from other vehicles.

The relative position rules introduce two new concepts that figure into most relative position encounters – Distance Intervals and Vehicular Combat Maneuvers.

DISTANCE INTERVALS

Distance Intervals are an abstract measurement of how far apart vehicles are when using the Relative Positioning vehicle rules. Rather than note that two characters are exactly 35 feet apart, distance intervals tell you two biplanes are roughly as far apart as you'd normally expect them to cover in two rounds of movement, or two distance intervals. Distance intervals are used to track the movement of vehicles towards or away from one or more specific point of reference (called a locus, plural loci), and give both the player and GM a simple set of values to work from when making both tactical and roleplaying-based decisions in the middle of a race across a desert.

The exact length of distance intervals is intentionally kept vague, in keeping with the loose nature of the relative positioning rules. The length of intervals is in fact variable, as they are longer when dealing with faster vehicles (which can change their position quite quickly). For the most part distance intervals can be tracked with simple note-taking or using dice to mark the number of intervals between a vehicle and a locus, though it's certainly also possible to create a visual representation with models of vehicles and lines with various intervals marked on them to quickly and easily know how many intervals apart two vehicles are.

While distance intervals are designed to avoid specific definitions of distances, it's sometimes useful for the GM and players to have some idea how far apart two vehicles are if they're 3 intervals apart. As a general rule, it can be assumed in any given encounter that a distance interval is a number of feet long equal to the average mph of the vehicles involved in the encounter. Thus, in a furious car battle through Little Hawksmoor

between runerunners firing tommyguns from sedans at Department-13 agents in armored paddy wagons, with an average speed of 45 mph, one distance interval is roughly 45 feet. On the other hand, when the Dead Baron flies his haunted triplane against Lord Stirling's Sopwith Pendragon as the two race to cross the English Channel, their average speed of 150 mph means distance intervals are roughly 150 feet long for their encounter.

LOCUS

Distance intervals are measured in terms of their distance from one or more loci, each locus being either a vehicle determining the flow of action or (more rarely) a relative moving point determined by the GM. In the simplest encounters there's just one locus, as all the vehicles are moving in (roughly) the same direction. This is true in chase scenes, races, and many running battles. In more complicated encounters vehicles may break off in different directions, potentially causing multiple loci to be tracked.

LEAD VEHICLE LOCI

In a chase scene (or similar encounter) the distance intervals represent the distance between the lead vehicle and each vehicle behind it. As a result, all vehicles can be arrayed in a linear chart, measuring their intervals from each other as equal to the difference in their intervals from the lead vehicle. Anytime all the vehicles in an encounter are moving in roughly the same direction, the lead vehicle can serve as the locus.

Example: Professor Ragnarok has seized the Hand of Inca, a valuable if dangerous relic, and is escaping in a heavy armored bus smashing through the streets of Lima, Peru. He is racing toward Pier 51 where his private warship, the Valhel, is docked. If he reaches the Valhel in time to sail away, no force on Earth can stop him. The GM rules that it'll take the professor fifteen minutes (150 rounds) to reach the peer, but if he gets six intervals ahead of his pursuit he successfully escapes.

Luckily, the masked adventurer El Grande is chasing Prof. Ragnarok on a motorcycle, with Scry Newspaper reporter Alison Chanes in his sidecar. Unfortunately, the dastardly rakshasa sorcerer Shiva Khan is also chasing Prof. Ragnarok with his Sky Palace dirigible, hoping to get his paws on the hand of Inca.

Since Professor Ragnarok is the vehicle being chased, both El Grande and Shiva Khan measure their distance intervals from the professor. Initially El Grande is just two intervals away, while Shiva Khan is three intervals away. This also means Shiva Khan is one interval behind El Grande, making it easier for the vile sorcerer to attack El Grande's motorcycle than the professor's bus.

Each round Prof. Ragnarok makes a disengage maneuver, making his VCB check against the both El Grande and the pilot of Shiva Khan's dirigible. If he succeeds, the professor's van moves 1 interval away from both of them. If he fails against either, the professor doesn't manage to gain a distance interval. This doesn't mean the professor's van doesn't move – only that it hasn't managed to increase the distance between itself and its two pursuers.

ENVIRONMENTAL LOCI

The locus works very similarly when vehicles are all moving in roughly the same direction but the encounter is about accomplishing something in a certain amount of time or before some moving goal occurs, rather than chasing a vehicle down or beating it to a location. If a group of vehicles are all trying to drive across a bridge before it lifts to let a boat pass under it, or torpedo boats are fleeing ground zero of a fiend bomb, or ether flyers are seeking the refuge of a Martian canal before a redsand-storm hits, the vehicles are all moving the same direction, but the “pace” of the movement is being set by something other than another vehicle.

In the case of an environmental locus, rather than the lead vehicle being used to determine the DC of various combat maneuvers made to change distance increments, the GM sets a DC based on how fast the environmental conditions are moving, and all vehicles use those values to see if they can stay ahead of the consequences. Unless vehicles decide to take new routes (which may or may not be an option, depending on the circumstances of the encounter), then all vehicles’ relative distances to each other are determined by their relative distance increment from the environmental condition they are racing toward or away from.

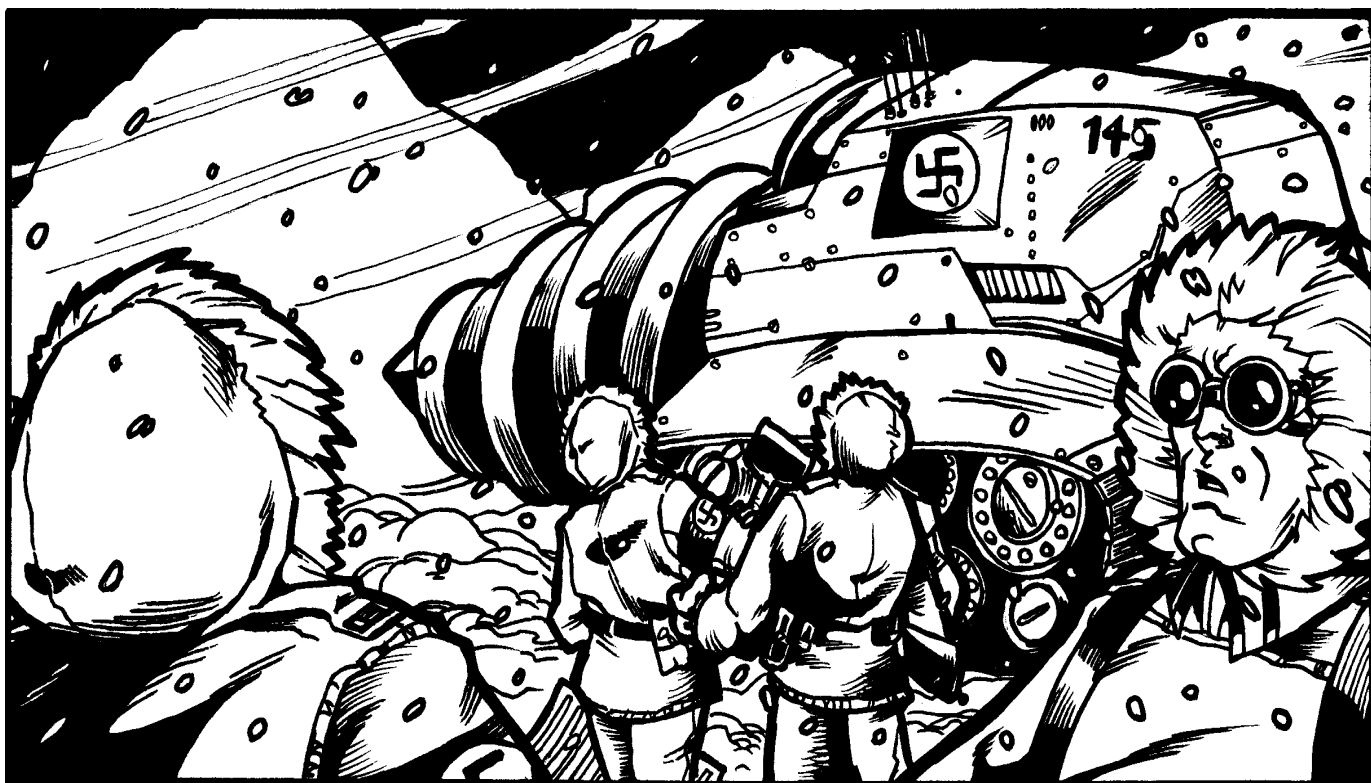
Example: Several characters have entered the Blackfalcon Trans-Continental, a race across a continent of fantasy terrain using diesel-powered wheelless cars called “flitters.” Dash Convoy, driver of the famous flitter the Sonic Seven, has decided to take a short cut through Smog Mountain pass, which winds around a volcano. Not wishing to fall behind,

the Alchemical Brothers (in the flitter Toxic River) and Ogre Oppo (in the Dragon Truck) take the same route. Unfortunately, as the three flitters come up over the top of the road, Smog Mountain erupts! The three vehicles must now race down the dangerous pass road not to beat each other, but to get ahead of the massive river of lava channeled onto their route.

Even through the characters are in a race, the focus is not the lead vehicle, as even if it stopped the lava would continue to flow over the vehicles. Instead, the GM sets a DC of 25 for an environmental focus of the lava flow. All the vehicles start 3 distance intervals ahead of the lava, and the GM informs them they must cover twenty distance intervals before they

can get clear of the lava flow. Further, the lava automatically moves 1 distance interval forward each round, so any vehicle that does not disengage for at least 1 distance interval each round falls back one interval closer to the lava. If any vehicle falls back by 2 distance intervals it takes damage from the heat of the lava, and if it falls back by 3 intervals it is hit by the lava (and realistically, is destroyed).

On the first round, Dash Convoy guns the Sonic Seven and takes two move actions to disengage. He manages to beat the DC 25 both times, putting him two distance intervals further head of the onrushing wall of lava. The Toxic River does even better, getting three total intervals. The Dragon Truck just goes forward one distance interval, putting it one interval behind the Sonic Seven and



two behind the Toxic River. Oppo Ogre decides to reveal his Dragon Truck has flamethrowers, and launches an attack at the Sonic Seven, though he fails to hit Dash Convoy's beloved flitter.

At the beginning of the turn the lava moves one distance interval, putting the Toxic River five intervals in front of the lava, the Sonic Seven four intervals in front, and the Dragon Truck just three. Not only does Dash Convoy have to get another 18 intervals before he can turn off the lava-flooding road, now he has to worry about the Dragon Truck's attacks each round.

MULTIPLE LOCI

If a conflict is more complex than a race or chase, and vehicles are diving in and out along multiple paths while engaging (or escaping) numerous other vehicles, it's not possible to track all the relative positions of the vehicles with a single locus. Instead a central locus is declared (often the scene of the major action), and secondary loci are assigned by the GM as needed to track splinter groups of vehicles.

The central locus works much as the locus of a chase scene, with one vehicle (or a group of vehicles) forming the locus and determining the DC of close and disengage vehicular maneuver checks. However, rather than all other vehicles determining their range from each other by comparing their relative distance intervals from the central locus, each area with one or more vehicles is treated as its own secondary locus with DCs set by a lead vehicle within the new locus. When vehicles at different secondary loci need to know their relative distance to each other, they calculate it as (distance intervals of the secondary loci furthest from the central loci) + (half the distance intervals of the other secondary loci). If a vehicle wishes to move from one group of vehicles to another, it changes its locus and makes close/disengage checks as necessary.

When a secondary locus moves, it moves according to the wishes of the majority of the vehicles at the locus. If there is no consensus among the majority the locus itself does not move, and individual vehicles must choose to move from the locus to another locus (determining their distance from the new locus, and then measuring their position relative to it).

The important thing to remember with multiple loci is:

1. The central loci moves with the main action of the encounter.
2. Secondary loci only move if most of the vehicles in them go the same direction
3. A vehicle only tracks its distance interval to a single loci at a time (and can switch at any time during a round)
4. You can easily calculate the distance interval between different secondary loci if you need to.
5. Any vehicle or group of vehicles that suddenly decide to go off on a new bearing can become a new loci (at the GM's discretion), and if a secondary locus reaches the central locus, it becomes part of the central locus.

When using multiple loci, it can be useful to have figures to represent various vehicles, and circles to represent the loci and their relationships to each other. Each vehicle then tracks its distance to one loci, switching which circle it is in if it switches loci.

For Example: The Two-Shogun-Kid is driving her armored trackless train through the badlands of the Wild, Wild, East in an effort to bring much needed medicine to the town of Sorcerer's Mill. Several Wild East adventurers

are riding along on the train, and she is also escorted by Doctor Zhong in his steam-kite and Lord Bill and his Mithral Marshals on their electric horses.

Of course, the reason Sorcerer's Mill needs medicine is that the fiendish Trader Jo wants to drive away the town's residents, so the Trader has no intention of letting the Two-Shogun-Kid's trackless train arrive. The Trader sends three squads of Cyclor Barbarians to stop the Kid, and if possible destroy the train.

The GM declares the trackless train is the central locus of the encounter, and initially both Doctor Zhong's steam-kite and Lord Bill's men are zero distance interval from it. The three Cyclor Barbarian squads attack from different directions, and the GM declares they are loci A, B, and C, and each is 2 distance intervals from the trackless train. The VCD of the secondary loci are determined as an average of the vehicles at those loci.

While Lord Bill plans to stick with the train to protect it, the bold Doctor Zhong decides to take the battle to the Cyclers at locus A. He switches from tracking his distance from the central locus to tracking it from locus A. He makes a close VCB check against the VCD of locus A, and managed to close 2 distance intervals. He is now zero same distance interval from locus A (and the Cyclers already there), and 2 intervals from the trackless train at the central locus.

The Two-Shogun-Kid knows she doesn't need to defeat all the Cyclers, just outrun them. Since the main action is focused on her trackless train, wherever it goes, the central locus goes. She makes a disengage action, checking her VCB

check against the VCD of the three secondary loci. She moves one distance interval from locus A (making the central locus and locus A three intervals apart), two from locus B (now four intervals from the central locus), and none from locus C (maintaining two distance intervals). Lord Bob's marshals remain at the central locus having moved along with the trackless train they are escorting..

The Cyclers then all try to advance on the train. At every secondary locus the Cyclers are the majority, so their average VCB are used to attempt to move their loci closer to the central locus. Those at locus A attempt to close, and manage to close one distance interval (leaving locus A and the central locus two intervals apart). Because of the wheeling and spinning nature of such mass combat, Doctor Zhong automatically moves along with all the vehicles in the locus. The Cyclers at Locus B do not close (leaving their locus four intervals from central), and those at locus C close to a distance interval of 0. The GM declares there is no longer a locus C, as those Cyclers are now at the central locus.

On his next turn, Doctor Zhang may attack the Cyclers at his locus, or decide to move to a new locus. He knows he is 0 intervals from locus A, which itself is 4 distance intervals from the central locus. He can determine he is 5 intervals from locus B (the zero intervals he is from locus A, plus the full 4 intervals his locus is from the

central locus, plus half the 2 intervals B is from the central locus). If he wanted to flee to go get help, he could increase his intervals from locus A until the GM decided he was far enough away to be his own secondary loci (though the GM might also just decide he has escaped if he moves 5 or more intervals from all other vehicles).



INTERVALS, RANGES, SIZES, AND SPELLS

Distance intervals are based on the size and speed of the vehicles in an encounter, but often the vehicles in an encounter aren't all the same size or speed. Since ride checks and VCB checks are used to close, disengage, and maneuver in the relative position rules, if larger and faster vehicles are not given a bonus to represent their innate abilities, well-driven scooters might outrace jet fighters on a regular basis.

For each encounter using the relative position rules, the GM should declare an average vehicle size and maximum speed. Vehicles smaller than this average take a -2 penalty to Ride checks (as well as VCB/VCD calculations) for each size they are smaller than the average, while larger vehicles gain a +2 bonus per size category. Similarly, vehicles with a max speed of half the average take a -2 penalty (and those with 1/4 the average take a -4, those with 1/8 take a -6, and so on), while those twice as fast gain a +2 bonus (and those x4 as fast take a +4 bonus and so on).

Because distance intervals are variable, the range their weapons (and other effects) can span to affect other vehicles is similarly vague. In general, a vehicle can attack things at no distance interval at no penalty, things one interval away at -2, those 2 intervals away at -4, and so forth up to a maximum of 5 distance intervals. Vehicles smaller than the average for an encounter treat all distances as one interval greater per size category difference (but an interval

of 0 is never considered to be greater than an interval of 1) for purposes of making attacks, while larger vehicles treat all distance intervals as being 1 shorter (minimum of 0) for attacks.

The range at which a spell or other character effect can affect another vehicle is based on intervals. Spells with a range of at least 100 feet (Medium range) can affect vehicles one interval away. Those with a range of at least 400 feet (Long range) can affect vehicles two intervals away. Spells with a range of at least 25 feet but less than 100 feet can only affect vehicles in the same distance interval.

VEHICULAR COMBAT MANEUVERS

Because the relative position rules don't track the exact position, speed, or facing of vehicles, things like closing or engaging in strafing runs are handled with vehicular combat maneuvers. Every vehicle has a Vehicle Combat Bonus (VCB) and a Vehicle Combat Defense (VCD), which are calculated as shown below.

Vehicular Combat Bonus (VCB) = Driver/pilot's Ride bonus + vehicle size modifier + vehicle speed modifier (see Intervals, ranges, Sizes, and Spells, above)

Vehicular Combat Defense (VCD) = 10 + drive/pilot's Ride bonus + vehicle size modifier + vehicle speed modifier (see Intervals, ranges, Sizes, and Spells, above)

For all vehicular combat maneuvers, "driver" refers to the character controlling the movement of the vehicle. This may be a driver, rider, pilot, or helmsman, depending on the vehicle making the maneuver. Each maneuver shows the kind of action it requires, and has a description of its effect.

Making any vehicular combat maneuver allows the driver/pilot to be in control of the vehicle (removing the need to take a separate action, as described in the vehicle rules in *Ultimate Combat*).

VEHICLE MANEUVERS

Buzz

Move Action. The driver hugs his vehicle very close to dangerous terrain features. This maneuver can include flying low to the ground in aircraft, weaving through traffic or difficult terrain on a motorcycle, taking an atomic rocket through a dense asteroid field, or even making sharp turns down narrow alleys in a getaway car. A buzz maneuver is only possible if terrain exists that can pose a threat to the vehicle (GM's discretion). A buzz maneuver can be taken as a swift action in any round the driver makes another vehicular maneuver.

When a driver decides to make a buzz maneuver, he declares a DC he is attempting for the maneuver (which represents how dangerous a buzz he is attempting, often defined by how close he is getting to dangerous terrain or obstacles). If his VCB check is successful against the DC, any vehicle attempting to perform a close, dogfight, or ram maneuver against the buzzing vehicle must make a VCB check at the same DC (as a free action) or automatically fail. Any vehicle following the driver's vehicle that does not make one of these maneuvers falls back two distance intervals.

Any vehicle that fails a buzz maneuver by 5 or more strikes some piece of terrain and takes damage as if it had rammed a vehicle bigger than itself (see ram, below).

Occasionally, terrain requires vehicles perform a buzz maneuver at a specific DC in order to perform any other vehicular maneuvers (such as driving through a forest, or flying between buildings) as determined by the GM.

CLOSE

Move Action. The driver attempts to reduce the distance between himself and a locus (normally another vehicle). If the VCB check meets or exceeds the VCD of the locus vehicle (or the locus's VMD, if it is not determined by a vehicle), the driver's vehicle moves one distance interval closer (minimum of 0 intervals). If you exceed the target VCD by 5 or more, you close 2 distance intervals. A vehicle cannot make more than one close maneuver each round.

DISENGAGE

Move Action. The driver attempts to increase the distance between himself and either other vehicles or (more rarely) a locus. If the VCB check meets or exceeds the VCD of the chasing vehicles (or the locus's VCD, if it is not determined by a vehicle), the driver's vehicle moves one distance interval farther away. If you exceed the target VCD by 5 or more, you move 2 distance intervals away. A vehicle cannot make more than one disengage maneuver each round. If you are moving away from multiple vehicles you must beat the VCD of all of them to move away.

DOGFIGHT

Standard Action. The driver locks on to one opposing vessel, and attempts to engage it in tight combat maneuvers. You may only perform this maneuver on vehicles at 0 distance intervals. As a swift action the driver may make

one attack against the vessel targeted by this maneuver with a -4 penalty, using vehicular weapons under his control. If the VCB check meets or exceeds the targeted vessel's VCD, the targeted vessel cannot disengage on its next turn, and the driver gains a +4 bonus to the first VCB check he makes against the vessel on his next turn.

EVASIVE MANEUVERS

Full-round action. The driver does everything possible to make his vehicle hard to hit. The vehicle gains a +2 bonus to AC and a +4 bonus to VCD until the beginning of the driver's next turn. All attacks made from the vehicle suffer a -4 penalty, and the vehicle counts as being in "extremely violent motion" for purposes of spellcasting and concentration checks.

Vehicles with negative maneuverability ratings gain only a +1 AC and +2 VCD from evasive maneuvers.

RAM

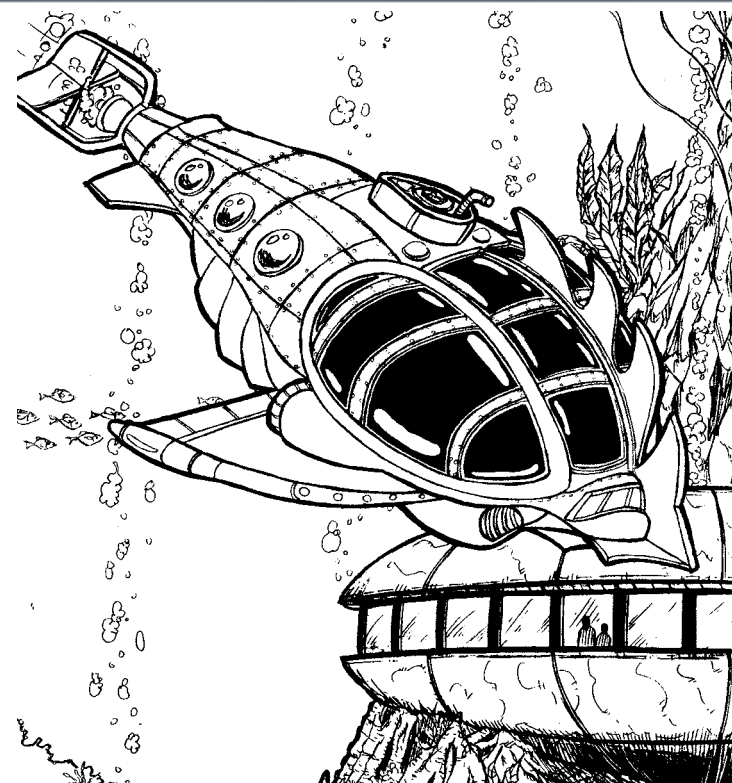
Standard Action. Because the relative positioning rules don't give exact locations for vehicles, ramming another vehicle isn't automatic. This maneuver can only be attempted against targets in the same distance increment. The driver attempts to slam the vehicle under his control into another vehicle (or a stationary object, which always has a VCD of 10). On a successful check, the ramming vehicle deals double its ram damage to the target, and takes its normal ram damage. (See *Ultimate Combat* for more information on vehicular ramming damage).

THE VEHICLE TEMPLATE

It is obviously beyond the scope of a product this size to provide game stats for every vehicle that could reasonably be used by anachronistic adventurers. Ignore the questions of different progress levels – even just a short list of common bikes, jeeps, cars, trucks, tanks, planes, boats, and warships available to characters from a modern era would be longer than this whole product. Additionally, even more new rules would need to be introduced to determine the effect various vehicles have on the CR of encounters that include them. Such material might be necessary for a whole rulebook on adventuring in a modern setting, but for anachronistic adventurers visiting typical fantasy campaigns it would be overkill.

By the same token, introducing a character class perfect for bikers and advanced scouts without providing some set of rules for the bikes and scout vehicles they use would be unfair. As a compromise between presenting a vast list of vehicles and presenting little or nothing, here are rules designed to allow any monster to be converted into a vehicle.

That idea sounds strange, but there are distinct advantages. GMs are already familiar with how to calculate the CR of encounters with multiple creatures of different CRs. By allowing creatures to be turned into vehicles, not only is a wide range of options made available, but the GM can determine the CR of an encounter with four CR 3 half-orc gangsters and their truck built from a CR 4 giant stag beetle with the vehicle template. Additionally, the rules for advancing and modifying monsters can also be applied to creatures with the vehicle template,



allowing GMs to create variant vehicles using rules they are already familiar with. Of course, unusual results can still occur (a CR 10 tank destroyer built from a tyrannosaurus won't be nearly as effective if piloted by a crew of CR 1/3 goblins), but the CR guidelines are still a good starting point for vehicle construction.

VEHICLE TEMPLATE

Inanimate Object: The vehicle is an inanimate object. It is immune to any effect that does not affect objects, but cannot take any actions on its own. Its movement can only be used if it has a driver or pilot, and its attacks require a driver/pilot and/or a crew.

The final form of the vehicle can be anything the GM wishes to allow, but the size and forms of movement should dictate what kind of vehicle

a creature is used for. A riding dog or horse can easily be used to create a motorcycle, a dire bear an armored car, and a wyvern a biplane.

Move: As vehicles are normally faster than creatures, double the base creature's movement rate. Fly speeds are quadrupled if they have a stall speed (see below) or doubled if they do not. Swim and burrow speeds are unchanged. If a base creature has an inappropriate move type for the desired vehicle, it can be removed.

If the vehicle has a fly speed, it is considered to have a stall speed equal to half that value. A vehicle flying at less than its stall speed begins to fall out of the air, requiring a Drive/Pilot check to remain airborne. The DC of this check is 20, +5 for each round the vehicle has moved under its stall speed.

Some flying vehicles (hovercraft, dirigibles, rescue retro-rockets) have no stall speed. These are at +1 CR unless the base creature has the Hover feat.

AC: Change any natural armor bonus to armor bonus. Ignore the base creature's Dexterity modifier, instead replacing it with the current driver's driving skill modifier (see vehicles in *Ultimate Combat* for more information on vehicular AC).

Hit Points: If the vehicle is made of wood or similar material, it retains the base creature's hp total. If the vehicle is made of leather or similar material (such as fiberglass) reduce its hp total by 1/3 and reduce its CR by 1. If it is made of stone or metal increase its hp by +1/3, and increase its CR by +1.

Attacks: At least half the vehicle's attacks are limited to a single firing arc. If melee attacks are turned into ranged attacks (to represent guns, flamethrowers, grenade launchers, or similar modern weapons) increase the CR by +1. Such weapons have a range increment equal to the base creature's CR x10 feet.

Saving Throws: Use the Fortitude of the base creature to determine the vehicle's saving throw. Add the current driver's driving skill modifier (see vehicles in *Ultimate Combat* for more information on vehicular saving throws, and what effects vehicles are immune to).

Ability Scores: Vehicular rules ignore ability scores, so the vehicle has no ability scores. However, do not remove ability score modifiers from other calculations (such as the vehicle's hit points).

Feats and Proficiencies: The vehicle has no feats or proficiencies. If the base creature has Dodge or Improved Initiative, add the bonuses they would convey to the driver/pilot when the vehicle is piloted. If the base creature has feats that increase its own static statistics (such as Improved Natural Armor or Improved Natural Attack) it retains the benefits from those feats.

The vehicle also has no hands or ability to pick up weapons and tools. If the vehicle retains hands, increase the CR by +1.

Extraordinary, Spell-Like and, Supernatural Abilities: The GM may remove any extraordinary, spell-like, or supernatural abilities that do not seem reasonable modern equipment effects. If 2 or more abilities are removed, reduce the CR by 1. If 5 or more are removed, reduce the CR by an additional 1 (total of -2 CR). Any remaining abilities become extraordinary.

Hardness: If the vehicle is made of wood or similar material, it has 5 hardness. If the vehicle is made of leather or similar material (such as fiberglass) it has 0 hardness. If it is made of stone it has 8 hardness. If it is made of metal it has 10 hardness.

Passengers: A vehicle can carry up to one creature its size (but cannot grant it cover), up to four creatures one size smaller than it, eight two sizes smaller, and so on. The GM may modify these numbers to match a specific type of vehicle, but no more than this number can make attacks from a vehicle. If a vehicle does not grant its driver or passengers partial cover, reduce its CR by 1. (For more on vehicles providing cover to their passengers, see *Ultimate Combat*.)

Fuel: A vehicle can operate for a number of hours equal to the base creature's Constitution score before needing to refuel. A GM can adapt the refueling time of a vehicle to match a specific real-world vehicle if he wishes additional verisimilitude. A vehicle that does not need to refuel for twice as long as the base rate of the template or longer is +1 CR, one that needs to refuel in less than an hour of operation is -1 CR.

ATLANTEAN MOTORS DIESEL MOTORCYCLE (Wolf Vehicle) CR 1

XP 400

Medium metal vehicle

Init: Driver

DEFENSE

AC: 12 plus driver, touch 12, flat-footed 12 (+2 armor)

hp: 17 (2d8+4, x1 1/3 metal)

Saving Throw: +5 plus driver

Defensive Abilities: hardness 10

OFFENSE

Speed: 100 ft.

Melee tire slap (driver)(1d6+1)

STATISTICS

Passengers: Driver (1), passenger (1). Does not give partial cover.

Fuel: An Atlantean Motors diesel motorcycle can operate for 8 hours before refueling.

The Atlantean Diesel is a rugged motorcycle designed for use by off-road enthusiasts as well as military scouts. A simple metal framework with leather seat and no windshield, owners are encouraged to wear appropriate eye cover and thick clothing when riding in rougher terrain.

HAWKSMOOR ROADSTER

(Giant Stag Beetle Vehicle)

CR 4

XP 1,200

Large metal vehicle

Init: Driver

DEFENSE

AC: 17 plus driver, touch 9, flat-footed 17 (+8 armor, -1 size)

hp: 60 (7d8+14, x1 1/3 metal)

Saving Throw: +7 plus driver

Defensive Abilities: hardness 10

OFFENSE

Speed: 40 ft.

Melee: bumped bash (pilot)(2d8+6)

Space: 10 ft.

STATISTICS

Passengers: Driver (1) passengers (5)

Fuel: A Hawksmoor Roadster can operate for 4 hours before refueling.

A Hawksmoor Roadster is an affordable and stylish town car, designed for open roads and urban travel. In addition to a roomy interior, a single "rumble seat" allows one more passenger to sit outside the car's cabin.

SOPWITH PENDRAGON BIPLANE

(Greater Air Elemental Vehicle)

CR 9

XP 6,400

Huge wooden vehicle

Init Pilot+4

DEFENSE

AC 15 plus pilot, touch 9, flat-footed 14 (+6 armor, +1 Dodge, -2 size)

hp 123 (13d10+52)

Saving Throw +12 plus pilot

Defensive Abilities air mastery; hardness 5

OFFENSE

Speed fly 400 ft. (stall speed 200 ft.)

Melee 2 machine guns (pilot) (2d8+7), 90 ft. range increment

Space 15 ft.

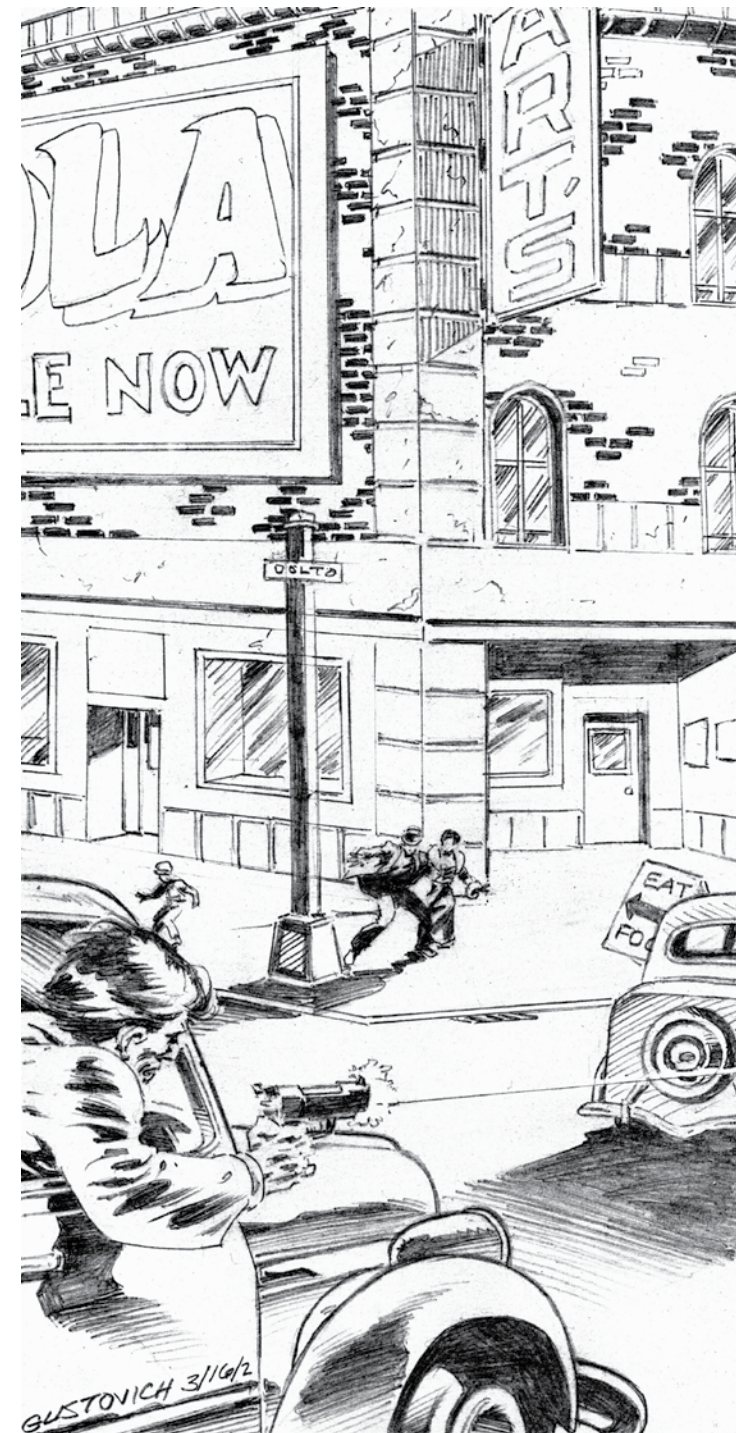
STATISTICS

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a Sopwith Pendragon.

Passengers: Pilot (1), passenger (1)

Fuel: A Sopwith Pendragon can operate for 18 hours before refueling.

The Sopwith Pendragon is a specialty biplane, designed for long-range operations and sky superiority.



NEW FEATS

Vehicles are a big part of many kinds of action adventure gaming, but often aren't a major part of fantasy campaigns. If a GM and player both want to include a modern-themed vehicle in a fantasy campaign, but don't want to spend hours of game time determining how it gets maintained or fueled, the Vehicle Golem feat may be used.

VEHICLE GOLEM

A magically powered vehicle has found its way into your possession.

Benefit: You gain a vehicle, designed by the GM using the vehicle template rules (above). The CR of the vehicle is equal to the level of cohort you would receive with the Leadership feat if you had a leadership score equal to your HD plus your highest ability bonus. The vehicle golem is considered a magic item with a caster level equal to your HD. It repairs itself once per day (if left unused for 8 hours or more) of 1d6 hp for each level you have. It does not require fueling. The vehicle golem is not self-aware, and cannot take actions without a pilot or driver.

As you gain HD and your ability scores go up your vehicle golem increases in CR (your GM will either use the monster advancement rules to modify the base creature used for your vehicle template, or select new creatures as appropriate). If your vehicle golem is lost or destroyed, you receive a new one (or miraculously regain the existing one, at the GM's discretion) when you gain a new character level.

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.

Special Thanks: To Carl Gilchrist, for material and ideas used in the development of the master of arms archetype.

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

PL 5: INFORMATION AGE

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

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

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

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

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

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

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

USING PROGRESS LEVELS

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

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

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



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CREDITS

Designer:

Owen K.C. Stephens

Proofreader:

Jeremy Miller

Cover Art:

Walter Baumhofer

Interior Art:

Jacob Blackmon, Tom Floyd, OWC

Graphic Design and Typesetting:

R. Hyrum Savage

Production Assistant:

Andy Belmore

Project Manager:

Lj Stephens

Produced By:

Super Genius Games

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