

ANACHRONISTIC ADVENTURES



R&G

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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INTRODUCTION

INTRODUCTION

Welcome to *Anachronistic Adventures*, a supplement designed to bring pulp-action-adventure characters to the Pathfinder Roleplaying Game. Within these pages you'll find six "anachronistic classes" (cogitator, daredevil, enforcer, luminary, sensitive, and tough) each of which automatically gains one of more than a score of pulp-themed archetypes (ranging from the famous celebrity to the magic-wielding volur, with everything from devil dogs to great detectives in-between), rules for new forms of mysterious powers (focusing on ESP and mystic rites), a lot of rules for modern firearms, and a smattering of other rules subsystems, options, and advice on how to run pulp-style games with the Pathfinder Roleplaying Game rules.

OKAY, BUT WHY?

The following chapters go over how to add strong-jawed soldiers, mad scientists, and keen-eyed reporters from eras very different from traditional fantasy campaigns to your game, but they don't talk a lot about *why* you'd want to do so. The fact of the matter is this: either the idea of two-fisted heroes in pulp adventures sounds like a good idea to you, or it doesn't. In many ways this is a toolkit of missing "bits" that can be combined with the existing Pathfinder Roleplaying Game rules to create the pulp game YOU want to play, be that Edwardian vampire hunters, secret schools of wizards fighting in the Great Wars, turn-of-the-century investigators delving into the unknown, or an Old West game that happens to include dinosaurs. And aliens. And ESP.

CLASSES

The core classes of the Pathfinder Roleplaying Game are designed to fulfil iconic roles in fantasy fiction – the fighter, the cleric, the rogue, the wizard, and so on. In pulp action-adventure games, characters tend to be focused less on a set of abilities drawn from the stories of courtly love and medieval romances, and more on the embodiments of traits people the modern world find worthy—physical strength, insight, compassion, fame, stamina, and so on. As a result each base class in *Anachronistic Adventures* is built around a typical heroic trait or role often exemplified by major characters of pulp stories – the big brain



(cogitator), risk taker (daredevil), professional soldier (enforcer), well-known face (luminary), perceptive philosopher who sees what others miss (sensitive), and strong-jawed hero who can take a hit (tough). To prevent such focused ideas from leading to sameness among heroes, each class also gains one anachronistic archetype (presented in Chapter 2) to round out character concepts.

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COGITATOR

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

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



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

Of course cogitators are often asking questions others would prefer go unanswered. Such inquiries can make enemies, and often have consequences. Occasionally tracking down murderers in the dark alleys of Whitechapel, deciphering Babylonian books bound in human skin, experimenting with alien technology, or asking too many questions about mysterious cults, create such bizarre consequences that cogitators end up facing dangers much more direct than unanswered mysteries.

Alignment: A cogitator can be of any alignment, though chaotic alignments are less common (and most likely to be found on cogitators seen as crackpots or mad scientists).

Hit Die: d8

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

CLASS SKILLS

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

Additionally, any character who begins play as a cogitator can select three additional skills as class skills, to represent the benefit of growing up with the superior education options of a modern advanced society. These skills should be appropriate to the character’s background. A cheerleader who fought vampires and witches as a member of an informal hero group in high school can reasonably select Use Magic Device as an additional class skill. A

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genius curator of antiquities who nevertheless didn't believe in the paranormal until she was attacked by a copy of the *Necronomicon* is limited to skills with no ties to magic.

Skill Ranks per Level: 7 + Int modifier

CLASS FEATURES

All of the following are class features of the cogitator.

Proficiencies: A cogitator is proficient with simple weapons, a single martial weapon, and a single Progress Level (see *Progress Level Proficiencies* in Chapter 3).

Outthink (Ex): The quintessential ability of the cogitator is to outthink any foe or situation, drawing on a vast background of knowledge, as well as the ability to deduce solutions from clues overlooked by others and draw parallels between an existing threat and a previously-overcome danger. When forced to move a rock, the cogitator finds a way to use its center of gravity to move it with ease. If caught in a fireball, the cogitator knows how the air currents will create a natural void within the flames. When bitten by a snake, the cogitator knows to elevate the bite above her heart and use a pressure point to prevent the spread of toxin.

When the cogitator makes an attack roll, saving throw, skill check, or ability check, she can choose before the die roll to instead make an outthink check (1d20 + class level + Int bonus) at the same DC. A successful outthink check has the same effect as the roll it replaces would have, but represents a use of esoteric knowledge and quick thinking to overcome the threat. A cogitator may do this a number of times per day equal to 3 + her Intelligence bonus.

Archetype: Not every cogitator focuses on the same aspect of her mighty powers of mental prowess, nor do all cogitators undertake the same studies or use the same techniques to achieve their goals. At 1st level, each cogitator selects an anachronistic archetype to represent her focus and background training. Once selected, this choice cannot be changed. Each archetype provides a cogitator with special benefits, ranging from additional class skills and bonus feats to new talents and class powers. The anachronistic archetypes are presented in Chapter 2.

Broadened Mind: The cogitator doesn't just learn new things, she learns how to apply old knowledge in new ways. At 2nd level, the cogitator's number of skill points increases by +1, as if her Intelligence score had increased. Not only does that give her an extra skill point at 2nd level, but the change

is retroactive, allowing the cogitator to spend an additional skill point from 1st level. The cogitator gains another such increase in class skill points at 5th level, and every 4 levels thereafter.

Cogitator Talents: As a cogitator gains experience, she learns a number of talents that aid her and confound her foes. At 3rd level, a cogitator gains one cogitator talent. She gains an additional cogitator talent at 6th level, and 7th level, and for every four levels of cogitator attained after each of those levels (10th and 11th, 14th and 15th, and so on). Unless otherwise specified, a cogitator cannot select an individual talent more than once.

Attention to Detail (Ex): The cogitator can catalog and analyze the most minute of details, trusting in her reason to notice facts her instincts may overlook. She may add her Int modifier, rather than her Wis modifier, to any Wisdom-based skill check. Additionally, whenever the cogitator takes 20 on a skill check, she gains a +2 bonus to the total result.

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

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

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

Careful Tactics: The cogitator is able to analyze a situation and form a set of tactics specifically designed to address it. If the cogitator can analyze a situation as a full-round action (requiring accurate facts about the situation, though not necessarily direct observation of it) she can select one teamwork feat to grant herself and one ally, +1 ally per 2 cogitator levels. The teamwork feat must be one the cogitator meets all prerequisites for.

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TABLE 1:1 — THE COGITATOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Archetype, outthink
2	+1	+3	+0	+0	Broadened mind +1
3	+2	+3	+1	+1	Cogitator talent
4	+3	+4	+1	+1	Bonus feat
5	+3	+4	+1	+1	Broadened mind +2
6	+4	+5	+2	+2	Cogitator talent
7	+5	+5	+2	+2	Cogitator talent
8	+6/+1	+6	+2	+2	Bonus feat
9	+6/+1	+6	+3	+3	Broadened mind +3
10	+7/+2	+7	+3	+3	Cogitator talent
11	+8/+3	+7	+3	+3	Cogitator talent
12	+9/+4	+8	+4	+4	Bonus feat
13	+9/+4	+8	+4	+4	Broadened mind +4
14	+10/+5	+9	+4	+4	Cogitator talent
15	+11/+6/+1	+9	+5	+5	Cogitator talent
16	+12/+7/+2	+10	+5	+5	Bonus feat
17	+12/+7/+2	+10	+5	+5	Broadened mind +5
18	+13/+8/+3	+11	+6	+6	Cogitator talent
19	+14/+9/+4	+11	+6	+6	Cogitator talent
20	+15/+10/+5	+12	+6	+6	Ultimate deduction

Since plans rarely survive contact with a changing situation, the cogitator and her allies retain use of the feat for only 2 rounds per cogitator level. The cogitator may use this ability once per day, +1 once/day per 3 cogitator levels.

Careful Tactics, Greater: The cogitator may grant two teamwork feats when using careful tactics, and may ignore a number of prerequisites equal to her Intelligence bonus. She must divide this number between the ignored prerequisites for both feats.

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

At 5th level, and every 5 levels thereafter, the bonus a cogitator grants with aid another (using this talent or the normal aid another option) increases by +1.

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

Crime Scene Analysis (Ex): The cogitator can get a feel for what sort of intelligence committed a crime (or other specific act that leaves behind evidence, such as who set up an abandoned camp, or sewed together a flesh golem, or created a specific forgery, or performed a blood ritual) by careful examination of the scene

of the action and interviews with witnesses and locals. This allows the cogitator to make a Sense Motive roll (the GM should make the check in private) to learn things about whoever committed the deed being investigated.

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

Like a Knowledge skill used to gain information about a creature, for every 5 points by which this check's result exceeds the DC, the cogitator learns another piece of useful information about the perpetrators. Potential information the GM may choose to hand out includes the total number of perpetrators (if there are more than one), gender, specific race, whether or not the perpetrator is a spellcaster, Strength modifier,

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Dexterity modifier, specific class, broad motive (greed, personal vengeance, contract killing, etc.), and likely future targets.

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

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

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

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

ability as a useful way for a stalled adventure to be directed to the next encounter, not a method for skipping important parts of any plot.

The cogitator may use this ability once per day, +1 time per day for every three cogitator levels.

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

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

Irregulars (Ex): The cogitator has forged a network of informants and aids from an eclectic and often overlooked group of bartenders, beggars, guards, merchants, porters, and serfs. This acts as the Leadership feat, but she receives only followers (not a cohort). The cogitator need not assign all her followers in advance. Instead, each time she needs a follower able to perform a specific kind of task, she may ask the GM if she has an appropriate member in her irregulars. The GM may allow one of her irregulars to be assigned to that role (locking in that follower to a specific character), or secretly roll percentile dice, with the cogitator having a 50% +1% per level chance of having an appropriate follower.

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

Litany of Faults (Ex): The cogitator can outline all the shortcomings and weaknesses of creatures in such a way as to drain their self-confidence. The cogitator may demoralize foes able to hear and understand her with an appropriate Knowledge check, rather than an Intimidate. Additionally, the demoralize attempt may apply to all foes of the same creature type and subtype within 60 feet.

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Master Linguist (Ex): The cogitator is a master linguist, analyst, and codebreaker, able to analyze all forms of communication to determine their meaning. The cogitator gains a bonus to all Linguistics checks equal to half her level.

Additionally, whenever she encounters a spoken language she does not know, she may make a Linguistics check to glean enough meaning to ascertain the basic message, using the same DCs as when making a Linguistics check to decipher writing. The cogitator may also make herself understood in spoken and written form by creatures who do not share a common language with her by making a Linguistics check with the same DC.

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

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

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

Nose for Trouble (Ex): When facing an apparently harmless or safe situation or locale, the cogitator can combine her precise observations about behavior and the environment with extensive experience in dangerous situations and keen instincts to sniff out a potential hidden risk. The cogitator may make a Sense Motive check with a +10 bonus as a full-round action. If there is a hidden threat with a specific DC concealing it (such as the DC to discover a trap, or the Bluff check of a secret assassin, or the Disguise check of a concealed hag) the check uses that DC. Failing such specific efforts to actively conceal a threat, the check has a DC of 20. The check is made in secret by the GM.

On a successful check, if there is a threat present (based on the GM's best guess relating to the circumstances), the cogitator gets a hunch

that some hidden danger lurks nearby or things are not as they seem. This ability does not allow the cogitator to pinpoint a specific threat (though further investigation may do so), but instead gives a vague sense that something is wrong. The cogitator may use this ability once per day, +1/ day per 2 class levels.

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

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

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

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Studied Resistance (Ex): An cogitator may use her vast knowledge of creatures, as well as her understanding of cause and effect, to offset the powers and abilities of her foes. As a standard action, the cogitator may make an appropriate Knowledge check against a creature with a DC of 10 + the creature's CR. If she succeeds, she may grant herself or one adjacent ally a circumstance bonus of +1 per three levels on all saving throws

against the creature's abilities. (A creature that is denied its Dex modifier to AC is denied this bonus as well.) If facing multiple creatures of the same type who have identical abilities, this bonus applies against all of them.

The bonus lasts for 1 round/cogitator level. A creature cannot benefit from this ability against more than one foe (or set of identical foes) at a time.



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Surprising Aptitude: The cogitator gains a bonus feat. The cogitator need not meet all the prerequisites for the feat, and it must be selected from the following list: Anticipate Dodge***, Befuddling Strike***, Breadth of Experience*, Canny Tumble***, Combat Expertise, Deadly Aim, Dueling Cape***, Dodge, Drag Down**, Esoteric Linguistics***, Extra Rogue Talent*, Go Unnoticed*, Landing Roll**, Nimble Moves, Orator***, Quick Draw, Step Up, Twist-Away***, Two-Weapon Fighting. Unlike the Trained Mind talent, a cogitator may not take Surprising Aptitude more than once.

*Indicates a feat found in *Pathfinder Roleplaying Game: Advanced Player's Guide*.

**Indicates a feat found in *Pathfinder Roleplaying Game: Ultimate Combat*.

***Indicates a feat found in *Pathfinder Roleplaying Game: Advanced Class Guide*.

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

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

*Indicates a feat found in *Pathfinder Roleplaying Game: Advanced Player's Guide*.

**Indicates a feat found in *Pathfinder Roleplaying Game: Ultimate Combat*.

***Indicates a feat found in *Pathfinder Roleplaying Game: Ultimate Magic*.

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

cogitator must have the trapfinding talent to select this talent. For more information on ranger traps, see *Pathfinder Roleplaying Game: Ultimate Magic*.

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

Trapfinding (Ex): The cogitator adds ½ her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). The cogitator can use Disable Device to disarm magic traps, and treats her cogitator levels as rogue levels for purposes of what traps she can locate and potentially disarm.

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

Weapon Training (Ex): The cogitator becomes proficient with all martial weapons of any PL equal to or less than the PL the cogitator is proficient with.

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

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

This acts as a single question from a *commune* spell (no material component or casting time required), except as an extraordinary ability it is limited to information a mortal could conceivably know or deduce (though it is not limited to knowledge a mortal could reasonably acquire -- only information it is impossible for any mortal anywhere to know is beyond the reach of the ultimate deduction), and is not subject to spells or effects that block divination magic. When the cogitator expends one use of her ultimate deduction ability, she may alternately decide to use it to take 20 on a Knowledge skill check, rather than use its normal commune-like ability.

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DAREDEVIL

There, with a revolver in his hand, stood Rodd, tall and formidable, his dark face looking like that of Satan himself, a very monument of rage and jealousy. There in front of him on the couch sat Heda, grasping its edge with her fingers, her cheeks as pale as a sheet and her eyes shining. By her side was Anscombe, cool and collected as usual, I noticed, but evidently perplexed.

“If there is any shooting to be done,” he was saying, “I think you had better begin with me.”

— H. Rider Haggard, *Finished*

The daredevil is the kind of character that might actually be called an “adventurer” by members of polite society – someone who is driven to regularly and intentionally do things that are clearly dangerous and frightening. Some daredevils are driven by the desire to experience ever greater thrills, while others feel a sense of duty to undertake perilous tasks for the greater good, hoping that putting themselves in harm’s way will prevent others from facing the same peril.

What unites all daredevils is that no matter why they run into a building when everyone else is running out, they have a personality that allows them to do dangerous things with a calm and poise that belies the great skill and concentration such tasks demand. A daredevil is more than a thrill-seeker, he is a professional risk-taker who is trained and predisposed to accomplish deeds often described as suicidal, foolhardy, or even impossible. Daredevils may be stunt men, masked vigilantes, professional escapists, espionage agents, or military commandos given missions regular soldiers know better than to accept.

Of course many are also delvers into mysteries they keep being warned “man was not meant to know,” and as a result sometimes end up learning esoteric secrets, theosophic sacraments, and alienist rites not designed for mortal eyes. These daredevil are no less dauntless risk-takers than their more physically-oriented comrades, they simply turn their ability to remain calm in the face of horrific odds towards risky mysticism and existential threats.



Alignment: A daredevil can be of any alignment, though daredevils with a lawful alignment are less common.

Hit Die: d8

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

CLASS SKILLS

The daredevil’s class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Knowledge (engineering)(Int), Knowledge (local)(Int), Perception (Wis), Perform (Cha), Profession

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(Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Swim (Str). Additionally, any character who begins play as a daredevil 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 wandering monster-hunter who has been trained in mythology and performing exorcisms by his family since birth can reasonably select Use Magic Device as an additional class skill. A fearless stuntman who moonlights as a bounty hunter and didn't believe in the paranormal until he was set to bring in a bail-jumping werewolf is limited to skills with no ties to magic.

Skill Ranks per Level: 7 + Int modifier.

CLASS FEATURES

All of the following are class features of the daredevil.

Proficiencies: A daredevil is proficient with simple weapons, a single martial weapon, and a single Progress Level (see *Progress Level Proficiencies* in Chapter 3).

Archetype: Not every daredevil is drawn to take the same kinds of death-defying risks, nor do they have the same motivations for doing so. At 1st level, each daredevil selects an anachronistic archetype to represent his focus and background training. Once selected, this choice cannot be changed. Each archetype provides a daredevil with special benefits ranging from additional class skills and bonus feats to new talents and class powers. The anachronistic archetypes are presented in Chapter 2.

Dauntless Surge (Ex): The trademark ability of the daredevil, regardless of his training or methodology, is to push aside all fear, doubt, and hesitation when facing a life-and-death situation and act with absolutely confidence and swift precision to find a way to overcome the odds. Even when a daredevil consciously knows he is clearly about to die, he draws upon his vast reserve of poise, and performs with a calm and speed most people can only display when practicing their skills in total safety.

Of course no matter how poised a daredevil remains, he can only work within the limits of his mortal frame, and thus faster and more nimble daredevils are able to successfully alter a bad outcome more often than slower members of the class.

A number of times per day equal to his Dexterity bonus plus half his class level (minimum 1/day), the daredevil can add a bonus as a swift action to any one attack roll, damage roll, skill check, or saving throw he makes. This bonus is +1d6, but cannot exceed the daredevil's class level (a 1st level daredevil thus receives only a +1 bonus, while a 2nd level daredevil receives a +1 bonus if a "1" is rolled on the 1d6, and a "+2" bonus if a 2-5 is rolled).

A daredevil chooses whether or not to use a dauntless surge after the result of the die roll has been revealed, but before success or failure is determined. A daredevil may add his dauntless surge to a saving throw against a fear effect as an immediate action. If a daredevil uses his dauntless surge to add a bonus to a saving throw against fear, the value of the bonus is doubled (to a maximum of twice the daredevil's class level).

Margin of Error (Ex): When the daredevil appears to suffer a fatal mishap, while the crowd screams in horror or the villain laughs in triumph, the daredevil is likely just barely still alive as a result of having left a slight margin of error for even the most dangerous acts. Starting at 2nd level, if any failed saving throw or skill or ability checks would result immediately in the daredevil's death, he adds +2 to the die roll. If the die roll is only successful because of this bonus, the daredevil manages to succeed, but the consequences drop him to 0 hit points, as he just barely survives. Additionally, the daredevil is treated as disable (rather than unconscious) when at a number of negative hit points no greater than his margin of error, and adds his margin of error to the number of negative hit points he can sustain before dying.

The daredevil's margin of error increased by +2 at 5th level, and every 4 levels thereafter.

Daredevil Talents: As a daredevil undertakes ever more dangerous stunts, he learns a number of talents that allow him to succeed where others would certainly fail (or at least survive things that seem impossibly deadly), as well as apply the lessons

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gained when constantly gambling with his life to other areas of endeavor. At 3rd level, a daredevil gains one daredevil talent. He gains an additional talent at 6th level, and 7th level, and for every four levels of daredevil attained after each of those levels (10th and 11th, 14th and 15th, and so on) Unless otherwise specified, a daredevil cannot select an individual talent more than once.

Talents marked with an asterisk (*) apply to attacks the daredevil makes by adding the bonus from his dauntless surge to the damage done by an attack. Unless otherwise specified, the daredevil cannot use more than one such talent on the same attack.

Action Surge (Ex): Once per round, if the daredevil has already spent a dauntless surge as a swift action, he may spend a second dauntless surge as a free action. This cannot be used to boost the same die roll as the first dauntless surge. A daredevil must be at least 7th level to select this talent.

Befuddling Blow (Ex):* When the daredevil adds his dauntless surge bonus to damage dealt by a melee attack, his target takes a penalty on attack rolls for 1d4 rounds. Initially the penalty is –1, or –2 if the attack is directed at the daredevil. At 6th level, and every 4 levels thereafter, the penalty increased by –1 (–2 at 6th level, –3 at 10th level, and so on), and is always doubled for attacks the target makes against the daredevil.

Careful Disarm (Ex): Whenever the daredevil attempts to disarm a trap using Disable Device, he does not spring the trap unless he fails by 10 or more.

TABLE 1:2 — THE DAREDEVIL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Archetype, dauntless surge
2	+1	+0	+3	+3	Margin of error +2
3	+2	+1	+3	+3	Daredevil talent
4	+3	+1	+4	+4	Bonus feat
5	+3	+1	+4	+4	Margin of error +4
6	+4	+2	+5	+5	Daredevil talent
7	+5	+2	+5	+5	Daredevil talent
8	+6/+1	+2	+6	+6	Bonus feat
9	+6/+1	+3	+6	+6	Margin of error +6
10	+7/+2	+3	+7	+7	Daredevil talent
11	+8/+3	+3	+7	+7	Daredevil talent
12	+9/+4	+4	+8	+8	Bonus feat
13	+9/+4	+4	+8	+8	Margin of error +8
14	+10/+5	+4	+9	+9	Daredevil talent
15	+11/+6/+1	+5	+9	+9	Daredevil talent
16	+12/+7/+2	+5	+10	+10	Bonus feat
17	+12/+7/+2	+5	+10	+10	Margin of error +10
18	+13/+8/+3	+6	+11	+11	Daredevil talent
19	+14/+9/+4	+6	+11	+11	Daredevil talent
20	+15/+10/+5	+6	+12	+12	Undaunted

Confounding Blow (Ex):* When the daredevil adds his dauntless surge bonus to damage dealt by an attack, his target can't make attacks of opportunity for a number of rounds equal to the dauntless surge die result.

Cunning Trigger (Ex): The daredevil can use a swift action to set off any trap within 30 feet that he constructed (with Craft: traps) or bypassed (with a Disable Device).

Danger Sense (Ex): The daredevil gains an intuitive sense that alerts him to danger from traps and ambushes. When the daredevil is attacked by a trap or when flat-footed, he may spend a use of his dauntless surge as a free action and add its bonus to his AC or Reflex save against that single attack. (A daredevil with uncanny dodge may use this ability in circumstances that would result in his being flatfooted if he didn't have uncanny dodge.)

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Dauntless Dodge (Ex): The daredevil gains a new option for his dauntless surge ability. He now has the option to spend a dauntless surge to add its bonus as a dodge bonus to his AC until the end of his next round. This ability does not stack with itself.

Defensive Spin (Ex): Once per round when the daredevil takes hp damage, he may expend a use of his dauntless surge ability as a free action and reduce the damage taken by the amount of his bonus roll. Damage cannot be reduced to less than 0.

Distracting Blow (Ex):* A daredevil with this talent can make attacks (in melee, or ranged attacks within 30 feet) with subtle flourishes that disorient and distract his enemy. When he adds his dauntless surge bonus to damage dealt by a melee attack, he causes the creature to become flat-footed against one target of the daredevil's choosing until the beginning of his next turn. The daredevil cannot designate himself as the creature gaining the benefit of this talent. Creatures with uncanny dodge are immune to distracting blow.

Elusive Mind (Ex): This ability represents the daredevil's ability to marshal his mind's resources to resist mental effects. If the daredevil fails a Will save against a spell or effect, he may spend a use of his dauntless surge ability as an immediate action. This allows the daredevil to make a new save against the effect at the same DC on the beginning of his next turn, adding the bonus from his dauntless surge to the will save total. He gets only this one extra chance to succeed on his saving throw.

Ensnaring Blow (Ex):* When the daredevil adds his dauntless surge bonus to damage dealt by an attack, that opponent can't take a 5-foot step for a number of rounds equal to the dauntless surge die result.

Evasion (Ex): The daredevil can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the daredevil is wearing light armor or no armor. A helpless daredevil does not gain the benefit of evasion.

Expert Leaper (Ex): When making jump checks, the daredevil is always considered to have a running start. Also, when the daredevil deliberately falls, a DC 15 Acrobatics check allows him to ignore the first 20 feet fallen, instead of the first 10 feet.

Fast Picks (Ex): The daredevil can use the Disable Device skill to attempt to open a lock as a standard action instead of a full-round action.

Fast Stealth (Ex): The daredevil can move at full speed using the Stealth skill without penalty.

Fearless Assault (Ex): The daredevil's steely nerves allow him to take risky actions without completely letting down his guard. The daredevil gains a +4 bonus to AC against attacks of opportunity. If the daredevil has Mobility, its bonus and this talent's stack when the attack of opportunity is provoked by leaving a threatened space.

Greater Dauntless Surge (Ex): The daredevil now rolls 3d6 to determine the bonus of his dauntless surge (though the bonus still cannot exceed the daredevil's class level). A daredevil must be at least 13th level and have improved dauntless surge to select this talent.

Hotfoot (Ex): The daredevil's speed increases by +5 ft. A daredevil may take this talent up to three times. Its effects stack.

Improved Dauntless Surge (Ex): The daredevil now rolls 2d6 to determine the bonus of his dauntless surge (though the bonus still cannot exceed the daredevil's class level). A daredevil must be at least 7th level to select this talent.

Improved Uncanny Dodge (Ex): The daredevil can no longer be flanked. This defense denies a rogue the ability to sneak attack the daredevil by flanking him, unless the attacker has at least four more rogue levels than the target has daredevil levels. If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character. A daredevil must be at least 10th level and have the uncanny dodge talent in order to select this talent.

Improved Withdraw (Ex): When taking a withdraw action, the number of initial spaces that

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leaving does not provoke an attack of opportunity is equal to the daredevil's Dexterity bonus.

Intrepid (Ex): The daredevil may use dauntless surge two additional times per day. This talent may be taken more than once.

Leap Free (Ex): After taking a standard action to make a CMB check to escape a grapple or an Escape Artist check, the daredevil may take a withdraw action as a move action. The daredevil is limited

to moving his movement (rather than up to double his movement as with a typical withdraw). If the daredevil makes an Acrobatics check to jump as part of this movement, he gains a +5 bonus to the check.

Ledge Walker (Ex): This daredevil can move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, the daredevil is not flat-footed when using Acrobatics to move along narrow surfaces.

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Opportunist (Ex): Once per round, when a creature the daredevil is threatening is struck for damage by another attacker, the daredevil may spend a use of dauntless surge to make an attack of opportunity against the creature. A daredevil must be at least 7th level to select this talent.

Positioning Blow (Ex): When the daredevil adds his dauntless surge to an Acrobatics check made to avoid provoking attacks of opportunity from moving through threatened spaces, he may also add half the bonus value (minimum +1) to the next attack roll he makes before the beginning of his next turn.

Quick Subterfuge (Ex): When the daredevil uses his dauntless surge bonus on a Craft, Disable Device, or Disguise check, the check takes half the normal amount of time (minimum 1 round).

Redirecting Dodge (Ex): Once per round when the daredevil has added his dauntless surge bonus to his AC and is missed by a melee attack, he can redirect the attack to strike at an adjacent creature as a free action. The creature targeted must be within melee reach of the attack that hit the daredevil, and the creature that made the attack against the daredevil must make a new attack roll against the new target. A daredevil must have the dauntless dodge talent to select this talent.

Second Chance (Ex): Whenever the daredevil spends a dauntless surge to add to an Acrobatics, Climb, or Fly skill check he has just made, he may also reroll the actual skill check. He must take the second result, even if it is worse. The daredevil can use this ability only once on any given skill check. If the daredevil has the skill mastery talent, he may also use this ability with any skill he has skill mastered.

Skill Mastery (Ex): The daredevil becomes so confident in the use of certain skills that he can use them reliably even under adverse conditions. Upon gaining this ability, he selects a number of skills equal to 3 + his Intelligence modifier (minimum 1). When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent him from doing so. A daredevil may gain this special ability multiple times, selecting additional skills for skill mastery to apply to each time.

Stand Up (Ex): A daredevil with this ability can stand up from a prone position as a free action. This does not provoke attacks of opportunity for standing up while threatened by a foe.

Swift Reaction Time (Ex): The daredevil may spend a use of his dauntless surge on an initiative check. He also receives the bonus on any Reflex save he makes until the end of his next turn.

The Best Defense (Ex): When the daredevil adds his dauntless surge bonus to an attack roll and successfully hits his target, he may add half his dauntless surge bonus to AC for one round against attacks made by that target.

Greater Dauntless Surge (Ex): The daredevil now rolls 4d6 to determine the bonus of his dauntless surge, and the bonus is no longer limited to the daredevil's class level). A daredevil must be at least 19th level and have improved and greater dauntless surge to select this talent.

Uncanny Dodge (Ex): The daredevil can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dex bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A daredevil with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action (see the *Pathfinder Roleplaying Game Core Rulebook*) against him.

Bonus Feats: A daredevil gains a bonus feat at 4th level, and again at 8th, 12th, and 16th level. These bonus feats must have Great, Greater, or Improved in their names (such as Great Cleave or

Improved Initiative). When selecting these feats, the daredevil may ignore prerequisites of an ability score, Combat Expertise, Great Fortitude, Iron Will, Lightning Reflexes, and Power Attack. The daredevil must meet any other prerequisites.

Undaunted: At 20th level, the daredevil is able to overcome nearly any adversity with a keen mind and steady hand. The daredevil reduces all penalties that apply directly to armor class, attack rolls, skill checks, damage, ability checks, and saving throws to -1, and never suffers a total penalty to any of these things (even if suffering multiple penalties) of more than -2. This does not apply to penalties derived from low ability scores or range modifiers.

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ENFORCER

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

—Edgar Rice Burroughs, *A Princess of Mars*

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

The “modern” combatant being stuck in a more primitive, fantasy-themed world is a common trope in a great deal of adventure fiction, especially the “planetary romances” more common in the early part of the 20th century than today, but still very popular with a wide range of gamers (and game writers). The enforcer is the first in a line of Anachronistic Adventurers products designed to provide rules for running modern (or near-modern) heroes in a typical fantasy roleplaying game setting. While it’s impossible to address every possible issue that might arise for such characters (does a *wish* spell restore the function of a cell phone?), each product in the line will look at one



area where the modern and fantasy realms are most likely to overlap and give guidance for running heroic anachronisms.

We also discuss the idea of Progress Levels (PL), a simple way to determine the general technological advancement of a campaign (and outlined in more detail at the end of this product).

Alignment: An enforcer can be of any alignment.

Ability Scores: The most important physical ability score for the enforcer is Strength. The most important mental ability score is Intelligence.

Hit Points: A character that takes enforcer as their 1st class level receives their Constitution score +5 as starting hit points. Otherwise each level of enforcer grants 6 +1d4 +Con modifier hit points. (If using hit dice, an enforcer receives d10+Con)

Starting Wealth: 250 gp. (If using random starting wealth an enforcer begins play with 3d6 x 10 gp.)

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TABLE 1:3 — THE ENFORCER

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

CLASS SKILLS

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

Additionally, any character who begins play as an enforcer can select two additional skills as class skills, to represent the benefit of growing up with the superior education options of a modern advanced society. These skills should be appropriate to the character's background. An enforcer who trained with the FBI to hunt down and kill necromancers in a modern era rife with magic can reasonably select Use Magic Device as an additional class skill. A teenage enforcer who is captain of the high school wrestling team and didn't know magic existed until an enchanted roller coaster dumped him in a fantasy realm is limited to skills with no ties to magic. **Skill Ranks per Level:** 5 + Int modifier.

CLASS FEATURES

All of the following are class features of the enforcer.

Proficiencies: An enforcer is proficient with all simple weapons, all martial weapons, all light armor, and a single Progress Level (see *Progress Level Proficiencies* in Chapter 3).

Archetype: Not every enforcer has taken the same path to becoming an engine of destruction, nor do all enforcers use the same techniques to achieve their goals. At 1st level, each enforcer selects an anachronistic archetype to represent his focus and background training. Once selected, this choice cannot be changed. Each archetype provides an enforcer with special benefits, ranging from additional class skills and bonus feats to new talents and class powers. The anachronistic archetypes are presented in Chapter 2.

Mettle (Ex): Enforcers are renowned for becoming more and more dangerous as they come closer and closer to defeat and somehow snatching victory from the jaws of defeat. As the consummate icon of combat, an enforcer has a reserve of endurance and willpower that allows him to push beyond the normal limits of his body and mind. This is often referred to as guts, intestinal fortitude, or just plain cussedness, and it is represented by mettle.

In game terms, mettle is a fluctuating measure of an enforcer's ability to perform amazing actions in combat. At the start of each day, an enforcer gains a number of points of mettle equal to his Strength modifier plus his Intelligence modifier (minimum 1), to a maximum equal to double his class level. His mettle goes up or down throughout the day, but usually cannot go higher than his starting total, though some feats and devices may affect this maximum. An enforcer spends mettle to accomplish deeds (see below), and regains mettle in the following ways.

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Natural 20 with an attack roll: Each time the enforcer rolls a natural 20 on an attack roll against a potential menace (see the glossary), he regains 1 mettle point.

Natural 20 with a Will saving throw: Each time the enforcer rolls a natural 20 on a Will save against an effect caused by a potential menace (see the glossary), he regains 1 mettle point.

Natural 20 with a combat skill: Each time the enforcer rolls a natural 20 on a skill check when the character cannot take 10 as a result of a threat posed by a potential menace (see the glossary), he regains 1 mettle point.

Natural 20 with a Strength check: Each time the enforcer rolls a natural 20 on a Strength-based ability check in the presence of a potential menace (see the glossary), he regains 1 mettle point.

Mettle, Grit, and Panache: Mettle is similar to grit and panache, and having mettle counts as having grit or panache for purposes of spending grit or panache and for meeting prerequisites requiring grit or panache. If an enforcer multiclasses or otherwise selects an option that would give him access to a pool of grit or panache in addition to his mettle, he instead just gains 2 additional mettle.

DEEDS

Enforcers spend mettle points to accomplish deeds. Most deeds grant the enforcer some momentary bonus or effect, but there are some that provide longer-lasting effects. Some deeds stay in effect as long as the enforcer has at least 1 point of mettle. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of mettle is spent to perform the deed.

An enforcer gains one deed at 1st level, and an additional deed at 2nd level and every 2 levels thereafter.

Blinding Assault (Ex): The enforcer can strike a foe's eyes hard enough to cause temporary blindness. As a standard action the enforcer can spend one point of mettle to make one natural, unarmed, or weapon attack against a foe within 30 feet that does not have concealment or partial concealment from the enforcer. If the attack hits the enforcer deals damage as normal, and also forces the target to make a Fortitude save (DC 10 + 1/2 enforcer level + Strength modifier). If the target fails this save, it is blinded for 1d4 rounds.

An enforcer may choose to instead attack a target's ears, deafening it for 2d4 rounds.

Blitz Attack (Ex): As a swift action, the enforcer can spend one point of mettle to make one extra unarmed attack, natural, or weapon melee attack.

Burst Into Action (Ex): When the enforcer is awake and not helpless, he can spend 1 point of mettle to act in a surprise round he would not normally be allowed to act during and receives a bonus to his Initiative check equal to half his class level. (The enforcer may not use this ability except in surprise rounds when he could not otherwise act.)

The enforcer may choose to spend 1 additional point of mettle to loudly shout a warning. The number of allies he can warn is based on the power of his lungs, allowing a number of allies equal to his Strength modifier (minimum 1) who can hear him to also act in the surprise round. Using this deed is not an action.

Conditioning (Ex): The enforcer has trained himself to resist adverse effects. As a free action he can take even when it is not his turn, the enforcer can spend 1 mettle to suspend the penalties of one of the following conditions for 1 round: confused, dazed, dazzled, shaken, sickened, staggered. If the enforcer is at least 6th level, he may also suspect the following conditions: nauseated, stunned. If he is at least 12th level he may also suspect the following conditions: bleed (taking no damage for 1 round), unconscious. The conditions normal duration continues to expire. For example, if a 6th level enforcer is stunned for 1 round he can immediately take a free action to suspend the condition for 1 round. The stun effect ends after 1 round as normal, allowing the enforcer to completely ignore it.

Deadeye (Ex): The enforcer can land a ranged weapon attack with precision that causes it to deal additional damage. As long as the enforcer has at least 1 point of mettle remaining, he can add his Intelligence modifier to the damage dealt with ranged attacks.

Duck and Weave (Ex): The enforcer can focus his attention on a single foe and move to avoid attacks from that foe. As a swift action the enforcer can spend 1 point of mettle to gain a +4 dodge bonus to AC against that foe's attacks until the beginning of the enforcer's next turn.

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Extreme Effort (Ex): This ability allows an enforcer to focus his muscles to accomplish amazing tasks of physical prowess. As a swift action the enforcer can spend one point of mettle to add a +4 bonus to any Strength-based attack roll, ability check, or skill check that normally requires no more than a standard action. The enforcer may make this decision after seeing the total of his die roll, but before learning if the attack hits. Alternately, he use this ability to double his lifting capacity (and thus his light, medium, and heavy encumbrance) for 1 round, or apply the bonus to increase his CMD until the beginning of his next turn.

Firm Grip (Ex): The enforcer has learned to keep his grip firm and steady, even in the heat of combat. As long as he has at least one point of mettle, he receives a +4 bonus to his CMD against disarm, grapple, steal, and sunder combat maneuvers, as well as Climb checks.

Focused Violence (Ex): The enforcer can direct his entire focus onto dealing violence effectively against one foe. As a swift action the enforcer spend one mettle to select one foe (or inanimate object) he can see. He gains a +2 bonus to any damage done to that foe. This bonus increases to +3 at 3rd level, and by an additional +1 for every 3 class levels beyond 3rd. The bonus lasts for an hour, or until the enforcer uses this ability to focus violence on a new target.

Glancing Blow (Ex): Once per round when an enforcer makes an attack roll and misses a foe, he can spend one point of mettle as a free action to reroll the attack roll with an additional +5 bonus. The enforcer can make this decision after knowing if his original attack roll failed. If the new attack hits it deals only half its normal damage. Glancing blow cannot be used on attack rolls for combat maneuvers or attacks that do not deal damage. Once per day if the enforcer's attack still misses with a +5 bonus, he can spend a second point of mettle to increase the bonus to a total of +10 (dealing half damage if the attack is successful, as with the normal use of the deed).

Gouging Assault (Ex): The enforcer can strike foes' anatomy in such a way as to make it impossible for them to use certain specific attack or movement options. As a standard action the enforcer can spend one point of mettle to make one natural, unarmed, or weapon attack against a foe within 30 feet that does not have concealment or partial concealment from the enforcer. If the attack hits the enforcer deals damage as normal, and also forces the target

to make a Fortitude save (DC 10 +1/2 enforcer level + Strength modifier). If the target fails this save, the enforcer can numb one or two body parts of the target for 1 round. This creates a penalty depending on the body parts numbed.

The enforcer can numb 2 arms, in which case the target does not drop held objects but cannot make attacks, skill checks, or cast spells that require the arms or hands on them.

The enforcer can numb 2 legs, in which case the target cannot move from its space (if it only has two legs) or moves at half speed (if it has more than 2 legs).

The enforcer can numb 2 wing, in which case the target cannot fly (though it has enough control to fly down at top speed to land if it wishes to, rather than fall from the sky).

The enforcer can numb a body part connected to a natural attack or special attack (such as a bite, gaze, breath weapon, or tail slap), in which case the target cannot use any attacks tied to that body part. If the head is numbed, the target also cannot speak.

The penalties from gouging assault last 1 round. If the attack used to gouge is a critical hit, the penalties instead last for a number of rounds equal to the attack's critical multiple.

Monkey Wrench (Ex): The enforcer can strike a machine's vulnerable working parts in such a way as to impair its function. As a standard action the enforcer can spend one point of mettle to make one unarmed, natural, or weapon attack against a construct, machine, or vehicle within 30 feet that does not have concealment or partial concealment from the enforcer. If the attack hits the enforcer deals damage as normal, and may also make a Disable Device check with a DC of 15 + target's CR, or 10 + the DC to construct the machine (whichever is higher). If the check is successful, the construct or machine is disabled (unable to take any actions or perform any function) for 1d4 rounds. If the check exceeds the DC by 10 or more, the construct or machine does not function for 1d4 minutes (or may be broken until repaired, at the GM's discretion).

Precision Attack (Ex): The enforcer can land a weapon attack with such precision that it deals additional damage. As long as the enforcer has at least one point of mettle remaining, any time the enforcer successfully strikes with a melee weapon with which he can add his Dexterity rather than Strength to the attack roll, he can add his Intelligence bonus to the damage dealt. This is in addition to his Strength modifier, if he normally adds his Strength to the attack's damage. Creatures

CHAPTER 1: CLASSES

immune to critical hits or sneak attacks are immune to this additional precision damage.

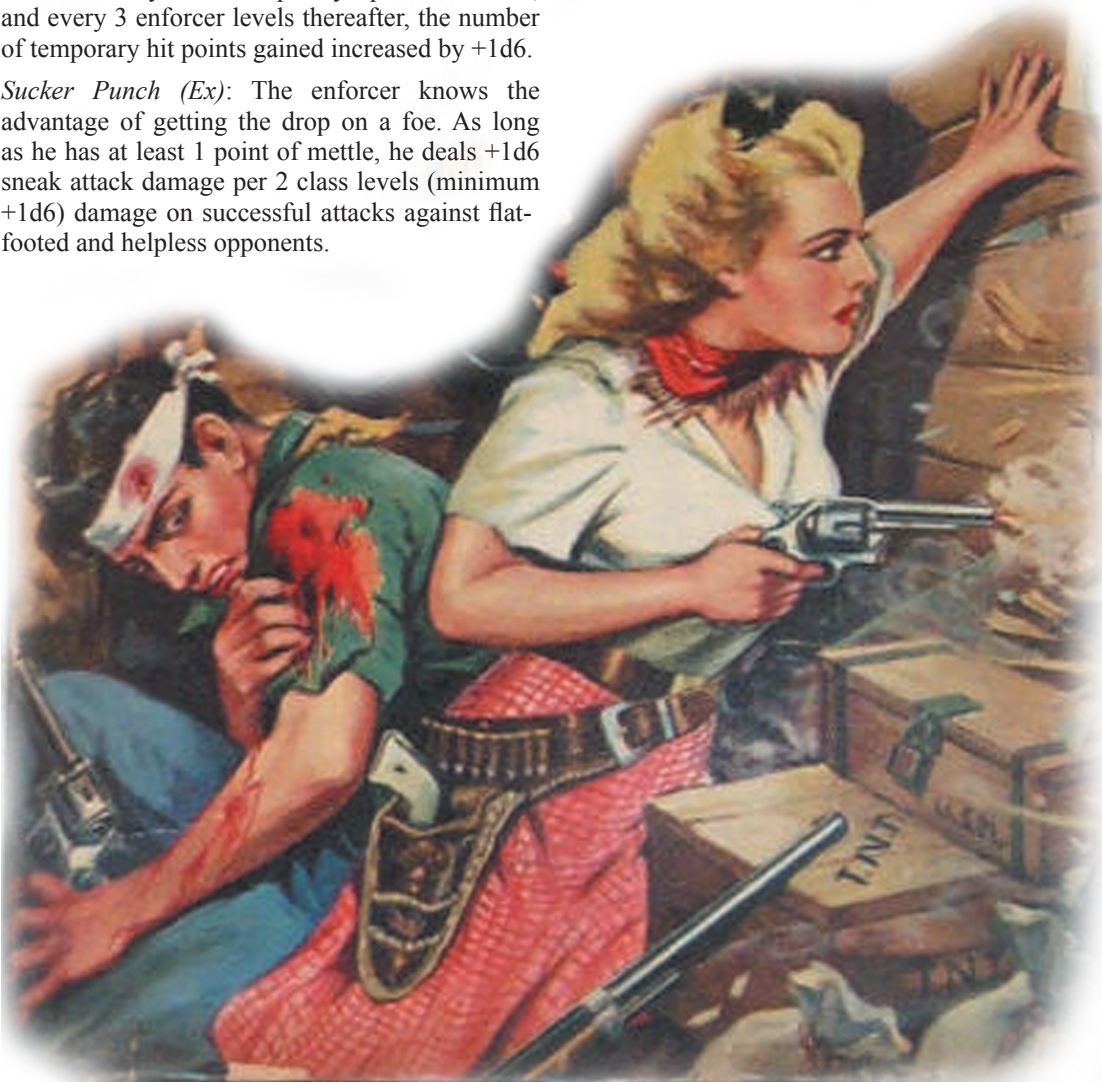
Pulverize (Ex): The enforcer has learned how to find weak spots in objects to break them. As long as he has at least one point of mettle, whenever the enforcer damages an object he ignores half its hardness.

Suck It Up (Ex): The enforcer can use his physical condition and careful planning to overcome some of the effects of injury. As a move action the enforcer can spend 1 point of mettle to gain 1d6 temporary hit points. If his temporary hit points + current hit points exceeds his normal hit point maximum, temporary hit points in excess of this value are lost after 10 minutes. These temporary hit points do not stack with any other temporary hp. At 3rd level, and every 3 enforcer levels thereafter, the number of temporary hit points gained increased by +1d6.

Sucker Punch (Ex): The enforcer knows the advantage of getting the drop on a foe. As long as he has at least 1 point of mettle, he deals +1d6 sneak attack damage per 2 class levels (minimum +1d6) damage on successful attacks against flat-footed and helpless opponents.

Supreme Effort (Ex): The enforcer may spend 2 mettle when using extreme effort to double the bonus to +8, or triple his carrying capacity for 1 round. An enforcer must have extreme effort and be at least 10th level to select supreme effort.

Tough It Out (Ex): An enforcer's rigorous training and physical conditioning often allows him to tough out conditions others can't face. As a swift or immediate action the enforcer can spend 1 point of mettle to add his Strength bonus to a saving throw he has just failed. He can make this choice immediately after he knows if the saving throw is successful. If the new total matches or exceeds the save's DC, the enforcer is considered to have made the save.



ANACHRONISTIC ADVENTURES

Vicious Gouge (Ex): When the enforcer uses gouging assault, he may either gouge two different areas (such as two arms and one head), or have the effects of a successful gouging assault last an additional 1d4 rounds. The enforcer must decide which option to use prior to making his attack roll. An enforcer must be 10th level and have gouge to select vicious gouge.

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

Armored Evasion (Ex): The enforcer's evasion works whenever he is wearing armor with which he is proficient, even if it is medium or heavy armor. An enforcer must have evasion to select armored evasion.

Classic Education (Ex): The enforcer comes from a well-educated background, be that a scholastic background, military officer training, or tutoring from wise travelling companions. The enforcer treats all checks from Knowledge skills that are class skills as having skill ranks equal to the highest number of skill ranks he has in any Knowledge skill.

Crafty Defense (Ex): The enforcer knows how to move in combat to maximize his chance of avoiding attacks. The enforcer adds his Intelligence bonus to the value of his Dexterity bonus to AC. This is still lost whenever the enforcer loses his Dexterity bonus to AC, and is still limited by his armor's maximum Dex bonus to AC.

For example James "Doc" Feral, Ph.D., has a 16 Intelligence and a 12 Dexterity, and is wearing a cunningly crafted set of chainmail beneath his wool suit. He normally has a +1 Dexterity bonus to AC, but with crafty defense he adds his +3 Int bonus to that, increasing to a +4 Dexterity bonus to AC. However, since his chainmail has a maximum +2 Dexterity bonus to AC, he only gains a +2 bonus to AC when wearing the armor.

Crafty Moves (Ex): The enforcer can carefully plan out movements in advance to maximize his chance of performing a tricky motion. Select one Dexterity-based skill. The enforcer may add his Intelligence bonus, rather than Dexterity modifier, to this skill.

Daring Deed (Ex): The enforcer may select a deed available to the gunslinger (*Pathfinder Roleplaying Game: Ultimate Combat*) or swashbuckler (*Pathfinder Roleplaying Game: Advanced Class Guide*). He treats his enforcer

level as his gunslinger or swashbuckler class level. The enforcer may take this talent multiple times.

Evasion (Ex): The enforcer gains evasion, as the daredevil talent.

Keen Mind (Ex): The enforcer's mind is as powerful as his muscles. Select one Intelligence-based skill. When making skill checks for this skill, the enforcer rolls twice and takes the better of the two results.

Skepticism (Ex): The enforcer has seen many of the weird powers and effects of the world, and learned to apply his intellect to questions of what is real, and what thoughts are his own vs ideas introduced to him from outside influences. The enforcer adds his Intelligence bonus to his Will save rather than his Wisdom modifier, if it is better than his Wisdom modifier.

Tireless Muscles (Ex): The enforcer is able to maintain peak physical effort for prolonged periods of time. The enforcer adds half his class level to any saving throw or ability check to prevent becoming fatigued. If a failed saving throw results in being fatigued and an additional result, the enforcer only applies the bonus to see if he avoids fatigue (if the enforcer's saving throw without the bonus fails, but with the bonus succeeds, the enforcer is not fatigued but suffers any other effect from the failed save normally).

Additionally, the enforcer selects one Strength-based skill. When making skill checks for this skill, the enforcer rolls twice and takes the better of the two results.

Walk It Off (Ex): The enforcer can take one minute to use his suck it up ability on an ally within 30 feet able to see and hear him. The ally cannot gain more than 1d6 temporary hit points per 2 hit dice the ally possesses. An enforcer must have the suck it up deed to select this talent.

Bonus Feats: An enforcer gains a bonus feat at 4th level, and again at 8th, 12th, and 16th level. These bonus feats must be selected from those listed as combat feats (sometimes also called "fighter bonus feats"). For purposes of meeting these feat's prerequisites, the enforcer may treat his enforcer level as his brawler, fighter, or monk level.

Alternatively, the enforcer may gain an additional enforcer talent in place of a bonus feat.

Enforcement (Ex): At 20th level, the enforcer becomes the master of calm, planned violence. When making an attack roll or CMB check, the enforcer can choose to "take 10" on the roll. Instead of rolling 1d20 for the attack roll or skill check, the enforcer calculates his result as if he had rolled a 10. When taking 10 on an attack or CMB check, the enforcer never gets a critical threat.

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LUMINARY

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

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

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

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

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

Since a luminary's force of personality is hard to miss, many take roles that suit the constant attention they inevitably attract. The most well-known luminaries are performers and celebrities, but people with the ability to influence and inspire others can be found in many walks of life. A luminary may be a natural born leader, possibly even a military commander, rebel organizer, or rabble-rouser. Some luminaries work behind the scenes, acting as deal-makers, radio news announcers, extremist writers, or salacious pleasure-providing criminals. More rarely a luminary may even use her power of gaining attention work to "hide in plain sight," allowing a spymaster to pose as something innocuous, ranging from a rich playgirl to a vapid celebrity famous only for being famous.

Alignment: A luminary can be of any alignment.

Hit Die: d8

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



CLASS SKILLS

The luminary's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (geography), Knowledge (history), Knowledge (local), Knowledge (nobility), Knowledge (religion), Linguistics (Int), Perform (Cha), Profession (Wis), and Sense Motive (Wis). Additionally, any character who begins play as a luminary can select two additional skills as class skills, to represent the benefit of growing up with the superior education options of a modern advanced society. These skills should be appropriate to the character's background. A luminary who grew up dividing her time between being a goth poet and fighting covens of witches can reasonably select Use Magic Device as an additional class skill. A

ANACHRONISTIC ADVENTURES

TABLE 1:4 — THE LUMINARY

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Archetype, influence
2	+1	+0	+0	+3	Too pretty to die -1
3	+2	+1	+1	+3	Luminary talent
4	+3	+1	+1	+4	Bonus feat
5	+3	+1	+1	+4	Too pretty to die -2
6	+4	+2	+2	+5	Luminary talent
7	+5	+2	+2	+5	Luminary talent
8	+6/+1	+2	+2	+6	Bonus feat
9	+6/+1	+3	+3	+6	Too pretty to die -3
10	+7/+2	+3	+3	+7	Luminary talent
11	+8/+3	+3	+3	+7	Luminary talent
12	+9/+4	+4	+4	+8	Bonus feat
13	+9/+4	+4	+4	+8	Too pretty to die -4
14	+10/+5	+4	+4	+9	Luminary talent
15	+11/+6/+1	+5	+5	+9	Luminary talent
16	+12/+7/+2	+5	+5	+10	Bonus feat
17	+12/+7/+2	+5	+5	+10	Too pretty to die -5
18	+13/+8/+3	+6	+6	+11	Luminary talent
19	+14/+9/+4	+6	+6	+11	Luminary talent
20	+15/+10/+5	+6	+6	+12	Luminous

successful lawyer who did not believe in anything supernatural until she actually found herself employed as a literal devil's advocate is limited to skills with no ties to magic.

Skill Ranks per Level: 5 + Int modifier.

CLASS FEATURES

All of the following are class features of the luminary.

Proficiencies: A luminary is proficient with simple weapons and a single Progress Level (see *Progress Level Proficiencies* in Chapter 3).

Archetype: Not every luminary is a performer, nor are they all primarily concerned with social issues. At 1st level, each luminary selects an anachronistic archetype to represent her focus and background

training. Once selected, this choice cannot be changed. Each archetype provides a luminary with special benefits, ranging from additional class skills and bonus feats to new talents and class powers. The anachronistic archetypes are presented in Chapter 2.

Influence (Ex): A luminary's powerful personality, compelling motivation, and keen understanding of what motivates people allow her to influence the actions of her allies and enemies. The influence of a luminary is not a generic aura of encouragement that aids everything her friends do and hinders all her foes; instead it represents specific, measured moments when the luminary exerts her persuasive demeanor (and possibly her celebrity) to drive her collaborators to great deeds, or to cause her foes to stumble and fail.

A luminary may use her influence ability a number of times per day equal to

half her level plus her Charisma modifier (minimum 1/day). Normally, a subject must be able to see and hear a luminary in order to be affected by the influence ability. If a luminary is aware that a target can only see *or* hear her, she may expend two daily uses of the influence ability to have it work anyway.

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

A luminary may create the following effects with her influence.

***Harass.** The luminary can use her speech, tone of voice, gestures and timing to make it difficult for a foe to focus on what he is doing. As an immediate or swift action, the luminary can force a foe to reroll

CHAPTER 1: CLASSES

any one successful concentration check, attack roll, skill check, saving throw, or damage roll.

The luminary may make this decision after the roll has been revealed to succeed, but before any consequences of that success are known. (Thus a luminary can force a foe to reroll a successful attack roll with a sword after the attack is known to have hit, but before its damage has been rolled.)

***Spur To Action.** As an immediate or swift action the luminary can grant an additional action to any ally. This may be a swift action (taken on the ally's turn) or a +1 increase to the number of attacks of opportunity the ally may take before its next turn. At 4th level, the luminary may instead grant an ally an additional move action taken on its turn or a swift action taken at any time. At 8th level, the luminary may instead grant an ally an additional standard action taken on its turn or a move action taken at any time. At 12th level the luminary may instead grant an ally an additional full-round of actions taken on its turn or a standard action taken at any time. At 16th level the luminary may instead grant an ally an additional full-round of actions taken at any time. A creature cannot benefit from spur to action (even from multiple different luminaries) more than once per round. A luminary cannot use this ability to grant herself more actions.

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

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

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

and increases to -3 at 5th level, and by an additional -1 for every 5 levels thereafter.

Too Pretty to Die (Ex): Creatures simply can't bring themselves to try their hardest to harm a luminary. Even the luminary's sworn enemies would rather destroy masterwork paintings than risk scarring her face, or permanently dimming the light of her existence. At 2nd level, the luminary takes 1 point less damage from any attack or effect from a creature that can see or hear her (including such things as area attacks and spells). This is a mind-affecting effect, and creatures immune to such (as well as inanimate objects) are not effected. The reduction in damage increases to -2 at 5th level, and by an additional -1 every 4 levels thereafter.

Luminary Talents: As a luminary gains experience, she learns a number of talents that aid her in using her self-confidence to overcome adversity, encourage her allies, and disconcert her foes. At 3rd level, a luminary gains one luminary talent. She gains an additional talent at 6th level, and 7th level, and for every four levels of luminary attained after each of those levels (10th and 11th, 14th and 15th, and so on). Unless otherwise specified, a luminary cannot select an individual talent more than once.

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

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

The luminary's aura of calm lasts for one minute per luminary level, and she may use it a number of times per day equal to 3 + her Charisma bonus (minimum 1/day).

ANACHRONISTIC ADVENTURES

Beguiling (Ex): The luminary can weave a web of charm and seduction so thorough that she can actually befuddle a target's better judgment and bring it under her influence.

Once per day, if the luminary can talk to a target without significant interruption for five minutes or more she can attempt to convince the target she is its true and trustworthy friend.

The target must make a will save (DC 10 + 1/2 luminary's class level + luminary's Charisma modifier) or have its attitude toward the luminary

switch to friendly for 24 hours. If the luminary takes any action that would normally cause the target of her beguiling to change its attitude regarding a creature it was friendly toward, the target receives a new saving throw against the beguiling effect. When determining what a beguiled creature will and won't do, the GM may treat the ability as similar to the *charm person* spell.

A luminary may only have one creature beguiled at a time. A luminary may attempt to keep the same creature beguiled for multiple days, but the target receives a cumulative +1 bonus to its saving throw for each day it is beguiled. If the target rolls a natural 1 on any of its subsequent saving throws, the GM may opt to have the creature move one step toward the luminary's alignment, and permanently consider her a valued friend.

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

Catharsis (Ex): The luminary's force of personal magnetism increases to the point that, as a full-round action, she can arouse a single emotion of her choice in a target. A luminary may select three of the emotions listed below when this talent is taken, which she may instill in targets with the catharsis ability. Once selected, these choices cannot be changed. The target must be able to see and hear the luminary. The target makes a Will save (DC 10 + 1/2 luminary's class level + luminary's Charisma modifier). (As with most saving throws, the target may choose to fail this save.) If the target succeeds at the saving throw, he is immune to the luminary's catharsis ability for 24 hours. If the target fails, he reacts with a single emotion of the luminary's choice as described below for 1d4 rounds, +1 round per 2 luminary levels, unless the specific emotion states otherwise.

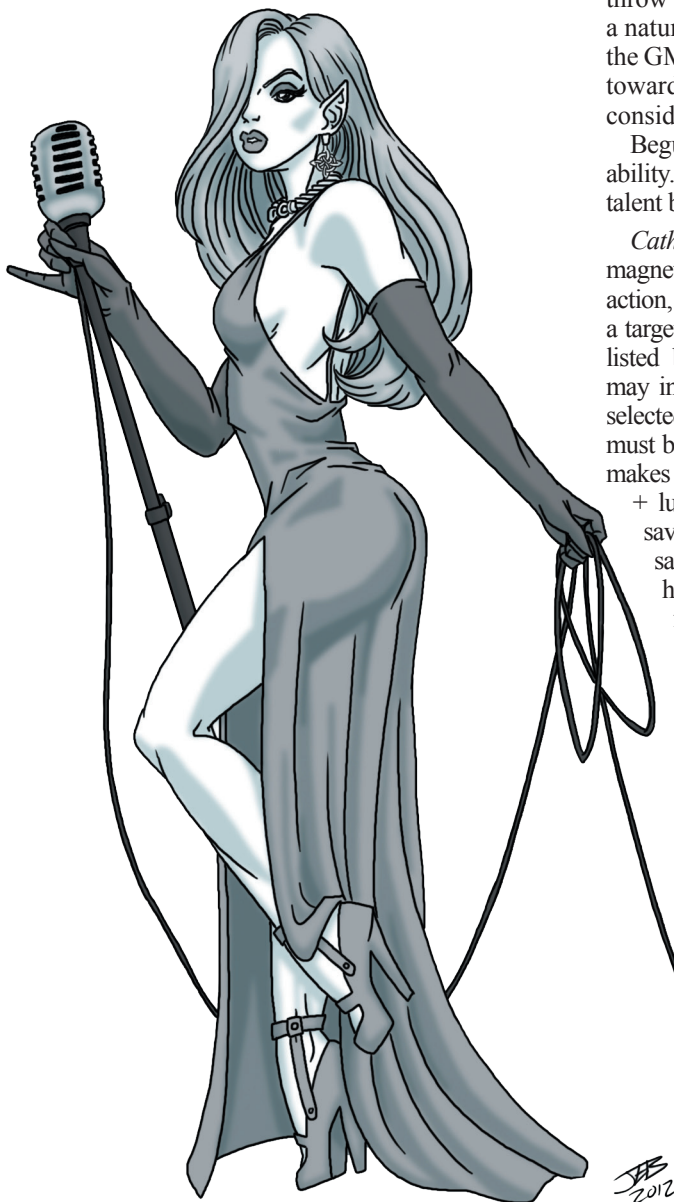
Awe: The creature is dazed for 1 round.

Despair: The target takes a -2 penalty on saving throws, ability checks, and skill checks.

Despair dispels (and is dispelled by) all hope effects.

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

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



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

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

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

This ability is language-dependent. A luminary may use catharsis a number of times per day equal to $3 +$ her Charisma bonus (minimum 1/day). A luminary may take this talent more than once. Each time she may select two additional emotions she may instill with catharsis, and gains an additional two uses per day of the talent.

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

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

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

Discern Motivation (Ex): The luminary can often determine what creatures' motivations are when engaged in social dealings. If the luminary engages in talk or other social interaction with a creature for five minutes or more, the luminary may make a Sense Motive check (DC $10 +$ target's Bluff bonus, or $10 +$ target's CR, whichever is higher) to determine what the target's designs are with regard to its current statements and actions toward the luminary and/or her allies. The luminary may never take 10 on this check, and the check is made in secret by the GM.

If the check succeeds, the GM tells the luminary if the target's intentions are Helpful (to the best of its ability the target is genuinely attempting to assist the luminary), Indifferent (the subject has no strong opinions about the luminary, nor a vested interest in the luminary's actions), Evasive (the subject wishes to keep some noteworthy plan or fact secret from the luminary), or Transparent (the subject is making no effort to hide its feelings or motives – everything it is saying may be taken as face value).

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

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

This talent may be used twice a day at 8th level, and three times per day at 16th level.

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

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Gift of Gab (Ex): The luminary can make a Bluff check to deceive someone as a move action (rather than requiring at least 1 round to do so), and may make Bluff checks to deliver a secret message in the same time it would take to deliver normally.

Hearten (Ex): Through the use of inspiring speech and setting a stalwart example, the luminary can reduce the power of fear effects and negative emotions on her allies. As a move action, the luminary can cause all allies able to hear her who are suffering from the cowering, frightened, or panicked conditions to only suffer from the shaken condition. This reduction in the severity of the fear effect lasts a number of rounds equal to her Charisma modifier (minimum 1 round). Additionally, when the luminary uses this ability, any ally able to hear her may also make a new saving throw to end any one effect with the emotion descriptor that is affecting it. Constantly cheerleading others is emotionally draining. The luminary may use *hearten* a number of times per day equal to 3 + her Charisma bonus.

Impassioned Plea (Ex): Once per day, the luminary may make a Diplomacy check to change the starting attitude of an individual as a full-round action. She may instead use this ability to influence a group's attitude (see Group Diplomacy, in Chapter 5: Anachronistic Campaigns), if her luminary level is as high as the penalty to Diplomacy checks for the group's size. She still must be able to be heard by the majority of a group in order to attempt to influence the group's attitude.

Inspired (Ex): The luminary can sometimes inspire herself to achieve things that should by rights be beyond her. As a result, she may treat any ability score as a 13 when meeting feat prerequisites. She may also select one of the following feats as a bonus feat. She must meet the feat's prerequisites. Acrobatics, Additional Traits*, Alertness, Animal Affinity, Athletic, Blind-Fight, Catch-Off Guard, Combat Expertise, Cosmopolitan*, Dodge, Enforcer*, Fleet, Intimidating Prowess, Persuasive, Quick Draw, Run, Skill Focus, Stealthy.

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

*Indicates a feat found in *Pathfinder Roleplaying Game: Advanced Player's Guide*.

Jeer (Ex): The luminary can attempt to enrage a foe so it throws caution and tactics to the wind and attacks the luminary, even when other choices

might be wiser. The luminary must either take a full-round action to insult the target (who must be able to hear and understand her), or must successfully hit the target with an attack that deals hp damage, and choose to deal half damage (in which case the wound itself is an insult – often from the luminary carving her initials into the target).

The target of a jeer must make a Will save (DC 10 + 1/2 luminary's class level + luminary's Charisma modifier). On a failed save, the target is enraged at the luminary, and wants to harm her. Any round the target does not attack the luminary (using the definition of attack given in the *invisibility* spell), the target takes a penalty on all attack rolls, skill checks, concentration checks, and Will saving throws equal to the luminary's Charisma bonus (minimum -1). If it is not possible for the target to attack the luminary (if the target cannot see or reach the luminary, for example), but the target takes at least a move action to attempt to change circumstances so it can attack the luminary on its next round (GM's discretion), the target does not take penalties from the jeer ability.

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

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

For example, Betsy "Blaze" Carson is a 7th level luminary with a 16 Charisma. She is taking cover behind an altar while a thug with a tommygun sprays down the area around her.

Hoping to buy enough time to close the distance between her cover and the thug, Blaze uses laugh it off to mock him as being such a weak fighter that he has to use a machine gun against an unarmed target. She forces the thug to make a DC 16 Will save (10 + 3 for 1/2 her levels +3 for her Cha bonus), and he fails. The thug now can't use the tommygun for 1d4 rounds. He's free to throw

CHAPTER 1: CLASSES

grenades, pull out a pistol, or even rush Blaze's location – he just can't use the tommygun.

A luminary may use laugh it off a number of times per day equal to 3 + her Charisma bonus (minimum 1/day).

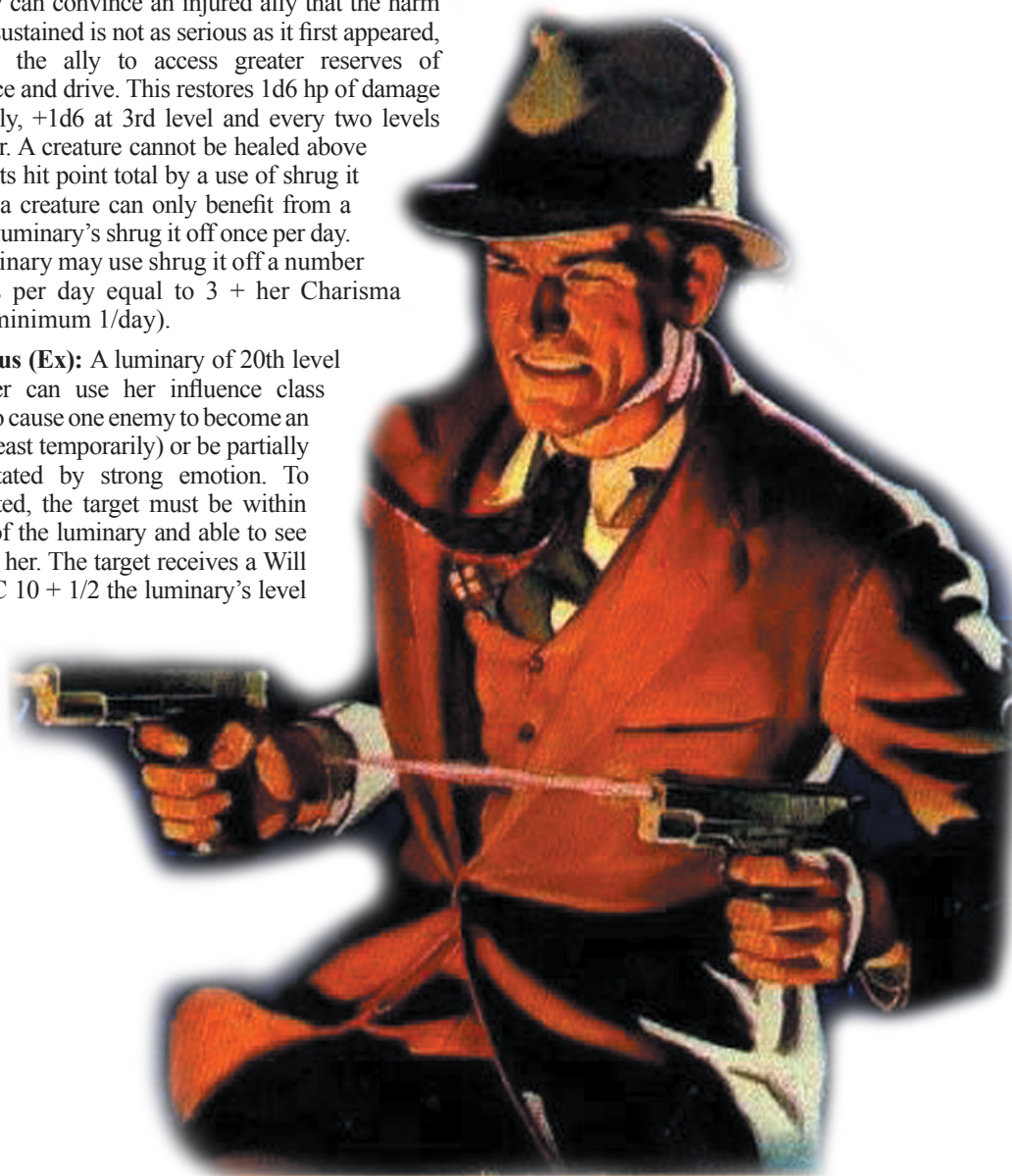
Presence (Ex): The luminary can focus the force of her personality so that one of her luminary powers is particularly effective. Three times per day, the luminary may choose to increase the save DC of any luminary class feature she is using by +2.

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

A luminary may use shrug it off a number of times per day equal to 3 + her Charisma bonus (minimum 1/day).

Luminous (Ex): A luminary of 20th level or higher can use her influence class feature to cause one enemy to become an ally (at least temporarily) or be partially incapacitated by strong emotion. To be affected, the target must be within 30 feet of the luminary and able to see and hear her. The target receives a Will save (DC 10 + 1/2 the luminary's level

+ the luminary's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the target is staggered for 1d4 rounds, and the luminary cannot use luminous on that creature again for 24 hours. If a creature's saving throw fails, its attitude toward the luminary becomes Helpful for 24 hours, after which it resets to an attitude of indifferent (though actions toward it can cause its attitude to change normally after that). Luminous is a mind-affecting charm effect that relies on audible and visual components, and counts as a use of the influence class feature.



ANACHRONISTIC ADVENTURES

SENSITIVE

"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 contemplators 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.

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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 ESP to help in her family's endless battle against a madden golem-crafter 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.

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* in Chapter 3).

Archetype: Not every sensitive has ESP, 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. The anachronistic archetypes are presented in Chapter 2.

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 + class level + 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.

Alternatively, a sensitive can use intuition to get a hunch, an inexplicable feeling for how one event, creature, or item works.

*The sensitive gets a gut assessment of the social situation, such as the feeling from another's behavior that something is wrong, such as when talking to an impostor. Alternatively, the sensitive can get the feeling that someone is trustworthy. This acts as if the sensitive had made a successful Sense Motive check to gain a hunch.

*The sensitive learns information about one creature of object as if she had studied it for 3 rounds with any 2 of the following spells: detect chaos, detect evil, detect good, detect law, detect magic. This information should be given to the sensitive confidentially by the GM and not shared with other players. The sensitive cannot use specifics to explain this intuition to other characters or players, instead making vague statements such as "I don't trust them," or "I think this has some connection to dead people."

*Gain information about a creature or item as if the sensitive had made the appropriate Knowledge skill check with a result of 20 + level + wisdom modifier. If the sensitive is aware an object or effect is magic, this can be used in place of a Spellcraft check to identify it. As with the above option, this information should be given to the sensitive confidentially by the GM and not shared with other players.

Intuition does not translate as a legal truth, and will not stand up in a court of law—it is obvious to the sensitive alone. Finding proof of an intuition requires additional work.

At 6th level, the sensitive's intuition is strong enough to also 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).

Uncanny (Ex): The sensitive's ability to react before anyone else realizes danger lurks becomes uncanny. The sensitive gains uncanny dodge (as the barbarian class feature) and a +1 bonus to all initiative checks and saving throws. This increases to +2 at 5th level, and by an additional +1 every 4 levels thereafter. At 5th level, the sensitive also gains improved uncanny dodge (as the barbarian class feature).

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 6th level, and 7th level, and for

ANACHRONISTIC ADVENTURES

TABLE 1:5 — 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	Uncanny +1
3	+2	+1	+1	+3	Sensitive talent
4	+3	+1	+1	+4	Bonus feat
5	+3	+1	+1	+4	Uncanny +2
6	+4	+2	+2	+5	Sensitive talent
7	+5	+2	+2	+5	Sensitive talent
8	+6/+1	+2	+2	+6	Bonus feat
9	+6/+1	+3	+3	+6	Uncanny +3
10	+7/+2	+3	+3	+7	Sensitive talent
11	+8/+3	+3	+3	+7	Sensitive talent
12	+9/+4	+4	+4	+8	Bonus feat
13	+9/+4	+4	+4	+8	Uncanny +4
14	+10/+5	+4	+4	+9	Sensitive 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	Uncanny +5
18	+13/+8/+3	+6	+6	+11	Sensitive talent
19	+14/+9/+4	+6	+6	+11	Sensitive talent
20	+15/+10/+5	+6	+6	+12	One With Everything

every four levels of luminary attained after each of those levels (10th and 11th, 14th and 15th, and so on). 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 trusty 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. This bonus increases to +2 at 5th level, and by an additional +1 every 5 levels thereafter.

Anthropomorphic empathy applies to only one specific inanimate object. If that object is destroyed

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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 preempt 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 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.

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.

Danger Lurks (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 sensitive 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 3 + 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, idea, 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 gut feeling (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 gut feeling 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 gut feeling does not translate as a legal truth, and will not stand up in a court of law—it is obvious to the sensitive alone. Finding proof of a gut feeling requires additional work.

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.

Instinct (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 an instinctive suggestion 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).

ANACHRONISTIC ADVENTURES

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.

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, psionic power or other ability with no obvious effects has affected her, though in this case she only learns the school, subschool, 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. On a failed check, the sensitive may not try to identify the same condition or effect on her again for 24 hours.

Sixth Sense (Su): The sensitive gains extrasensory perception (ESP), the ability to sense what is unseen to most observers. This takes the form of ESP ability

(see Chapter 4: Mysterious and Eldritch Powers), but the sensitive may use her intuition check in place of any skill check the ESP 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 ESP ability.

ESP ability may not be available in all *Anachronistic Adventures* campaigns. A player should check with the GM before planning for a character with ESP 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 3 + 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 Survival (Ex): As a free action the sensitive gains dodge bonus to AC equal to one-half her class level (minimum +1) until the end of her next turn.

TABLE 1:6 — 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/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/rumors about a powerful ESP 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.

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She must declare she is doing this at the beginning of her turn, and the bonus does not stack with itself. The sensitive may use this ability a number of times per day equal to her Wisdom bonus.

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

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.



ANACHRONISTIC ADVENTURES

TOUGH

"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 nonlawful alignment. The wild, carefree, and even vengeful nature of a tough is impossible for a lawful character to maintain. Some toughs have a respect for the law and wish to be more orderly, but the best they can manage is to be non-neutral.

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 sasquatch assassins 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 "gateway" can actually send you to a fantasy universe is limited to skills with no ties to magic.

Skill Ranks per Level: 3 + Int modifier.

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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* in Chapter 3).

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. The anachronistic archetypes are presented in Chapter 2.

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 (at half or less of his hit points, see new conditions in Chapter 5: Anachronistic Campaigns) 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.

Hardened (Ex): A tough is, well tough. Amazingly tough. At 1st level the tough gains DR 1/-. This stacks with damage reduction the tough gains from any one other source. He also gains a +1 bonus to saving throws against afflictions (curses, diseases, and poisons). He also gains resist 5 for any one damage type (acid, cold, fire, electricity, sonic),

At 5th level, and again every 4 levels thereafter, the tough gets even tougher. At each of these levels, his DR and bonus to saves increase by 1, and he gains resist 5 to a new damage type. Also, all existing resistances he has from hardened also increase by 5.

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.

Ain't Got Time (Ex): When the tough is focused on inflicting mayhem, he often just ignores conditions that would slow a normal mortal. If the tough is battered (see new conditions in Chapter 5: Anachronistic Campaigns) or makes an attack against a foe, he can temporarily overcome one harmful condition as a swift action. This does not end the effect causing the condition; it just suspends that condition's effect for one round per 2 tough levels (minimum 1 round). The tough can surmount any one of the following conditions: blinded, confused, dazed, dazzled, deafened, fatigued, frightened, paralyzed, shaken, or sickened. The tough may use this ability a number of times per day equal to his Constitution bonus.

Berserker (Ex): The tough can cause himself pain and a little damage (pressing a wound with his thumb, biting his lip until it bleed, and so on) to activate his fight-or-flight instinct. As a free action at the beginning of his turn, the tough deals 1 hp of damage to himself (ignoring all DR and other defenses) in order to be considered battered (see new conditions in Chapter 5: Anachronistic Campaigns) for purposes of what abilities he can use for 1 round. While using this ability 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. The tough can use this ability a maximum number of times per day equal to 3 + his Constitution bonus.

Blood and Guts (Ex): Whenever the tough is battered (see new conditions in Chapter 5: Anachronistic Campaigns) he gains a +4 bonus to attack rolls to confirm critical threats, and ignores half the hardness and DR of any target he hits.

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

ANACHRONISTIC ADVENTURES

TABLE 1:7 — 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	Hardened 1
3	+3	+3	+1	+1	Tough talent
4	+4	+4	+1	+1	Bonus feat
5	+5	+4	+1	+1	Hardened 2
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	Hardened 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	Hardened 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	Hardened 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

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. These penalties increase to -3 at 8th level, and to -4 at 16th level. The target is also as distracted as if riding a horse at full gallop, and suffers the normal penalties such activity imposes for ranged attacks, spellcasting, and similar activities that require concentration. This effect lasts until the beginning of the tough's next turn.

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. His bonus increase to +3 at 8th level, and +4 at 16th level.

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.

Robust (Ex): The tough is much harder to take down than he looks. He gains 1 additional hit point per tough level (including tough level taken after selecting this talent). 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 vampire truckers, robots built by the devil, and similar threats. He is a 5th level tough, has tough as a favored class, and has taken 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

CHAPTER 1: CLASSES

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 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 50%. 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.

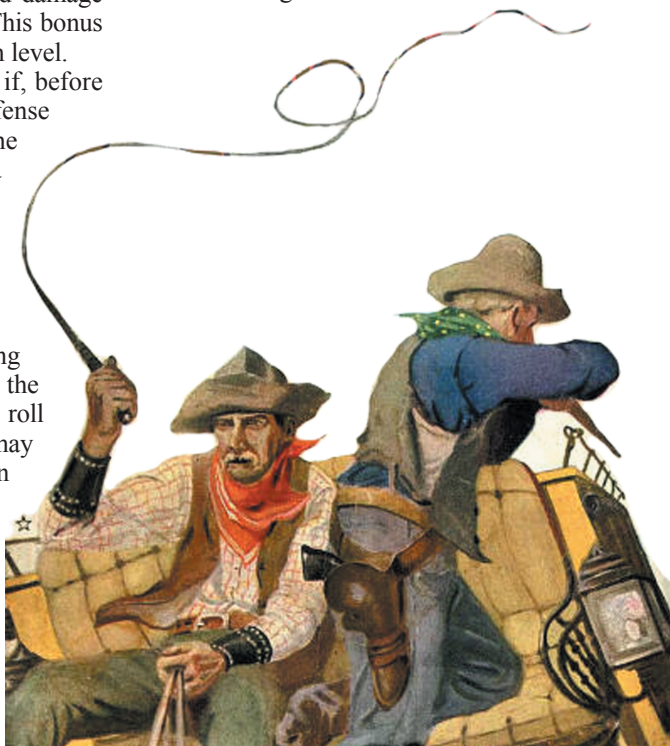
Unstoppable (Ex): When hurting, the tough can focus his pain and rage into accomplishing amazing things. When battered and making an attack roll, saving throw, ability check, or skill check, if the tough's natural die roll is a 2-10 (the die roll shows a result from 2 to 10), the tough may decide to 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 use this ability a number of times per day equal to his Constitution bonus.

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 in addition to all normal damage bonuses.

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.



ANACHRONISTIC ADVENTURES

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. Unlike common archetypes for Pathfinder Roleplaying Game classes, which replace some of the abilities normally gained by each class that takes them, the *Anachronistic Adventures* archetypes are designed to be added to the classes in this book (cogitator, daredevil, enforcer, luminary, sensitive, tough) in order to create a complete character. This allows two characters who take the same class to differentiate themselves (often in major ways) by taking different anachronistic archetype. For example, while all daredevils are able to calmly work their way through the most dangerous of circumstances, a daredevil-combatant is a musketeer-like swashbuckler and adventures, a daredevil-knee-breaker is a thug willing to take on the most dangerous jobs, and a daredevil-great detective is the lawman who is willing to risk hunting down the daredevil-thug.

In addition to producing the kind of specialization common with base classes in the *Pathfinder Roleplaying Game Core Rulebook*, this system allows every *Anachronistic Adventurers* base class represent a range of possible modern character ideas—stunt men, spies, and bomb disposal techs from multiple different eras and origins—by selecting appropriate archetypes. The skills and abilities of a vaudevillian performer who also hunts vampires on the side are not the same as those of cold war spy, but a character can take any of the 6 new base classes and, with an appropriate archetype, can represent either.

Gaining Anachronistic Archetypes: When a player selects an *Anachronistic Adventurer* class, he also selects an anachronistic archetype that is permanently assigned to that class. Levels gained in the class automatically count as levels gained in its attached archetype. *Anachronistic Adventure* classes can multiclass, but each time a new class is taken a new archetype must be assigned to it. A character cannot take the same class multiple times (even with different archetypes), and cannot apply the same archetype to more than one class taken.

CELEBRITY

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

The celebrity has a spark that others find irresistible – to talk about, at least – and has a natural talent for using her fame to shape public opinion, inspire friends and enemies alike to assist her, and generally have an impact in any social situation. Many celebrities are hated by as many people as love them, but more importantly they are *known* by most people.

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

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

Damsel (Ex): The celebrity is able to inspire others to protect her and seek to punish those that harm her. Once per day, when a creature successfully attacks the celebrity (using the definition of attack given for the *invisibility* spell) she may select one ally able to see and hear her who is inspired to take

CHAPTER 2: ARCHETYPES

action against the attacker. For a number of rounds equal to her Charisma bonus, the ally may roll two attack rolls for the first attack it makes against the foe each round, taking the better of the two results.

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

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

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

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

Opinion Maker (Ex): People pay attention to what the celebrity says and believes, often repeating what she says to their friends and colleagues. As a result, the celebrity may attempt a Diplomacy check to influence the attitude of a group without first getting the group's full attention. (See Group Attitudes, below, for more information on group Diplomacy checks.)



ANACHRONISTIC ADVENTURES

Because it takes time to be quoted and re-quoted this effort takes 1 day for every 10 minutes it would take at an event, and the luminary may only have 1 effort going at a time – if the luminary begins a new effort, the old check is abandoned (as people stop talking about her old topic and instead focus on her new statements).

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

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

The celebrity may make an additional check once per month for a settlement she revisits.

Work a Crowd (Ex): The celebrity knows how to influence a group quickly and easily. She can make a Diplomacy check to influence a group's attitude in half the normal time required, and at

only half the normal penalty for the group's size. Additionally if the celebrity needs to attempt to get a group's attention in order to have access to enough of them to make a Diplomacy check, she adds her Charisma bonus to all skill checks made to arrange a debate, organize volunteers, or sponsor events (even if the check is made by someone else). (See Group Attitudes, below, for more information on group Diplomacy checks.)

COLD READER

The cold reader 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. Despite meeting someone "cold" (for the first time, with no prior knowledge), they can "read" someone by applying their peculiar mix of sociology, psychology, and statistics. While a cold reader 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. Cold readers 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



CHAPTER 2: ARCHETYPES

(for those who are open about being students of human nature rather than supernatural seers).

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

Take Measure (Ex): The core ability of a cold reader 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 cold reader 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 cold reader 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 cold reader 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 cold reader 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 cold reader can take measure once per day, plus one additional time for every five levels of cold reader. 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 take measure of that specific creature again in the future as a standard action without taking the normal -5 penalty.

Cold Reader Talents: The cold reader receives his first profiler talent beginning at 3rd level, and gains additional cold reader talents at every other level thereafter. Also, whenever a cold reader gains a talent choice from his base class, he can choose one of these archetype talents instead.

Assess (Ex): The cold reader can take measure of a creature without seeing or hearing it, as long as the profiler can examine act the creature has engaged in. The cold reader must be able to examine at least one act for every 3 hit dice of the target. Examination of each act need not be done in person, but some level of detail is required if the profiler examines the acts through reports or descriptions from witnesses.

If a cold reader 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 acts were performed by which creatures.

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

Body Language (Ex): The cold reader 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 cold reader must be able to see and hear the target, which must also be the target of a successful take measure attempt by the cold reader. As a full round action, the cold reader 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 cold reader's level + the cold reader's Wisdom modifier) or the cold reader 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 cold reader may use this ability a total number of times per day equal to his Wisdom modifier plus half his cold reader level (minimum 1/day).

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

Expert Reader (Ex): The cold reader can use take measure two additional times per day. A cold reader may take this talent more than once.

ANACHRONISTIC ADVENTURES

Faux Powers (Ex): The cold reader gains a bonus equal to half his 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 cold reader. 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 cold reader can form a description of a creature he has successfully taken measure of to up to one ally per cold reader 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 cold reader gains a bonus equal to half his level on Sense Motive checks to form a hunch.

True Desires (Ex): The cold reader can gauge what kinds of fantasies a target wishes to believe. The cold reader 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 cold reader 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 cold reader fails at a Sense Motive check of this type, he cannot use true desires on that target for 24 hours.

Where It Hurts (Ex): The cold reader know where a target he has taken measure of is most vulnerable, and may add his attack bonus from take measure to any damage he does to the creature.

COMBATANT

The most generic of enforcer archetypes is the combatant, which makes the enforcer very similar to the fighter base class. The combatant is the typical brave fighting person, valiant in the face of the enemy and skilled in the tools of the trade. A combatant might have nearly any background



CHAPTER 2: ARCHETYPES

involving training in modern combat techniques, from police officers in the worst parts of town, to army rangers, to soldiers-of-fortune.

Background Training (Ex): At 1st level, a combatant selects a bonus feat to represent his background training. This background feat need not be a combat feat, but the combatant must meet its prerequisites. Alternatively, the enforcer can select to be proficient with light, medium, and heavy armor, and all shields other than tower shields.

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

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

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

DEVICE WIELDER

A device wielder has an amazing item (or, at the GM's discretion, closely-linked set of related items) that are spectacular and noteworthy... or at least become spectacular and noteworthy eventually. This archetype represents the kind of pulp hero who has a special suit of armor or unique weapon that becomes an important part of the character. While the device is modest at first, it grows in power at the character gains levels, ensuring it remains relevant over the course of the hero's career.

Device (Ex or Su): The only power of the device wielder is possession of "The device," a thing of such importance and exceptional ability that it in part defines the character to all around him. This device is often more famous (and feared) than the character wielding it. The "Iron Horse" Steam Armor is better

known than Stanley Valentine, the heroic pilot (who saved the suit from the burning laboratory of Frank Reade, Jr.) and who uses it to dispense justice (and fight supernatural evils) in the Old West.

Each Device has a set of abilities that grows at every level. The player and GM must work together to build a device, and should have a rough idea of what abilities it grants at every level, even if they don't define them all in detail until the character reaches those levels. A device may be a piece of super-advanced technology that cannot be duplicated, a strange alien artifact from a much higher PL world, or an ancient and magical device that only obeys its chosen wielder... until that wielder is killed, of course. More than any other archetype, the player and GM need to discuss a device wielder's device, and work together to create something that works well for both of them.

LOSING DEVICES

While the player and GM work together to create the device, that does not mean the character knows how to build the device, and if it is destroyed the device wielder certainly can't just replace it. The player and GM work together to decide where a device comes from (and why it can't just be replaced), but the game rules work the same regardless of the story elements behind the device.

If a device is destroyed, the character simply has to carry on without it. After one month of game time, a weaker version of the device becomes available (one way or the other), with powers as if the character was one level lower. If the device is destroyed multiple times, it returns one level lower each time, until at an effective device level of 0 no device is available. However, when the device wielder gains a new level, within a week a fully-powered device appropriate to his character level becomes available.

CREATING DEVICES

When creating a new device, the important things to remember are the approximate cost of the device at each character level (presented in the table below), and what kinds of bonuses are typically given by magic items in the body slot the device takes up. It can be very useful to keep a running tab on the cost of each ability a device grants level.



CHAPTER 2: ARCHETYPES

Since increases are incremental, it can be annoying to forget what the costs are for the various special abilities you gave the Iron Horse on levels 5-11 when you want to boost one of them for level 15. It's also an easy way to compare the bonuses the device grants to similar items a character can afford at the same level, based on Wealth By Level. There's nothing wrong with the Iron Horse giving its wearer a +2 enhancement bonus to Charisma (representing both how impressive it looks and sounds, and how confident it makes the wearer feel), but if you wait until 15th level to do so the PC using that device likely already has a Wisdom bonus if one is useful to her character, and won't be excited by getting one from the armor if it isn't.

Level	Approximate Relic Value
1	350 gp
2	500 gp
3	1,500 gp
4	3,000 gp
5	4,750 gp
6	6,750 gp
7	9,750 gp
8	11,750 gp
9	15,500 gp
10	20,500 gp
11	26,500 gp
12	33,750 gp
13	42,500 gp
14	54,500 gp
15	68,500 gp
16	87,500 gp
17	111,000 gp
18	140,000 gp
19	176,000 gp
20	220,000 gp

undervalue a device by more than this, however, or to go more than 5% over value at any level. Having a device that's too weak for the first ten levels and then too powerful for the next ten doesn't equal a balanced item. It is, instead, two different kinds of imbalance both of which may make the game less fun for one or more players.

When looking at a device's cost at each level, don't be hung up on getting too close to the exact value listed below. Devices have a wide range of powers, and it's impossible for all of them to get these exact values over 20 levels of scaling power. In general if a device is no more than 20% below this cost and no more than 5% above it, it's close enough to be useful in the campaign without being overpowered. If you want to give a device a very expensive ability you can dial back its power at lower levels to be consistently closer to the 20% under value mark, to give you more leeway to pay for the expensive power once you grant it. It's not a good idea to

DEVICE TEMPLATES

Some devices (such as armor and weapons) have easily scalable powers, allowing a GM to create a template that can be used to create multiple devices. Three such templates are presented below (for magic shields and light, medium, and heavy armor), and a GM can easily create other templates that grant different kinds of enhancements at different levels. Other items are more difficult to present device templates for, but even so we gamely present a device ring template, to allow GMs a fast way to make more flexible devices.

To use these templates, a GM simply chooses what power of the indicated type his device gains at each level, and creates a matching name, description, and back-story.

ARMOR DEVICE TEMPLATES

This device template outlines a fairly typical device armor that might be built by a wealthy genius, found in the smoldering wreck of an alien starship, or might be granted to heroes who volunteer to fight an eternal war with the dimension-hopping-sorcerer-monsters known as Kindred. Four different tables are given below – one each for light armor, medium armor, heavy armor, and shields – as characters in each type of armor often have different thematic needs. While the actual type of armor changes as device armor gains abilities this need not mean its appearance changes – a suit of heavy device armor may have the game statistics of masterwork split mail at 1st level but look more like a suit of plate, if it's eventually grow into a set of full plate.

The theme of a magic armor device is determined by what abilities it enhances, and what abilities it gains. If a GM wants to give a device armor more powerful abilities at later levels, it can be a good idea to allow the armor's enhancement bonus to grow before reducing a portion of the bonus with a more expensive ability. Going from +3 *plate mail* at 11th level to +1 *ghost touch* at 14th does reduce the character's armor class, but most players will be fine with the change. However, it can be equally effective to just keep adding +1 enhancements. A suit of +1 *balanced bitter bolstering brawling* armor is a pretty impressive device!

ANACHRONISTIC ADVENTURES

Shields are obviously a form of armor, and it's possible to use the light armor templates for magic shields (replacing the armor type with a similarly-priced shield) if a GM prefers the abilities in that template to those of the shield template. Similarly the shield template can be used for armor that costs 200 gp or less base if the GM wants a template that does not use adamantite or mithral.

LIGHT ARMOR DEVICE TEMPLATE

Level 1: Armor detects as magic, but functions as a masterwork chain shirt. The armor also grants a +1 competence bonus to one skill (normally not Escape Artist or Slick, for which magic special properties already exist)

Level 2: The armor weighs 10% less than normal, and its armor check penalty is reduced by 1 (to a minimum of 0).

Level 3: The armor becomes +1 magic.

Level 4: The armor gains all the benefits of being made of mithral. This replaces the 10% reduction in weight and 1-point armor check penalty reduction. Additionally, the competence bonus to one skill increases to +2.

Level 5: The armor's competence bonus to one skill increases to +3.

Level 6: Armor now has a total +2 bonus (may be a +2 enhancement bonus, or a +1 enhancement bonus and a +1 bonus cost special ability, such as *light fortification* or *spell storing*).

Level 7: Armor gains special abilities worth 3,750 gp or less.*

Level 8: The armor's competence bonus to one skill increases to +4.

Level 9: Armor now has a total +3 bonus, of which at least +1 must be an enhancement bonus.

Level 10: The armor's competence bonus to one skill increases to +5.

Level 11: Armor grants a +5 competence bonus to a second skill.

Level 12: The armor's special abilities increase to a value of 18,000 gp or less.*

Level 13: Armor now has a total +4 bonus, of which at least +1 must be an enhancement bonus.

Level 14: Armor now has a total +5 bonus, of which at least +1 must be an enhancement bonus.

Level 15: The armor's special abilities increase to a value of 36,000 gp or less.*

Level 16: Armor now has a total +6 bonus, of which at least +1 must be an enhancement bonus.

Level 17: Armor now has a total +7 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, the armor's special abilities increase to a value of 54,000 gp or less.*

Level 18: Armor now has a total +8 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, the armor's special abilities increase to a value of 67,000 gp or less.*

Level 19: Armor now has a total +9 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, the armor's special abilities increase to a value of 82,000 gp or less.*

Level 20: Armor now has a total +10 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, the competence bonus to two skills increases to +10 each, and the armor's special abilities increase to a value of 82,000 gp or less.*

MEDIUM ARMOR DEVICE TEMPLATE

Level 1: Armor detects as magic, but functions as masterwork breast plate.

Level 2: Armor now gives a +1 competence bonus to one skill.

Level 3: Armor is now +1 *breast plate*.

Level 4: Armor now gives a +3 competence bonus to one skill.

Level 5: Armor gives a +1 luck bonus to 1 saving throw (Fort, Ref, or Will).

Level 6: Armor now has a total +2 bonus (may be a +2 enhancement bonus, or a +1 enhancement bonus and a +1 bonus cost special ability, such as *light fortification* or *spell storing*).

Level 7: Armor is now mithral.

Level 8: Armor now gives +1 luck bonus to all saving throws.

Level 9: Armor now gives a +5 competence bonus to one skill.

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Level 10: Armor now has a total +3 bonus, of which at least +1 must be an enhancement bonus.

Level 11: Armor now gives +2 luck bonus to all saving throws.

Level 12: Armor now has a total +4 bonus, of which at least +1 must be an enhancement bonus.

Level 13: Armor now gives a +7 competence bonus to one skill.

Level 14: Armor now has a total +5 bonus, of which at least +1 must be an enhancement bonus.

Level 15: Armor now gives +3 luck bonus to all saving throws. Additionally, the competence bonus to one skill increases to +9.

Level 16: Armor now has a total +6 bonus, of which at least +1 must be an enhancement bonus. Additionally, the armor gains special abilities worth 15,000 gp or less*.

Level 17: Armor now has a total +7 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, the armor now gives +4 luck bonus to all saving throws.

Level 18: Armor now has a total +8 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, the competence bonus to one skill increases to +10.

Level 19: Armor now has a total +9 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, the armor now gives +5 luck bonus to all saving throws.

Level 20: Armor now has a total +10 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, the armor's special abilities increase to a value of 45,000 gp or less.*

HEAVY ARMOR DEVICE TEMPLATE

Level 1: Armor detects as magic, but functions as masterwork splint mail.

Level 2: Armor detects as magic, but functions as masterwork banded mail.

Level 3: Armor detects as magic, but functions as masterwork half plate with a base +1 maximum Dexterity bonus and -6 armor check penalty (reduced to a -5 armor check penalty as a result of being masterwork).

Level 4: Armor is +1 *full plate*.

Level 5: Select one combat maneuver. The armor grants a +1 enhancement bonus to the wearer's CMB against that maneuver.

Level 6: The armor now grants a +2 enhancement bonus to the wearer's CMB against one maneuver.

Level 7: Armor now has a total +2 bonus (may be a +2 enhancement bonus, or a +1 enhancement bonus and a +1 bonus cost special ability, such as *light fortification* or *spell storing*).

Level 8: Armor gains special abilities worth 3,750 gp or less*.

Level 9: The armor now grants a +3 enhancement bonus to the wearer's CMB against one maneuver.

Level 10: Armor now has a total +3 bonus, of which at least +1 must be an enhancement bonus.

Level 11: Armor's special abilities increase to a value of 10,000 gp or less.*

Level 12: Armor now has a total +4 bonus, of which at least +1 must be an enhancement bonus.

Level 13: The armor now grants a +4 enhancement bonus to the wearer's CMB against one maneuver. Also, the armor's special abilities increase to a value of 18,000 gp or less.*

Level 14: Armor now has a total +5 bonus, of which at least +1 must be an enhancement bonus.

Level 15: Armor's special abilities increase to a value of 33,750 gp or less.*

Level 16: Armor now has a total +6 bonus, of which between +1 and +5 must be an enhancement bonus. Also, the armor's special abilities increase to a value of 42,000 gp or less.*

Level 17: Armor now has a total +7 bonus, of which between +1 and +5 must be an enhancement bonus. Also, the armor's special abilities increase to a value of 49,000 gp or less.*

Level 18: Armor now has a total +8 bonus, of which between +1 and +5 must be an enhancement bonus. Also, the armor's special abilities increase to a value of 66,000 gp or less.*

Level 19: Armor now has a total +9 bonus, of which between +1 and +5 must be an enhancement bonus. Also, the armor's special abilities increase to a value of 86,000 gp or less.*

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Level 20: Armor now has a total +10 bonus, of which between +1 and +5 must be an enhancement bonus. Also, the armor's special abilities increase to a value of 120,000 gp or less.*

SHIELD DEVICE TEMPLATE

Level 1: Shield detects as magic, but functions as a masterwork shield (or any type).

Level 2: The shield is also treated as a masterwork weapon if used to shield bash, and bypasses DR as if it was a magic weapon.

Level 3: The shield becomes +1 magic.

Level 4: Shield gives a +1 enhancement bonus to ability and skill checks for one ability score.

Level 5: Shield gives a +1 enhancement bonus to ability and skill checks for a second ability score.

Level 6: Shield now has a total +2 bonus (may be a +2 enhancement bonus, or a +1 enhancement bonus and a +1 bonus cost special ability, such as *light fortification* or *spell storing*).

Level 7: Shield gains special abilities worth 4,000 gp or less.*

Level 8: Shield's enhancement bonus for one ability switches from +1 to related skill and ability checks to +2 to the ability score.

Level 9: Shield now has a total +3 bonus, of which at least +1 must be an enhancement bonus.

Level 10: Shield's enhancement bonus for the second ability switches from +1 to related skill and ability checks to +2 to the ability score.

Level 11: The armor's special abilities increase to a value of 12,000 gp or less.*

Level 12: Shield's enhancement bonus for its first ability increases to +4.

Level 13: Shield now has a total +4 bonus, of which at least +1 must be an enhancement bonus.

Level 14: Shield now has a total +5 bonus, of which at least +1 must be an enhancement bonus.

Level 15: Shield's enhancement bonus for its second ability increases to +4.

Level 16: Shield now has a total +6 bonus, of which at least +1 must be an enhancement bonus.

Level 17: Shield now has a total +7 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, the shield's special abilities increase to a value of 24,000 gp or less.*

Level 18: Shield now has a total +8 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, the shield's enhancement bonus for its first ability increases to +6.

Level 19: Shield now has a total +9 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, the shield's enhancement bonus for its second ability increases to +6.

Level 20: Shield now has a total +10 bonus, of which between +1 and +5 must be an enhancement bonus. Additionally, and the shield's special abilities increase to a value of 60,000 gp or less.*

*There are three ways to calculate special abilities for device armor. First, they can be selected from the typical special abilities for magic armor that are priced in gp (such as *glamered* or *slick*) rather than as a bonus. An effort has been made to attempt to keep the value of special abilities granted to armor in ranges that neatly match such armor special abilities, to make the GM's life easier.

Second, the GM can create unique special abilities based on spells using the Magic Item Creation rules in Chapter 15 of the *Pathfinder Roleplaying Game Core Rulebook*. This is a very flexible options, but one that takes the most work from the GM. Third, the GM can simply duplicate the abilities of a worn magic items and use that item's cost to determine the value of the device's "special abilities." Magic rings that grant abilities rather than give bonuses are a particularly good source for such abilities.

RING DEVICE TEMPLATE

It's very difficult to make a template for device rings, as rings can have a wide range of powers and no two are all that similar. Unlike magic armor and weapons there isn't a table to common powers with their prices neatly delineated. There are a few things rings typically do that a character isn't going to want to give up – give bonuses to AC, grant access to useful spells, grant bonuses to skills – and less common things that can be impressive but harder to work into a template (such as granting

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the evasion ability). This template is designed to create a device ring that remains useful at all levels and is easy for a GM to fill in, but as a result it may produce rings that are less interesting than some mythic items. A GM should feel free to replace the spell abilities listed in this template with more interesting powers of a similar value, such as feats and (if the GM is comfortable blurring class lines) possible even some popular class abilities.

Level 1: 0-level spell, CL 1, 1/day.

Level 2: +1 competence bonus to two skills.

Level 3: The ring now grants the wearer a +1 deflection bonus to AC against either melee or ranged attack (select one).

Level 4: The ring now grants the wearer a +1 deflection bonus to AC against all attacks. Additionally the 0-level spell may be used twice per day.

Level 5: The competence bonuses to two skills increase to +2.

Level 6: The competence bonuses to two skills increase to +3.

Level 7: The ring now grants the wearer a +2 deflection bonus to AC.

Level 8: Add 1st level spell, CL 1, 5/day (or CL 5, 1/day)*

Level 9: The competence bonuses to two skills increase to +4.

Level 10: 1st level spell is now CL 5, 5/day (or wearer's HD as CL, 3/day)

Level 11: The ring grants the wearer access to a feat. This feat should be one with no prerequisites, or prerequisites any 11th level character can meet (such as a +1 base attack bonus).

Level 12: The competence bonuses to two skills increase to +5.

Level 13: The ring now grants the wearer a +3 deflection bonus to AC. Additionally, the 0-level spell may be used 5/day.

Level 14: 1st level spell is now at the wearer's HD as CL, 5/day.

Level 15: Either change the 1st level spell to a 2nd level spell at the wearer's HD as CL 5/day, or add

an additional 1st level spell at the wearer's HD as CL, 5/day. Additionally, the competence bonuses to two skills increase to +6.

Level 16: The ring now grants the wearer a +4 deflection bonus to AC. Additionally, the competence bonuses to two skills increase to +7.

Level 17: Either change the 2nd level spell to a 3rd level spell at the wearer's HD as CL 5/day, or add a third 1st level spell at the wearer's HD as CL, 5/day. Additionally, the competence bonuses to two skills increase to +8.

Level 18: The ring now grants the wearer a +5 deflection bonus to AC. Additionally, the competence bonuses to two skills increase to +10.

Level 19: Either change the 3rd level spell to a 4th level spell at the wearer's HD as CL 5/day, or change the three 1st level spells to 2nd level spells at the wearer's HD as CL, 5/day, or add a fourth and fifth 1st level spell at the wearer's HD as CL, 5/day

Level 20: Add any spell or combination of a spell and metamagic feats that does not exceed a spell level of 8, once per day, using the wearer's HD as CL.

*Alternatively you may add a constant 1st level spell with duration of 1/hour level or more (such as *alter winds*, *deadeye's lore*, *emblazon crest*, *hex ward*, *pass without trace*, *unseen servant*, or *youthful appearance*) at caster level 1.

WEAPON DEVICE TEMPLATE

This device template outlines the kind of weapon pulp heroes sometimes end up with as an iconic part of their adventuring career – the sword of kings drawn from the stone, the scepter of a lost race of Atlanteans, or a spear that once pieces the side of a god. Any kind of weapon can be used (though if a double weapon is picked, only one end would become magic using this template).

The theme of a magic weapon device is determined by what abilities it enhances, and what abilities it gains. In general, the GM should sue the same guidelines as are presented for armor devices, above.

Level 1: Masterwork weapon, considered magic for purposes of penetrating DR, but does not give a magic enhancement bonus to attack of damage rolls. (Does grant a +1 nonmagic enhancement bonus to attack rolls as a masterwork weapon)

ANACHRONISTIC ADVENTURES

Level 2: Adds a +1 competence bonus to checks of a single skill. The weapon need not be drawn to grant this benefit, but must at least be on the character's body.

Level 3: Grants energy resistance 1 against a single energy type. The weapon need not be drawn to grant this benefit, but must at least be on the character's body.

Level 4: Energy resistance increases to 3.

Level 5: Becomes a +1 *magic weapon*.

Level 6: Competence bonus to the chosen skill increases to +2.

Level 7: Energy resistance increases to 4.

Level 8: Total weapon bonus value increases to +2 (may be a +2 enhancement bonus, or a +1 enhancement bonus and a +1 bonus cost special ability, such as *flaming* or *keen*).

Level 9: Energy resistance increases to 5.

Level 10: Competence bonus to the chosen skill increases to +3.

Level 11: Total weapon bonus value increases to +3 (may be a +3 enhancement bonus, or a +1 enhancement bonus and a total +2 bonus cost special abilities and additional enhancement).

Level 12: Competence bonus to the chosen skill increases to +4, energy resistance increases to 10.

Level 13: Grants an enhancement bonus to two ability scores. The weapon need not be drawn to grant this benefit, but must at least be on the character's body.

Level 14: Competence bonus to the chosen skill increases to +5, energy resistance increases to 15.

Level 15: Total weapon bonus value increases to +4 (may be a +4 enhancement bonus, or a +1 enhancement bonus and a total +3 bonus cost special abilities and additional enhancement).

Level 16: Competence bonus to the chosen skill increases to +6, enhancement bonus to one of the ability scores increases to +4, and energy resistance increases to 20.

Level 17: Enhancement bonus to the other ability score increases to +4 and energy resistance increases to 25.

Level 18: Total weapon bonus value increases to +5 (may be a +5 enhancement bonus, or a +1 enhancement bonus and a total +4 bonus cost special abilities and additional enhancement). Also, competence bonus to the chosen skill increases to +8 and energy resistance increases to 30.

Level 19: Total weapon bonus value increases to +6 (may be a +6 enhancement bonus, or a +1 enhancement bonus and a total +5 bonus cost special abilities and additional enhancement), and competence bonus to the chosen skill increases to +9.

Level 20: Competence bonus to the chosen skill increases to +10, and enhancement bonus to two ability scores increases to +6.

DEVIL DOG

The devil dog archetype is designed to represent the tough infantry soldiers of the 1910s through 1940s, who fought in trenches, through jungles, and across continents in two World Wars and numerous lesser conflicts.

Alternatively it can work for any professional grunt from that era or somewhat earlier, mercenaries who operate in low-tech wars in more modern settings, and trained monster-hunters who fight secret wars of brutal simplicity against werewolves and psychics for the mysterious Department 7.

Armor Training: Though the silk gambesons, steel waistcoats, and heavy body shields fitted to the torso that made up early efforts at ballistic armor weren't particularly effective, many soldiers of the era were trained to wear them. As a result the devil dog receives armor proficiency in light and medium armor. For each of those armor types he is already proficient, the devil dog instead gains a bonus feat.

Infantry's Burden (Ex): The devil dog is trained to carry a full load that could often exceed an untrained person's ability to do so. At 2nd level, when determining the devil dog's carrying capacity, calculate it as if his Strength score was one higher. This has no effect on his Strength modifier or the impact of penalties due to wearing armor. Add an additional +1 to the Strength score used to calculate the devil dog's carrying capacity at 4th level, and again every 2 levels thereafter.

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

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

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

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

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

Specialty (Ex): The needs of an army often lead to training its soldiers as specialists, and a devil dog can pick up multiple specialties over the course of a career. When this talent is selected, the devil dog selects one of the following skills: Appraise, Disable Device, Disguise, Escape Artist, Handle Animal, Knowledge

(engineering), Knowledge (local), Linguistics, or Survival. That skill is always considered a class skill, and the devil dog gains a +1 bonus to the skill for every three class levels.

This talent can be selected more than once. Its benefits do not stack. Each time it is selected, it applies to a different skill.

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



ANACHRONISTIC ADVENTURES

ESCAPIST

The escapist is a professional entertainer who specializes in demanding and perilous stunts, ranging from escaping from a straightjacket while underwater to crossing a highwire without a net. The same archetype can be used for any entertainer who makes a living doing things that are clearly risky, such as stunt men, some vaudevillians, stage magicians who perform alarming tricks, and even reality television stars who repeatedly do stupid things as a career. As a result of planning, practicing, and performing risky entertainment at a professional level, the escapist has learned both to maximize the benefits of her years of experience, and to find a way to survive when things go horribly wrong.

Acrobatic Surge (Ex): A number of times per day equal to her Dexterity bonus plus half her class level (minimum 1/day), the escapist can add a bonus as a free action to any one Acrobatics, Climb, Escape Artist, Fly, Sleight of Hand or Swim check she makes. This bonus is +1d6, but cannot exceed the escapist's level (a 1st level escapist thus receives only a +1 bonus, while a 2nd level escapist receives a +1 bonus if a "1" is rolled on the 1d6, and a "+2" bonus if a 2-5 is rolled). An escapist chooses whether or not to use an acrobatic surge after the result of the die roll has been revealed, but before success or failure is determined.

If an escapist is also a daredevil, the bonuses from acrobatic surge and dauntless surge stack.

Done It A Thousand Times (Ex): The escapist is used to performing dangerous and difficult stunts for the entertainment of others, and can draw on that experience whenever she's calm enough. At 2nd level whenever the escapist "takes 10" on a skill, she receives a +2 circumstance bonus to the total skill check. This bonus increases to +4 at 8th level, and to +6 at 16th level.

Adrenaline Rush (Ex): After constantly putting her body through stressful moments that cause her adrenaline to flow freely, at 5th level the escapist has learned to call upon a powerful rush on command. The escapist can temporarily increase one of her

physical ability scores (Strength, Dexterity, or Constitution). The escapist increases the selected ability score by 1d4+1 points and the bonus lasts for a number of rounds equal to her class level. At the end of the duration, the escapist is fatigued for 1d6 x 10 minutes. At 9th level, an escapist can temporarily increase two physical ability scores. At the end of the duration, she is fatigued for 2d6 x 10 minutes. An escapist cannot use her adrenaline rush if she is fatigued or exhausted.

Delayed Doom (Ex): No matter how carefully an escapist plans her stunts, from time to time things go badly wrong and the escapist is hurt, sickened, or confused. The escapist knows that focusing past the consequences of a serious injury can give her the time to take whatever steps are necessary for her survival, and has learned to delay the onset of nearly any injury or effect. Once per day as a free action, an escapist of 13th level can delay the damage dealt by a single attack or the effect of a single spell, condition, trap, ability or other effect for a number of rounds equal to half her class level. The decision to delay an effect must be made immediately, and the delayed effect's duration does not start until after the number of rounds it has been delayed.

For example, Yankee Rose is a 14th level escapist trying to walk a tightrope from a glacier to the Bridge City of Suerbak Kak Dalbaz, when a harpy affects her with a *lesser confusion* spell, which leaves her confused for 1 round. Not wanting to be confused while on a tightrope, Rose decides to delay the effect for 7 rounds. At the end of that time, the *lesser confusion* affects her for its full 1 round duration – Rose had better hope she's off her rope by then!

A delayed injury or effect can be healed or dispelled normally while it is delayed. If one of Rose's friends managed to hit her with a *dispel magic* before the end of her 7-round delay, the *lesser confusion* might be dispelled before it ever takes effect.

An escapist may use delayed doom a second time per day beginning at 17th level.

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ESPER

The ESPer is an archetype that depends on the Extra-Sensory Perception (ESP) rules (see Chapter 4: Eldritch and Mysterious Powers). 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 some *Anachronistic Adventures* campaigns, ESP abilities are the only “preternatural” abilities adventurers are aware of. Even in such settings, most people do not believe in ESP abilities (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 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 Chapter 4: Eldritch and Mysterious Powers for more information on the abilities that can be selected by the ESPer.

Extra-Sensory Strength (Su): You have an innate ESP strength which you use to power your ESP abilities. Whenever an ESP abilities calls for a skill check, you may instead use your extra-sensory strength bonus. Your extra-sensory strength is equal to your ESPer level plus your Int, Cha, or Wis bonus (whichever is higher).

If you have the intuition class feature, you may choose to forgo extra-sensory strength and instead use your intuition bonus for all

ESP skill checks. If you take this option, you gain a +2 bonus to intuition checks made as ESP skill checks.

Your extra-sensory 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 ESP abilities. Once made, this choice cannot be changed. You have access to this ability. You gain an additional ESP abilities at 2nd level, and again at 9th and 17th level.

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



ANACHRONISTIC ADVENTURES

FIXER

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

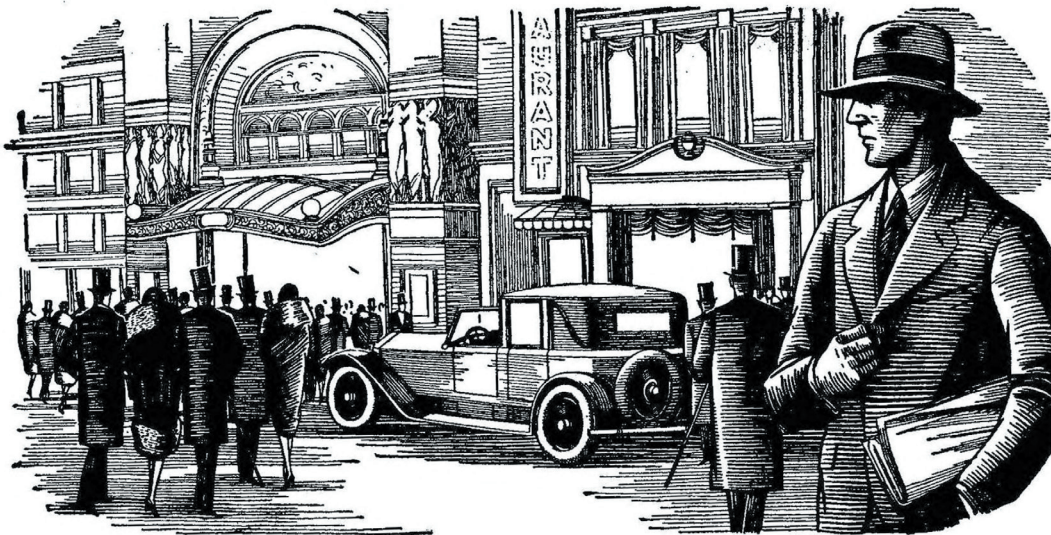
Class Skills: Bluff, Diplomacy, Knowledge (local and nobility, each taken separately), and Sense Motive are all class skills for the fixer. For any of these skills that are already a class skill, the fixer gains a +2 bonus to their skill checks.

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

Shadow Markets (Ex): A fixer knows where to get goods and services not normally available. A fixer treats a settlement as being one size larger when trying to buy goods, sell items, or hire services. When seeking an item, the fixer adds his level to the normal 75% chance of finding an item equal to the settlement's base limit in gp.

When first entering a settlement, a fixer may make a DC 15 Knowledge (local) check to determine the settlement's alignment, government, qualities, danger, and modifiers, as determined by its stat block. This check is modified by the settlement's skill check modifier, based on its size, (see **Group Diplomacy** in Chapter Five: Anachronistic Campaigns). See **Settlements**, in the *Pathfinder Roleplaying Game: Gamemastery Guide* for more information on settlement rules.

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



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

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

A fixer may use talk down once per day, plus once for every four levels.

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

GREAT DETECTIVE

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

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

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



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Great Detective Talents: The specialties of a great detective vary by training and experience, often developing in response to long-running struggles against a criminal empire or mastermind villain. As a great detective advances in level, he gains great detective talents selected from the list below. He gains his first great detective talent at 5th level, and gains additional great detective talents at 9th, 13th, and 17th level. Also, whenever a great detective gains a talent choice from his base class, he can choose one of these great detective talents instead.

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

Contemplative Trance (Ex): The great detective can, once per day, spend a 1d6 x 10 minutes in uninterrupted meditation to allow her mind to sort through the clues and facts she has gathered and look for patterns and connections not visible to the conscious mind.

The contemplative trance acts as a *divination* with 90% effectiveness. As an extraordinary ability, the contemplative trance is limited to information a mortal could conceivably know or deduce (though it is not limited to knowledge a mortal could reasonably acquire -- only information it is impossible for any mortal anywhere to know is beyond the reach of the ultimate deduction), and is not subject to spells or effects that block divination magic.

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

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

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

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

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

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

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

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Truth Ear (Ex): The great detective develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The great detective must be able to observe (see and hear but not necessarily understand) the individual for one minute. The great detective adds half his level to Sense Motive checks to detect Bluffs.

HEADLINER

Anyone can be a performer of one kind or another – a headliner has tricks and routines so amazing they can be the focus of a major production. A headliner may be a stage magician, trick shooter, mesmerist, or even a gladiator who puts as much performance as lethality into her bouts in the arena. Many headliners have an array of skills they draw upon, ensuring they can keep their act fresh and continue to draw major crowds, and may have different stage personas they call upon to anchor very different kinds of acts.

Of course, the best performances can be useful off the stage as well, and many of the techniques a headliner develops to amaze or confuse a crowd can also be used to baffle or misdirect foes in more deadly situations. A headliner can even pretend to have genuinely supernatural powers, which may simply baffle citizens of a culture that firmly denies the existence of such, or could result in the headliner being revered as a Great and Powerful Wizard in a land where mystic powers are accepted as real and common.

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

Born Performer (Ex): The headliner is a natural performer, and excels at making money and using theater and misdirection to fool observers. The

headliner is treated as having Profession (stage performer) with a number of ranks equal to his level. He also adds one third his level (minimum +1) to all skill checks he makes with skills he added as class skills (see above).

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

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



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Blind Performance (Ex): The headliner gains Blind Fighting as a bonus feat. He may also apply the benefits of Blind-Fight to ranged attacks. A number of times per day equal to his Wisdom bonus (minimum 1/day), he may ignore a miss chance caused by being unable to see his target. At fifth level, the headliner gains the Improved Blind-Fight* feat. At 10th level he gains the Greater Blind-Fight* feat. He need not meet the prerequisites of these feats.

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

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

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

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

Stage Magic (Ex): The headliner can use mirrors, misdirection, props, and sleight of hand to create false sensory impressions. This can be used for tricks ranging from minor illusions (such as appearing to saw an assistant in half) to major deceptions (such as making a major monument seem to appear out of thin air). At first level, stage magic functions as *ghost sound* or *ventriloquism*. At 3rd level, it may instead act as *silent image*. At 6th level, it may instead act as *minor image*. At 9th level or higher, it may instead act as *major image*.

These stage magic tricks differ from the spells they function as in the following ways.

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

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

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

INVENTOR

An inventor seeks to solve mysteries of How, rather than Why or When, and is most interested in the How of tools, machinery, and (depending on the Progress Level of the campaign) electronics. An inventor may be a typical mad scientist seeking to prove its possible to travel to alternate worlds (a common background for those that end up stranded in fantasy settings), a hot rod enthusiast seeking to build a better vehicle, a forgetful professor seeking to construct devices better suited to more technologically advanced civilizations, or even a time traveler stuck in a more primitive past, using his advanced knowledge to build better firearms and refrigerators in the old west.

Invent (Ex): An inventor has an Invent check, which is treated like a Craft check as well as being used for various inventor abilities (such as prototype, below). The value of an inventor's

Invent check is 5 + class level + Int modifier. At first level the inventor has Invent for a single craft category (as defined by the Craft skill).

At each level, he may add one craft category to his list. Thus a 5th level inventor with an Int of 18 has an Invent check of +14, and may use it for five crafts.

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When using the Invent check to craft objects, an inventor work much faster than most crafters, but also with more waste. The creator also needs a fairly quiet, comfortable, and well-lit place in which to work. Any place suitable for preparing spells is suitable for inventing. Inventing an item requires 1 hour of work per 125 gp in the item's base price (or fraction thereof), with a minimum of at least 1 hour. The character must spend the gold at the beginning of the construction process. This process can be accelerated to 1 hour of work per 250 gp in the item's base price (or fraction thereof) by increasing the DC to create the item by 5.

The inventor can work for up to 8 hours each day. He cannot rush the process by working longer each day, but the days need not be consecutive, and the inventor can use the rest of his time as he sees fit. If the inventor is out adventuring, he can be considered to manage 2 hours each day to item creation. This time is not spent in one continuous

period, but rather during lunch, morning preparation, and during watches at night. If other time is dedicated to creation, it must be spent in uninterrupted 1-hour blocks.

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

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

Creating a prototype requires an inventor to make an Invent check and to have selected a category of craft matching the Craft skill required.



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Bonus Cost

The cost of an invention is based on how many invention bonuses it has compared to a typical device that serves the same function.

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

For example, Professor Champion is a 5th level inventor who is using his knowledge of metallurgy and material science to create a better form of cutting tool. He wants to create a Champion Knife, and builds it as a short sword that is +1 to hit (+2 bonus), +1 damage (+1 bonus), and 50% its normal weight (+1), for a total invention bonus of +4. Looking on Table:

Invention Costs he sees this is a cost above the base short sword of +2,400 gp, or +1600% of the short sword base cost of 10 gp, or +160 gp.

As the +2,400 gp cost is higher, he knows his final invention cost is 2,410 gp. If Professor Champion had decided to invent a longship (base price 10,000 gp) with a +4 bonus, he'd calculate the final price as +1600%, or 170,000 gp.

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

INVENTION EFFECTS

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

ARMOR

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

WEAPONS

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

Damage Bonuses: Weapon damage bonuses from an inventor work differently depending on what weapon is being modified. If it is a muscle-powered weapon (including all melee weapons in the Core Rulebook, as well as bows and pretty much any thrown weapon that doesn't use explosives, fuel, or a battery), the bonus applies to the weapon's maximum damage, increasing the die (or dice) used to roll damage. To calculate the new dice used, add the inventor bonus to the weapon's normal maximum, then use the chart below to determine the weapon's new base damage dice.

Thus if an inventor upgraded a Medium longsword (normal maximum damage 8) with the +3 damage improvement (raising its maximum damage to 11), the weapon's base damage dice would go from 1d8 to 1d3+1d8.

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

KITS AND TOOLS

The bonus given to kits and tools is an increase to its existing circumstance bonus to specific skill checks. The GM may, at his discretion, allow new inventions to be created as bonus to skills that do not currently have tools or kits that add to their checks. For example, a mechanical spring-loaded sleeve designed to aid in palming small objects could be allowed as a kit that adds +1 to Sleight of Hand checks.

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VEHICLES

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

ANACHRONISTIC DEVICE

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

New Max Dmg	Base Dmg Dice
2	1d2
3	1d3
4	1d4
5	1d2+1d3
6	1d6
7	1d3+1d4
8	2d4
9	1d3+1d6
10	1d4+1d6
11	1d3+1d8
12	2d6
13	1d3+1d10
14	1d6+1d8
15	1d3+2d6
16	1d4+2d6

Allowing devices of this type into a campaign takes some planning and guesswork on the part of the GM. In many cases a player may wish to invent something no existing rules cover, making it impossible for the GM to look up base prices and sizes in any rulebook. In these instances the GM can simply inform the player such inventions are impossible (before the character spends any time or money working on it), or make an educated guess on the baseline cost and size. If the item is relatively innocuous (an icebox), the GM can just have it cost as much as the additional gp price for an item with its invention bonus. For example, if the GM is

running a PL 3 campaign, and decides an icebox is PL 4 equipment, an icebox can simply be priced at 300 gp. If the item is going to have a greater impact on the campaign (and the GM is willing to allow it), a similar piece of equipment from the normal equipment lists can be used as a baseline. For example if an inventor decided he wished to make a steam locomotive, the GM could decide it comes closest to acting like a longship (base price 10,000 gp), and place the final cost at 90,000 gp. (And as the steam giant from *Ultimate Combat* costs 80,000 gp, this seems a reasonable end price.)

INVENTIONS AND IMPROVEMENTS

Invention	Craft DC	Bonus Cost
Armor Improvements		
-1 armor check penalty	20	+1
-2 armor check penalty	20	+3
-3 armor check penalty	20	+5
+1 max Dex bonus	30	+3
+2 max Dex bonus	35	+5
Weapon Improvements		
+1 to damage	15	+1
+2 to damage	20	+3
+3 to damage	25	+5
+1 to attack rolls	20	+2
+2 to attack rolls	25	+3
+3 to attack rolls	30	+4
+5 ft. to range increment 15 +1		
+10 ft. to range increment 25 +2		
Kits and Tools		
+1 circumstance bonus	15	+1
+2 circumstance bonus	20	+2
+3 circumstance bonus	25	+3
Anachronistic Devices		
+1 PL device	30	+2
+2 PL device	45	+5

Spagyric Devices (Su): Inventors are not limited to the restrictions of normal science. They can create objects that combine mechanical or alchemical operation with a spark of something beyond the limits of normal technology. The inventor may refer to this additional element with any terms he wishes (etheric resonance, Atlantean broadcast energy, preternatural philosophy, or whatever), but it operates under the same rules as magic. (The word "spagyric" combined ancient words meaning "to join" and "to separate," and alchemy was sometimes referred to as the "spagyric art.") Such spagyric devices often have many gears, wires, tubes, and vials that may or may not be required for the device to properly function.

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Invention	Craft DC	Bonus Cost
Vehicles		
+1 on initiative checks	20	+1
+1-4 occupants	20	+1
+5-8 occupants	20	+2
+9-12 occupants	25	+3
+1 Alternate mode of propulsion	25	+1
+1 to driving checks	25	+1
+2 to driving checks	30	+2
+3 to driving checks	35	+3
+1d8 ramming damage	25	+2
+1 to base saves	25	+1
+2 to base saves	30	+2
+3 to base saves	35	+3
+15 ft. to maximum speed	20	+1
+30 ft. to maximum speed	25	+2
+60 ft. to maximum speed	30	+3
Up to double acceleration	35	+2
Any		
+50% hardness	15	+1
+50% hp	20	+1
Reduce weight 50%	20	+1
Reduce weight 75%	30	+2

The inventor can create magic items in the form of spagyric devices. Constructing and maintaining these devices requires an hour of uninterrupted tinkering (normally done in the morning) each day, and it can be undertaken only after the inventor has received 8 hours of rest.

(These rules intentionally parallel the rules for preparing spells, and any questions regarding when an inventor can or can't construct and maintain his spagyric devices should refer to the rules for spell preparation for answers.) An inventor is assumed to have the materials required for constructing his spagyric devices along with his other tools and reagents, and he need not spend any gp or time making special arrangements for them. (The inventor can be assumed to be gathering such materials as he adventures, and he can construct spagyric devices out of broken firearms and rare tinctures made from molds found in ruins—the details of the inventor's materials are left to the player and GM to agree upon.)

Each day the inventor decides what spagyric device versions or magic items he wishes to create. The inventor can create any magic item he is aware of, with the following limitations:

*The item level cannot exceed the inventor's class level.

*The item cannot have prerequisites that include spells not from the alchemist and sorcerer/wizard class lists.

*The item cannot be charged. (It can have uses per day.)

*The total value of all the items created in a given day cannot exceed the inventor's spagyric device gp limit for his level (see Table 1 below). Spagyric devices are further limited by the following rules, many of which differ from normal magic item rules.

SPAGYRIC DEVICES ARE BREAKABLE

A typical spagyric device has hardness equal to one-half the inventor's level, and 2 hit points per level of the inventor. Additionally, each device has vulnerability to one energy type, determined randomly when it is constructed. The same device might have different vulnerabilities when created by different inventors. While Professor Redchapple's wax wings are vulnerable to fire, melting easily when hit with heat, Dom Veurrachi's wax wings are vulnerable to cold, since the wax turns brittle when it gets cold.

Once a spagyric device is broken, it cannot be fixed (even with such efforts as a *mend* spell) until the inventor next regains use of his daily abilities and spends an hour constructing and maintaining his spagyric devices.

SPAGYRIC DEVICES REQUIRE MAINTENANCE

An inventor is constantly making minor repairs and adjustments to the devices in his possession, and only the inventor who creates a device knows how to keep it well maintained. If a device is separated from its creator for 24 hours (or he is unable to spend an hour each day working on the device), it becomes 50% likely to malfunction each round it is used. After another 24 hours, it stops functioning altogether. Once this occurs it no longer counts against the gp total of devices of the inventor who created it—he has moved on to bigger and better ideas.

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SPAGYRIC ITEMS ARE BULKY

A spagyric device item requires space for its tanks of reagents, gearwork motivators, voltaic cells, copper tubing, golden wires, and other semi-mechanical parts and pieces that are needed to accomplish the blending of engineering and magic. Every spagyric device takes up two body slots (which might not include the ring slots, which are too small for such devices). For purposes of this restriction, being held in one hand qualifies as a body slot. All spagyric devices weigh either as much as the magic item they are based on, or 5 pounds, whichever is greater.

The following are a few examples of spagyric devices, based on magic items from the *Pathfinder Roleplaying Game Core Rulebook*.

Brass Self-Motivated Suit

belt of mighty strength +2; body + wrists; 4,000 gp

Ectoplasmic Gauntlet

hand of the mage; hand + shoulders; 900 gp

Impermeable Clothes

bracers of armor +1; chest + shoulders; 1,000 gp

Lightning Cane

+1 *shock club*; held + belt; 8,300 gp

Nth Space Gate

portable hole; held + hands; 20,000 gp

Phosphorescent Lantern

everburning torch; held + shoulders; 110 gp

Spagyric Talwents: The following discoveries are available to inventors, who may take them with talents gained from the inventor's anachronistic class.

Durable Creations: When the inventor creates a spagyric device, he can construct it to be much sturdier than most created by his kind. Normally this means the hardness of these devices is equal to the inventor's level, and each has 10 hit points + 2 per inventor level. Alternatively, the inventor can create a spagyric device with normal hardness and hit points, but lacking vulnerability to any energy type.

Esoteric Studies: The inventor has mastered unusual courses of study even for those who dabble in spagyric devices. For each class level, the inventor can select two spells from any class spell list. The spells must be of a level no greater than one-half his class level. The inventor does not

know these spells and cannot cast them, but when determining if a magic item can be a spagyric device, the inventor can include items with the selected spells as prerequisites.

Mass Production: The inventor can build and maintain multiple spagyric devices for a reduced cost against his maximum device limit. The first device of the same type is rated at its full cost, the second and third at one-half cost, and the fourth and subsequent devices at one-quarter of their normal cost. In most cases, an inventor cannot use more than one device at a time personally, so this is most useful to inventors who wish to carry back-up devices, or who want to outfit allies with copies of a favored device. An inventor must be at least 6th level before selecting this talent.

THERE AREN'T MANY LOW-LEVEL DEVICE OPTIONS

An unfortunate truth is quickly revealed when trying to write-up a low-level inventor—there aren't many magic items in the *Pathfinder Roleplaying Game Core Rulebook* that qualify as spagyric gear worth less than 1,000 gp. This isn't necessarily a problem, since low-level characters often have limited options, but it can be frustrating for a player to be stuck with an ability that doesn't have many options.

Especially at low levels, a GM might also wish to allow mundane equipment to qualify as spagyric devices as well. Although it's not particularly exciting for Baron Fleiding's Dirk-Proof Vest to be game mechanically identical to masterwork leather armor, it does make for a reasonable low-level option for an inventor, and it comes in nicely below a 1st-level inventor's 250 gp spagyric device gp limit.

GMs looking for more low-cost magic items to expand an inventor's spagyric device options might also want to consider picking up some of the *Genius Guides to Loot 4 Less*. With 8 PDFs currently available, the *Loot 4 Less* line provides numerous items appropriate for use as spagyric devices with costs of 2,500 gp or less (in many cases much, much less).

ANACHRONISTIC ADVENTURES

SPAGYRIC DEVICE GP LIMITS	
Class Level	Spagyric Device GP Limit
1	250 gp
2	500 gp
3	1,000 gp
4	2,000 gp
5	3,500 gp
6	5,350 gp
7	7,800 gp
8	11,000 gp
9	15,350 gp
10	20,700 gp
11	27,350 gp
12	36,000 gp
13	46,600 gp
14	61,500 gp
15	80,000 gp
16	105,000 gp
17	136,500 gp
18	176,500 gp
19	228,250 gp
20	293,250 gp

KNEE-BREAKER

The knee-breaker is an enforcer who hurts people for a living. A few knee-breakers are good-tempered and law-abiding citizens who have taken up employment as bouncers or professional bodyguards. More commonly, knee-breakers are merciless thugs who bully victims for drug dealers, provide muscle for mob bosses, and support tyrannical dictators in third-world countries. Ultimately the knee-breaker can represent anyone trained in a particularly brutal style fighting, from the masters of impact-heavy martial arts, to the survivor of harsh post-apocalyptic lands, or the tough-as-nails law enforcement officers who regularly face off against criminal knee-breakers.

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

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

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

Knee-Breaker Talents: The specialties of a knee-breaker vary by background and personal taste, often causing two thugs to be feared for very different reasons. As a knee-breaker advances in level, he gains knee-breaker talents selected from the list below. He gains his first knee breaker talent at 5th level, and gains additional knee-breaker talents at 9th, 13th, and 17th level. Also, whenever a knee-breaker gains a talent choice from his base class, he can choose one of these knee-breaker talents instead.

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

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

*Indicates a feat from *pathfinder Roleplaying Game: Advanced Player's Guide*.

CHAPTER 2: ARCHETYPES

Maim (Ex): If a knee-breaker can catch an opponent when it is unable to defend itself effectively from the knee-breaker's attack, he can attempt to maim the target and place it at a disadvantage. The knee-breaker can make a maim attack as a standard action anytime his target would be denied a Dexterity bonus to AC (whether the target has a Dexterity bonus or not), or when the knee-breaker flanks her target. Ranged attacks can count as maim attacks only if the target is within 30 feet of the knee-breaker.

Rather than deal normal hit point damage, a maim attack forces the target to make a Fortitude save (DC 10 + $\frac{1}{2}$ knee-breaker's level, + knee-breaker's Strength modifier). On a failed save, the target takes 1d4 Strength or Dexterity damage (as preferred by the knee-breaker). On a successful save, the target suffers a 1d4 penalty to Strength or Dexterity for 1 round. Maim attacks can be made only with weapons that can deal lethal damage, or as part of a grapple.

The knee-breaker must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A knee-breaker cannot make a maim attack while striking a creature with concealment. Any effect that prevents a critical hit or sneak attack prevents a maim attack from functioning.

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

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

Sneak Attack (Ex): The knee-breaker gains +1d6 of sneak attack, as the rogue ability. This talent may be selected more than once, but not more often than once per five levels.



ANACHRONISTIC ADVENTURES

MASKED ADVENTURER

The masked adventurer is a dramatic figure who is driven to conceal her identity (at least to some degree) by taking on a *nom de masque*, a second identity that represents an ideal or icon important to her and through which she undertakes to meet out her own brand of justice. She is a hero to some and a criminal vigilante to others, though often the truth lies somewhere in the middle. While it takes a strong drive to go through the effort to create and maintain a second identity (and all masked adventurers believe they are doing so for a valid reason), evil masked adventurers certainly exist who are simply driven to gather wealth and power, or to gain revenge for some perceived slight.

Nom de Masque (Ex): A masked adventurer has a secondary identity as a costumed agent, which has a specific appearance (by costume, bearing, or disguise) that is different from her normal appearance and has its own name (often a code name or flamboyant title). For example, the masked adventurer Jennifer Fey has a *nom de masque* as the crusader for justice, the Steel Fox. She may simply boldly run about in a swashbuckling outfit without any disguise and call herself The Steel Fox, while dressing and acting more drably in her “normal” identity, or she may have an elaborate costume for her Steel Fox identity that includes a mask, fox-head heraldry, and a specially crafted rapier with a fox-head pommel. In either case, she has a distinct appearance and mannerism that marks the Steel Fox as separate from the normal Jennifer Fey.

The masked adventurer is extremely skilled at masking either her *nom de masque* as a heroic figure, or masking her normal self as drab and uninteresting as possible. (This decision is made at character creation). She gains a bonus to Disguise checks to create the desired effect equal to her class level (minimum +5).

So complete is the mental and spiritual transformation of a masked adventurer into her *nom de masque*, that each persona is treated as a different person for purposes of any magic or skill check. For example, a *locate creature* spell cast to find Steel Fox does not detect Jennifer Fey when she is not in her *nom de masque* persona, and if she was using her Steel Fox persona, she could state she was not Jennifer Fey while within a zone of truth without difficulty.

If a masked adventurer’s *nom de masque* is publicly revealed, she may create a new *nom de*

masque (abandoning the old identity) when she next gains a level.

Heroic Speech (Ex): While in her *nom de masque* identity, a masked adventurer can make a heroic speech as a move action. This gives her a bonus against creatures able to hear and understand her who are not aware of her normal identity. She gains a +2 bonus on Bluff, Perception, Sense Motive, and Survival checks against such creatures, as well as a +2 bonus on weapon attack and damage rolls against them. These bonuses last until the masked adventurer sleeps, or she next uses this ability. These bonuses increase to +3 at 6th level, to +4 at 10th level, to +5 at 14th level, and to +6 at 18th level.

MASKED ADVENTURER TALENTS

The specialties of a masked adventurer vary by training and experience, often developing in response to long-running struggles against a criminal empire or mastermind villain. As a masked adventurer advances in level, she gains great masked adventurer talents selected from the list below. She gains her first masked adventurer talent at 2nd level, and gains additional masked adventurer talents at 5th, 9th, 13th, and 17th level. Also, whenever a masked adventurer gains a talent choice from her base class, she can choose one of these masked adventurer talents instead.

Ambush (Ex): The masked adventurer becomes fully practiced in the art of ambushing. When she acts in the surprise round, she can take a move action, standard action, and swift action during the surprise round, not just a move or standard action.

Blow for Justice (Ex): The masked adventurer may take one of the following feats as a bonus feat: Agile Maneuvers, Blind-Fight, Catch Off-Guard, Cleave, Combat Expertise, Dazzling Display, Defensive Combat Training, Deflect Arrows, Improved Bull Rush, Improved Dirty Trick, Improved Disarm, Improved Feint, Improved Grapple, Improved Initiative, Improved Reposition, Improved Steal, Improved Sunder, Improved Trip, Improved Unarmed Strike, and Stunning Fist.

If these feats work differently for a monk than a member of another class, the masked adventurer can treat her class levels as monk levels. You may select this talent more than once.

Flying Attack (Ex): If the masked adventurer makes a charge attack in the surprise round or first round of combat, she adds her class level to the damage dealt.

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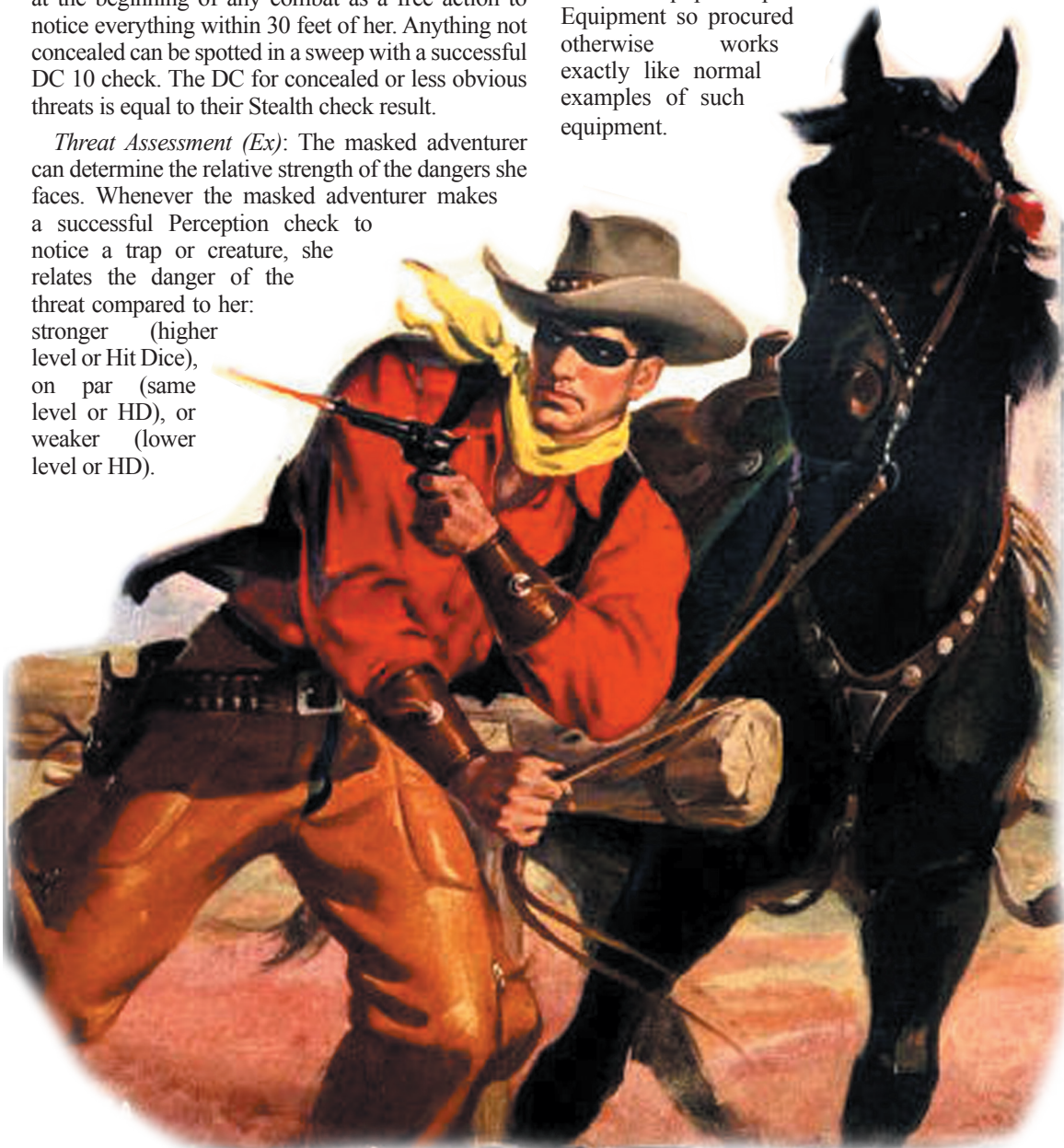
Living Weapon (Ex): Select one weapon with which you are proficient. You may select unarmed attacks if you have Improved Unarmed Attack. You deal damage with such weapons as if they were one size category larger. A masked adventurer must be at least 7th level to select this talent.

Sweep (Ex): The masked adventurer knows how to size up an area and get the lay of the land with a single sweep of her eyes. The masked adventurer is allowed to make a Perception check with a +5 bonus at the beginning of any combat as a free action to notice everything within 30 feet of her. Anything not concealed can be spotted in a sweep with a successful DC 10 check. The DC for concealed or less obvious threats is equal to their Stealth check result.

Threat Assessment (Ex): The masked adventurer can determine the relative strength of the dangers she faces. Whenever the masked adventurer makes a successful Perception check to notice a trap or creature, she relates the danger of the threat compared to her: stronger (higher level or Hit Dice), on par (same level or HD), or weaker (lower level or HD).

Utility Belt (Ex): The masked adventurer has an uncanny knack for having exactly the piece of equipment she needs. She has a pool of equipment she does not have to define until she uses it. At 1st level, this pool is equal to 10 gp. At every level after 1st, she may choose to restore this pool by spending gp to do so, with a maximum gp value equal to 50gp per level in the pool at any given moment. Any equipment she pulls from the pool must weight 10 lbs or less, and has its value permanently deducted from her equipment pool.

Equipment so procured otherwise works exactly like normal examples of such equipment.



ANACHRONISTIC ADVENTURES

MEDICAL EXPERT

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

Medical Expert (Ex): The medical expert is a genius in her own field, and applies her vast intellect to solving medical problems in ways other professionals cannot comprehend. As a result, she gains a +1 bonus to all Heal checks per 2 class levels. Additionally, each time the medical expert performs an action that would normally expend a use from a healing kit, there is a percent chance (equal to 50 + the medical expert's class level) she manages to preserve enough materials she does not actually lose a use from the kit.

Medical Examiner Talents: The medical expert archetype is actually used to model a broad range of characters that combine medical knowledge and a keen grasp of analysis. Because even the basic training of a forensic anthropologist varies wildly from that of a Victorian army field medic, medical experts gain archetype-specific talents earlier than most archetypes. The medical expert receives her first medical expert talent beginning at 1st level, and gains additional medical expert talents at 3rd, 5th, 7th, 9th, 13th, 15th, 17th, and 19th level. Also, whenever a medical expert of 7th level or higher gains a talent choice from her base class, she can choose one of these medical expert talents instead.

Battlefield Medicine (Ex): The medical expert has as much experience patching up and the living as cutting apart the dead, and can do so under terrible conditions. She can use the Treat Deadly Wounds function of the Heal skill while expending only a single use from a healer's kit (instead of the two

normally required). She is also able to apply the Treat Deadly Wounds use of the Heal skill as a full-round action (rather than taking the normal hour).

Differential Diagnosis (Ex): By examining the symptoms of a creature suffering an infliction (including curses, diseases, and poisons), the medical expert can identify the affliction and possibly determine how best to treat it.

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

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

Healer's Hands (Ex): As long as the medical expert has a healer's kit, she may perform abilities and uses of the Heal skill that would expend a use of the healer's kit without doing so some of the time. The chance that a use is not expended from the healer's kit is 70% +1% per level of the medical expert.

Greater Battlefield Medicine (Ex): The medical expert's medicinal treatments are far more effective than most healers'. The medical expert can apply the Treat Wounds from Caltrops function of the Heal skill as a standard action, and can use the Treat Deadly Wounds function on injuries sustained more than 24 hours ago. Additionally the medical expert can attempt to use the Treat Deadly Wounds function on a creature that has already benefitted from it in the past 24 hours, though the skill check to do so has a DC 5 higher for each time in the past 24 hours it has benefitted. A creature can benefit from Treat Deadly Wounds more than once in a 24 hour period if it comes from this ability.

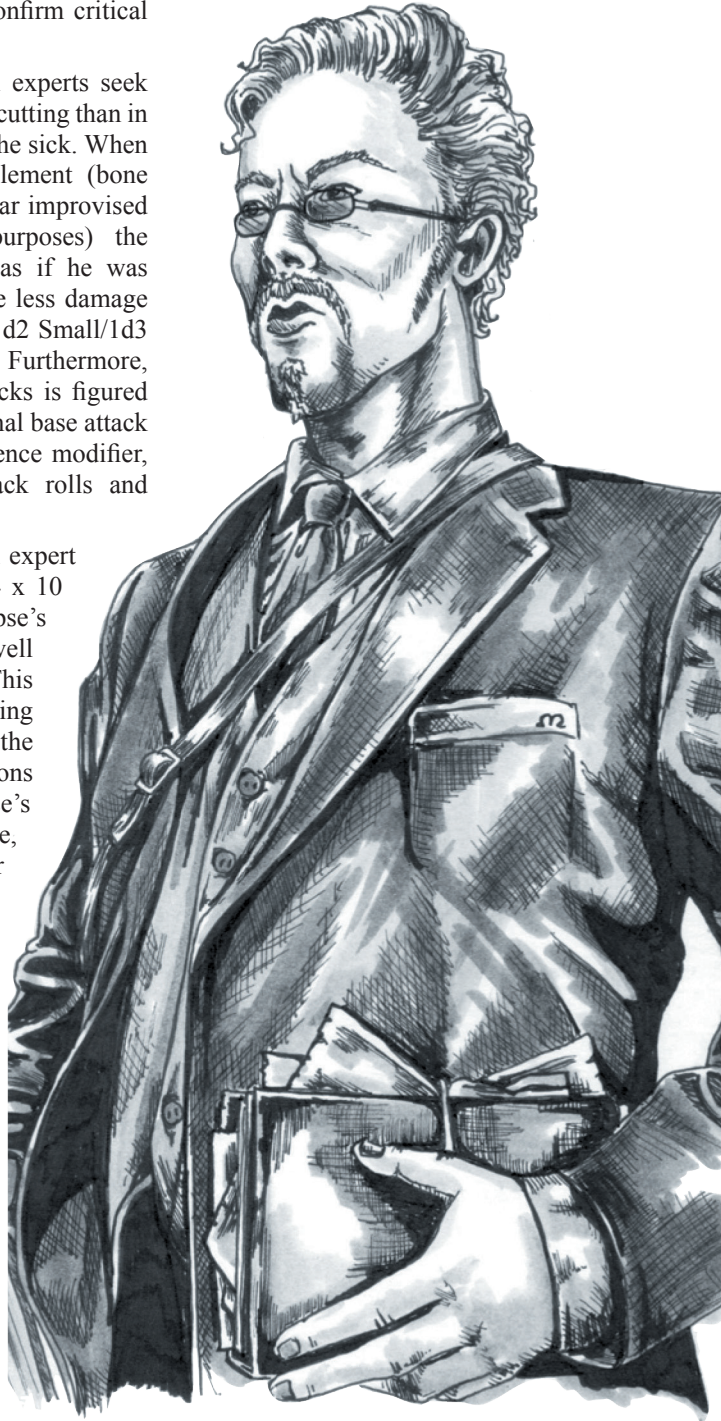
Lethal Blow (Ex): The medical expert's experience with mortal wounds and knowledge of anatomy give her a keen understanding of where best to land blows in combat. The medical expert

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

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

Read the Dead (Ex): The medical expert can examine a body (requiring 2d4 x 10 minutes) to learn about the corpse's lifestyle when it was still living, as well as the circumstances of its death. This acts as a *speak with dead* spell using the medical expert's class level as the caster level. However, the questions asked may only pertain to the corpse's lifestyle and identifying features (age, gender, race, general health prior to death, quality of nutrition and health care, and so on) and the circumstances of its death (time of death, method of death, whether the corpse defended itself, and so on). The medical expert can use this ability on bodies in advanced stages of decay or damage, as long as the majority of the body is present. The ability can be used on a fraction of a corpse, but gets answers only as complete as the corpse it is performed on. (If the medical expert has only 25% of a body, he gains only a quarter as much information with each question asked as determined by the GM).



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

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

Specialist (Ex): The medical expert selects one creature type. The character gains a bonus to heal checks with creatures of that type equal to half the healer's level. This ability may be selected more than once. It's effects do not stack. Each time it is taken, it applies to a different creature type.

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

As a more involved procedure requiring 1d6 x 10 minutes, the medical expert can temporarily suspend any ability score drain or damage, penalties to movement, or the bleed, dazed, dazzled, disabled, exhausted, fatigued, nauseated, paralyzed, shaken, sickened, staggered, or unconscious condition. This suspension requires a Heal check with a DC of 10 + CR of the creature being treated (heroes make bad patients, and the things that take them out are harder to fix than ailments for farmers) and lasts for 1 hour per medical expert level. The medical expert may use this talent multiple times on the same target, but each use after the first in the same 24 hours has a cumulative +5 to the Heal check DC.

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

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.

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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 on saving throws against their spells and effects.

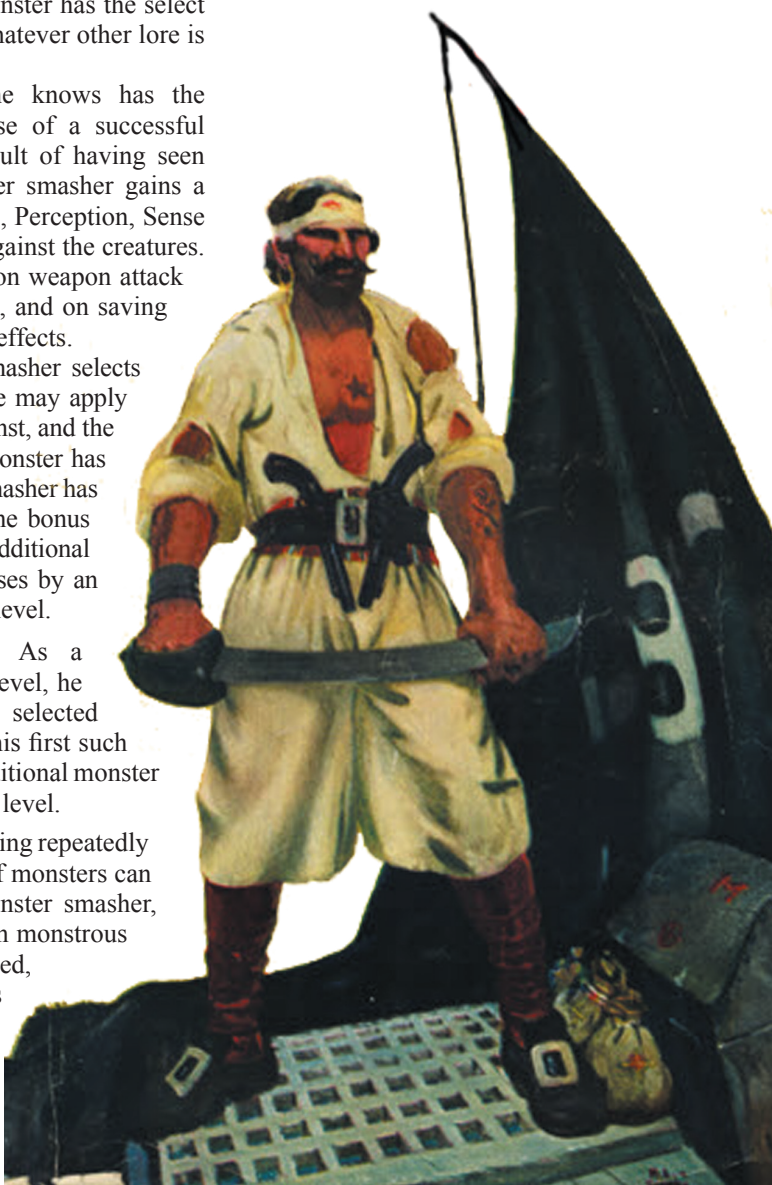
At 9th level, the monster smasher selects an additional monster ability he may apply his antimonster fu bonuses against, and the bonuses increases to +4. If a monster has multiple abilities the monster smasher has selected, he does not receive the bonus multiple times. He selects an additional ability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



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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 *Pathfinder Roleplaying Game: 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 Chapter Five) 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 in Chapter Five), and gains a +4 bonus to her VCD against dogfight maneuvers made by other driver/pilots.

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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



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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.

PRIZE FIGHTER

The ability to focus through pain and chaos, marshal your resources, and accomplish amazing feats of physical prowess is useful in warfare, but it's also a fair description of the traits needed to become a top-ranked professional fighter. The prize fighter



is a member of a public, formal fighting spectacle that would have been considered gladiatorial games in ancient times, but is more likely to be called boxing, mixed-martial-arts, no-holds-barred mega-class wrestling, or competition fencing in the modern world. Of course not all prize fighters ever get their chance at stardom (regardless of their skill within the ring), and not all modern organized fights are safe or legal.

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

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

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

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

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

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

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Adrenaline Rush (Ex): This ability allows a prize fighter to push himself beyond the normal limits of his physical frame. The prize fighter can undertake a task as if one of his physical ability scores (Strength, Dexterity, or Constitution) was 6 points higher. This allows the prize fighter to make ability checks or skill checks based on the selected ability core with a +3 bonus, or lift objects using the carrying capacity of a temporarily higher Strength. Adrenaline rush does not apply to attack rolls, damage rolls, AC, saving throws, or CMB checks but it can be used to increase the prize fighter's CMD for 1 round as a full-round action (bracing against any effort made by foes). A prize fighter can use this ability once per day, plus 1 additional time for every 5 levels. Activating the bonus is a swift action, and it last 1d4+1 rounds.

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

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

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

SECRET AGENT

The secret agent is a spy, an analyst, a saboteur, a courier and sometimes an assassin. He lives a life of service and duty (though freelance secret agents in service only to money are not unknown), but also one of constant lies, deception, and betrayal.

Many secret agents spend years in enemy territory gathering information and pretending to be something they are not, all the while knowing that if their true purpose is revealed they are subject to capture, torture, and death. Only the steadiest and most resourceful of heroes can handle the constant danger and secrecy that is a constant part of a secret agent's life.

Conceal Motives (Ex): A secret agent is trained to lie quickly, smoothly, and convincingly. Any Sense Motive check made in regard to the secret agent or a Bluff check he has made suffers a penalty equal to his class level (minimum -5).

React First (Ex): Starting at 2nd level, a secret agent gains the ability to react first if a deal he is making or a negotiation he is involved in turns to violence. The secret agent must make contact with and speak to the participants prior to the start of combat. If he does so, he gains a free readied action that allows the secret agent to make either a move or attack action if anyone involved in the negotiation other than the secret agent decides to start hostilities. The secret agent gets to act before any initiative checks are made, in effect giving him the benefit of an independent surprise round before the first round of combat (which may also be a surprise round). At 9th level, the secret agent may take his readied action even if he is the first one to end negotiations to start a combat.



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Misdirection (Ex): At 5th level, a secret agent gains a pool of subterfuge points every day equal to his ranks in Bluff. These points refresh at the start of each day. Before making a Bluff, Disable Device, Sleight of Hand, or Stealth check, he can choose to put subterfuge points into the roll, gaining a bonus on the check equal to the number of subterfuge points spent on the roll. The secret agent cannot put more subterfuge points into a single roll than his Charisma bonus (minimum 1).

Sneak Attack (Ex): At 6th level, a secret agent gains a 1d6 sneak attack, as the rogue class feature. This increases to 2d6 at 10th level, 3d6 at 14th level, and 4d6 at 18th level.

Distraction (Ex): At 9th level, whenever a secret agent is detected while using Stealth, he can immediately attempt a Bluff skill check opposed by the Sense Motive skill of the creature that spotted him. If this check succeeds, the target assumes the noise or sight it detected was something innocent and disregards the detection. This ability can only be used once during a given Stealth attempt. If the same creature detects the secret agent's presence again, the ability has no effect.

Hidden Talent (Ex): Constantly pretending to be something or someone he is not, the secret agent eventually actually gains the talents of some of his false identities. At 13th level the secret agent may take any one talent from another class (something that specifically lists itself as a talent, such as a rogue's talents or the talents of other Anachronistic Adventurer classes and their archetypes). The secret agent must meet any prerequisite the talent requires. If the talent has an effect based on level, the secret agent uses his class level. At 17th level he gains a second hidden talent. At each level after 13th, the secret agent may change one hidden talent when he gains his new level.

THEOSOPHIST

The theosophist is a student of the esoteric and often forbidden arts of ritual magic. They are often seen as villains and thought insane (sometimes driven to madness by the very eldritch sources from which they learned their rituals) and believed to be in league with horrific, inhuman entities which they often seek to summon. Among the few theosophists who are seen as allies of civilization, most are drawn to the supernatural powers of rituals by the sheer thrill of breaking the rules of the universe, though certainly some seek rituals only as one of the few effective tools mortals can use against elder horrors, undead tyrants, and ravenous shapeshifters.

While any *Anachronistic Adventures* class can take the theosophist archetype, it is most common among daredevils for two reasons. First, in the modern world most *Anachronistic Adventures* campaigns are set in, only the extremely bold (and slightly foolhardy) dare explore the dangerous ruins where eldritch lore is most likely to be found. Second, the ritual magic that forms the backbone of the archetype's abilities is dangerous, and the daredevil's dauntless surge ability can help offset the risk of using such magic.

The theosophist uses the ritual rules from **Chapter 4: Eldritch and Mysterious Powers**

Bonus Feats: The theosophist receives Ritualist I as a bonus feat at 1st level. He also receives Ritualist II as a bonus feat at 9th level, and Ritualist III as a bonus feat at 13th level. He does not have to meet the prerequisites for these feats.

Efficient Rituals (Ex): As a ritualist begins to master the art of ritual magic, he learns to use less and less special incenses and oils to complete them. At 5th level, the ritualist pays only 75% of the normal additional cost of a ritual (though he still must fulfill the components of the spell to be produced by the ritual). His efficiency increases again at 13th level, reducing the additional cost of a ritual to 50% of normal.

Rapid Rituals (Ex): As a ritualist learns to master the phrases and gestures required to complete rituals, he manages to take less and less time when performing his rituals. At 9th level, the ritualist takes only 75% of the normal additional time of a ritual (though he still must fulfill the full casting time of the spell to be produced by the ritual). His alacrity increases again at 17th level, reducing the additional time of a ritual to 50% of normal.

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."



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

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.

TABLE 2:1 — 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

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/Shaman: A volur who selects the druid or shaman spell list must have an alignment that is at least partially neutral. Additionally, the volur cannot cast spells of an alignment opposed to his

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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.

TABLE 2:2 — 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

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.

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/Shaman: A volur who chooses the witch or shaman spell list is restricted from knowing any spells that deal with or modify prepared spells, hexes, familiars, or other witch or shaman 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.

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.

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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 decides 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

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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.



ANACHRONISTIC ADVENTURES

PROGRESS LEVELS AND EQUIPMENT

A typical Pathfinder Roleplaying Game campaign assumes a level of technology somewhere between the Ancient World and the Age of Reason, with melee weapons common, animal power and sails the height of transportation, and firearms rare if present at all. *Anachronistic Adventures* are assumed to either take place in campaigns with technology closer to that of 1800 to 1944 in the real world, or one where characters from such advanced civilizations are sent to more medieval worlds. In either case, *Anachronistic Adventures* characters are likely to be familiar with more technology from realms with greater scientific progress than a typical fighter or rogue. That means an enforcer is very likely to know how to drive a car, but may not know what to do with a horse after a long, hard ride.

To simulate this era-dependent change in available technology and proficiency, the *Anachronistic Adventures* 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. A typical fantasy campaign is generally a PL 1 or PL 2 campaign, with some early elements of PL3 possible present. This book assumes your *Anachronistic Adventures* campaigns will be PL 3 or PL 4. For games set in worlds closer to modern technology, or even the future, PLs 5, 6, 7, and 8 cover a potential advancement in technology beyond even the pulp-era action of this volume. The Progress Levels are briefly outlined below.

PL 0: STONE AGE

The major achievements of a Stone Age society are the use of fire, the domestication of animals, and the invention of agriculture. Communication beyond the local tribe or settlement doesn't exist.

PL 1: BRONZE/IRON AGE

In a Bronze/Iron Age society, advances in pottery, construction, and agriculture allow for the concentration of populations into larger and larger groups, with a corresponding upswing in the accumulation and sharing of knowledge. The rise of nations, city-states, and empires begins in the Bronze Age. Organized efforts to improve communications allow regional societies to exist. The sword replaces the club and the dagger as the preferred weapon of infantry.

PL 2: MIDDLE AGES

Developments continue in architecture, commerce, metallurgy, and mathematics. Wider dissemination of information becomes possible thanks to more advanced printing techniques. Sea communications dominate in the later part of this stage of development, and sturdy seafaring carracks and galleons open the door to the next Progress Level. As populations increase and knowledge of agriculture evolves, an increasing percentage of the population relocates into growing cities and towns. Toward the end of this Progress Level, the feudal system, in which a small class of nobles rules a large population of agricultural workers, begins to collapse. Specialized crafts develop, universities appear, and the middle class is born. The first corporations emerge in the form of trade guilds. The evolution of strong systems of trade and finance tends to distribute a society's wealth more evenly among its members, diluting the power of the nobility. Tools of warfare undergo a significant revolution. Sophisticated chain and plate armors protect warriors from harm, and elaborate fortifications become something of an art form. Toward the end of the Middle Ages, the introduction of simple gunpowder weapons signals the imminent end of knights, heavy armor, and organized armies of swordsmen.

PL 3: AGE OF REASON

The scientific method improves humankind's understanding of the world. Experimentation becomes the means by which the physical properties of nature are systematically examined. Instruments such as microscopes and telescopes enable scientists to greatly extend the range of their observations and discoveries, but remain rare and

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expensive. While PL 3 includes the introduction of the flintlock, many fantasy campaigns assume some PL 3 institutions and equipment have come to exist, perhaps through magic.

PL 4: INDUSTRIAL AGE

In the fourth Progress Level, the theoretical knowledge of the previous era matures into widespread practical application. The harnessing of hydraulic, steam, and electric power creates an explosion of commerce and industry. Developments such as the telegraph, the telephone, and the radio make true global communication possible. Breakthroughs in manufacturing techniques allow the construction of heavy ironclad vessels, rail transportation, and architecture of previously unimaginable size. Pioneers venture high into the atmosphere and descend into the sea's depths. This is the PL of much of the Old West, as well as WWI and WWII. Most pulp stories take place in a PL 4 setting, and it's the most common PL for *Anachronistic Adventures* campaigns.

PL 5: INFORMATION AGE

The Industrial Age relied on chemical power, but in the Information Age, computer technology and electronics rule supreme. Satellite information systems and the Internet connect the globe digitally. This Progress Level represents the current "modern" world, and is the upper PL supported in any meaningful way by *Anachronistic Adventures*.

PL 6: FUSION AGE

The development of fusion power provides an efficient, nonexpendable energy source that almost obliterates the need for chemical fuel sources. Relative to the real world, this is the near future that always seems just over the horizon, and just beyond the outer limits of the assumed scope of *Anachronistic Adventures* line.

PL 7: GRAVITY AGE

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



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PL 8: ENERGY AGE

Powerful personal force screens and energy weapons dominate the battlefield, as projectile weapons finally disappear after ruling the battlefield for a thousand years. This is space opera, where technology can do things that seemed in previous eras to violate the laws of physics. If any PL 8 technology is used in an *Anachronistic Adventures* it is sufficiently advanced so as to be indistinguishable from (and can use the rules for) magic.

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 WWI US dogface is going to be able to use a dagger, hand axe, pistol and rifle with ease, as these are the martial weapons of his era. When faced with weapons of a fantasy campaign he can probably figure out a crossbow without much difficulty and may have used a sling as a child, but likely has no experience with a longbow, flail, trident, or even a greatsword. He's not helpless if forced to fight with these weapons, most have easily understood principles, but he's not "proficient" with their use, and thus suffers a penalty.

Of course this lack of familiarity goes much further than just weapons. Our dogface is similarly unfamiliar with how to put on the clothes of a fantasy-medieval campaign, has no idea how to use a sunrod until he's shown, and can't make full use out of the gear in a PL 2 climber's kit. These deficiencies don't make him unable to use such items at all; he just suffers a nonproficiency penalty when the accurate use of such items is important enough to require a skill or ability check. In much the same way a modern computer

would baffle a scientist from 1930, 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.

Every character is assumed to be proficient with a single PL, normally representing his upbringing. When faced with devices of different PLs he suffers a -4 penalty to any relevant skill check until he has become acclimated to a specific device or set of tools (at the GM's discretion, but normally taking weeks or months of use), or he opts to take the Progress Level Proficiency feat. In many cases this nonproficiency doesn't matter much—a US marine wearing a Roman legionnaire's uniform wrong doesn't make it more difficult to sit, walk, or run (it's not THAT hard to find a comfortable way to wear clothes), but it does apply a -4 penalty to Disguise checks to attempt to pass as a native of Rome.

ARMOR AND WEAPON PL PROFICIENCIES

What weapons are considered simple, martial, or exotic, vary by PL (as noted below). As long as a character is familiar with a specific weapon, however, it doesn't matter what PL that weapon is from. Armor is also PL-specific, but the changes are more subtle. If a character wears armor that is from a PL more than 2 away from his own PL proficiency takes an additional -1 armor check penalty.

PL 0: STONE AGE

Stone age characters are self-sufficient, but have little experience with tools and weapons more advanced than torches and slings. Characters from this era should be considered to be trained in Knowledge (nature) and Survival even if they have no ranks, but are illiterate unless taught to read and write. They grasp simple concepts such as levers and chisels, but may or may not be familiar with the wheel.

Firearms: Not only are PL 0 characters not familiar with firearms, they don't even know how to use them unless they see such weapons in action, and even then they must either be instructed, or make a DC 15 Intelligence check.

CHAPTER 3: PLs AND EQUIPMENT

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

Bronze age characters have the benefits of most of the advantages of civilization, and should be considered literate and educated unless a character's specific background dictates otherwise. The idea of science as a pursuit exists, but true scientific methods doesn't exist, and superstition is often taught as fact. Some early PL 2 devices may be present, but devices from beyond PL 2 are largely mysterious, and like PL 0 characters attempting to use firearms, use is impossible without observing the objects in use or some level of instruction.

Firearms: A PL 1 campaign normally does not have firearms of any kind.

Weapon Proficiencies: The weapon proficiencies for a PL 1 campaign are unchanged from the standard Pathfinder Roleplaying Game rules.

PL 2: MIDDLE AGES

Proficiency with PL 2 technology means knowing how to use a broad range of man- and animal-powered devices, but no familiarity with electricity, internal combustion engines, keyboards, telephones, or digital devices. Characters are familiar with the basics of gears, mechanics, and levers, but only characters trained in Knowledge (engineering) should be considered to have any idea how more complex devices such as clockworks function. Even characters without ranks in Handle Animal, Ride, or Survival know the basics of getting along with and riding animals and how to see to their basic needs, in much the same way modern people don't need to be car mechanics or race car drivers to follow the rules of the road and put gas in their vehicles. Some early PL 3 devices may be present, but devices from beyond PL 3 are largely mysterious, and like PL 0 characters attempting to use firearms, use is impossible without observing the objects in use or some level of instruction.

Firearms: If a PL 2 campaign has firearms at all, they use the Very Rare Firearms rules from *Pathfinder Roleplaying Game Ultimate Combat*.

Weapon Proficiencies: The weapon proficiencies for a PL 2 campaign are unchanged from the standard Pathfinder Roleplaying Game rules.

PL 3: AGE OF REASON

A PL 3 campaign has a number of technologies emerging, with investigations into electricity and light, simple batteries available, and glass and delicate scientific equipment more readily available than the early materials of PL 2. The idea of the scientific method is common in a PL 3 campaign, so even though most characters still aren't familiar with more advanced devices, they



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can attempt to determine how such things work (allowing them to use such devices, though they still take a -4 nonproficiency penalty for doing so).

Firearms: Most PL 3 campaigns use the Emerging Firearms rules from *Pathfinder Roleplaying Game Ultimate Combat*. If a campaign is set in a “late” PL 3 game that’s moving closer to the advances of a PL 4 campaign, the Commonplace Guns rules may be used instead.

Weapon Proficiencies: The weapon proficiencies for a PL 3 campaign are unchanged from the standard Pathfinder Roleplaying Game rules.

PL 4: INDUSTRIAL AGE

In the industrial age, technology takes leaps forward, and advances are often noticeable within a single lifetime. Early analog computers become available, canned foods make it easier to stockpile for emergencies or long expeditions, and powered flight becomes commonplace. Urbanization and specialization mean characters are no longer assumed to know how to handle animals or get along in the wilds at a basic level without at least 1 rank in appropriate skills, but every character is assumed to know the basics of using guns, calculating machines, and powered vehicles, and an effort can be made to at least operate any device regardless of PL.

Firearms: Most PL 4 campaigns use the Guns Everywhere rules from *Pathfinder Roleplaying Game Ultimate Combat*, as well as the Modern Firearms rules presented in the Firearms section of this chapter.

Simple Weapons: Unarmed strike, dagger, light mace, heavy mace, sickle, club, morningstar, short spear, handaxe, firearms.

Martial Weapons: Throwing axe, light hammer, light pick, sap, short sword, rapier, scimitar, siege firearms. Any character that gains martial weapon proficiency as a class feature may also select 4 other weapons (of which 2 may be exotic) with which to be proficient, to represent cultural training in specific weapons. All other simple and martial weapons are exotic weapons at this PL.

PL 5: INFORMATION AGE

Characters in the industrial age are considered familiar with most computers, including hand-held computing devices, but they suffer the same lack of automatic familiarity with animals and the wilds as PL 4 characters, and many man-powered tools with a specific technique required for use (fire bows, slings, abacus) are mysterious without a successful DC 15 Intelligence check.

Firearms: PL 5 uses the Guns Everywhere rules from *Pathfinder Roleplaying Game: Ultimate Combat*, except that early firearms are seen as antiques and once again become exotic weapons. It also has access to the Modern Firearms rules presented in the Firearms section of this chapter.

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

Martial Weapons: Morningstar, throwing axe, handaxe, light hammer, light pick, sap, short sword, rapier, scimitar. Any character that gains martial weapon proficiency as a class feature may also select 4 other weapons (which may be exotic) with which to be proficient, to represent cultural training in specific weapons. All other simple and martial weapons are exotic weapons at this PL.

ANACHRONISTIC EQUIPMENT

As campaign settings move further from the pseudo-medieval technology typical for The Pathfinder Roleplaying Game, new equipment becomes available, old equipment becomes rare, and prices can fluctuate wildly. Below are some typical and iconic examples of equipment available in PL 3: Age of reason and PL 4: Industrial Age campaigns. Because the focus of *Anachronistic Adventures* is pulp-style adventure, these equipment lists don’t go any further than PL 4, leaving the higher-technology items of the Information Age, Fusion Age, Gravity Age, and Energy Age out of the picture.

Of course it’s up to a GM to decide exactly what’s available in a given campaign, and it would take a book much bigger than this one to touch on even a fraction of every conceivable tool, food item, piece of clothing, and knick-knack a character could buy in a game set in the 1700s. Or 1800s. Or 1935. As a result this section is, of necessity, more guidelines and examples than an effort at a comprehensive equipment list.

As a result, these equipment lists aren’t any more accurate to a specific time period than those in the *Pathfinder Roleplaying Game Core Rulebook*, and like those lists do not represent any specific real-world time frame. Thankfully, there are plenty of real-world resources a GM can turn to when running a game with a specific level of technology.

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If a player asks if she can buy bubble gum for a character playing in a game set during 1916, it's the work of but a minute of Internet investigation to determine that while commercial chewing gum has been around since 1848 (and existed for thousands of years before that), bubble gum didn't come on the scene until 1928.

To keep the GM from having to spend too much time looking up specific equipment requests, players in games tied to the technology of a specific era should take it upon themselves to present evidence that a bit of gear they desire is available, as well as evidence of an era-appropriate price. Doing such legwork is no guarantee a GM will allow the new equipment. Yes, 8-foot long, 100 lb. "punt guns" really existed – don't expect GMs to let you buy one, for the same reason most Pathfinder Roleplaying Game players aren't allowed to push a catapult with them to every adventure.

PL ADJUSTMENTS TO CORE GEAR

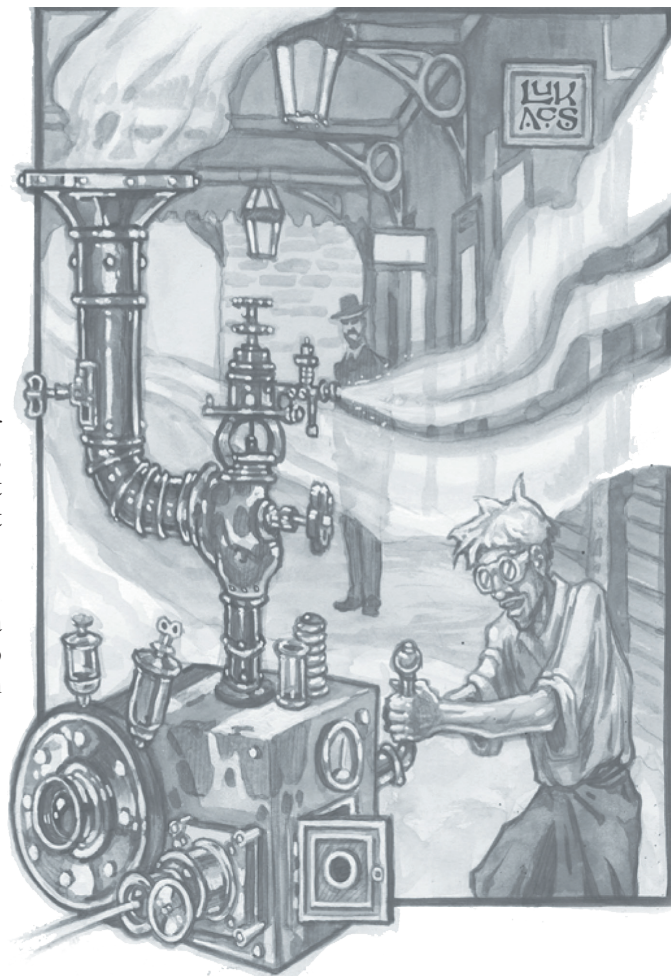
Equipment, weapons, and even alchemical materials bought from standard Pathfinder Roleplaying Game books are considered PL3 unless the equipment says otherwise, or the equipment is clearly emulating a different Progress Level. However, in a higher-PL campaign setting, even when the same equipment is bought for the same cost, it's now being created with higher-PL technology, and that provides benefits. In many cases, "modern" equipment can be treated as little more than higher-PL gear – a bulletproof vest is a PL5 chain shirt, an electric lantern is an oil lantern that works on batteries, and a soldier's combat uniform is a PL 4 soldier's uniform.

Higher PL Weapons and Armor: Higher PL weapons and armor have a bonus to hardness and hit points equal to their true PL minus their base PL (which defaults to PL 3). Thus while a PL 3 short sword has hardness 10 and 5 hp, the same short sword bought in a PL 5 campaign has hardness 12 and 7 hp, as a result of improved metallurgy, better weaponsmithing techniques, and the advance of weaponsmithing tools and technology.

When a higher-PL weapon is used to attack a creature wearing lower-PL armor, or a lower-PL object, the weapon gains a +1 circumstance bonus to attack and damage rolls. This does not apply to attacks against masterwork or magic armor and

Higher PL Toolkits: Toolkits designed at higher PLs also see a significant benefit, as better materials are combined with new tools and techniques discovered through generations of experimentation, tools and kits often provide greater bonuses. If a specific higher-PL version of a kit or tool is not given (see healer's kit: PL 3 and healer's kit: PL 4, below), it can either be superior, or lighter.

Superior tools and kits increase any bonus they grant to skills and checks by +1 for every 2 PL the kit is above its base PL (which defaults to PL 3 unless otherwise specified). Most tools that are required to use a skill without penalty are treated as having a base +0 circumstance bonus to that skill. Thus a set of superior PL 5 artisan's tool for



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Craft (weapon) grant a +1 bonus to Craft (weapon) checks made with them (and a masterwork set of PL 4 artisan tools would grant a +3 circumstance bonus to such checks).

Lighter tools and kits weigh 20% less for each PL they are above the equipment's base PL, to a maximum decrease of 80%. Thus a set of lighter PL 4 thieves tools weigh 0.8 lbs., rather than the normal 1 lb.

Other Higher PL Equipment: Other kinds of equipment tend not to benefit as much from being built at a higher PL—the benefits of being crafted with better methods and materials is generally used to make the items more appealing (so more people will buy them) or grant long-term benefits that don't impact their game statistics (a PL 5 bear trap is less likely to rust, needs its spring replaced less often, and stacks more conveniently with others of its kind than a PL 3 bear trap, but none of those benefits are significant enough to change how it works in game terms). A GM may grant other equipment the benefit of armor, weapons, or kits and tools, if the GM decides such improvements are appropriate.

PRICING

The cost for these items is given in gp, despite the fact gold isn't a common currency in many of the modern campaigns where *Anachronistic Adventures* games take place. Since any *Anachronistic Adventures* campaign is going to use a great deal of equipment from other books for the Pathfinder Roleplaying Game, it makes the most sense to keep a consistent monetary unit for this book. In a campaign set in some variant of the Real World, it's easy enough to decide that 1 gp = \$10, or \$100, or any other exchange rate that makes pricing seem reasonable. Given the vagaries of inflation and regional market fluctuation, any effort at real-world pricing given here would be unlikely to accurately represent any specific historic period in any case.

The listed prices for weapons and equipment assume that such things are common in the campaign setting, and available for sale to the general public. If the GM is running an *Anachronistic Adventures* game where the PCs are transported to a typical fantasy campaign setting (with no reliable way to get home), and only a few things from their homeworld are available for sale in their new surrounds (as rare artifacts, relics mistaken for magic items, or mysteries only scholar show interest in), such prices could easily be x10 times or x100 times higher.

The firearms prices are already reduced for the Guns Everywhere rules. In games that aren't Guns Everywhere settings, multiply all these costs by x10.

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

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

It's for exactly the same reason a character can impale himself on a lance, slit his wrists with a dagger, or hit himself between the eyes with a greataxe and not die. Game mechanically, it's for balance and to keep some random NPC from doing the same thing to a character and killing that character in one blow. Realistically, it's because characters in a roleplaying game can get away with doing all sorts of stupid things that would leave real people dead or maimed, and we simply accept that as part of the heroic adventure genre. Within the context of the fictional game world, many campaigns have official or unofficial reasons that explain why heroes survive such acts. What those reasons are doesn't matter for purposes of this product, but they should apply to firearms and medieval weapons of death equally.

The rules in *Anachronistic Adventures* assume any weapon attack that doesn't put you down just wasn't a solid hit, regardless of the source. Club blows happen to catch a buckle and have much of their force deflected, swords only scratch you, and bullets whiz by your ear leaving powder burns. Or they pass cleanly through the meat of your leg without hitting anything vital or causing shock. Or they hit the brick wall next to you and the damage dealt is from one tiny bit of shrapnel that *didn't* miss your flesh. The ability to survive bullet wounds is no more amazing than the ability to survive lance charges, *fireballs*, or being swallowed whole by a Tyrannosaurus Rex.

Modern firearms are effective and dangerous weapons, and they have options most weapons don't, but there's no need for complex new rules to describe how they deal damage.

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PL 4 MODERN FIREARMS

Modern One-Handed Firearms	Cost	Dmg (M)	Critical	Range	Misfire	Capacity	Weight	Type	Special
Colt 1911 Pistol	50 gp	1d10	x4	20 ft.	1	7	2.5 lbs.	B and P	—
Nagant M1895 Revolver	40 gp	1d8	x4	20 ft.	1	7	>4 lbs.	B and P	—
Modern Two-Handed Firearms	Cost	Dmg (M)	Critical	Range	Misfire	Capacity	Weight	Type	Special
Flamethrower, Lawrence 1917	80 gp	4d6	—	—	—	6	20 lbs.	Fire	—
Fuel tank	50 gp	—	—	—	—	—	40 lbs.	—	—
Light machine gun, Madsen	100 gp	2d6	x4	100 ft.	1–2	20, 30, or 40	20 lbs.	B and P	Automatic
Machine gun, Maxim M1910	150 gp	2d8	x4	120 ft.	1–2	250	140 lbs.	B and P	Automatic
Rifle, Mosin-Nagant M1891	50 gp	1d10	x4	80 ft.	1	5	9 lbs.	B and P	—
Thompson Submachine Gun	200 gp	1d10	x4	40 ft.	1–2	20 or 50	11 lbs.	B and P	Automatic

SIEGE FIREARMS

Siege Firearm	Cost	Dmg (M)	Critical	Range	Misfire	Weight	Type	Crew	Aim	Load
Aasen mortar	50 gp	6d6	x3	200 ft. (50 ft. min.)	1	50 lbs.	B, P, and S	1	0	1
Hotchkiss 6 pounder	200 gp	8d6	x3	300 ft.	1	Special	B, P, and S	2	0	2

MODERN EXPLOSIVES

Explosive	Cost	Dmg (M)	Critical	Range	Misfire	Weight	Type	Special
Gas cylinder	30 gp	See description	—	—	—	50 lbs.	—	See description
M1914 grenade (concussion)	5 gp	3d6	x2	20 ft.	—	1 lb.	B	See description
M1914 grenade (fragmentation)	8 gp	4d6	x2	20 ft.	—	1 lb.	B, P, and S	See description
M1917 chemical grenade	10 gp	See description	—	20 ft.	—	2 lbs.	Acid	See description

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WHY DOES STRENGTH ADD TO MY CMB FOR BURST FIRE?

There are two answers to this question. The first is the in-story answer, which is that the stronger a character is, the more easily he can fight the tendency of automatic weapons to “climb” when they fire a lot of bullets very quickly. The recoil of firearms is compounded when its rate of fire is multiplied as is the case with burst fire, so a character’s Strength is more important when making burst fire attacks than with single attack rolls made with a modern personal firearm. The second is a practical game mechanical answer, which is that it keeps things simple and explains why muscle-bound action heroes do so well with automatic weapons. The CMB/CMD mechanic is the standard for combat maneuvers, and using it for burst fire both keeps things simple, and gives *Anachronistic Adventures* characters using firearms a good reason to want a high Strength, which matches the adventure fiction that inspires such character ideas.

Modern Firearm Attacks: Any modern firearm (PL 4 or higher) can be fired much more rapidly than a bow can be shot, and indeed more quickly than typical melee weapons can be used to make attacks. To represent this, a character can “unload,” making a single attack with such weapons as a move action, though with a -2 attack penalty.

If combined with making a single attack as a standard action, this allows even 1st-level characters to make two attacks per round with a modern personal firearm (one at his normal attack bonus as a standard action, and an unload attack at -2 as a move action).

Automatic Weapon Quality: Modern firearms include a new type of firearm—the automatic firearm. A weapon with the automatic weapon quality fires a burst of bullets with a single pull of the trigger. Unless otherwise specified, an automatic weapon can only be used for burst fire and walking fire, not single-shot attacks.

BURST FIRE

Some modern personal firearms have the ability to burst fire (indicated by the automatic special feature on **Table: Modern Firearms**). As a standard action, make a CMB check against your opponent’s CMD. On a successful check, you hit the target. For every 5 your CMB check exceeds the target’s CMD, the target is hit by an additional attack. Burst fire damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the *blur*, *invisibility*, or *mirror image* spells, do not foil an automatic weapon’s burst attack (but do grant the target a +5 bonus to CMD against the attack). If any of the attack rolls threaten a critical hit, confirm the critical for that attack roll alone. Burst fire requires you expend at least 3 rounds of ammunition, and you can expend up to 10 rounds (if your weapon has that much ammunition). You cannot hit the target with more attacks than rounds of ammunition expended. You cannot deal precision damage (including sneak attacks, and any damage type that specifies it does not work beyond 30 feet) with a burst fire attack.

WALKING FIRE

Modern weapons with the automatic special feature can also be used to create a walking line of fire, attacking all creatures in a line. This line starts from any corner of your space and extends to the limit of the weapon’s 1st range increment or until it strikes a barrier it cannot penetrate. It makes a separate attack roll against each creature in the line. Each creature in the line can only be attacked with one bullet from each walking fire. Each attack roll takes a -2 penalty to account for recoil, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the *blur*, *invisibility*, or *mirror image* spells, do not foil an automatic weapon’s line attack. If any of the attack rolls threaten a critical hit, confirm the critical for that attack roll alone. An automatic weapon misfires only if all of the attack rolls made misfire. A single attack with an automatic weapon fires 10 bullets. An automatic weapon cannot fire single bullets that target one creature. When taking a full-attack action with an automatic weapon, you can fire as many bursts in a round as you have attacks.

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Range: These weapons have a maximum range of 50 times their range increment. Obviously it's nearly impossible to hit a specific target at such range, but the bullet will travel the distance. Weapons with the "scatter" property are an exception to this rule and have a maximum range of 10 times their range increment.

Capacity: Modern firearms typically have a much greater capacity than earlier firearms, and are frequently easier to load. When making a full-attack action with a single-shot or semi-automatic firearm, you may fire a firearm as many times in a round as

you have attacks, up to the number of cartridges in the weapon (or more, if you can reload the weapon as a swift or free action while making a full-attack action).

Loading Modern Firearms: With the exception of antique weapons, almost all modern firearms are chamber-loaded, in that a plastic or brass cartridge is inserted directly into the chamber either by hand or by an ammunition-feeding mechanism such as a magazine or clip. Otherwise, loading follows the rules for advanced firearms. Other rules for loading a firearm depend on the firearm's overall capacity and replaceable magazine capability.

Internal Magazine Firearms: Some firearms, such as modern shotguns, bolt-actions, lever-actions, and older styles such as revolvers, retain their ammunition internally, either through a permanently attached tube-feed magazine, an internal holding chamber, or a revolving cylinder, along with more archaic designs. Unless otherwise stated, it is a move action to load up to 6 rounds of ammunition into a one-handed or two-handed modern firearm of this nature.

Magazines: Reloading devices such as clips, ammo belts, "stripper clips," speedloaders, and detachable magazines allow many modern firearms to be reloaded more quickly than their predecessors, with the entire magazine being replaced relatively swiftly. Such firearms require a swift action to load a one-handed or two-handed advanced firearm to the capacity of the replacement magazine.



WEAPON DESCRIPTIONS

In addition to any of the Advanced Firearms found in *Pathfinder Roleplaying Game: Ultimate Combat*, the following modern firearms are common in many PL4 anachronistic campaigns.

Colt 1911 Pistol: Developed in response to the need for a pistol with greater stopping power, the Colt 1911 pistol is the iconic firearm of the pulp era. In the real world, it saw service (with minor modifications) in the U.S. military from 1911 to 1986, and is still regarded by many as one of the finest, most reliable firearms in the world. It has a seven-round magazine.

Flamethrower: One of the most infamous devices to evolve as a result of trench warfare, the flamethrower is still in its infancy in the early twentieth century. The device consists of a cumbersome backpack of two tanks and a swivel-mounted, handheld projection unit, or "lance."

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When the device is aimed and a small hand lever depressed, a small gas burner ignites the oil, which is propelled forth in a blazing stream of intense flame. A flamethrower with full tanks is capable of unleashing up to 6 charges of ignited oil, to devastating effect.

When using a flamethrower, the wielder projects a 60-foot-long line of fire, attempting a separate attack roll against each creature within the line. Each attack roll takes a -2 penalty, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the blur, invisibility, or mirror image spells, do not foil this line attack. If any of the rolls threatens a critical hit, the wielder confirms the critical for that roll alone.

All affected creatures take 4d6 points of damage, and any creature hit by the flaming stream must also succeed at a DC 20 Reflex save or catch fire, taking an additional 2d6 points of damage each round until the flames are extinguished. A burning creature can attempt a new save as a full-round action, and dropping and rolling on the ground grants a +2 bonus on this save.

The device's tanks and backpacks are awkward, and the wielder takes a -4 armor check penalty when wearing the cumbersome device. In addition, the tanks have hardness 10 and 5 hit points, and if the tank is ruptured in the presence of any adjacent flame (including the device's own gas igniter), a mighty conflagration erupts, the wielder takes 6d6 points of fire damage, and all creatures within a 20-foot radius take 3d6 points of fire damage (Reflex DC 20 for half). Any creatures who take damage must succeed at a DC 20 Reflex save or catch on fire.

Flamethrower Fuel Tank: This pair of tanks—one filled with oil, and the other a propellant—provides enough flammable material to use a flamethrower six times.

Light Machine Gun: This imposing machine gun is light enough to be transported and wielded by a single user. Chambered for the military in 7.62.54mm, this machine gun uses a top-loading, detachable 20-, 30-, or 40-round magazine. Like most machine guns, it is only capable of automatic fire.

Machine Gun: This heavy machine gun uses 7.62.54mm ammunition in 250-round belts. Although a single person can fire a Maxim, it typically has a two-person crew: the gunner, and a loader who assists with feeding the ammunition belt into the weapon. As a full-round action, the loader can use a special aid another action to grant the gunner a +2 bonus on his next attack roll. Because of its size and heavy weight, this gun is often either mounted on a wheeled chassis with a gun shield for trench defensive use, or on the back of a horse-drawn wagon. Assuming a user can even lift the weapon, firing a Maxim M1910 machine gun that is not mounted imparts a -4 penalty on attack rolls and the recoil knocks the wielder prone. The machine gun is automatic-fire only. The armored shield provides cover when firing the weapon from the prone position.

Nagant M1895 Revolver: This firearm is identical in operation to the advanced firearms revolver, though it has a capacity of 7 instead of 6.

Rifle: This bolt-action rifle is the mainstay of military forces. It is similar to the advanced firearms rifle with the following differences. It uses the same 7.62.54mmR ammunition as the machine gun, and is fed from a 5-round internal, nondetachable magazine that is typically loaded with 5-round stripper clips (loading it is a move action). Without stripper clips, you may only reload up to 2 rounds of ammunition as a move action. Ammunition is typically sold in groups of 5 rounds. The rifle has a lug for the attachment of a socket bayonet, and can be equipped with a unique sidemount scope system.

Thompson Submachine Gun: Designed for the trench warfare of WWI, the Thompson Submachine Gun was produced too late to see use in that conflict. It can be equipped with either a 20-round stick magazine, or a 50-round drum magazine (for an additional 10 gp and 2 lbs. of weight), firing the same .45 round as the Colt 1911 pistol. The Thompson quickly became a favorite of American mobsters in the 1920s and 30s, and gained numerous nicknames such as the Tommygun and Chicago Typewriter (due to the loud chattering sound of the drum magazine). It can fire in both automatic and single-shot modes.

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SIEGE FIREARMS

Mortar: A mortar is an indirect-fire advanced siege firearm, consisting of a heavy steel barrel, a loading mechanism, and a folding bipod stand, and is used to launch explosives to penetrate enemy defensive lines. Aiming a mortar is part of the standard action required to fire it. Reloading the mortar is a full-round action, and the user loads a grenade-like projectile into the breech of the weapon's steel barrel, along with a blank rifle round that propels the bomb when triggered. The weapon uses indirect fire to lob bombs in slow-moving, high arcs, and the user targets a specific square. Mortars can also be fired as direct-fire siege engines. When used for direct fire, they take a –4 penalty on attack rolls and their range increment is halved, but they do not have a minimum range. After the point of impact is determined, the shell explodes and deals 6d6 points of bludgeoning, piercing, and slashing damage to all creatures in a 30-foot radius (Reflex DC 20 for half). A mortar has hardness 10 and 35 hit points; it fires special, finned fragmentation bombs that cost 10 gp each and weigh 4 pounds each.

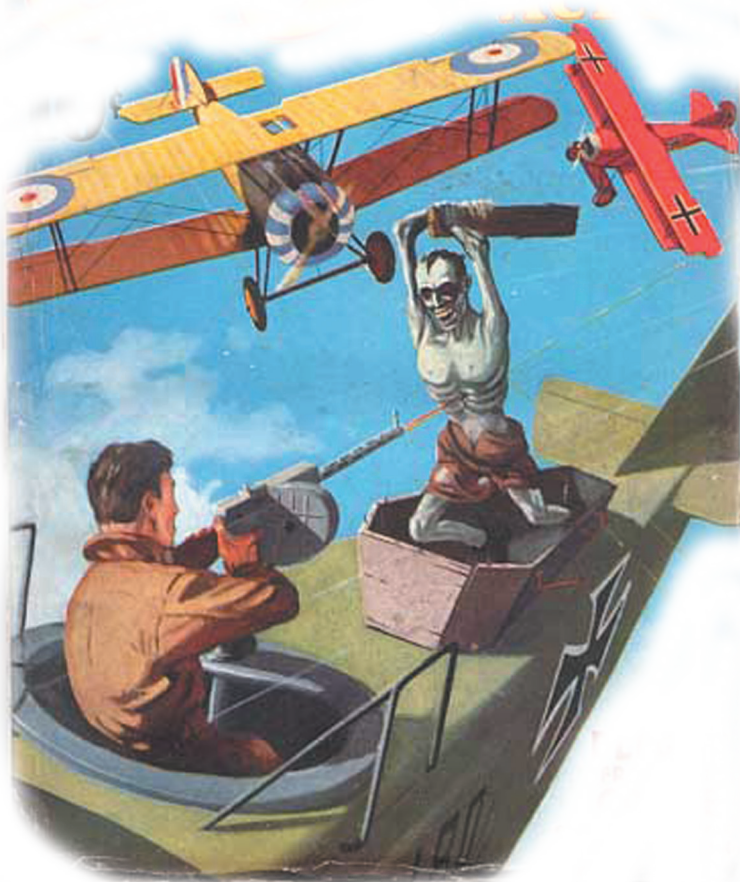
These bombs usually arrive on the battlefield in wooden cases containing 6 mortars each.

6 pounder: The 6 pounder is a direct-fire advanced siege firearm that must be mounted in place on a vehicle to be used. It fires high explosive (HE) shells that deal 8d6 points of bludgeoning, piercing, and slashing damage in a 30-foot radius around the point of impact (Reflex DC 20 for half). A 6 pounder is a Medium weapon and has hardness 10 and 70 hit points. High explosive shells cost 25 gp each and weigh 6 pounds each.

EXPLOSIVES

The following explosives shook the battlefields of the Great War. Making an attack with a grenade is similar to throwing a splash weapon. Specific details for the explosives are listed in their descriptions.

Gas Cylinder (Mustard Gas): This large metal canister releases a cloud of toxic gas. It is usually placed on the ground and triggered so that the wind blows the gas toward enemy positions. Normally, multiple gas cylinders are placed in line and triggered together to cover a wider area of the battlefield. First, determine what direction the wind is blowing by rolling 1d4 (1 is north, 2 is east, 3 is south, and 4 is west). When triggered, a gas cylinder releases a cloud of mustard gas on in a 15-foot cone. On the following 2 rounds, the cloud extends by an additional 15-foot square away from the canister, forming a 15-foot-wide, 45-foot-long cloud at the end of 3 rounds. The



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cloud moves with the wind, rolling along the surface of the ground, and disperses after 10 rounds. A strong wind (21+ mph) disperses the cloud in 4 rounds, and a severe wind (31+ mph) disperses it in 1 round.

Mustard Gas: Mustard gas is normally deployed via gas cylinders or chemical grenades. A cloud of mustard gas obscures vision like fog cloud and looks like a bank of fog, except that its vapors are yellowish-brown. Living creatures within a cloud of mustard gas take 3d6 points of acid damage when first exposed to the gas and must succeed at a DC 18 Fortitude save each round or become nauseated and blinded for as long as they are in the cloud and for 1d4+1 rounds after leaving the cloud.

Creatures that succeed at their save but remain in the cloud must continue to save each round on their turn. This is a poison effect. Because mustard gas is heavier than air, its vapors sink to the lowest level of the land, pouring down into holes and trenches. A gas mask protects the wearer from the nausea and blindness effects of mustard gas, though holding one's breath does not.

Grenade, Concussion: This time-delayed concussion grenade is a mainstay of trench warfare. The device appears to be little more than a metal cylinder tapering to a handle containing a spring-loaded lever. To detonate the device, you disengage the safety pin while depressing the handle's lever, which releases the firing pin when thrown. The device detonates at the beginning of your next turn, hopefully in the area you targeted. The device relies on a concussive blast to deal damage, and all creatures within a 20-foot radius take 3d6 points of bludgeoning damage (Reflex DC 15 for half).

Grenade, Fragmentation: Standard grenades can be fitted with an optional fragmentation sleeve. This sleeve converts the normal concussive blasts into a cloud of deadly shrapnel at the expense of a decreased damage radius. The device is armed and detonated in the same manner as a regular grenade, though the explosion radius is reduced to a 15-foot radius and the grenade instead deals 4d6 bludgeoning, piercing, and slashing damage (Reflex DC 15 for half).

Grenade, Chemical: This grenade is modified and enlarged to release a cloud of toxic gas upon detonation. Resembling a large metal can with a small lever and handle protruding from the bottom, the grenade is armed by pulling back on a firing pin held in place by the handle's depressed lever, which is released when thrown. At the beginning of your next turn, the grenade spews forth a cloud of mustard gas in a 20-foot radius. The cloud disperses naturally after 4 rounds; a strong wind (21+ mph) disperses the cloud in 1 round.

OTHER EQUIPMENT

The following equipment is available in most PL 3 and PL 4 campaigns. In many cases the only difference between this equipment and the typical nonmagic equipment from the Pathfinder Roleplaying Game is cost and weight.

ITEM DESCRIPTIONS

Bayonet, Socket: A socket bayonet fits onto a lug mounted on the barrel of some modern firearms. It has the same statistics as a bayonet, but a firearm fitted with a bayonet lug can be fired while the bayonet is in place, albeit with a -2 penalty on attack rolls. Each bayonet is designed for a specific model of firearm.

Bicycle: Bicycles grants +10 bonus to movement as long as the rider is not in rough terrain. Riding a bicycle has the same penalty to actions as riding a horse, but all penalties are 2 greater (4 greater for a penny farthing). A rider uses Ride checks as if riding a horse, but any failed check results in falling prone. Making a Ride check on a bicycle using only 1 hand to control it takes a -5 penalty, and using no hands takes a -10 penalty.

Calculating Machine: An early mechanical calculator, useful for long or complex mathematic procedures, to which it adds a +2 bonus to any applicable skill check.

Canteen: Serves the same function as a waterskin, but is made of tin or aluminum.

Flashlight, 2-cell: An electric light that illuminates as well as a bullseye lantern. Two batteries give it approximately four hours of operating time.

Forensics Kit: A forensics kit contains the tools used to look for evidence at a crime scene. Depending on the Progress Level it is gained at, it may have little more than a magnifying glass, tweezers, and a small bullseye lantern.

At more advanced levels of technology, it may include fingerprinting dust, UV lights, chemical materials designed to react with biological fluids, special low-light electronic goggles, flashlights, sample cases, latex gloves, or even micro-computers able to run DNA tests in the field.

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Equipment	Cost	Weight	PL
Bayonet, socket	5 gp	1 lb.	PL 3/4
Battery cell (2)	1 gp	1/2 lb.	PL 4
Bicycle, penny farthing	1 gp	30 lbs.	PL 3
Bicycle	1 gp	20 lbs.	PL 4
Calculating Machine	5 gp	20 lb.	PL 3
Calculating Machine	4 gp	10 lb.	PL 4
Camera	10 gp	3 lbs.	PL 3/4
Camera film (ten pictures)	5 sp	—	PL 3
Camera glass plate	5 sp	.5 lbs.	PL 4
Canteen	2 sp	4 lbs. (full)	PL 3/4
Carpet bag	1 gp	2 lbs.	PL 3/4
Compass	1 gp	1/2 lb.	PL 3
Compass	1 sp	—	PL 4
Fishhook and line (10)	1 cp	—	PL 3/4
Fishing rod and reel	1 gp	2.5 lbs.	PL 4
Flashlight, 2-cell	5 gp	1.5 lbs.	PL 4
Forensics Kit	50 gp	6 lbs.	PL 3
Forensics Kit	45 gp	5 lbs.	PL 4
Fountain pen	1 gp	—	PL 4
Gas mask	25 gp	1 lb.	PL 4
Gas mask canister	5 gp	1 lb.	PL 4
Inoculations	5 gp	—	PL 4
Lead pencil	1 sp	—	PL 3/4
Leyden jar	1 gp	2.5 lbs.	PL 3
Marine Chronometer (poor)	10 gp	35 lbs.	PL 3

Equipment	Cost	Weight	PL
Marine Chronometer (average)	10 gp	25 lbs.	PL 4
Mechanical clock	1 gp	50 lbs.	PL 3
Mechanical clock	1 gp	20 lbs.	PL 4
Microscope	2 gp	10 lbs.	PL 3
Microscope	2 gp	5 lbs.	PL 4
Newcomen steam engine	60 gp	650 lbs.	PL 3
Moveable type printing press	35gp	250 lbs.	PL 3/4
Pendulum clock	2 gp	25 lbs.	PL 3
Pendulum clock	2 gp	15 lbs.	PL 4
Pocket knife	2 gp	1 lb.	PL 3/4
Portable steam engine	50 gp	500 lbs.	PL4
Radio, field	50 gp	20 lbs.	PL 4
Radio, hand	10 gp	2 lbs.	PL 4
Rations, canned (1 day)	1 sp	1 lb.	PL 4
Rubber eraser	1 sp	—	PL 3/4
Telescope	4 gp	15 lbs	PL 3
Telescope	4 gp	5 lbs	PL 4
Tinderbox	3 cp	1lb.	PL 4
Torch stand	2 cp	2 lbs.	PL 3
Typewriter	25 gp	25 lbs.	PL 4
Scope	25 gp	1 lb.	PL 4
Spyglass	8 gp	1 lb.	PL 3
Spyglass	5 gp	1/2 lb.	PL 4
Steamer trunk	8 gp	35 lbs.	PL 3/4
Watch	4 gp	.5 lbs.	PL 3
Watch	3 gp	—	PL 3

Regardless of the PL of a forensics kit it works the same way in game terms, granting a circumstance bonuses on Appraise or Perception checks involving items that are small or highly detailed (as well as to Sense Motive checks to use the Crime Scene Analysis talent). The value of this bonus is equal to

the kit's PL -3 (minimum 0), so a PL 4 forensics kit adds a +1 circumstance bonus, and a PL 8 kit adds a +5 circumstance bonus. Forensics kits at PL 3 or less add no bonus to such checks, but do allow fine details to be examined without taking penalties for not having the proper tools to do so.

ANACHRONISTIC ADVENTURES

Gas Mask: Gas masks are rubberized-cloth masks fitted with thick glass eyepieces and a charcoal-dust filter in a rectangular canister that screws in near the mouthpiece. A gas mask is worn tightly around the head and face, allowing the user to breathe in hazardous environments. A gas mask grants immunity to inhaled poisons and other non-magical airborne attacks that require you to breathe them, and a +2 bonus on saving throws against magical cloud or magical gas attacks. Using a gas mask imposes a -2 penalty on hearing- and sight-based Perception checks. A gas mask's filter canister can be used for 8 hours before needing to be replaced.

Inoculations: Receiving the appropriate inoculations before travel grants a +2 bonus on saves against disease for 30 days.

Leyden Jar: A glass jar fitting with metal foil and metal terminal, that can store static electricity. An early form of capacitor, mostly used for experimentation.

Marine Chronometer: A timepiece with sufficient accuracy to be used as a portable time standard, useful for navigation at sea. A marine chronometer grants a +2 bonus to Survival checks to navigate (if poor), or a +4 bonus (if average).

Mechanical Clock: A simple, portable, hand-wound clock driven by a spring. It keeps fair time, losing (6 – PL) minutes each week it goes without adjustment, and requiring winding once per day. Much more expensive timepieces exist, with improved timekeeping.

Microscope: A microscope adds its PL to Perception checks when a character takes 20 to observe a very small sample.

Newcomen Steam Engine: One of the first practical steam engines, this device can provide constant power for things such as mine pumps, drills, winches, and other simple mechanical aids. It must be constantly stoked and monitored.

Pendulum Clock: A pendulum-driven clock designed to be mounted on a wall, with weighted chains keeping the pendulum moving. It keeps fair time, losing (5 – PL) minutes each week it goes without adjustment, and requiring the weights to be reset every other day. Much more expensive timepieces exist, with improved timekeeping.

Pocket Knife: A simple cutting tool, that also can serve as a makeshift tool for many skills, reducing the penalty for performing the skill without a tool by half.

Radio, field: A portable transceiver, with a range of roughly 5-15 miles (depending on terrain and weather).

Radio, hand: The original 'walkie-talkie,' with a range of 1-2 miles.

Rations, Canned: The advent of commercial canning allows explorers to carry wet foods (though often salty or overly-sweet) that can last for more than a year without going bad. Opening a can without the appropriate tools is a DC 22 Strength check.

Scope: Scopes are telescopic sights mounted on rifles to increase accuracy at range by magnifying the target. Scopes reduce the penalty for ranged attacks by 1 for each range increment.

Telescope: A true telescope, rather than simple spyglass. This device allows perception checks as a full-round action (which provokes attacks of opportunity) as if an observed point were one-fifth its true distance. More expensive and heavier telescopes may be able to treat distances as 1/10th or 1/20th the true range.

Tinderbox: A tinderbox is a watertight container with flint, firesteel, 5 sulphur tipped matches (treat as tindertwigs) and tinder (typically fibrous material such as hemp). Having a tinderbox allows a character to start a fire with a DC 10 Survival check, and grants a +2 bonus to checks to start fires under difficult conditions.

Torch Stand: A free-standing holder, made of wood or metal, that can keep a torch or candle upright. Most are set to a height of 2-3 feet, though larger torch stands exist.

Watch: A simple hand-wound clock driven by a spring, worn in a pocket or kept on the wrist. It keeps fair time, losing (6 – PL) minutes each day it goes without adjustment, and requiring winding once per day. Much more expensive timepieces exist, with improved timekeeping.

CHAPTER 3: PLs AND EQUIPMENT

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 *Pathfinder Roleplaying Game: 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 tommygun-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.

ANACHRONISTIC ADVENTURES

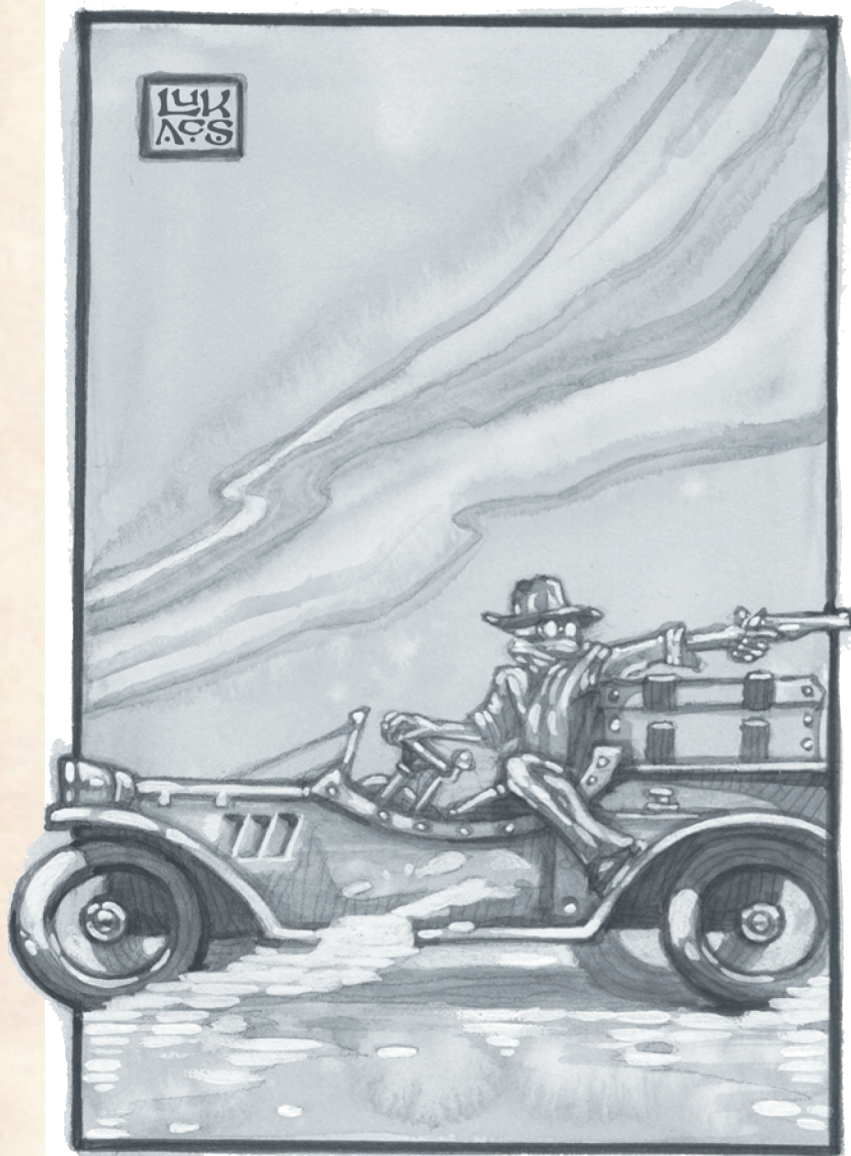
While distance intervals are designed to avoid specific definitions of distances, it's sometimes useful for the GM and players to have some idea how far apart two vehicles are if they're 3 intervals apart. As a general rule, it can be assumed in any given encounter that a distance interval is a number 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 the 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.



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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.

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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, 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.

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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 Zhong 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 out-race 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.

ANACHRONISTIC ADVENTURES

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 *Pathfinder Roleplaying Game: 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

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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

One of the biggest problems with adding vehicles appropriate to a pulp campaign (bikes, jeeps, cars, trucks, tanks, planes, boats, dirigibles, and even warships) to the Pathfinder Roleplaying Game is that it is difficult to measure their impact on an encounter's CR. Since the game naturally assumes that characters are limited to horses and wagons, even wealth-by-level doesn't do a good job of measuring the impact of giving the PCs an airship, or forcing them to face a band of marauding motorcyclists.



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However, vehicles are often an iconic part of the fiction that inspires *Anachronistic Adventures*, and 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 list of vehicles with no considering on potential gameplay and excluding vehicles entirely, 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

Use this template to turn a monster of appropriate size and CR into a vehicle to be used in an encounter.

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).

CHAPTER 3: PLs AND EQUIPMENT

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 *Pathfinder Roleplaying Game: 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) CR1

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) CR4

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 towncar, 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.

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SOPWITH PENDRAGON BIPLANE CR9 (GREATER AIR ELEMENTAL VEHICLE)

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.



CHAPTER 4: ELDRITCH & MYSTERIOUS

ELDRITCH AND MYSTERIOUS POWERS

While many *Anachronistic Adventurers* campaigns include the high-fantasy elements of the Pathfinder Roleplaying Game, either by sending pulp-era characters into classic fantasy setting or bringing fantasy elements into the anachronistic campaign, many also are designed to emulate only the kinds of eldritch and mysterious powers common to fantastic, modern-era adventure stories – Extra-Sensory Perception, or ESP abilities.

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

ESP abilities are a kind of mental power that allow characters to do things that violate the normal rules of the world around them. Most ESP powers fall into two broad categories – the third eye (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” ESP powers work, and then give details for the individual abilities.

ESP 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 ESP 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 ESP energy has little effect on the physical world, ley energy can be focused to impact more ephemeral things, such as memories and ideas.

All characters with ESP 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 characters with ESP 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 ESP ABILITIES

A GM may decide ESP 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 an ESP option at character generation. A character can gain ESP abilities by taking a feat (see ESP Feats, at the end of this section) or selecting an ESP class option (such as the ESP ability talent of the sensitive, or the ESPer archetype).

While ESP abilities are thematically appropriate for *Anachronistic Adventures* 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 ESP abilities to a campaign. If a GM doesn’t wish to allow the wholesale addition of ESPs, 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 ESP ABILITIES

Using an ESP 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 an ESP 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 ESP powers.

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ESP BACKLASH

When a character with ESP attempts to use an ESP ability and the skill check is successful, the character suffers no negative effect for using it. This is also true whenever the character rolls a natural 20 (the die shows a 20) on an ESP skill check, even if the skill total is too low for success. When a character with ESP attempts to use an ESP ability and the skill check fails, the character suffers serious consequences. This is also true whenever a character with ESP rolls a natural 1 (the die shows a 1), even if the skill total is high enough for the ESP ability to succeed. Only the character's ESP ability skill check is relevant for these consequences. An ESP 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 an ESP ability check, they suffer a -5 penalty to future ESP 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 ESP 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 ESP ability checks last until the characters gets eight hours of sleep. Creatures who do not need sleep must meditate for eight hours to eliminate these penalties.

ESP AND MAGIC

Under the normal definitions given in the *Pathfinder Roleplaying Game Core Rulebook*, is reasonable to classify ESP 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 ESP abilities do not work in an *antimagic field* and 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 ESP 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 ESP powers work in much of the fiction featuring it). Many GMs and players will have an immediate knee-jerk reaction that making ESP powers extraordinary is a major power increase, but actually the differences are very subtle. Unlike the more powerful psionics or psychic magic systems that are sometimes used, the total power of (and range of options for) ESP abilities is significantly more limited. In most cases ESP 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 ESP powers extraordinary is a fairly mild (though definite) power increase.

In games with both ESP abilities and psionics and/or psychic magic, allowing ESP abilities to act as extraordinary abilities helps make them a viable option compared to the other much more powerful and versatile mental powers.

ESP ABILITY DESCRIPTIONS

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

DISTANT VIEWING (8u)

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 ESP ability can also transmit information about sounds, smells, textures, and even taste – any sensory detail the character with ESP 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

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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 4-1: Distant 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, Maria Faraday is a 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 Faraday doesn't spot it.

Still convinced there are cultists nearby, Maria 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 ESP 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 ESP 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 ESP frequencies.

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

TABLE 4-1: 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 1 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 ESP 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 4-2: Dowsing Base DCs, below. For every

TABLE 4-2: 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

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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 ESP 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 ESP skill checks, or that use an intuition or ESP power check in place of the normal skill check dowsing calls for.)

MESMERISM (8v)

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.

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, 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.

MEDIUM (8v)

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 with the medium ESP ability, you may talk to it, making Diplomacy (or, potentially, Intimidate) checks possible.

MIND OVER MATTER (8v)

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

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check with a DC of 10 + total range in feet. A failed check results in ESP backlash (see ESP 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 ESP backlash.

PSYCHOMETRY

You can touch an object and pick up echoes of ESP 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 ESP 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 4-3: 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 ESP impressions you can pick up. However if you successfully determine a creature's

ESP 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.

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TABLE 4-3: PSYCHOMETRY INFORMATION

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

THOUGHT TRANSFERENCE (8v)

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).

ESP FEATS

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

SECOND SIGHT

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

Prerequisites: Wis 13

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

RITUAL MAGIC

While most Anachronistic Adventurers come from worlds where magic exists in one form or another (and is usually the power that ends up flinging them into a fantasy campaign), that magic is rarer and less codified than the spells of clerics, druids, and wizards in traditional fantasy settings. Instead,

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such magic is the magic of rituals. It is most often the province of cultists and madmen, with only a very few civilized folk daring to risk the cursed libraries and trapped ruins where such knowledge can be gained. But daredevil or madman, a few such modern-age masters of magic exist, and can bring their crude but strangely flexible form of magic into a fantasy campaign. (And, of course, there may well be tribesmen, snake-cultists, and reclusive sages already in the fantasy world who know of such skills... and may or may not appreciate finding a new practitioner using their hidden lore openly).

Ritual magic is slower, more expensive, and more dangerous than the spells used by fantasy classes, but it also has the potential of allowing a character who learns it to do nearly anything — if they have the time, material, skills, and raw personal power. Ritual magic is only very rarely useful in combat (and usually only in the form of carefully laid traps and ambushes), but can be extremely useful when time is not an issue and a problem seems to refuse any other solution.

To access ritual magic, a character must have the Ritualist feat (presented below). This allows a character to attempt to perform a ritual, but rituals are significantly more costly and complicated than spellcasting.

A ritual produces a spell effect, using the ritualist's character level as the caster level. Any spell allowed into the campaign can theoretically be produced by a ritual, but before a ritualist can perform a ritual, he must design it. Each ritual must be designed for the specific circumstances of its casting — a ritual to use *remove curse* to get rid of mummy rot in the desert of Egypt in April is not the same as a ritual to use *remove curse* to get rid of a *bestow curse* inflicted in a battle with wererat shamans in the sewers of London in December, even though the same spell is produced by the ritual each time. While a GM may allow the same ritual to be used multiple times under very similar conditions (to remove mummy rot from multiple victims of the same mummy, for example), in general a ritualist must assume a ritual has to be designed from scratch every time it is to be performed.

RITUALS IN YOUR CAMPAIGN

At their simplest, rituals replace the need to find sages and spellcasters-for-hire to cast useful spells an adventuring party might need, but don't always have easily available from a member of the party. The additional time and cost required to perform rituals are designed to match the time and cost required to hire a spellcaster in a typical fantasy campaign. Of course, a character able to perform rituals can always attempt to design exactly the ritual a group needs, but since it takes between one and three feats to make that effort, and success is never guaranteed, that seems like a reasonable benefit to gain.

Even with the option to produce nearly any spell, ritualists and theosophists will rarely find their rituals directly useful in combat. It would be an unusual circumstance that would make it worth a 6 hour wait and a few hundred gp to produce a *fireball*. However, there are a broad range of spells, from *identify* to *remove disease* to *restoration* to *teleport*, that an adventuring group might be very glad to pay a few hundred gp and wait a few hours to benefit from. If the idea of being extremely useful out of combat and getting to draw circles, burn candles, and chant intonations appeals to a player, rituals may be a good choice. If a player really just wants to cast any spell he can think of quickly and easily, rituals won't be a satisfying solution.

If the ritual is a spell from the witch spell list, designing it requires a Spellcraft check with a DC of 15 plus double the spell's level. If it is a spell from the cleric/oracle or sorcerer/wizard spell list, the Spellcraft DC is 20 plus double the spell's level. If the spell is from any other spell list, designing it requires a Spellcraft check with a DC of 20 plus triple the spell's level. (If a spell appears on multiple class spell lists, the ritualist may choose which list to use when determining these DCs.) Designing a ritual requires one hour.

If a ritualist fails to design a ritual, he must wait until he gains a level before attempting to design it again. (If the research rules from Chapter Five are being used in a campaign, a GM may allow a ritualist to use them to research a specific ritual he has already failed to design at his current level).

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Performing a ritual requires the ritualist fulfill the casting time and meet all the components of the spell it produces (including material components and foci), plus an additional time and cost based on the level of the ritual. The additional cost is equal to caster level x spell level x 10 gp. (For 0 level spells, the additional cost is caster level x 5gp.) The additional time is 4 hours, +1 hour per level of the spell to be produced by the ritual, -1 hour for every 5 ranks of Use Magic Device possessed by the ritualist. A ritualist cannot perform a ritual with a spell level greater than half the ritualist's character level. Even after paying the cost, meeting the components, and taking the necessary time, the ritualist is not guaranteed to successfully perform a ritual. This requires a Use Magic Device check,

with a DC of 15 plus double the spell level of the spell to be duplicated by the ritual. Success indicates the ritual is successfully performed, and the desired spell effect is created. A failure by 5 or less indicates a failure, and half the materials used for the ritual are lost. A failure by 5 or more indicates a ritual mishap. This acts as a scroll mishap (see Scrolls in the *Pathfinder Roleplaying Game Core Rulebook* for more information on scroll mishaps). If the Use Magic Device check results in a natural 1 (a "1" shows on the d20), the ritual automatically fails even if the total is not less than the ritual's DC.

RITUAL FEATS

The following feats allow characters to access the ancient powers of ritual magic.

RITUALIST

You have learned how to design rituals to access a broad range of magic effects, though this takes time and costly materials.

Prerequisites: Spellcraft 1 rank, Use Magic Device 1 rank.

Benefit: You can perform rituals to create 0-3rd level spells. See Ritual Magic for more information.

RITUALIST II

You have learned how to design rituals to access a broad range of noteworthy magic effects, though this takes time and costly materials.

Prerequisites: Ritualist, Spellcraft 8 ranks, Use Magic Device 8 ranks.

Benefit: You can perform rituals to create 4th-6th level spells. See Ritual Magic for more information.

RITUALIST III

You have learned how to design rituals to access a broad range of the most powerful magic effects, though this takes time and costly materials.

Prerequisites: Ritualist, Ritualist II, Spellcraft 14 ranks, Use Magic Device 14 ranks.

Benefit: You can perform rituals to create 7th-9th level spells. See Ritual Magic for more information.



CHAPTER 5: CAMPAIGNS

ANACHRONISTIC CAMPAIGNS

Anachronistic campaigns use a few rules (and have a few optional rules) other campaigns don't, and offer some feats specific for creating a pulp-action feel. Ranging from new conditions and terms to help give games a gritty (but fun and pulpy) feel, to rules for tropes of the pulp genre, such as unarmored heroes, low-magic games, dedicated research, and changing the attitude of a large groups.

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 10 Perception check (or a DC 5 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.

NEW TERM: POTENTIAL MENACE

In game terms, a potential menace is a creature that can actually reasonable pose a threat a character should be concerned about. In general, any creature with a CR or HD no less than 4 lower than a character is a potential menace, but only if

it's able to act in a threatening manner. A cultist that has been bound to a chair and can't move isn't a potential menace regardless of its CR or HD, unless it's psychic and can fry a character's brain with its mind even when immobilized.

The enforcer has abilities that key off whether a creature is a potential menace, and a GM might wish to create other options that require a PC to be threatened by a creature that can actually harm a character, or that can be restored after defeating such a character. Ultimately the GM has final say if a foe is a potential menace, though most creatures within the appropriate CR or HD range that have not been somehow neutralized should qualify.

LOW MAGIC CAMPAIGNS

While many *Anachronistic Adventures* campaigns have access to just as much magic, spells, and magic items as a typical Pathfinder roleplaying Game campaign, some groups prefer to dial down the high-fantasy tropes such magic brings with it. For these groups, it may be worth using the following options to maintain viable characters at mid- and high-levels, without giving everyone two magic rings and a golf bag of magic weapons. A game using any one of these options is significantly less dependent on magic spells and items, while a game using all three can maintain balance within allowing any of the normal classes and magic sources common to the Pathfinder Roleplaying Game.

Bruises and Wounds: One of the ongoing difficulties in running an anachronistic campaign using any rules designed for fantasy gameplay is what to do about injured heroes. In fantasy games where heroes are supposed to engage in multiple fights in rapid succession, magic healing is available to make that possible. Lacking magic healing, anachronistic heroes often find themselves waiting weeks or months to heal from a short fight.

That is, it should be noted, perfectly reasonable. A group that likes the idea of a low-magic campaign where characters avoid combat because injuries take a significant amount of time to heal break nothing by simply avoiding magic healing and assuming fights must be spaced far apart.

Additionally, it's possible to play in a campaign with many of the trappings of gritty pulp stories, but add magic healing in order to maintain the multiple-fight dynamic. Even without clerics, if a game allows potion and wands of *cure light wounds* (perhaps redefined as liquid vitae and

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woundbinding sprays, or Doctor Mercury's Amazing Cure-All, depending on the campaign) healing between fights is going to be common enough to maintain balance.

Another option is to use the bruises and wounds option rules.

In the bruises and wounds rules, characters get significantly beaten and bruised before they take any serious damage. Half of a character's hit points are defined as bruises. The remainder are wounds. All damage taken comes off bruises first, and then goes to wounds only when the character is out of bruises.

All healing is done to wounds first, and then bruises are healed only once wounds are full.

However, out of combat (during any time the character is not obviously in danger, when the GM would allow the character to take 10 on a normal skill check), a character naturally recovers bruises, as he "regains his breath" from the pummeling. After ten minutes of dedicated rest, or an hour of moderate activity (walking, but not running), a character is healed of his bruises. However, a character cannot have more bruises than wounds, so if the character is badly enough injured, he can't recover his full strength.

For example: Yankee Rose and her ally El Grande are in a fight with the Aztec mummy mobster Gunitlan. El Grande has 45 hit point, which is broken into 22 bruises and 23 wounds. Gunitlan opens up with the Death Chucker, a magic gatling gun, and does 31 points of damage to El Grande. The masked hero loses all 22 of his bruises, and takes 9 wounds leaving him with 14 wounds. Concerned, Yankee Rose uses Doctor Mercury's Patented Quick-Heal Ray (a *wand of reach cure light wounds*) to restore 1d8+1 hit points, resulting in a 5. El Grande gains 5 wounds, bring him to 19. El Grande then successfully pins Gunitlan, which eventually ends the fight without either hero taking any further damage (since nothing can escape the grasp of El Grande).

After the fight, El Grande rests for 10 minutes, allowing him to recover his bruises. However, since he only has 19 wounds, he can only heal up to 19 bruises. Yankee Rose decides to use one more charge of her heal ray on him, restoring 3 more hit points. This brings El Grande to 22 wounds. If he decides to rest 10 more minutes, his bruises can also be restored to 22.

The advantage of the bruises/wounds system is that it allows heroes to recover from minor fights quickly, and use fewer resources even when recovering from major fights, but it doesn't fundamentally change how hit points work during combat, preventing the PCs from being more likely to overcome a foe in any particular encounter.

Automatic Bonus Progression: Presented in *Pathfinder Roleplaying Game: Pathfinder Unchained*, the automatic bonus progression rules give characters built-in bonuses normally gained through the acquisition of common magic items.

Extra Archetypes: One way to easily grant additional scaling power to character to make up for missing magic items is to grant every character two anachronistic archetypes, especially if Device Wielder, ESPer, Theosophist, and Volur are allowed in the campaign.

GROUP ATTITUDES

Anachronistic Adventures often take place in campaigns where characters have access to much better forms of communication (ranging from newspapers to radio and even television), and may regularly deal with very large groups of people (from townsfolk to work unions, police departments, newspaper offices, and so on). While the Diplomacy skill is designed to allow characters to reason with, cajole, bribe, and even seduce a single character, sometimes a character is interested in altering the attitude of an entire group, be that as small as a gathering on a corner or as large as an entire nation. A crowd's attitude is similar to a nonplayer character's attitude as described in the Diplomacy skill entry of the *Pathfinder Roleplaying Game Core Rulebook*. These attitudes mean slightly different things for groups, as defined below.

A group's attitude should be tracked toward different people, ideas, and organizations as appropriate to the plot of a campaign (and the efforts of the players). The village of Angelscroft might be Friendly to Mystaria (the retired vaudevillian magician), Indifferent to wandering circuses overall, Unfriendly to a local law that allows vagrants to set up tents in the town's parks at night, and

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Hostile to Professor Lacumba's Wandering Tour of Wonders (even though the vagrant problem seems to be greatly reduced whenever he comes through town). If Alison Chaynes, intrepid reporter, wants to convince the town council to allow Professor Lacumba to set up a show inside the city limits, so she and Mystaria can try to prove he's a killer, she has her work cut out for her.

It's not unusual for a single collection of people to include multiple "groups," each with its own attitudes toward ideas and organizations. Angelscroft might well have different neighborhoods with their own attitudes, or include the Right and Noble Order of Columbus (who are significantly more supportive of anything that reduces human misery). Changing the attitude of a large group does not automatically change the attitude of every subgroup within it, if those subgroups had different starting attitudes. Sub-groups who share the attitude of the larger group they are a part of *do* generally change attitude if the larger group is influenced, though they may change their attitude again independent of the main group if some new encounter affects them in a way the larger group does not experience.

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

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

In a debate, if the group the debate is targeted at is hostile toward a side of the debate and a member of that side fails a skill check to influence the group check by 5 or more, that side automatically loses the debate. This can be important for the story of the game, or if the PCs are participating in serialized group influence checks.

Unfriendly: While still biased against a side, the group reserves its most vocal disdain for failed skill checks designed to influence them.

An unfriendly group does not normally engage in violence against the idea or organization they are unfriendly towards, but will be biased against those ideas and groups. They may refuse to do business with such groups (though normally not when doing so might have serious consequences), and verbally harass people and groups that support the idea they dislike.

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

Friendly: The group is in favor of the organization or idea, though the members of the group do not want to have to make an effort to support it. Members of the group are willing to go out of their way to assist the idea or group, but only in low-risk ways.

Helpful: The group considers the idea or organization in question to be worthwhile, important, and worth working toward.

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

GROUP SIZES

A group can be as small as a few bystanders, or as large as an entire nation, and any skill check targeting a group – be it a Diplomacy check to sway their opinion, an Intimidate check to rule them through fear, or a Profession (event organizer) check to get their attention (see Getting Attention, below) – takes a penalty based on the size of the crowd, as detailed below. The categories of groups are broken into both modern group types (auditoriums,

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concert halls, and so on) for adventures in a more modern setting, and settlement sizes as given in the *Pathfinder Roleplaying Game GameMastery Guide* for typical fantasy games. The largest groups (Large Metropolis and World Famous City) may not even exist in a fantasy campaign, and are sure to be very rare if they do. Each group also gives the base time required to make a Diplomacy check to influence a group of that size.

MAKING GROUP CHECKS

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

available to the majority of a group qualifies (even if it is audio only), but lesser-known broadcast channels do not (though they could be promoted as events – see Getting Attention, below).

If a character has uninterrupted access to the group for at least the base time required for a group its size (as listed on **Table 5-1: Group Diplomacy Modifiers**), a Diplomacy check to alter the group's attitude toward a specific person, organization, or idea may be attempted. This acts as a Diplomacy check to influence the attitude of a single NPC except as noted here, and that it is possible to change the group's attitude toward something other than yourself.

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



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

Cheering: This is essentially an aid another check to increase the total of the Diplomacy check being made to influence the group.

Cheering represents all efforts to support an effort to influence a group's attitude, such as actually cheering, having a big band play cheerful music, moving quietly through a crowd to drum up support for specific points made, or explaining complex points to key group members using local slang. A character may make a Bluff, Diplomacy, Knowledge (local), Linguistics, or Perform (act, comedy, oratory, sing, or in some other cases other

Perform checks, as determined by the GM) check to attempt to grant the influencing Diplomacy check a +2 bonus. Successful cheering requires a DC 10 skill check, but the check is modified by the size of the group as listed on **Table 5-1: Group Diplomacy Modifiers**.

Debating: Rather than drumming up support or trying to shout down the character making a Diplomacy check to influence a group, it's possible to engage in a debate challenging the character's specific claims. To engage in a debate, a character must be able to be heard both by the group being influenced and by the character attempting to influence it. Normally, the influencing character may choose to ignore a debater from the crowd, which automatically places a -2 penalty on the Diplomacy check to change the group's attitude.

If the influencing character does not ignore the debater (either to avoid a penalty or because the event used to get attention to allow an influence check is itself a formal debate, and the debater is a formal guest of the debate), the influencer and debater make three opposed Diplomacy checks. (The GM may wish to intersperse other events in the crowd between these checks, and should definitely allow players to



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consider what resources and plans they may use to improve their side's checks.) If one side in the debate wins two out of the three opposed checks, and its highest check both meets the DC to influence the group and beats the opposing check by 5 or more, that side may change the group's attitude by one step. Any other result (best skill check of winning side did not meet the DC to influence the group, best check of the winning side did not beat the best check of its opposition by 5 or more, or in a debate with more than 2 sides no one wins 2 of the 3 checks) results in the group's attitude not being changed.

While this makes debates a risky proposition for changing a group's attitude, when you need to get a large group's attention it's often easiest to arrange a formal debate to argue a major point of social policy with those who oppose your view, as such debates draw attention from both sides of a question.

TABLE 5-1: GROUP DIPLOMACY MODIFIERS

Group	Number in Group	Skill Check Modifier	Base Time For Diplomacy Check
Gathering/Thorp	Less than 20	-2	5 minutes
Crowd/Hamlet	21-60	-3	10 minutes
Assembly/Village	61-200	-4	15 minutes
Auditorium/Small Town	201-2,000	-5	20 minutes
Concert Hall/Large Town	2,001-5,000	-7	30 minutes
Circus/Small City	5,001-10,000	-9	30 minutes
Arena/Large City	10,001-25,000	-11	45 minutes
Coliseum/Small Metropolis	25,001-100,000	-13	45 minutes
Large Metropolis	100,001-1,500,000	-15	60 minutes
World Famous City	1,501,000	-20	1-4 hours

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

Successful heckling requires a DC 10 skill check, but the check is modified by the size of the group as listed on **Table 5-1: Group Diplomacy Modifiers**.

GETTING ATTENTION

If you can't easily access a large enough segment of the group you wish to influence as determined by the GM, you may need to first get their attention.

There are lots of ways a character can attempt to get a group's attention, ranging from natural outcomes of story events (a hero who has saved the town from mutant alligators is likely to be listened to if he speaks at his commendation ceremony) to whatever bizarre ideas players come up with (creating enchanted milk cartons that talk about an issue whenever you pour milk out of them, then passing them out for free). Common options generally fall into one of three broad categories – public debates, organized supporters, and sponsored events – each of which is discussed briefly below. If a character attempts something that falls outside these categories, as a general rule a GM can rule that a skill check to get a group's attention is as difficult as the Diplomacy check to change their attitude – though in most cases, a skill check to get their attention is more likely to be a Performance or Profession check, such as Profession (event planner).

Public Debate: A public debate draws attention by offering a group a chance to see speakers with opposing views on a question argue with one another.

In addition to those who come to be entertained by a good argument, it draws those who support either side and those who wish to be informed about the issue being debated. This causes it to have a built-in audience that makes it easier to draw attention for a large group. A debate uses the rules for debating as outlined in **Making Group Checks**, above.

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The DC to arrange for a public debate is 5, modified by the size of the group you want the event to draw the attention of as listed on **Table 5-1: Group Diplomacy Modifiers**. Debates normally have no significant cost, as parties interested in seeing the debate donate their time and venues to facilitate the debate.

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

The main drawbacks of depending on organized supporters are that they are slow and aren't all of the same temperament and skill. While a marvelous orator and debater can use organized supporters to get out his core message about an issue, there's little chance the supporters can express it as well as he can. As a result, any Diplomacy check made to influence a group by employing organized supporters suffers a -5 penalty. Further, because it takes time for organized supporters to get their message out to a group, they require much more time than most Diplomacy checks. For every ten minutes that would normally be required before a check can be made to influence a group, organized supporters require a day.

The base skill check to use organized supporters to get out a message is 20, modified by the size of the group you want the event to draw the attention of as listed on **Table 5-1: Group Diplomacy Modifiers**. The skill check used depends on how the supporters are recruited, but Diplomacy and Intimidate are most common. This check assumes that all the organized supporters are volunteers requiring no recompense. Paying supporters can make it much easier to round up enough to get a message out to a group. Paying an amount equal to 1 cp for every member in the group you wish to influence reduces the DC to arrange for organized supported by 1. Doubling this amount reduces the DC by 2 and so on, to a maximum reduction of 10 for paying 1 sp for every member in the group you wish to influence.

Sponsored Events: A sponsored event is an entertainment put on in order to bring in enough members of a group to allow a Diplomacy check to attempt to change the group's attitude. This may be something as simple as juggling on a street corner to draw in the dozen or so local cart vendors, or as complex as a lavish spectacle held in a massive coliseum (or broadcast, if the campaign is of high enough PL) to draw the majority of a major metropolis.

Sponsored events allow a character to directly speak to the group he wishes to influence, and are not difficult to arrange. A DC 10 skill check (normally Diplomacy or an appropriate Profession skill), modified by the size of the group you want the event to draw the attention of as listed on **Table 5-1: Group Diplomacy Modifiers**, is enough to arrange a sponsored event. Such events are, however, expensive.

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

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

RESEARCH

When characters need to know the answer to a question and they all fail the appropriate Knowledge check they have three choices—wait until one of them gains a level, pay a sage to find the answer, or engage in research. In some campaigns a fourth choice—use magic to find the answer—may also be available.

Conceptually, however, that acts as either succeeding at the initial Knowledge check (if the magic in question has no cost), or as paying a sage (for divinations with a costly material component).

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

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

BASIC RESEARCH RULES

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

COMPLEXITY AND DEPTH

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

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

Knowledge Check DC	Complexity	Depth
19 or less	10	20-29
20-24	10	30-39
25-29	15	40-49
30-34	20	40-49
35-39	25	45-54
40-44	30	45-54
45-49	35	50-59
50+	35	60+

RESEARCH PREREQUISITES

Because research questions require compiling different sources of information and sifting through them to deduce an answer, characters may only make a Knowledge check toward a research question when they meet a prerequisite. In most cases, a prerequisite represents access to a new source of information capable of meeting the Complexity of the research question by taking 10 on an appropriate Knowledge check. Such sources of information may be witnesses to an event, experts in a related field, or research archives (see below). Each prerequisite can only apply to a single research roll once — i.e. if four people are working together to find the answer to the mystery of Duke of Redcroft's bastard offspring and they visit the retired Castalan of Redcroft to have him make a Knowledge (local) check to recall what he can about the question, his roll applies against the Complexity and depth only once, even if all four characters ask him questions. Any results after his first Knowledge check are just repeating the same information.

If a research prerequisite is a person, that person simply makes an appropriate Knowledge check and applies it to the Complexity and Depth of the research question. If the prerequisite is a repository of information it works slightly differently, as a research archive.

RESEARCH ARCHIVES

Research archives are collections of information that can be used to seek answers to questions beyond the scope of characters' own knowledge. While research archives are a valued tool for cogitators, they can be used by characters of any class who

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find themselves faced with questions beyond their ability to answer immediately. Research archives may be libraries, royal archives, museums, the lore vaults of the nephilim, church records, school halls, or in rare cases even single tomes of secret lore not available to the general public.

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

Making a skill check with a research archive (either as part of a research question or as a normal

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

This is the role of the researcher, which may be a librarian or curator of a large research archive, or may be a patron with the skills to find such lore herself. In order to successfully use a research archive's rating for a Knowledge check, the researcher must make a DC 10 skill check with either the appropriate Knowledge skill, or with an appropriate Profession skill (most commonly librarian, curator, or researcher).

The time required to make this check is a number of hours equal to 4d6+ the research archive's rating, minus the researcher's skill bonus, minus the PL of the archive's average data storage medium (as computers are faster to search through than clay tablets). No more than 8 hours of research can be undertaken by a single character in a day. A researcher may decide to take 10 on a Knowledge check using a research archive.

For example, the Miss Malady, professional spellcaster, must learn about the Cult of Seven Hammers, a Knowledge (religion) check for ecclesiastic traditions. Her own Knowledge (religion)

bonus is +15, which is respectable but fails to give her the information she seeks. With the matter being urgent, she goes to the Forbidden Books section of Sedgefield University (which she has access to as a professor emeritus). The Forbidden Books section has a +20 bonus on the subject of Religion for mythic history and ecclesiastic traditions. As she dives into moldering books and preserved scrolls, the GM determines Miss Malady can't fail her DC 10 Knowledge (religion) check, but must research for 16 hours (4d6 rolls a base of 14 hours, + the archive's rating of +20, minus her Knowledge bonus of 15, minus the average PL 3 of the archive). After two solid days of reading, the Miss Malady may make a Knowledge check with the archive's +20 rating, and decides to take 10. This gives her a Knowledge check of 30, which is enough to reveal the secrets of the Cult of Seven Hammers.

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

THE BLACK BOOK OF CANTOR MAZEBORT

Form: One 15 lb. book bound in minotaur hide

PL: 3

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

PENDARAN CHURCH ARCHIVES

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

PL: 2

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

THE PRIVATE RECORDS OF THE DUKE OF REDCROFT

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

PL: 3

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

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RUNEMANCE SCHOOL RECORDS

Form: 27 bookcases scattered throughout the Runemance school catacombs

PL: 3

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

SEDFIELD UNIVERSITY LIBRARY

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

PL: 4

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

FORBIDDEN BOOKS SECTION OF SEDFIELD UNIVERSITY

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

PL: 3

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

ANACHRONISTIC ADVENTURER FEATS

The following feats are designed to work specifically with the class and equipment from *Anachronistic Adventures*. All of these feats are considered Modern feats, meaning they can only be taken by characters with access to modern training techniques. Obviously this includes instruction in a modern setting, but anachronistic adventurers who have such feats can also take time to set up a system of such learning to teach friends and allies these “modern” secret techniques.

AVOIDANCE (COMBAT, MODERN)

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

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

FANNING (COMBAT, MODERN)

You can burst fire with a pistol.

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

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

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

IMPROVED AVOIDANCE (COMBAT, MODERN)

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

Prerequisites: Con 13, Avoidance.

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

IMPROVED BURST FIRE (COMBAT, MODERN)

You are skilled at making rapid attacks with automatic weapons.

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

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

SUPERIOR AVOIDANCE (COMBAT, MODERN)

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

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

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AVOIDANCE: WHAT'S WITH THAT?

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

And that is, in fact, the point. For better or worse, the iconic examples of modern and pulp heroes rarely seem to wear much armor. Although such heroes are often battered and bruised after a conflict, they are rarely bleeding to death or planning on adding a suit of plate mail to their gear.

So, these feats are designed to allow anachronistic player characters to look and act like their fictional counterparts, while remaining effective within the structure of the game rules where it is assumed high-level warriors wear armor (or get an armor bonus from another source).

These bonuses aren't built into the character classes for three major reasons. First, although *many* modern heroes forgo armor, not all of them do, and if Lt. Danning wants to put on a suit of plate mail a few hours after arriving in Midevilia, he should be free to do so without either causing an imbalance or the player feeling as though the character is forgoing a major benefit of the enforcer class. Second, the ability to have a high AC without magic or armor is an increase in power level compared to typical fantasy character

builds, and that kind of power increase should have a cost to the character in terms of total options. A character who takes these feats has to decide to give up other feat options, allowing characters who depend on armor to shine in other areas. Third, not every anachronistic adventurer character concept should be able to dodge bullets and duck sword-blows. If a player doesn't see his modern character as having that kind of training he's free to take other feats instead, increasing the total flexibility offered to players.

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

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

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

VEHICLE GOLEM (MODERN)

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 (see Chapter Three). 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.

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RUNNING AN ANACHRONISTIC CAMPAIGN

Anachronistic Adventures is less a stand-alone campaign setting, and more a toolbox of bells and whistles you can add to a Pathfinder Roleplaying Game campaign to produce a different kind of game. Rather than focus on spells and high magic (though those can certainly be included), an *Anachronistic Adventures* campaign focuses on two-fisted justice, hot lead, and weird science. Everything needed to make and run pulp-style heroes is here, but that may leave a GM wondering what to do with such characters once players have them. Below are some options for running a pulp-style campaign, with more or less effort involved depending on what end result the GM wants.

JUST RUN NORMAL ADVENTURES WITH ANACHRONISTIC CHARACTERS

Of course the easiest way to create an anachronistic campaign is to take existing pre-published adventures, and run them with anachronistic characters. Since *Anachronistic Adventures* is 100% compatible with the rest of the Pathfinder Roleplaying Game, it's possible to take adventures designed for rangers and wizards, and run them for cogitators and toughs. Obviously some adaptation is necessary, but to get the most out of a published adventure a GM should be customizing it for his players in any case. When looking to run standard adventures for anachronistic characters, there are a few framing devices a GM may find useful.

Not In Kansas Anymore: One of the classics of pulp adventure, a Not In Kansas Anymore (NiKA)



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campaign gets around the lack of a 1920s-30s campaign setting by grabbing anachronistic adventurers, and dropping them in a standard (or semi-standard) fantasy game. The “modern” character being stuck in a more primitive, fantasy-themed world is a common trope in a great deal of adventure fiction, especially the “planetary romances” more common in the early part of the 20th century than today, but still very popular with a wide range of gamers (and game writers).

The upside of this method are quick play and ease of effort by the GM. Since the PCs don’t have access to their modern world anymore, but do now have access to magic item shops and pegasi steeds, it’s easy for them to advance and develop in the way most adventures expect. Of course that means pistols and grenades may quickly be replaced by swords and wands, but a GM can certainly drop in more advanced technology (often in markets with obscure relics from ever corner of the fantasy world) as desired.

The drawback to a NiKA campaign is that it’s both not always what players are looking for (it’s less pulp adventure, and more Man Out of Time), and it encourages the PCs to strive to get “home,” for which there likely isn’t an appropriate pre-published adventure. On the other hand, as long as players understand that achieving their goal may mean the end of the campaign, it can be useful to have something PCs want so much they’ll explore any dangerous dungeon or mysterious tower that rumor suggests might allow them to return to their homelands.

Forgotten Gates: Rather than give the PCs a one-way trip to a fantasy realm as a NiKA campaign does, Forgotten gates assumes there are a few two-way portals that allow characters to travel between realms. The PCs may be working for a pulp-era government agency that found a huge transport ring in a Egyptian ruin, be the most trusted allies of a mad scientist who found a way to travel to different dimensions, or might be recruited by an agent of the fantasy realm itself, who has broken the barrier between realities to seek help. To keep the pulp world elements from overpowering the fantasy adventures the GM may limit the mechanism by which the PCs travel between worlds, requiring them to be in a specific place, or wait a specific period of time between trips, or accomplish a specific task before the “probability forge” (or whatever) takes them home.

In addition to the question of how PCs move between the two campaign settings, the GM should be prepared to provide an overarching reason why they bother to do so. If the players are all interested in being daring adventurers up for any challenge, this may not be an issue. But if someone is playing a high-society dilettante or stage performer, a little more of a nudge may be needed. Common options include the knowledge that an evil group from the PCs world is also making such trips (and trying to gain some advantage over the PCs homeland in doing so); some villain from the fantasy realm threatens both realities (and only the PCs know enough to have a chance at stopping him); and looking for some friend or ally who made an early trip into the fantasy world and is now lost. There is a lot of reality-hopping genre material available (including several television shows) that can offer inspiration for such a game.

The advantages of a Forgotten gates game is that it leaves the PCs less backed into a corner. The intrepid “Irregular Heroes” of Department 7 can take a break at a speakeasy and refill their gun magazines in-between trips to Ankhara to stop the dastardly Nazi scientist, Professor Ragnarok. The drawback is that the GM must be more prepared with details about their pulp world, but as long as the adventure doesn’t spill into the streets of 1930s Paris (at least not unless the GM has planned that in advance) the pulp world remains little more than background elements and shops to buy more bullets. If the PCs try to obtain modern technology the GM doesn’t want to deal with, it’s easy enough to declare that while guns work in Ankhara, for some reason radios (or internal combustion engines, or mustard gas) doesn’t.

Lost Realms: A Lost realms game is very similar to Forgotten gates, except that rather than be in a fantasy world that is a separate reality, the fantasy adventures are simply presented as lost places hidden in the corners of the pulp campaign world. Instead of a dungeon being under a major fantasy city, it turns out to be hidden beneath the legendary Iram of the Pillars (which the PC’s expedition have just discovered). This works best with independent, location-based adventures, rather than an interconnected set of adventures that form a campaign-long storyline, but such “dungeon” adventures are very common. The PCs become explorers or relic hunters, hopping from site to site and dealing with whatever dangers they encounter at each.

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The New Deal: Instead of bringing the PCs and their pulp aesthetic to a fantasy game, a GM can bring the fantasy game to the pulp world. In a New Deal campaign, some specific moment (perhaps the Tunguska event in 1908) resulted in the elements of a fantasy world flooding into the pulp-themed modern anachronistic campaign world. Advance the calendar by enough years for everyone to be used to the situation, and the GM can run a campaign using fantasy adventures, re-skinning them to include hard-bitten dwarf detectives, elven torch singers, goblin street toughs, and villainous necromancer mob bosses. This has the advantage that every element of a campaign world can just be adapted to real-world pulp settings. The iconic big urban fantasy city becomes New York City, and anything too odd is restricted to “Goblin Town” or “Little Avalon.” This takes a bit more work than moving the PCs to a fantasy world, but it still allows a GM to use existing source material to run anachronistic games.

INVESTIGATIONS AND MYSTERIES

One of the common tropes of the pulp action-adventure stories that inspired *Anachronistic Adventures* is the mystery, a plot where something has happened (often a murder or kidnapping), and the PCs must investigate to find out how committed the act and why. It’s only reasonable to take a moment to discuss the ramifications of dealing with characters (such as the cogitator, as well as great detectives and medical examiners among others) with information-gathering powers, and how to handle some of the thornier issues that can arise when trying to add more mysteries and investigation into a campaign.

It’s important to note the *Anachronistic Adventures* classes have been designed to work in most “typical” campaigns, and a balanced choice of talents can allow members of the class to contribute in classic dungeon crawls, political intrigues, sandbox nation-building, and high-fantasy wars against growing evils. Such characters may have fewer opportunities to shine in a dungeon-stomp rather than in more urban settings, but that makes the class no different from druids or fighters as operating better in some environments and play-styles than others.

Some other specific and common issues are covered below.

1. Know in what kind of adventures your players are interested. The several of this book’s classes and archetypes have carefully been designed to allow for mystery-solving characters in the tradition of Sherlock Holmes and Charlie Chan that gather clues, form theories, question suspects, and eventually come to prove the guilt of a suspect through careful deduction. However, those are far from the only kinds of characters the rules support. It’s perfectly possible to build archeologists, trailblazers, scientists, mountaineers, and academicians that simply use their wits to help survive the new and dangerous places they insist on exploring. These options are designed to give players tools for using a character’s intellect to solve problems, but not necessarily to solve crimes. As a result, a GM shouldn’t include more “mystery” adventures just to appeal to these characters, if the GM isn’t interested in such plots. Talk to your players, and see how invested they are in crime-solving, as opposed to more general gathering of data to further a typical adventure’s plot.

2. Don’t allow a failed skill check to bring an adventure to a halt. This is good advice for any adventure, and it’s one even professionally produced adventures sometimes forget. If a single missed Perception check means characters miss the one clue that leads them to the killer, and there’s no back-up plan for how to have the adventure proceed if they do miss it, then there’s a problem with the adventure design. The same idea applies if an entire adventure lies behind a locked door that can only be unlocked by being picked, and you can only attempt that once before the door seals itself forever.

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

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

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

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

4. Whenever things get slow, throw in a fight. Most characters are built to be at least marginally effective in a fight, and players of such characters may well get bored if several encounters in a row are more cerebral or skill-based in nature. (Other groups may prefer such encounters – it's up to a GM to know when the players are restless.) If an investigation is losing the interest of several players, it's a good idea to throw in an extra fight. This may be the equivalent of a wandering monster (investigations often take characters to



unsavory sections of big cities, where dangerous criminals may well decide to take advantage of being on their home turf), or may be the side-effect of asking too many questions (even criminals not involved in a specific crime might prefer great detectives stop asking questions about underworld society). And of course such fights can be planned into an investigation in advance – if the GM knows the players are going to want to speak with a local snitch, it spices things up if they find the snitch just as some local thugs are going to kill him to keep him quiet.

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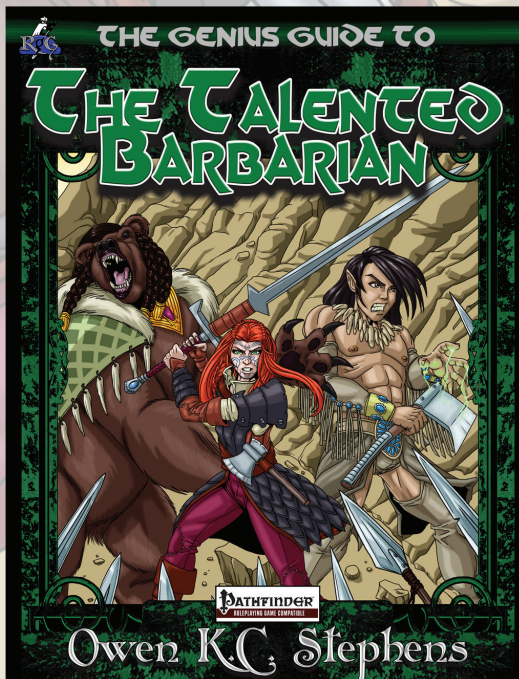
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