

M I C H A E L G . H U R S T O N ' S
AVE MOLECH



C L A S S E S & O C C U P A T I O N S

WITHIN THE DEPTHS YOU'LL FIND ME
AS I WALK TO THE END
MY LIFE SPILLS OUT BEFORE ME
SO I LEAVE YOU FRIEND

DON'T WAIT FOR HIM TO SAVE ME
IT'S ALREADY TOO LATE
IF THEY COME TO ABYSS WITH ME
WE'LL ALL END THIS FATE



T A B L E O F C O N T E N T S

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About This Compilation

While the world of Ave Molech allows for an abundance of possible advanced and prestige classes, we have decided to list some of the more common ones we have used ourselves. This is in no way shape or form an end all be all list of possible classes, in fact the most fun classes are usually the ones you make yourself. These classes require little to none in the way of changes and adjustments made to them to fit within a sci-fi fantasy setting. In addition to the basic, advanced, and prestige classes found herein, we have also included a list of occupations with their expanded descriptions for use with Ave Molech. Although this compilation does not include new material you haven't seen before, it does provide both players and GMs quick access to a list of classes and occupations from other MSRD resources that appropriately fit into our world.

If you find you use this guide often, and or, have a desire to adventure within the world of Ave Molech we recommend that you support our efforts in purchasing the Ave Molech Campaign setting, available exclusively from RPGNow.com

Thank you,
Sincerely,
Michael G. Hurston

A Brief on Class Conversions

The world of Ave Molech is a medieval fantasy world, which happens to include elements of industrial engineering and some more technologically advanced aspects. The reason we have purposefully been somewhat obscure with what exact technology is available is because we wanted to create the feeling in the world that almost anything could possibly be invented at any moment. We also wanted to give GM's significant freedom so that they could better fit their players from various settings into our world.

This is why we sometimes will include such things as computer use as a skill and other times adjust this ability to clockwork use. In doing this it allowed us to play in the same world but focus on a certain aspect of a story such as an adventure within in the depths of Hork where clockwork machinery had gone haywire or along the surface where a short-range radio tower was being constructed and the PMMT systems needed to be installed. Each time we did a story we adjusted the minor skills of the characters slightly to fit that particular story, though the world and its setting stayed the same.

We used the term minor skills for these because we found that while playing the majority of d20 campaigns especially d20 modern, action was the biggest element, not tinkering or knowledge, unless it was specifically written for that sole purpose. Because of this the major or most common skills each player used were things like Bluff, Climb, Concentration, Diplomacy, Disable Device, Gather Information, Hide, Intimidate, Jump, Listen, Move Silently,

Open Lock, Search, Sense Motive, Spot, Survival and Use Magic Device. Crafting, Knowledge and many other skills were simply not often used, if even at all, by our players in both campaigns we found online, purchased or created ourselves.

The Bottom Line

The truth of the matter is that any class in the world of Ave Molech could in fact have and find useful a skill like computer use, as well as clockwork use. If you're running a campaign that will involve more intrigue based game play as well as more in depth use of the PMMT system you'll probably want to leave computer use in. However if you are adventuring in a campaign where your characters are out in the world more often than not and the focus is more action oriented, it may be more likely that your characters would find clockwork use more used. In either case they could both be added as a skill to any class at anytime within the world of Ave Molech. This decision is left up to the GM's, their specific campaign and their style of play.

Every class a player chooses should be custom tailored to both their play style and the campaign they are playing in, regardless of the world or setting.

A Brief on Knowledge Skills

We adjusted the knowledge skills in Ave Molech to fit our style of play as well as to offer a better blend of the fantasy and modern skill sets. Because knowledge rolls can sometimes incorporate various aspects of a given topic, this list is in no way the end all be all to the knowledge skills available. In the end the GM has final say and, depending on the campaign being played, may call for more fantasy based or modern based knowledge skills. Included below are two lists of all the possible Knowledge skills one could incorporate into their world.

Fantasy World Knowledge (Int) Trained Only

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

Below are listed typical fields of study.

- Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts)
- Architecture and engineering (buildings, aqueducts, bridges, fortifications)
- Dungeoneering (aberrations, caverns, oozes, spelunking)
- Geography (lands, terrain, climate, people)
- History (royalty, wars, colonies, migrations, founding of cities)
- Local (legends, personalities, inhabitants, laws,

customs, traditions, humanoids)

- Nature (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin)
- Nobility and royalty (lineages, heraldry, family trees, mottoes, personalities)
- Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)
- The planes (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes)

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

In many cases, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's HD. A successful check allows you to remember a bit of useful information about that monster.

For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

Action: Usually none. In most cases, making a Knowledge check doesn't take an action—you simply know the answer or you don't.

Try Again: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

Synergy: If you have 5 or more ranks in Knowledge (arcana), you get a +2 bonus on Spellcraft checks.

If you have 5 or more ranks in Knowledge (architecture and engineering), you get a +2 bonus on Search checks made to find secret doors or hidden compartments.

If you have 5 or more ranks in Knowledge (geography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

If you have 5 or more ranks in Knowledge (history), you get a +2 bonus on bardic knowledge checks.

If you have 5 or more ranks in Knowledge (local), you get a +2 bonus on Gather Information checks.

If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks made in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, or plains).

If you have 5 or more ranks in Knowledge (nobility and royalty), you get a +2 bonus on Diplomacy checks.

If you have 5 or more ranks in Knowledge (religion), you get a +2 bonus on turning checks against undead.

If you have 5 or more ranks in Knowledge (the planes), you get a +2 bonus on Survival checks made while on other planes.

If you have 5 or more ranks in Knowledge (dungeoneering), you get a +2 bonus on Survival checks made while underground.

If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (nature) checks.

Untrained: An untrained Knowledge check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

Modern World Knowledge (Int) Trained Only

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

The number of Knowledge categories is kept purposely finite. When trying to determine what Knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

Check: A character makes a Knowledge check to see if the character knows something.

The DC for answering a question within the character's field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions.

Appraising the value of an object is one sort of task that can be performed using Knowledge. The DC depends on how common or obscure the object is. On a success, the character accurately identifies the object's purchase DC. If the character fails, he or she thinks it has a purchase DC 1d2 higher or lower (determine randomly) than its actual value. If the character fails by 5 or more, he or she thinks it has a purchase DC 1d4+2 higher or lower than its actual value. The GM may make the Knowledge roll for the character, so he or she doesn't know whether the appraisal is accurate or not.

The fourteen Knowledge categories, and the topics each one encompasses, are as follows.

- **Arcane Lore:** The occult, magic and the supernatural, astrology, numerology, and similar topics.
- **Art:** Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography, and performance art forms such as music and dance, among others.
- **Behavioral Sciences:** Psychology, sociology, and criminology.
- **Business:** Business procedures, investment strategies, and corporate structures. Bureaucratic procedures and how to navigate them.
- **Civics:** Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.
- **Current Events:** Recent happenings in the news, sports, politics, entertainment, and foreign affairs.
- **Earth and Life Sciences:** Biology, botany, genetics, geology, and paleontology. Medicine and forensics.
- **History:** Events, personalities, and cultures of the past. Archaeology and antiquities.
- **Physical Sciences:** Astronomy, chemistry, mathematics, physics, and engineering.
- **Popular Culture:** Popular music and personalities, genre

films and books, urban legends, comics, science fiction, and gaming, among others.

- **Streetwise:** Street and urban culture, local underworld personalities and events.
- **Tactics:** Techniques and strategies for disposing and maneuvering forces in combat.
- **Technology:** Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices.
- **Theology and Philosophy:** Liberal arts, ethics, philosophical concepts, and the study of religious faith, practice, and experience.

Try Again?: No. The check represents what a character knows, and thinking about a topic a second time doesn't let the character know something he or she never knew in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject.

A character can take 10 when making a Knowledge check, but can't take 20.

A character with the Educated feat gets a +2 bonus on any two types of Knowledge checks.

The GM may decide that having 5 or more ranks in a specific Knowledge skill provides a character with a +2 synergy bonus when making a related skill check.

Time: A Knowledge check can be a reaction, but otherwise requires a full-round action.



Basic Classes

(★★★)

The Strong Hero

Ability: Strength

Hit Die: 1d8

Action Points: Strong heroes gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

The Strong hero's class skills (and the key ability for each skill) are:

Climb (Str), Craft (structural) (Int), Handle Animal (Cha), Jump (Str), Knowledge (planar, current events, popular culture, streetwise, tactics) (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Speak Language (none), and Swim (Str).

Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (3 + Int modifier)x4.

Skill Points at Each Additional Level: 3 + Int modifier.

Table: The Strong Hero							
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Class Features	Defense	Reputation
1st	+1	+1	+0	+0	Talent	+1	+0
2nd	+2	+2	+0	+0	Bonus feat	+2	+0
3rd	+3	+2	+1	+1	Talent	+2	+0
4th	+4	+2	+1	+1	Bonus feat	+3	+0
5th	+5	+3	+1	+1	Talent	+3	+1
6th	+6/+1	+3	+2	+2	Bonus feat	+3	+1
7th	+7/+2	+4	+2	+2	Talent	+4	+1
8th	+8/+3	+4	+2	+2	Bonus feat	+4	+1
9th	+9/+4	+4	+3	+3	Talent	+5	+2
10th	+10/+5	+5	+3	+3	Bonus feat	+5	+2

Starting Feats

In addition to the two feats all characters get at 1st level, a Strong hero begins play with the Simple Weapons Proficiency feat.

Class Features

The following are class features of the Strong hero.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Strong hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Extreme Effort Talent Tree

A Strong hero can push him or herself to make an extreme effort. The effort must relate either to a Strength check or a Strength-based skill check. You must decide to use this ability before making the check.

Extreme Effort: The effort requires a full-round action and provides a +2 bonus on the check.

Improved Extreme Effort: The effort requires a full-round action and provides a +2 bonus that stacks with the bonus provided by extreme effort (+4 total).

Prerequisite: Extreme effort.

Advanced Extreme Effort: The effort requires a full-round action and provides a +2 bonus that stacks with the bonuses provided by extreme effort and improved extreme effort (+6 total).

Prerequisites: Extreme effort, improved extreme effort.

Ignore Hardness Talent Tree

The Strong hero has an innate talent for finding weaknesses in objects. This allows a Strong hero to ignore some of an object's hardness when making a melee attack to break it.

Ignore Hardness: The Strong hero ignores 2 points of an object's hardness.

Improved Ignore Hardness: The Strong hero ignores 2 additional points of an object's hardness (for a total of 4).

Prerequisite: Ignore hardness.

Advanced Ignore Hardness: The Strong hero ignores 2 additional points of an object's hardness (for a total of 6).

Prerequisites: Ignore hardness, improved ignore hardness.

Melee Smash Talent Tree

The Strong hero has an innate talent that increases melee damage.

Melee Smash: The Strong hero receives a +1 bonus on melee damage.

Improved Melee Smash: The Strong hero receives an additional +1 bonus on melee damage (+2 total).

Prerequisite: Melee smash.

Advanced Melee Smash: The Strong hero receives an additional +1 bonus on melee damage (+3 total).

Prerequisites: Melee smash, improved melee smash.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Strong hero gains a bonus feat. This feat must be selected from the following list, and the Strong hero must meet any prerequisites.

Animal Affinity, Archaic Weapons Proficiency, Athletic, Blind-Fight, Brawl, Cleave, Combat Martial Arts, Combat Reflexes, Great Cleave, Improved Brawl, Improved Combat Martial Arts, Power Attack, Weapon Focus.



The Fast Hero

Ability: Dexterity

Hit Die: 1d8

Action Points: Fast heroes gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Fast hero's class skills (and the key ability for each skill) are: Balance (Dex), Craft (mechanical) (Int), Drive (Dex), Escape Artist (Dex), Hide (Dex), Knowledge (planar, current events, popular culture, streetwise) (Int), Move Silently (Dex), Pilot (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Sleight of Hand (Dex), Speak Language (none), and Tumble (Dex).

Also, the starting occupation the character selects can provide additional class skills to choose from.

Skill Points at 1st Level: (5 + Int modifier) x4.

Skill Points at Each Additional Level: 5 + Int modifier.

Table: The Fast Hero							
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Class Features	Defense	Reputation
1st	+0	+0	+1	+0	Talent	+3	+0
2nd	+1	+0	+2	+0	Bonus feat	+4	+0
3rd	+2	+1	+2	+1	Talent	+4	+1
4th	+3	+1	+2	+1	Bonus feat	+5	+1
5th	+3	+1	+3	+1	Talent	+5	+1
6th	+4	+2	+3	+2	Bonus feat	+6	+2
7th	+5	+2	+4	+2	Talent	+6	+2
8th	+6/+1	+2	+4	+2	Bonus feat	+7	+2
9th	+6/+1	+3	+4	+3	Talent	+7	+3
10th	+7/+2	+3	+5	+3	Bonus feat	+8	+3

Starting Feats

In addition to the two feats all characters get at 1st level, a Fast hero begins play with the Simple Weapons Proficiency feat.

Class Features

All of the following are class features of the Fast hero.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Fast hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Defensive Talent Tree

The Fast hero gains the ability to improve his or her innate defensive talents as the hero attains new levels.

Evasion: If the Fast hero is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Fast hero suffers no damage if he or she makes a successful saving throw. Evasion can only be used when wearing light armor or no armor.

Uncanny Dodge 1: The Fast hero retains his or her Dexterity bonus to Defense regardless of being caught flat-footed or struck by a hidden attacker. (The hero still loses his or her Dexterity bonus to Defense if the hero is immobilized.)

Prerequisite: Evasion.

Uncanny Dodge 2: The Fast hero can no longer be flanked; the hero can react to opponents on opposite sides of him or herself as easily as he or she can react to a single attacker.

Prerequisites: Evasion, uncanny dodge 1.

Defensive Roll: The Fast hero can roll with a potentially lethal attack to take less damage from it. When the Fast hero would be reduced to 0 hit points or less by damage in combat (from a ranged or melee attack), the Fast hero can attempt to roll with the damage.

A Fast hero spends 1 action point to use this talent. Once the point is spent, the hero makes a Reflex saving throw (DC =

damage dealt). If the save succeeds, he or she takes only half damage. The Fast hero must be able to react to the attack to execute a defensive roll—if the hero is immobilized, he or she can't use this talent.

Since this effect would not normally allow a character to make a Reflex save for half damage, the Fast hero's evasion talent doesn't apply to the defensive roll.

Prerequisites: Evasion, uncanny dodge 1.

Opportunist: The Fast hero can spend 1 action point to use this talent. Once the point is spent, the hero can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the Fast hero's attack of opportunity for that round. Even a Fast hero with the Combat Reflexes feat can't use this talent more than once per round.

Prerequisite: Evasion.

Increased Speed Talent Tree

The Fast hero can increase his or her natural base speed.

Increased Speed: The Fast hero's base speed increases by 5 feet.

Improved Increased Speed: The Fast hero's base speed increases by 5 feet. This talent stacks with increased speed (10 feet total).

Prerequisite: Increased speed.

Advanced Increased Speed: The Fast hero's base speed increases by 5 feet. This talent stacks with increased speed and improved increased speed (15 feet total).

Prerequisites: Increased speed, improved increased speed.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Fast hero gains a bonus feat. This feat must be selected from the following list, and the Fast hero must meet any prerequisites.

Acrobatic, Combat Expertise, Combat Throw, Defensive Martial Arts, Double Tap, Elusive Target, Focused, Improved Disarm, Mobility, Personal Firearms Proficiency, Point Blank Shot, Stealthy, Weapon Finesse.



The Tough Hero

Ability: Constitution

Hit Die: 1d10

Action Points: Tough heroes gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills

The Tough hero's class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Craft (mechanical, structural) (Int), Drive (Dex), Intimidate (Cha), Knowledge (planar, current events, popular culture, streetwise) (Int), Profession (Wis), Read/Write Language (none), Ride (Dex), Speak Language (none), Spot (Wis), and Survival (Wis).

Also, the starting occupation the character selects can provide additional class skills to choose from.

Skill Points at 1st Level: (3 + Int modifier) x4.

Skill Points at Each Additional Level: 3 + Int modifier.

Table: The Tough Hero							
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Class Features	Defense	Reputation
1st	+0	+1	+0	+0	Talent	+1	+0
2nd	+1	+2	+0	+0	Bonus feat	+2	+0
3rd	+2	+2	+1	+1	Talent	+2	+1
4th	+3	+2	+1	+1	Bonus feat	+3	+1
5th	+3	+3	+1	+1	Talent	+3	+1
6th	+4	+3	+2	+2	Bonus feat	+3	+2
7th	+5	+4	+2	+2	Talent	+4	+2
8th	+6/+1	+4	+2	+2	Bonus feat	+4	+2
9th	+6/+1	+4	+3	+3	Talent	+5	+3
10th	+7/+2	+5	+3	+3	Bonus feat	+5	+3

Starting Feats

In addition to the two feats all characters get at 1st level, a Tough hero begins play with the Simple Weapons Proficiency feat.

Class Features

All of the following are class features of the Tough hero.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Tough hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Damage Reduction Talent Tree

The Tough hero has an innate talent to ignore a set amount of damage from most weapons, but not from energy or special attack forms (which may or may not exist, depending on the campaign). Before the hero can select a talent from this tree the hero must have previously selected at least one talent from the Energy Resistance or Unbreakable Talent Tree.

Damage Reduction 1/—: The Tough hero ignores 1 point of damage from melee and ranged weapons.

Prerequisite: One other talent from either the Energy Resistance Talent Tree or the Unbreakable Talent Tree.

Damage Reduction 2/—: The Tough hero ignores an additional 1 point of damage from melee and ranged weapons (DR 2/— total).

Prerequisites: Damage reduction 1/—, one other talent from either the Energy Resistance Talent Tree or the Unbreakable Talent Tree.

Damage Reduction 3/—: The Tough hero ignores an additional 1 point of damage from melee and ranged weapons (DR 3/— total).

Prerequisites: Damage reduction 1/—, damage reduction 2/—, one other talent from either the Energy Resistance Talent Tree or the Unbreakable Talent Tree.

Energy Resistance Talent Tree

The Tough hero is particularly resistant to certain kinds of deadly energy effects. These talents can be selected in any order.

Acid Resistance: The Tough hero ignores an amount of acid damage equal to his or her Constitution modifier.

Cold Resistance: The Tough hero ignores an amount of cold damage equal to his or her Constitution modifier.

Electricity Resistance: The Tough hero ignores an amount of electricity damage equal to his or her Constitution modifier.

Fire Resistance: The Tough hero ignores an amount of fire damage equal to his or her Constitution modifier.

Sonic/Concussion Resistance: The Tough hero ignores an amount of sonic or concussion damage equal to his or her Constitution modifier.

Unbreakable Talent Tree

The Tough hero is particularly resilient thanks to the following talents.

Remain Conscious: The Tough hero gains the ability to continue to perform actions when he or she would otherwise be considered unconscious and dying. When the Tough hero's hit points reach -1, the hero can perform as though he or she were disabled, making either an attack action or a move action every round until the hero reaches -10 hit points (and dies) or the hero's hit points return to 1 or higher. The hero can choose to succumb to unconsciousness if he or she thinks that doing so might prevent him or her from taking more damage.

Robust: The Tough hero becomes especially robust, gaining a number of hit points equal to his or her Tough level as soon as he or she selects this talent. Thereafter, the hero gains +1 hit point with each level of Tough he or she gains.

Second Wind: The Tough hero can spend 1 action point to gain a second wind. When the hero does this, he or she recovers a number of hit points equal to his or her Constitution modifier. This talent does not increase the Tough hero's hit points beyond the character's full normal total.

Stamina: The Tough hero recovers twice as fast as normal. So, the hero recovers 2 hit points per character level per evening of rest, 2 points of temporary ability damage per evening of rest, and awakens in half the normal time after being knocked unconscious.

Prerequisite: Robust.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Tough hero gains a bonus feat. This feat must be selected from the following list, and the Tough hero must meet any prerequisites.

Alertness, Athletic, Brawl, Confident, Endurance, Great Fortitude, Improved Brawl, Improved Bull Rush, Improved Feint, Knockout Punch, Power Attack, Streetfighting, Toughness, Vehicle Expert.



The Smart Hero

Ability: Intelligence

Hit Die: 1d6

Action Points: Smart heroes gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Smart hero's class skills (and the key ability for each skill) are: Clockwork Use (Int), Craft (chemical, electronic, mechanical, pharmaceutical, structural, visual art, writing) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Forgery (Int), Investigate (Int), Knowledge (planar, arcane lore, art, sciences, current events, history, popular culture, streetwise, tactics, technology, philosophy) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), and Speak Language (none).

Also, the starting occupation the hero selects can provide additional class skills to choose from.

Skill Points at 1st Level: (9 + Int modifier) x4.

Skill Points at Each Additional Level: 9 + Int modifier.

Table: The Smart Hero							
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Class Features	Defense	Reputation
1st	+0	+0	+0	+1	Talent	+0	+1
2nd	+1	+0	+0	+2	Bonus feat	+1	+1
3rd	+1	+1	+1	+2	Talent	+1	+1
4th	+2	+1	+1	+2	Bonus feat	+1	+2
5th	+2	+1	+1	+3	Talent	+2	+2
6th	+3	+2	+2	+3	Bonus feat	+2	+2
7th	+3	+2	+2	+4	Talent	+2	+3
8th	+4	+2	+2	+4	Bonus feat	+3	+3
9th	+4	+3	+3	+4	Talent	+3	+3
10th	+5	+3	+3	+5	Bonus feat	+3	+4

Starting Feats

In addition to the two feats all characters get at 1st level, a Smart hero begins play with the Simple Weapons Proficiency feat.

Class Features

All of the following are class features of the Smart hero.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Smart hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Research Talent Tree

The Smart hero has a natural aptitude for study and fact-finding. These talents can be selected in any order.

Savant: Select one of the skills listed in the following paragraph. The hero must have ranks in the skill if it is Trained Only. The Smart hero gets to add a bonus equal to his or her Smart level when making checks with that skill. A Smart hero can take this talent multiple times; each time it applies to a different skill.

Clockwork Use, Craft (any single skill), Decipher Script, Demolitions, Disable Device, Forgery, Investigate, Knowledge (any single skill), Navigate, Repair, Research, Search.

Linguist: With this talent, the Smart hero becomes a master linguist. Whenever the hero encounters a new language, either spoken or written, that he or she does not know the Smart hero can make an Intelligence check to determine if he or she can understand it. The check is made with a bonus equal to the hero's Smart level. For a written language, the bonus applies to a Decipher Script check instead.

The DC for the check depends on the situation: DC 15 if the language is in the same group as a language the hero has as a Read/Write Language or Speak Language skill; DC 20 if the language is unrelated to any other languages the hero knows; and DC 25 if the language is ancient or unique. With this special ability, a Smart hero can glean enough meaning from a conversation or document to ascertain the basic message, but this ability in no way simulates actually being able to

converse or fluently read and write in a given language.

A single check covers roughly one minute of a spoken language or one page of a written language.

Prerequisite: At least 1 rank in either Read/Write Language or Speak Language for each of three different languages.

Strategy Talent Tree

The Smart hero has the brainpower to see solutions in most situations. These talents can be selected in any order, but before the hero can select a talent from this tree he or she must have previously selected at least one talent from the Research Talent Tree.

Exploit Weakness: After 1 round of combat, the Smart hero can designate one opponent and try to find ways to gain an advantage by using brains over brawn. The Smart hero uses a move action and makes an Intelligence check (DC 15) with a bonus equal to his or her Smart level. If the check succeeds, for the rest of the combat the Smart hero uses his or her Intelligence bonus instead of either Strength or Dexterity bonus on attack rolls as the hero finds ways to outthink his opponent and notices weaknesses in his opponent's fighting style.

Prerequisite: One talent from the Research Talent Tree.

Plan: Prior to an encounter the Smart hero can develop a plan of action to handle the situation. Using this talent requires preparation; a Smart hero can't use this talent when surprised or otherwise unprepared for a particular situation. Creating a plan requires 1 minute.

After creating the plan the Smart hero makes an Intelligence check (DC 10) with a bonus equal to his or her Smart level. The result of the check provides the Smart hero and allies with a circumstance bonus. A Smart hero can't take 10 or 20 when making this check.

Check Result	Bonus
9 or lower	+0 (check failed)
10–14	+1
15–24	+2
25 or higher	+3

This bonus can be applied to all skill checks and attack rolls made by the Smart hero and his or her allies, but the bonus only lasts for the first 3 rounds after making the plan. After that time, reduce the bonus by 1 point (to a minimum of +0) for every additional round the situation continues, as the vagaries of circumstance begin to unravel even the best-laid plans.

Prerequisite: One talent from the Research Talent Tree.

Trick: The Smart hero has the ability to temporarily confuse a target through the use of ploy and deception. The target must have an Intelligence score of 3 or higher to be susceptible to a trick, must be within 30 feet of the hero, and must be able to hear and understand the hero.

To play a trick on a target, the hero must use a full-round action and make an Intelligence check (DC 15), adding his or her Smart level as a bonus. If the Intelligence check succeeds, the target can try to think quickly and ignore the trick.

The target resists the trick by making a Will saving throw (DC 10 + Smart hero's class level + Smart hero's Int bonus). If the saving throw fails, the target becomes dazed (unable to act, but can defend normally) for 1 round.

A trick can only be played on a particular target once per encounter. After the first trick in an encounter, whether the attempt succeeds or not, that target becomes wary and immune to such ploys. This is a mind-affecting ability.

Prerequisite: One talent from the Research Talent Tree.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Smart hero gains a bonus feat. This feat must be selected from the following list, and the Smart hero must meet any prerequisites.

Builder, Cautious, Combat Expertise, Educated, Gearhead, Improved Disarm, Improved Trip, Iron Will, Lightning Reflexes, Meticulous, Studious, Vehicle Expert, Weapon Focus.

The Dedicated Hero

Ability: Wisdom

Hit Die: 1d6

Action Points: Dedicated heroes gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Dedicated hero's class skills (and the key ability for each skill) are: Craft (pharmaceutical, visual art, writing) (Int), Gamble (Wis), Investigate (Int), Knowledge (planar, arcane lore, art, sciences, current events, history, popular culture, streetwise, tactics, technology, philosophy) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), and Treat Injury (Wis).

Also, the starting occupation the hero selects can provide additional class skills to choose from.

Skill Points at 1st Level: (5 + Int modifier) x4.

Skill Points at Each Additional Level: 5 + Int modifier.

Table: The Dedicated Hero							
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Class Features	Defense	Reputation
1st	+0	+1	+0	+1	Talent	+1	+1
2nd	+1	+2	+0	+2	Bonus feat	+2	+1
3rd	+2	+2	+1	+2	Talent	+2	+1
4th	+3	+2	+1	+2	Bonus feat	+3	+2
5th	+3	+3	+1	+3	Talent	+3	+2
6th	+4	+3	+2	+3	Bonus feat	+3	+2
7th	+5	+4	+2	+4	Talent	+4	+3
8th	+6/+1	+4	+2	+4	Bonus feat	+4	+3
9th	+6/+1	+4	+3	+4	Talent	+5	+3
10th	+7/+2	+5	+3	+5	Bonus feat	+5	+4

Starting Feats

In addition to the two feats all characters get at 1st level, a Dedicated hero begins play with the Simple Weapons Proficiency feat.

Class Features

The following are class features of the Dedicated hero.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Dedicated hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Empathic Talent Tree

The Dedicated hero's innate talents give him or her a great capacity for empathy.

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

Improved Aid Another: The Dedicated hero's bonus on attempts to aid another increases by +1 on a successful aid another check. This talent can be selected multiple times, each time increasing the bonus by +1.

Prerequisite: Empathy.

Intuition: The Dedicated hero has an innate ability to sense trouble in the air. The Dedicated hero can make a Will saving throw (DC 15). On a successful save, the hero gets a hunch that everything is all right, or the hero gets a bad feeling about a specific situation, based on the GM's best guess relating to the circumstances. This talent is usable a number of times per day equal to the character's Dedicated level.

Prerequisite: Empathy.

Healing Talent Tree

The Dedicated hero has a talent for healing.

Healing Knack: The hero has a knack for the healing arts. The hero receives a +2 bonus on all Treat Injury skill checks.

Healing Touch 1: The Dedicated hero's ability to restore damage with a medical kit or perform surgery with a surgery kit increases by +2 hit points.

Prerequisite: Healing knack.

Healing Touch 2: The Dedicated hero's ability to restore damage with a medical kit or perform surgery with a surgery kit increases by +2 hit points, which stacks with healing touch 1 for a total of +4 hit points.

Prerequisites: Healing knack, healing touch 1.

Insightful Talent Tree

The Dedicated hero's innate insightfulness serves her well.

Skill Emphasis: The Dedicated hero chooses a single skill and receives a +3 bonus on all checks with that skill. This bonus does not allow the hero to make checks for a trained-only skill if the hero has no ranks in the skill.

Aware: The Dedicated hero is intuitively aware of his or her surroundings. The hero adds his or her base Will saving throw bonus to Listen or Spot checks to avoid surprise.

Prerequisite: Skill emphasis.

Faith: The Dedicated hero has a great deal of faith. It might be faith in self, in a higher power, or in both. This unswerving belief allows the Dedicated hero to add his or her Wisdom modifier to the die roll whenever the hero spends 1 action point to improve the result of an attack roll, skill check, saving throw, or ability check.

Prerequisite: Skill emphasis.

Cool Under Pressure: The Dedicated hero selects a number of skills equal to 3 + the hero's Wisdom modifier. When making a check with one of these skills, the Dedicated hero can take 10 even when distracted or under duress.

Prerequisite: Skill emphasis plus either faith or aware.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Dedicated hero gains a bonus feat. This feat must be from this list, and the Dedicated hero must meet any prerequisites.

Advanced Firearms Proficiency, Alertness, Archaic Weapons Proficiency, Attentive, Blind-Fight, Deceptive, Educated, Far Shot, Iron Will, Medical Expert, Meticulous, Surgery, Track, Weapon Focus.



The Charismatic Hero

Ability: Charisma

Hit Die: 1d6

Action Points: Charismatic heroes gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Charismatic hero's class skills (and the key ability for each skill) are: Bluff (Cha), Craft (visual art, writing) (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (planar, arcane lore, art, sciences, current events, popular culture, streetwise, philosophy) (Int), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, wind instruments) (Cha), Profession (Wis), Read/Write Language (none), and Speak Language (none).

Also, the starting occupation the hero selects can provide additional class skills to choose from.

Skill Points at 1st Level: (7 + Int modifier) x4.

Skill Points at Each Additional Level: 7 + Int modifier.

Table: The Charismatic Hero							
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Class Features	Defense	Reputation
1st	+0	+1	+1	+0	Talent	+0	+2
2nd	+1	+2	+2	+0	Bonus feat	+1	+2
3rd	+1	+2	+2	+1	Talent	+1	+2
4th	+2	+2	+2	+1	Bonus feat	+1	+3
5th	+2	+3	+3	+1	Talent	+2	+3
6th	+3	+3	+3	+2	Bonus feat	+2	+3
7th	+3	+4	+4	+2	Talent	+2	+4
8th	+4	+4	+4	+2	Bonus feat	+3	+4
9th	+4	+4	+4	+3	Talent	+3	+4
10th	+5	+5	+5	+3	Bonus feat	+3	+5

Starting Feats

In addition to the two feats all characters get at 1st level, a Charismatic hero begins play with the Simple Weapons Proficiency feat.

Class Features

All of the following are class features of the Charismatic hero.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Charismatic hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Charm Talent Tree

The Charismatic hero has an innate talent for being charming and captivating.

Charm: The Charismatic hero gets a competence bonus on all Charisma-based skill checks made to influence members of his chosen gender. (Some characters are charming to members of the opposite gender, others to members of the same gender.) The bonus is equal to the character's Charismatic level.

A Charismatic hero can only charm Gamemaster characters with attitudes of indifferent or better. The charm bonus can't be used against characters who are unfriendly or hostile.

This ability can be taken more than once (for another gender).

Favor: The Charismatic hero has the ability to acquire minor aid from anyone he or she meets. By making a favor check, a Charismatic hero can gain important information without going through the time and trouble of doing a lot of research. Favors can also be used to acquire the loan of equipment or documents, or to receive other minor assistance in the course of an adventure.

A Charismatic hero spends 1 action point to activate this talent. To make a favor check, roll a d20 and add the character's favor bonus, equal to the character's Charismatic level. The GM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 30 for formidable and highly dangerous, expensive,

or illegal favors. A Charismatic hero can't take 10 or 20 on this check, nor can the hero retry the check for the same (or virtually the same) favor. Favors should help advance the plot of an adventure. A favor that would enable a character to avoid an adventure altogether should always be unavailable to the character, regardless of the result of a favor check.

The GM should carefully monitor a Charismatic hero's use of favors to ensure that this ability isn't abused. The success or failure of a mission shouldn't hinge on the use of a favor, and getting a favor shouldn't replace good roleplaying or the use of other skills. The GM may disallow any favor deemed to be disruptive to the game.

Prerequisite: Charm.

Captivate: The Charismatic hero has the ability to temporarily beguile a target through the use of words and bearing. The target must have an Intelligence score of 3 or higher to be susceptible to a captivate attempt, must be within 30 feet of the hero, must be flat-footed or not in combat, and must be able to see, hear, and understand the hero.

To captivate a target, the hero must use an attack action and make a Charisma check (DC 15), adding his or her Charismatic level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the captivation attempt by making a Will saving throw (DC 10 + Charismatic hero's class level + Charismatic hero's Cha bonus). If the saving throw fails, the hero becomes the target's sole focus. The target pays no attention to anyone else for 1 round and remains flat-footed. This focusing of the target's attention allows other characters to take actions of which the captivated target is unaware. The effect ends immediately if the target is attacked or threatened.

A Charismatic hero can concentrate to keep a target captivated for additional rounds. The Charismatic hero concentrates all his or her effort on the task, and the target gets to make a new Will save each round. The effect ends when the hero stops concentrating, or when the target succeeds on the save. This is a Mind-Affecting ability.

Prerequisites: Charm, Favor.

Fast-Talk Talent Tree

The Charismatic hero has an innate talent for bending the truth and dazzling others with a combination of words, mannerisms, and charm.

Fast-Talk: The Charismatic hero has a way with words when attempting to con and deceive. With this talent, he or she applies his or her Charismatic level as a competence bonus on any Bluff, Diplomacy, or Gamble checks the hero makes while attempting to lie, cheat, or otherwise bend the truth.

Dazzle: The Charismatic hero has the ability to dazzle a target through sheer force of personality, a winning smile, and fast-talking. The target must have an Intelligence score of 3 or higher to be susceptible to a dazzle attempt, must be within 30 feet of the hero, and must be able to see, hear, and understand the hero.

To dazzle a target, the hero must use an attack action and make a Charisma check (DC 15), adding his or her Charismatic level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the dazzle attempt by making a Will saving throw (DC 10 + Charismatic hero's class level + Charismatic hero's Cha bonus). If the save fails, the target receives a -1 penalty on attack rolls, ability checks, skill checks, and saving throws for a number of rounds equal to the character's Charismatic level.

This talent can be selected multiple times, each time worsening the dazzled penalty by -1. This is a Mind-Affecting ability.

Prerequisite: Fast-talk.

Taunt: The Charismatic hero has the ability to temporarily rattle a target through the use of insults and goading. The target must have an Intelligence score of 3 or higher to be susceptible to a taunt, must be within 30 feet of the hero, and must be able to hear and understand the hero.

To taunt a target, the hero must use an attack action and make a Charisma check (DC 15), adding his or her Charismatic level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the taunt by making a Will saving throw (DC 10 + Charismatic hero's class level + Charismatic hero's Cha bonus). If the save fails, the target becomes dazed (unable to act, but can defend normally) for 1 round.

A taunt can be played on an opponent any number of times. This is a Mind-Affecting ability.

Prerequisites: Fast-talk, dazzle.

Leadership Talent Tree

The Charismatic hero has a talent for leadership and inspiration.

Coordinate: The Charismatic hero has a knack for getting people to work together. When the hero can spend a full round directing his or her allies and makes a Charisma check (DC 10), the hero provides any of his or her allies within 30 feet a +1 bonus on their attack rolls and skill checks. The bonus lasts for a number of rounds equal to the hero's Charisma modifier.

The hero can coordinate a number of allies equal to one-half his or her Charismatic level, rounded down (to a minimum

of one ally).

Inspiration: The Charismatic hero can inspire his or her allies, bolstering them and improving their chances of success. An ally must listen to and observe the Charismatic hero for a full round for the inspiration to take hold, and the hero must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to the hero's Charisma modifier.

An inspired ally gains a +2 morale bonus on saving throws, attack rolls, and damage rolls.

A Charismatic hero can't inspire him or herself. The hero can inspire a number of allies equal to one-half his or her Charismatic level, rounded down (to a minimum of one ally).

Prerequisite: Coordinate.

Greater Inspiration: The Charismatic hero can inspire his or her allies to even greater heights, bolstering them and improving their chances of success. An ally must listen to and observe the Charismatic hero for a full round for the greater inspiration to take hold, and the hero must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to the hero's Charisma modifier.

An inspired ally gains an additional +1 morale bonus on saving throws, attack rolls, and damage rolls, which stacks with the bonus from inspiration for a total of a +3 morale bonus.

A Charismatic hero can't inspire him or herself. The hero can inspire a number of allies equal to one-half his or her Charismatic level, rounded down (to a minimum of one ally).

Prerequisites: Coordinate, inspiration.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Charismatic hero gains a bonus feat. This feat must be selected from the following list, and the Charismatic hero must meet any prerequisites.

Agile Riposte, Creative, Deceptive, Dodge, Frightful Presence, Iron Will, Lightning Reflexes, Low Profile, Point Blank Shot, Renown, Trustworthy, Windfall.



Advanced Classes

(HEAD IT DEVELOPMENT)

Ambassador

The fastest path into this advanced class is from the Charismatic hero basic class, though other paths are conceivable.

Requirements

To qualify to become an Ambassador, a character must fulfill the following criteria.

Skills: Diplomacy 6 ranks, Knowledge (current events) 6 ranks, Knowledge (philosophy) 6 ranks.

Charismatic Hero Talents: Charm, favor.

Allegiance: An Ambassador must pledge her primary allegiance to a faction, nation, world, or empire and remain a dutiful servant of this body; if the Ambassador breaks this allegiance, she loses all the benefits of the Diplomatic Immunity and Open Arms class features (see Class Features, below).

Class Information

The following information pertains to the Ambassador advanced class.

Hit Die

The Ambassador gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

The Ambassador gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Ambassador's class skills are as follows.

Bluff (Cha), Clockwork Use (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (planar, sciences, current events, history, philosophy) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), and Speak Language (none).

Skill Points at Each Level: 5 + Int modifier (4 + Int modifier for nonhumans).

Table: The Ambassador							
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+0	+0	+2	Diplomatic immunity	+1	+1
2nd	+1	+0	+0	+3	Open arms	+1	+1
3rd	+2	+1	+1	+3	Bonus feat	+2	+1
4th	+3	+1	+1	+4	Information access	+2	+2
5th	+3	+1	+1	+4	Stipend	+3	+2
6th	+4	+2	+2	+5	Bonus feat	+3	+2
7th	+5	+2	+2	+5	Restricted access	+4	+3
8th	+6	+2	+2	+6	Stipend	+4	+3
9th	+6	+3	+3	+6	Bonus feat	+5	+3
10th	+7	+3	+3	+7	Select consuls	+5	+4

Class Features

The following class features pertain to the Ambassador advanced class.

Diplomatic Immunity

Starting at 1st level, if the Ambassador is arrested for a crime, she can make a Diplomacy check to invoke her diplomatic credentials and not suffer the usual legal penalty or punishment. The severity of the crime determines the DC of the Diplomacy check, and how authorities react if the Ambassador succeeds. See Table: Diplomatic Immunity for Diplomacy check DCs based on the severity of the crime.

If one of the Ambassador's consuls (see the select consul class feature, below) is arrested for a crime and unable to secure her own release, the Ambassador may intercede on the consul's behalf. One may aid the other's Diplomacy check.

An Ambassador who routinely invokes the privilege of diplomatic immunity—either on her own behalf or to protect her selected consuls—is likely to be recalled or terminated by those she has sworn to represent.

Table: Diplomatic Immunity

Severity of Crime	Examples	DC	Effect of Successful Diplomacy Check
Class 5	Disturbing the peace, public intoxication, noninjurious traffic violation	15	–2 penalty on subsequent Diplomacy checks in that area
Class 4	Possession of controlled substance, injurious traffic violation, operating business without a license, operating a vehicle or starship without a license, assault without a deadly weapon	20	–5 penalty on subsequent Diplomacy checks in that area
Class 3	Attempted bribery of a public official, robbery or grand theft, aiding and abetting a known felon, assault with a deadly weapon, possession of a concealed weapon	25	–10 penalty on subsequent Diplomacy checks in the area
Class 2	Murder or manslaughter, fraud, smuggling, assault against a public official, trafficking in controlled substances	30	Deportation within 2d6 hours
Class 1	Conspiracy against the government, murder of a public official, sabotage of public utilities	35	Detention pending the diplomatic action by character's affiliated government

Open Arms

Beginning at 2nd level, the Ambassador is skilled at initiating peaceful negotiations. She may add a competence bonus equal to one-half her Ambassador class level on all Diplomacy checks.

Bonus Feats

At 3rd, 6th, and 9th level, the Ambassador gets a bonus feat. The bonus feat must be selected from the following list, and the Ambassador must meet all the prerequisites of the feat to select it. Attentive, Defensive Martial Arts, Dodge, Educated, Improved Initiative, Low Profile, Oathbound, Renown, Trustworthy.

Information Access

Starting at 4th level, the Ambassador can make Gather Information checks without spending money or making Wealth checks, provided she is dealing with individuals or organizations that are helpful, friendly, indifferent, or unfriendly toward her or those she represents. Dealing with individuals or organizations that are hostile requires the Ambassador to make Wealth checks as usual when using the Gather Information skill.

Stipend

Skilled diplomats are well paid for their loyalty and dedication, and they are accustomed to traveling in style. At 5th level, and again at 8th level, the Ambassador gains a one-time Wealth bonus increase of +4.

Restricted Access

At 7th level, the Ambassador gains clearance to access restricted files or classified information from any source that recognizes her faction, organization, nation, world, or stellar empire. She gains a +5 bonus on Clockwork Use checks made to defeat PMMT security and a +5 bonus on Research checks.

Select Consuls

At 10th level, the Ambassador may appoint a number of individuals equal to her Reputation bonus as “consuls” or “attachés.” These appointed individuals gain all the benefits of the diplomatic immunity, information access, and restricted access class features (described above). The Ambassador may revoke these privileges at any time and appoint replacement consuls as she sees fit. It takes 1d4 hours for an Ambassador to invoke or revoke a consul's or attaché's privileges.

Dreadnought

The fastest path into this advanced class is from the Tough hero basic class, though other paths are possible.

Requirements

To qualify to become a Dreadnought, a character must fulfill the following criteria.

Skill: Intimidate 6 ranks.

Feat: Improved Damage Threshold.

Tough Hero Talents: Any two Tough hero talents.

Class Information

The following information pertains to the Dreadnought advanced class.

Hit Die

The Dreadnought gains 1d12 hit points per level. The character's Constitution modifier applies.

Action Points

The Dreadnought gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Dreadnought's class skills are as follows.

Balance (Dex), Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Profession (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Knowledge (planar) (Int).

Skill Points at Each Level: 3 + Int modifier (2 + Int modifier for nonhumans).

Table: The Dreadnought							
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+2	+0	+1	Fearless, stability, unhindered	+0	+0
2nd	+1	+3	+0	+2	Ability surge (1/day), steamroller	+1	+0
3rd	+2	+3	+1	+2	Bonus feat	+1	+0
4th	+3	+4	+1	+2	Master defender (+2)	+1	+1
5th	+3	+4	+1	+3	Ability surge (2/day), knockdown	+2	+1
6th	+4	+5	+2	+3	Bonus feat	+2	+1
7th	+5	+5	+2	+4	Master defender (+4)	+2	+2
8th	+6	+6	+2	+4	Ability surge (3/day), heavy artillery	+3	+2
9th	+6	+6	+3	+4	Bonus feat	+3	+2
10th	+7	+7	+3	+5	Master defender (+6)	+3	+3

Class Features

The following class features pertain to the Dreadnought advanced class.

Fearless

The Dreadnought is immune to fear effects.

Stability

The Dreadnought is incredibly sure-footed. She gains a +4 stability bonus on all rolls made to resist being tripped, overrun, knocked prone, or pushed back by a bull rush attack.

Unhindered

The Dreadnought treats any suit of armor worn as though its armor penalty is 2 better.

Ability Surge

At 2nd level, the Dreadnought can temporarily increase her Strength, but at a penalty to Defense. At 5th and 8th level, she can use this ability more frequently.

The Dreadnought gains a +8 morale bonus to Strength, but takes a –2 penalty to Defense. Activating ability surge is a free action, and the surge lasts for a number of rounds equal to the Dreadnought's class level. Following the ability surge, the Dreadnought is fatigued for as many rounds as she surged, but may negate this penalty as a free action by spending an action point. The Dreadnought may use the ability surge once per day at 2nd level, twice per day at 5th level, and three times per day at 8th level.

Steamroller

Starting at 2nd level, the Dreadnought does not need to move before making an overrun attempt against an opponent. She also gains a +2 bonus on any trip attack made against an opponent who blocks her overrun attempt.

Bonus Feats

At 3rd, 6th, and 9th level, the Dreadnought gets a bonus feat. The bonus feat must be selected from the following list, and the Dreadnought must meet all the prerequisites of the feat to select it.

Action Boost, Advanced Combat Martial Arts, Advanced Firearms Proficiency, Advanced Two-Weapon Fighting, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Armor Proficiency (powered), Athletic, Brawl, Burst Fire, Cleave, Combat Expertise, Combat Martial Arts, Combat Reflexes, Endurance, Frightful Presence, Great Cleave, Improved Brawl, Improved Bull Rush, Improved Combat Martial Arts, Improved Combat Throw, Improved Disarm, Improved Knockout Punch, Improved Trip, Improved Two-Weapon Fighting, Knockout Punch, Mobility, Power Attack, Run, Spring Attack, Strafe, Streetfighting, Sunder, Toughness, Two-Weapon Fighting.

Master Defender

Starting at 4th level, the Dreadnought becomes especially skilled in defensive fighting. Whenever she fights defensively or takes the total defense action, she gains a +2 bonus to Defense (in addition to the dodge bonus to Defense gained while fighting defensively or engaged in total defense).

The Dreadnought must be wearing medium, heavy, or powered armor to gain this bonus.

The bonus increases to +4 at 7th level and +6 and 10th level.

Knockdown

At 5th level and beyond, whenever the Dreadnought is allowed to apply her Strength modifier to damage, she forces the target of her successful attack to make a Fortitude save (DC = damage dealt) or be knocked prone by the force of the blow.

Heavy Artillery

Beginning at 8th level, a Dreadnought treats all weapons as one size category smaller for purposes of determining whether or not she can wield them in one hand and if they are considered light weapons.



Engineer

The fastest path into this advanced class is from the Smart hero basic class, though other paths are possible.

Requirements

To qualify to become an Engineer, a character must fulfill the following criteria.

Skills: Clockwork Use 6 ranks, Craft (electrical) 6 ranks, Craft (mechanical) 6 ranks, Knowledge (technology) 6 ranks, Repair 6 ranks.

Class Information

The following information pertains to the Engineer advanced class.

Hit Die

The Engineer gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

The Engineer gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Engineer's class skills are as follows.

Clockwork Use (Int), Craft (electronic, mechanical, structural) (Int), Disable Device (Int), Drive (Dex), Knowledge (planar, sciences, technology) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Repair (Int), Search (Int), Speak Language (none).

Skill Points at Each Level: 7 + Int modifier (6 + Int modifier for nonhumans).

Table: The Engineer							
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+1	+1	+0	Builder, improve kit (+1)	+0	+0
2nd	+1	+2	+2	+0	Quick craft, superior repair	+1	+0
3rd	+2	+2	+2	+1	Bonus feat	+1	+1
4th	+3	+2	+2	+1	Improve kit (+2), reconfigure weapon, sabotage	+1	+1
5th	+3	+3	+3	+1	Craft XP reserve, quick craft	+2	+1
6th	+4	+3	+3	+2	Bonus feat, craft XP reserve	+2	+2
7th	+5	+4	+4	+2	Craft XP reserve, improve kit (+3), quick fix	+2	+2
8th	+6	+4	+4	+2	Craft XP reserve, weapon upgrade	+3	+2
9th	+6	+4	+4	+3	Bonus feat, craft XP reserve	+3	+3
10th	+7	+5	+5	+3	Craft XP reserve, unflustered	+3	+3

Class Features

The following class features pertain to the Engineer advanced class.

Builder

At 1st level, the Engineer gains the bonus feat Builder.

Improve Kit (+1)

An engineer can use his know-how to upgrade an electrical or mechanical tool kit at no additional cost.

Electrical Tool Kit, Basic: For the cost of a basic electrical tool kit, an Engineer can assemble a mastercraft (+1) version of the kit that grants a +1 equipment bonus on all Repair checks made to fix electrical devices.

Electrical Tool Kit, Deluxe: For the cost of a deluxe electrical tool kit, an Engineer can assemble a mastercraft (+1) version that grants a +3 equipment bonus (instead of the usual +2 equipment bonus) on all Repair checks made to fix electrical devices and a +1 equipment bonus on all Craft (electrical) checks.

Clockworknical Tool Kit, Basic: For the cost of a basic mechanical tool kit, an Engineer can assemble a mastercraft (+1) version of the kit that grants a +1 equipment bonus on all Repair checks made to fix mechanical devices.

Clockworknical Tool Kit, Deluxe: For the cost of a deluxe mechanical kit, an Engineer can assemble a mastercraft (+1) version that grants a +3 equipment bonus (instead of the usual +2 equipment bonus) on all Repair checks made to fix mechanical devices and a +1 equipment bonus on all Craft (mechanical) and Craft (structural) checks.

Quick Craft

At 2nd level, an engineer learns how to craft ordinary scratch-built electronic, mechanical, and structural objects more quickly than normal.

When using the Craft (electronic), Craft (mechanical), or Craft (structural) skill to build an ordinary scratch-built item, the Engineer reduces the building time by one-quarter.

At 5th level, the Engineer reduces the building time of ordinary objects and mastercraft objects by half.

Superior Repair

At 2nd level, an Engineer learns improved ways of repairing Clockworks, vehicles, mecha, starships, and cybernetic attachments.

An Engineer with a mechanical tool kit and an appropriate facility (a workshop, garage, or hangar) can repair damage to a Clockwork, vehicle, mecha, starship, or cybernetic attachment. (Without a mechanical tool kit, the Engineer takes a –4 penalty on the Repair check.) With 1 hour of work, the engineer can restore a number of hit points based on his Repair check result, as shown in Table: Superior Repair. If damage remains, the Engineer may continue to make repairs for as many hours as needed to fully repair the damaged Clockwork, vehicle, mecha, starship, or cybernetic attachment.

Table: Superior Repair

Repair Check Result	Damage Repaired
Less than 20	None
20–29	2d6 + Engineer class level
30–39	3d6 + Engineer class level
40+	4d6 + Engineer class level

Bonus Feats

At 3rd, 6th, and 9th level, the Engineer gets a bonus feat. The bonus feat must be selected from the following list, and the Engineer must meet all the prerequisites of the feat to select it.

Airship Operation (spacecraft), Builder, Cautious, Gearhead, Mastercrafter, Salvage, Surface Vehicle Operation, Vehicle Expert.

Improve Kit (+2)

At 4th level, the Engineer can assemble mastercraft (+2) electrical and mechanical tool kits. This ability works as the 1st-level improve kit class feature, except the equipment bonuses improve by an additional +1.

Reconfigure Weapon

At 4th level, an Engineer can reconfigure a melee or ranged weapon, improving one aspect of it. Reconfiguring a weapon requires 1 hour of work and a successful Repair check (DC 20); reconfiguring a mastercraft weapon is slightly harder (DC 20 + the weapon's mastercraft bonus feature). An Engineer may take 10 or take 20 on this check.

The reconfiguration imposes a –1 penalty on attack rolls made with the weapon but grants one of the following benefits indefinitely:

Changed Rate of Fire: The reconfiguration changes the weapon's rate of fire. A semiautomatic-only weapon switches to an automatic-only weapon, or vice versa. This benefit applies only to a ranged weapon with either a semiautomatic or automatic fire setting.

Greater Ammo Capacity: The reconfigured weapon can hold 50% more ammunition than normal. This benefit applies only to weapons that take ammunition.

Greater Concealment: The reconfiguration grants a +2 bonus on Sleight of Hand checks made to conceal the reconfigured weapon.

Greater Range Increment: The reconfigured weapon's range increment increases by 10 feet. This benefit applies only to

weapons with range increments.

Signature Shooter: The weapon is reconfigured for a single individual's use only and is treated as a unique exotic weapon. Anyone else who uses the weapon takes a -4 nonproficient penalty on attack rolls.

Weapons can be reconfigured multiple times; each time a weapon is reconfigured, it imparts a new benefit. Undoing an Engineer's weapon reconfiguration requires 1 hour and a successful Disable Device check (DC 20 + the Engineer's class level).

Sabotage

At 4th level and beyond, the Engineer can sabotage an electrical or mechanical object so that it operates poorly. The Engineer must succeed on a Disable Device check (DC 20) to accomplish the downgrade, and sabotaging a mastercraft object is slightly harder (DC 20 + the mastercraft object's bonus feature). Noticing the Engineer's handiwork without first testing the sabotaged device requires a successful Search check (DC = the Engineer's Disable Device check result). Fixing the sabotaged item requires a successful Repair.

Sabotage Device: As a full-round action, the Engineer can reconfigure a device with electrical or mechanical components so that anyone who uses it suffers a penalty equal to the Engineer's class level on skill checks made to use the device.

Sabotage Weapon: As a full-round action, the Engineer can sabotage a weapon so that it misfires or breaks the next time it is used. A sabotaged weapon cannot be used effectively until repaired. This use of sabotage also applies to vehicle and starship weapons.

Craft XP Reserve

Starting at 5th level, an Engineer with the Mastercrafter feat can build mastercraft electronic and mechanical devices without investing as much of himself in the process.

At 5th level and every level thereafter, an Engineer gains a special reserve of experience points equal to $100 \times$ his Engineer class level. These extra experience points are separate from experience gained through level advancement and can only be used to make mastercraft items; they do not count toward level gain.

An Engineer must spend the extra experience points he gains at each level, for when the Engineer gains a level, he loses any unspent experience points in his reserve.

Improve Kit (+3)

At 7th level, the Engineer can assemble mastercraft (+3) electrical and mechanical tool kits. This ability works as the 4th-level improve kit class feature, except the equipment bonuses improve by an additional +1.

Quick Fix

At 7th level, the Engineer can repair a mechanical or electrical device in half the normal time; see the Repair skill description for normal repair times. However, cutting the repair time increases the Repair check DC by 5.

Weapon Upgrade

At 8th level, an Engineer can upgrade handheld or Clockwork-installed weapons, as well as weapon systems aboard vehicles, mecha, or starships.

Table: Weapon Upgrade	
Clockwork Weapon Upgrade	DC
Weapon also dazes target for 1 round	25
Weapon also knocks target prone	30
Weapon leaves target shaken for 1d4 rounds	35
Weapon also stuns target for 1d4 rounds	40
Vehicle/Clockwork/Airship Weapon Upgrade	DC
Weapon deals an extra two dice of damage	25
Weapon ignores 5 points of target's hardness/DR	30
Weapon's critical hit multiplier increases by 1	35
Weapon ignores 10 points of target's hardness/DR	40

The Engineer must spend 1 hour tinkering with the weapon, after which he must succeed at a Craft (mechanical) check. The DC varies depending on how the weapon is modified, as shown in Table: Weapon Upgrade. If the skill check fails, the attempt to modify the weapon also fails, although the Engineer may try again. (The engineer may take 20 on the skill check, but the upgrade takes 20 hours to complete.) An upgraded weapon has a 10% chance of breaking after each time it is used; it cannot be used again until repaired, and repairing it requires 1 hour and a successful Repair check (DC 40).

Unflustered

A 10th-level Engineer can perform complicated tasks without provoking attacks of opportunity from adjacent foes.

During any round in which the Engineer uses the Clockwork Use, Craft, Demolitions, Disable Device, or Repair skill, he can first make a Concentration check (DC 15) to use the desired skill without provoking attacks of opportunity. Making the Concentration check doesn't cost the Engineer an action. He may take 10 on the Concentration check, but he cannot take 20.

Explorer

The fastest path into this advanced class is from the Dedicated hero basic class, though other paths are possible.

Requirements

To qualify to become an Explorer, a character must fulfill the following criteria.

Skills: Knowledge (earth and life sciences) 6 ranks, Knowledge (history, physical sciences, or theology and philosophy) 4 ranks, Search 4 ranks, Survival 6 ranks.

Dedicated Hero Talent: Aware.

Class Information

The following information pertains to the Explorer advanced class.

Hit Die

The Explorer gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Explorer gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Explorer's class skills are as follows.

Balance (Dex), Bluff (Cha), Climb (Str), Decipher Script (Int), Disable Device (Int), Drive (Dex), Gather Information (Cha), Handle Animal (Cha), Investigate (Int), Jump (Str), Knowledge (planar, dungeoneering, geography, arcane lore, art, sciences, history, philosophy) (Int), Listen (Wis), Navigate (Int), Pilot (Dex), Read/Write Language (none), Research (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis).

Skill Points at Each Level: 7 + Int modifier (6 + Int modifier for nonhumans).

Table: The Explorer							
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+1	+1	+1	Explorer lore, survivalist	+1	+0
2nd	+1	+2	+2	+2	Resolve, skilled searcher	+1	+0
3rd	+2	+2	+2	+2	Bonus feat	+2	+1
4th	+3	+2	+2	+2	Trap sense (+1)	+2	+1
5th	+3	+3	+3	+3	Extra step	+3	+1
6th	+4	+3	+3	+3	Bonus feat	+3	+2
7th	+5	+4	+4	+4	Trap sense (+2)	+4	+2
8th	+6	+4	+4	+4	Explorer's evasion	+4	+2
9th	+6	+4	+4	+4	Bonus feat	+5	+3
10th	+7	+5	+5	+5	Extra step, trap sense (+3)	+5	+3

Class Features

The following class features pertain to the Explorer advanced class.

Explorer Lore

An Explorer picks up stray and obscure facts during her adventures. She may make a special Explorer lore check with a bonus equal to her Explorer class level + her Intelligence modifier to see whether or not she knows some relevant knowledge about notable people, legendary items, or noteworthy places. If the Explorer has 5 or more ranks in Knowledge (history), she gains a +2 bonus on this check. She may take 10 but cannot take 20 on this check.

An Explorer lore check does not reveal the powers of a magic or psionic item but may give some hint as to its general function; an Explorer may not take 10 or take 20 on this check.

Table: Explorer Lore		
DC	Type of Knowledge	Examples

10	Common, known by at least a substantial minority of the local population.	A local official's hobbies and interests; common legends or rumors about a powerful place of mystery.
20	Uncommon but available, known by only a few people in the area.	The coordinates of an known but uncharted world; legends or rumors about a powerful psionic artifact.
25	Obscure, known by few, hard to come by.	The customs of a documented alien species; the true homeworld of an ancient 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 most likely location of a long-lost pharaoh's tomb; the history of a powerful artifact and its creator; the likely coordinates of a fabled but as-yet-undiscovered planet.

Survivalist

At 1st level, the Explorer gains the bonus feats Guide and Track.

Resolve

Beginning at 2nd level, an Explorer gains a morale bonus equal to one-half her Explorer class level (rounded down) on saving throws to resist fear effects and Intimidate checks.

Skilled Searcher

When actively searching for secret doors or traps, an Explorer of 2nd level or higher gains a bonus on her Search checks equal to one-half her Explorer class level (rounded down).

Bonus Feats

At 3rd, 6th, and 9th level, the Explorer gets a bonus feat. The bonus feat must be selected from the following list, and the Explorer must meet all the prerequisites of the feat to select it.

Action Boost, Advanced Two-Weapon Fighting, Airship Operation (spacecraft), Archaic Weapons Proficiency, Attentive, Brawl, Dodge, Educated, Endurance, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Heroic Surge, Improved Feint, Improved Knockout Punch, Improved Two-Weapon Fighting, Jack of All Trades, Knockout Punch, Mobility, Nimble, Renown, Spacer, Streetfighting, Studious, Track, Two-Weapon Fighting, Vehicle Expert.

Trap Sense

At 4th level, an Explorer gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to Defense against attacks made by traps.

These bonuses rise to +2 at 7th level and +3 at 10th level.

Extra Step

An Explorer of 5th level or higher can spend an action point to take an extra 5-foot step during her turn, as a free action. This extra 5-foot step does not provoke attacks of opportunity.

At 10th level, the Explorer can take the extra 5-foot step without spending an action point.

Explorer's Evasion

If an Explorer of 8th level or higher is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Explorer suffers no damage if she makes a successful saving throw. If the Explorer already has evasion, she gains improved evasion instead. Improved evasion works similar to evasion, except the Explorer suffers only half damage on a failed saving throw.

Warrior (Helix)

The fastest path into this advanced class is from the Strong hero basic class, though other paths are possible.

Requirements

To qualify to become a Helix Warrior, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skill: Knowledge (tactics) 3 ranks.

Feat: Endurance.

Class Information

The following information pertains to the Helix Warrior advanced class.

Hit Die

The Helix Warrior gains 1d10 hit points per level. The character's Constitution modifier applies.

Action Points

The Helix Warrior gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Helix Warrior's class skills are as follows.

Balance (Dex), Climb (Str), Clockwork Use (Int), Demolitions (Int), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Navigate (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex) Knowledge (planar, dungeoneering) (Int).

Skill Points at Each Level: 3 + Int modifier (2 + Int modifier for nonhumans).

Table: The Helix Warrior							
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+1	+1	+0	+1	Haul, light sleeper, survivor	+1	+0
2nd	+2	+2	+0	+2	Darkvision (60 ft.)	+1	+0
3rd	+3	+2	+1	+2	Bonus feat	+2	+1
4th	+4	+2	+1	+2	Strong as an ox	+2	+1
5th	+5	+3	+1	+3	Darkvision (90 ft.), superior conditioning	+3	+1
6th	+6	+3	+2	+3	Bonus feat	+3	+2
7th	+7	+4	+2	+4	Improved reaction	+4	+2
8th	+8	+4	+2	+4	Darkvision (120 ft.)	+4	+2
9th	+9	+4	+3	+4	Bonus feat	+5	+3
10th	+10	+5	+3	+5	Decisive attack	+5	+3

Class Features

The following class features pertain to the Helix Warrior advanced class.

Haul

Helix Warriors can carry more heavy gear than the typical soldier. A Helix Warrior's Strength is considered 4 points higher for the purpose of determining her carrying capacity.

Light Sleeper

Helix Warriors are light sleepers and can make Listen checks even while asleep, without penalty. (A sleeping character normally takes a -10 penalty on Listen checks.)

Survivor

When a Helix Warrior spends an action point to modify the result of a saving throw, she may roll an additional 1d6 and take the best result, discarding the lower roll(s).

Darkvision

Beginning at 2nd level, a Helix Warrior gains darkvision. She can see in total darkness out to a range of 60 feet. Darkvision is black-and-white only, but is otherwise like normal sight.

The range of the Helix Warrior's darkvision improves to 90 feet at 5th level and 120 feet at 8th level.

Bonus Feats

At 3rd, 6th, and 9th level, the Helix Warrior gets a bonus feat. The bonus feat must be selected from the following list, and the Helix Warrior must meet all the prerequisites of the feat to select it.

Advanced Combat Martial Arts, Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Armor Proficiency (powered), Athletic, Blind-Fight, Combat Expertise, Combat Reflexes, Combat Throw, Dead Aim, Defensive Martial Arts, Elusive Target, Exotic Firearms Proficiency, Far Shot, Great Fortitude, Improved Combat Martial Arts, Improved Combat Throw, Improved Disarm, Improved Trip, Iron Will, Lightning Reflexes, Nerve Pinch, Surface Vehicle Operation, Weapon Focus, Whirlwind Attack.

Strong As An Ox

At 4th level and beyond, the Helix Warrior's carrying capacity increases as if she were one size category larger (Large instead of Medium-size, for example).

Superior Conditioning

Beginning at 5th level, a Helix Warrior learns how to shake off adverse conditions. When a Helix Warrior is subjected to one of the following conditions, the duration of the condition's effect is halved: cowering, dazed, exhausted, fatigued, nauseated, panicked, paralyzed, shaken, and stunned. If the condition's duration is only 1 round, the Helix Warrior is not affected at all.

Improved Reaction

At 7th level, a Helix Warrior gains a +2 competence bonus on initiative checks.

Decisive Attack

At 10th level, when a Helix Warrior spends an action point to modify the result of an attack roll, she may roll an additional 1d6 and take the best result, discarding the lower roll(s).



Archaic Weaponsmaster

The fastest path into this advanced class is from the Strong hero basic class, though other paths are possible, in particular Fast heroes for those characters favoring archaic ranged weapons such as bows and crossbows.

Requirements

To qualify to become an Archaic Weaponsmaster, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Knowledge (history) 4 ranks.

Feats: Archaic Weapon Proficiency, Weapon Focus with an archaic weapon.

Class Information

The following information pertains to the Archaic Weaponsmaster advanced class.

Hit Die

Archaic Weaponsmasters gain 1d10 hit points per level. The character's Constitution modifier applies.

Action Points

Archaic Weaponsmasters gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Archaic Weaponsmaster's class skills are as follows: Climb (Str), Craft (mechanical, structural, visual art, writing) (Int), Handle Animal (Cha), Jump (Str), Knowledge (planar, art, history, philosophy), Profession (Wis), Research (Int), Ride (Dex), and Swim (Str).

Skill Points at Each Level: 3 + Intelligence modifier.

Table: The Archaic Weaponsmaster							
Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+2	+0	+0	Weapon specialization	+1	+1
2nd	+1	+3	+0	+0	Imbue weapon +1	+1	+1
3rd	+2	+3	+1	+1	Bonus feat	+2	+1
4th	+3	+4	+1	+1	Quick weapon draw	+2	+2
5th	+3	+4	+1	+1	Expert in your field	+3	+2
6th	+4	+5	+2	+2	Bonus feat	+3	+2
7th	+5	+5	+2	+2	Weapon stun	+4	+3
8th	+6	+6	+2	+2	Imbue weapon +2	+4	+3
9th	+6	+6	+3	+3	Bonus feat	+5	+3
10th	+7	+7	+3	+3	Increased weapon critical	+5	+4

Class Features

The following features pertain to the Archaic Weaponsmaster advanced class.

Weapon Specialization

At 1st level, the Archaic Weaponsmaster gains the Weapon Specialization feat. She gains a +2 bonus on all damage rolls with a chosen archaic weapon. The Archaic Weaponsmaster must have weapon focus in that weapon in order to gain Weapon Specialization.

Imbue Weapon

At 2nd level, the Archaic Weaponsmaster may treat any archaic weapon she wields and has Weapon Focus with as a +1 magic weapon for purposes of striking creatures with damage reduction. This does not grant the weapon a +1 bonus, but only allows it to circumvent damage reduction.

At 8th level, the Archaic Weaponsmaster may treat any archaic weapon she wields and has Weapon Specialization with as a +2 magic weapon for purposes of striking creatures with damage reduction. This does not grant the weapon a +2 bonus, but only allows it to circumvent damage reduction.

Bonus Feats

At 3rd, 6th, and 9th levels, the Archaic Weaponsmaster gets a bonus feat. The bonus feat must be selected from the following list, and the Archaic Weaponsmaster must meet all of the prerequisites for the feat to select it.

Advanced Two-Weapon Fighting, Blind-Fight, Combat Expertise, Cleave, Combat Reflexes, Dead Aim, Exotic Melee

Weapon Proficiency, Far Shot, Great Cleave, Improved Bull Rush, Improved Disarm, Improved Trip, Improved Two-Weapon Fighting, Power Attack, Sunder, Two-Weapon Fighting, Weapon Focus.

Quick Weapon Draw

At 4th level, the Archaic Weaponsmaster gains the ability to draw her weapon as a free action. This applies only to the weapons for which the Archaic Weaponsmaster has Weapon Specialization.

Expert In Your Field

At 5th level, the Archaic Weaponsmaster is considered to be a master of her particular weapon, whether this is as a scholar with a detailed knowledge of the weapon's history, or as a practitioner, such as a professional archer. Starting with 5th level, the Archaic Weaponsmaster gains a circumstance bonus equal to her Reputation bonus on skill checks that are directly involved with her knowledge and proficiency with the weapon. Such skills would include applicable Knowledge skills, as well as such social skills as Intimidate and Bluff.

Weapon Stun

At 7th level, the Archaic Weaponsmaster can use his or her weapon to deal nonlethal damage, without taking the -4 penalty on attack rolls. The Archaic Weaponsmaster must have Weapon Specialization in the weapon to use it in this fashion.

Increased Weapon Critical

The Archaic Weaponsmaster increases her threat range by one when using an archaic weapon with which she has Weapons Specialization. A weapon that would threaten a critical on 20 would now do so on a 19 or 20, and one which threatens on a 19 or 20 would now do so on an 18 to 20. This ability works with other abilities that increase threat ranges.



Glamourist

The fastest path into this advanced class is from a combination of the Charismatic and Dedicated hero basic classes, though other paths are possible.

Requirements

To qualify to become a Glamourist, a character must fulfill the following criteria.

Skills: Bluff 6 ranks, Sense Motive 6 ranks.

Class Information

The following information pertains to the Glamourist advanced class.

Hit Die

Glamourists gain 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

Glamourists gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Glamourist's class skills are as follows: Bluff (Cha), Concentration (Con), Diplomacy (Cha), Decipher Script (Int), Disguise (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Knowledge (planar, sciences, current events, popular culture, streetwise) (Int), Listen (Wis), Perform (act, sing) (Cha), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

Table: The Glamourist							
Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+0	+2	+0	Self-confidence	+1	+0
2nd	+1	+0	+3	+0	Hidden motives	+1	+0
3rd	+1	+1	+3	+1	Bonus feat	+2	+1
4th	+2	+1	+4	+1	Hidden allegiance	+2	+1
5th	+2	+1	+4	+1	Audience	+3	+1
6th	+3	+2	+5	+2	Bonus feat	+3	+2
7th	+3	+2	+5	+2	Daze	+4	+2
8th	+4	+2	+6	+2	Utterly convincing	+4	+2
9th	+4	+3	+6	+3	Bonus feat	+5	+3
10th	+5	+3	+7	+3	Charm person	+5	+3

Class Features

The following features pertain to the Glamourist advanced class.

Self-Confidence

The Glamourist may treat her Glamourist levels as Charismatic levels for any talent where Charismatic levels are used (charm, favor, captivate, fast-talk, dazzle, taunt).

Hidden Motives

At 2nd level, the Glamourist increases her ability to hide her motives and intentions. She gains a circumstance bonus equal to her Glamourist levels when using Bluff against a Sense Motive skill. In addition, the DC for Bluff checks against her is increased by her levels of Glamourist.

Bonus Feats

At 3rd, 6th, and 9th level, the Glamourist gets a bonus feat. The bonus feat must be selected from the following list, and the Glamourist must meet all of the prerequisites for the feat to select it.

Alertness, Attentive, Builder, Confident, Creative, Deceptive, Improved Initiative, Iron Will, Low Profile, Renown, Trustworthy, Windfall.

Hidden Allegiance

At 4th level, the Glamourist gains the supernatural ability to suppress her loyalties, even from spells and abilities. In cases where such divinations are made, the Glamourist gains a Will save (DC 15 + the character level of the individual making the attempt) to negate the attempt. Negated attempts reveal either no allegiance or a lack of the sought-for allegiance, as applicable for the ability or spell.

Audience

At 5th level, the Glamourist may extend any Charismatic hero talents to a number of targets equal to her total of Charismatic and Glamourist levels. Individual targets are otherwise affected as described under the Charismatic hero basic class.

Daze

At 7th level, the Glamourist gains the spell-like ability to daze an individual of her choice. This ability may be used once per day, and functions identically to the daze psionic power.

Utterly Convincing

At 8th level, the Glamourist is a master at convincing people. Whenever the Glamourist spends an action point to improve some Charisma-based skill checks (see below), she adds an additional 1d6 to the result. The skills that utterly convincing applies to are: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, and Perform.

Charm Person

At 10th level, the Glamourist gains the spell-like ability to charm person once per day. This ability functions identically to the charm person psionic ability.



Mystic

The fastest path into this advanced class is from the Dedicated hero basic class, though other paths are possible. A high Charisma score is necessary to ensure the ability to cast spells.

Requirements

To qualify to become an Mystic, a character must fulfill the following criteria.

Skills: Diplomacy 6 ranks, Knowledge (philosophy) 6 ranks, Listen 6 ranks.

Allegiance: At the time that the character receives her first level in the Mystic advanced class, she must select an allegiance to a faith, concept, tradition or alignment. The Mystic may choose positive (good) or negative (evil) energy as an allegiance, but is not required to.

Class Information

The following information pertains to the Mystic advanced class.

Hit Die

Mystics gain 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

Mystics gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Mystic's class skills are as follows: Concentration (Con), Craft (chemical, pharmaceutical, visual arts) (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (planar, art, sciences, philosophy) (Int), Perform (act, dance, sing, stand-up) (Cha), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (none), Spellcraft (Int), Spot (Wis), Treat Injury (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

Table: The Mystic

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+2	+1	+1	Arcane skills, divine spells	+1	+2
2nd	+1	+3	+2	+2	Turn undead, divine spells	+1	+2
3rd	+1	+3	+2	+2	Bonus feat, divine spells	+2	+2
4th	+2	+4	+2	+2	Combat casting, divine spells	+2	+3
5th	+2	+4	+3	+3	Brew potion, divine spells	+3	+3
6th	+3	+5	+3	+3	Bonus feat, divine spells	+3	+3
7th	+3	+5	+4	+4	Discern lie, divine spells	+4	+4
8th	+4	+6	+4	+4	Turn humans, divine spells	+4	+4
9th	+4	+6	+4	+4	Bonus feat, divine spells	+5	+4
10th	+5	+7	+5	+5	Empower spell, divine spells	+5	+5

Class Features

The following features pertain to the Mystic advanced class.

Arcane Skills

At 1st level, the Mystic gains the Arcane Skills feat, granting access to the following skills: Spellcraft, Use Magic Device, and the arcane functions of Concentration and Craft (chemical).

Divine Spells

The Mystic casts divine spells the same as Acolytes. A Mystic's selection of spells is extremely limited. The Mystic begins play knowing four 0-level spells (called orisons) and two 1st-level spells. At each level, the mystic gains one or more new

spells as indicated below). These spells can be common spells chosen from the Mystic's spell list or they can be unusual spells of the Mystic's own devising.

The Mystic is limited to casting a certain number of spells of each level per day, but need not prepare those spells in advance. The number of spells that may be cast per day may be increased by sufficiently high Charisma scores.

A Mystic may use a higher-level slot to cast a lower-level spell. The Mystic may spend an action point to "trade out" a known spell (losing it entirely) in exchange for another; in this fashion the Mystic is not penalized for filling all the slots of their known spells list.

Mystics do not have "cure" or "inflict" spells in their spell lists. Mystic may use incantations to cast these spells. The Difficulty Class for a saving throw against the Mystic's spell is 10 + the spell's level + the Mystic's Wisdom modifier. The Mystic doesn't acquire her spells from books or scrolls, nor does she prepare them through study. Instead, she meditates or prays for her spells, receiving them through her own strength of faith or as divine inspiration. The Mystic must spend one hour each day in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on the Mystic's spell preparation. In addition, the Mystic receives bonus spells based on her Wisdom score, as shown on the chart below.

Spell List: Mystics use the same spell list as Acolytes except that Mystics may not use the spells listed below.

0-level: Cure minor wounds, inflict minor wounds

1st-level: Cure light wounds, inflict light wounds

2nd-level: Cure moderate wounds, inflict moderate wounds

3rd-level: Cure serious wounds, inflict serious wounds

4th-level: Cure critical wounds, inflict critical wounds

5th-level: Mass cure light wounds, mass inflict light wounds, raise dead

Cha Score	—Bonus Spells by Spell Level—				
	1	2	3	4	5
12–13	1	—	—	—	—
14–15	1	1	—	—	—
16–17	1	1	1	—	—
18–19	1	1	1	1	—
20–21	2	1	1	1	1
22–23	2	2	1	1	1

Mystic Level	—Spells per Day by Spell Level—					
	0	1	2	3	4	5
1	3	2	—	—	—	—
2	4	3	—	—	—	—
3	4	3	2	—	—	—
4	5	4	3	—	—	—
5	5	4	3	2	—	—
6	5	4	4	3	—	—
7	6	5	4	3	2	—
8	6	5	4	4	3	—
9	6	5	5	4	3	2
10	6	5	5	4	4	3

Mystic Level	—Mystic Spells Known—					
	0	1	2	3	4	5
1	4	2	—	—	—	—
2	5	2	—	—	—	—
3	5	3	1	—	—	—
4	6	3	2	—	—	—
5	6	4	2	1	—	—
6	7	4	3	2	—	—
7	7	5	3	2	1	—

8	8	5	4	3	2	—
9	8	5	4	3	2	1
10	9	5	5	4	3	2

Turn or Rebuke Undead

Starting at 2nd level, the Mystic gains the supernatural ability to affect the undead, such as zombies, skeletons, ghosts, and vampires in a manner similar to Acolyte. However, the Mystic's allegiance does not effect the type of effects she has on the undead. Furthermore, the Mystic affects undead as if she were an Acolyte of one level lower than her current Mystic class.

A Mystic may turn, rebuke, command or bolster the undead. She may destroy the undead if of sufficient levels. She cannot dispel the turning of an Acolyte.

Bonus Feats

At 3rd, 6th, and 9th level, the Mystic gets a bonus feat. The bonus feat must be selected from the following list, and the Mystic must meet all of the prerequisites for the feat to select it. Alertness, Archaic Weapons Proficiency, Armor Proficiency (light), Attentive, Creative, Dodge, Educated, Empower Turning, Greater Spell Focus, Greater Spell Penetration, Improved Turning, Renown, Spell Focus, Spell Penetration, Trustworthy, Windfall. The Mystic may also take any metamagic feats as bonus feats.

Combat Casting

At 4th level, the Mystic becomes adept at casting spells during combat. She gets a +4 bonus to Concentration checks made to cast a spell while on the defensive.

Brew Potion

At 5th level, the Mystic can create potions, which carry spells within themselves.

The Mystic can create a potion of any spell of 3rd level or lower that she knows. The spell must target a character or characters. Brewing a potion takes one day. When the Mystic creates a potion, she sets the caster level. The caster level must be sufficient to cast the spell in question and no higher than the Mystic's own level.

The purchase DC of the raw material to brew a potion is 15 + the potion's spell level + the potion's caster level.

The Mystic must also spend experience points to brew a potion. The XP cost is equal to the spell level x the caster level x the purchase DC of the raw materials.

Finally, the Mystic makes a Craft (chemical) skill check. The DC for the check is 10 + the spell level + the caster level. If the check fails, the raw materials are used up but the XP are not spent. The Mystic can try again the next day.

When the Mystic creates a potion, she makes any choices that she would normally make when casting the spell. Whoever drinks the potion is the target of the spell. Any potion that stores a spell with a costly material component or an experience point cost also carries a commensurate cost. In addition to the raw materials cost, the Mystic must expend the material component or pay the XP cost when creating the potion.

Discern Lie

The Mystic develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Mystic must be able to see and hear (but not necessarily understand) the individual under scrutiny.

The Mystic can determine whether a spoken statement is true or false with a successful Sense Motive check opposed by the subject's Bluff check or DC 10, whichever is greater.

Turn or Rebuke Humans

Starting at 8th level, the Mystic gains the supernatural ability to affect humans, allowing her to command them or drive them off in the fashion of the Acolyte's turn undead ability. The Mystic's allegiance does not effect the type of effects she has on humans. The ability does not affect humanoids or other creatures. Unlike other turning abilities, the Mystic must spend an action point to turn or rebuke humans.

A Mystic may turn, rebuke, command or bolster humans. She cannot destroy the targeted humans with this ability, nor can she dispel the turning of another individual.

Empower Spell

At 10th level, the Mystic learns to cast spells to greater effect. All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, as appropriate. Spells without random variables are not affected. An empowered spell uses up a spell slot two levels higher than the spell's actual level. Therefore, a Mystic can only empower 1st, 2nd, or 3rd-level spells.

Swashbuckler

The fastest path into this advanced class is from the Fast hero basic class, though other paths are possible.

Requirements

To qualify to become a Swashbuckler, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Balance 6 ranks, Tumble 6 ranks.

Feats: Weapon Finesse with any light melee weapon.

Class Information

The following information pertains to the Swashbuckler advanced class.

Hit Die

Swashbucklers gain 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

Swashbucklers gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Swashbuckler's class skills are as follows: Balance (Dex), Climb (Str), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (planar, current events, history, popular culture), Listen (Wis), Move Silently (Dex), Navigate (Int), Pilot (Dex), Profession (Wis), Sleight of Hand (Dex), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 5 + Intelligence modifier.

Table: The Swashbuckler							
Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+1	+2	+0	Weapon focus	+1	+0
2nd	+1	+2	+3	+0	Quick weapon draw	+2	+0
3rd	+2	+2	+3	+1	Bonus feat	+2	+0
4th	+3	+2	+4	+1	Weapon specialization	+3	+0
5th	+3	+3	+4	+1	Find the mark	+4	+1
6th	+4	+3	+5	+2	Bonus feat	+4	+1
7th	+5	+4	+5	+2	Greater weapon specialization	+5	+1
8th	+6	+4	+6	+2	Deflect missiles	+6	+1
9th	+6	+4	+6	+3	Bonus feat	+6	+2
10th	+7	+5	+7	+3	Touché	+7	+2

Class Features

The following features pertain to the Swashbuckler advanced class.

Weapon Focus

At 1st level, the Swashbuckler gets the Weapon Focus feat for a weapon which he has Weapon Finesse. If he already has Weapon Focus for this weapon, then he gains Weapon Focus in another light melee weapon or smaller of his choice.

Quick Weapon Draw

At 2nd level, the Swashbuckler gains the ability to draw his weapon as a free action. This applies only to the weapons for which the Swashbuckler has Weapon Focus.

Bonus Feats

At 3rd, 6th, and 9th levels, the Swashbuckler gets a bonus feat. The bonus feat must be selected from the following list, and the Swashbuckler must meet all of the prerequisites for the feat to select it. Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Exotic Melee Weapon Proficiency, Improved Damage Threshold, Improved Disarm, Improved Trip, Mobility, Spring Attack, Whirlwind Attack.

Weapon Specialization

At 4th level, the Swashbuckler gains the Weapon Specialization feat. He gains a +2 bonus on damage rolls with a chosen light slashing or piercing melee weapon. The Swashbuckler must have Weapon Focus in that weapon in order to gain Weapon Specialization.

Find the Mark

The Swashbuckler increases his threat range by one when using any melee weapon with which he has Weapon Finesse. A weapon that would threaten a critical on 20 would now do so on a 19 or 20, and one which threatens on a 19 or 20 would now do so on an 18 to 20. This ability works with other abilities which increase threat ranges.

Greater Weapon Specialization

At 7th level, the Swashbuckler gains Greater Weapon Specialization with a light or smaller melee weapon with which he has Weapon Specialization. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Deflect Missiles

At 8th level, the Swashbuckler can use his weapon to deflect missiles in the air, including arrows, spears, bolts, and bullets. This is a supernatural ability and costs an action point to activate.

If armed with a melee weapon with which he has Greater Weapon Specialization, the Swashbuckler may spend an action point to allow a Reflex save (DC 20 +1 per enhancement bonus of the attacking weapon). If he succeeds, he deflects the missile harmlessly away. The Deflect Missiles ability applies to bullets from handguns and longarms, but not exceptional missiles (such as magic missiles or particularly large items). If used successfully against a grenade attack the grenade automatically scatters (as normal rules) and then explodes.

Touché

At 10th level, the Swashbuckler is so adept at using his chosen weapon (with which he has Greater Weapon Focus) that attacks with that weapon can deal additional damage. With a successful attack with this weapon, before damage is rolled, he can spend 1 action point to deal +3d6 points of damage. This damage is not doubled by the effects of critical hits.



Techno Mage

The fastest path into this advanced class is from the Smart hero basic class, though other paths are possible.

Requirements

To qualify to become a Techno Mage, a character must fulfill the following criteria.

Skills: Clockwork Use 6 ranks, Craft (electronics) 6 ranks, Knowledge (arcane lore) 6 ranks, Repair 6 ranks.

Class Information

The following information pertains to the Techno Mage advanced class.

Hit Die

Techno Mages gain 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

Techno Mages gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Techno Mage's class skills are as follows: Clockwork Use (Int), Concentration (Con), Craft (chemical, electronic, mechanical, pharmaceutical) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Investigate (Int), Knowledge (planar, arcane lore, art, current events, history, popular culture, streetwise, technology) (Int), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none), Spellcraft (Int).

Skill Points at Each Level: 7 + Intelligence modifier.

Table: The Techno Mage							
Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+0	+1	+0	Arcane skills, arcane spells	+1	+0
2nd	+1	+0	+2	+0	Machine empathy, arcane spells	+1	+0
3rd	+1	+1	+2	+1	Bonus feat, arcane spells, program spell	+2	+1
4th	+2	+1	+2	+1	Create homunculus, arcane spells	+2	+1
5th	+2	+1	+3	+1	Arcane spontaneous casting, arcane spells	+3	+1
6th	+3	+2	+3	+2	Bonus feat, arcane spells	+3	+2
7th	+3	+2	+4	+2	Spell focus, arcane spells	+4	+2
8th	+4	+2	+4	+2	Online casting, arcane spells	+4	+2
9th	+4	+3	+4	+3	Bonus feat, arcane spells	+5	+3
10th	+5	+3	+5	+3	Quicken spells, arcane spells	+5	+3

Class Features

The following features pertain to the Techno Mage advanced class.

Arcane Spells and Armor

The Techno Mage can become proficient in the use of armor, and while his limitations are not as great as the traditional Mage, he still has a difficult time casting most arcane spells while wearing it. Armor restricts movement, making the complicated gestures needed to cast spells with somatic components harder to perform. When casting an arcane spell with

a somatic component, the chance of arcane spell failure depends on the type of armor being worn, as shown below.

Armor Type	Arcane Spell Failure, Proficient	Arcane Spell Failure, Nonproficient
Light	0%	10%
Medium	10%	20%
Heavy	20%	30%

Spellfiles

The Techno Mage must study her spellfiles each day to prepare her spells. The Techno Mage can't prepare any spell not recorded in her spellfiles (except for read magic, which the Techno Mage can prepare from memory). The Techno Mage begins play with spellfiles containing all 0-level arcane spells and three 1st-level arcane spells of the player's choice. For each point of Intelligence bonus the Techno Mage has, her spellfiles hold one additional 1st-level arcane spell. Each time the character attains a new level of Techno Mage, she gains two new spells of any level or levels that she can cast, according to her new level. The Techno Mage can also add spells found in other Techno Mages' spellfiles or Mage's spellbooks. (Mages may use spells found in the files of Techno Mages.)

A set of spellfiles are usually stored within a PMMT account. Occasionally they are put on a secure website to allow access by cell phone or satellite phone. Backup files are a must, and are usually kept in another location (such as a safety deposit box). Hard copy is also used for storage of spellfiles, sometimes bound in spellbooks.

Arcane Skills

At 1st level, the Techno Mage gains access to the arcane skill Spellcraft and the expansion of the Concentration skill, as described under the Mage entry.

Arcane Spells

The Techno Mage's key talent is the ability to cast arcane spells.

The Techno Mage is limited to a certain number of spells of each spell level per day, according to his Techno Mage class level. The Techno Mage must prepare spells ahead of time by resting for eight hours and spending one hour studying his spellfiles. While studying, the Techno Mage decides which spells to prepare. To learn, prepare, or cast a spell, the Techno Mage must have an Intelligence score of at least 10 + the spell's level. The Difficulty Class for saving throws against the Techno Mage's spells is 10 + the spell's level + the Techno Mage's Intelligence modifier.

In addition, the Techno Mage receives bonus spells based on his Intelligence score, as shown below.

Int Score	— Bonus Spells by Spell Level —				
	1	2	3	4	5
12–13	1	—	—	—	—
14–15	1	1	—	—	—
16–17	1	1	1	—	—
18–19	1	1	1	1	—
20–21	2	1	1	1	1
22–23	2	2	1	1	1

Techno Mage Level	— Spells per Day by Spell Level —					
	0	1	2	3	4	5
1	3	1	—	—	—	—
2	4	2	—	—	—	—
3	4	2	1	—	—	—
4	4	3	2	—	—	—
5	4	3	2	1	—	—
6	4	3	3	2	—	—
7	4	4	3	2	1	—
8	4	4	3	3	2	—
9	4	4	4	3	2	1
10	4	4	4	3	3	2

Machine Empathy

At 2nd Level, the Techno Mage is so comfortable with technology that she gains a +2 competence bonus with any electronic or mechanical device, and in addition may use any skill that involves technology untrained.

Program Spell

At 3rd level, the Techno Mage may spend an action point to insert a spell within a particular analog or digital device, such that by touching a key (or flicking a switch), the spell activates. All variables of the spell are set at the time of casting. Casting a spell takes the normal amount of time; discharging a programmed spell is an attack action.

Bonus Feats

At 3rd, 6th, and 9th level, the Techno Mage gets a bonus feat. The bonus feat must be selected from the following list, and the Techno Mage must meet all of the prerequisites for the feat to select it.

Armor Proficiency (light), Builder, Educated, Gearhead, Greater Spell Focus, Greater Spell Penetration, Personal Firearms Proficiency, Spell Focus, Spell Penetration, Studious, Windfall.

The Techno Mage may also take any metamagic feats as bonus feats.

Create Homunculus

At 4th level, the Techno Mage can create a homunculus. The homunculus may be flesh, digital, chemical, or biochemical in nature.

Creating a homunculus requires a DC 25 Wealth check to acquire the appropriate equipment. The materials used are consumed in the creation of the homunculus. In addition, the creation of a homunculus requires a pint of the Techno Mage's blood.

It takes a week to create a homunculus. During this time the Techno Mage must labor for 8 hours a day. A character not actively working on the ritual must perform no other activities except eating, sleeping, or talking. If she misses a day, the process fails, and the ritual must begin anew. At the end of the period, the Techno Mage makes an appropriate skill check for the Craft skill connected with the particular subtype of homunculus (DC 20). A failure indicates loss of the subject (requiring the Techno Mage to begin again) but no other penalty.

The Techno Mage may create any number of homunculi. However, when a homunculi perishes, its death deals 2d10 points of damage to the Techno Mage, so caution is usually the by-word in homunculus creation.

Arcane Spontaneous Casting

At 5th, the Techno Mage chooses a number of spells she already knows equal to her Intelligence modifier. From that point on, the Techno Mage can cast those spells in place of already-chosen spells of the same level. The Techno Mage "loses" a prepared spell to cast another spell of the same level or lower.

Spell Focus

At 7th level, the Techno Mage gains Spell Focus as a bonus feat.

Online Casting

At 8th level, the Techno Mage can cast spells through electronic devices, including cameras, cell phones, and modems. If the spell requires the caster to be seen, then the target must see the caster, if it requires the caster to be heard, then the target must be able to hear the caster. Range is determined from the caster to the pick-up device (camera, keyboard, etc.) and then from the device to its target. The space between keyboard and monitor, or camera and screen, is not considered. The Techno Mage must be able to see or otherwise be able to determine the location of her target ("person at the keyboard" is a suitable target). Spells cast online are less effective, such that the target gets a +4 circumstance bonus on saving throws.

Quicken Spell

At 10th level, the Techno Mage learns to cast some spells as free actions. With but a moment's thought (and the proper verbal, somatic, and material components). She can perform another action, even casting another spell, in the same round as she casts a quickened spell. She may only cast one quickened spell per round. A spell whose casting time is more than 1 full round cannot be quickened.

A quickened spell does not provoke an attack of opportunity. Quicken spell is considered a metamagic ability for purposes of interacting with metamagic feats.

When a quickened spell is prepared, it is treated as a spell of four levels higher than the spell's actual level, such that only 0- and 1st level spells may be quickened by a Techno Mage.

Thrasher

The fastest path into this advanced class is from the Tough hero basic class, though other paths are possible.

Requirements

To qualify to become an Thrasher, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Concentration 6 ranks, Survival 6 ranks.

Feats: Athletic or Endurance.

Class Information

The following information pertains to the Thrasher advanced class.

Hit Die

Thrashers gain 1d12 hit points per level. The character's Constitution modifier applies.

Action Points

Thrashers gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Thrasher's class skills are as follows: Balance (Dex), Climb (Str), Concentration (Con), Drive (Dex), Profession (Wis), Read/Write Languages (none), Ride (Dex), Speak Language (none), Spot (Wis), Swim (Str), Survival (Wis), Tumble (Dex) Knowledge (planar) (Int).

Skill Points at Each Level: 3 + Intelligence modifier.

Table: The Thrasher

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+1	+0	Tough Defense	+1	+0
2nd	+1	+3	+2	+0	Ability surge 1/day	+1	+0
3rd	+2	+3	+2	+1	Bonus feat	+2	+0
4th	+3	+4	+2	+1	Uncanny dodge X	+2	+0
5th	+3	+4	+3	+1	Ability surge 2/day	+3	+1
6th	+4	+5	+3	+2	Bonus feat	+3	+1
7th	+5	+5	+3	+2	Damage reduction 5/+1	+4	+1
8th	+6	+6	+4	+2	Ability surge 3/day	+4	+1
9th	+6	+6	+4	+3	Bonus feat	+5	+2
10th	+7	+7	+5	+3	Damage reduction 10/+1	+5	+2

Class Features

The following features pertain to the Thrasher advanced class.

Tough Defense

Using his constitution instead of his dexterity, the Thrasher applies his Constitution bonus to his Defense instead of his Dexterity bonus. Any situation that would deny the Thrasher his Dexterity bonus to Defense denies the Constitution bonus.

Ability Surge

At 2nd, 5th, and 8th level, the Thrasher can temporarily increase his Strength and Dexterity, but at a penalty to saving throws. The Thrasher gains a +4 morale bonus to both Strength and Dexterity, but takes a -2 penalty on all saving throws. Activating ability surge is a free action, and the surge lasts for as many rounds as the character has Thrasher levels. Following an ability surge, the Thrasher is fatigued (-2 to Strength and Dexterity) for as many rounds as he surged, but may negate this penalty as a free action by spending an action point.

The Thrasher may use the ability surge once per day at 2nd level, twice per day at 5th level, and three times per day at 8th level.

Bonus Feats

At 3rd, 6th, and 9th level, the Thrasher gets a bonus feat. The bonus feat must be selected from the following list, and the Thrasher must meet all of the prerequisites for the feat to select it.

Alertness, Blind-Fight, Brawl, Cleave, Combat Expertise, Combat Reflexes, Far Shot, Focused, Great Cleave, Improved Brawl, Improved Knockout Punch, Improved Trip, Knockout Punch, Power Attack.

Uncanny Dodge X

The Thrasher gains the ability of Uncanny Dodge, or increases the potency of this ability if he already has it.

If the Thrasher does not have Uncanny Dodge 1 (usually gained as a Fast hero), he gains Uncanny Dodge 1: He retains his Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by a hidden attacker. (He still loses his Dexterity bonus to Defense if he's immobilized.)

If the Thrasher already has Uncanny Dodge 1, he gains Uncanny Dodge 2: He can no longer be flanked; he can react to opponents on opposite sides of himself as easily as he can react to a single attacker.

If the Thrasher already has Uncanny Dodge 2, then he gains no further benefit from this ability.

Damage Reduction

Starting at 7th level, the Thrasher gains the ability to use the ambient magic around him to shrug off some amount of injury from each attack. The Thrasher gains damage reduction 5/+1. Subtract 5 from the damage the Thrasher takes each time he is dealt damage from a physical attack—usually weapons or natural attacks but not energy attacks (magical or nonmagical in origin, spells, spell-like abilities, or supernatural abilities). Ignore damage reduction if the damage is from a magic weapon or attack of +1 bonus or higher. Damage reduction can reduce damage to 0, but not below 0. Damage reduction does not stack with itself unless otherwise stated—if the Thrasher gains other forms of damage reduction, apply the best damage reduction for the situation. Damage reduction from the Thrasher class may stack with the Tough hero damage reduction tree; in this case add the benefit of those damage reductions for attacks from melee and ranged weapons.

At 10th level, this damage reduction increases to 10/+1.



Wildlord

The fastest path into this advanced class is from a combination of Strong and Tough hero basic classes, though other paths are possible.

Requirements

To qualify to become a Wildlord, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Handle Animal 6 ranks, Survival 6 ranks.

Class Information

The following information pertains to the Wildlord advanced class.

Hit Die

Wildlords gain 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

Wildlords gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Wildlord's class skills are as follows: Climb (Str), Concentration (Con), Drive (Dex), Diplomacy (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (planar, dungeoneering, geography, sciences), Move Silently (Dex), Navigate (Int), Pilot (Dex), Profession (Wis), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

Table: The Wildlord

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+2	+0	+2	Animal empathy	+1	+1
2nd	+1	+3	+0	+3	Track, animal companion	+1	+1
3rd	+2	+3	+1	+3	Bonus feat, fast climb	+2	+1
4th	+3	+4	+1	+4	Resist venom, call companion	+2	+2
5th	+3	+4	+1	+4	Skill mastery	+3	+2
6th	+4	+5	+2	+5	Bonus feat	+3	+2
7th	+5	+5	+2	+5	Expert in your field	+4	+3
8th	+6	+6	+2	+6	Command/rebuke animals	+4	+3
9th	+6	+6	+3	+6	Bonus feat, transform companion	+5	+3
10th	+7	+7	+3	+7	Command/rebuke magical beasts	+5	+4

Class Features

The following features pertain to the Wildlord advanced class.

Animal Empathy

At 1st level, the Wildlord gains the ability to use her Handle Animal skill to improve the attitude of an animal or magical beast. The interaction is treated as a Diplomacy skill check, with Handle Animal used instead of Diplomacy. The Wildlord needs to be within 30 feet of the creature to use this ability.

Most domestic animals have a starting attitude of indifferent, while most wild animals are unfriendly. (Exceptions exist: trained guard dogs may have an initial reaction of hostile to strangers.)

The Wildlord may also seek to influence magical beasts (including those she has never encountered before) at a -4 penalty. Animal empathy does not function on vermin.

Track

At 2nd level, the Wildlord gains Track as a bonus feat, if she does not already have it.

Animal Companion

At 2nd level, the Wildlord may spend an action point to transform an encountered animal into an animal companion. This requires a full-round action. The animal must already be friendly in attitude toward the Wildlord. This animal accompanies the Wildlord on her adventures as is appropriate to its species. The Wildlord may have a single animal companion at a time.

Choose an animal from the following list: Ape, bear, big cat, boar, crocodile, deinonychus, dog (medium), donkey, eagle, elephant, herd animal (such as cow, camel, or bison), horse, lizard, monkey, octopus, porpoise, snake (constrictor, viper), squid, tiger, or wolf. The creature may be an animal of Shadow. The animal cannot have more Hit Dice than the Wildlord has character levels.

The animal chosen remains an animal, but may gain additional abilities according to the level of the Wildlord (see Animal Companions, below). The player running a Wildlord should consider the fact that certain animals may create problems in urban areas.

The Wildlord may release the animal back to the wild, regaining the action point initially spent in the process. The Wildlord does not regain the action point if the creature dies. In either case, the Wildlord must wait at least 24 hours before attempting to gain another animal companion.

Bonus Feats

At 3rd, 6th, and 9th level, the Wildlord gets a bonus feat. The bonus feat must be selected from the following list, and the Wildlord must meet all of the prerequisites for the feat to select it.

Animal Affinity, Athletic, Dodge, Endurance, Focused, Personal Firearms Proficiency, Renown, Stealthy.

Fast Climb

At 3rd level, the Wildlord becomes an expert at climbing. A successful Climb check allows her to move her full speed rather than at half speed when climbing.

Resist Venom

At 4th level, the Wildlord gains +4 resistance bonus on saving throws against natural poisons.

Call Companion

At 4th level, the Wildlord gains the supernatural ability to call her animal companion to her. The animal companion must be in the area (within a mile of the Wildlord's location), and will arrive within 10d6 minutes. Situations which the Wildlord and animal companion are clearly separated the animal will express consternation and distress but will not be able to respond.

Skill Mastery

At 5th level, the Wildlord designates one skill from her Wildlord class skill list. When making a check with this skill, the Wildlord may take 10 even if stress and distractions would normally prevent her from doing so. She becomes so certain in the use of this skill that she can use it reliably even under adverse conditions.

Expert in Your Field

At 7th level, the Wildlord is considered to be a master of nature lore, animals, and plants. The Wildlord gains a circumstance bonus equal to her Reputation bonus when making skill checks that are directly involved with her knowledge of the natural world. Such skills would include applicable Knowledge skills, as well as such social skills as Intimidate and Bluff when animals are involved.

Command/Rebuke Animals

At 8th level, the Wildlord may spend an action point to turn, command, or rebuke animals. This functions in the same manner as the ability to turn undead for the Acolyte.

Transform Companion

At 9th level, the Wildlord gains the supernatural ability to transform her animal companion into a small, inert object, such as a charm, a totem, or a stuffed animal, that may be carried around. While in object form, the transformed companion has the properties of the item.

The Wildlord may, as a move action or part of a move action, cast the object to the ground and cause it to immediately take its original form. The transformed creature is considered a magical beast as long as it remains the Wildlord's companion.

Command/Rebuke Magical Beasts

At 10th level, the Wildlord may spend an action point to turn, command, or rebuke magical beasts. This functions in the same manner as the ability to turn, command, or rebuke undead for the Acolyte.

Animal Companions

As the Wildlord grows in power and ability, so too does the power of her animal companion.

Class Level	Bonus HD	Natural Armor	Str/DexAdj.	Special
2-3	+0	0	+0	Link, share spells
4-5	+2	2	+1	Evasion
6	+4	4	+2	Devotion

7	+6	6	+3	Multiattack
8	+8	8	+4	
9	+10	10	+5	Improved evasion
10	+12	12	+6	

Class Level: The level of the Wildlord.

Bonus HD: These are extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion's base attack and base save bonuses. An animal companion's base attack bonus is equal to a Wildlord whose level equals the animal's HD. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). The animal companion doesn't gain any extra skill points or feats for bonus HD.

Natural Armor: The number listed here is an improvement to the animal companion's natural armor rating.

Str/Dex Adj.: Add this figure to the animal companion's Strength and Dexterity scores.

Link (Ex): The Wildlord gains a +4 circumstance bonus on Animal Empathy and Handle Animal checks made regarding the animal companion.

Evasion (Ex): If the animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Devotion (Ex): The animal companion's devotion to its master is so complete, it gains a +4 morale bonus on all Will saves against Enchantment spells and effects.

Multiattack (Ex): The animal companion gains the Multiattack feat, if it has 3 or more natural attacks. If it does not have the requisite 3 or more natural attacks, the animal companion instead gains a second attack with its primary natural attack, albeit at a -5 to the base attack bonus.

Improved Evasion (Ex): If the animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.



Soldier

Requirements

To qualify to become a Soldier, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skill: Knowledge (tactics) 3 ranks.

Feat: Personal Firearms Proficiency.

Class Information

Hit Die: 1d10

Action Points: 6 + one-half character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Soldier's class skills (and the key ability for each skill) are: Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (planar, current events, history, popular culture, tactics) (Int), Listen (Wis), Navigate (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 5 + Int modifier.

Table: The Soldier							
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+1	+1	+0	Weapon Focus	+1	+0
2nd	+1	+2	+2	+0	Weapon specialization	+1	+0
3rd	+2	+2	+2	+1	Bonus feat	+2	+0
4th	+3	+2	+2	+1	Tactical aid	+2	+0
5th	+3	+3	+3	+1	Improved critical	+3	+1
6th	+4	+3	+3	+2	Bonus feat	+3	+1
7th	+5	+4	+4	+2	Improved reaction	+4	+1
8th	+6	+4	+4	+2	Greater weapon specialization	+4	+1
9th	+6	+4	+4	+3	Bonus feat	+5	+2
10th	+7	+5	+5	+3	Critical strike	+5	+2

Class Features

The following features pertain to the Soldier advanced class.

Weapon Focus

At 1st level, a Soldier gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Soldier chooses a specific weapon. The soldier can choose unarmed strike or grapple as the weapon. The soldier must be proficient with the chosen weapon.

The soldier adds +1 to all attack rolls made using the selected weapon.

Weapon Specialization

At 2nd level, a Soldier gains weapon specialization with a specific melee or ranged weapon that he or she also has applied the Weapon Focus feat or class feature to. The soldier gets a +2 bonus on damage rolls with the chosen weapon.

Bonus Feats

At 3rd, 6th, and 9th level, the Soldier gets a bonus feat. The bonus feat must be selected from the following list, and the Soldier must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Brawl, Burst Fire, Cleave, Combat Reflexes, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Power Attack.

Tactical Aid

As a full-round action, the Soldier provides tactical aid to all of his allies (including himself) within sight and voice range of his position. This use of tactical aid requires an action point.

This aid provides a +1 competence bonus on attack rolls. The bonus lasts for a number of rounds equal to one-half of the Soldier's level in the advanced class, rounded down.

Improved Critical

For the weapon the Soldier has applied weapon specialization to the Soldier's threat range increases by one.

Improved Reaction

At 7th level, a Soldier gains a +2 competence bonus on initiative checks.

Greater Weapon Specialization

At 8th level, a Soldier gains greater weapon specialization with the weapon he or she selected at 2nd level. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Critical Strike

At 10th level, a Soldier gains the ability to automatically confirm a threat as a critical hit when attacking with the weapon he or she has applied weapon specialization to, eliminating the need to make a roll to confirm the critical hit.



Martial Artist

Requirements

To qualify to become a Martial Artist, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skill: Jump 3 ranks.

Feats: Combat Martial Arts, Defensive Martial Arts.

Class Information

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the martial artist attains a new level in this class.

Class Skills

The Martial Artist's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (planar, current events, popular culture, philosophy) (Int), Move Silently (Dex), Perform (dance) (Cha), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

Table: The Martial Artist							
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+1	+0	+2	+0	Living weapon 1d6	+1	+0
2nd	+2	+0	+3	+0	Flying kick	+2	+0
3rd	+3	+1	+3	+1	Bonus feat	+2	+0
4th	+4	+1	+4	+1	Living weapon 1d8	+3	+0
5th	+5	+1	+4	+1	Iron fist (one attack)	+4	+1
6th	+6	+2	+5	+2	Bonus feat	+4	+1
7th	+7	+2	+5	+2	Flurry of blows	+5	+1
8th	+8	+2	+6	+2	Living weapon 1d10	+6	+1
9th	+9	+3	+6	+3	Bonus feat	+6	+2
10th	+10	+3	+7	+3	Iron fist (all attacks)	+7	+2

Class Features

The following features pertain to the Martial Artist advanced class.

Living Weapon

The Martial Artist attacks with either fist interchangeably, or even with elbows, knees, and feet. This means that the Martial Artist may even make unarmed strikes when his or her hands are full, and there is no such thing as an off-hand attack for a Martial Artist striking unarmed.

The Martial Artist also deals more damage with unarmed strikes. At 1st level, the martial artist deals 1d6 points of damage with an unarmed strike. At 4th level, damage increases to 1d8. At 8th level, it increases to 1d10.

This is an increase to Combat Martial Arts damage; this has no effect on Brawl.

Flying Kick

Starting at 2nd level, a Martial Artist can use a charge to deliver a devastating flying kick to an opponent. At the end of this charge, the martial artist adds his or her class level as a bonus to the damage he or she deals with an unarmed strike.

Bonus Feats

At 3rd, 6th, and 9th level, the Martial Artist gets a bonus feat. The bonus feat must be selected from the following list, and the Martial Artist must meet all the prerequisites of the feat to select it.

Acrobatic, Advanced Combat Martial Arts, Archaic Weapons Proficiency, Combat Reflexes, Combat Throw, Elusive Target, Exotic Melee Weapon Proficiency, Improved Combat Throw, Improved Combat Martial Arts, Unbalance Opponent.

Iron Fist

At 5th level, a Martial Artist gains the ability to spend 1 action point to increase the damage he or she deals to a single opponent with a single unarmed strike. The martial artist declares the use of the action point after making a successful unarmed strike. The result of the action point roll is added to the damage roll for that attack.

At 10th level, this ability improves. The Martial Artist now adds the result of the action point roll to all successful attacks

he or she makes in a round.

Flurry of Blows

At 7th level, a Martial Artist gains the ability to strike with a flurry of blows at the expense of accuracy. The Martial Artist must be unarmored to use this talent, and he or she must make unarmed strikes to gain the benefit. With a flurry of blows, the Martial Artist may make one extra attack in a round at his or her highest base attack bonus. This attack and each other attack made in the round take a –2 penalty. This ability can only be used when taking the full attack action. The penalty applies to all attacks for one full round, including attacks of opportunity.



Gunslinger

Requirements

To qualify to become a Gunslinger, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Sleight of Hand 6 ranks, Tumble 6 ranks.

Feat: Personal Firearms Proficiency.

Class Information

Hit Die: 1d10

Action Points: 6 + one-half character level, rounded down, every time the gunslinger attains a new level in this class.

Class Skills

The Gunslinger's class skills (and the key ability for each skill) are: Bluff (Cha), Demolitions (Int), Drive (Dex), Escape Artist (Dex), Gamble (Wis), Intimidate (Cha), Knowledge (planar, current events, popular culture, streetwise) (Int), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), Survival (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

Table: The Gunslinger							
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+0	+1	+1	Close combat shot	+1	+0
2nd	+1	+0	+2	+2	Weapon focus	+1	+0
3rd	+2	+1	+2	+2	Bonus feat	+2	+1
4th	+3	+1	+2	+2	Defensive position	+2	+1
5th	+3	+1	+3	+3	Lightning shot	+3	+1
6th	+4	+2	+3	+3	Bonus feat	+3	+2
7th	+5	+2	+4	+4	Sharp-shooting	+4	+2
8th	+6	+2	+4	+4	Greater weapon focus	+4	+2
9th	+6	+3	+4	+4	Bonus feat	+5	+3
10th	+7	+3	+5	+5	Bullseye	+5	+3

Class Features

The following features pertain to the Gunslinger advanced class.

Close Combat Shot

At 1st level, a Gunslinger gains the ability to make a ranged attack with a Medium-size or smaller firearm while in a threatened area without provoking an attack of opportunity.

Weapon Focus

At 2nd level, a Gunslinger gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Gunslinger must choose a specific personal firearm.

The gunslinger adds +1 to all attack rolls you make using the selected personal firearm.

Bonus Feats

At 3rd, 6th, and 9th level, the Gunslinger gets a bonus feat. The bonus feat must be selected from the following list, and the Gunslinger must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Advanced Two-Weapon Fighting, Burst Fire, Dead Aim, Double Tap, Far Shot, Improved Two-Weapon Fighting, Precise Shot, Quick Draw, Quick Reload, Shot on the Run, Skip Shot, Strafe, Two-Weapon Fighting.

Defensive Position

Starting at 4th level, the Gunslinger gains an additional +2 cover bonus to Defense and an additional +2 cover bonus on Reflex saves whenever he or she has one-quarter, one-half, three-quarters, or nine-tenths cover.

Lightning Shot

Starting at 5th level, a Gunslinger can make a flurry of ranged attacks with a personal firearm at the expense of accuracy. With a lightning shot, the Gunslinger may make one extra ranged attack with a personal firearm in a round at his or her highest base attack bonus. This attack and each other attack made in the round take a -2 penalty. This ability can only

be used when taking the full attack action. The penalty applies to all attacks for one full round, including attacks of opportunity.

Sharp-Shooting

At 7th level, if the Gunslinger uses a personal firearm to attack a target, the cover bonus to the target's Defense for one-quarter, one-half, three-quarters, or nine-tenths cover is reduced by 2.

Greater Weapon Focus

At 8th level, a Gunslinger receives a +1 competence bonus on attack rolls made with the firearm selected for the Weapon Focus ability at 2nd level. This bonus stacks with the earlier bonus.

Bullseye

At 10th level, a Gunslinger becomes so adept at using the firearm to which he or she has applied Weapon Focus and Greater Weapon Focus that the gunslinger's attacks with that firearm can deal extra damage. With a successful attack, before damage is rolled, the gunslinger can spend 1 action point to deal +3d6 points of damage.



Bodyguard

Requirements

To qualify to become a Bodyguard, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Concentrate 6 ranks, Intimidate 6 ranks.

Feat: Personal Firearms Proficiency.

Class Information

The following information pertains to the Bodyguard advanced class.

Hit Die: 1d12

Action Points: 6 + one-half character level, rounded down, every time the Bodyguard attains a new level in this class.

Class Skills

The Bodyguard's class skills (and the key ability for each skill) are: Concentration (Con), Disguise (Cha), Drive (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (planar, sciences, current events, streetwise) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 3 + Int modifier.

Table: The Bodyguard							
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+1	+2	+0	Harm's way	+1	+0
2nd	+1	+2	+3	+0	Combat sense +1	+1	+0
3rd	+2	+2	+3	+1	Bonus feat	+2	+1
4th	+3	+2	+4	+1	Sudden action	+2	+1
5th	+3	+3	+4	+1	Improved charge	+3	+1
6th	+4	+3	+5	+2	Bonus feat	+3	+2
7th	+5	+4	+5	+2	Defensive strike	+4	+2
8th	+6	+4	+6	+2	Combat sense +2	+4	+2
9th	+6	+4	+6	+3	Bonus feat	+5	+3
10th	+7	+5	+7	+3	Blanket protection +5	+3	

Class Features

The following features pertain to the Bodyguard advanced class.

Harm's Way

Once per round, if the Bodyguard is adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), the Bodyguard can subject him or herself to the attack in the ally's stead. If the attack hits the Bodyguard, he or her takes damage normally. If it misses, it also misses the ally.

The Bodyguard must declare his or her intention to place him or herself in harm's way before the attack roll is made. The Bodyguard selects his or her ally either prior to combat or immediately after the Bodyguard makes his or her initiative check. The Bodyguard can't change his or her ally for the duration of the combat.

Combat Sense

This ability allows a Bodyguard of 2nd level or higher to designate a single opponent during his or her action and receive a +1 competence bonus on attacks against that opponent. The Bodyguard can select a new opponent on any action.

At 8th level, the competence bonus increases to +2.

Bonus Feats

At 3rd, 6th, and 9th level, the Bodyguard gets a bonus feat. The bonus feat must be selected from the following list, and the Bodyguard must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Attentive, Combat Expertise, Combat Reflexes, Double Tap, Improved Brawl, Improved Feint, Improved Knockout Punch, Knockout Punch, Precise Shot, Quick Draw, Quick Reload, Streetfighting, Vehicle Expert.

Sudden Action

Once per day, a Bodyguard of 4th level or higher can focus his or her effort to burst into sudden action when the situation

calls for it. The Bodyguard can change his or her place in the initiative order, moving higher in the count by a number less than or equal to his or her class level, as the Bodyguard sees fit. The Bodyguard can declare the use of this ability at the start of any round, before anyone else takes an action.

Improved Charge

A Bodyguard of 5th level or higher can make a charge without having to move in a straight line. All other charge rules apply, but the Bodyguard can alter his or her direction when making a charge to avoid obstacles.

Defensive Strike

At 7th level, if an opponent makes a melee attack against the Bodyguard and misses while the Bodyguard is using the total defense option, the Bodyguard can attack that opponent on his or her next turn (as an attack action) with a +4 bonus on his or her attack roll. The Bodyguard gains no bonus against an opponent who doesn't attack the Bodyguard or against an opponent who makes a successful attack.

Blanket Protection

At 10th level, a Bodyguard can use his expertise to provide protection for up to six allies (not including himself) within sight and voice range of his position.

The Bodyguard spends 1 action point and takes a full-round action to issue orders and directions. Doing this provides the Bodyguard's allies with a +1 insight bonus to Defense for 3 rounds.



Techie

Requirements

To qualify to become a Techie, a character must fulfill the following criteria.

Skills: Clockwork Use 6 ranks, either Craft (electronic) 6 ranks or Craft (mechanical) 6 ranks, and Disable Device 6 ranks.

Class Information

The following information pertains to the Techie advanced class.

Hit Die: 1d6

Action Points: 6 + one-half character level, rounded down, every time the Techie attains a new level in this class.

Class Skills

The Techie's class skills (and the key ability for each skill) are: Clockwork Use (Int), Craft (electronic, mechanical) (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Knowledge (planar, sciences, popular culture, technology) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 7 + Int modifier.

Table: The Techie							
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+0	+0	+2	Jury-rig +2	+1	+0
2nd	+1	+0	+0	+3	Extreme machine	+1	+0
3rd	+1	+1	+1	+3	Bonus feat	+2	+1
4th	+2	+1	+1	+4	Build Clockwork	+2	+1
5th	+2	+1	+1	+4	Mastercraft	+3	+1
6th	+3	+2	+2	+5	Bonus feat	+3	+2
7th	+3	+2	+2	+5	Jury-rig +4	+4	+2
8th	+4	+2	+2	+6	Mastercraft	+4	+2
9th	+4	+3	+3	+6	Bonus feat	+5	+3
10th	+5	+3	+3	+7	Mastercraft	+5	+3

Class Features

The following features pertain to the Techie advanced class.

Jury-Rig

A Techie gains a +2 competence bonus on Repair skill checks made to attempt temporary or jury-rigged repairs. See the Repair skill for details on jury-rigging.

At 7th level, this competence bonus increases to +4.

Extreme Machine

If it has mechanical or electronic components, a Techie of 2nd level or higher can get maximum performance out of it.

By spending 1 action point and making either a Craft (electronic) or Craft (mechanical) check (whichever is appropriate for the machine in question), the Techie can temporarily improve a machine's performance—at the risk of causing the machine to need repairs later. The DC for the Craft check depends on the type of improvement being made, as shown on the table below.

Improvement	Craft DC	Repair Chance (d%)
Ranged Weapons		
+1 to damage	15	01–25
+2 to damage	20	01–50
+3 to damage	25	01–75
+5 ft. to range increment	15	01–25
+10 ft. to range increment	25	01–50
Electronic Devices		
+1 equipment bonus	15	01–25
+2 equipment bonus	20	01–50
+3 equipment bonus	25	01–75

Vehicles		
+1 on initiative checks	20	01–25
+1 to maneuver	25	01–50
+2 to maneuver	30	01–75

The Techie performs the extreme modifications in 1 hour. The Techie can't take 10 or take 20 on this check. If the check succeeds, the effect of the improvement lasts for a number of minutes equal to his or her Techie class level, beginning when the object is first put into use. The Techie selects the single improvement he or she wants to make prior to making the check. After the duration of the effect ends, the machine reverts to its previous state and a repair chance percentile roll is made. The result of this roll indicates whether the machine requires repairs before it can be used again.

Bonus Feats

At 3rd, 6th, and 9th level, the Techie gets a bonus feat. The bonus feat must be selected from the following list, and the Techie must meet all the prerequisites of the feat to select it.

Builder, Cautious, Combat Expertise, Educated, Gearhead, Personal Firearms Proficiency, Point Blank Shot, Studious.

Build Clockwork

A Techie of 4th level or higher can build remote-controlled Clockworks that are Tiny or Diminutive in size. These Clockworks serve as the Techie's eyes, ears, or hands out to a predetermined distance away from the character when the Techie wants to use one of the following skills: Clockwork Use, Demolitions, Disable Device, Listen, Repair, or Spot.

The Techie must have at least 1 rank in the skill that he wants to program into the Clockwork. The Techie can only control one Clockwork at a time, and only one of his Clockworks can be active at any time.

Follow these steps to build a Clockwork.

Wealth Check: The purchase DC for the components needed to construct a Clockwork is based on the Clockwork's size.

Size	Purchase DC
Diminutive	18
Tiny	15

Make the Wealth check to purchase and gather the necessary components prior to starting construction.

Construct Frame: The Clockwork's body determines its size, shape, locomotion, and hit points. The DC of the Craft (mechanical) check is set by the Clockwork's size and modified by the form of locomotion selected.

Size	Craft DC
Diminutive	15
Tiny	12

Components	DC Modifier
Frame Shape and Locomotion 1	
Bipedal	+4
Quadruped	+3
Treads	+2
Wheels	+1
External Components 2	
Manipulators 3	+3
Audio/visual sensor	+2
Remote Range 1	
Remote control link, 100 feet	+1
Remote control link, 200 feet	+3
Remote control link, 300 feet	+5

1 Select only one of the options in this category.

2 Select one or more of the options in this category.

3 Necessary for a Clockwork built to use any skill except Listen or Spot.

Select a frame size and form, add manipulators and sensors as necessary, and choose a type of remote control link. Add all the modifiers to determine the check's DC. Make the Craft (mechanical) check to construct the Clockwork's frame.

It takes a Techie 30 hours to construct a Diminutive Clockwork frame or 12 hours to construct a Tiny Clockwork frame.

A Diminutive Clockwork can be 6 to 12 inches long or tall and weighs about 1 pound. A Tiny Clockwork can be 13 to 24 inches long or tall and weighs up to 3 pounds. Statistics for these Clockworks can be found in the Creature listings.

Construct the Electronics: The next step is to build the internal electronics for the Clockwork and install them in the frame. The DC is based on the size of the Clockwork and modified by the number of components that need to be wired together.

For a Diminutive Clockwork, the DC is 20. For a Tiny Clockwork, the DC is 15. Add +1 to the DC for each external component and +2 for the remote link. Make the Craft (electronic) check.

It takes a Techie 12 hours to wire a Diminutive Clockwork or 6 hours to wire a Tiny Clockwork.

Program the Clockwork: The Techie programs the Clockwork as the final step. Decide how many ranks of the appropriate skill to program into the Clockwork, up to the number of ranks the Techie has in the skill. A Techie's Clockwork can only contain programming for one skill. Make the Clockwork Use check to program the Clockwork.

The DC for the Clockwork Use check is 20, modified by the number of ranks the Techie wants to program into the Clockwork (+1 to the DC for each rank). It takes 1 hour to program the Clockwork.

Reprogramming: A Clockwork can be reprogrammed at any time. Doing this requires 1 hour of work and a Clockwork Use check (DC 20 + the number of ranks programmed into the Clockwork).

Mastercraft

At 5th level, the Techie becomes adept at creating mastercraft objects. He or she applies the mastercraft ability to one of his or her Craft skills (electronic or mechanical). From this point on, he or she can build mastercraft objects using that skill.

With Craft (electronic), the Techie can build electronic devices. With Craft (mechanical), the Techie can build mechanical devices, including weapons.

On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The cost to build a mastercraft object is equal to the purchase DC for the components (see the appropriate Craft skill description) + the bonus provided by the mastercraft feature. A Techie can add the mastercraft feature to an existing ordinary object by making the Wealth check and then making the Craft check as though he or she were constructing the object from scratch. In addition to the Wealth check, the Techie must also pay a cost in experience points equal to 25 x his or her Techie level x the bonus provided by the mastercraft feature. The XP must be paid before making the Craft check. If the expenditure of these XP would drop the Techie to below the minimum needed for his or her current level, then the XP can't be paid and the Techie can't use the mastercraft ability until he or she gains enough additional XP to remain at his or her current level after the expenditure is made.

When successfully completed, a mastercraft object provides a +1 bonus to its quality compared to an ordinary object of the same type. All weapons and armor, and certain other types of equipment, such as PMMTs and electronic devices, can be constructed as mastercraft objects.

At 8th level, the Techie can add the mastercraft ability to another Craft skill, or he or she can improve his or her ability in the skill selected at 5th level, so that his or her mastercraft objects provide a +2 bonus.

At 10th level, the Techie adds another +1 bonus to his or her mastercraft ability. If the Techie focuses his or her ability on one Craft skill, his or her mastercraft objects now provide a +3 bonus. If the Techie already has the ability for both Craft skills, he or she chooses which one to improve to a +2 bonus.

The Craft DC for a mastercraft object is the same as for a normal object of the same type, as described in the Craft skill, with the following modification: For a +1 object, add +3 to the Craft DC; for a +2 object, add +5 to the Craft DC; and for a +3 object, add +10 to the Craft DC.



Occultist

The fastest path into this advanced class is from the Smart hero basic class, though other paths are possible.

Requirements

To qualify to become an Occultist, a character must fulfill the following criteria.

Skills: Decipher Script 6 ranks, Knowledge (arcane lore) 6 ranks, Research 6 ranks.

Feats: Educated, Studious.

Class Information

The following information pertains to the Occultist advanced class.

Hit Die

The Occultist gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

The Occultist gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Occultist's class skills are as follows.

Craft (visual arts, writing) (Int), Decipher Script (Int), Drive (Dex), Escape Artist (Dex), Forgery (Int), Investigate (Int), Knowledge (planar, arcane lore, history, philosophy) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Sleight of Hand (Dex), Speak Language (none), Use Magic Device (Cha).

Skill Points at Each Level: 5 + Int modifier.

Table: The Occultist							
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+0	+0	+1	Arcane skills, spell resistance	+0	+0
2nd	+1	+0	+0	+2	Arcane research (scrolls)	+1	+0
3rd	+1	+1	+1	+2	Bonus feat	+1	+1
4th	+2	+1	+1	+2	Shadow contact	+1	+1
5th	+2	+1	+1	+3	Bind Shadow creature	+2	+1
6th	+3	+2	+2	+3	Bonus feat	+2	+2
7th	+3	+2	+2	+4	Arcane research (items)	+2	+2
8th	+4	+2	+2	+4	Bind Shadow creature	+3	+2
9th	+4	+3	+3	+4	Bonus feat	+3	+3
10th	+5	+3	+3	+5	Banish	+3	+3

Class Features

The following features pertain to the Occultist advanced class.

Arcane Skills

An Occultist has access to the following arcane skills. These skills are considered class skills for the Occultist, and she can use her skill points to buy ranks in them, just like other skills in the game.

Concentration (Con): The normal Concentration skill expands to include arcane applications, as defined below.

Check: You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including casting a spell or concentrating on an active spell, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends.

The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are casting a spell, you add the level of the spell to the DC.

Try Again?: You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a spell, the spell is

lost.

Special: By making a check (DC 15 + spell level), you can use Concentration to cast a spell defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the casting without incurring any attacks of opportunity.

Use Magic Device (Cha): Trained only. Use this skill to activate magic devices, including scrolls and wands, that you could not otherwise activate.

Check: You can use this skill to read a spell from a scroll or spellbook or activate a magic item. This skill lets you use a magic item as if you had the spell ability or class features of another class or a different allegiance.

When you're attempting to activate a magic item using this skill, you do so as an attack action. However, the checks you make to determine whether you are successful at activating the item take no time by themselves and are included in the activate magic item attack action.

You make Use Magic Device checks each time you activate a device such as a scroll or a wand. If you are using the check to emulate some quality in an ongoing manner, you need to make the checks once per hour.

Task	DC
Activate blindly	25
Decipher a written spell	25 + spell level
Emulate class feature	20
Emulate ability score	See text
Emulate allegiance	30
Use a scroll	20 + caster level
Use a wand	20

Activate Blindly: Some magic items are activated by special words, thoughts, or actions. You can activate such items as if you were using the activation word, thought, or action even if you're not, and even if you don't know it. You do have to use something equivalent. You have to speak, wave the item around, or otherwise attempt to get it to activate. You get a +2 bonus on the check if you've activated the item at least once in the past.

If you fail the check by 10 or more, you suffer a mishap. A mishap means that magical energy is released, but it doesn't do what you wanted it to. The GM determines the result of a mishap. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy deals 2d6 points of damage to you. This mishap is in addition to the chance for a mishap normally associated with casting a spell from a scroll when the spell's caster level is higher than your level in this class.

Decipher a Written Spell: This works like the same use of the Spellcraft skill (see the Mage Advanced Class), except that the DC is 5 points higher. Deciphering a written spell takes 1 minute of concentration.

Emulate Class Feature: Sometimes you need a class feature to activate a magic item. Your effective level in the emulated class equals your check result minus 20.

This skill use doesn't allow you to use the class feature of another class. It just lets you activate items as if you had the class feature.

If the class whose feature you are emulating has an allegiance requirement, you must meet it. This may require a separate check to emulate allegiance (see below).

Emulate Ability Score: To cast a spell from a scroll, you need a high ability score in the appropriate ability (Intelligence for arcane spells, Wisdom for divine spells). Your effective ability score (appropriate to the class you're emulating when you try to cast a spell from a scroll) equals your check result minus 15. If you already have a high enough score in the ability, you don't need to make this check.

Emulate Allegiance: Some magic items have positive or negative effects based on your allegiance. You can use these items as if you were of an allegiance of your choice. You can only emulate one allegiance at a time.

Use a Scroll: Normally, to cast a spell from a scroll, you must belong to a class that has access to the arcane or divine spell inscribed therein. This use of the skill allows you to use a scroll as if you were of the appropriate spellcasting class. The DC equals 20 + the caster level of the spell you are trying to cast from the scroll. To cast a spell from a scroll, you must first decipher it.

In addition, casting a spell from a scroll requires a minimum score of 10 + the spell's level in the appropriate ability. If you don't have a sufficiently high score, you must emulate the ability score with a separate check (see above).

Use a Wand: Normally, to use a wand you must belong to a class that has access to the arcane or divine spell ensorcelled therein. This use of the skill allows you to use a wand as if you were of the appropriate spellcasting class.

Try Again?: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail the check, then you can't try to activate that item again for 24 hours.

Special: You can't take 10 or take 20 with this skill. Magic is too unpredictable to make the use of this skill reliable.

Spell Resistance

An Occultist has spell resistance equal to 5 + her Occultist level. It never interferes with her own spells, and she can voluntarily lower her spell resistance at any time.

Arcane Research (Scrolls)

Starting at 2nd level, an Occultist can research spells and scribe scrolls. Indeed, the only way for an Occultist to cast an arcane spell is by using a scroll. The method and process is unique to the Occultist, and it differs from the Mage's scribe scroll ability. There is no purchase DC or XP cost for the scrolls the Occultist gains with each new level attained in this class.

When the Occultist attains 2nd level, and upon attaining each new level thereafter, she uncovers spell scrolls through arcane research and study. The GM randomly selects the spells contained on the scrolls, though the Occultist can make a Research check to select a certain number of her own spells. The table below shows how many scrolls of each spell level the Occultist receives upon gaining a new level, and how many of these can be researched at each level. A failed Research check indicates that the Occultist instead discovers all random spells.

Level	1	2	3	4	Research
2nd	3	—	—	—	1 (DC 20)
3rd	4	—	—	—	2 (DC 23)
4th	5	2	—	—	3 (DC 25)
5th	5	3	—	—	4 (DC 28)
6th	5	4	—	—	5 (DC 30)
7th	6	5	2	—	6 (DC 33)
8th	6	5	3	—	7 (DC 35)
9th	6	5	4	—	8 (DC 38)
10th	7	6	5	2	9 (DC 40)

So, at 2nd level, the Occultist gains three 1st-level arcane spell scrolls. One of these spells can be selected by the Occultist if she makes a successful Research check (DC 20); the other two spells are selected randomly. These are all the spell scrolls the Occultist has until she attains 3rd level. Once a spell is used, it disappears from the scroll that contained it. The Occultist may find other scrolls in the course of her adventures.

The Occultist uses the Use Magic Device arcane skill to cast a spell from a scroll (see above).

Bonus Feats

At 3rd, 6th, and 9th level, the Occultist gets a bonus feat. The bonus feat must be selected from the following list, and the Occultist must meet all the prerequisites of the feat to select it.

Alertness, Archaic Weapons Proficiency, Attentive, Confident, Defensive Martial Arts, Focused, Frightful Presence, Iron Will, Personal Firearms Proficiency, Point Blank Shot.

Shadow Contact

At 4th level, an Occultist gains a denizen of Shadow as a contact. The Shadow creature can have HD equal to one-half the Occultist's class level or less. This Shadow creature may or may not be overtly hostile toward humans, but it tolerates the Occultist. The Shadow creature will provide information or other minor assistance as though its attitude toward the Occultist were friendly. It might still omit important details, depending on its relationship with the Occultist. The Shadow creature doesn't accompany the Occultist on adventures, and it may not always be available when the Occultist wants it. In most cases, the Shadow contact can be called upon once per week, and the creature requires some form of compensation for each favor. Compensation can be a favor in return or something appropriate to the creature in question.

If the Shadow creature dies, a new creature replaces it when the Occultist attains her next level in this class.

Bind Shadow Creature

At 5th level, an Occultist can select a type of Shadow creature (any creature type other than animal or vermin) and bind one such creature into service. A Shadow creature of the appropriate type and Hit Dice (GM's choice) appears at the Occultist's side in 1d6+1 days. Thereafter, it serves the Occultist, with an outward attitude of helpful (though it might inwardly hate the Occultist who has trapped it into service). It obeys the Occultist, providing protection, fighting at her side, and performing other services. It always seeks to obey the letter of the Occultist's command, and can sometimes use this behavior to harm the Occultist or otherwise hinder as much as it helps.

At 5th level, the Occultist can bind a Shadow creature with 2 HD or less.

At 8th level, the Occultist can bind a Shadow creature with 4 HD or less.

Arcane Research (Items)

Starting at 7th level, an Occultist can perform research to find magic items. The method and process is unique to the Occultist. There is no purchase DC or XP cost for the magic items the Occultist gains with each new level attained in this class.

When the Occultist attains 7th level, and upon attaining each new level thereafter, she uncovers one magic item through arcane research and study. The GM randomly selects the item, though the Occultist can make a Research check (DC 25) to specify the type of item gained.

The item must be a wondrous item, a wand, a magic weapon, or a set of magic armor.

The Occultist uses the Use Magic Device arcane skill to use a magic item (see above).

Banish

At 10th level, an Occultist comes into her full power. By spending 1 action point and an attack action, the Occultist can utter a word of power that forces a denizen of Shadow to return to the Shadow dimension. The Shadow creature gets a Will save (DC 10 + Occultist's level + Occultist's Cha modifier), adding a bonus equal to its HD to the save. If the save succeeds, the Shadow creature doesn't disappear but is instead stunned for 1d4+1 rounds.



Telepath

The fastest path into this advanced class is from the Charismatic hero basic class, though other paths are possible.

Requirements

To qualify to become a Telepath, a character must fulfill the following criteria.

Skills: Bluff 6 ranks, Diplomacy 6 ranks, Gather Information 6 ranks.

Feat: Wild Talent

Class Information

The following information pertains to the Telepath advanced class.

Hit Die

The Telepath gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

The Telepath gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Telepath's class skills are as follows.

Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (planar, sciences, current events, popular culture, philosophy) (Int), Profession (Wis), Psicraft (Int), Read/Write Language (none), Sense Motive (Wis), Speak Language (none).

Skill Points at Each Level: 5 + Int modifier.

Table: The Telepath							
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+0	+0	+2	Psionic skills, psionic powers	+0	+1
2nd	+1	+0	+0	+3	Trigger power, psionic powers	+1	+1
3rd	+1	+1	+1	+3	Bonus feat, psionic powers	+1	+1
4th	+2	+1	+1	+4	Power crystal, psionic powers	+1	+2
5th	+2	+1	+1	+4	Trigger power, psionic powers	+2	+2
6th	+3	+2	+2	+5	Bonus feat, psionic powers	+2	+2
7th	+3	+2	+2	+5	Combat manifestation, psionic powers	+2	+3
8th	+4	+2	+2	+6	Trigger power, psionic powers	+3	+3
9th	+4	+3	+3	+6	Bonus feat, psionic powers	+3	+3
10th	+5	+3	+3	+7	Maximize power, psionic powers	+3	+4

Class Features

All of the following features pertain to the Telepath advanced class.

Psionic Skills

A Telepath has access to the following psionic skills. These skills are considered class skills for the Telepath, and he can use his skill points to buy ranks in them, just like other skills in the game.

Autohypnosis (Wis): Trained only. You have trained your mind to resist certain injuries and threats while also gaining a few select benefits.

Check: The DC and effect depend on the task you attempt.

Task	DC
Resist fear	15
Memorize	15
Tolerate poison	Poison's DC

Willpower	20
<p>Resist Fear: In response to a fear effect, you can make an Autohypnosis check on your next action even if you've been overcome by fear. A successful check grants you another saving throw with a +4 morale bonus to resist the fear effect.</p> <p>Memorize: You can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information. Each successful check allows you to memorize up to 250 words or the equivalent of what could be comfortably contained on an 8 1/2-by-11-inch sheet of paper. You always retain this information; however, you can only recall it with a successful Autohypnosis check.</p> <p>Tolerate Poison: In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you a +4 morale bonus on your saving throw to resist the poison's secondary damage.</p> <p>Willpower: If reduced to 0 hit points (disabled), you may make an Autohypnosis check. If successful, you can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties—you can choose not to perform the strenuous action. If you do perform the strenuous action after failing the check, you take 1 point of damage, as normal.</p> <p>Try Again?: For resist fear and memorize, you can make a check once per round. You can't try again to tolerate poison. You can't try again in the same round for willpower.</p> <p>Special: You can take 10 on Autohypnosis checks, but you can't take 20.</p> <p>Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.</p> <p>Concentration (Con): The normal Concentration skill expands to include psionic applications, as defined below.</p> <p>Check: You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including manifesting a power or concentrating on an active power, that requires your full attention.</p> <p>If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of manifesting a power, the power is lost. If you were concentrating on an active power, the power ends. The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are manifesting a power, you add the level of the power to the DC.</p> <p>Try Again?: You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a power, the power is lost.</p> <p>Special: By making a check (DC 15 + power level), you can use Concentration to manifest a power defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the action without incurring any attacks of opportunity.</p> <p>Psicraft (Int): Trained only. Use this skill to identify psionic powers as they manifest or psionic effects already in place.</p> <p>Check: You can identify psionic powers and effects.</p>	
DC	Task
15 + power level	Identify a psionic power as it manifests. (You must sense the power's display or see some visible effect to identify a power.) You can't try again.
20 + power level	Identify a power that's already in place and in effect. (You must be able to see or detect the effects of the power.) You can't try again.
20 + power level	Identify materials created or shaped by psionics. You can't try again.
30 or higher	Understand a strange or unique psionic effect. You can't try again.

Try Again?: See above.

Time: Unless otherwise indicated, Psicraft is a move action.

Psionic Powers

The Telepath's main strength is his ability to manifest psionic powers.

A psionic power is a one-time psionic effect. Psionic powers require power points to use. Unlike arcane spellcasters, Telepaths don't have spellbooks and they don't prepare powers ahead of time. In addition, a Telepath can use psionics while wearing armor without risking the failure of the power.

A Telepath's level limits the number of power points available for manifesting powers. In addition, a Telepath must have a key ability score equal to at least 10 + the power's level to manifest a particular power.

The Telepath's selection of powers is extremely limited, although he enjoys ultimate flexibility. At 1st level, a Telepath knows three 0-level powers of your choice and one 1st-level power. At each level, the Telepath discovers one or more previously latent powers, as indicated on the table below.

The DC for saving throws to resist a psionic power is 10 + the power's level + the Telepath's key ability modifier.

Telepath Level	— — Powers Discovered by Level — —						
	Pts/Day	0	1	2	3	4	5
1st	2	3	1	—	—	—	—

2nd	3	3	2	—	—	—	—
3rd	4	3	3	—	—	—	—
4th	7	4	3	1	—	—	—
5th	10	4	3	2	—	—	—
6th	15	4	3	2	1	—	—
7th	20	5	4	3	2	—	—
8th	27	5	4	3	2	1	—
9th	34	5	4	3	3	2	—
10th	43	6	4	3	3	2	1

A Telepath can manifest a certain number of powers per day based on his available power points. (0-level powers have a special cost; see FX Basics.) He just pays the power point cost of a power to manifest it, no preparation necessary. The base number of power points available per day is shown on the table above. This number is improved by bonus points determined by the Telepath's Charisma score, as shown on the table below.

Cha Score	Bonus Power Points per Day
12–13	1
14–15	3
16–17	5
18–19	7
20–21	9
22–23	11

Trigger Power

At 2nd, 5th, and 8th level, the Telepath chooses one psionic power that he can attempt to manifest for no power point cost.

At each of these levels, you select one 0-, 1st-, 2nd-, or 3rd-level power you can use. From that point on, you can attempt to trigger that power without paying its cost. To trigger a power, you must have enough power points to cover the normal cost of the power manifestation. Then, make an ability check appropriate to the power.

If you succeed at the ability check, the power manifests with no cost in power points. If the check fails, you pay the power point cost and the power manifests.

DCs for the ability check depend on the level of the power: 0-level, DC 11; 1st-level, DC 13; 2nd-level, DC 15; and 3rd-level, DC 17.

Bonus Feats

At 3rd, 6th, and 9th level, the Telepath gets a bonus feat. The bonus feat must be selected from the following list, and the Telepath must meet all the prerequisites of the feat to select it.

Alertness, Animal Affinity, Attentive, Blind-Fight, Combat Expertise, Confident, Creative, Deceptive, Educated, Focused, Frightful Presence, Iron Will, Renown, Stealthy, Studious.

Power Crystal

At 4th level, the Telepath can store excess power points in a power crystal specially attuned to him. Encoding the crystal takes 24 hours and requires a gem with a purchase DC of 20. When complete, the power crystal is a psionically charged crystalline stone no more than an inch in diameter. A Telepath can possess no more than one power crystal at a time.

A power crystal is imbued with 5 power points when it is created. The Telepath can call upon these power points at any time and use them just as he would his natural power points. Once the crystal is depleted, the Telepath must refill it using up to 5 power points from his own reserves. A power crystal can be recharged after a Telepath has rested and renewed his own reserves of power points for the day..

Combat Manifestation

At 7th level, a Telepath becomes adept at manifesting psionic powers in combat. He gets a +4 bonus on Concentration checks to manifest a power while on the defensive.

Maximize Power

At 10th level, a Telepath learns to manifest psionic powers to maximum effect. All variable, numeric effects of a maximized power automatically achieve their maximum values. A maximized power deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Powers without random variables are not affected.

A maximized power costs a number of power points equal to its normal cost +6.

Battle Mind

Requirements

To qualify to become a Battle Mind, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skill: Jump 6 ranks.

Feat: Wild Talent

Class Information

The following information pertains to the Battle Mind advanced class.

Hit Die

The Battle Mind gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Battle Mind gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Battle Mind's class skills are as follows.

Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Craft (visual arts) (Int), Drive (Dex), Jump (Str), Knowledge (planar, current events, streetwise) (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Swim (Str).

Skill Points at Each Level: 3 + Int modifier.

Table: The Battle Mind							
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+2	+0	+0	Psionic skills, psionic powers	+1	+0
2nd	+1	+3	+0	+0	Psi-blade, imprint tattoo, psionic powers	+2	+0
3rd	+2	+3	+1	+1	Bonus feat, psionic powers	+2	+0
4th	+3	+4	+1	+1	Psychic shield, psionic powers	+3	+0
5th	+3	+4	+1	+1	Combat manifestation, psionic powers	+4	+1
6th	+4	+5	+2	+2	Bonus feat, psionic powers	+4	+1
7th	+5	+5	+2	+2	Improved psi-blade, psionic powers	+5	+1
8th	+6	+6	+2	+2	Improved psychic shield, psionic powers	+6	+1
9th	+6	+6	+3	+3	Bonus feat, psionic powers	+6	+2
10th	+7	+7	+3	+3	Ultimate psi-blade, psionic powers	+7	+2

Class Features

All of the following features pertain to the Battle Mind advanced class.

Psionic Skills

A Battle Mind has access to the following psionic skills. These skills are considered class skills for the Battle Mind, and she can use her skill points to buy ranks in them, just like other skills in the game.

Autohypnosis (Wis): Trained only. You have trained your mind to resist certain injuries and threats while also gaining a few select benefits.

Check: The DC and effect depend on the task you attempt.

Task	DC
Resist fear	15
Memorize	15
Tolerate poison	Poison's DC
Willpower	20

Resist Fear: In response to a fear effect, you can make an Autohypnosis check on your next action even if you've been overcome by fear. A successful check grants you another saving throw with a +4 morale bonus to resist the fear effect.

Memorize: You can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information. Each successful check allows you to memorize up to 250 words or the equivalent of what could be comfortably contained on an 8 1/2-by-11-inch sheet of paper. You always retain this information; however, you can only recall it with a successful Autohypnosis check.

Tolerate Poison: In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you a +4 morale bonus on your saving throw to resist the poison's secondary damage.

Willpower: If reduced to 0 hit points (disabled), you may make an Autohypnosis check. If successful, you can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties—you can choose not to perform the strenuous action. If you do perform the strenuous action after failing the check, you take 1 point of damage, as normal.

Try Again?: For resist fear and memorize, you can make a check once per round. You can't try again to tolerate poison. You can't try again in the same round for willpower.

Special: You can take 10 on Autohypnosis checks, but you can't take 20.

Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.

Concentration (Con): The normal Concentration skill expands to include psionic applications, as defined below.

Check: You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including manifesting a power or concentrating on an active power, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of manifesting a power, the power is lost. If you were concentrating on an active power, the power ends. The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are manifesting a power, you add the level of the power to the DC.

Try Again?: You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a power, the power is lost.

Special: By making a check (DC 15 + power level), you can use Concentration to manifest a power defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the action without incurring any attacks of opportunity.

Psionic Powers

The Battle Mind's main strength is her ability to manifest offensive psionic powers.

A psionic power is a one-time psionic effect. Psionic powers require power points to use. Unlike arcane spellcasters, Battle Minds don't have spellbooks and they don't prepare powers ahead of time. In addition, a Battle Mind can use psionics while wearing armor without risking the failure of the power.

A Battle Mind's level limits the number of power points available for manifesting powers. In addition, a Battle Mind must have a key ability score equal to at least 10 + the power's level to manifest a particular power.

The Battle Mind's selection of powers is extremely limited and tied to combat. At 1st level, a Battle Mind knows two 0-level powers of your choice. At each level, the Battle Mind discovers one or more previously latent powers, as indicated on the table below.

The DC for saving throws to resist a psionic power is 10 + the power's level + the Battle Mind's key ability modifier.

Battle Mind Level	Powers Discovered by Level					
	Pts/Day	0	1	2	3	4
1st	2	2	—	—	—	—
2nd	3	3	—	—	—	—
3rd	4	3	1	—	—	—

4th	5	3	2	—	—	—
5th	8	3	3	1	—	—
6th	11	3	3	2	—	—
7th	16	3	3	2	1	—
8th	21	3	3	3	1	—
9th	26	3	3	3	2	—
10th	33	3	3	3	2	1

A Battle Mind can manifest a certain number of powers per day based on her available power points. She just pays the power point cost of a power to manifest it, no preparation necessary. The number of power points available per day is shown above.

Psi-Blade

At 2nd level, a Battle Mind can manifest a glowing blade of mental energy. This 1-foot-long blade extends from the Battle Mind's fist. It can be manifested as a move action, and it lasts for a number of rounds equal to the Battle Mind's level or until the Battle Mind wills it to dissipate. She can create another one on her next move action, as long as the Battle Mind's power point reserve is 1 or more.

The psi-blade deals 1d6 points of piercing damage. At 3rd level, her psi-blade gains a +1 enhancement bonus. At 5th level the enhancement bonus improves to +2. At 7th level, it improves to +3, and at 9th level it improves to +4.

The Battle Mind can apply the Weapon Focus or Weapon Finesse feats to her psi-blade.

Imprint Tattoo

Starting at 2nd level, a Battle Mind can create create tattoos on his body or someone else's that can be used to invoke psionic powers. A tattoo is a single-use item that duplicates the effect of a particular power. Imprinting a tattoo takes one day. The purchase DC for the raw materials to imprint a tattoo is 15 + the tattoo's power level + the tattoo's manifester level.

The Battle Mind must also spend experience points to imprint a tattoo. The XP cost is equal to the power level x the manifester level x the purchase DC of the raw materials.

Finally, the Battle Mind makes a Craft (visual arts) check. The DC for the check is 10 + the power level + the manifester level of the power. If the check fails, the raw materials are used up but the XP are not spent. The Battle Mind can try imprinting the tattoo again as soon as he purchases more raw materials.

Bonus Feats

At 3rd, 6th, and 9th level, the Battle Mind gets a bonus feat. The bonus feat must be selected from the following list, and the Battle Mind must meet all the prerequisites of the feat to select it.

Archaic Weapons Proficiency, Athletic, Blind-Fight, Cleave, Combat Martial Arts, Combat Reflexes, Exotic Melee Weapon Proficiency, Focused, Improved Combat Martial Arts, Power Attack, Weapon Finesse, Weapon Focus.

Psychic Shield

At 4th level, a Battle Mind can manifest a shield of psychic energy, outlining her body in a barely perceptible glowing nimbus that provides a +3 equipment bonus to Defense. The shield can be manifested as a move action, and it lasts for a number of rounds equal to the Battle Mind's level or until she wills it to dissipate. She can create another shield on her next move action, as long as her power point reserve is 1 or more.

Combat Manifestation

At 5th level, a Battle Mind becomes adept at manifesting psionic powers in combat. She gets a +4 bonus on Concentration checks to manifest a power while on the defensive.

Improved Psi-Blade

At 7th level, a Battle Mind's psi-blade increases in damage capability. It now deals 1d8 points of piercing damage on a successful attack.

Improved Psychic Shield

At 8th level, a Battle Mind's psychic shield improves. It now provides a +6 equipment bonus to Defense.

Ultimate Psi-Blade

At 10th level, a Battle Mind's psi-blade increases further in damage capability. It now deals 2d6 points of piercing damage on a successful attack.

Mage

The fastest path into this advanced class is from the Smart hero basic class, though other paths are possible.

Requirements

To qualify to become a Mage, a character must fulfill the following criteria.

Skills: Craft (chemical) 6 ranks, Decipher Script 6 ranks, Knowledge (arcane lore) 6 ranks, Research 6 ranks.

Class Information

The following information pertains to the Mage advanced class.

Hit Die

The Mage gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

The Mage gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Mage's class skills are as follows.

Clockwork Use (Int), Concentration (Con), Craft (chemical) (Int), Craft (pharmaceutical) (Int), Craft (visual arts) (Int), Craft (writing) (Int), Decipher Script (Int), Investigate (Int), Knowledge (planar, arcane lore, art, current events, sciences, popular culture, technology) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Speak Language (none), Spellcraft (Int).

Skill Points at Each Level: 7 + Int modifier.

Table: The Mage							
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+0	+0	+2	Arcane skills, arcane spells, summon familiar	+1	+1
2nd	+1	+0	+0	+3	Scribe scroll, arcane spells	+1	+1
3rd	+1	+1	+1	+3	Bonus feat, arcane spells, brew potion	+2	+1
4th	+2	+1	+1	+4	Scribe tattoo, arcane spells	+2	+2
5th	+2	+1	+1	+4	Spell mastery, arcane spells	+3	+2
6th	+3	+2	+2	+5	Bonus feat, arcane spells	+3	+2
7th	+3	+2	+2	+5	Combat casting, arcane spells	+4	+3
8th	+4	+2	+2	+6	Spell mastery, arcane spells	+4	+3
9th	+4	+3	+3	+6	Bonus feat, arcane spells	+5	+3
10th	+5	+3	+3	+7	Maximize spell, arcane spells	+5	+4

Class Features

All of the following features pertain to the Mage advanced class.

Arcane Skills

A Mage has access to the following arcane skills. These skills are considered class skills for the Mage, and he can use his skill points to buy ranks in them.

Concentration (Con): The normal Concentration skill expands to include arcane applications, as defined below.

Check: You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including casting a spell or concentrating on an active spell, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is

wasted. If you were in the process of casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends.

The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are casting a spell, you add the level of the spell to the DC.

Try Again?: You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a spell, the spell is lost.

Special: By making a check (DC 15 + spell level), you can use Concentration to cast a spell defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the casting without incurring any attacks of opportunity.

Craft (chemical) (Int): Trained only. This skill expands to include alchemy, which can be used to create potions.

Spellcraft (Int): Trained only. Use this skill to identify spells as they are cast or spells already in place.

Check: You can identify spells and magic effects.

Additionally, certain spells allow you to gain information about magic provided that you make a Spellcraft check as detailed in the spell description.

Try Again?: See above.

Time: Unless otherwise indicated, using the Spellcraft skill is a move action.

DC	Task
15 + spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) You can't try again.
15 + spell level	Learn a spell from a spellbook or scroll. You can't try again for that spell until you gain at least 1 rank in Spellcraft.
15 + spell level	Prepare a spell from a borrowed spellbook. One try per day.
15 + spell level	When casting detect magical aura, determine the school of magic involved in the aura of a single item or creature you can see. (If the aura isn't a spell effect, the DC is 15 + one-half caster level.)
20 + spell level	Identify a spell that's already in place and in effect. (You must be able to see or detect the effects of the spell.) You can't try again.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a wall of iron spell. You can't try again.
20 + spell level	Decipher a written spell (such as a scroll) without using read magic. One try per day.
25 + spell level	After rolling a saving throw against a spell targeted at you, determine what spell was cast upon you. This is a reaction.
25	Identify a potion. This takes 1 minute.
30 or higher	Understand a strange or unique magical effect. You can't try again.

Arcane Spells

The Mage's key characteristic is the ability to cast arcane spells. He is limited to a certain number of spells of each spell level per day, according to his Mage class level. In addition, the Mage receives bonus spells based on his Intelligence score. Determine the Mage's total number of spells per day by consulting the two tables below.

Mage Level	— — — — Spells per Day by Spell Level — — — —					
	0	1	2	3	4	5
1st	3	1	—	—	—	—
2nd	4	2	—	—	—	—
3rd	4	2	1	—	—	—
4th	4	3	2	—	—	—
5th	4	3	2	1	—	—
6th	4	3	3	2	—	—
7th	4	4	3	2	1	—

8th	4	4	3	3	2	—
9th	4	4	4	3	2	1
10th	4	4	4	3	3	2

Int Score	— — — — Bonus Spells by Spell Level — — — —					
	0	1	2	3	4	5
12–13	—	1	—	—	—	—
14–15	—	1	1	—	—	—
16–17	—	1	1	1	—	—
18–19	—	1	1	1	1	—
20–21	—	2	1	1	1	1
22–23	—	2	2	1	1	1

The Mage must prepare spells ahead of time by resting for 8 hours and spending 1 hour studying his spellbook. While studying, the Mage decides which spells to prepare. To learn, prepare, or cast a spell, the Mage must have an Intelligence score of at least 10 + the spell's level.

A Mage can prepare a lower-level spell in place of a higher-level one if he desires. place.

The Difficulty Class for saving throws to resist the effects of a Mage's spells is 10 + the spell's level + the Mage's Intelligence modifier.

Arcane Spells and Armor

The Mage can become proficient in the use of armor, but he still has a difficult time casting most arcane spells while wearing it. Armor restricts movement, making it harder to perform the complicated gestures needed to cast spells with somatic components. When casting an arcane spell with a somatic component, the chance of arcane spell failure depends on the type of armor being worn and whether the Mage has the appropriate Armor Proficiency feat, as shown below.

Armor Type	Arcane Spell Failure (Proficient)	Arcane Spell Failure (Nonproficient)
Light	10%	20%
Medium	20%	30%
Heavy	30%	40%

Spellbooks

The Mage must study his spellbook each day to prepare his spells. The Mage can't prepare any spell not recorded in his spellbook (except for read magic, which the Mage can prepare from memory). The Mage begins play with a spellbook containing all 0-level arcane spells and three 1st-level arcane spells of the player's choice. For each point of Intelligence bonus the Mage has, his spellbook holds one additional 1st-level arcane spell. Each time the character attains a new level of Mage, he gains two new spells of any level or levels that he can cast, according to his new level. The Mage can also add spells found in other Mages' spellbooks.

A spellbook can be an actual book or any other information storage device.

Summon Familiar

A Mage has the ability to obtain a familiar.

A familiar is magically linked to its master. In some sense, the familiar and the Mage who controls it are practically one being. That's why, for example, the Mage can cast a personal range spell on a familiar even though normally he can only cast such a spell on himself. A familiar is a magical beast, similar physically to the normal creature it resembles. However, a familiar grants special abilities to its master, as described below. A special ability granted by a familiar only applies when the Mage and the familiar are within 1 mile of each other.

For all familiar special abilities based on the master's level count only Mage levels. Any levels from classes other than Mage are not included in this calculation unless specifically stated otherwise.

Depending on what kind of creature the familiar is, the master gains a special benefit, as summarized on the above table.

Familiar Qualities: Use the basic statistics for a creature of its type but make these changes.

Hit Dice: Treat as the Mage's character level (for effects related to Hit Dice). Use the familiar's normal total if it is higher.

Hit Points: One-half the Mage's total, rounded down.

Action Points: A familiar cannot gain or spend action points, and a Mage cannot spend an action point through his familiar.

Attacks: Use the Mage's base attack bonus. Use the familiar's Dexterity modifier or Strength modifier, whichever is greater, to determine the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of its type.

Saving Throws: The familiar uses the Mage's base saving throw bonuses if they're better than the familiar's. The familiar uses its own ability modifiers to saves, and does not enjoy other bonuses that the Mage may have (such as from feats).

Skills: For each skill, use either the normal skill ranks for a creature of its type or the Mage's skill ranks, whichever is

better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the ability of the familiar to perform (such as Craft, for instance).

Familiar Special Abilities: Familiars have special abilities, or impart abilities to their Mages, depending on the level of the Mage.

Natural Armor (Ex): This number represents a bonus to the familiar's existing natural armor bonus to Defense. Add the given value directly to the familiar's Defense. It represents a familiar's preternatural toughness.

Familiar's Intelligence (Ex): The familiar's Intelligence score. (Normal creatures of its type have a much lower Intelligence score.)

Alertness (Ex): The presence of a familiar sharpens its master's senses. While the familiar is within 5 feet, the Mage gains the Alertness feat.

Share Spells (Su): At the Mage's option, he may have any spell he casts on himself also affect his familiar. The familiar must be within 5 feet at the time. If the spell has a duration other than instantaneous, the spell stops affecting the familiar if the creature moves farther than 5 feet away. The spell's effect is not restored even if the familiar returns to the Mage before the duration would otherwise have ended. Additionally, the Mage may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself. The Mage and the familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link (Su): The Mage has an empathic link with the familiar out to a distance of up to 1 mile. The Mage can't see through the familiar's eyes, but the two of them can communicate telepathically. Note that the relatively low Intelligence of a low-level Mage's familiar limits what it is able to communicate or understand, and even intelligent familiars see the world differently from humans.

Touch (Su): The familiar of a Mage who is 3rd level or higher can deliver touch spells for him. When the mage casts a touch spell, he can designate his familiar as the "toucher." (The Mage and the familiar have to be in contact at the time of casting.) The familiar can then deliver the touch spell just as the Mage could. As normal, if the Mage casts another spell, the touch spell dissipates.

Improved Evasion (Ex): If a familiar is subjected to an attack that normally allows a Reflex saving throw for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Speak with Familiar/Speak with Master (Ex): A Mage of 5th level or higher and his familiar can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Type (Ex): The familiar of a Mage of 7th level or higher can communicate with animals of approximately the same type as itself: bats and rats with rodents, cats with felines, ferrets with creatures of the family Mustelidae (weasels, minks, polecats, ermines, skunks, wolverines, and badgers), hawks and owls with birds, snakes with reptiles, toads with amphibians. The communication is limited by the Intelligence of the conversing creatures.

Spell Resistance (Ex): The familiar of a Mage of 9th level or higher gains spell resistance equal to the Mage's level + 5.

Familiar	Special Benefit
Bat	Mage gains +3 bonus on Listen checks
Cat	Mage gains +3 bonus on Move Silently checks
Ferret	Mage gains +2 bonus on Reflex saves
Hawk	Mage gains +3 bonus on Spot checks in daylight
Owl	Mage gains +3 bonus on Spot checks in dusk or darkness
Rat	Mage gains +2 bonus on Fortitude saves
Snake (Tiny viper)	Mage gains +3 bonus on Bluff checks
Toad	Mage gains +3 hit points

Scribe Scroll

Starting at 2nd level, a Mage can create scrolls from which he or another spellcaster can cast a scribed spell. You can create a scroll of any spell you know. Scribing a scroll takes one day. The purchase DC for the raw materials to scribe a scroll is 13 + the scroll's spell level + the scroll's caster level.

The Mage must also spend experience points to scribe a scroll. The XP cost is equal to the spell level \times the caster level \times the purchase DC of the raw materials.

Finally, the Mage makes a Craft (writing) check. The DC for the check is 10 + the spell level + the caster level of the scroll. If the check fails, the raw materials are used up but the XP are not spent. The Mage can try scribing the scroll again as soon as he purchases more raw materials.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

A scroll can be written on a sheet of paper or parchment, or it can be saved as a file on a PMMT.

Bonus Feats

At 3rd, 6th, and 9th level, the Mage gets a bonus feat. The bonus feat must be selected from the following list, and the Mage must meet all the prerequisites of the feat to select it.

Attentive, Archaic Weapons Proficiency, Combat Expertise, Educated, Frightful Presence, Low Profile, Nimble, Studious.

Brew Potion

At 3rd level, a Mage can create potions, which carry spells within themselves.

The Mage can create a potion of any spell of 3rd level or lower that he knows. The spell must target a character or characters. Brewing a potion takes 24 hours. When the Mage creates a potion, he sets the caster level. The caster level must be sufficient to cast the spell in question and no higher than the Mage's class level. The caster level has an effect on the purchase DC of the raw materials to brew the potion, the skill check to create the potion, the experience point cost to brew the potion, and the DC of a saving throw (if applicable) to resist the effect of the potion.

The purchase DC for the raw materials to brew a potion is 15 + the potion's spell level + the potion's caster level.

The Mage must also spend experience points to brew a potion. The XP cost is equal to the spell level \times the caster level \times the purchase DC of the raw materials.

Finally, the Mage makes a Craft (chemical) check. The DC for the check is 10 + the spell level + the caster level of the potion. If the check fails, the raw materials are used up but the XP are not spent. The Mage can try brewing the potion again as soon as he purchases more raw materials.

When a Mage creates a potion, he makes any choices that he would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the raw materials cost, the Mage must expend the material component or pay the XP when creating the potion.

Scribe Tattoo

At 4th level, a Mage can create tattoos on his body or someone else's. Tattoos function similarly to scrolls, and are created in the same way (see the scribe scroll ability), except that the pertinent skill is Craft (visual arts). See Chapter Ten: FX Abilities for more about tattoos.

Spell Mastery

At 5th and 8th level, a Mage gains the spell mastery ability. Each time, the Mage chooses a number of spells that he already knows equal to his Intelligence modifier. From that point on, the Mage can prepare these spells without referring to a spellbook. The Mage is so intimately familiar with these spells that he doesn't need a spellbook to prepare them anymore.

Combat Casting

At 7th level, a Mage becomes adept at casting spells during combat. He gets a +4 bonus on Concentration checks made to cast a spell while on the defensive.

Maximize Spell

At 10th level, a Mage learns to cast some of his spells to maximum effect. All variable, numeric effects of a maximized spell automatically achieve their maximum values. A maximized spell deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Spells without random variables are not affected.

When a maximized spell is prepared, it is treated as a spell of three levels higher than the spell's actual level. Therefore, a Mage can only maximize 0-, 1st-, or 2nd-level spells—a maximized 1st-level spell is treated as a 4th-level spell when you decide what spells the Mage will have available for the coming day, so it limits the number of other 4th-level spells the Mage can prepare. Likewise, a maximized 2nd-level spell is treated as a 5th-level spell.

Acolyte

Requirements

To qualify to become an Acolyte, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Knowledge (philosophy) 6 ranks, Listen 6 ranks, Sense Motive 6 ranks.

Allegiance: At the time that the character receives her first level in the Acolyte advanced class, she must decide if her faith leans toward the positive energy or negative energy of the universe. This choice adds either the good (positive) or evil (negative) allegiance to the character, and determines how the Acolyte uses certain aspects of her faith.

Symbol: When the character declares her allegiance, she must designate one of her personal possessions as a symbol of her dedication to her allegiance. This possession is an item of personal significance. This object is referred to as the Acolyte's symbol. It is typically of Tiny or Diminutive size, so that it can be easily held and manipulated in one hand, and its weight is negligible, so that it does not affect the Acolyte's carrying capacity.

An Acolyte needs her symbol in order to cast certain spells. It is also necessary for the Acolyte to be able to turn or rebuke undead (see below).

Class Information

The following information pertains to the Acolyte advanced class.

Hit Die

The Acolyte gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Acolyte gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Acolyte's class skills are as follows.

Concentration (Con), Craft (structural, visual arts, writing) (Int), Diplomacy (Cha), Knowledge (planar, sciences, philosophy) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Sense Motive, Speak Language (none), Spellcraft (Int), Treat Injury (Wis).

Skill Points at Each Level: 5 + Int modifier.

Table: The Acolyte							
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+2	+0	+2	Divine skills, divine spells	+1	+2
2nd	+1	+3	+0	+3	Turn or rebuke undead, divine spells	+1	+2
3rd	+2	+3	+1	+3	Bonus feat, divine spells	+2	+2
4th	+3	+4	+1	+4	Spontaneous cast, divine spells	+2	+3
5th	+3	+4	+1	+4	Combat casting, divine spells	+3	+3
6th	+4	+5	+2	+5	Bonus feat, divine spells	+3	+3
7th	+5	+5	+2	+5	Turn or rebuke magical beast, divine spells	+4	+4
8th	+6	+6	+2	+6	Turn or rebuke outsider, divine spells	+4	+4
9th	+6	+6	+3	+6	Bonus feat, divine spells	+5	+4

10th	+7	+7	+3	+7	Maximize spell, divine spells	+5	+5
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Class Features

All of the following features pertain to the Acolyte advanced class.

Divine Skills

An Acolyte has access to the following divine skills. These skills are considered class skills for the Acolyte, and she can use her skill points to buy ranks in them, just like other skills in the game.

Concentration (Con): The normal Concentration skill expands to include divine applications, as defined below.

Check: You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including casting a spell or concentrating on an active spell, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends.

The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are casting a spell, you add the level of the spell to the DC.

Try Again?: You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a spell, the spell is lost.

Special: By making a check (DC 15 + spell level), you can use Concentration to cast a spell defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the casting without incurring any attacks of opportunity.

Spellcraft (Int): Trained only. Use this skill to identify spells as they are cast or spells already in place.

Check: You can identify spells and magic effects.

Additionally, certain spells allow you to gain information about magic provided that you make a Spellcraft check as detailed in the spell description.

Try Again?: See above.

Time: Unless otherwise indicated, Spellcraft is a move action.

DC	Task
15 + spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) You can't try again.
15 + spell level	When casting detect magical aura, determine the school of magic involved in the aura of a single item or creature you can see. (If the aura isn't a spell effect, the DC is 15 + one-half caster level.)
20 + spell level	Identify a spell that's already in place and in effect. (You must be able to see or detect the effects of the spell.) You can't try again.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a wall of iron spell. You can't try again.
20 + spell level	Decipher a written spell (such as a scroll) without using read magic. One try per day.
25 + spell level	After rolling a saving throw against a spell targeted at you, determine what spell was cast upon you. This is a reaction.
25	Identify a potion. This takes 1 minute.
30 or higher	Understand a strange or unique magical effect. You can't try again.

Divine Spells

The Acolyte's key characteristic is the ability to cast divine spells. (See Chapter Ten: FX Abilities for a list and descriptions of divine spells.)

The Acolyte is limited to a certain number of spells of each spell level per day, according to her Acolyte class level. In addition, the Acolyte receives bonus spells based on her Wisdom score. Determine the Acolyte's total number of spells per day by consulting the two tables below.

Acolyte Level	— — — — Spells per Day by Spell Level — — — —					
	0	1	2	3	4	5
1st	3	2	—	—	—	—

2nd	4	3	—	—	—	—
3rd	4	3	2	—	—	—
4th	5	4	3	—	—	—
5th	5	4	3	2	—	—
6th	5	4	4	3	—	—
7th	6	5	4	3	2	—
8th	6	5	4	4	3	—
9th	6	5	5	4	3	2
10th	6	5	5	4	4	3

Wis Score	— — — — Bonus Spells by Spell Level — — — —					
	0	1	2	3	4	5
12–13	—	1	—	—	—	—
14–15	—	1	1	—	—	—
16–17	—	1	1	1	—	—
18–19	—	1	1	1	1	—
20–21	—	2	1	1	1	1
22–23	—	2	2	1	1	1

The Acolyte meditates or prays for her spells, receiving them through her own strength of faith or as divine inspiration. The Acolyte must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on the Acolyte's spell preparation. To learn, prepare, or cast a spell, an Acolyte must have a Wisdom score of at least 10 + the spell's level.

An Acolyte can prepare a lower-level spell in place of a higher-level one if she desires.

An Acolyte may prepare and cast any spell on the divine spell list, provided she can cast spells of that level.

The Difficulty Class of a saving throw to resist the effects of an Acolyte's spell is 10 + the spell's level + the Acolyte's Wisdom modifier.

Turn or Rebuke Undead

Starting at 2nd level, an Acolyte gains the supernatural ability to affect undead creatures, such as zombies, skeletons, ghosts, and vampires. The Acolyte's allegiance (good or evil) determines the effect she can have on these unholy abominations. A character of the good allegiance can turn undead, driving them away or perhaps destroying them. One of the evil allegiance can use negative energy to rebuke undead, causing the creatures to cower in her presence. (In the text that follows, up to the section on Effect and Duration of Turning, "turning" refers to turning or rebuking, whichever is appropriate for a particular Acolyte.)

How Turning Works: An Acolyte can turn undead (or other types of creatures at higher level) as an attack action. Doing so does not provoke an attack of opportunity. An Acolyte must present her holy symbol to make a turning attempt, holding it in one hand in such a way that it is visible to the creatures she wants to affect.

Times per Day: An Acolyte may attempt to turn a number of times per day equal to 3 + her Charisma modifier.

Range: The Acolyte turns the closest turnable creature first. She can't turn creatures that are more than 60 feet away or that have total cover.

Turning Check: First, roll a turning check to determine how powerful a creature you can turn. This is a Charisma check (1d20 + Charisma modifier). The table below shows the Hit Dice of the most powerful creature you can affect, relative to your Acolyte level. With a given turning attempt, you can't turn any creature whose Hit Dice exceeds the result of your turning check.

Turning Check Result	Most Powerful Creature Affected (Maximum Hit Dice)
0 or lower	Acolyte level –4
1–3	Acolyte level –3
4–6	Acolyte level –2
7–9	Acolyte level –1
10–12	Acolyte level
13–15	Acolyte level +1
16–18	Acolyte level +2
19–21	Acolyte level +3

22 or higher	Acolyte level +4
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Turning Damage: If your turning check result is high enough to let you turn at least some of the undead (or other appropriate) creatures within 60 feet, roll 2d6 and add your Acolyte level and your Charisma modifier to the result to determine turning damage. That's how many total Hit Dice of undead (or other) creatures you can turn on this attempt.

You may skip over already turned creatures that are still within range so that you don't waste your turning capacity on them.

Effect and Duration of Turning: Turned creatures flee from the Acolyte by the best and fastest means available to them. A turned creature flees for 10 rounds (1 minute). If it can't flee, it cowers (can take no actions, -2 penalty to Defense).

If the Acolyte moves to within 10 feet of a cowering turned creature, it overcomes the turning and can act normally. (The Acolyte can be standing within 10 feet of the creature without breaking the turning effect; she just can't approach any closer to the creature.) The Acolyte can attack a turned and cowering creature with ranged attacks from more than 10 feet away, and others can attack in any fashion, without breaking the turning effect.

Destroying Undead: If the Acolyte has twice as many Acolyte levels (or more) as the undead has Hit Dice, she destroys any creature that she would normally turn.

Evil Acolytes and Undead: An Acolyte with the evil allegiance channels negative energy to rebuke (awe) or command (control) undead, instead of turning or destroying them. An evil Acolyte makes the equivalent of a turning check. Creatures that would be turned are rebuked instead, and those that would be destroyed are commanded.

Rebuked: A rebuked creature cowers as if in awe (can take no actions, -2 penalty to Defense) for 10 rounds.

Commanded: A commanded creature falls under the mental control of the Acolyte. The Acolyte can give mental orders to a commanded creature as an attack action. The Acolyte can command any number of creatures whose total Hit Dice don't exceed her Acolyte level. She may voluntarily relinquish command in order to establish command on different creatures.

Dispel Turning: An evil Acolyte may dispel the turning effect of a good Acolyte. To do so, the evil Acolyte makes a turning check as if attempting to rebuke. If the turning check result is equal to or greater than the turning check result that the good Acolyte scored when turning them, then the creatures are no longer turned. The evil Acolyte rolls turning damage to see how many Hit Dice worth of creatures she can affect in this way.

Bolster Undead: An evil Acolyte may bolster creatures against turning effects in advance. She makes a turning check as if attempting to rebuke them, but the Hit Dice result becomes the creatures' effective Hit Dice as far as turning is concerned (provided the result is higher than the creatures' normal Hit Dice). This bolstering lasts for 10 rounds.

Bonus Feats

At 3rd, 6th, and 9th level, the Acolyte gets a bonus feat. The bonus feat must be selected from the following list, and the Acolyte must meet all the prerequisites of the feat to select it.

Animal Affinity, Archaic Weapons Proficiency, Armor Proficiency (light), Attentive, Combat Expertise, Educated, Frightful Presence, Iron Will, Medical Expert, Studious, Trustworthy.

Spontaneous Casting

An Acolyte of 4th level or higher can channel stored energy into spells she has not prepared ahead of time. The Acolyte "loses" a prepared spell to cast another spell of the same level or lower.

An Acolyte with a good allegiance can spontaneously cast cure spells (spells with "cure" in their name). An Acolyte with an evil allegiance can spontaneously convert prepared spells into inflict spells (spells with "inflict" in their name).

Combat Casting

At 5th level, the Acolyte becomes adept at casting spells during combat. She gets a +4 bonus on Concentration checks made to cast a spell while on the defensive.

Turn or Rebuke Magical Beast

At 7th level, the Acolyte gains the supernatural ability to affect magical beasts. This ability works just like turning undead, except the creature type is magical beast. Magical beasts, unlike undead creatures, can't be destroyed or commanded. All other rules pertaining to turning apply. The number of times per day the Acolyte can make a turning attempt (3 + Cha modifier) does not increase.

Turn or Rebuke Outsider

At 8th level, the Acolyte gains the supernatural ability to affect outsiders. This ability works just like turning undead and magical beasts, except the creature type is outsider. Outsiders, unlike undead creatures, can't be destroyed or commanded. All other rules pertaining to turning apply. The number of times per day the Acolyte can make a turning attempt (3 + Cha modifier) does not increase.

Maximize Spell

At 10th level, an Acolyte learns to cast some of her spells to maximum effect. All variable, numeric effects of a maximized spell automatically achieve their maximum values. A maximized spell deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Spells without random variables are not affected.

When a maximized spell is prepared, it is treated as a spell of three levels higher than the spell's actual level.

Psionic Agent

The fastest path into this advanced class is from the Fast hero basic class, though other paths are possible. A good Wisdom is recommended to allow access to higher level powers.

Requirements

To qualify to become a Psionic Agent, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skill: Hide 6 ranks, Move Silently 6 ranks.

Feat: Wild Talent.

Class Information

The following information pertains to the Psionic Agent advanced class.

Hit Die

The Psionic Agent gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Psionic Agent gains a number of action points equal to 6 plus one-half her character level, rounded down, every time she advances a level in this class.

Class Skills

The Psionic Agent's class skills are as follows: Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Drive (Dex), Escape Artist (Dex), Hide (Dex), Knowledge (planar, current events, streetwise) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Search (Int), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 3 + Intelligence modifier.

Table: The Psionic Agent							
Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+0	+2	+0	Psionic skills, psionic powers	+1	+0
2nd	+1	+0	+3	+0	Psionic Focus, psionic powers	+2	+0
3rd	+2	+1	+3	+1	Bonus feat, psionic powers	+2	+0
4th	+3	+1	+4	+1	Draw power, psionic powers	+3	+0
5th	+3	+1	+4	+1	Charged shot, psionic powers	+4	+1
6th	+4	+2	+5	+2	Bonus feat, psionic powers	+4	+1
7th	+5	+2	+5	+2	Combat Manifestation, psionic powers	+5	+1
8th	+6	+2	+6	+2	Power penetration, psionic powers	+6	+1
9th	+6	+3	+6	+3	Bonus feat, psionic powers	+7	+2
10th	+7	+3	+7	+3	Deadly Aim, psionic powers	+7	+2

Class Features

The following features pertain to the Psionic Agent advanced class.

Psionic Skills

At 1st level, the Psionic Agent gains access to the Autohypnosis and Concentration skills, as described for the Battle Mind.

Psionic Powers

The Psionic Agent's key talent is the ability to manifest psionics powers related to movement and detection.

A psionic power is a one-time psionic effect. Psionic powers require power points to use. Unlike arcane spellcasters, psionicists don't have spellbooks and they don't prepare powers ahead of time. A psionicist's level limits the number of power points available for manifesting powers. In addition, a psionicist must have a key ability score equal to at least 10 + the power's level to manifest a particular power. The Psionic Agent's selection of psionic powers is extremely limited and

tied both to detection and avoiding being detected. The Psionic Agent knows two 0-level powers (called talents) of your choice. At each level, the Psionic Agent discovers one or more previously latent powers, as indicated on the table below. The DC for saving throws to resist a psionic power is 10 + the power's level + the Psionic Agent's key ability modifier.

Psionic Agent Level	Pts/Day	Powers Discovered by Level				
		0	1	2	3	4
1	2	2	—	—	—	—
2	3	3	—	—	—	—
3	4	3	1	—	—	—
4	5	3	2	—	—	—
5	8	3	3	1	—	—
6	11	3	3	2	—	—
7	16	3	3	2	1	—
8	21	3	3	3	1	—
9	26	3	3	3	2	—
10	33	3	3	3	2	1

A Psionic Agent can manifest a certain number of powers per day based on her available power points. (0-level powers have a special cost.) She just pays the power point cost of a power to manifest it, no preparation necessary. The base number of power points available per day is shown above.

Psionic Focus

At 2nd level, a Psionic Agent chooses two powers that share the same primary ability score, and adds +2 to the DC for all saving throws against those powers.

Bonus Feats

At 3rd, 6th, and 9th level, the Psionic Agent gets a bonus feat. The bonus feat must be selected from the following list, and the Psionic Agent must meet all of the prerequisites for the feat to select it.

Athletic, Blind-Fight, Cleave, Combat Reflexes, Double Tap, Exotic Melee Weapons Proficiency, Focused, Point Blank Shot, Precise Shot, Shot on the Run, Skip Shot, Weapon Focus, as well as any metapsionic feats.

Draw Power

At 4th level, a Psionic Agent can spend an action point to regain a number of power points equal to her levels in this class. This is an attack action.

Charged Shot

At 5th level, a Psionic Agent may do additional damage with a ranged attack. Before making any single ranged attack, the Psionic Agent, as a free action, spends a power point to "charge" a weapon. The next attack deals an extra 1d4 points of damage if it hits (if it misses, it deals no damage, and the power point is still spent). The Psionic Agent may spend multiple free actions and power points in a single round if she has multiple attacks, but may only "charge" each attack once. A shot remains "charged" for a number of rounds equal to her levels in this class.

Combat Manifestation

At 7th level, a Psionic Agent becomes adept at manifesting psionic powers in combat. She gets a +4 bonus on Concentration checks to manifest a power while on the defensive.

Power Penetration

At 8th level, the Psionic Agent's powers are more potent at breaking through power resistance (and spell resistance) of opponents. The Psionic Agent gains a +2 on manifester level checks to beat a creature's power resistance. For those campaigns where spell resistance and power resistance are equal, it applies to spell resistance as well.

Deadly Aim

At 10th level, the Psionic Agent is capable of using her abilities to strike at the chinks in the defense of opponent with a ranged weapon. At 10th level, the Psionic Agent may pay 5 power points to turn a ranged attack into a ranged touch attack.



Prestige Classes

WAS WANTED THAT

Archmage

The fastest path into this prestige class is from the Mage and Techno Mage advanced classes, though other paths are possible.

Requirements

To qualify to become an Archmage, a character must fulfill the following criteria.

Skills: Spellcraft 12 ranks, Knowledge (arcane lore) 12 ranks, Concentration 12 ranks.

Special: Ability to cast arcane spells.

Class Information

The following information pertains to the Archmage prestige class.

Hit Die

Archmages gain 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

Archmage gain a number of action points equal to 7 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Archmage's class skills are as follows: Clockwork Use (Int), Concentration (Con), Craft (chemical, electronic, mechanical, pharmaceutical) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Investigate (Int), Knowledge (planar, arcane lore, art, sciences, current events, history, popular culture, streetwise, technology, philosophy) (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none), Spellcraft (Int).

Skill Points at Each Level: 7 + Intelligence modifier.

Table: The Archmage							
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Total spellcasting	+1	+2
2nd	+1	+0	+0	+3	Increased spells/day	+1	+2
3rd	+1	+1	+1	+3	Gifted incantations	+2	+2
4th	+2	+1	+1	+4	Increased spells/day	+2	+3
5th	+2	+1	+1	+4	Granted incantations	+3	+3

Class Features

The following features pertain to the Archmage prestige class.

Total Spellcasting

Count all character caster levels when determining the Archmage's casting level for arcane spells.

Increased Spells/Day

At 2nd level, the Archmage increases the base number of arcane spells per day by one half (round down). This increase occurs before modifications for high intelligence or other alterations. At 4th level, the Archmage again increases the number of arcane spells available per day, this time to a total of twice what he would normally have. As before, this increase happens prior to any modifications or alterations.

Gifted Incantations

At 3rd level, the Archmage can spend an action point on an incantation to gain an additional +1d6 on all skill checks to complete the incantation.

Granted Incantations

At 5th level, failure during an Incantation holds no penalty for the Archmage.

Artificer

The fastest path into this prestige class is from the Mage and Techno Mage advanced classes, though other paths are possible.

Requirements

To qualify to become an Artificer, a character must fulfill the following criteria.

Skills: Spellcraft 9 ranks, Knowledge (arcane lore) 9 ranks, and 9 ranks in any one Craft skill. The Craft skill will affect the Artificer's ability to use different types of Craft Artifice abilities.

Other: Ability to cast 2nd-level arcane spells.

Class Information

The following information pertains to the Artificer prestige class.

Hit Die

Artificers gain 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

The Artificer gain a number of action points equal to 7 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Artificer's class skills are as follows: Clockwork Use (Int), Concentration (Con), Craft (chemical, electronic, mechanical, pharmaceutical, or structural) (Int), Decipher Script (Int), Disable Device (Int), Drive (Dex), Forgery (Int), Knowledge (planar, arcane lore, art, current events, sciences, history, popular culture, technology, philosophy) (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), Speak Language (none).

Skill Points at Each Level: 7 + Intelligence modifier.

Table: The Artificer							
Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+1	+0	+2	Craft artifice	+1	+2
2nd	+1	+2	+0	+3	Craft artifice, bonus feat	+1	+2
3rd	+1	+2	+1	+3	Craft artifice	+2	+2
4th	+2	+2	+1	+4	Craft artifice, bonus feat	+2	+3
5th	+2	+3	+1	+4	Craft artifice	+3	+3

Class Features

The following features pertain to the Artificer prestige class.

Craft Artifice

At each level of Artificer, choose one of the following item creation talents. The Artificer must have ranks in the appropriate Craft skill to use the talent. Note that for talents that are available to other arcane advanced classes, the Artificer's version is less expensive.

Craft Wand: With this talent, the Artificer can create wands, which carry spells within themselves. The Artificer can create a wand of any spell of 4th level or lower that he knows. Crafting a wand takes 12 hours x the spell's level. When the Artificer creates a wand, he sets the caster level. The caster level must be sufficient to cast the spell in question and no higher than the Artificer's total class levels in all arcane spellcasting classes (Artificer, Mage, Techno Mage). The caster level has an effect on the purchase DC of the raw materials to craft the wand, the skill check to create the wand, the experience point cost to craft the wand, and the DC of a saving throw (if applicable) to resist the effect of the wand.

The purchase DC for the raw material that the Artificer requires to craft a wand is 18 + the level of the spell stored in the wand + the wand's caster level.

The Artificer must also spend experience points to craft a wand. The XP cost is equal to the spell level x the caster level the purchase DC of the raw materials.

Finally, the Artificer makes a Craft (mechanical) skill check. The DC for the check is 10 + the spell level + the caster level of the spell stored in the wand. If the check fails, the raw materials are used up but the XP are not spent. The Artificer can try crafting the wand again as soon as he purchases more raw materials.

When an Artificer creates a wand, he makes any choices that he would normally make when casting the spell. A newly crafted wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the raw materials cost, the Artificer must expend 50 copies of the material component or pay 50 times the XP cost when creating the wand.

Improved Brew Potion: With this talent, the Artificer can create potions, which carry spells within themselves. The Artificer can create a potion of any spell of 3rd level or lower that he knows. The spell must target a character or characters. Brewing a potion takes 24 hours. When the Artificer creates a potion, he sets the caster level. The caster level must be sufficient to cast the spell in question and no higher than the Artificer's total class levels in all arcane spellcasting classes (Artificer, Mage, Techno Mage). The caster level has an effect on the purchase DC of the raw materials to brew the potion, the skill check to create the potion, the experience point cost to brew the potion, and the DC of a saving throw (if applicable) to resist the effect of the potion. The purchase DC for the raw material that the Artificer requires to brew a potion is 12 + the potion's spell level + the potion's caster level. The Artificer must also spend experience points to brew a potion. The XP cost is equal to the spell level x the caster level x the purchase DC of the raw materials. Finally, the Artificer makes a Craft (chemical) skill check. The DC for the check is 10 + the spell level + the caster level of the potion. If the check fails, the raw materials are used up but the XP are not spent. The Artificer can try brewing the potion again as soon as he purchases more raw materials. When an Artificer creates a potion, he makes any choices that he would normally make when casting the spell. Whoever drinks the potion is the target of the spell. Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the raw materials cost, the Artificer must expend the material component or pay the XP when creating the potion.

Improved Scribe Scroll: With this talent, the Artificer can create scrolls from which he or another spellcaster can cast a scribed spell. You can create a scroll of any spell you know. Scribing a scroll takes one day. The purchase DC for the raw materials to scribe a scroll is 10 + the scroll's spell level + the scroll's caster level.

The Artificer must also spend experience points to scribe a scroll. The XP cost is equal to the spell level x the caster level x the purchase DC of the raw materials.

Finally, the Artificer makes a Craft (writing) skill check. The DC for the check is 10 + the spell level + the caster level of the scroll. If the check fails, the raw materials are used up but the XP are not spent. The Artificer can try scribing the scroll again as soon as he purchases more raw materials.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the raw materials cost, the Artificer must expend the material component or pay the XP when scribing the scroll.

A scroll can be written on a sheet of paper or parchment, or it can be saved as a file on a PMMT.

Improved Scribe Tattoo: With this talent, an Artificer can create tattoos on his body or on someone else's. Tattoos function similarly to scrolls, and are created in the same way (see Scribe Scroll), except that the pertinent skill is Craft (visual arts).
Magic Mastercraft: With this talent, the Artificer can create magical mastercraft items.

Each time the Artificer selects this Craft Artifice talent, he applies it to either armor or weapons. From this point on, he can build magical mastercraft items of that type. The Artificer uses his Craft (mechanical) and Craft (chemical) to build weapons and armor and imbue them with magical enhancements. On average, it takes twice as long to build a magic mastercraft item as it does an ordinary item of the same type. The cost to build a magic mastercraft item is equal to the purchase DC for the components (see the appropriate Craft skill description) + an additional amount based on the magical enhancement bonus: +1 bonus, +5 to the purchase DC; +2 bonus, +10 to the purchase DC; +3 bonus, +15 to the purchase DC. You can add the magic mastercraft feature to an existing ordinary item by making the Wealth check and then making the Craft check as though you were constructing the item from scratch. The Artificer must also spend experience points to create a magic mastercraft item. The XP cost is equal to the enhancement bonus x 10 x the purchase DC of the components. The XP must be paid before making the Craft checks. If the expenditure of these XP would drop the Artificer to below the minimum needed for his current level, then the XP can't be paid and the mastercraft work can't be done until the Artificer gains enough additional XP to remain at his current level after the expenditure is made. Finally, the Artificer makes a Craft (mechanical) skill check and a Craft (chemical) skill check to complete the work. The DC for the Craft (mechanical) check is 20 + the enhancement bonus for armor; 25 + the enhancement bonus for weapons. The DC for the Craft (chemical) check is 25 + the enhancement bonus – the Artificer's class level.

Bonus Feat

At 2nd and 4th level, the Artificer gets a bonus feat. The bonus feat must be selected from the following list, and the Artificer must meet all of the prerequisites for the feat to select it.

Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Heighten Spell, Nonlethal Spell, Reach Spell, Sacred Spell, Shadowbane Spell.

Ecclesiarch

The fastest path into this prestige class is from the Acolyte and Mystic advanced classes, though other paths are possible.

Requirements

To qualify to become an Ecclesiarch, a character must fulfill the following criteria.

Skills: Spellcraft 10 ranks, Knowledge (philosophy) 10 ranks, Concentration 8 ranks.

Special: Ability to cast divine spells, ability to turn a particular creature type.

Class Information

The following information pertains to the Ecclesiarch prestige class.

Hit Die

Ecclesiarches gain 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

Ecclesiarches gain a number of action points equal to 7 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Ecclesiarch's class skills are as follows: Concentration (Con), Craft (chemical, electronic, visual art, writing) (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Investigate (Int), Knowledge (planar, arcane lore, art, sciences, current events, history, popular culture, philosophy), Listen (Wis), Perform (any), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), Survival (Wis), Treat Injury (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

Table: The Ecclesiarch							
Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense	Reputation
1st	+0	+0	+0	+2	Total spellcasting	+1	+2
2nd	+1	+0	+0	+3	Increased spells/day	+1	+2
3rd	+1	+1	+1	+3	Total turning	+2	+2
4th	+2	+1	+1	+4	Increased spells/day	+2	+3
5th	+2	+1	+1	+4	Innovative turning	+3	+3

Class Features

The following features pertain to the Ecclesiarch prestige class.

Total Spellcasting

Count all character levels when determining the Ecclesiarch's casting level for divine spells.

Increased Spells/Day

At 2nd level, the Ecclesiarch increases the base number of divine spells he may cast per day by one-half (round down). This increase occurs before modifications for high Wisdom or other alterations. At 4th level, the Ecclesiarch again increases the number of divine spells available per day, this time to a total of twice what he would normally have. As before, this increase happens prior to any modifications or alterations.

Total Turning

Count all character levels when determining the Ecclesiarch's level for attempts to turn, rebuke, or command creatures.

Innovative Turning

When the Ecclesiarch gains 5th level, and every time he gains a character level above this, he may spend an action point to alter the creature type he can turn, rebuke, or command. One Ecclesiarch may choose to affect fey, while another may affect constructs, and a third may choose to affect dragons. The new creature type replaces that of the previous one, and all limitations to the previous power apply (if the character could not bolster the previous creature type, he cannot bolster the new creature type). Certain types of creatures have restrictions on how they may be affected. The types that may be affected are:

Aberrations	Humans *
Animals	Magical beasts**
Constructs	Monstrous humanoids*
Dragons**	Oozes
Elementals	Outsiders**
Fey*	Plants
Giants*	Undead
Humanoids *	Vermin

*This type of creature cannot be destroyed by turning, regardless of the success of the turning.

**This type of creature cannot be destroyed by turning, and cannot be commanded.



Occupations

(ଅବସ୍ଥା ଓ ଉଦ୍ୟୋଗ)

Academic

Academics include librarians, archaeologists, scholars, professors, teachers, and other education professionals.

Prerequisite: Age 23+.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Clockwork Use, Craft (writing), Decipher Script, Gather Information, Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, tactics, technology, or theology and philosophy), Research, or add a new Read/Write Language or a new Speak Language.

Wealth Bonus Increase: +3.

Adventurer

Adventurers include professional daredevils, big-game hunters, relic hunters, explorers, extreme sports enthusiasts, field scientists, thrill-seekers, and others called to face danger for a variety of reasons.

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Climb, Demolitions, Disable Device, Drive, Escape Artist, Intimidate, Jump, Knowledge (arcane lore, streetwise, tactics, or technology), Move Silently, Pilot, Ride, Spot, Survival, Swim, Treat Injury.

Bonus Feat: Select one of the following: Archaic Weapons Proficiency, Brawl, or Personal Firearms Proficiency.

Wealth Bonus Increase: +1.

Apothecary

Apothecaries are people who study the science of mixing chemicals, elements, and naturally occurring materials together for predictable results. They often go on to be research scientists, inventors, pharmacists, or alchemists.

Prerequisite: Age 20+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Craft (chemical, mechanical, pharmaceutical, or writing), Disable Device, Knowledge (arcane lore, earth and life sciences, history, or physical sciences), Repair, Research.

Bonus Feat: Select either Arcane Skills or Educated.

Wealth Bonus: +3.

Athlete

Athletes include amateur athletes and professional athletes of all types, including gymnasts, weight trainers, wrestlers, boxers, martial artists, swimmers, skaters, and those who engage in any type of competitive sport.

Prerequisite: Strength 13 or Dexterity 13.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Balance, Climb, Drive, Jump, Ride, Swim, Tumble.

Bonus Feat: Select either Archaic Weapons Proficiency or Brawl.

Wealth Bonus Increase: +1.

Creative

The creative starting occupation covers artists of all types who fan their creative spark into a career. Illustrators, copywriters, cartoonists, graphic artists, novelists, magazine columnists, actors, sculptors, game designers, musicians, screenwriters, photographers, and web designers all fall under this occupation.

Prerequisite: Age 15+.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Clockwork Use, Craft (visual art or writing), Disguise, Forgery, Knowledge (arcane lore or art), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, or wind instruments), Spot.

Wealth Bonus Increase: +2.

Criminal

This illicit starting occupation reveals a background from the wrong side of the law. This occupation includes con artists, burglars, thieves, crime family soldiers, gang members, bank robbers, and other types of career criminals.

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Disable Device, Disguise, Forgery, Gamble, Hide, Knowledge (streetwise), Move Silently, Sleight of Hand.

Bonus Feat: Select either Brawl or Personal Firearms Proficiency.

Wealth Bonus Increase: +1.

Dilettante

Dilettantes usually get their wealth from family holdings and trust funds. The typical dilettante has no job, few responsibilities, and at least one driving passion that occupies his or her day. That passion might be a charity or philanthropic foundation, an ideal or cause worth fighting for, or a lust for living a fun and carefree existence.

Prerequisite: Age 18+.

Skills: Choose one of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Gamble, Intimidate, Knowledge (current events or popular culture), Ride, or add a new Speak Language.

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +6.

Doctor

A doctor can be a physician (general practitioner or specialist), a surgeon, or a psychiatrist.

Prerequisite: Age 25+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class

skill, he or she receives a +1 competence bonus on checks using that skill. Craft (pharmaceutical), Clockwork Use, Knowledge (behavioral sciences, earth and life sciences, or technology), Search, Treat Injury.
Wealth Bonus Increase: +4.

Drifter

Drifters are aimless wanderers and worldwide jacks-of-all-trades who move between cities or star systems, working odd jobs until boredom or fate leads them elsewhere. Along the way, they learn strange customs and pick up interesting and diverse skills.

Prerequisite: Age 15+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Bluff (Cha), Decipher Script (Int), Disable Device (Int), Disguise (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Hide (Dex), Knowledge (streetwise) (Int), Navigate (Int), Sleight of Hand (Dex).

Wealth Bonus Increase: +2.

Gladiator

Gladiators have been fighting all their lives, whether on the streets or in some form of arena. They include disenchanting youths and poverty-stricken hoodlums looking to trade fists for cash, clones bred in secret labs to fight from birth, and low-ranking members of a society's warrior caste.

Prerequisite: Age 18+.

Skills: Choose one of the following skills as a permanent class skill. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Balance (Dex), Intimidate (Cha), Knowledge (streetwise) (Int), Tumble (Dex).

Bonus Feat: Select either Brawl or Combat Martial Arts.

Wealth Bonus Increase: +1.

Hedge Wizard

A hedge wizard is someone who has spent a great deal of time studying the arcane arts without the benefit of having any formal training or mentoring.

Prerequisite: Intelligence 10.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Concentration, Craft (chemical or writing), Decipher Script, Gather Information, Knowledge (arcane lore, art, earth and life sciences, history, or physical sciences), Research.

Bonus Feat: Select either: Magical Heritage or Magical Affinity.

Wealth Bonus: +2.

Heir

Heirs are the elite sons and daughters of powerful magnates, influential nobles, and imperial monarchs. Unlike dilettantes, however, they are bound by their lineage to certain responsibilities, with the assumption that they might someday rise to lead their families into the future . . . assuming the stars are properly aligned and they do nothing to jeopardize their birthright.

Prerequisite: Age 21+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Craft (visual art or writing) (Int), Knowledge (art, business, civics, current events, or history) (Int), Perform (act, dance, keyboards, percussion instruments, sing, stringed instruments, or wind instruments) (Cha), Ride (Dex), Sense Motive (Wis).

Pre-Selected Feat: An heir must choose the Educated feat as one of her starting feats at 1st level.

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +6. An heir may permanently reduce her Reputation bonus by 1 to increase her starting wealth bonus by an additional +1d6; this expenditure must be made before the character begins play. As long as her Reputation bonus is +1 or higher, an heir's wealth bonus can never drop below 10.

Investigative

There are a number of jobs that fit within this occupation, including investigative reporters, photojournalists, private investigators, police detectives, criminologists, criminal profilers, espionage agents, and others who use their skills to gather evidence and analyze clues.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Clockwork Use, Craft (visual art or writing), Decipher Script, Forgery, Gather Information, Investigate, Knowledge (behavioral sciences, civics, earth and life sciences, or streetwise), Research, Search, Sense Motive.

Bonus Feat: Select either Brawl or Personal Firearms Proficiency.

Wealth Bonus Increase: +2.

Military

Military covers any of the branches of the armed forces, including army, navy, air force, and marines, as well as the various elite training units such as Seals, Rangers, and Special Forces.

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Climb, Demolitions, Drive, Hide, Knowledge (tactics), Move Silently, Navigate, Pilot, Survival, Swim.

Bonus Feat: Select one of the following: Brawl, Combat Martial Arts, Armor Proficiency (light), or Personal Firearms Proficiency.

Wealth Bonus Increase: +1.

Outcast

"Outcast" is not so much an occupation as a forced way of life. Persecuted and exiled for being different, outcasts are lone pariahs or shunned members of a culture whose customs or characteristics society finds deviant or abhorrent. Outcasts lurk on the fringes of civilization. Some strive for

acceptance, while others are trapped by their own feelings of resentment, self-loathing, or hopelessness.

Prerequisites: Age 15+.

Skills: Choose one of the following skills as a permanent class skill. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Disguise (Cha), Hide (Dex), Knowledge (streetwise) (Int), Search (Int), Survival (Wis), Treat Injury (Wis).

Bonus Feat: Toughness.

Wealth Bonus Increase: +1.

Psychic

Psychics can be people with innate, low-level psionic abilities or simply con-artists looking to make a buck off those gullible enough to believe their ruses.

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Bluff, Concentration, Diplomacy, Gather Information, Intimidate, Knowledge (behavioral sciences, current events, popular culture, or streetwise), Sense Motive.

Bonus Feat: Select either Iron Will or Wild Talent.

Wealth Bonus: +2.

Rural

Farm workers, hunters, and others who make a living in rural communities fall under this category.

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Balance, Climb, Drive, Handle Animal, Repair, Ride, Survival, Swim.

Bonus Feat: Select either Brawl or Personal Firearms Proficiency.

Wealth Bonus Increase: +1.

Scavenger

Scavengers turn society's wreckage and discarded trash into useful tools or items for trade, and if they're lucky, their endeavors might even yield one or two objects of special value. They effortlessly navigate and strip clean the most treacherous places, and their playgrounds are abandoned space stations, gutted buildings, and smoking battlefields.

Prerequisites: Age 15+.

Student

A student can be in high school, college, or graduate school. He or she could be in a seminary, a military school, or a private institution. A college-age student should also pick a major field of study.

Prerequisite: Age 15+.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Clockwork Use, Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, technology, or theology and philosophy), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, or wind instruments), Research.

Wealth Bonus Increase: +1.

Technician

Scientists and engineers of all types fit within the scope of this starting occupation.

Prerequisite: Age 23+.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Clockwork Use, Craft (chemical, electronic, mechanical, or structural), Knowledge (business, earth and life sciences, physical sciences, or technology), Repair, Research.

Wealth Bonus Increase: +3.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Decipher Script (Int), Disable Device (Int), Knowledge (technology) (Int), Move Silently (Dex), Repair (Int), Search (Int), Spot (Wis), Survival (Wis).

Wealth Bonus Increase: +2.

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CLASSES & OCCUPATIONS OF **AVE MOLECH**

Inside this book you'll find the basic, advanced and prestige classes as well as the occupations mentioned within the Ave Molech Campaign Setting.

